

RIO : Model, Language and Tools for Agent-Oriented Software Engineering

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Outline

Introduction

The RIO meta-model

The OZS notation

Tools : prototyping and verification

Conclusion

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Statements

- ▶ Many models and architectures for agent and multiagent systems
- ▶ Heterogeneous engineering approaches
- ▶ Understanding model is difficult
- ▶ Comparison and reuse are difficult

Comparison criteria

Model

- ▶ Concepts underlying the model
- ▶ Architecture dependant

Language

- ▶ Formal
- ▶ Semi-Formal

Tools

- ▶ Validation
- ▶ Verification
- ▶ Code generation

Model

- ▶ Organizational
[Wooldridge et al., 1999, Ferber and Gutknecht, 1998, MESSAGE, 2000, Burrafato and Cossentino, 2002]
- ▶ Componential [Brazier et al., 1997]
- ▶ Architecture dependant
- ▶ Application range

Language

Semi-Formal

- ▶ Mainly extensions of Object-Oriented notation : AUML [Bergenti and Poggi, 2000], MASE [DeLoach, 1999], ADELFE [Bernon et al., 2002]

Formal

- ▶ Formal Method [Luck and D'Inverno, 1995],
- ▶ Modal and Temporal Logic GAIA [Wooldridge et al., 1999]
- ▶ Knowledge Representation DESIRE [Herlea et al., 1999]

Advantages of formal approach

- ▶ Non ambiguous semantics.
- ▶ Precise specifications.
- ▶ Proof, simulation, prototyping.

Drawbacks of formal approach

- ▶ Difficult to produce an implementation.
- ▶ Limited expressive power (reactive aspects, transformational aspects, ...).

Tools

- ▶ Model checking [Herlea et al., 1999, Gruer et al., 2000]
- ▶ Proofs
- ▶ Prototyping [Hilaire et al., 2000a, Hilaire et al., 2000b]

Needed for a methodology

Objectives

- ▶ Concepts suited for description of a wide range of MAS.
- ▶ Covering phases from formal specification to implementation.
- ▶ Validation and Verification.

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Definitions

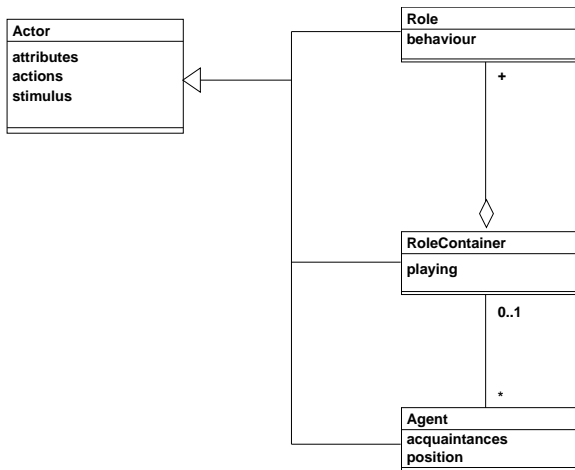
Definition

A role is an abstraction of a behaviour or a status in an organisation.

Definition

An organization is a set of roles such as every role interacts with at least one role in the organization.

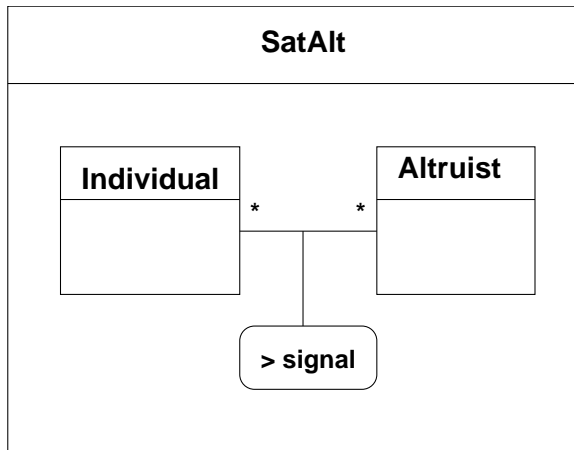
Meta-model overview



Organizational meta-model

- ▶ The meta-model uses concepts such as organization and role as first class citizen.
- ▶ Each concept (role, interaction, organization) is specified by a class with the OZS notation.
- ▶ Specification consists in specialization of framework classes.

Organization example



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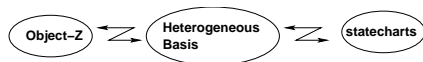
Multiformalisms notation

We have chosen two formalisms : Object-Z [Duke et al., 1991] and statecharts [Harel, 1987].

- ▶ Great expressive power.
- ▶ Specification simplified.
- ▶ Operational semantics.

Integration principles

[Gruer et al., 2004]

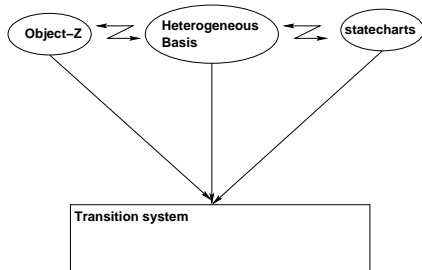


Syntactic integration

Object-Z classes integrates a statechart which specifies their behaviours

Integration principles

[Gruer et al., 2004]



Semantic integration

Object-Z classes with a statechart are given an operational semantics with transition systems.

Individual Role

current : Action

initialWeight, weight : Action $\rightarrow [0, 1]$

progressionReward : Action $\rightarrow BMValue$

s : DiscreteSensor

satisfaction, I : $[-P_{max}, P_{max}]$

α : $[0, 1]$

current \subseteq actions

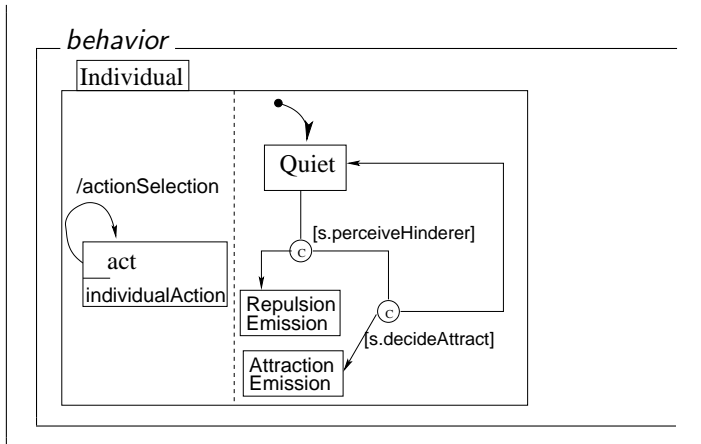
obtainCondition = $\{|I_{ext}()| \leq P() \wedge |I_{ext}()| \leq I\}$

leaveCondition = $\{|I_{ext}()| \geq P() \wedge |I_{ext}()| \geq I\}$

l_{ext}

$ext! : \mathbb{R}$

$ext! = s.getMax()$



Altruist

Role

progressionReward : Action \rightarrow BMValue

s : DiscreteSensor

satisfaction, *I* : $[-P_{max}, P_{max}]$

current \subseteq actions

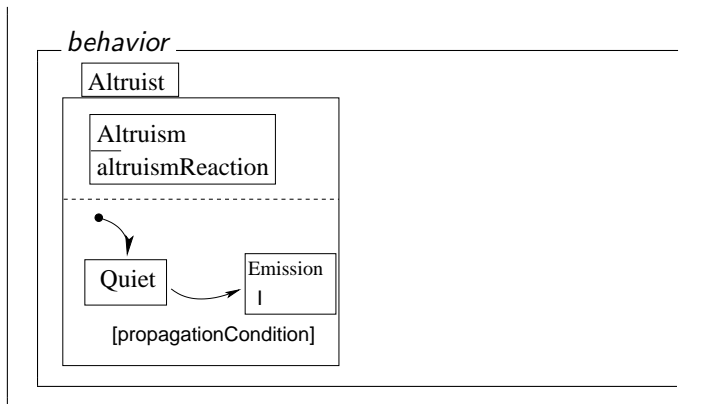
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I_{ext}

ext! : \mathbb{R}

ext! = *s.getMax()*



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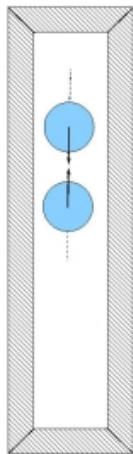
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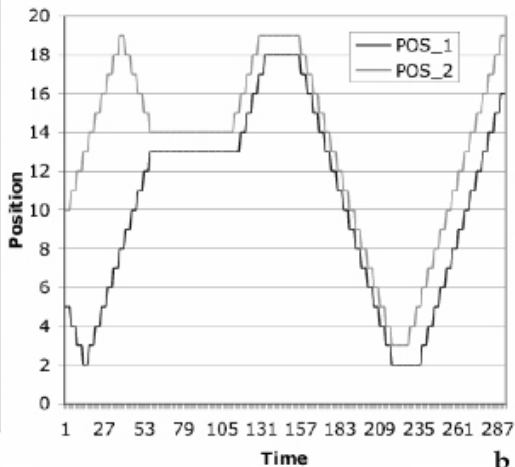
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Prototyping



a



b

Verification

- ▶ Model-checking
- ▶ Verification

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Conclusion

Conclusion

- ▶ Formal specification linked to implementation.
- ▶ Modularity and abstraction,
- ▶ Simulation and animation.
- ▶ Proofs.

Perspectives

- ▶ CASE Tool currently in development.
- ▶ Compositional verification techniques.
- ▶ Refinement process.
- ▶ Integration with existing semi-formal notations.

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