Diego Salomone, Thi Thuy Nga Nguyen, Andrei Olaru under the supervision of prof. Amal El Fallah Seghrouchni

. Paris. 22.06.2010

Lip6, University Pierre et Marie Curie, Paris

22.06.2010



- AmI
- Context-awareness
- Agents
- CLAIM
- Agentification
- Interaction
- Anticipation
- Ontologies
- **■** Conclusion
- Demo

overview

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■ Ambient Intelligence

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Ambient intelligence is a ubiquitous electronic environment that supports people in their daily tasks, in a proactive, but invisible and non-intrusive manner.

[Ramos et al., 2008, Weiser, 1993]





Ambient Intelligence

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Example scenarios:



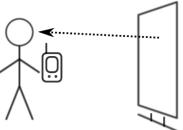
The large screen can be used to display context-aware advertisements...



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Example scenarios:



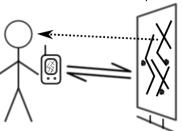
...or to draw attention of the user...



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Example scenarios:



...to show an interactive map for which the mobile phone is too small [Canut et al., 2009]...



A layered perspective on AmI

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[Seghrouchni, 2008]

· heterogeneous

The applicative (or "intelligent") layer can use AI methods and techniques like software agents and ontologies.

[Ramos et al., 2008].



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Context is any information that can be used to characterize the situation of an entity. An entity is a person, place, or object that is considered relevant to the interaction between a user and an application, including the user and applications themselves. [Dey and Abowd, 2000]

Aspects: [Chen and Kotz, 2000]

physical aspect (location, conditions)

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temporal aspect

user profile and preferences

social aspect

computing resources

activity

► associations (e.g. time - place - activity) [Henricksen et al., 2002]



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Relevance of new information is related to its compatibility with the user's context.

· can be considered as a measure of proximity in space, time, activity, social relations, preferences and available resources.

In the Ao Dai project, we have so far considered:

- ▶ the spatial location of the user
- the user's preferences
- the available computing resources



■ Aml

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Software agents are an appropriate implementation for AmI, considering they satisfy the needs of AmI in terms of:

reactivity

· proactivity

· autonomy

anticipation

reasoning



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Software agents are an appropriate implementation for AmI, considering they satisfy the needs of AmI in terms of:

- reactivity
- proactivity
- · autonomy
- anticipation
- reasoning

Agents also offer beliefs, goals, intentions and easier implementation of a human-inspired behaviour.



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For Ao Dai, we use $\frac{\text{CLAIM}}{\text{CLAIM}} + \frac{\text{Sympa}}{\text{Sympa}}$ as agent-oriented programming language and platform.



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- · Agent-Oriented programming language
 - ► Created by Alexandru Suna, during his Thesis in Paris 6 [Suna and El Fallah Seghrouchni, 2007]
- Eases the programming task involving a Multi-Agent System
 - · Objectives
 - Intelligence, Communication and Mobility
 - Network Distribution and Adaptability
 - Possibility of a Formal Verification



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CLAIM is based on explicit declaration of agent's characteristics:

- Capabilities
- Procedures
 - Conditions
 - · Triggers

...

```
\label{eq:defineAgentClass} \begin{split} & \operatorname{className}(?v_1, ?v_2, ..., ?v_n) \, \{ \\ & \operatorname{authority} = \operatorname{null} \mid \operatorname{authority}; \\ & \operatorname{parent} = \operatorname{null} \mid \operatorname{agentName}; \\ & \operatorname{knowledge} = \operatorname{null}; \mid \{\operatorname{knowledge}_1; ...; \operatorname{knowledge}_k\} \\ & \operatorname{goals} = \operatorname{null}; \mid \{\operatorname{goal}_1; ...; \operatorname{goal}_g\} \\ & \operatorname{messages} = \operatorname{null}; \mid \{\operatorname{qMessage}_1; ...; \operatorname{qMessage}_m\} \\ & \operatorname{capabilities} = \operatorname{null}; \mid \{\operatorname{capability}_1 ... \operatorname{capability}_c\} \\ & \operatorname{agents} = \operatorname{null}; \mid \{\operatorname{agName}_1, \operatorname{agName}_2, ..., \operatorname{agName}_a\} \\ & \operatorname{effects} = \operatorname{null}; \mid \{\operatorname{effect}_1, \operatorname{effect}_2, ..., \operatorname{effect}_e\} \\ \} \end{split}
```

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■ AmI

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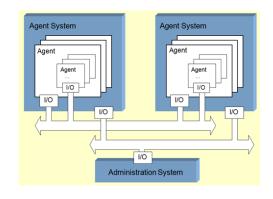
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Works on top of a Java layer, giving direct access to Java resources if needed







■ Context-awareness

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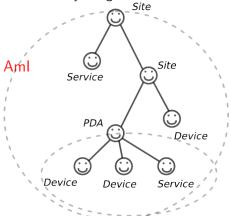
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Model context-awareness in terms of location and resources as a hierarchy of agents.



An agent for each site, PDA, and device.

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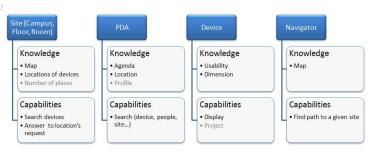
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· 4 types of agents:





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Agent PDA

- Actions are based in agenda of user and context.
 - · Context: position of user, status of environment, ...
- Capability: search for device
 - Can search by capability and by criteria created by its own, according to task and context

Example:





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Agent Agenda (sub-agent of PDA):

- ► Reads agenda of user (stored in PDA)
- Extracts tasks
- Activates tasks in PDA agent when it's time

Example:

thu 17/6/2010, 10:00-11h:00 meeting at room 414; 14:00-17:00 course at room 418

- · 2 tasks: (meeting,10:00,room 414), (course, 14:00,room 418)
- · At 10:00, agenda will inform PDA to activate the action correspond with task "meeting" (find path to room 418)

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Agent Site

- ► Can be a room, or a floor, or a campus according to attribute "type" of agent.
- Creates on demand a Navigator agent to help PDA agent in navigating when PDA is in site.
- ▶ Behavior "search devices":
 - · If site has capability correspond with capability in the request, and satisfied the request, it answers immediately
 - If not, it can search in its children. If its children don't have neither, it searches in its parent.
 - After the search, it sends name of all the devices found to the seeker



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Agent Navigator

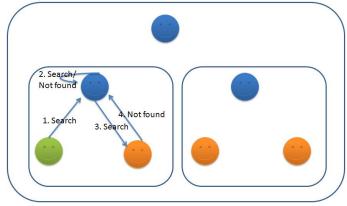
- Is created by a site, with the knowledge of map of site, for a specific PDA
- Behavior: find path from actual position of PDA to a new location





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· Agent interacts only with its parent or its children

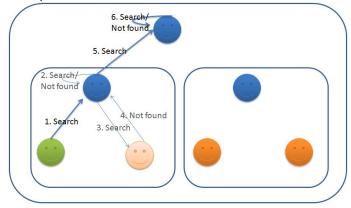






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■ Context-awareness

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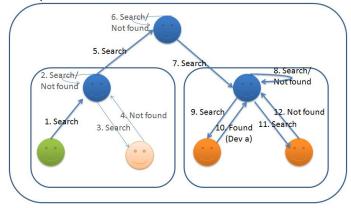
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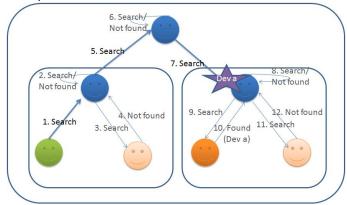


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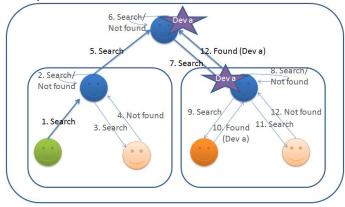


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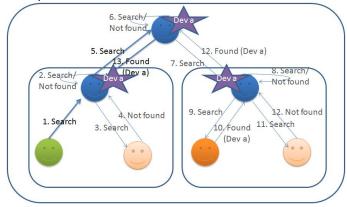
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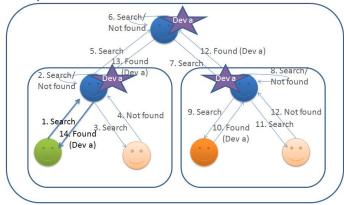
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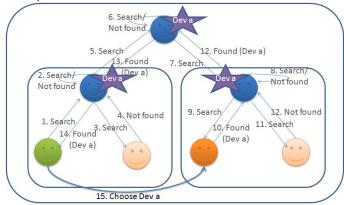
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Future Work:

- Search:
 - · Multi-criteria
 - Flexible criteria: based in preferences of user and in context
- Anticipation
 - Anticipatory system: [...] a system containing a predictive model of itself and/or its environment, which allows it to change state at an instant in accord with the model's predictions pertaining to a latter instant

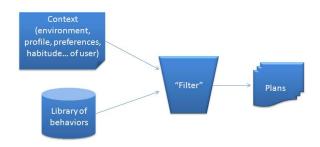
[Rosen, 1985]

· Anticipation is a future-oriented action, decision, or behavior based on a (implicit or explicit) prediction

[Pezzulo, 2008]



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To work with context, we must have a representation:

- · First order logic
- ontology
- graphical models
- ٠...

Ontology based models are flexible and robust

- · Semantics representation (concepts, facts)
- · Combine the assets of logic-based models and object-oriented technology [Krummenacher et al., 2007]



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Open System Requirement:

· The agents heterogeneity imposes the possibility to work with different ontologies





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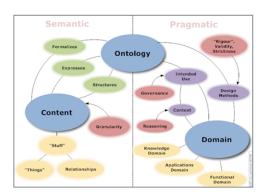
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Future work in Ao Dai: Add ontology processing capacity to CLAIM:

- ► Choose a representation (OWL, XWL, ...)
- ▶ Implement alignment, construction, comparison





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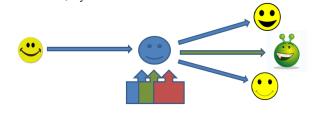
- · Study the benefits of each topology
- · Proceed with concrete tests to determine the best (or most appropriated) to each situation: Centralized (server), decentralized, hybrid



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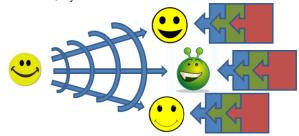
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Our goal: Build an agent-based infrastructure, implemented in CLAIM, for an Ambient Intelligence system.

What was done: a first version, implemented in CLAIM, that offers context-awareness in terms of location and available resources.

Future work: implementation of ontologies for knowledge representation, consideration of other types of context (like social context) and anticipation of user's intentions. Also, integration of actual personal devices in the system.



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Thank you!

Any Questions?

