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A Survey on Ontologies for Agents

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A Survey on Ontologies for Agents

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Abstract

A preliminary literature review on what is the use of ontologies in agent-based systems construction.

Ontologies and agents are two research areas that have become intertwined in recent years. Ontologies have started to be developed aiming at agent–based applications. Agents have benefited by the use of ontologies in heavily information–based processes.

From the theory of ontology and agenthood to its application in practice, we have reviewed the available literature. Based on our research, we summarize the state–of–the–art in ontology–based agent applications.

Keywords

concepts, concept theories, ontologies, ontologies in agents

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Contents

Chapter 1

Introduction

Knowledge Engineering (KE) and Artificial Intelligence (AI) research have addressed the use and development of ontologies as a mean to improve knowledge processes. Ontologies allow to define the concepts and relationships within a universe of interest. The goal is not to define what is and what it is not, but to define useful concepts for knowledge– and computer–based systems.

Another area under continuous development is agent technology. Different agents, architectures, methodologies and languages have been developed. Agents have proven to be useful to handle information and knowledge–based processes.

It was a matter of time that agents would need to incorporate ontologies. Agents can benefit from the use of ontologies in heavily knowledge–oriented tasks, and specially when the knowledge involved constitutes the very foundation of system–wide performance (as it is the case in the domain of agents in distributed embedded control systems).

Our research has initially addressed ontologies and agents from a theoretical viewpoint. Later, an analysis on how ontologies are applied within the agent community from a practice viewpoint. The analysis has provided useful conclusions for our further research on ontology– agent–based systems for the control domain.

In the context of ICEA it is important, however, to identify the extend to what concepts-as-such can be found in the biological implementation of agent controllers: brains. While our work is mostly focused on the engineering of technical systems, we strongly believe that the general approach that we take is also applicable to the analysis of ”ontologies” in biological systems (see for example [18]).

Chapter 2

Ontology Fundamentals

2.1 A Review of Fundamentals of Ontologies and Agents

Regarding ontologies, we aimed at providing a brief review of the state of the art for theoretical foundations of ontologies as a grounding for systematic real–time agent engineering. We have let aside the review of the methodologies, languages and tools developed for ontologies, as they fall outside the scope of this paper. Excellent reviews could be found in [20], [43].

In relation to agents, our approach was not to provide an exhaustive description of fundamentals regarding agent's definition, architectures and methodologies. The reasons are twofold. Firstly, it has already been done in the literature [17], [26], [32] [13]. Secondly, agent theory is not the main focus of this paper. Hence, only the most relevant concepts are presented, for later reference within the analysis of ontologies in agent–based systems.

2.1.1 On the Notion of Ontology

Ontology was originally linked to Philosophy where it means the philosophy of being (ontos=being and logos=treatise).

The term ontology became relevant to the Knowledge Engineering community where it is understood as a systematic account of Existence. Ontology, in knowledge engineering contexts, was defined by Gruber [22], [21] as *an explicit specification of a conceptualization*. This definition was quickly adopted by the AI community. The concept of *conceptualization* was originally defined as "a set of extensional relations describing a particular state of affairs" [19]. To specify the conceptualization, an ontology consists of classes, instances, functions, relationships and axioms. All these elements allow for the definition of the entities in the domain, as well as establishing the constraints and bonds among them.

According to [24] an ontology is " a logical theory accounting for the *intended meaning* of a formal vocabulary, i.e., its *ontological commitment* to a particular *conceptualization* of the world. The intended models of a logical language using such vocabulary are constrained by its ontological commitment. An ontology indirectly reflects these commitments (and the underlying conceptualization) by approximating these intended models".

A comprehensive definition was provided by [46]: "An ontology is a formal, explicit specification of a shared conceptualization" where *conceptualization* is defined as an abstract model of some phenomenon in the world by having identified the relevant concepts of that phenomenon; *explicit* refers to explicitly defining concepts and constraints; *formal* implies that the ontology should be machine-readable, and *shared* specifies that an ontology captures knowledge accepted by a group. This group may be just a collection of software agents, or more generally, a collection of knowledge–based agents (human and computational) that use this shared knowledge during system exploitation or as a basis of human–centric engineering processes for agent construction, deployment and decommission. This last case, i.e. the integration of engineering and exploitation knowledge, is of major importance in the case of high dependability, real–time systems.

2.1.2 Ontological Commitments

Ontologies are to be used and shared by different users, either humans or machines. Therefore, all the actors involved should agree on how the vocabulary representing the conceptualization is to be used. The term *ontological commitment* is used to describe "agreements about the objects and relations being talked about among agents, at software module interfaces or in knowledge bases" [22]. The more specific the domain to be modeled, the more the ontological commitments to be defined [5].

2.1.3 A Classification of Ontologies

As an attempt to clarify the role of ontologies, researchers have proceed to define and classify possible types of ontologies, according to different criteria.

A first approach is to classify ontologies according to the *kind of language* used [48]: highly informal (natural language), semi–informal (structured and restricted form of natural language), semi–formal (artificial and structured language), and rigorously formal (formal semantics, theorems and proofs of properties).

If the *underlying conceptualization* is considered, ontologies have been classified as follows [53], [23], [24], [30], [20]:

1. *Knowledge representation ontology*: it captures the representation primitives (classes, relations, attributes, etc) used to formalize knowledge under a given Knowledge Representation (KR) paradigm.

2. *General or Common ontology*: it represents common sense knowledge to be reused among domains. The ontology vocabulary contains terms related to things, events, time, space, etc.

3. *Top–level/Upper–level ontology*: it describes very general concepts as well as providing general notions under which all root terms in existing ontologies should be linked. However, the existing top–level ontologies provide different criteria to classify the most general concepts.

4. *Domain ontology*: it is an ontology reusable in a given specific domain (medical, engineering, enterprise, etc).

5. *Task ontology*: it describes the vocabulary related to a generic task or activity by specialising the terms in the top–level ontologies.

6. *Domain-task ontology*: it is a task ontology reusable in a given domain but not across domains.

7. *Method ontology*: it gives definitions of relevant concepts and relations applied to specify a reasoning process to achieve a particular task.

8. *Application ontology*: it contains all the definitions needed to model the knowledge required for a particular application.

2.2 The Definition of Agency

When approaching the topic of agents, the first step should be to find out what an agent is or what researchers consider an agent to be. However, there is not an agreement on a definition of agent.

An intelligent agent has been defined as a computer system which exhibits certain properties (autonomy, social ability, reactivity, pro–activeness, adaptivity) and which is implemented using concepts usually related to humans [58].

1. Autonomy: agents act without human intervention

2. Social ability or sociability: agents interact with other agents and humans

3. Reactivity: agents react to changes in their environment

4. Pro–activeness: agents exhibit goal-directed behavior, i.e., the agent is able to control its objectives despite of changes in the environment
5. Mobility: the ability of the agent to move around an electronic world
6. Veracity: the agent will not communicate false information on purpose
7. Benevolence: the agent will always try to do what is asked for
8. Rationality: the agent will always act as to achieve its goals by reasoning about the data it perceives
9. Adaptivity: the agent is able to learn and to adapt its behavior based on such learning.

Considering the aforementioned attributes, two different ideas on agency are usually considered within the agent community: *Weak Notion of Agency* (Hardware or software system characterized by its autonomy, social ability, reactivity and pro–activeness) and *Strong Notion of Agency* (includes the weak notion, adding concepts usually applied to humans such as knowledge, belief, intention and obligation).

2.2.1 Agents and Group of Agents: a Preliminary Classification

The notion of agent has evolved with time and further research in the agent community. Attributes and roles have been further detailed to address a particular focus of interest.

Agents, therefore, could be *rational* (acting on its environment, and which chooses to act to fulfil its own best interests [51]); *autonomous* (agent that should achieve autonomously goals by making decisions and carrying out actions in an environment [17], [15], [13], [1]; *mobile* (agents can move freely in an electronic network, communicating with objects of the environment such as information resources of other agents [61]); *cognitive*(an autonomous agent with human-like cognitive features but, in general, any agent that exploits explicit knowledge [3]).

When several problem–solving agents form part of a whole, it is referred to as a *multi–agent systems* (MAS). Usually the agents are heterogeneous both on their capabilities and their goals. Therefore, coordination, negotiation and communication among agents are essential features of a MAS to avoid duplication of efforts, inference in achieving goals, provide robustness by redundancy or exploit of agent's capabilities [32].

Chapter 3

Ontology in Agent Technology

3.1 Reasons to Use Ontologies for Agents

Ontologies are widely used, not only in agent–based applications. Nevertheless, they provide specific benefits for agent applications. These benefits could be summarized as follows [6], [39], [60]:

1. Ontologies clarify the structure of knowledge: performing an ontological analysis of a domain allows to define an effective vocabulary, assumptions and the underlying conceptualization. The analysis also allows to separate domain knowledge from operational or problem–solving one.
2. Ontologies help in knowledge scalability: knowledge analysis can result in large knowledge bases. Ontologies help to encode and manage in a scalable way.
3. Ontologies allow knowledge sharing and reuse: by associating terms with concepts and relationships in the ontology as well as a syntax for encoding knowledge in them, ontologies allow further users and agents to share and reuse such knowledge.
4. Ontologies increase the robustness of an agent–based system: agents can draw on ontological relationships and commitments to reason about novel or unforeseen events in their domain.
5. Ontologies provide a foundation for interoperability among agents.
6. Ontologies, that have as focus the domain of software engineering of agent–based systems, do help sustain development teams and software processes, and may even render useful during exploitation phases as a foundation of cognitive understanding and integration of agents including cognitive self–reflection capabilities.

Ontologies have proven a useful mechanism to help in the understanding and the analysis of information flow among agents when trying to describe a certain domain. Ontologies allow to structure the concepts, relationships and constraints to be used by agents. Hence, clarifying the knowledge used in the communication, negotiation and interaction among agents.

3.2 A Classification of Ontology–based Agent Developments

To understand how ontologies are used within the agent community, we have reviewed the available literature. In our analysis we started by considering the traditional roles played by ontologies as described in [50], [27], [6], [55], [54].

3.2.1 The Role of Agents

Agents taking part of a multi–agent system can play some of the following roles [29]:

1. Knowledge consumer: an agent that lacks of a concept in its local knowledge repository. It asks for it to an agent broker.
2. Knowledge provider: an agent that provides items from its internal repository.
3. Knowledge acquisition: an agent that provide an interface to external repositories. Therefore, it owns the capability of querying.
4. Knowledge maintenance: an agent that keeps the knowledge base updated and consistent.
5. Knowledge broker: an agent that proposes knowledge providers to a knowledge consumer agent.
6. Knowledge mediator: an agent that acts as an intermediate between the consumer and several providers proposed by a broker.
7. Knowledge output: an agent that acts as an interface sending information to the external environment, in an unidirectional way.
8. Knowledge translation: an agent that can translate between different communication languages or ontologies.

3.2.2 The Role of Ontologies

The roles that an ontology can play are still under debate, as research on ontology evolves. Combining the roles described insofar in the literature [50], [27], [6], [55], [54], we provide a summary of roles:

1. Neutral authoring: an information artifact developed by an author in a single language to be used in several target systems.
2. Ontology as specification: in a given domain an ontology is created to support the development of software .
3. Common access to information: the ontology is used to share vocabulary and terms among different users being them either persons or computers.
4. Ontology–based search: the ontology is used to look for information in a repository.
5. Knowledge acquisition: the ontology is used to understand the terms in a domain upon a common and agreed understanding .
6. Reuse of knowledge: the ontology enables the reuse of knowledge to build new applications .
7. Integration of heterogenous information sources: ontologies are used to support the information integration task .

Nevertheless, our review of the literature highlighted the necessity of considering new roles, as a result of combining agent technology with ontologies.

1. Ontology for Modeling
2. Ontology for Semantic Interoperability
3. Dynamic Ontology

Ontology as Specification

In this case, the ontology is created to aid in the development of software systems in a given domain. This is the approach described in [4], where an ontology is used as a *specification of an information system*. A domain ontology is combined with different method ontologies, which allow the definition of an application ontology. Such ontology allowed to specify both the application's functionalities and the knowledge required for the application to carry out its tasks.

Common Access to Information

The underlying idea is to use the ontology to share terms among users, either humans or agents.

Ontologies have shown its utility in systems that operate close to a human conceptual level, as it happens in a Virtual Enterprise environment. Partners should negotiate upon common standards of which an ontology is part of. The approach was implemented as an agent–based platform, ForEV [33], using a multiple ontology approach [55]. Ontologies and agents technologies have also been combined to *solve the semantic heterogeneity problem in e–commerce negotiations* and transactions [7], [34].

Sharing terms are also important in robotics applications. An ontology has been used within the RoboCup robot soccer domain [35] both to share knowledge, but also to ground *sensory information* to symbols used to represent real world objects in the software applications.

Ontology–based Search

The role of the ontology is to aid in the search of information within a repository. In this context, many of the developments of ontologies have been focused in the Semantic Web as promoted by the World Wide Web Consortium. The Semantic Web is a project that intends to create a universal medium for information exchange by placing documents with computer-processable meaning on the World Wide Web by using standards, mark–up languages and related processing tools. Ontologies are used as common *metadata vocabularies*, to allow document creators to know how to mark up their documents so that agents can use the information in the supplied metadata. Research in Spain related to the Semantic Web has been summarized in [8].

Reuse of Knowledge

The ontology enables the reuse of knowledge to address the domain knowledge needs of potential new applications. This role has been described in [4], where an ontology, PHYSSYS, was constructed to describe the knowledge for physical systems such as heating systems, automotive systems and machine tools. The reusability aspects were addressed by using *ontology projections* to describe technical components, physical processes and mathematical relations.

Integration of Heterogenous Information Sources

The ontology is used to support the integration information task.

An example is the definition of an *ontology–based agent system related to different domains* as described in [38]. It was defined as a global domain ontology to be used by agents to communicate about hazardous waste measurements.

Different types of agents were modeled to address translation issues between the global ontology to the user's and resource's local ontologies.

A *multiagent framework for collaborative understanding of distributed ontologies* is described in [37]. The framework consists of two set of components: The ontological components allow the agents to communicate and understand each other. The operational components describe the query processing, action planning and query composition. A *dynamic ontology integration for a multi-agent environment* is described in [14]. Each agent holds the ontologies of other agents of its interest (acquaintances). The integration has to be carried out whenever a new acquaintance is added or when the local ontology of an acquaintance changes. The most interesting concept handled by the two aforementioned approaches is the notion of neighborhood or acquaintances, which implies that an agent can communicate or is interested only with a few agents, while the other agents are ignored. Such a concept allows to handle to some extent the scalability problems which usually appear on large multi–agent systems.

Ontologies for Modeling

A new role of ontologies within agent–based systems is modeling. Ontologies are used to model the concepts the agents need and the internal operations or tasks that agents carry out.

As an example, an *ontology associated with the FIPA Request Interaction Protocol* was defined in [11], [12]. In this case, concepts referred to message types, the reason for the request and the precondition to be fulfilled. Internal agent operations were modeled as a combination of classes and objects defining the operation to perform, the implementation of the operation and the invocation of the operation.

Ontologies have also been used to *model the world for autonomous vehicles* [49]. Having an accurate description of the environment (obstacles, paths, etc.) is a key issue for such types of vehicles. In this case, the ontology was used to model the obstacles to support the navigation task of the vehicle.

To develop ontologies for modeling agent systems, the Unified Modeling Language (UML) [41] has been used. Although UML was not initially developed for ontology development, there are ongoing efforts to make possible its application within the ontology domain [40]. As examples, UML has been used to prove its suitability to *model software agents systems* in general [9], [2] and agents applied to a travel booking scenario [10].

Ontologies for Semantic Interoperability

Semantic interoperability is defined as "the problem of achieving communication between two agents that work in the same or overlapping domains, even if they use different notations and vocabularies to describe them" [16].

Agents are highly heterogeneous in real applications. They are likely to be incapable of fully understanding each other, so syntactic and semantic mismatches can arise. Moreover, agents are characterized by different views of the world which are explicitly defined by ontologies.

Common, global or shared ontologies are used to overcome the semantic heterogeneity among agents. A commitment to the shared ontology permit the agents to interoperate and cooperate while maintaining their autonomy. A common ontology built up either by sharing, merging or translating ontologies has been proposed as a possible solution to address the semantic interoperability [47], [38].

Despite the use of a common ontology, some issues still remain. Firstly, common ontologies are useful as long as they stay within the context they were defined. They are not that easily portable to other domains. Neither the concepts nor the agents' roles are capable of evolving as the context changes and requires. Secondly, commitment to a common ontology may guarantee consistency but not completeness [36].

Furthermore, agents sharing an ontology might not be totally committed to it, as each agent would work with both a local ontology and only a part of the common ontology as described in [45]. The same approach is considered in [52], where the multi–agent system require both the use of a private ontology (which collects operational knowledge for tasks) and an intermediate shared ontology (which gathers communication vocabulary). The communication process between two agents is made by translating from agent's private to shared to second agent's private ontologies. The problem resides on how to proceed with the communication and concept learning processes, which is addressed by experimenting different strategies.

Research on the topic addresses the aforementioned issues. A proposed solution [31] is to follow the ROADMAP methodology [28], as extension of the GAIA methodology [59], combined with the EXPLODE methodology in the development of a multi–agent system [25]. The two first ones describe the models to be considered within the multi–agent systems, both considering a role hierarchy and an agent hierarchy. EXPLODE allows the development of the knowledge model considered in the system without depending on the ontology structure, by a multi–stage approach combined with continuous integration.

Semantic Interoperability is especially relevant for those agent– and multi–agent–based applications related to the Semantic Web. Agents need to be capable of communicating and sharing knowledge without semantic mismatches. Just as two recent examples within the extensive literature on the topic, this issue has been addressed in [42], [57].

Dynamic Ontology

As agents work in real changing environments, ontologies should also evolve to cope with those changes. Researchers refer to this type as *dynamic ontology*, which could be described as a shared ontology that adapts to an application domain and evolves with time as the concepts in that domain change. Some attempts to come up with such an ontology are described in [56], [7].

The term is also used by [52] when referring to a communication ontology used by a multi–agent system, which is required to evolve as agents learn and share concepts.

Chapter 4

Conclusions

4.1 On Ontologies

Ontologies are still under debate and development within the KE and AI communities. Several definitions have been provided, each one stressing a different viewpoint.

An ontology can be seen as a vocabulary describing the terms of a domain or task (or more general if being an upper ontology). However, the key point is not the ontology as a vocabulary but the underlying meaning and commitments of that vocabulary. By such, we mean that an ontology could not just be a more or less detailed list of terms belonging to a domain expressed in particular language (either formal or informal) but, in some sense, may include operational issues concerning the use of it. The meaning, relationships, constraints and axioms of these terms are what builds up the vocabulary to transform it into an ontology.

4.2 On the Concept of Agent

Despite the widely use of agent, there has not been a consensus in work dealing with agents and agency. The term agent is ubiquitous in the literature on intelligent systems, software engineering, and complex systems. However, it is rarely defined, and its possible interpretations are somehow vague.

We have even participated in the discussion of a new type of agent, called *sapient agent*. Such an agent exhibits wisdom and sapience, understood as the capabilities of providing meaning to the other agents of the society its belongs to [44]. It is still unknown if the term will take in within the agent community.

We have pinpointed the difficulty in agreeing on the underlying concept involved in the term agent. As a possible solution, we suggest to turn the problem over: instead of defining what an agent is, let's find common situations where agents are involved in. Therefore, attributes and features of agents could be used to characterized them.

4.3 On the Application of Ontologies for Agents

Some first conclusions can be drawn when it comes to ontology–based agent systems.

The first conclusion regards to which kind of agents are used. Within the agent and MAS research, the type of agents used is usually fully describe being them either deliberative, reactive, conscious, etc. However, when describing the ontology–based agent systems the type is skipped. Therefore, is a particular type more suitable to be used with an ontology?. It remains an open question.

Next, on communication or ontological commitments among agents using different ontologies either at a local vs. global level or when merging/combining from different ontologies. It seems that the agent communication is not so straightforward as desired. Most of the research carried out so far addresses in detail on the communication/merging problems and their solution. However, the analysis is not so much made from a meaning or semantical level but rather from a symbol level viewpoint. The concerns focus on how different vocabularies are used and understood, not how the agent "understands" the meaning associated with the terms of the vocabulary. The sharing of ontologies depends heavily on a precise semantic representation of concepts and their properties.

The ontology–based agent system usually encompasses several agent roles to address the previous interaction problems. Therefore, roles such as value mapping, translators, coordinator, resource, etc have been defined to handle agent interaction and ontology concept sharing and understanding. It is not clear whether all this kind of agents are usually required in a general purpose multi–agent system or it is due to the usually bias towards multi–agent systems within the semantic web.

To make matters worse, ontology–based agent systems usually encompass several agent roles (mappers, translators, coordinators, etc) to address the previous interaction problems. Once again, the roles definitions and underlying assumptions change from deployment to deployment. If several roles are needed, we point out the necessity to establish a common definition or features for agents' roles. Otherwise, ontology–based agent research might end up with the same vagueness as shown in agent–based research.

A last comment, the ontology–based agent systems are in general, with some exceptions [31], developed ad–hoc. None of the existing agent methodologies has been used. Neither ontology development methodologies. Therefore, the development of such systems seem to be too time and effort consuming, not to mention the several problems encounter throughout the definition and final implementation.

4.4 Further Work

The research conducted allowed us to identify fundamentals concepts, trends and research on the topic of ontologies for agents. Being the ontology–based agent systems a domain under ongoing research, benefits, drawbacks and further experiences should also be considered.

Our aim is to gain a thorough insight to be applied for the development of an Ontology for Autonomous Systems (OASYS) with the purpose of defining the concepts, relationships and architecture to be used in a multi–agent system within the real–time and embedded control systems. This ontology is part of the ASys Long Term Project conducted by the Autonomous Systems Laboratory (ASLab) to create a science and technology for the construction of highly autonomous systems.

The underlying idea of the ontology for ASys is one where the ontology should express the concepts, consider the constraints or relationships in an explicit way under some ontological commitments but most importantly build the ontology to be readable by computers. This way the ontology will become an engineering artifact within a software process developed to define and implement autonomous systems. The ontology so understood is a mapping of the philosophical meaning of ontology into agent or knowledge–based systems epistemology.

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