MULTI-AGENT SYSTEM FORMAL MODEL BASED ON NEGOTIATION AXIOM SYSTEM OF TEMPORAL LOGIC

Xia Youming, Yin Hongli and Zhao Lihong
School of Computer Science and Information Technology, Yunnan Normal University, Kunming, P.R.China

Keywords: Negotiation Axiom, Semantic Frame, Multi-Agent System, Negotiation Reasoning Logic, Temporal Logic

Abstract: In this paper we describe the formal semantic frame and introduce the formal language $L_{TN}$ to express the time and the ability and right of an agent on selecting action and negotiation process in a Multi-Agent System, the change of the right over time, the free action of an agent and the time need by a agent to complete an action. Based on the above, the independent negotiation system has been further complete. In this paper, it is also addressed that the axiom system is rational, validate and negotiation reasoning logic is soundness, completeness and consistent.

1 INTRODUCTION

The research of agent technique is a new field of software design and realization, and has caught people's attention for years, especially in distribution and open Internet software developing field. As the mature of technique and more complex application problems being put forward, the requirements of multi-agent system based on peer-to-peer mode communication have become more and more urgent. The research of the key technology of MAS's design and effective implement has been carried out for many years in the field of distribution artificial intelligence.

For MAS, besides the consideration of the representation and formalization of consciousness attitude concerning individual agent, it must consider the alternation of multi agents, the consciousness attitude that is one of the important portions of MAS theory research. As being able to reason about other agents, consciousness attitude is the main request that makes the agents to coexist, compete and collaborate. The cooperation and negotiation can be produced and accomplished under the control of psychosis. Negotiation of MAS include negotiation protocol, negotiation strategy and negotiation disposal. The first part focus on dealing with the intercommunication among agents, and the second part has five basic types: one-part giving in strategy, competitive strategy, cooperation strategy, destroying strategy and delaying strategy.

This paper is based on Li Jing's work, and add temporal logic to complete negotiation between independent agents by using linear temporal logic describe right change to make contribution on letting agents act more freely.

2 NEGOTIATION AXIOM SYSTEM WITH TEMPORAL LOGIC

The Negotiation Axiom System based on Capability and Thought of MAS(Li Jing 03) is viewed as a sequence of “Perceiving $\rightarrow$ Selecting actions $\rightarrow$ Negotiating to resolve conflicts $\rightarrow$ Deciding actions by arbitrage $\rightarrow$ Executing actions”.

In the $TN$ system (the abbreviation of the negotiation axiom system with temporal logic), the primary work unit is spitted into many small units, that allow agents behaviors to be asynchronous, that is the starting point of negotiations and the other actions taken by agents can be different, so a agent is able to start a negotiation when there is another agent is still executing an action; Further, when some agents are executing actions, other agents keep observing the environment, and then choose their
next movements based on local states, power and rights, that is the environment observations are simultaneous.

In our work, the VSK-AF logic system is still valid in the course of perceiving, but in the course of selecting actions, negotiating to resolve conflicts, deciding actions by arbitrage and executing actions, we use the negotiation with temporal logic. In the TN system, negotiation concurrence is allowed, and all those negotiations may start at a different time point, last for a different time period, end at a different time point.

2.1 Semantic Frame

To discuss the TN system we define the following semantic frame:

- **T** = {t₀, t₁, t₂, ..., tₙ, ...}: a set of time points;
- **Actions** = {α₀, α₁, ...}: a set of actions, which consists of all actions involved in this system;
- **NS** = {ns₀, ns₁, ...}: a set of negotiation strategies;
- **AS** = {as₀, as₁, ...}: a set of arbitrage strategies;
- **Message** = a set of (i, α, w), Agᵢ select the action α to execute the task w;
- **E** = {e₀, e₁, ...}: a set of the external environment states;
- **S** = {s₀, s₁, ...}: a set of the Agents environment states;
- **W** = {w₁, w₂, ...}: a set of tasks;
- **Environment**: one of the two important parts of the model, denoted as Env = <E, S, W, vis₁, ..., visₙ, acce₁, ..., acceₙ, Arbitrage, τₑ, e₀, s₀>;
- **L_i** = {lᵢ, lᵢ₊₁,...}: the set of local state for Agentᵢ;
- **Agents**: one of the two important parts of the model, denoted as Agᵢ=<Lᵢ, Secᵢ, Feelᵢ, Thᵢ, Abilityᵢ, Powerᵢ, SelectAPᵢ, Donetimeᵢ, NSᵢ, Decideᵢ, CRᵢ, τᵢ, 1 /', Possᵢ>;
- **Negotiation** denoted as N=<Agᵢ, Isu, O, Vₒ, Ans, Time, Thread, Protocol>;
- **TN System** denoted as S=<Actions, NS, AS, Env, Agents, N, PoS, SR, T>;
- **Global states for a TN system**: denoted as G={e₀, e₁, ...};
- **The class of TN system**: consists of all TN system, denoted as S;
- **Run**: A sequence ε₀, ε₁, ...(enumerable) over G represents the run of a TN system.

**The set of reachable states for TN system**: denoted as Gₑ

At the very beginning, Lᵢ is initialized as the initial local state, E is initialized as the external state, and S is initialized as the initial agent state, then each agent start the first observation and use the vis (the partition function of the external environment for Agentᵢ) and the acceᵢ (the partition function of the Agents environment for Agentᵢ) to produce a pᵢ (the acknowledge of the external environment) and a qᵢ (the acknowledge of the agents environment), thus the Lᵢ transfer to a new local state Lᵢ₊₁ and we get a initial global states for the TN system. With the initial global states, each agent makes its own selection according to the power and right they have at this moment, on the contrary, a agent has no power and right doing nothing till the next time point comes, they start a new observation. Those agents with power and right select an action and the corresponding task, if there is no confliction among those selected actions, the agent then execute the selected action, transfer the environment states. When they finish the execution start an observation again. Once the conflicts occur, those agents
involved negotiate with each other till the agreements are finally reached, and they act according to the agreement to transfer the state of the system. Till all problems are solved, the process will be repeated.

2.2 Negotiation Logic in TN System

This section gives an overview of the formal framework in which the model of negotiation will be expressed in language \( L_{TN} \). The language expresses the model of negotiation, and describes the system information, which consists of two parts: the first part—the language of VSK-AF logic, is used in the course of perceiving, to express the objective phenomenon in multi-Agent systems, the information that can be visited, learned or perceived by a agent in the system, the second part—\( L_{TN} \) is used in the rest phases, to describe how the time, power, and right effect the agent on the action selection and negotiation, especially the change of the right during the whole process.

In \( TN \) system, we introduce five temporal operators: \( \square \) (always), \( \Diamond \) (eventually), \( \Diamond \) (ever), \( \triangleright \) (after), \( \ulcorner \) (until).

Given a set \( P \) of prepositional variables, set Agents of agents, set Actions of actions, set \( W \) of task, and for an action \( \alpha \in \text{Actions} \) has a set of preconditions \( \text{Pre}(\alpha) \), and a set of effects \( \text{Effic}(\alpha) \), the language \( L_{TN} \) is defined as below:

A list of predications as following: Exu(Agi,\( \alpha \),w), Capable(Agi,\( \alpha \),), R-Entitle (Agi,\( \alpha \)), N-Entitle (Agi,\( \alpha \)), Entitle(Agi,Agi,\( \alpha \)), Right(Agi,\( \alpha \)), Done(Agi,\( \alpha \),w), Agree(\( \Gamma \),\( \varphi \)), Bound (Agi,\( \alpha \)), Commit (Agi,\( \alpha \)), Benefit(Agi,\( \alpha \)), Select(Agi,\( \alpha \),w), Collision(Agi,\( \alpha \),w), Negotiation(Agi,\( \alpha \),w), DuringNegotiation(Agi,\( \alpha \),w), JoinNegotiation(Agi,\( \alpha \),w), OverNegotiation (Agi,\( \alpha \),w), Permit(Agi,\( \alpha \)), Entitle(Agi,\( \alpha \)), Deprive (Agi,\( \alpha \)), and so on.

\( \Phi \) (the set of atomic propositions of \( L_{TN} \)): consists of \( P \) and predications mentioned above.

\( \Phi \) (the set of compound formula of \( L_{TN} \)):

1. True, False \( \in \Phi \).
2. If \( \varphi_1, \varphi_2 \in \Phi \), then \( \neg \varphi_1, \varphi_1 \land \varphi_2 \in \Phi \).
3. If \( \varphi \in \Phi \) and \( \pi \in \Pi \), where \( \Pi = \{ \text{Exu}(Agi,\alpha,w), \cdots \text{Exu}(Agi,\alpha,w) \} \), then \( [\pi] \varphi \in \Phi \).

\( [\pi] \varphi \) means it is certain that the execution of actions in \( \pi \) lead to a state in which \( \varphi \) is True; \(<\pi> \varphi \) means it is possible that the execution of actions in \( \pi \) lead to a state in which \( \varphi \) is True.

2.3 The Semantic of Negotiation Logic

Definition 2.3.1 The negotiation model is defined as \( M \approx \langle \text{GS}, \rho, \lambda, \rangle \), where:

\( \diamondsuit \) \( \text{GS} \subseteq \text{Ex} \times \text{S} \times \text{L}_1 \times \cdots \times \text{L}_n \) is the set of all possible multi-agent world states; the element \( \varepsilon \in \text{GS} \) is \((n+2)\)-ary tuple \( (\varepsilon, I_1, I_2, \ldots, I_n) \) called as global state;

\( 
\rho: \text{GS} \times \pi \rightarrow \text{GS}, \) is a function that defines the accessibility relation from states associated with the action tuple to state. For instance, if there is a state \( \varepsilon \in \text{GS} \) in which the execution of actions in \( \pi \) produces a new state \( \varepsilon' \in \text{GS} \), then \( (\varepsilon, \varepsilon') \) is said to be "reachable", denoted \( (\varepsilon, \varepsilon') \in \rho(\pi) \);

\( \lambda(\pi) \), the interpretation function for formulae; for \( \varphi \in \Phi \) and \( \varepsilon \in \text{GS} \), \( \lambda(\varphi) \) refers to the set of states in which \( \varphi \) holds, and \( \varepsilon \in \lambda(\varphi) \) if and only if \( \varphi \) holds in \( \varepsilon \).

Definition 2.3.2 Semantic rules of negotiating logic:

Theorem 2.3.1 \( M, \varepsilon_i \models [\pi] \varphi \) iff \( \varepsilon_i \in \lambda(\varphi) \), the result

Theorem 2.3.2 \( M, \varepsilon_i \models <\pi> \varphi \) iff \( \varepsilon_i \rho(\pi) \).

2.4 Axiomatics of \( L_{TN} \)

Transmutation rule of formulas in negotiation logic:

T1. Substitution rule: If \( \varphi, \psi \) are formulae of \( L_{TN} \), then \( \varepsilon_i \models \varphi \) if \( \varepsilon_i \models \psi \) holds.

T2. Separation rule: From \( \models L_{TN} \varphi \rightarrow \psi \) and \( \models L_{TN} \varphi \) holds.

T3. Certainty rule: From \( \models L_{TN} \varphi \), \( \models L_{TN} \varphi \) holds.

T4. Temporal rule: From \( \models L_{TN} \varphi \), \( \models L_{TN} \varphi \).
holds, where $\Delta = \{ \Box, \bullet, \circ, \Diamond \}$, from $\vdash_{LTN} \varphi_i$ and $\vdash_{LTN} \varphi_j$ holds.

The strategy of selecting action
S1. If $\text{Capable}(Ag_i, \alpha)$ and $\text{Right}(Ag_i, \alpha)$ and $\text{Benefit}(Ag_i, \text{Exu}(Ag_i, \alpha, w))$ then $\text{Select}(Ag_i, \alpha, w)$
S2. If $\text{Right}(Ag_i, \alpha)$ and $\text{Capable}(Ag_j, \alpha)$ and $\neg \text{Right}(Ag_j, \alpha)$ and $\text{Benefit}(Ag_i, \text{Exu}(Ag_j, \alpha, w))$ then $\text{Entitle}(Ag_i, Ag_j, \alpha)$
S3. If $\neg \text{Benefit}(Ag_i, \text{Exu}(Ag_i, \alpha, w))$ then $\neg \text{Exu}(Ag_i, \alpha, w)$

3 SOUNDERNESS AND COMPLETELESS OF NEGOTIATION LOGIC

Theorem 3.1 (Soundness of $LTN$) $\Gamma \vdash_{LTN} \varphi \Rightarrow \Gamma \models \varphi$

Theorem 3.2 (Consistency of $LTN$) There does not exist formula $\varphi$ that makes $\Gamma \vdash_{LTN} \varphi$ and $\Gamma \vdash_{LTN} \neg \varphi$ hold at the same time.

Theorem 3.3 (Completeness of $LTN$) $\Gamma \models \varphi \Rightarrow \Gamma \vdash_{LTN} \varphi$.

Theorem 3.4 (Logic completeness of $LTN$) $\forall \varphi \in LTN$, there is one and only one holds between $\vdash_{LTN} \varphi$ and $\vdash_{LTN} \neg \varphi$.

Theorem 3.5 The $TN$ system is uncontradictory.

4 NEGOTIATION AND ARBITRAGE MECHANISM OF CONFLICTS RESOLVING

Definition 4.1 arbitrage strategies
Strategy 1:
If conflict($\text{select}(Ag_i, \alpha, w), \text{select}(Ag_i, \alpha, w)$) then $\text{Exu}(Ag_i, \alpha, w)$
Strategy 2:
If conflict($\text{select}(Ag_i, \alpha, w), \text{select}(Ag_i, \alpha, w)$) and $\exists w_1(w_1 \neq w)$ and $\text{capable}(Ag_1, \alpha_1)$ and $\text{right}(Ag_1, \alpha_1)$ then $\text{Exu}(Ag_1, \alpha_1, w_1)$
Strategy 3:
If conflict($\text{select}(Ag_i, \alpha, w), \text{select}(Ag_i, \alpha, w)$) and $\exists w_1(w_1 \neq w)$ and $\text{capable}(Ag_1, \alpha_1)$ and $\neg \text{right}(Ag_1, \alpha_1)$ and $\exists m \text{ right}(Ag_m, \alpha_1)$ then $\text{Entitle}(Ag_m, Ag_1, \alpha_1)$ and $\text{Exu}(Ag_1, \alpha_1, w)$ and $\text{Exu}(Ag_m, \alpha_1, w_1)$
Strategy 4:
If conflict($\text{select}(Ag_i, \alpha, w), \text{select}(Ag_i, \alpha, w)$) and $\exists w_1(w_1 \neq w)$ and $\neg \text{capable}(Ag_1, \alpha_1)$ and $\neg \text{right}(Ag_1, \alpha_1)$ and $\exists m \text{ capable}(Ag_m, \alpha_2)$ and $\text{right}(Ag_m, \alpha_2)$ and $\text{capable}(Ag_m, \alpha_1)$ and $\text{right}(Ag_m, \alpha_1)$ then $\text{Exu}(Ag_m, \alpha_1, w)$ and $\text{Exu}(Ag_m, \alpha_2, w_2)$ and $\text{Exu}(Ag_m, \alpha_1, w_1)$.

5 CONCLUSION

In this paper we design a negotiation model of Multi-Agent system based on the temporal logic in formal theory. In this model we describe the application of the time and the ability and right of an agent on selecting action and negotiation process in a Multi-Agent system, the change of the right over time, and the free action of an agent.

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