

# Autonomy, Interaction & Learning – A Semantic Web Perspective

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## Claim

Agent and multiagent technology will play a pivotal role in exploiting the full potential of the **Semantic Web** through

- ▶ agent **autonomy**
- ▶ agent **interaction**
- ▶ multiagent **learning**

because these features enable applications that go beyond the “content” view of the Internet.

## Claim

*Autonomy*

*Interaction*

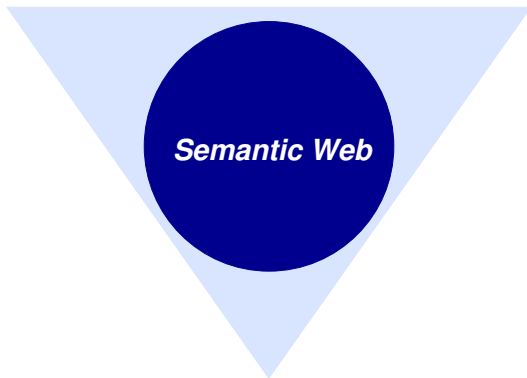
***Agent  
Technology***

*Learning*

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*Learning*

# Outline

Agents and Multiagent Systems

The Semantic Web & Agents

Current Research and Future Challenges

Conclusions

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Agents and Multiagent Systems

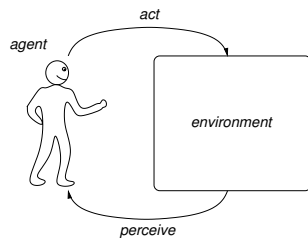
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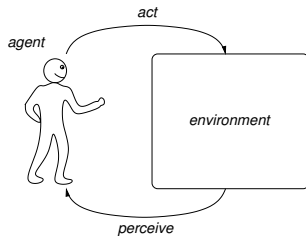
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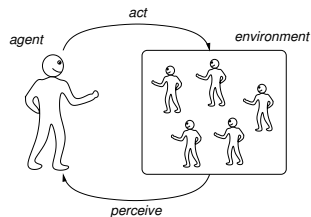
## Intelligent Agents

- ▶ **Reactive** to changes in the environment
- ▶ **Pro-active**, i.e. they take action to achieve their goals
- ▶ Able to **interact** with others in a social context



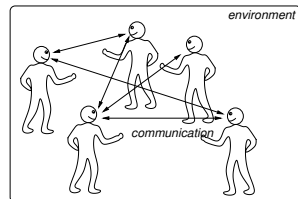
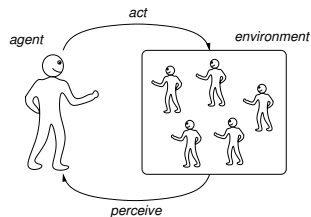
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## Multiagent Systems (MAS)

- ▶ Societies of interacting agents
- ▶ Decentralisation of data and control
- ▶ Asynchronous computation and communication
- ▶ Distributed AI distinguishes between two types:
  - ▶ Strictly cooperative, closed MAS (distributed problem-solving, task-oriented)
  - ▶ Open MAS (changing populations of self-interested agents, different internal designs)



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  - ▶ interacts with other agents (including humans) through a common physical environment
  - ▶ communicates with them using a high-level symbolic communication language

## Agents and Multiagent Systems

## The Semantic Web & Agents

Autonomy  
Interaction  
Learning

## Current Research and Future Challenges

## Conclusions

# The Semantic Web & Agents

***Autonomy***

***Interaction***



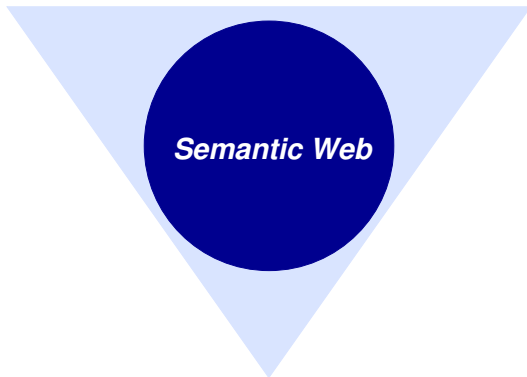
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- ▶ Problem: Web still regarded as a static source of information in the form of text/multimedia content
- ▶ Focusing on the **combination** of autonomy, interaction and learning opens entirely new prospects for the SW!

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- ▶ Issues:
  - ▶ How much autonomy is desirable?
  - ▶ At what level should it be specified?
  - ▶ How do we respond to other agents' autonomy?

# Interaction

- ▶ The Web obtains its “semantics” only through the ways it is used
  - ▶ textual/visual content: interaction of reader/viewer with author
  - ▶ services: search, matchmaking, brokering, access (e.g. Web services)
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- ▶ “Meaning” = the significance of communicative actions in the context of human/agent activity
- ▶ Ongoing process of construction of meaning rather than pre-defined semantics



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- ▶ Focus: **communication learning**
  - ▶ modelling and learning of interaction structures
  - ▶ evolutionary semantics of agent communication
  - ▶ autonomy-respecting intervention through strategic communication

## Example Applications

- ▶ Electronic Travel Assistant on a PDA
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- ▶ Electronic auctions
  - ▶ “Buyers who won’t pay” problem, what if distrust reaches dangerous level?
  - ▶ **Learning** how to identify critical situations, how to intervene

Agents and Multiagent Systems

The Semantic Web & Agents

**Current Research and Future Challenges**

Specifying Computational Autonomy

Modelling Interaction Structures

Learning Interaction Patterns

Conclusions



# Current Research and Future Challenges

***Autonomy***

***Interaction***

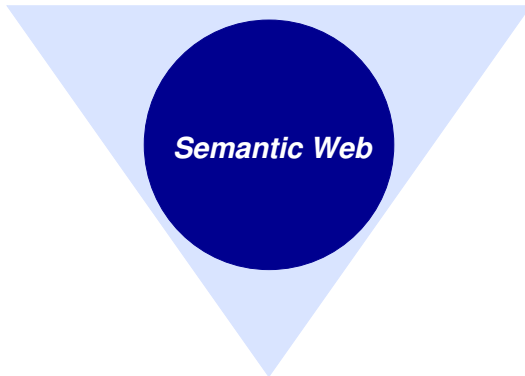
***Agent  
Technology***

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# Current Research and Future Challenges

*Autonomy*

*Interaction*



*Semantic Web*

*Learning*

## Autonomy: RNS – Roles, Norms and Sanctions

### ► Example: basic activity

ACT deliver ( *material, quantity* )

{ STATUS RANGE

<IND> : NORM <**P**> <NO> + SANC <NO> <NO>

<DEP EACH> : NORM <**O**> <*quantity* ≤ 100> + SANC <**PU**> <withdraw\_role>

<DEP AssemblyMg> : NORM <**I**> <*material* = steel> + SANC <**PU**> <pay\_fine>

}

### ► Example: request activity

ACT REQUEST ( EACH ; USupplier, EUROsupplier ; NOT deliver ( *material, quantity* ) )

{ STATUS RANGE

<IND> : NORM <**P**> <( *material* = steel ) AND ( rating(*material*) = poor )> +  
SANC <NO> <NO>

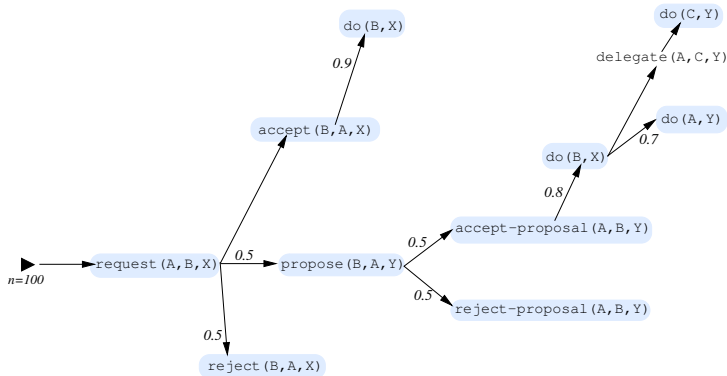
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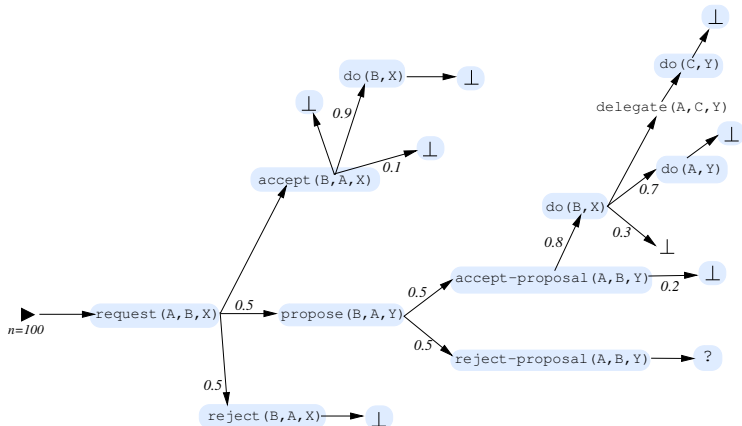
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Formalism for describing structure and evolution of interaction practices using **expectation networks**



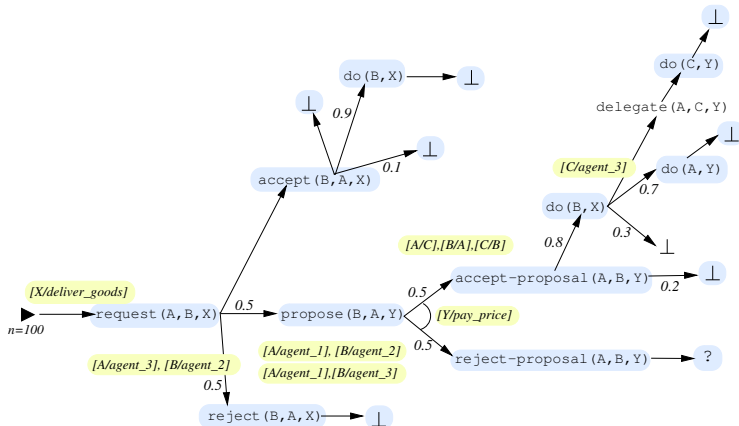
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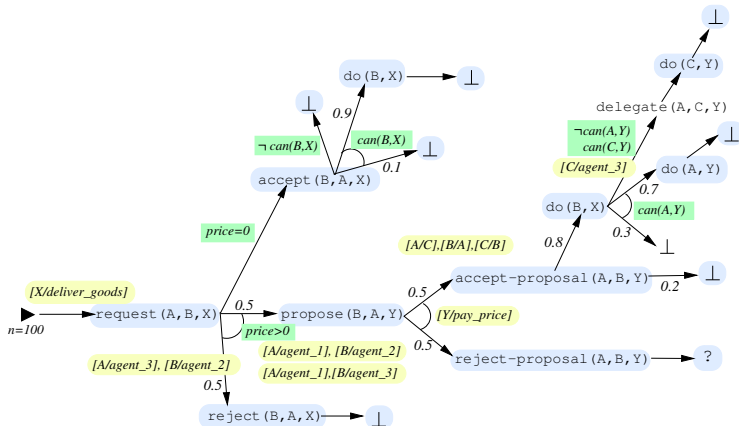
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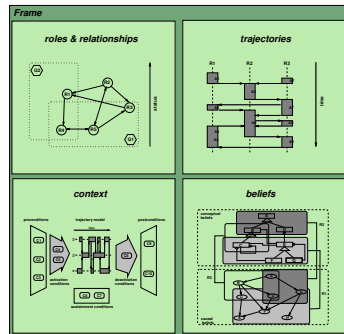
- ▶ No mentalistic assumptions
- ▶ Can be used by agents/system observers
- ▶ Allows for context-sensitivity and uncertainty
- ▶ Captures the dynamics of evolving meaning

## Learning: Interaction Frames/InFFrA

- ▶ **Interaction Frames and Framing Architecture**

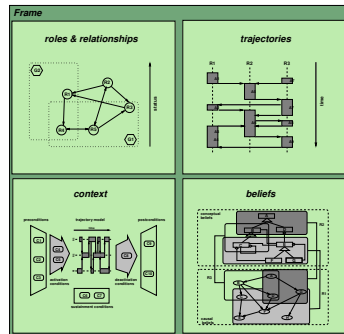
## Learning: Interaction Frames/InFFrA

- ▶ **Interaction Frames and Framing Architecture**
- ▶ **Frame** = model of a class of interactions
  - ▶ courses of interactions
  - ▶ roles of participants
  - ▶ context conditions
  - ▶ agent beliefs



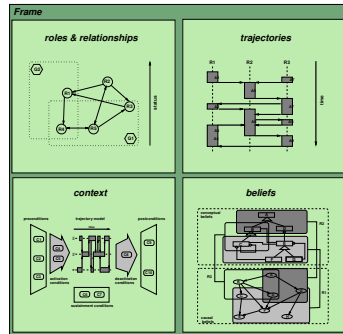
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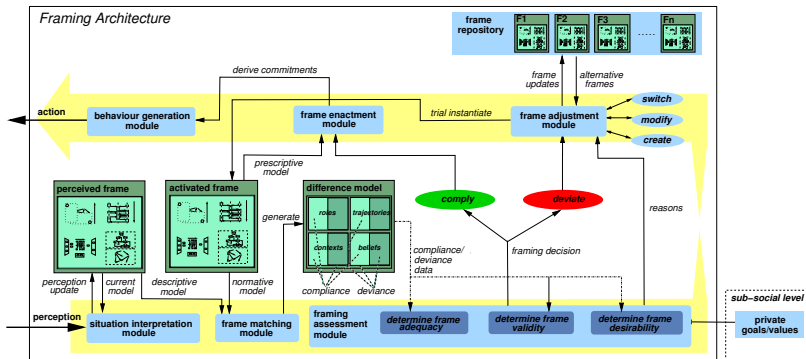
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- ▶ Specific architecture for reasoning about communication systems at micro-conversation level

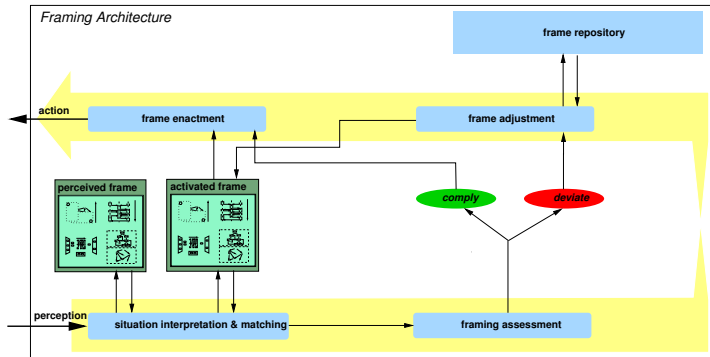




# InFFrA Reasoning Process



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# Hierarchical Reinforcement Learning View

framing decisions + long-term payoffs

$F_1$	$F_2$	$F_3$	
$F_4$		$F_5$	$F_6$
$F_7$	$F_8$	$F_9$	$F_{10}$

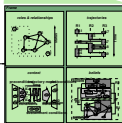
= framing utility

0.812	0.868	0.918	
0.762		0.611	0.534
0.705	0.655	0.611	0.388

framing

frame level

action level



in-frame action decisions + immediate payoffs = action utility

→	→	→	+1
↓	↑		↑
→	-1	←	←

0.455	0.686	0.874	+1
0.512	0.112		0.766
0.377	-1	0.245	0.621

## Challenges for Future Research: Autonomy

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  - ▶ autonomy-respecting intervention
- ▶ Autonomy and mobility
  - ▶ lack of theory in context-aware and ubiquitous computing
  - ▶ particular relationship between user and digital assistant autonomy
  - ▶ virtual co-presence, awareness, **social** context

## Challenges for Future Research: Interaction

- ▶ Evolving and negotiated ontologies
  - ▶ emergent semantics & pragmatics
  - ▶ integration with a priori semantics
  - ▶ conversation mining and communication process modelling
  - ▶ relationship between NLP and agent communication  
(bringing Web content and agent interaction together)

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- ▶ Integration of different autonomous components in agent and system architectures (agent-oriented software engineering)

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## Challenges for Future Research: Learning

- ▶ Learning how to communicate
  - ▶ Building models of social communication systems
  - ▶ Active learning of communication strategies
- ▶ Issues:
  - ▶ How to derive appropriate (manageable) state and policy abstractions
  - ▶ Combination of MDPs, interaction protocols and knowledge-based inference
  - ▶ Merging global and local views of communication systems

# Conclusions

*Autonomy*

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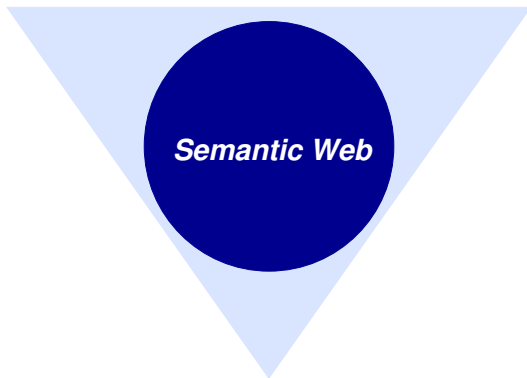
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- ▶ **Anthropocentric** view: the Web is made of how people use it (and not of HTML data)
- ▶ Ongoing agent research not sufficiently adapted to the needs of the Semantic Web and vice versa
- ▶ Research proposed here may help avoid:
  - ▶ The Web becoming a huge “information wasteland”
  - ▶ Agent technology degenerating to a “nice idea” for lack of killer apps

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(Agent-Supported CSCW, Enterprise Application  
Collaboration, eLearning, eScience)

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- ▶ Agent based Anti-Spam/Anti-Fraud Systems

Thank you for your attention!

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- ▶ Chasm between concept of agent autonomy and classical engineering stance

## Example: Intelligent Travel Assistant

- ▶ An agent on a PDA that uses Web information to assist a human traveller by ...
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  - ▶ planning itineraries
- ▶ Should it be allowed to ...
  - ▶ purchase tickets without user approval?
  - ▶ suggest alternative routes according to his internal travel agenda or seek constant user feedback?
  - ▶ pro-actively negotiate with other agents (e.g. travel agents) online?

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- ▶ Evolving culture of communicative conventions, e.g.
  - ▶ reputation of certain labs requires specific strategies
  - ▶ chasm or gradual convergence of academia/industry cultures
  - ▶ multidisciplinary cooperation (biologists, doctors, computing people)

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- ▶ What if global level of distrust reaches dangerous level?
- ▶ Necessity of
  - ▶ prompt identification of such deviance from normative rules of behaviour (constant monitoring and data analysis)
  - ▶ “soft” methods of intervention (e.g. selective filtering of comments, providing incentives for cooperative behaviour, appealing to other institutions)

# Application Scenario: Web Linkage Negotiations

LIESON v3.0 - Link Exchange Simulation (c) M. Rovatsos (TUM-AL/Cognition Group), 2001-03

g0:agent1 > modifyRating(g0:agent1,g0:agent9,1) [R1] Time: 00:01:17 Messages: 82

```

    graph TD
      g0agent2 -- 2 --> g0agent7
      g0agent7 -- 0 --> g0agent1
      g0agent7 -- 0 --> g0agent0
      g0agent1 -- 1 --> g0agent9
      g0agent1 -- 2 --> g0agent5
      g0agent1 -- 2 --> g0agent4
      g0agent5 -- -1 --> g0agent4
      g0agent4 -- 1 --> g0agent0
      g0agent4 -- -1 --> g0agent9
      g0agent0 -- 0 --> g0agent8
      g0agent8 -- 2 --> g0agent9
      g0agent9 -- 0 --> g0agent2
      g0agent9 -- 1 --> g0agent6
      g0agent6 -- 1 --> g0agent3
  
```

Agent	Popularity	Simple Popularity
g0:agent6	0.6111	0.2777
g0:agent5	0.1	0.1
g0:agent4	0.5908	0.1777
g0:agent3	0.5407	0.2444
g0:agent2	0.3116	0.1222
g0:agent1	0.1	0.1
g0:agent0	0.5987	0.2333
g0:agent9	0.5765	0.3555
g0:agent8	0.5101	0.1777
g0:agent7	0.6024	0.2888

```

    InFRa controller of "g0:agent1"
    InFRa messages
    (00:00:45) <END ENCOUNTER>
    (00:00:50) <START ENCOUNTER>
    (00:00:50) Initiating message request(g0:agent1,g0:agent0,modifyRating(g0:agent0,g0:agent1,0))
    (00:00:50) g0:agent1 -> perceived frame updated to
    <frame#15/uss [1]/step:0/bind:0>
    t(request(g0:agent1,g0:agent0,modifyRating(g0:agent0,g0:agent1,0)))
    b[1]
    c[1]
    (00:00:51) received (as expected) accept(g0:agent0,g0:agent1,modifyRating(g0:agent0,g0:agent1,0))
    (00:00:52) received accept(g0:agent0,g0:agent1,modifyRating(g0:agent0,g0:agent1,0))
    (00:00:52) own turn initiated
    (00:00:53) selected frame
    <frame#16/uss [3, 2, 2]/step:1/bind:0>
    InFRa repository
    <frame#1/uss [8, 8, 8, 8]/step:-1/bind:0>
    t(request(V0,V1,V2), accept(V0,V1,V2), confirm(V0,V1,V2), do(V1,V2))
    b[1] [[V0, g0:agent1], [V1, g0:agent0], [V2, addLink(g0:agent0,g0:agent1,-2)]] [[V0, g0:agent1], [V1, g0:age
    c[1] [otherV0]#3, number(-2)#3, otherV1]#3, can(V1,addLink(V1,V0,-2))#3, existsLink(V1,V0,-2)]#4, [oth
    <frame#29/uss [2]/step:-1/bind:0>
    t(request(g0:agent0,g0:agent1,addLink(g0:agent1,g0:agent0,0)))
    b[1]
    c[1]
    <frame#41/uss [1]/step:-1/bind:0>
    t(request(g0:agent0,g0:agent1,addLink(g0:agent1,g0:agent0,-2)))
    b[1]
    c[1]
  
```

Debug Level 0 Start Stop Reset Redraw Script Exit Display