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### Accountability and Multiagent Organizations: From Concepts to Sotware Engineering

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## Accountability and Multiagent Organizations

from Concepts to Software Engineering

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## Accountability?

- Social Sciences: Ethnomethodology, Garfinkel, Rawls & David;
- *Political Sciences*: Anderson, Government of Canada, Grant & Keohane, Melvin Dubnick, Bovens;
- Tort Law: Goldberg and Zipursky;
- Social Psychology: Tetlock;
- Philosophy: Robert Nozick, Stephen Darwall;
- ... many ...

## $\textbf{Accountability} \rightarrow \textbf{Blame}$

1. **Post factum**: who is to blame for an act or an error that has occurred;

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- 2. Pre factum: who is blameworthy for errors not yet occurred.

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Types of blame cultures:

- 1. Legalistic
- 2. Stigma
- 3. Giri
- 4. Prejudicial

**Robert Nozick** (philosopher) distinguishes 'moral pulls' from 'moral pushes':

- moral push: emphasizes the person who is the subject of a moral life, their character and motivation
- moral pull: emphasizes the entities in the world outside of the moral agent as a source of value that generates obligations which exert a pull on the agent

Setting	Moral Pulls	Moral Pushes
Legal	Liability	Obligation
Organizational	Answerability	Obedience
Professional	Responsibility	Fidelity
Political	Responsiveness	Amenability

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How do these relate to blame?

- liable: legally blameworthy (if not satisfying obligation)
- answerable: blameworthy (if not obedient)
- **responsible**: be in control so that you will not be blamed by those who trust you
- responsive: that adapts (amenable: capable of submission)

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ALWAYS INTER-PERSONAL

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#### ALWAYS INTER-PERSONAL

In moral philosophy terms: **second-personal** rather than **first**- (me thinking of myself) or **third-personal** (coming from the outside) [Darwall, 2006]

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Sometimes seen as systems for managing expectations.

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### Grant & Keohane [Grant and Keohane, 2005]

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- Liability: Smith should take <u>responsibility</u> for his victims' families' losses, but his employer will probably be held <u>responsible</u> for them as Smith is insolvent and uninsured.

### **Ontology of Responsibilities**



#### In MAS literature:

- "one being responsible for a task" is understood as "the one who carries out the task" (survey [Feltus, 2014], see also
  [Yazdanpanah and Dastani, 2016])
- Goal decomposition and distribution (e.g. [Boissier et al., 2013])
- In [Baldoni et al., 2019b] we see a responsibility as an agent being "a recipient" for (and being moved by) some institutional event
• "Accountability presupposes a relationship between power-wielders and those holding them accountable where there is a general recognition of the legitimacy of (1) the operative standards for accountability and (2) the authority of the parties to the relationship (one to exercise particular powers and the other to hold them to account). " Why at all accounting for something?

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OBLIGATIONS/SANCTIONS

(Blame culture approach)

- Lack of capability: an agent who does not have the capability to do something will not do it even if obliged (and sanctioned upon failure);
- **Convenience**: a rational agent that finds a sanction more acceptable than satisfying an obligation to do a task, that does not comply with the agent's goals, will not abide by the obligation (and will not explain the reasons).

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#### Blame is not enogh:

Sanction does not add capability nor it increases the responsabilization of the agents.

#### [Durkheim, 1893], [Parsons, 1968], [Garfinkel, 1967], etc.

- obligation insufficient to explain social action,
- an agent acts voluntarily if the act is desirable for the agent
- Normative sanction often has little consequence on the agent and no consequence at the society level

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# Autonomy demands a different way of conceptualizing software modularity:

- Software modularized in terms of subgoals that are assigned to the agents
- Subgoals seen as responsibilities
- Little problem ...

### Triangle Model of responsibility [Schlenker et al., 1994]



#### Schlenker et al.

An individual perceives a responsibility when the links are strong: identity-event, event-prescription, prescription-identity.

INSIDE THE AGENT

#### Triangle Model of responsibility: Example



identity: Luca the doorman,
prescription: should open the door,
event: the bell rings.

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DEPARTMENTS FEEL RESPONSIBLE Each Dept. verifies compliance Answer is: YES!

The Dean is blamed (and sanctioned) And then?

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• What did Departments actually verify? How did they?

#### The Dean is blamed (and sanctioned)

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And then?

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- How to gather information for solving the problem and avoiding similar situations in the future?
- A lot of information about the Department's organization is available but the one we need is hidden and must be found.

- Lack of an adequate representation
- Accountability hidden into some kind of collective responsibility sometimes called "many hands problem".
- Governance of the system and its functioning as a whole are compromised.

Punishment vs Remedy Tort Law [Goldberg and Zipursky, 2010]

Legal wrong: VIOLATION OF A DIRECTIVE

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#### Legal wrong: VIOLATION OF A DIRECTIVE

#### **Criminal Law**

• simple directive:

For all x, x shall not A

- empowers the state to hold wrongdoers accountable
- $\bullet \ \ Accountability \rightarrow punishment$

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#### Legal wrong: VIOLATION OF A DIRECTIVE

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• simple directive:

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Tort Law

- relational directive: For all x and for all y, x shall not do A to y
- empowers private parties to initiate proceedings designed to hold tortfeasors accountable
- Accountability: the successful victim will have the right to exact a remedy, and courts will apply principles of remedy

# Responsibility is not enough Something is missing

#### Distinctive feature of Garfinkel's approach to social order:

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## WHY?

• What did Departments actually verify? How did they?

Action is not devised so as to be reportable.

#### A student complains to the Dean ...

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Action is not devised so as to be reportable. Agents do not share the same conception of legitimacy.

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- How to gather information for solving the problem and avoiding similar situations in the future?

Action is not devised so as to be reportable. Agents do not share the same conception of legitimacy. Information is hidden, not always accessible.

### Let's introduce Accountability

### Key Aspects [Baldoni et al., 2019a]

1. Accountability implies agency.

Without the qualities to act "autonomously, interactively and adaptively," i.e. with agency, there is no reason to speak of accountability because we would be talking of a tool, and tools cannot be held accountable [Simon, 2015].

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 Accountability requires but is not limited to causal significance. The plain, physical causation [Burgemeestre and Hulstijn, 2015, Chopra and Singh, 2014], that does not involve <u>awareness</u> or <u>choice</u>, does not create responsibility nor accountability.

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  not involve <u>awareness</u> or <u>choice</u>, does not create responsibility nor
  accountability.
- Accountability does not hinder autonomy. It makes sense because of <u>autonomy</u> in deliberation [Anderson, 1981, Schlenker et al., 1994, Suchman, 1997, Chopra and Singh, 2014].
4. Accountability requires control.

<u>Control</u> is the capability, possibly exercised indirectly via other agents, of bringing about events [Marengo et al., 2011] (omissions, i.e. not acting, can be seen as non-achievements).

5. Accountability requires observability.

In order to make correct judgments, a forum must be able to observe the necessary relevant information.

 Accountability requires a mutually held expectation. It is a directed social relationship that serves the purposes of sense-making and coordination in a group of interacting parties, all of whom share an agreement on how things should be done [Garfinkel, 1967, Suchman, 1997, Anderson, 1981].

Both parties must be aware of such a relationship.

8. Accountability is rights-driven.

One is held accountable by another who, in a certain context, has the claim-right to ask for the account

[Darwall, 2013, Grant and Keohane, 2005].

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#### **Responsibilization through Accountability**

- Explicitly represent: who is accountable of what and towards whom, and conditions of the claim-right;
- Legitimacy: Agents accept accountabilities.

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- On the basis on which authority asking to someone? The claim-right of the Dean, that the account-giver accepted and of which is aware
- How to gather information for solving the problem and avoiding similar situations in the future?
   By requesting the proof
- It is always clear and accepted who should return accounts to whom and when: sort of additional explicit "infrastructure"

#### Normative dimension

it creates mutual expectations on the behavior of the involved agents; it captures the *legitimacy*, for the account taker, of asking (and the *availability* of the account giver to provide) an account (the standing of the account taker to demand an account).

#### Structural dimension

it concerns the *capability* to produce an account; for being held to account about a process, an agent must exert control over the same process and must have proper awareness of the situation it accounts for, possibly by relying on other agents.

## **Organization Engineering?**

Accountability acceptance exposes the responsibilities agents perceive (previously hidden):

- enables reasoning
- increases system robustness

On legitimate requests:

- Lack of capability: the agent will either not play the role or will explain its lack of skill when asked;
- **Convenience**: agents will explain the conflict between their goal and the assigned task.
- Behave up to the standard: agents can be asked proofs also when goals are achieved! Certification, when "how things are done" matters.



**Figure 1:** A general scheme for accountability frameworks inspired by [Auditor General of Canada , 2002], appeared in [Baldoni et al., 2018d].

# Account is more constructive than blame

## Accountability for robustness

#### Robustness: an important property of software systems

#### Sys. and Soft. Eng. Vocabulary ISO/IEC/IEEE 24765

Robustness as the degree to which a system or component can function correctly in the presence of invalid inputs or stressful environmental conditions.

#### Robustness refers to a system property

A property of a system is robust if it is invariant with respect to a set of perturbations [Alderson and Doyle, 2010].

- reliability as robustness to component failure
- efficency as robustness to lack of resources
- scalability as robustness to change to the size and complexity of the system as a whole
- modularity as robustness to structured component rearrangements
- evolvability as robustness of lineages to changes on long time scales

The availability of feedback is seen as crucial in gaining robustness [Alderson and Doyle, 2010].

#### Feedback

A piece of information, some facts that are obtained retroactively, that objectively concern an execution of interest, and that are passed from one component to another.

#### Significance and quality of feedback

are crucial in making a system robust: [Alderson and Doyle, 2010].

- only information that is functional to the desired kind of robustness
- only information that comes from reliable source

## **Multiagent Organizations**

- "An organization provides a structure of constraints that allow a system consisting of many parts to act as a whole, with the aim of achieving goals that otherwise would not be achievable (or not as easily)" [Elder-Vass, 2011]
- Norms (rules, protocols, etc.) to define what is expected of each agent
- Sanctions as deterrents to prevent norm violation



## Perturbations

 Unfortunately, when the system faces an abnormal situation (perturbation) and some agent fails to achieve a goal, sanctions are of little utility, if any



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#### **Broader problem**

No structured way for collecting and propagating information about encountered situations



#### Robustness

When a system meets a perturbation it needs **to reconfigure**. To this aim:

- the agents need the means for: understanding who is entitled to ask what to whom
- the information of interest must be asked to an informed source and must be delivered in the right format
- the information will be delivered to whom is equipped with the right abilities and will be entitled to perform certain tasks, needed to cope with the situation



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## Fragility in MAS: the role of feedback

- The **agents' autonomy** is an enabler of the system's adaptability, which is crucial to achieve robustness
  - However, adaptability requires the system to be equipped with the ability to produce proper <u>feedback</u>, propagate it, and process it, so to enable the selection and enactment of behavior that is appropriate to cope with the situation
- The **normative system** enables the exploitation of the agents' autonomy, creating expectations on their activities, which is crucial to achieve system robustness
  - However, agents may fail the expectations (the obligations).
    Whenever sanctions are not accompanied by <u>feedback</u> and feedback handling mechanisms, they do not provide a means that support robustness

• The current design methodologies for MAS fall short in addressing robustness in a systematic way at design time.

#### Accountability

We exploit the notion of **accountability** [Garfinkel, 1967, Grant and Keohane, 2005, Dubnick and Justice, 2004, Baldoni et al., 2016, Baldoni et al., 2019a] as a mechanism for building feedback/reporting frameworks, similarly to what is often done in human organizations

[Sustainable Energy for All Initiative, , Zahran, 2011].

## Accountability as a means for robustness in MAS

- We claim that **account** and **accountability** are the crucial tools for making organizations more **robust**
- In the human world/organizations

accountability it provides the means to address recurring and systemic issues, and to incorporate lessons learned into future activities



A conceptual model for the accountability

A **conceptual model** is a visual representation of conceptual classes or real-situation objects in a domain.

Applying UML notation, a conceptual model is illustrated with a set of class diagrams in which no operations (method signatures) are defined.

It provides a conceptual perspective. It may show:

- conceptual classes
- associations between conceptual classes
- attributes of conceptual classes

## **Conceptual class**

- Symbol words or images representing a conceptual class
- Intension the definition of a conceptual class
- Extension the set of examples to which the conceptual class applies.



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Professional, 2004.

An association is a **relationship** between classes (more precisely, instances of those classes) that indicates some meaningful and interesting connection.



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# An attribute is a logical data value of an object.



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#### An example of conceptual model



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#### Task, Agent, and Responsibility

Responsibility a distribution can be seen as a distribution of responsibilities [Wooldridge, 2002, López y López and Luck, 2003, Dignum et al., 2004, Hubner et al., 2007]

## Task, Agent, and Responsibility



#### Task, Agent, and Responsibility


#### Task, Agent, and Responsibility



#### Norm



#### Norm



#### Answerability and Accountability



#### Answerability and Accountability



#### Answerability and Accountability















A relationship between two parties:

- One of the parties (the "account taker" or *a-taker*) can legitimately ask, under some agreed conditions, to the other party an account about a process of interest
- the other party (the "account giver" or *a-giver*) is legitimately required to provide the account to the a-taker

#### The two dimensions of accountability

- 1. Normative dimension  $\rightarrow$  Legitimacy of asking and availability to provide accounts
- Structural dimension → For being accountable about a process, an agent must have control over that process and have awareness of the situation it will account for









#### From the point of view of instances



#### From the point of view of instances



#### From the point of view of instances



#### Account and Account Template



#### Account and Account Template













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#### **Treatment Task**



#### Organizational accountability: a conceptual model



# Experimenting Accountability in JaCaMo

- A very short introduction to JaCaMo
- How JaCaMo is extended to accommodate accountability
- Patterns for using accountability in agent programming
  - Information gathering
  - Context-aware adaptation
  - $\circ~$  Exception Handling

# A very short introduction about JaCaMo

- JaCaMo is a Multi-Agent Oriented Programming (MAOP) platform
- it aims at programming systems by providing a seamless integration of three dimensions:

- Organization via **Mo**ise [Hübner et al., 2010]
- Agent via Jason [Bordini et al., 2007],
- Environment via CArtAgO [Ricci et al., 2009],



Figure 2: MAOP levels [Boissier et al., 2019]

## **Environment dimension**



From [Boissier et al., 2019]

#### **Organization dimension**



Simplified Conceptual View (Moise meta-model [Hübner et al., 2009])

#### Excerpts from organisation program:

#### <structural-specification>

<role-definitions> <role id="auctioneer" /> <role id="participant" /> </role-definitions>

<proup-specification id="auctionGroup"> <roles <role id="auctioneer" min="1" max="1"/> <role id="participant" min="0" max="300"/> </roles </proup-specifications </proup-specification>

```
Structural spec.
```

```
cfunctional-specifications
escheme id="doublection">
equal id="auction">
ergound id="auction">
ergound id="fart/">
ergound id="fart/">
ergound id="start">>
ergound id="start">>
ergound id="start">>
ergound id="doublectioneer" min="1" max="1">
ergound id="doublectioneer" min="1" max="1">
ergound id="factioner" min="1" max="1">
ergound id="factioner" min="1" max="1">
ergound id="factioner"
```

Functional spec.

<normative-specifications
<norm id="n1" type="permission"
nole="auctioneer"
mission="mkuctioneer" />
<norm id="n2" type="obligation"
nole="participant"
mission="mbarticipant" />
</normative-specification>

#### Normative spec.

norm n1 : plays(A, auctionneer, G) ->
forbidden(A,n1,plays(A,participant,G),
 \_\_forever\_\_).

program in NPL

#### Agent dimension



Simplified Conceptual View (Jason meta-model [Bordini et al., 2007]):

```
Simple Agent Program:
```

```
happy(bob). // initial belief
!say(hello). // initial goal
/* Plans */
+!say(X) : happy(bob) <- .print(X).
// ...
```

example bob.asl



#### Obligation to a goal

```
+obligation(Ag,Norm,achieved(Sch,Goal,Ag),DeadLine)
```

: .my\_name(Ag)

```
<- .print("I am obliged to achieve goal ",Goal);
!Goal[scheme(Sch)];
goal achieved(Goal,Sch).
```
# The builing house example

#### **Functional decomposition**



- Changes mostly concern the organization specification; i.e., the Moise component
- Changes are as conservative as possible (when no accountability relationship is specified, we fall back to standard JaCaMo)
- Changes satisfy three needs:
  - $\circ~$  specify accountability agreements within an organization
  - translate accountability agreements into a corresponding body of norms
  - give agents the capability of producing accounts and marking goals not only as *achieved*, but also as *failed* or *released*

#### **Specifying Accountability Agreement**

• The functional spec. is extended to include an XML tag for accountability agreement

```
Accountability Agreement id: aa1
```

can request when: r

```
Account Template:
```

requesting goal: TASK accountability goal: TASK must account with: arguments treatment goal: TASK must treat when: condition <supervision-strategy id="strParcel"> <accountability-agreement id="aaParcel"> <target id="reachDestination" /> <request-template id="regStock"> <requesting-condition value="delay" /> <goal id="requestDelayReason" /> </request-template> <account-template id="accParcel"> <goal id="reportDelayReason" /> <account-argument id="reason" arity="1" /> <account-argument id="closedRoads" arity="1" /> </account-template> </accountability-agreement> <treatment-policy id="tpParcel"> <treatment-condition value="true" /> <goal id="updateMap" /> </treatment-policy> </supervision-strategy>

#### Generating norms from agreements

- New normative facts, such as:
  - requestingGoal(G)
  - o accountabilityAgreement(id, target)
  - o requestTemplate(id, condition, requesting goal)
  - accountTemplate(id, accounting goal)
  - o accountArgument(account template id, functor, arity)

o ...

• New norms and rules, such as:

```
o enabled(S,G) :-
```

goal(\_, G, dep(or,PCG), \_, NP, \_) & requestingGoal(G) & requestTemplate(RT,Condition,G) & Condition & NP \== 0 & any\_satisfied(S,PCG).

## **Generating accounts**

- This extension touches the artifact representing organizational schema
- New operations are made available to the agents:
  - giveAccount(): generates an account as an observable property within the artifact (publicly accessible)
  - goalFailed(): marks a goal as failed: the organizational goal cannot proceed
  - goalReleased(): marks a goal as released: even though the goal has not been satisfied (it may be even failed), the goal is no longer required (usually after an appropriate treatment), and hence the organizational goal can be resumed

- JaCaMo home page (standard version by Boissier et al.) http://jacamo.sourceforge.net/
- JaCaMo for accountability http://di.unito.it/moiseaccountability
- JaCaMo for exception handling https://sourceforge.net/projects/moise-exceptions/

Note: No need to install standard JaCaMo first, our projects are self-contained

# How does accountability come into play while programming agents?

Three basic programming patterns can be exploited for capturing a variety of situations

- Information gathering
- Context-aware adaptation
- Exception handling

Objective: let an agent gather information at runtime to complete its goals

```
+!organizational-goal
```

```
: <account missing>
```

```
<-
```

```
goalAchieved(requestForAccount);
.wait(500);
!organizational-goal.
```

+!organizational-goal

```
: <account ready>
```

```
<-
```

```
<do something useful>
goalAchieved(organizational-goal).
```

Scenario: Harold is the owner of an organization produces and sells bread



- Sheila can decide, autonomously, the price of the bread she sells.
- She can fix a reasonable price on her own, or she can exploit infos about the production process; e.g., is the flour "standard" or organic?

Relying on an accountability relationship, Sheila could ask an account to Bart about the bake goal.



In turn, Bart could ask an account to Mike about goal mill.



Conceptually, the accountability agreement between Sheila and Bart is:

```
Accountability Agreement id: aa1
concerns: bake
can request when: true
Account Template:
requesting goal: requestFlourType
accountability goal: notifyFlourType
must account with: flourType
```

The *a-taker* and *a-giver* agents are designated by including goal requestFlourType in a Sheila's mission, and goal notifyFlourType in a Bart's mission, respectively

# Information gathering for decision making

Looking at the XML specifying the organization...

```
<supervision-strategy id="strWhatFlour">
      <accountability-agreement id="aa1">
        <target id="bake" />
        <request-template id="reqWhatFlour">
            <requesting-condition value="true" />
            <goal id="requestFlourType" type="achievement"/>
        </request-template>
        <account-template id="accFT">
           <goal id="notifyFlourType" />
           <account-argument id="flourType" arity="1" />
        </account-template>
     </accountability-agreement>
   </supervision-strategy>
   <mission id="mBaker" min="1" max="1">
        <goal id="bake"/>
        <goal id="notifyFlourType"/>
   </mission>
   <mission id="mSeller" min="1" max="1">
        <goal id="sell"/>
        <goal id="requestFlourType"/>
   </mission>
```

Between Bart and Mike a similar agreement exists

# Information gathering for decision making

#### Applying the pattern to Sheila's program

```
+!sell :
 not account(flourType(N))
    <-
  .print("I need more info to fix the price!");
  goalAchieved(requestFlourType);
  .print("asked for the type of flour");
  .wait(500);
  !sell.
+!sell :
   account(flourType(N))
<-
  if (N == "bio"){
   .println("Bio flour set high price at 9.00 euros");
 }
 else {
   .println("Standard flour set low price at 2.00 euros");
 }.
```

#### DEMO LIVE

# Information gathering for integration

Scenario: Bob, Alice and Carol cooperate for writing a paper (see JaCaMo documentation)



Alice and Carol are both asked to achieve goal wsec. However, they achieve the goal in different ways:

- Carol needs to know how many pages must be written
- · Alice writes as many pages as she can

# Information gathering for integration

#### Let us assume the following agreement exists



Conceptually, the following accountability agreement is specified between Carol and Bob

Accountability Agreement id: aa2 concerns: wsecttitle can request when: true

Account Template: requesting goal: requestSectionLength accountability goal: notifySectionLenth must account with: pageNumber

```
Applying the pattern to Carol's program
+!wsecs[scheme(5)]
: not account(pageNumber(N))
<-
    .print("asking for page number");
    goalAchieved(requestSectionLength);
    .wait(500);
    !wsecs[scheme(5)]
: account(pageNumber(N))
    <-
    .print("writing ", N, " pages for scheme 2 ",S,"...").</pre>
```

#### DEMO LIVE

Objective: Acquire contextual conditions that are of some interest and that require a special treatment when they occur.

# The treatment is part of the organization specification

 $\Rightarrow$  A proper obligation will be issued

```
goalAchieved(treatNewInterestingSituation).
```

Scenario: The delivery of some goods involves many agents from the packaging to the shipping. *Many things can go wrong!* 



# **Context-aware adaptation**

- Reaching a destination could require longer than expected due to some closed road.
- Updating the planner's map could prevent delays in the next shipping



#### Conceptually, the accountability agreement is structured as follows

Accountability Agreement id: aaParcel concerns: reachDestination can request when: true

#### Account Template:

requesting goal: requestDelayReason accountability goal: reportDelayReason must account with: reason must account with: closedRoads treatment goal: updateMap must treat when: true

# **Context-aware adaptation**

Applying the pattern to the planner agent

```
+oblUnfulfilled(obligation(_,_,done(_,reachDestination,_),_))
<- println("*** REQUESTING DELAY REASON ***");
    goalAchieved(requestDelayReason).</pre>
```

+!updateMap

```
: account(closedRoads(I))
<- println("*** ADDING CLOSED ROADS TO IGNORE LIST... ***");
+ignore(I).</pre>
```

• Accountability promotes adaptation/innovation:

The planner now excludes the closed roads while planning the routes of future shipping

• Accountability is not blame:

Sanctioning the truck would not allow the planner to know why the delivery is delayed, future deliveries would be affected by the same problem

#### DEMO LIVE

#### Exception

Event that causes suspension of normal program execution. [ISO/IEC/IEEE, 2010]

- The purpose of an exception handling mechanism is to:
  - 1. Identify when an exception (i.e., a perturbation) occurs
  - 2. Apply suitable **handlers**, capable of treating the exception and recover

Exception handling is a matter of responsibility distribution:

- 1. Always involves two parties: a party that is **responsible** for raising an exception, and another party that is **responsible** for handling it
- 2. Captures the need for some **information/account** from the former to the latter that allows coping with the exception

Exception handling can be built upon accountability relationships

- For the exception handling purpose, the account is naturally given automatically as soon as a perturbation occurs
- The request for an account is implicit (the a-taker may not even observe the perturbation so it could not ask for an account)

- a-giver raises an exception: exception raiser
- a-taker handles an exception: exception handler
- an account is mapped into the raised exception

Conceptually

```
Accountability Agreement id: aal
concerns: u
can request when: r
```

```
Account Template:
requesting goal: TASK
accountability goal: TASK
must account with: arguments
treatment goal: TASK
must treat when: condition
```

Recovery Strategy id: rs Perturbation: affected goal: u type: failed |warning |...

Notification Policy: throwing goal: TASK exception spec: arguments

Handling Policy: handling goal: TASK enabled when: condition

- a-giver raises an exception: exception raiser
- a-taker handles an exception: exception handler
- an account is mapped into the raised exception

#### Conceptually Recovery Strategy id: rs Accountability Agreement id : aa1 Perturbation: affected goal: u concerns: u can request when: r type: failed | warning | ... Account Template: Notification Policy: throwing goal: TASK requesting goal: TASK accountability goal: TASK exception spec: arguments must account with : arguments treatment goal: TASK Handling Policy: must treat when: condition handling goal: TASK enabled when: condition

The occurrence of a perturbation is associated with an implicit request for account

- a-giver raises an exception: exception raiser
- a-taker handles an exception: exception handler
- an account is mapped into the raised exception

# Conceptually



Providing an account amount to raising an exception

- a-giver raises an exception: exception raiser
- a-taker handles an exception: exception handler
- an account is mapped into the raised exception

# Conceptually

```
Recovery Strategy id: rs
Accountability Agreement id : aa1
                                              Perturbation:
                                                  affected goal: u
  concerns: u
 can request when: r
                                                 type: failed | warning | ...
                                              Notification Policy:
  Account Template:
                                                throwing goal: TASK
    requesting goal: TASK
    accountability goal: TASK
                                                exception spec: arguments
      must account with : arguments
                                              Handling Policy:
   treatment goal: TASK
       must treat when: condition
                                                 handling goal: TASK
                                                 enabled when: condition
```

The treatment of an account corresponds to handling the raised exception

### At the normative level

- An Accountability Agreement yields
  - $\circ~$  a  $\ensuremath{\textbf{Permission}}$  to request an account
  - $\circ~$  an  $\boldsymbol{Obligation}$  to provide an account upon request
  - $\circ~$  in same cases, there may also be an  $\boldsymbol{Obligation}$  to treat the account
- A Recovery Strategy yields
  - an **Obligation** to raise an exception upon the detection of a perturbation
  - $\circ~$  an  $\boldsymbol{Obligation}$  to handle the raised exception

Our JaCaMo extension needs further refinements to capture such a semantics

#### Generating norms from agreements

- New normative facts, such as:
  - failureReason(F)
  - o throwException(G,[errorCode(F)])[artifact\_id(ArtId)])
  - $\circ$  exceptionThrown(S,G,)
  - o exceptionArgument(S,G,errorCode(F))

```
o ...
```

• New norms and rules, such as:

```
o enabled(S,TG) := policy_goal(P,TG) &
notificationPolicy(P,Condition) & Condition &
goal(_, TG, Dep, _, NP, _) & NP \== 0 &
((Dep = dep(or,PCG) & (any_satisfied(S,PCG) |
all_released(S,PCG))) |
(Dep = dep(and,PCG) & all_satisfied_released(S,PCG))).
```

# A pattern for Exception Handling

#### Raising-agent's side

```
//reacting to obligation permits to mark
//an organizational goal as failed
+obligation(Ag, ,done( ,SOME GOAL,Ag), )
  : my name(Ag)
   <- !SOME GOAL;
      goalAchieved(SOME GOAL).
// organizational goal internalized by the agent
+!SOME GOAL
   <- INTERNAL GOAL.
//in case the internal goal fails, also the organizatior
//goal fails
-!SOME GOAL[env failure reason(F)]
    6-
      +failureReason(F)
      goalFailed(site prepared)[artifact id(ArtId)];
      .fail.
```

```
//the agent is then asked to raise an exception
+obligation(Ag,_,done(_,RAISE_EX_SOME_GOAL,Ag),_)
    : .my_name(Ag) &
    failureReason(F)
    <-
    throwException(SOME_GOAL,[errorCode(F)])[artifact_id(ArtId)];
    goalAchieved(RAISE EX_SOME_GOAL).</pre>
```

```
Recovery Strategy id: rs1
Perturbation:
affected goal: SOME_GOAL
type: failed
```

Notification Policy: throwing goal: RAISE\_EX\_SOME\_GOAL exception spec: F

#### Handling Policy:

handling goal: HANDLING\_GOAL
enabled when: condition

#### Handling-agent's side

```
//The handling agent react to the obligation of handling
                                                     Recovery Strategy id: rs1
//the exception relying on the information received
                                                       Perturbation ·
//along with the exception itself
+obligation(Ag, ,done( ,HANDLING GOAL,Ag), )
                                                          affected goal: SOME_GOAL
   : .my name(Ag) &
                                                          type: failed
     exceptionThrown(S,SOME GOAL, ) &
     exceptionArgument(S,SOME GOAL,errorCode(F))
                                                       Notification Policy:
   ۷.
                                                          throwing goal: RAISE_EX_SOME_GOAL
     <do something useful to handle the exception>
                                                          exception spec: F
                                                       Handling Policy:
     //The programmer decides how to consider the fail
                                                          handling goal: HANDLING_GOAL
     //Two alternatives:
                                                          enabled when condition
         //The failed goal is released: no longer necessary
         goalReleased(SOME GOAL)[artifact id(ArtId)]:
         //OR
         //the failed goal is reset: try once more to get it done
         resetGoal(SOME GOAL)[artifact id(ArtId)]
     //the handling goal is set achieved
```

```
goalAchieved(HANDLING_GOAL).
```

# Adding exception handling to Building House



Scenario: Giacomo sets up an organization for building his house. Many companies joins the organization contributing on specific goals.


## Adding exception handling to Building House



The following recovery strategy captures such a scenario

```
Recovery Strategy id: rsSitePreparation

Perturbation:

affected goal: site_prepared

type: failed

Notification Policy:

throwing goal: site_preparation_exception

exception spec: errorCode

Handling Policy:

handling goal: handle_site_problem

enabled when: true
```

## Adding exception handling to Building House

Applying the pattern to companyB (raising an exception on site\_prepared)

```
+obligation(Ag, ,done( ,site prepared,Ag), )
  : my name(Ag)
   <- !site prepared:
      goalAchieved(site prepared).
+!site prepared
   <- println("Preparing site..."):
      .wait(2000):
      prepareSite. // simulates the action (in GUI artifact)
-!site prepared[env failure reason(F)]
    : focused(ora4mas.bhsch.ArtId)
   <- println("The site is flooded due to ".F."!"):
      +failureReason(F)
      goalFailed(site prepared)[artifact id(ArtId)]:
      .fail.
+obligation(Ag, ,done( ,notify site preparation problem,Aq), )
    : .mv name(Ag) &
      focused(ora4mas.bhsch.ArtId) &
      failureReason(F)
   <- println("THROWING SITE PREPARATION EXCEPTION WITH ERROR CODE ".F."!")
      throwException(site preparation exception.[errorCode(F)])[artifact id(ArtId)]:
      -failureReason(F);
      goalAchieved(notify site preparation problem).
```

## Adding exception handling to Building House

#### Applying the pattern to engineer1 (handling the exception)

```
+obligation(Ag, ,done( ,inspect site,Ag), )
   : .mv name(Ag) &
      focused(ora4mas,bhsch,ArtId) &
      exceptionThrown(bhsch,site preparation exception, ) &
      exceptionArgument(bhsch,site preparation exception,errorCode(flooding))
   <- println("Inspecting site..."):
      .wait(2000);
      performSiteAnalysis(Result);
      println("Done!"):
      println("Fixing flooding...");
      .wait(2000):
      fixFlooding(Result):
      println("Done!"):
      goalReleased(site prepared)[artifact id(ArtId)];
      goalAchieved(inspect site).
+obligation(Ag, ,done( ,inspect site,Ag), )
    : .mv name(Ag) &
      focused(ora4mas.bhsch.ArtId) &
      exceptionThrown(bhsch.site preparation exception.) &
      exceptionArgument(bhsch.site preparation exception.errorCode(archaeologicalRemains)
   <- println("Inspecting site..."):
      .wait(2000):
      delimitSite:
      println("Done!"):
      println("RemovingRemains..."):
      .wait(2000):
      carefullyRemoveRemains;
      println("Done!"):
      resetGoal(site prepared)[artifact id(ArtId)].
```

#### **Exception Handling as a means for Modularity**

Exceptions and exception handling mechanisms are not needed to deal just with errors.

They are needed, in general, as a means of conveniently interleaving actions belonging to different levels of abstraction. [Goodenough, 1975]

- Exceptions allow the invoker of an operation to extend the operation domain (the set of inputs for which effects are defined), or its range (the effects obtained when certain inputs are processed)
- Increase in the generality of an operation: the appropriate "fixup" will depend on the invoker's objectives
- By grounding exception handling on accountability, we meet this vision!

1. Specify a (standard) JaCaMo organization:

roles, groups, functional decomposition, missions

- 2. Extend the organization by means *accountability relationships*:
  - Accountability Agreements
    - What roles may need information for its decision making process
    - What other roles may supply the needed information
    - Individuate requesting and notifying goals
    - Assign these goals to the missions of a-takers and a-givers
  - Exception Handling (recovery strategy)
    - What goals can fail and for what reasons (exception)
    - What countermeasures are available (exception handling goals)
    - How a perturbation should be notified (exception raising goals)
    - Assign these goals to the missions of handlers and raisers
- 3. Apply the patterns for programming the agents

**Note:** In principle both accountability agreements and recovery strategies could be defined within the same organization



Adopting **Accountability/Exception Handling as a design principle** induces several advantages:

- allows a designer to take into account the problem of robustness since the early stages, by providing a clear framework for specifying perturbations and the components dedicated to their handling
- promotes the modularity and reuse of software
- promotes incrementality and integration of new software
- maintains a **clear separation** between what it is expected the system do (i.e., functional decomposition), and how the system adapts itself to perturbations or contextual changes
- promotes innovation by way of the gained flexibility

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<sup>&</sup>lt;sup>1</sup>Accountable Trustworthy Organizations and Systems

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