Question	1	2	3	4	5	bonus
Points	25	25	20	10	10	10

Norm:

Let Pi stand for the points for question i. Then the **examination grade**

$$T = (P1 + P2 + P3 + P4 + P5 + 10) / 10.$$

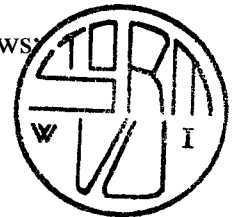The **end grade** for Design of Multi-Agent Systems is calculated as follows:

$$\text{End grade} = (T + H + P) / 3,$$

where

T = examination grade,

H = homework grade,

P = grade for 1 study point practical work.

You are kindly requested to use the special **answer sheet** for your answer where indicated.

Question 1 (25 punten)

Read Appendix 1 and answer the following questions.

a) (5 points) Provide a graphical representation of the top-level of process abstraction for the MOBIE system. Include the human customers as agents in that picture. Motivate each link between processes, and explain the type of information exchanged.

b) (10 points) The generic agent model of Chapter 6 consists of 7 components: agent_interaction_management, world_interaction_management, maintenance_of_agent_information, maintenance_of_world_information, own_process_control, and agent_specific_task. Which of these components do you need and which do you not need to model a personal assistant agent of the MOBIE system? Motivate your answer and make explicit references to the text of Appendix 1.

c) (10 points) The process of interaction that the personal agent needs is rather complicated. The type of communication that it needs with the human customers is rather different from that with the other software agents. Furthermore, for communication with the human user it has different channels. Suppose that component comp_c of the agent is responsible for all this. Then component comp_c should be composed. Provide a process composition of comp_c and the links needed within comp_c to model these processes. Motivate your answers in a rationale.

Question 2 (25 points)

This question builds on your understanding of the generic model for Reasoning with and about Assumptions (Chapter 11). For your convenience a rather detailed partial specification of that model is given in Appendix 3. Be careful to focus directly on the parts of the specification that you need, so that you don't waste time. This generic model will be used in this exercise to diagnose the health problems of a dog. Read Appendix 2 "Dog's Health Problem".

a) (10 points) Give a knowledge base for component assumption_determination that reflects the knowledge in Appendix 2. Motivate your answer in a rationale.

b) (10 points) Give a knowledge base of component observation_result_prediction that reflects the knowledge in Appendix 2. Motivate your answer in a rationale.

c) (5 points) Design the information types causes and symptoms for this domain. You can do this in one information type, but you are also allowed to make more levels of abstraction. Motivate your answers, refer back to your answers to questions a) and b) as well.

Question 3 (20 points)

For this question the partial specification of Appendix 3 is used again. Suppose that the information types causes and symptoms are specified as follows:

```
information type causes
relations           a;
end information type

information type symptoms
relations           b;
end information type
```

a) (10 points) Consider information link predictions of the specification. Consider the following information states:

output information state of component observation_result_prediction is

[predicted_for(b, pos, a, pos)].

input information state of component assumption_evaluation is

[assumed(a, pos), predicted_for(b, neg, a, pos)]

Give the input information state of component assumption_evaluation after execution of link predictions on the basis of the above information states.

b) (10 points) Give a trace of the behaviour of component assumption_evaluation given that the subsequent **input information states** of that component are as is presented in Table 1. Use the answer sheet and fill in your answer in Table 1.

Question 4 (10 points)

a) (3 points) Explain the difference between object and meta-level information, give examples.
b) (4 points) In the weak notion of agenthood, the process has to satisfy four characteristics before it is can be called an agent. Name those 4 characteristics. If you are unsure of the correct terms, you can also explain in words what the four are.
c) (3 points) When is a process an agent in <u>your</u> opinion? Motivate your answer. Keep your answer short; at most 100 words.

Question 5 (10 points)

Consider the following information type:

```
information type insect_stuf
    sorts           BEE, INSECT;
    subsorts        BEE :   INSECT;
    objects         a, b: BEE;
                    c, d: INSECT;
    relations       can_fly, is_a_bee, is_a_spider: INSECT;
end information type
```
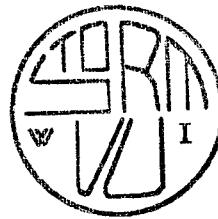
And the following knowledge base:

```
knowledge base insect_kb
    information types insect_stuf
    contents
        is_a_bee(X: BEE);
        if not can_fly(X: INSECT) then not is_a_bee(X: INSECT);
        if is_a_spider(X: INSECT) then not can_fly(X: INSECT);
        is_a_spider(c);
end knowledge base
```

Give a minimal refinement of information state [] that is both closed and consistent with respect to the knowledge base insect_kb.

Appendix 1 The MOBIE system

Prepay usage as a percentage of overall mobile (also called cell) phone access has increased sharply over the past several years. However, the recharging process is still largely manual with personalization provided by the user. A system is needed capable of automatically recharging the prepaid account of a mobile phone in a personalized manner. This visionary system is called MOBIE. The MOBIE multi-agent system consists of personal assistant agents for the consumers and business agents for the mobile telecommunication service providers. The MOBIE system has to take care of the personalization of the agents, security, and human agent interaction modalities. To accommodate the automated recharging process for the user the mobile phone service providers need to be able to interact with the personal assistant agents in a reliable and secure manner. Because of the expected high frequency of such interactions the service providers need to automate these customer interactions. The option chosen in this paper is to introduce business agents that are capable of the required interactions with the personal agents of the users. The personal assistant agent that represents the customer is capable of the following main tasks.

1. The personal agent creates and maintains a profile of the customer. The profile contains at least:
    a. The criteria that tell the agent when to recharge the account.
    b. The information needed to execute recharging, like the amounts it can use, and payment information.
2. The personal agent matches the criteria against the actual balance of the prepaid account.
3. The personal agent requests the necessary information from the business such as:
    a. The balance of the prepaid account.
    b. The actual usage pattern of the phone for a specified period of time.
4. The personal agent is capable of recharging the prepaid account.
5. The personal agent can ask the telecom companies (through the business agents that represent them) to recharge the prepaid account with amount x.
6. The personal agent is responsible for keeping the customer informed in accordance to the customer profile.
7. The personal agent is able to interact with the customer through different channels:
    a. web-based,
    b. WAP (for those customers that have a WAP enabled mobile phone)
    c. voice. Due to inherent restrictions of current WAP implementations and of mobile devices in general, we think that a voice-enabled interface has high potential.

The personal assistant agents function within MOBIE in an environment consisting of business agents that represent the different telecom companies, and financial institutions (like banks, with whom the actual payment is to be arranged). The personal assistant agents do not contact the financial institutions themselves. They can ask telecom company to recharge the prepaid account, the telecom company will then contact the appropriate financial institution.
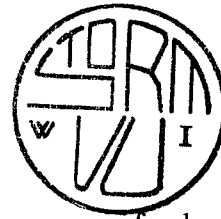
Appendix 2   Dog's Health Problem

Consider the following situation, which involves two agents, an owner of a dog (Owner) and a vet (Vet). Owner, who is always interested in keeping his dog healthy, observes that his dog is sitting apathetic in a corner, not playing. Owner identifies this as a problem with the dog's health.

As he is not able to find out himself what the cause of this problem is, he decides to call Vet and ask him to find out the cause of the dog's health problem.

A specific responsibility of Vet is to make a diagnosis of health problems of his animal patients communicated to him by phone. Vet has no possibility to observe the dog, therefor he asks Owner to make certain observations and communicate them back to Vet.

To determine the dog's problem, Vet uses a line of reasoning modelled by the generic model for reasoning with and about assumptions (see Appendix 3). That model proceeds along the following lines: making assumptions (in some kind of order), predicting observation results for that assumption, and then evaluating the assumption by making the appropriate observations and comparing them to the assumption. If necessary, the old assumptions are rejected, and new ones are made.

Vet uses the hierarchy (taxonomy) depicted in Figure 1 of the subproblems of dog's health problem, that he uses to efficiently order the assumptions he can make:
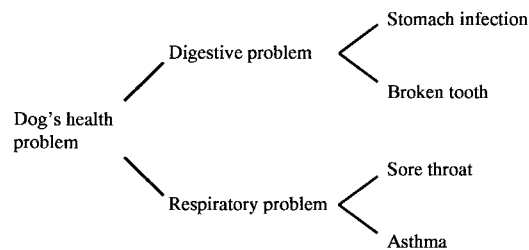

Figure 1

Vet can instruct Owner to make the following observations:
* whether or not the dog eats
* whether or not the dog is wheezing
* whether or not the dog has a fever

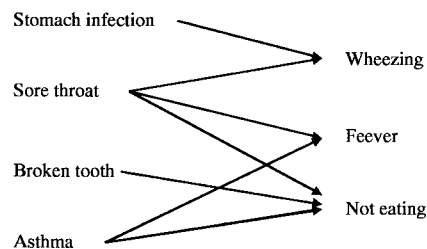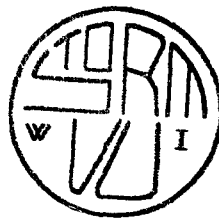The causal relations between diseases and observations known to Vet are depicted in Figure 2.

Figure 2

Appendix 3 Reasoning with and about assumptions

information types

information type **truth_indication**
   sorts   SIGN
   objects   pos, neg: SIGN
end information type

information type **obs_to_be_performed**
   sorts   INFO_ELEMENT
   relations   to_be_observed: INFO_ELEMENT ;
end information type

information type **observation_results**
   sorts   INFO_ELEMENT,
                      SIGN
   relations   observation_result: INFO_ELEMENT * SIGN ;
end information type

information type **assumptions_hypotheses_and_such**
   sorts   INFO_ELEMENT, SIGN
   relations   assumed: INFO_ELEMENT * SIGN ;
                      rejected: INFO_ELEMENT * SIGN ;
                      has_been_considered: INFO_ELEMENT * SIGN ;
                      possible_assumption: INFO_ELEMENT * SIGN ;
                      predicted: INFO_ELEMENT * SIGN ;
                      predicted_for: INFO_ELEMENT * SIGN * INFO_ELEMENT * SIGN ;
                      known_to_hold: INFO_ELEMENT * SIGN ;
end information type

information type **causes**
... ...
end information type

information type **symptoms**
... ...
end information type

information type **world_info**
   information types   symptoms, causes;
end information type

information type **world_meta_info**
   sorts   WORLD_INFO_ELEMENT,
                      INFO_ELEMENT
   meta-descriptions world_info : WORLD_INFO_ELEMENT;
   sub sorts   WORLD_INFO_ELEMENT: INFO_ELEMENT;
end information type

information type **domain_meta_info**
   information types   world_meta_info;
end information type

information type **observation_info**
   information types   obs_to_be_performed, domain_meta_info;
end information type

information type **observation_result_info**
   information types   observation_results, domain_meta_info, truth_indication;
end information type