



# An Argumentative Model for Service-Oriented Agents

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## ARGUmentation as a foundation for the semantic GRID



- Provide a new model for argumentative agents populating and evolving within a trusted grid.
- Provide a new model for the specification, creation, operation and dissolution of **Virtual Organizations** over the grid using argumentation.
- Design an architecture for the semantic grid to support argumentative agents and VOs.
- Develop a grid-based platform to support the implementation of models and architecture and assess the approach.
- Experiment with and evaluate the models, architecture and platform in the context of concrete applications for e-business.

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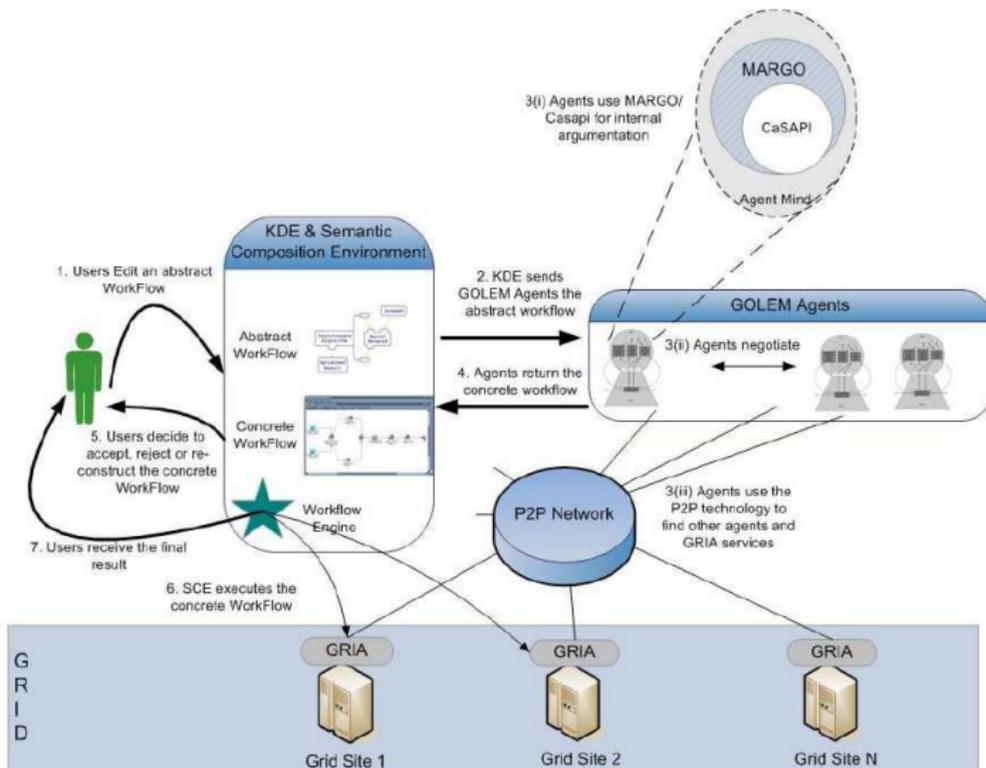
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# Global Picture of the ARGUGRID platform



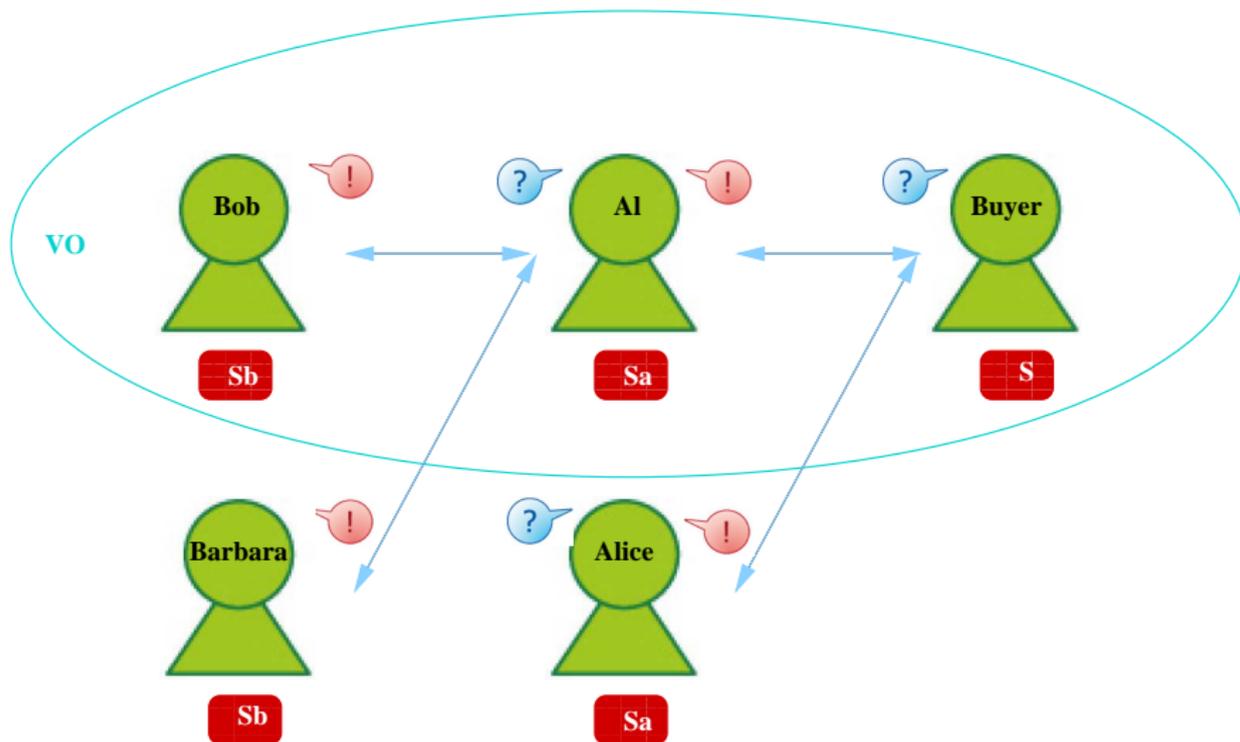
# Plan



- ARGUGRID
- Use case
- Argumentation framework for decision making
- Agents' architecture
- Case study
- Deployment
- Conclusions



## E-procurement [ARGUGRID D1.2]



## Deliberative steps for e-procurement



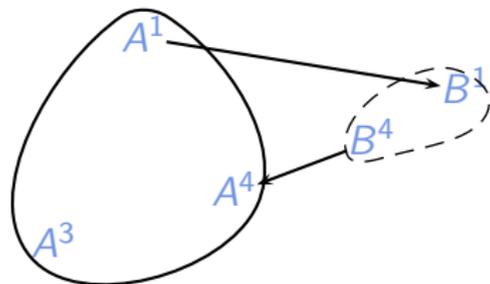
step #	description	dialogue type
step 1	find potential providers	information-seeking
step 2	get providers' features	information-seeking
step 3	create shortlist	n/a
step 4	get services' quotes	information-seeking
step 5	choose winner	n/a
step 6	negotiate specific terms	argumentation-based negotiation



## Arguments as reasons supporting claims which can be disputed by other reasons.



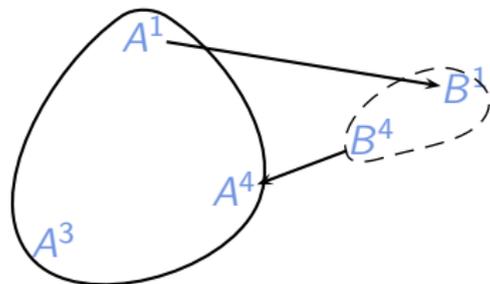
- 1 Which service and provider ?
- 2 The service  $S_b(c)$  provided by Bob.
- 3 Why ?
- 4 good\_deal because of cost.
- 5 Why not  $S_b(e)$ ?
- 6 ...



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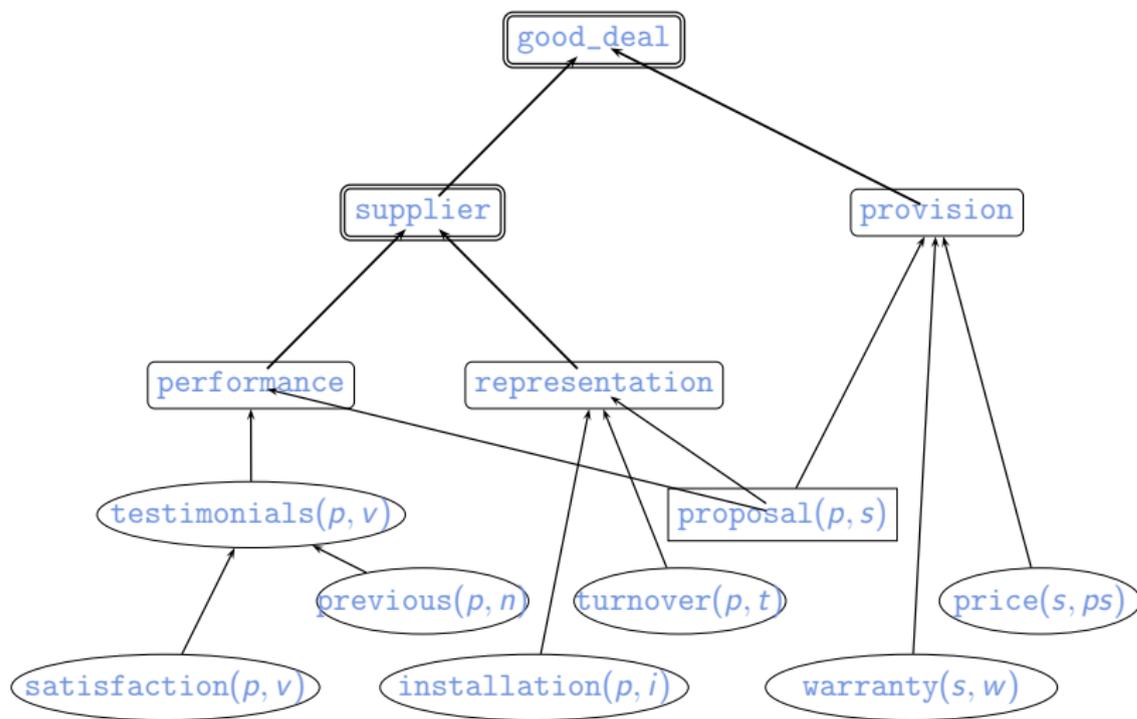


In [Morge ARGMAS 07]

- Argumentation framework and semantics by admissibility.
- Decisions are taken if supported by admissible arguments.
- Need for extensions (handle user's representation/preferences).
- Implemented by MARGO (<http://margo.sourceforge.net>).



# A model of multi-criteria decision problems with incomplete knowledge



## Knowledge, Goals, Decisions, and Priority



A decision framework is a tuple  $\mathcal{D} = \langle \mathcal{L}, \mathcal{A}sm, \mathcal{I}, \mathcal{T}, \mathcal{P} \rangle$ , where:

- $\mathcal{L}$  is the **object language** which captures the statements about the decision problem;
- $\mathcal{A}sm$ , is a set of sentences in  $\mathcal{L}$  which can be assumed, called **assumptions**;
- $\mathcal{I}$  is the **incompatibility relation**, i.e. a binary relation over atomic formulas which is asymmetric. It captures the mutual exclusion between the statements;
- $\mathcal{T}$  is the **theory** expressed as a set of statements in  $\mathcal{L}$ ;
- $\mathcal{P} \subseteq \mathcal{T} \times \mathcal{T}$  is a (partial or total) preorder over  $\mathcal{T}$ , called the **priority relation**, which captures the uncertainty of beliefs, the priority amongst goals, and the expected utilities of the decisions.



# Goal rules, decision rules, and epistemic rules




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$$r_{012} : \text{good\_deal} \leftarrow \text{supplier, provision}$$


---


$$r_{01} : \text{good\_deal} \leftarrow \text{supplier}$$


---


$$r_{134} : \text{supplier} \leftarrow \text{performance, representation}$$


---


$$r_{256} : \text{provision} \leftarrow \text{cost}_b, \text{qos}_b$$


---


$$r_{25} : \text{provision} \leftarrow \text{cost}_b$$


---


$$r_{26} : \text{provision} \leftarrow \text{qos}_b$$


---


$$r_{02} : \text{good\_deal} \leftarrow \text{provision}$$


---


$$f_1 : \text{testimonials}(\text{Bob, high}) \leftarrow$$

$$f_2 : \text{turnover}(\text{Bob, 5}) \leftarrow$$

$$f_3 : \text{installation}(\text{Bob, 100}) \leftarrow$$

$$f_4 : \text{price}(\text{d, high}) \leftarrow$$

$$f_5 : \text{warranty}(\text{d, low}) \leftarrow$$

$$f_6 : \text{price}(\text{c, low}) \leftarrow$$

$$f_7 : \text{warranty}(\text{c, high}) \leftarrow$$

$$f_8 : \text{price}(\text{e, low}) \leftarrow$$

$$f_9 : \text{warranty}(\text{e, low}) \leftarrow$$

$$f_{10} : \text{price}(\text{f, high}) \leftarrow$$

$$f_{11} : \text{warranty}(\text{f, high}) \leftarrow$$


---


$$r_{21}(p, s) : \text{performance} \leftarrow \text{proposal}(p, s), \text{testimonials}(p, \text{high})$$

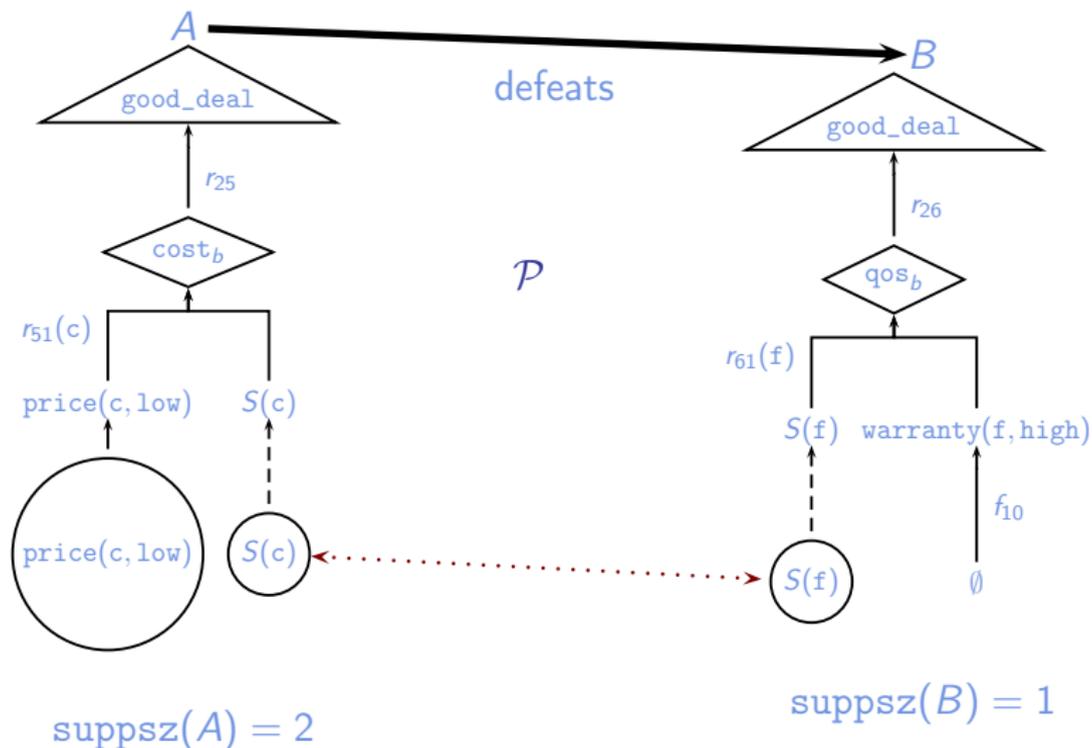
$$r_{31}(p, s) : \text{representation} \leftarrow \text{proposal}(p, s), \text{turnover}(p, t), t > 2\text{M euros}$$

$$r_{32}(p, s) : \text{representation} \leftarrow \text{proposal}(p, s), \text{installation}(p, i), i > 50$$

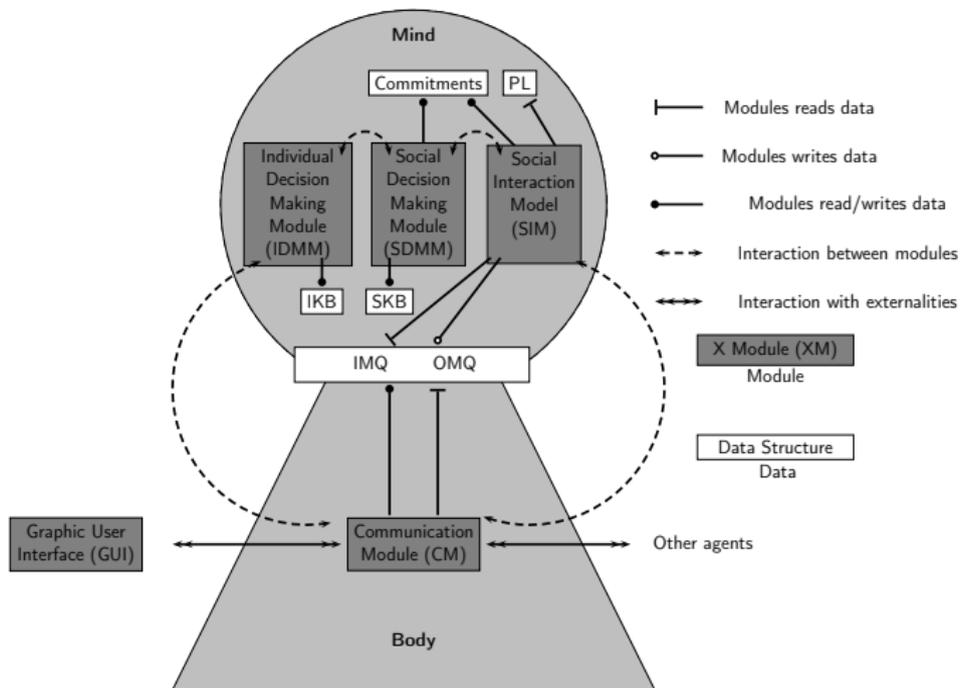
$$r_{51}(p, s) : \text{cost}_b \leftarrow \text{proposal}(p, s), \text{price}(s, \text{low})$$

$$r_{61}(p, s) : \text{qos}_b \leftarrow \text{proposal}(p, s), \text{warranty}(s, \text{high})$$

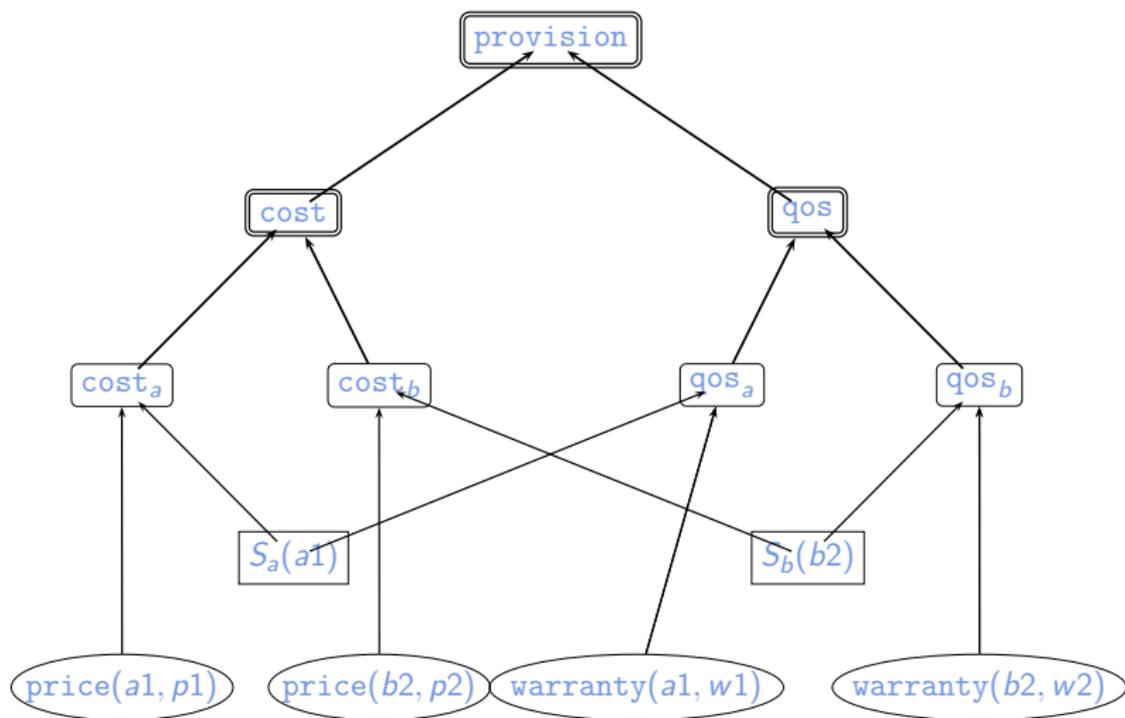

## Interaction between tree arguments



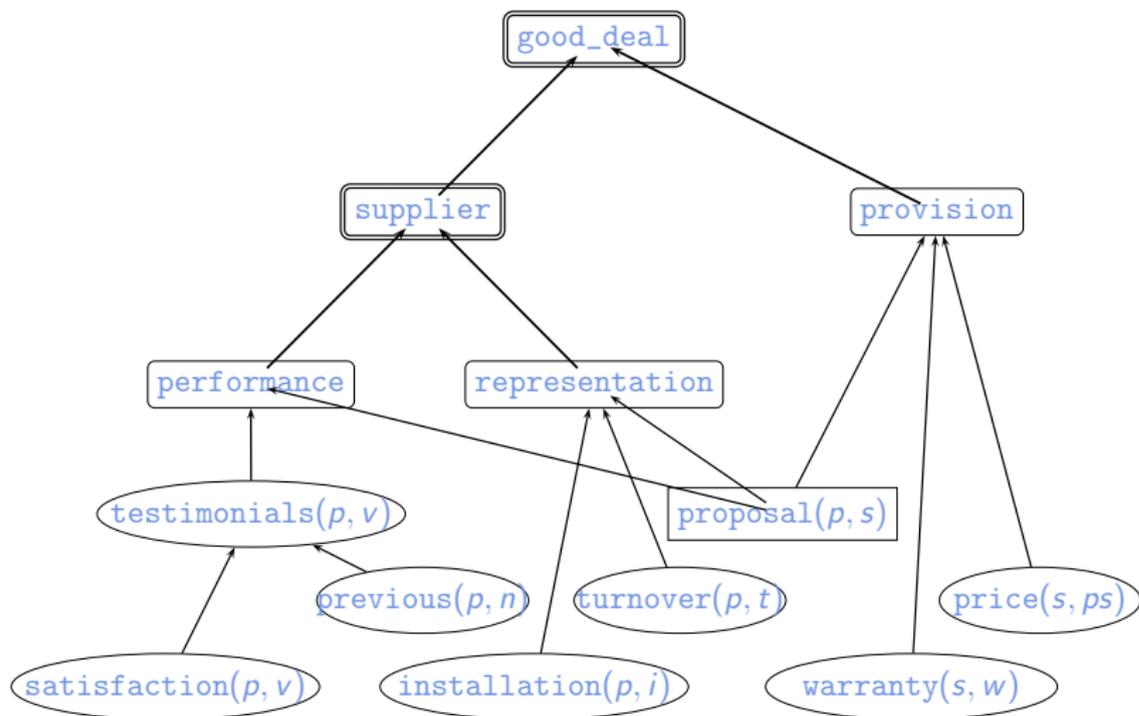
# 3 Modules for decisions, communication, and negotiation



# The reasoning about the kind of services which can be provided or requested



# Reasoning about the concrete instances of services which can be provided/requested



## Drive the communication



## Information seeking dialogue

$M_k$	$S_k$	$H_k$	$A_k$	$R_k$
$M_0$	Al	Bob	question( $\theta$ , $S_b(x)$ , [price <sub>b</sub> ( $x$ , $p$ )])	$\theta$
$M_1$	Bob	Al	assert( $\theta$ , $S_b(c)$ , [price <sub>b</sub> ( $c$ , $pc$ ), low $\leq pc \leq$ medium])	$M_0$
$M_2$	Bob	Al	assert( $\theta$ , $S_b(e)$ , [price <sub>b</sub> ( $e$ , $pe$ ), low $\leq pe \leq$ medium])	$M_0$
$M_3$	Bob	Al	assert( $\theta$ , $S_b(d)$ , [price <sub>b</sub> ( $d$ , $pd$ ), medium $\leq pd \leq$ high])	$M_0$
$M_4$	Bob	Al	assert( $\theta$ , $S_b(f)$ , [price <sub>b</sub> ( $f$ , $pf$ ), medium $\leq pf \leq$ high])	$M_0$

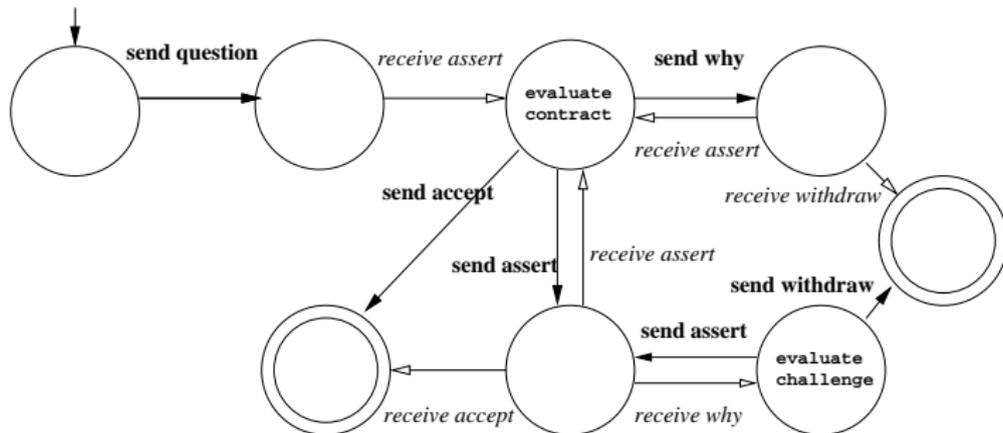
## Negotiation dialogue

$M_k$	$S_k$	$H_k$	$A_k$	$R_k$
$M_0$	Al	Bob	question(good_deal, $S_b(x)$ , $\emptyset$ )	$\theta$
$M_1$	Bob	Al	assert(good_deal, $S_b(d)$ , $\emptyset$ )	$M_0$
$M_2$	Al	Bob	assert(good_deal, $S_b(c)$ , $\emptyset$ )	$M_1$
$M_3$	Bob	Al	why(good_deal, $S_b(c)$ , $\emptyset$ )	$M_2$
$M_4$	Al	Bob	assert(cost <sub>Al</sub> , $S_b(c)$ , $\emptyset$ )	$M_3$
$M_5$	Bob	Al	assert(good_deal, $S_b(e)$ , $\emptyset$ )	$M_1$
$M_6$	Al	Bob	accept(good_deal, $S_b(e)$ , $\emptyset$ )	$M_5$





## Negotiation protocol for the requester



### Corresponding pseudo-code representation:

```

IF receive assert(G,D,K) from interlocutor
THEN
  update commit(interlocutor,D);
  IF SDMM.evaluate(G,D,K) THEN
    send accept(G,D,K) to interlocutor;
    commit(me,D);
  ELSE IF SDMM.evaluate(G,D2,K) & D2!=D & D2=new() THEN
    send assert(G,D2,K) to interlocutor;
    commit(me,D2);
  ELSEIF send why(G,D,K) to interlocutor;

```



# Implementation of the SIM: LCC [Robertson ICLP 04]



Lightweight Coordination Calculus includes:

- a boot strap mechanism that initiates the protocol/role/participants;
- preconditions mechanism to prompt the SDMM;
- post condition mechanism to update the commitments.

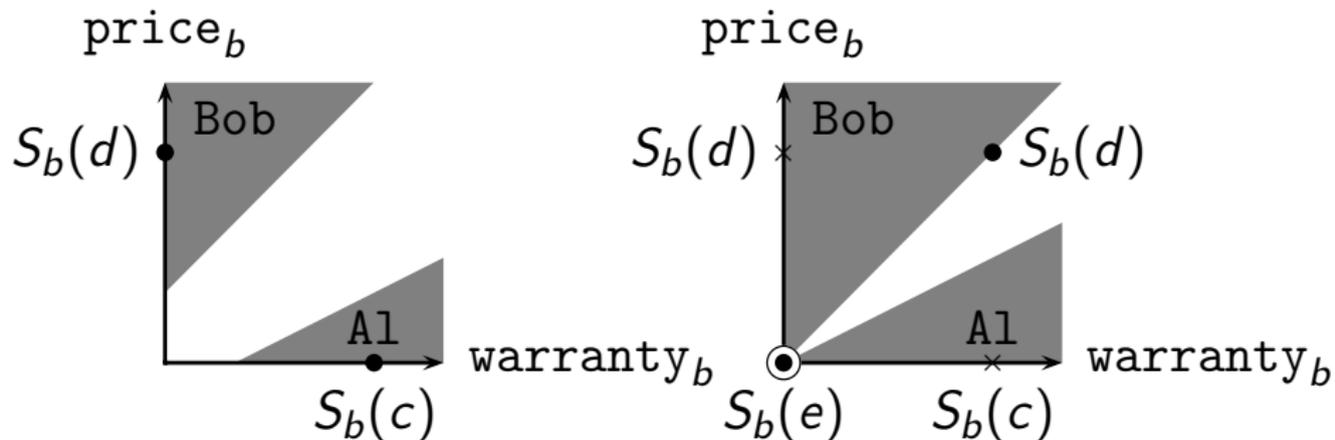
$$\begin{aligned}
 & \mathbf{a}(\text{requestor}(g_0, c, K), ag_1) ::= \\
 & \text{question}(g_0, c, K) \Rightarrow \mathbf{a}(\text{provider}(g_0, c, K), ag_2) \text{ then} \\
 & \text{commit}(ag_2, [g_0, c_1, K_1]) \leftarrow (\text{assert}(g_0, c_1, K_1) \Leftarrow \mathbf{a}(\text{provider}(g_0, c, K), ag_2)) \text{ then} \\
 & \mathbf{a}(\text{evaluator}(g_0, g_0, c_1, K_1), ag_2).
 \end{aligned}$$

$$\begin{aligned}
 & \mathbf{a}(\text{provider}(g_0, c, K), ag_2) ::= \\
 & \text{question}(g_0, c, K) \Leftarrow \mathbf{a}(\text{requestor}(g_0, c, K), ag_1) \text{ then} \\
 & (\text{assert}(g_0, c_1, K_1) \Rightarrow \mathbf{a}(\text{requestor}(g_0, c, K), ag_1)) \leftarrow \\
 & (\text{evaluate\_contract}(g_0, c_1, K_1)) \text{ and} \\
 & \text{commit}(ag_2, [g_0, c_1, K_1]) \text{ then} \\
 & \mathbf{a}(\text{proponent}(g_0, g_0, c_1, K_1), ag_2).
 \end{aligned}$$

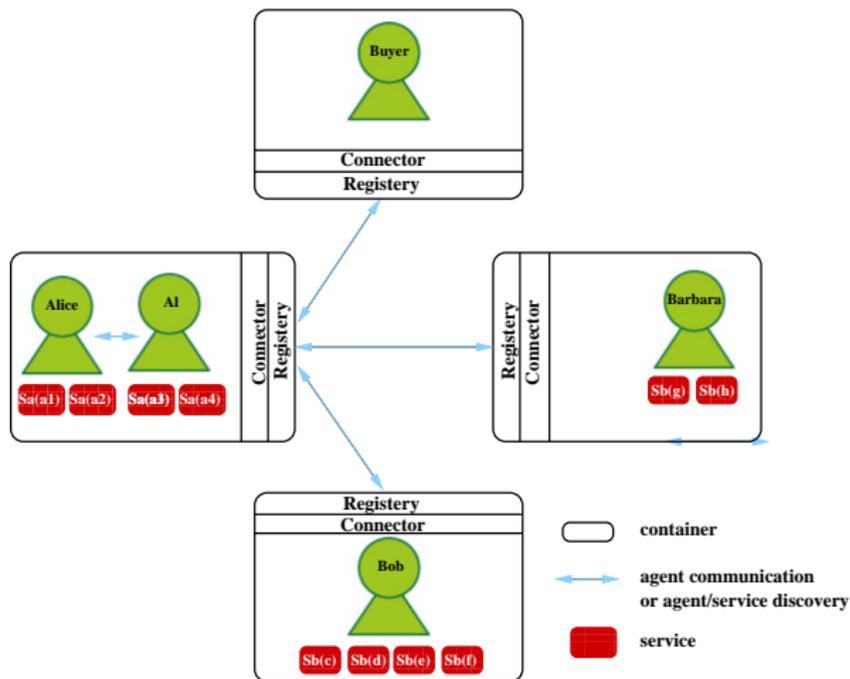

## Acceptability space of participants

After  $M_3$ 

At the end



## GOLEM Platform [Bromuri and Stathis EEMMAS'07]



## Take away



- A modular approach of the agent with Knowledge, Goals, Decisions, and Priorities:
  - IDMM, agent reasoning about how to achieve its individual goals;
  - SDMM, social reasoning based on collaboration;
  - SIM, conformance to social norms of the agent society.
- In the ARGUGRID project:
  - IDMM *via* MARGO;
  - SDMM *via* MARGO;
  - SIM *via* LCC.
- The MAS platform GOLEM.
- An industrial “real-world” scenario.





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