

Aspects in Agent-Based Software Engineering: Lessons Learned

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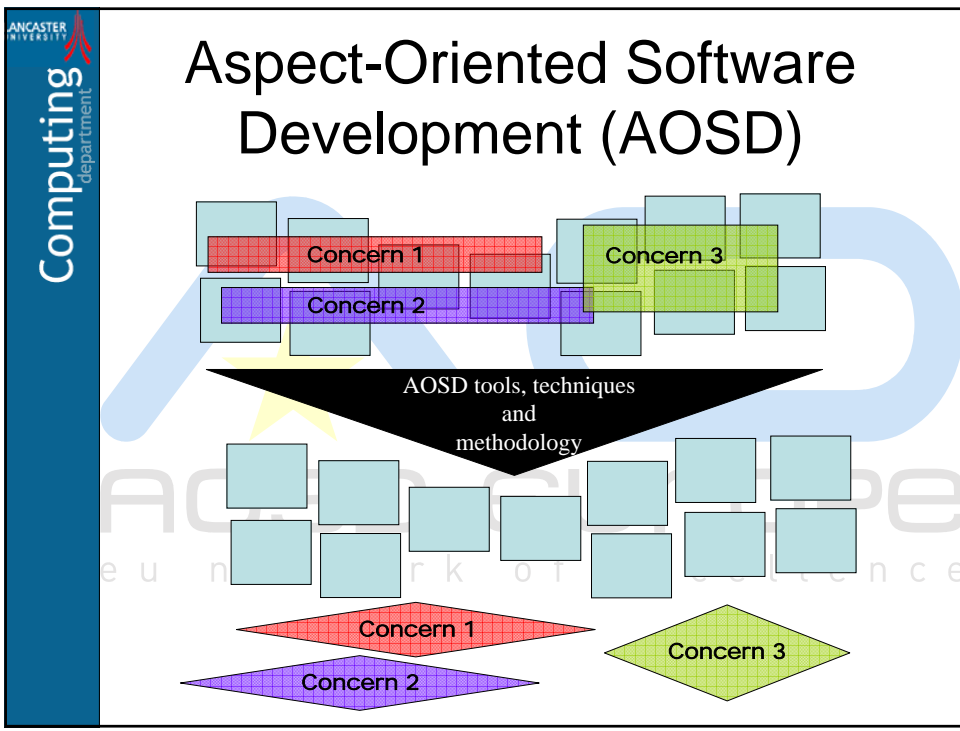
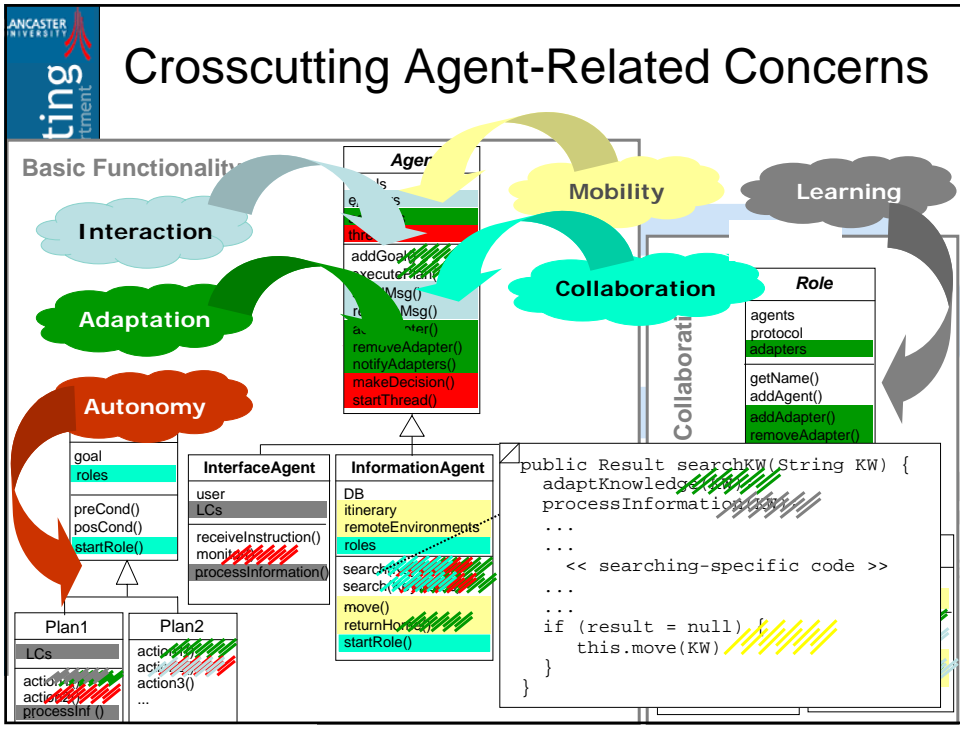
Christina Chavez
UFBA, Brazil

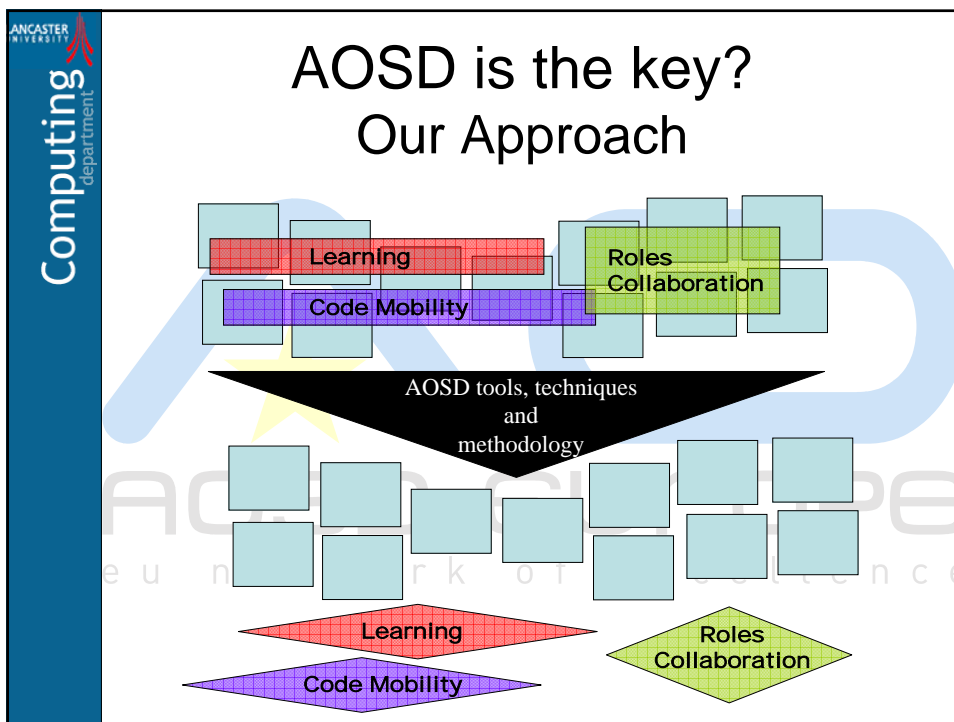
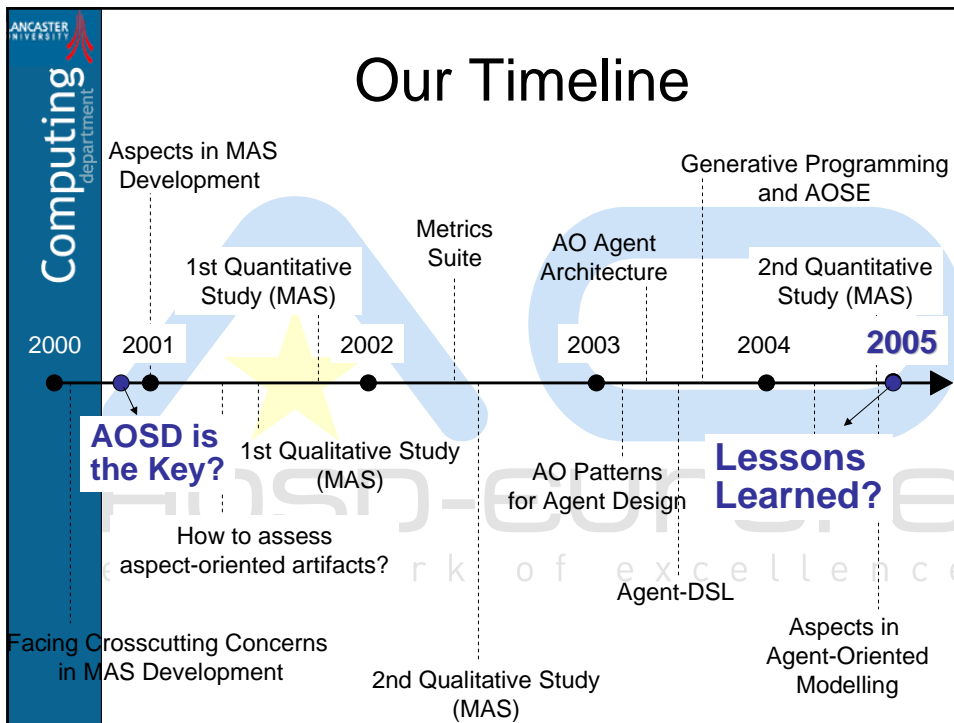
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The Problem

- Crosscutting concerns in agent-based development
 - Learning, code mobility, autonomy...
 - It does not matter which abstractions the software developers are relying on
 - object-oriented programming, AOSE abstractions
 - they are always crosscutting
 - Quality attributes depend largely on the modularity provided by SE abstractions
 - reusability
 - maintainability





AOSD is the key?

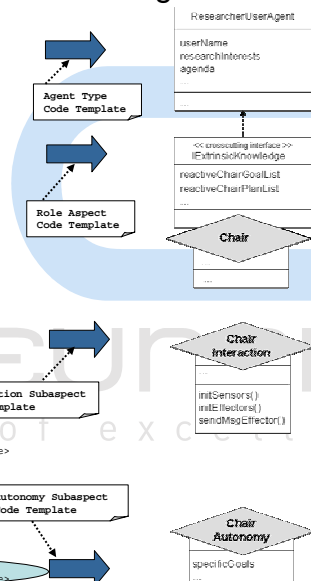
- Seeking the answers...
 - Agent-DSL
 - Architectural approach
 - Design and implementation method
 - Design pattern language
 - AO generative approach
 - AspectT: Implementation Framework
 - Empirical studies
 - Qualitative ones: quality model
 - Quantitative ones: metrics suite

Our Aspect-Oriented Approach

- Agent-DSL: modelling crosscutting features

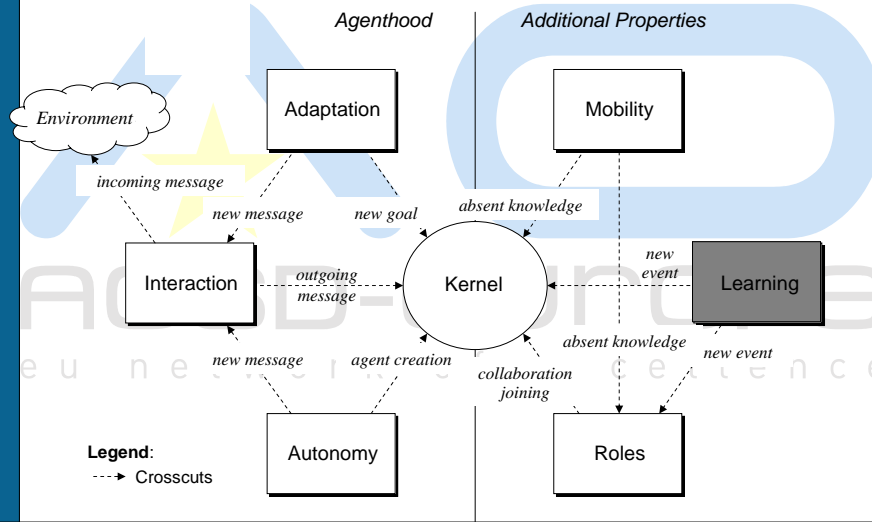
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```



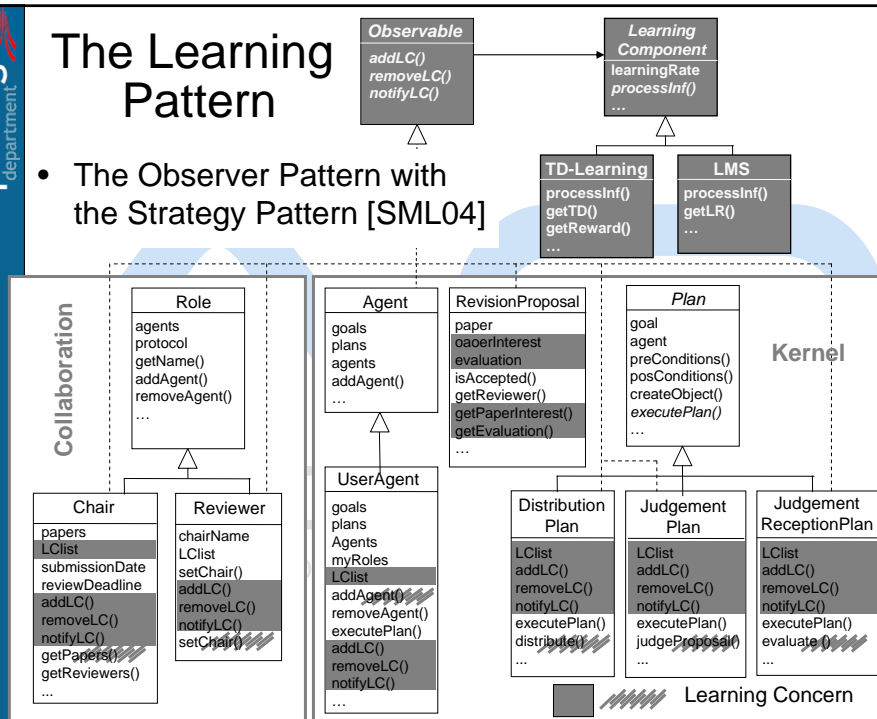
Our Approach

- Detailed Design
 - Aspect-oriented design patterns



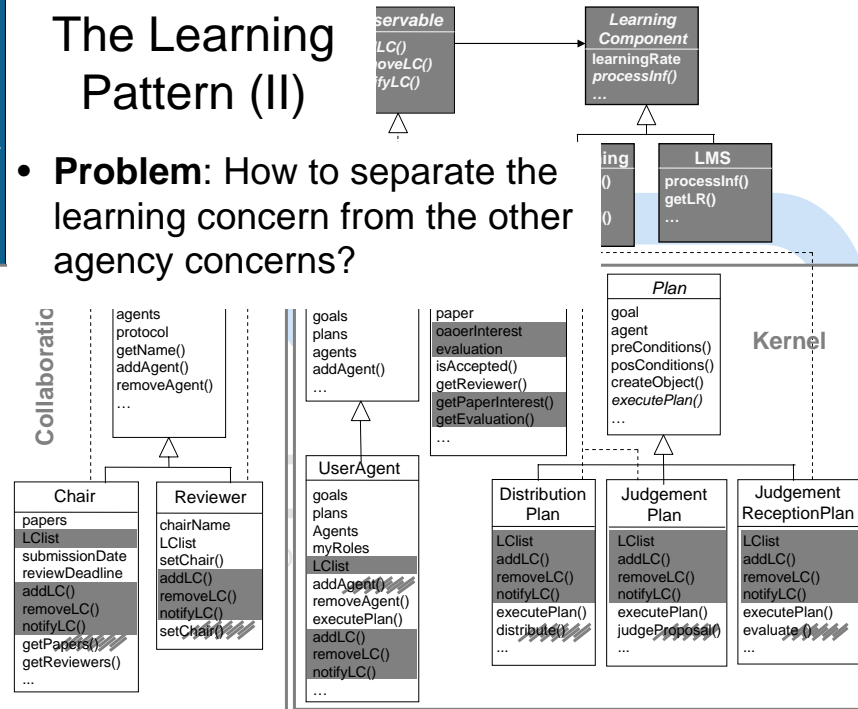
The Learning Pattern

- The Observer Pattern with the Strategy Pattern [SML04]



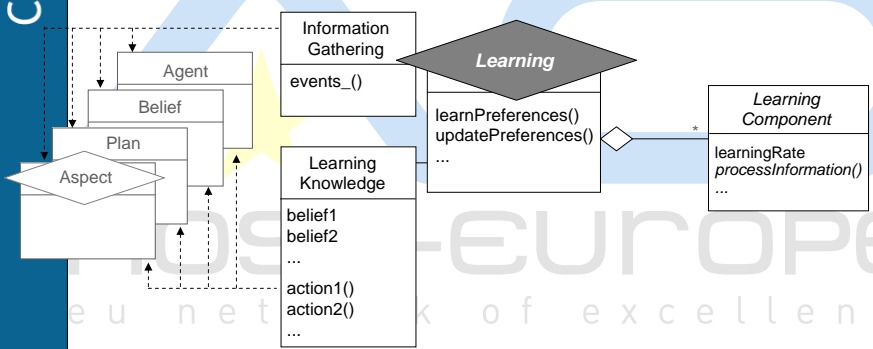
The Learning Pattern (II)

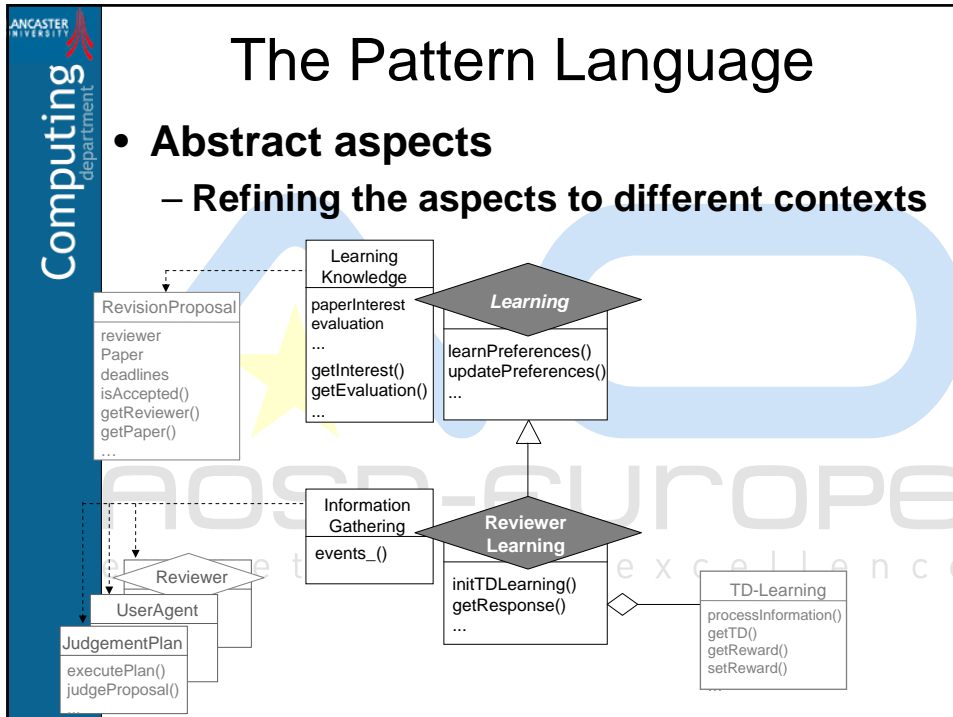
- **Problem:** How to separate the learning concern from the other agency concerns?



The Learning Pattern (III)

- **Solution:**



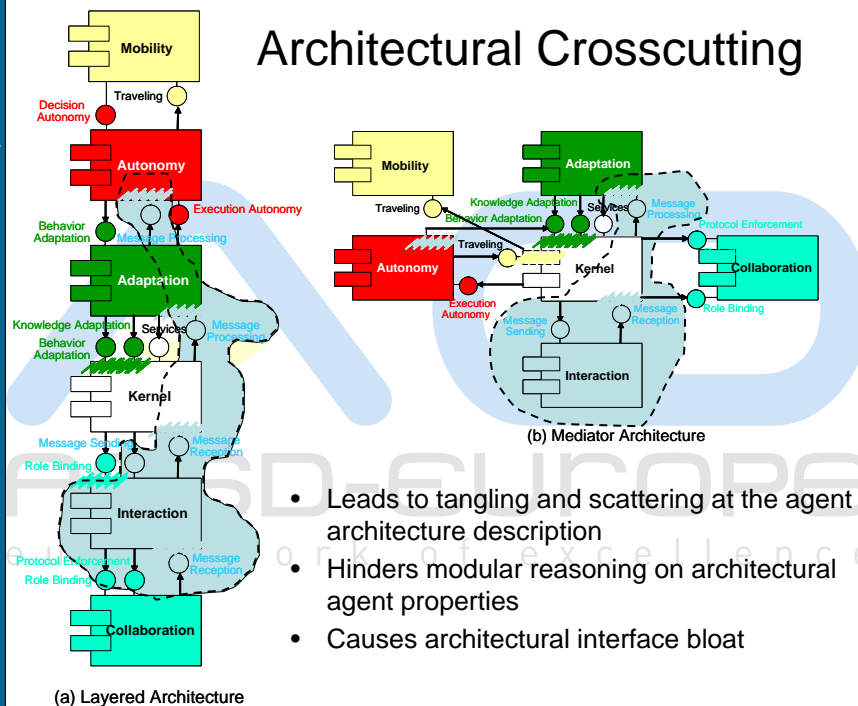


- ANCASTER UNIVERSITY
Computing department
- ## What we have learned?
1. What are the main **motivations** to use AOSD techniques for MAS development?
 2. **Successful aspectization** of MAS-related concerns?
 3. **Limitations** of existing AOSD techniques to address MAS crosscutting concerns?
 4. **Future directions** emerged from our practical exploration of AOSD in AOSE?

Main motivations?

- Crosscutting phenomena manifests early in the software lifecycle
 - domain engineering (agent-oriented product lines)
 - Crosscutting agent features
 - Affect other feature trees
 - software architecture (ADL and UML-based representations)
 - Crosscutting architectural concerns of a software agent
 - Affect several architectural components and their interfaces

Architectural Crosscutting



Main motivations?

- Maintainable and reusable MASs
 - Finer granularity
 - Allow for reuse and variation of those concerns
- Adaptive MAS in open environments
 - Dynamic reconfiguration
 - roles
 - collaboration protocols
 - Context-aware learning strategies
- Full modularization of crosscutting concerns across MAS lifecycle

What we have learned?

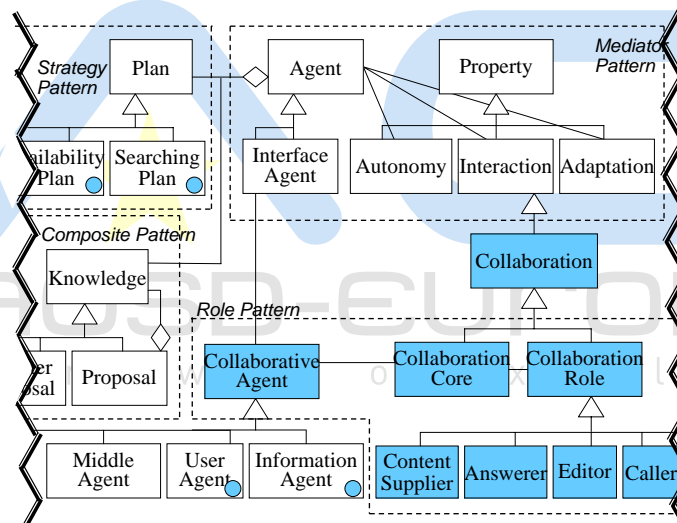
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Successful aspectization?

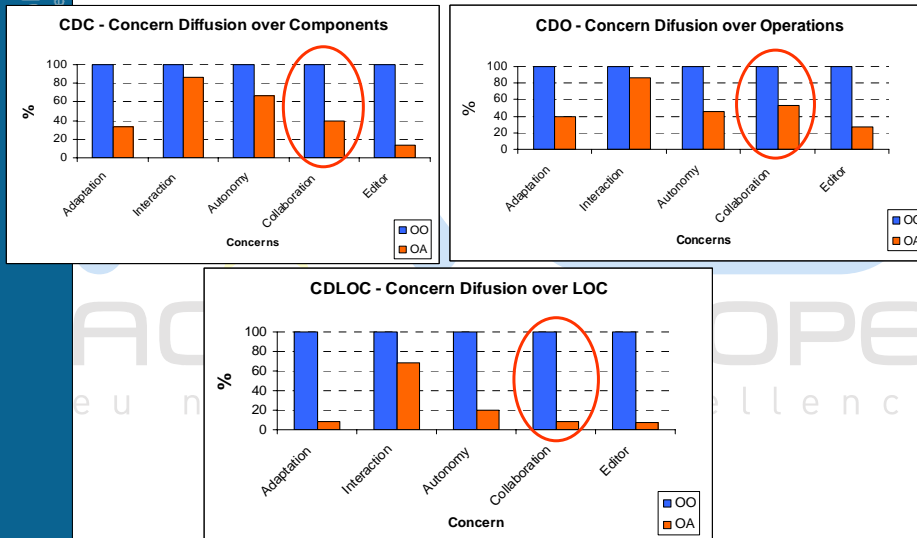
- Detailed design and implementation
 - AspectJ and Hyper/J
 - Separable concerns
 - Code mobility, learning, roles, autonomy
 - Autonomy
 - thread management (execution autonomy)
 - triggering of proactive behaviour (proactive autonomy)
 - triggering of decision-making plans (decision autonomy)
 - Roles
 - Separation of intrinsic and extrinsic knowledge (roles)
 - role binding
 - protocol enforcement

Quantitative Evaluation

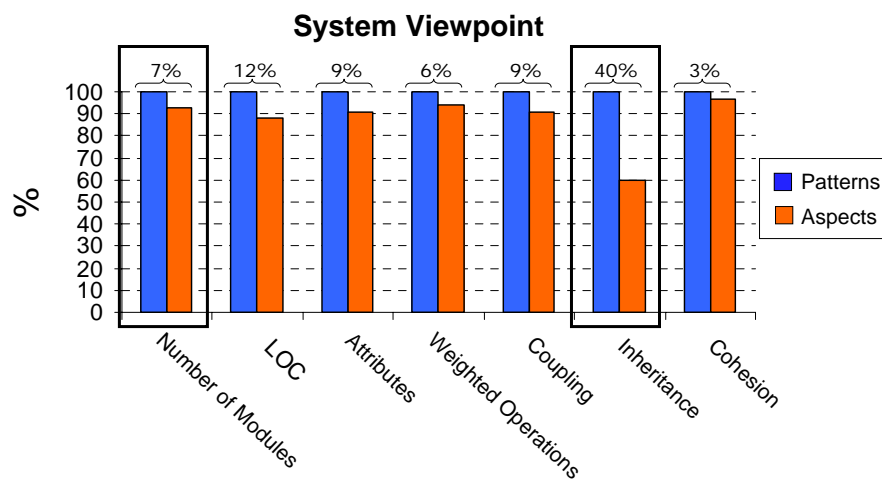
- Viewpoint: Role-related Concerns



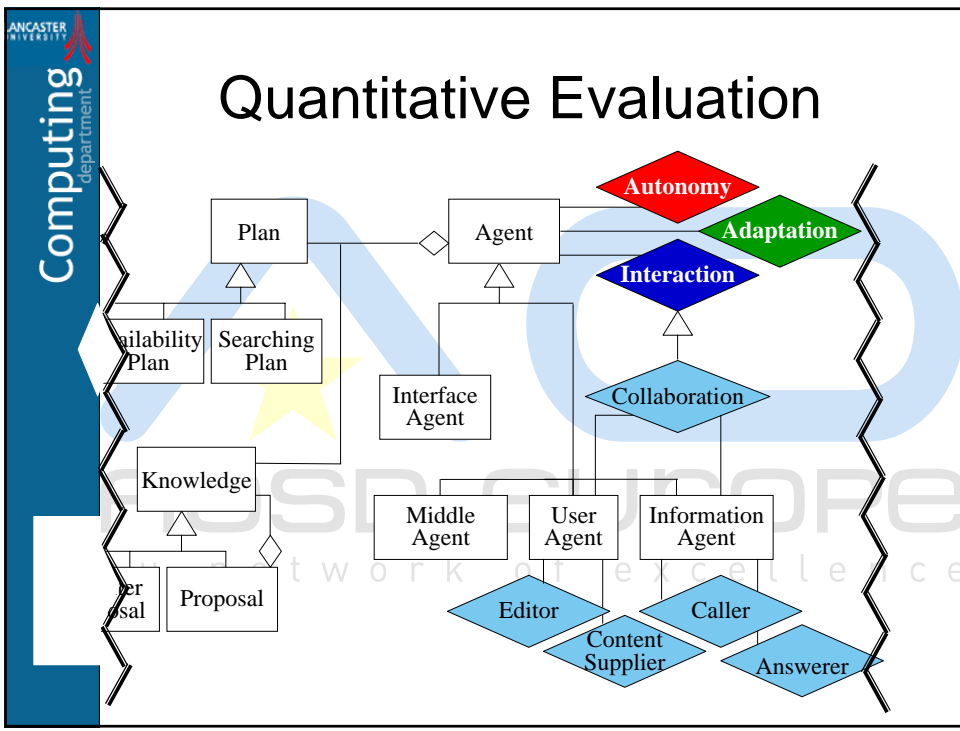
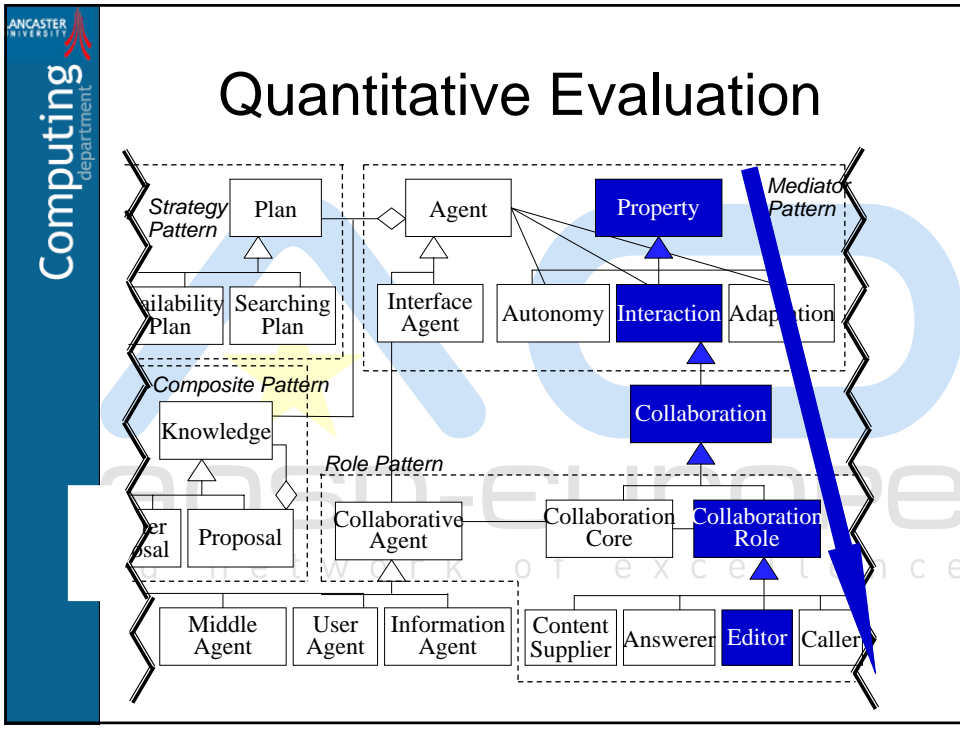
Quantitative Evaluation



Quantitative Evaluation



GARCIA, A. et al. **Separation of Concerns in Multi-Agent Systems: An Empirical Study.** In: Software Engineering for Multi-Agent Systems II, Springer, LNCS 2940, March 2004, pp. 49-72.



Successful aspectization?

- “Inseparable concerns”
 - Interaction
 - message assembling from different plans/roles
 - very coupled to the role or plan context
- the composition rules is the central contribution of AOSD
 - conclusions specific to the AspectJ join point model

Successful aspectization?

- Inter-aspect relationships
 - mobility does not affect only the agent kernel
 - also crosscuts roles, interaction, and learning
 - AspectJ-oriented abstractions forces indirect interaction, which sometimes complicates the design
- Complex solution for simple reactive agents
 - crosscutting concern is not evident
 - e.g. autonomy-related behaviour tends to be localized in few methods

Successful aspectization?

- Aspects as the “glue”
 - agent kernel vs. concern-specific implementation framework/platform (e.g. Aglets/Jade for mobility)
- Incremental process vs. iterative process
 - we mostly had an iterative process
 - lack of obliviousness

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Limitations?

- Our Agent-DSL requires more powerful composition rules
 - ideally their specification should be separated from the aspects themselves
- Aspects in agent-oriented ADLs
 - to express architectural aspects in MASs
- Tropos/i* somewhat deal with aspects at requirements stage
 - softgoals
 - But... need for enhancing agent-oriented design languages with aspects
 - Gaia, AUML, MAS-ML, ...
- Isolate solutions
 - e.g. Kendall et al – aspectization of agent roles

Limitations?

- Detailed design and implementation
 - Inter-aspect conflicts in the composition
 - **roles** – introduction of similar behaviour
 - **mobility** – composition of agent kernel and abstract methods of mobility frameworks
 - e.g. *getName()* – JADE
 - Repetitive and time-consuming tasks
 - **interaction**
 - enumeration of all message senders in the aspects
 - our 1st solution: naming convention
 - our 2nd solution: code generators based on the Agent-DSL descriptions

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Future Directions

- We have investigated the aspectization of internal agent properties
 - systemic properties: coordination, fault-tolerance, ...
- Need for improved traceability
 - Aspects in agent-oriented modelling
 - agent-oriented meta-models
 - modelling languages
 - Code generation

Concluding remarks

- In a stage where we are facing a number of growing AOSE abstractions...
 - Is not the case to try to understand their commonalities?
 - We see aspect-oriented abstractions and composition mechanisms as promising candidates
 - Many of those abstractions are in fact to address crosscutting concerns
 - Autonomy, roles, coordination, mobility...
 - However, we still need to investigate effective composition rules/mechanisms to the context of AOSE



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