

**An Abstract Argumentation Framework for
Supporting Agreements in Agent Societies**
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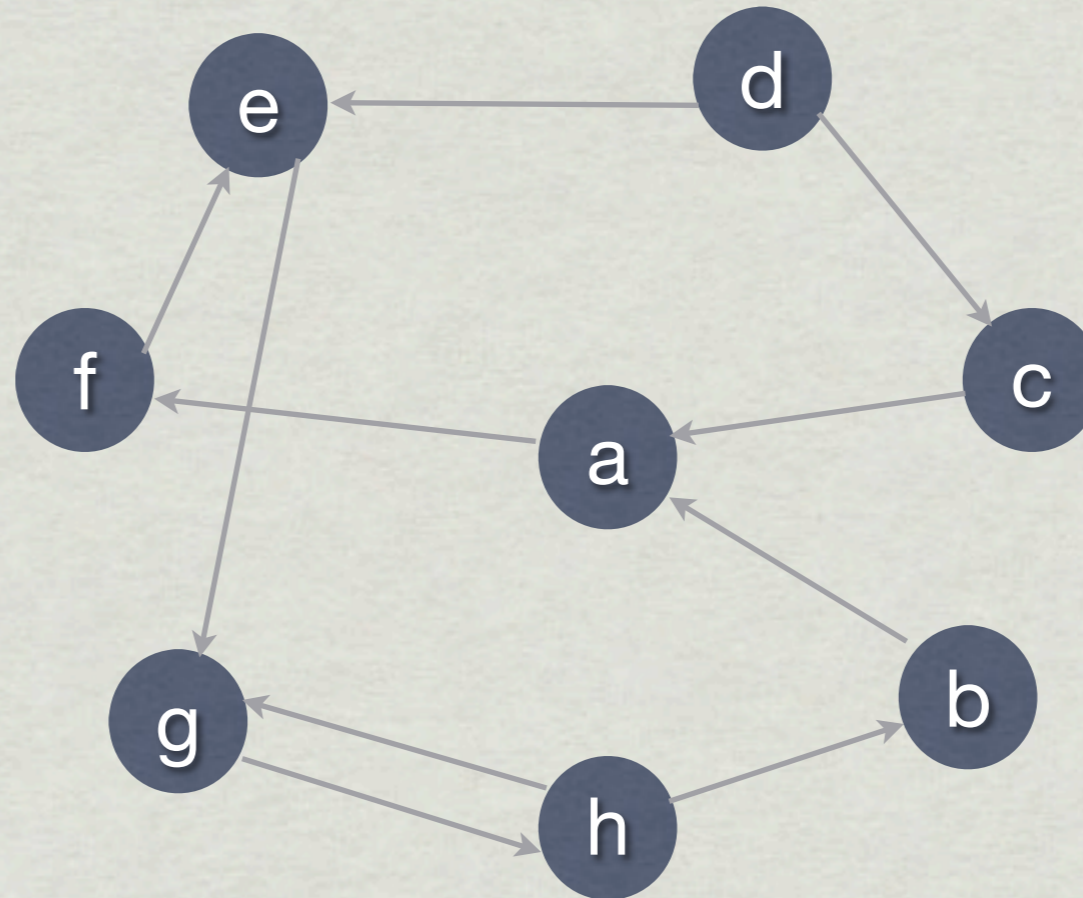
Motivation

- * MAS require agents to have a way of reaching agreements that **harmonise conflicts**.
- * Agents in MAS can form societies that link them via **dependency relations**.
- * Agents' **social context** influences the way agents can argue:
 - * Dependency relations.
 - * Agents' values (e.g. solidarity, environmentalism)

Background

- * Argumentation theory can be applied as a mechanism to reach agreements between agents.
- * Current argumentation frameworks do not consider the social context of agents.
- * Dung's Argumentation framework can be extended and adapted to agent societies:
 - * $AF = \langle A, R \rangle$
 - * Acceptability Semantics.

Abstract Argumentation Framework



* $AF = \langle A, R \rangle$

* $A = \{a, b, c, d, e, f, g, h\}$

* $R = \{\text{attacks}(a,f), \text{attacks}(b,a), \text{attacks}(c,a), \text{attacks}(d,e),$
 $\text{attacks}(e,g), \text{attacks}(f,e), \text{attacks}(g,h), \text{attacks}(h,b),$
 $\text{attacks}(h,g)\}$

Agent Society

$S_t = \langle Ag, RI, D, G, N, V, Role, Dependency_{st}, Group, Values, Valpref_q \rangle$

- * $Ag = \{ag_1, ag_2, \dots, ag_l\}$
- * $RI = \{rl_1, rl_2, \dots, rl_l\}$
- * $D = \{d_1, d_2, \dots, d_k\}$
- * $G = \{g_1, g_2, \dots, g_L\} / g_l = \{ag_1, ag_2, \dots, ag_M\}$
- * $N =$ normative context of S_t
- * $V = \{V_1, V_2, \dots, V_P\}$
- * $Role: Ag \rightarrow 2^R$
- * $Dependency_{st}: \langle \begin{smallmatrix} S_t \\ D \end{smallmatrix} \subseteq R \times R$
 - * e.g. farmer $\langle \begin{smallmatrix} S_t \\ d \end{smallmatrix} \rangle$ administrator
- * $Group: Ag \rightarrow 2^G$
- * $Values: Ag \rightarrow 2^V$
- * $ValPref_q: \langle \begin{smallmatrix} S_t \\ q \end{smallmatrix} \subseteq V \times V / q = ag \vee gr$
 - * e.g. economy $\langle \begin{smallmatrix} S_t \\ ag_1 \end{smallmatrix} \rangle$ solidarity

AFs in Agent Societies

- * Argumentation Framework for an Agent Society:
 - * AFAS = $\langle A, R, S_t \rangle$
- * Audience: specific preference order over values.
- * Agents form part of a specific audience.
- * Agent-specific Argumentation Framework in an Agent Society:
 - * AAFAS = $\langle Ag, RI, D, G, N, A, R, V, Role, Dependency_{st}, Group, Values, val, Vapref_{agi} \rangle$
 - * $val(ag, a): Ag \times A \rightarrow 2^V$
 - * $Valpref_{agi}: \langle S_t \rangle_{agi} \subseteq V \times V$

AFAS objective

- * Aim of the AFAS: determine which agent's arguments attack other agent's argument and which will win the attack (defeat the other).
- * Values
- * Value preference relations
- * Dependency relations:
 - * Power
 - * Authorisation
 - * Charity

Acceptability Semantics

- * Assuming that agent ag_1 has put forward argument a_1 and agent ag_2 has put forward argument a_2 in the society S_t :
- * **defeats** $_{ag_1}(a_1, a_2)$ iff $attacks(a_1, a_2) \wedge$
 $(val(ag_1, a_1) <_{ag_1}^{S_t} val(ag_1, a_2) \notin ValPref_{ag_1}) \wedge$
 $(Role(ag_1) <_{Pow}^{S_t} Role(ag_2) \vee Role(ag_1) <_{Aut}^{S_t} Role(ag_2))$
 $\notin Dependency_{st}$

Acceptability Semantics

- * **Conflict-free:** a set of arguments ARG is conflict-free for an agent ag_1 in the society S_t iff

$$\nexists a_1, a_2 \in ARG / (\text{attacks}(a_1, a_2) \vee \text{attacks}(a_2, a_1)) \vee$$

$$(\text{val}(ag_1, a_1) <_{ag_1}^{S_t} \text{val}(ag_1, a_2) \notin \text{ValPref}_{ag_1}) \wedge$$

$$(\text{Role}(ag_1) <_{Pow}^{S_t} \text{Role}(ag_2) \vee \text{Role}(ag_1) <_{Aut}^{S_t} \text{Role}(ag_2))$$

$$\notin \text{Dependency}_{st}$$

- * **Acceptability:** an argument $a_1 \in A$ is acceptable in S_t wrt the set of arguments $ARG \in A$ iff

$$\forall a_2 \in A \wedge \text{defeats}_{ag_1}(a_2, a_1) \rightarrow \exists a_3 \in ARG \wedge \text{defeats}_{ag_1}(a_3, a_2)$$

Acceptability Semantics

- * **Admissibility:** a conflict-free set of argument $ARG \in A$ is admissible for an agent ag iff

$$\forall a \in ARG \rightarrow \text{acceptable}_{ag}$$

- * **Preferred extension:** a set of arguments $ARG \in A$ is a preferred-extension $_{ag}$ for an agent ag if it is a maximal (wrt set inclusion) admissible $_{ag}$ subset of A

Water-rights transfer Example

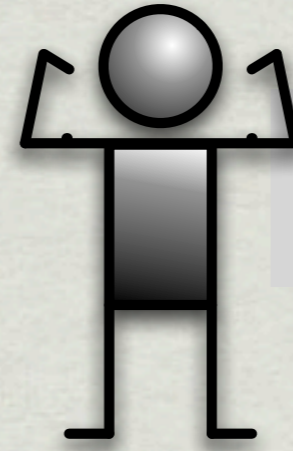
Farmer 1 (F1)

ValPref: $SO < J < EC$



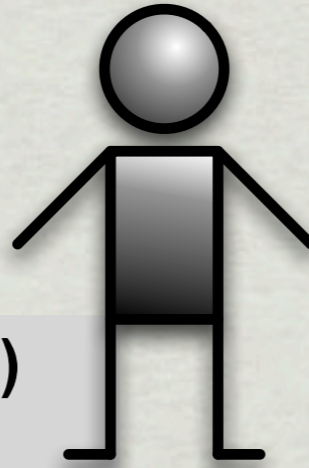
Farmer 2 (F2)

ValPref: $J < EC < SO$



Basin Administrator (BA)

ValPref: $EC < SO < J$



- ✱ Water-right: contract that establishes the use of water that a user can do (volume, price, district...).
- ✱ $\text{Farmer} <_{Ch}^{RB} \text{Farmer}$; $\text{Farmer} <_{Pow}^{RB} \text{Basin Administrator}$

Water-rights transfer Example

F1 -> A1 (F1w): F1 should be the beneficiary of the transfer because its land is closer to the offered water-right and thus promote economy.

F1 -> A2 (F2nw): F1 should not be the beneficiary of the transfer to help F2 and thus promote solidarity.

F2 -> A3 (F2w): F2 should be the beneficiary of the transfer because its land is dry and needs an urgent irrigation, which promotes solidarity.

F2 -> A4 (F2nw): F2 should not be the beneficiary of the transfer to help F1 and thus promote economy.

F1 -> A5 (F1w&F2nw): F2 should allow F1 to be the beneficiary of the transfer to avoid the intervention of a jury.

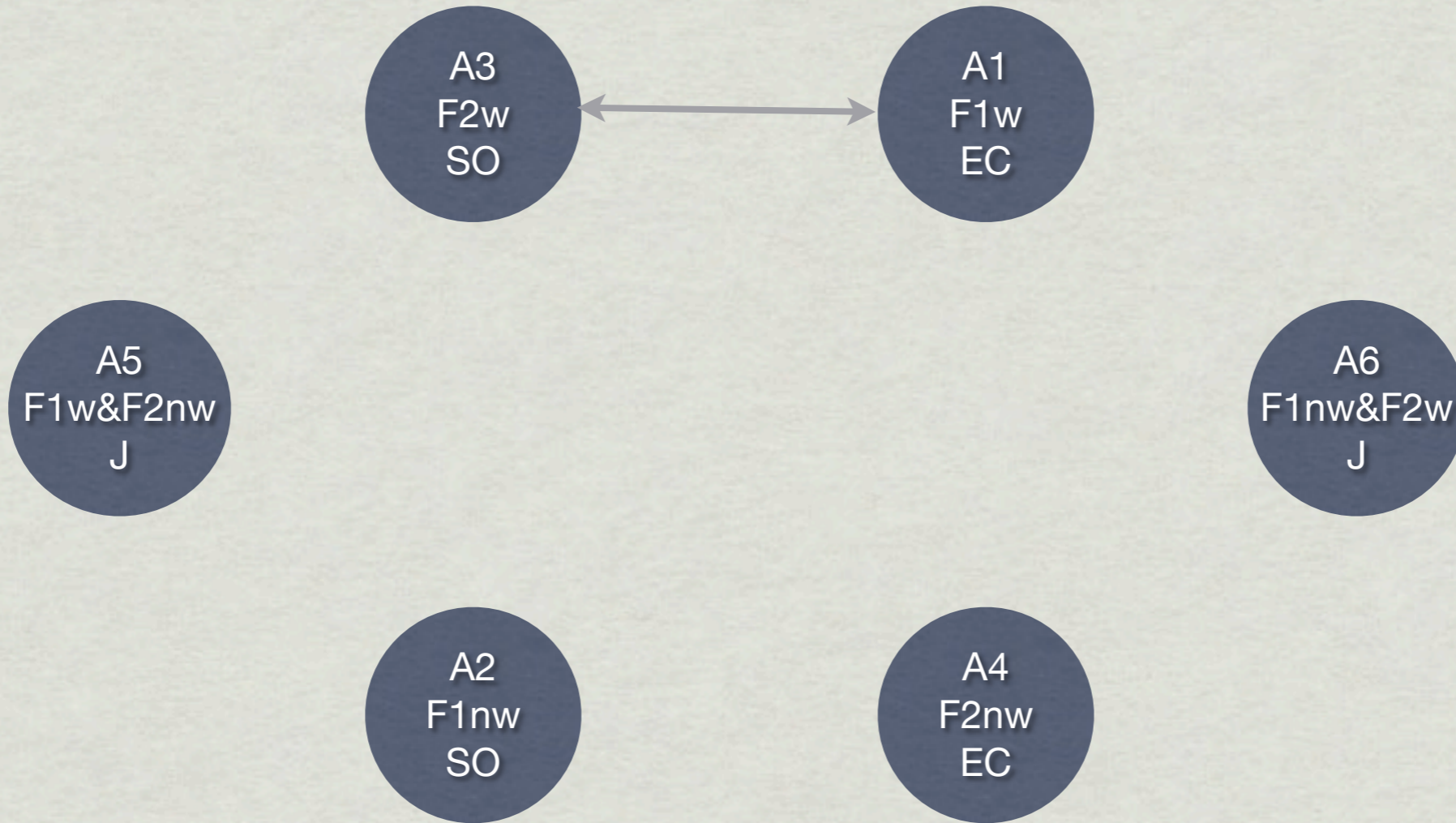
F2,BA -> A6 (F1nw&F2w): F1 should allow F2 to be the beneficiary of the transfer to avoid the intervention of a jury.

Water-rights transfer Example



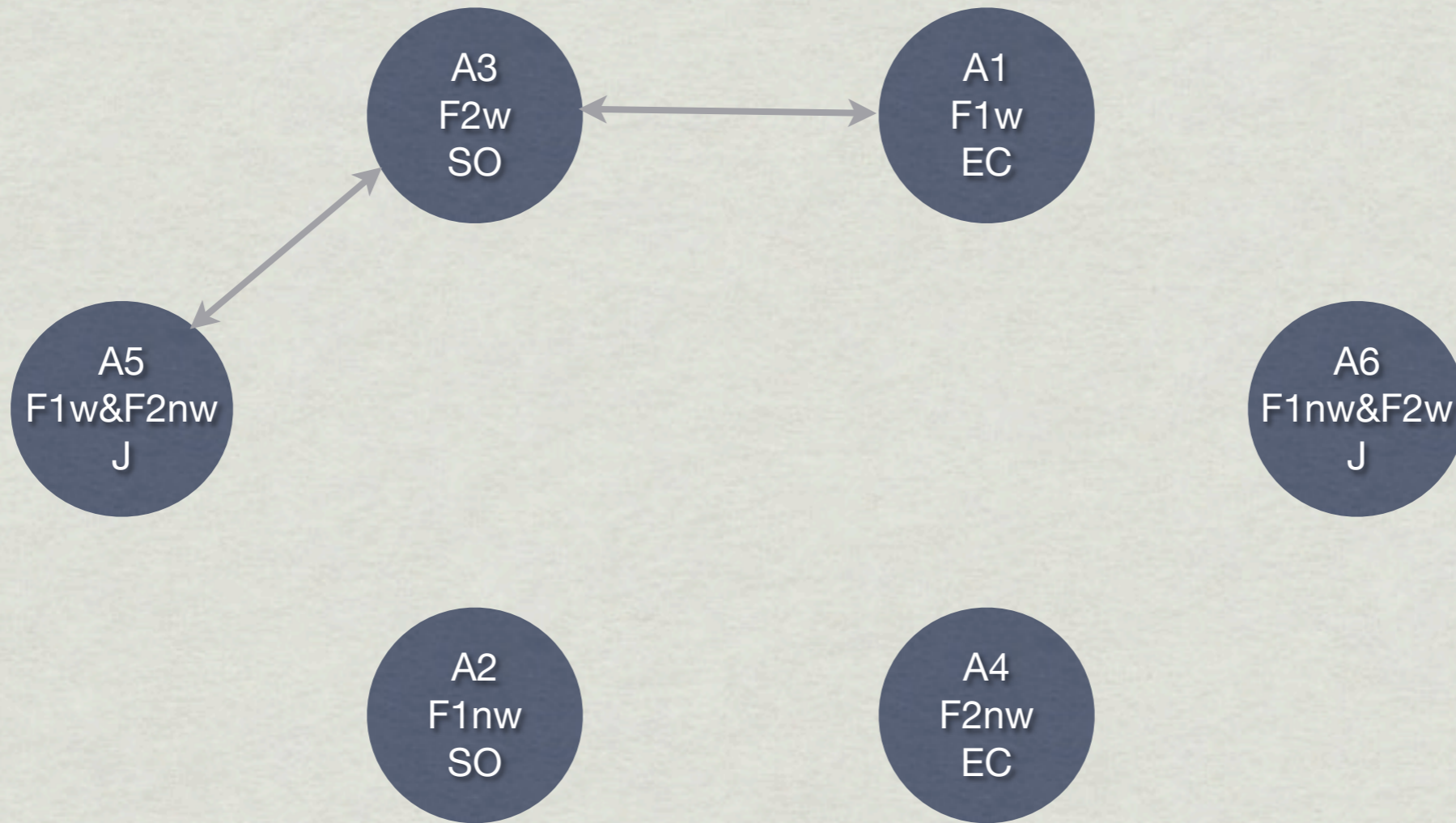
AFAS

Water-rights transfer Example



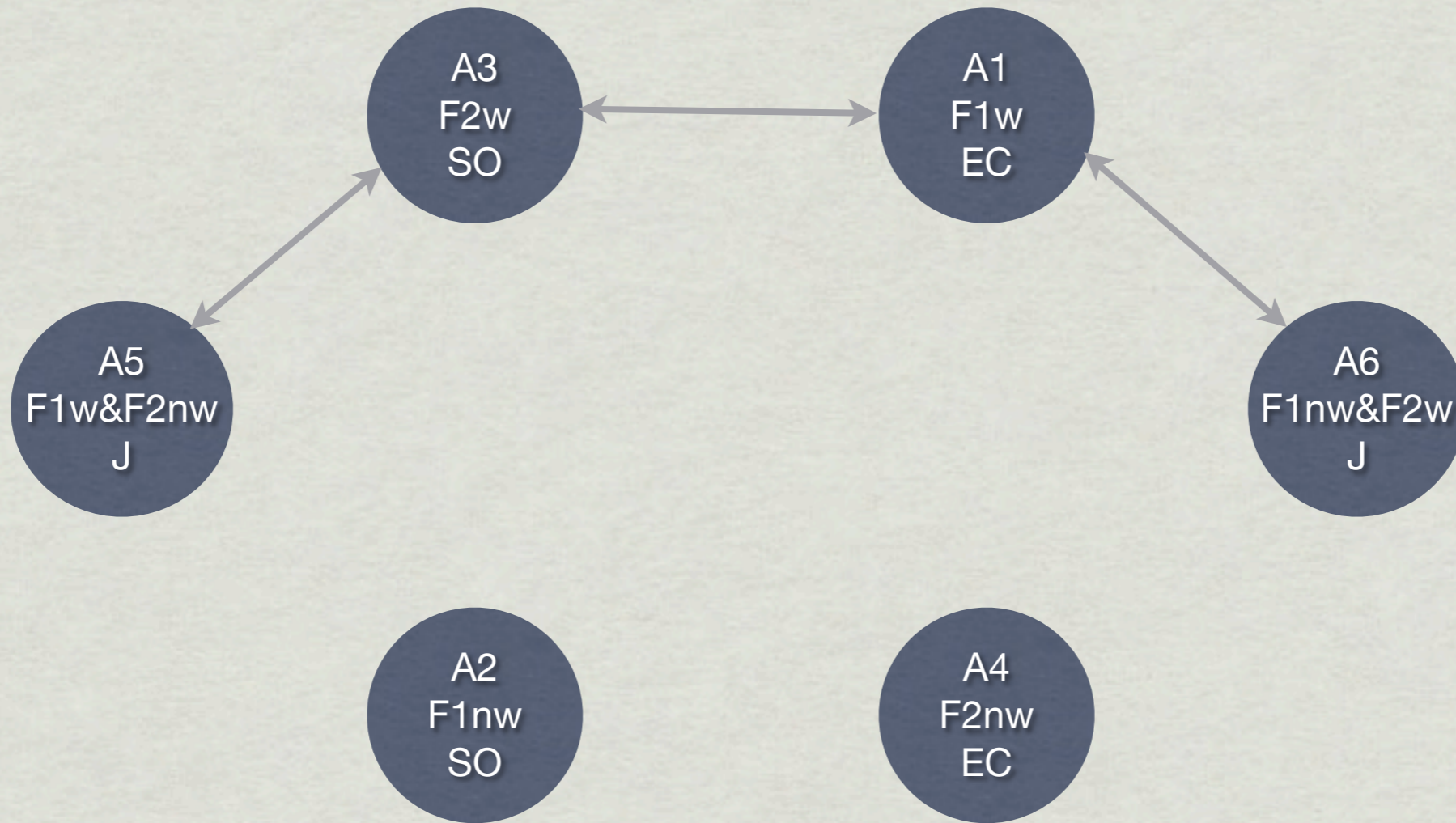
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Water-rights transfer Example



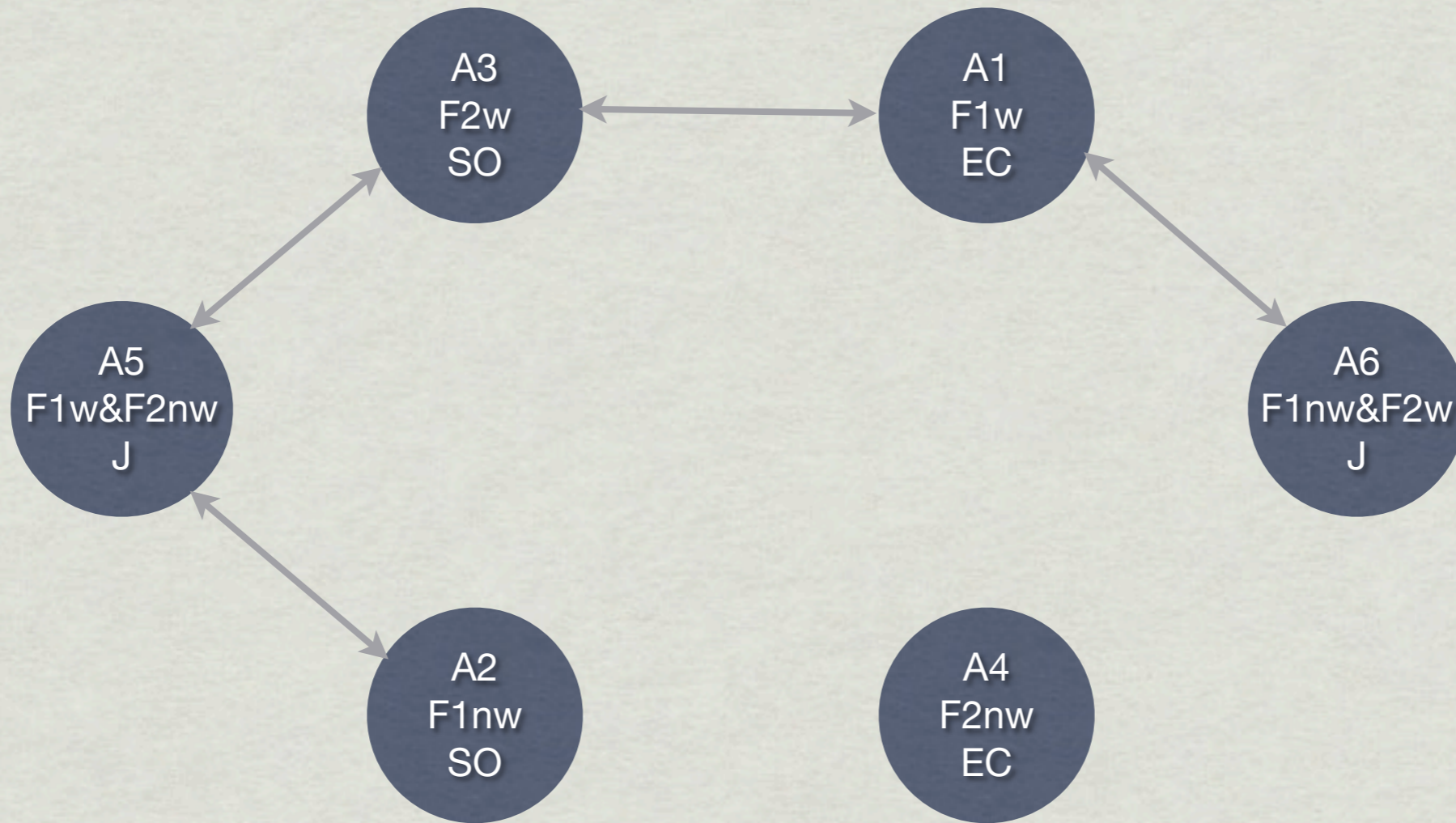
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Water-rights transfer Example

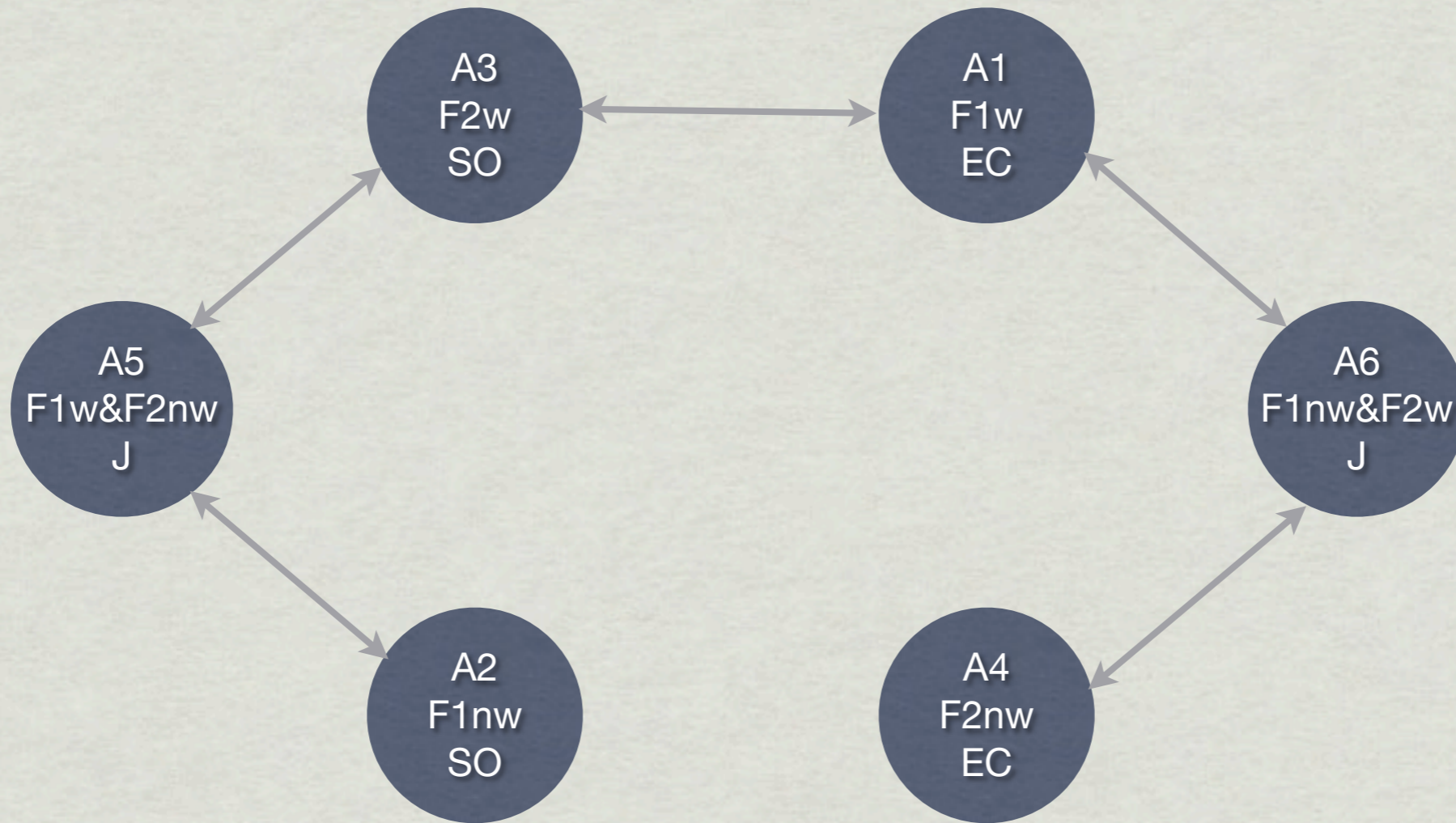


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Water-rights transfer Example

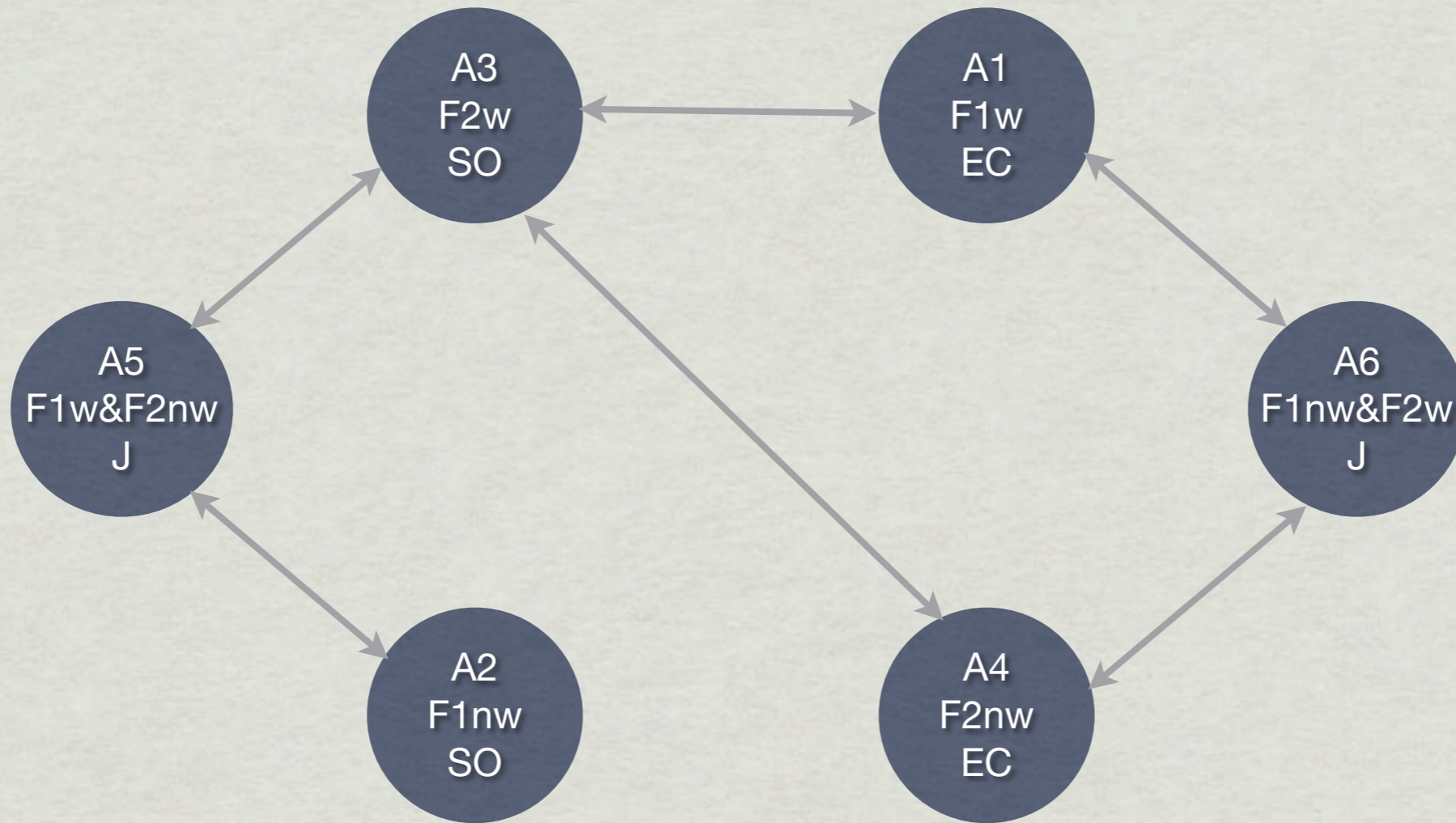


Water-rights transfer Example



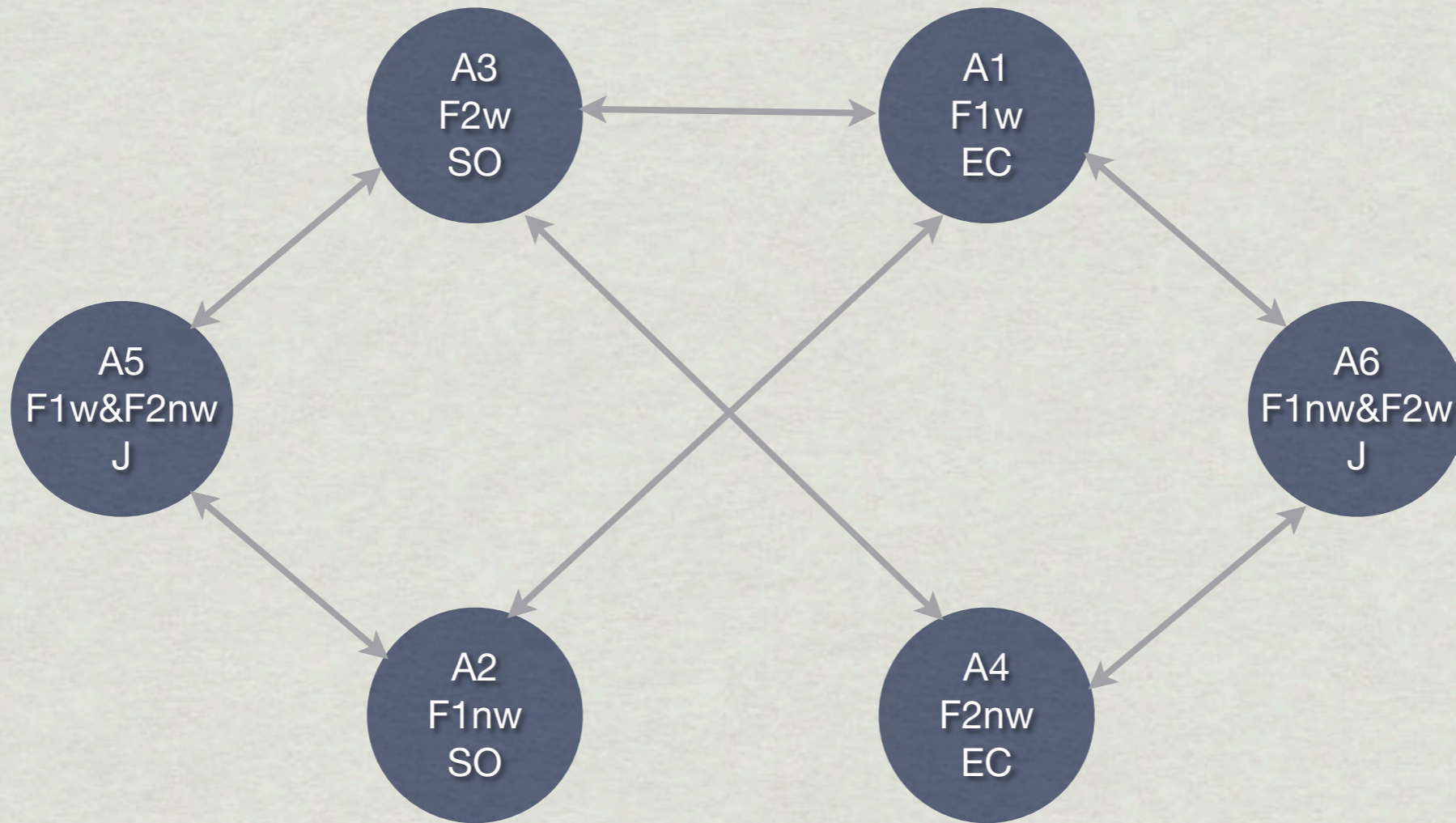
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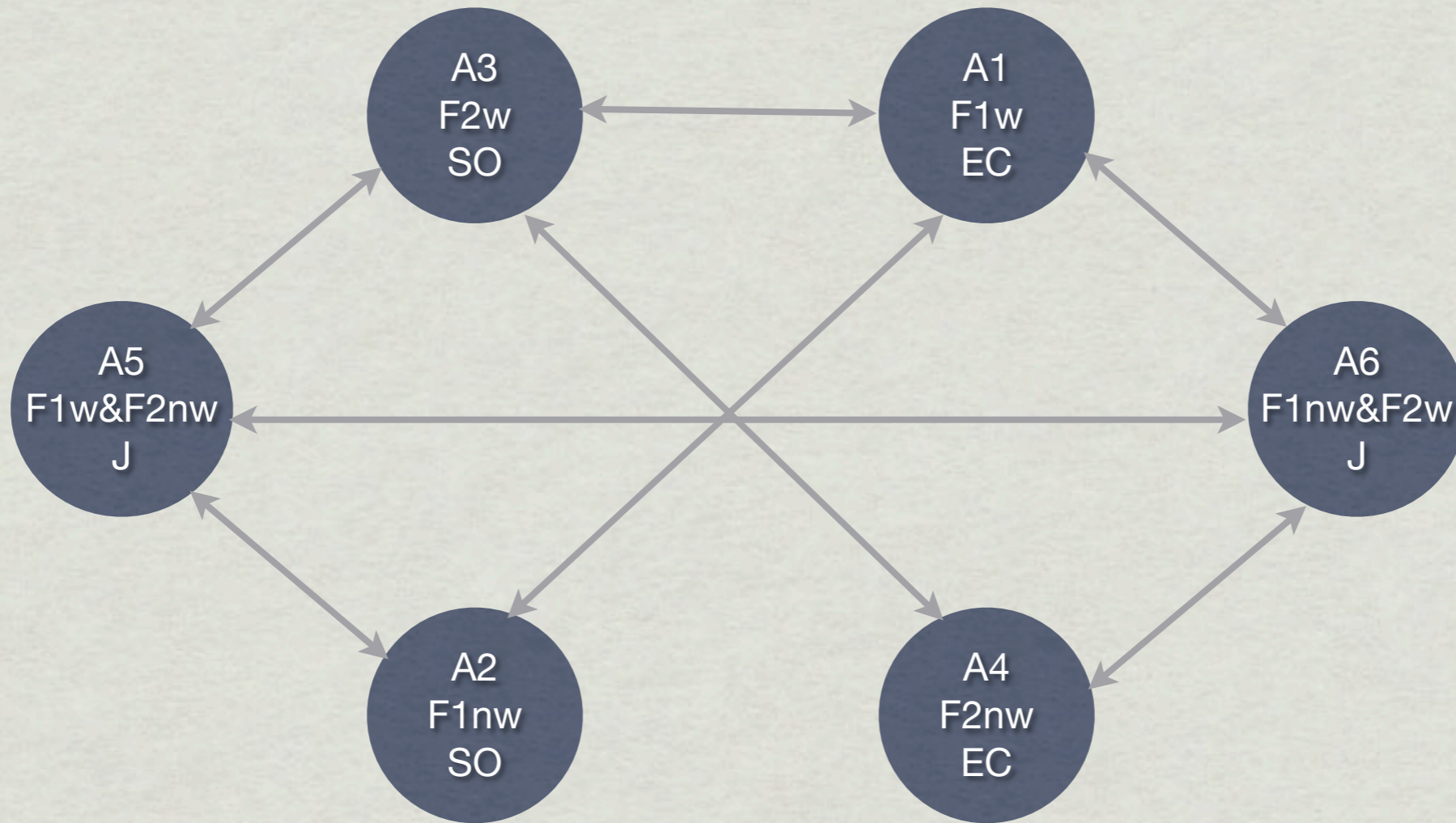
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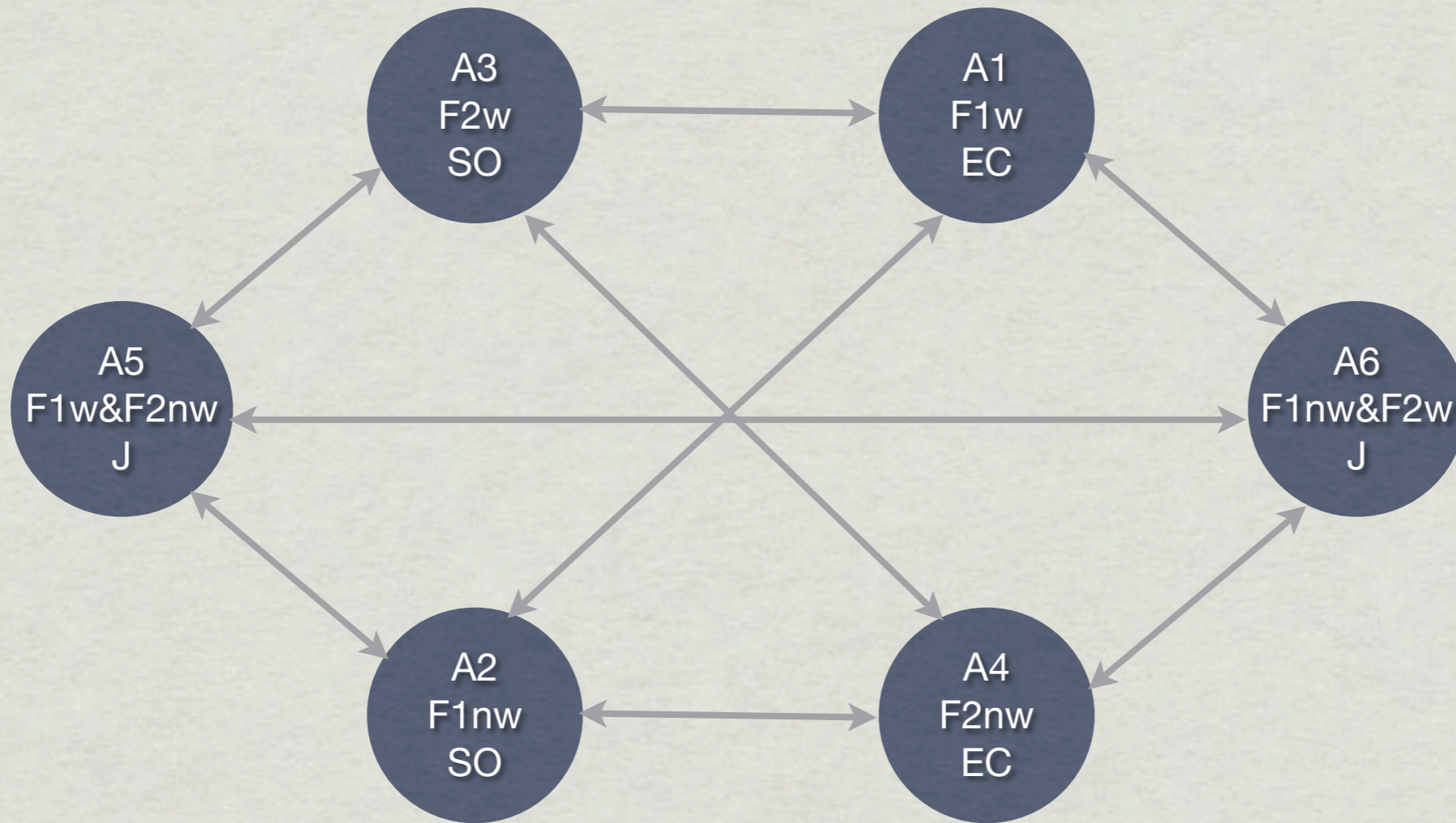
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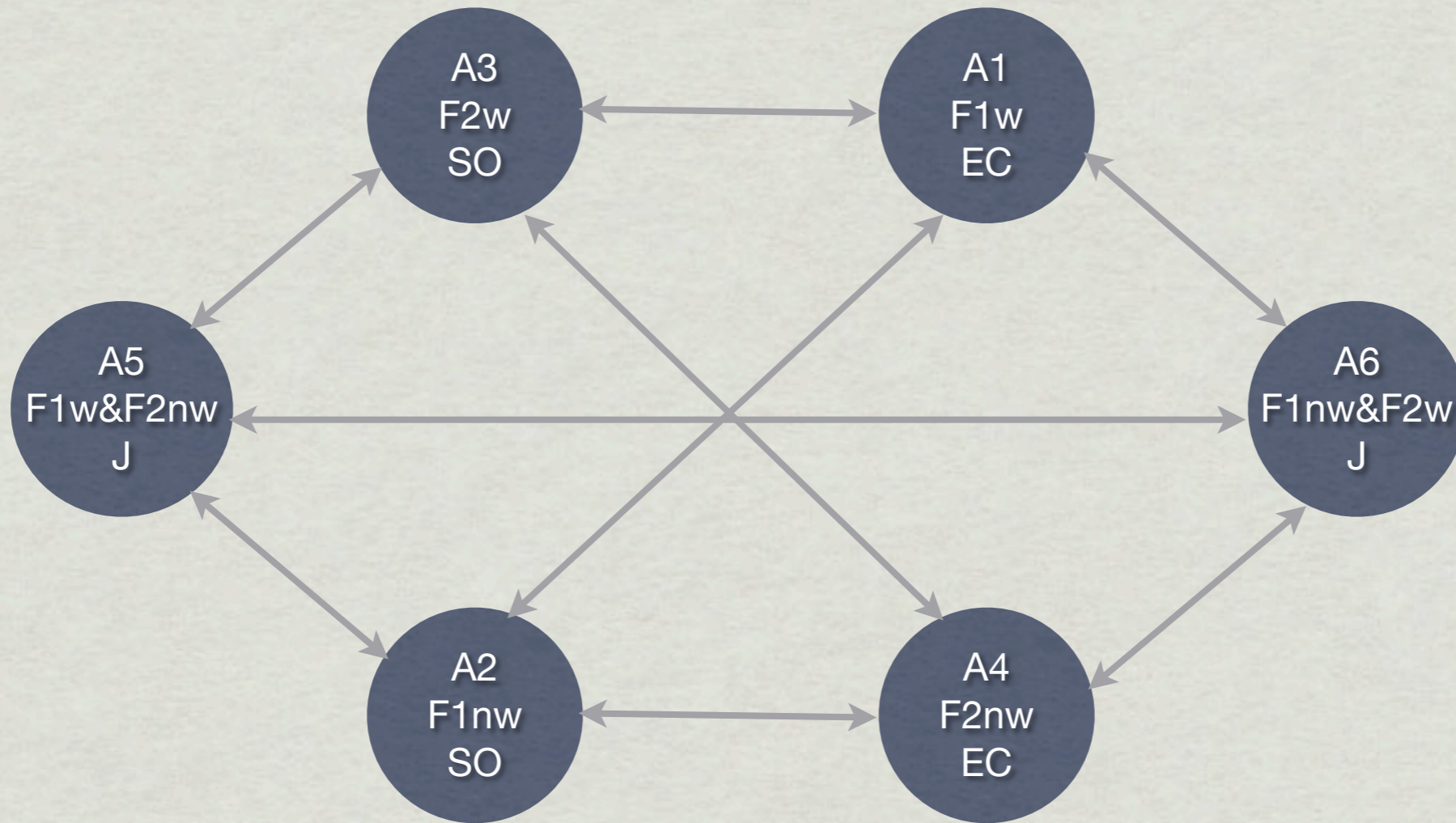
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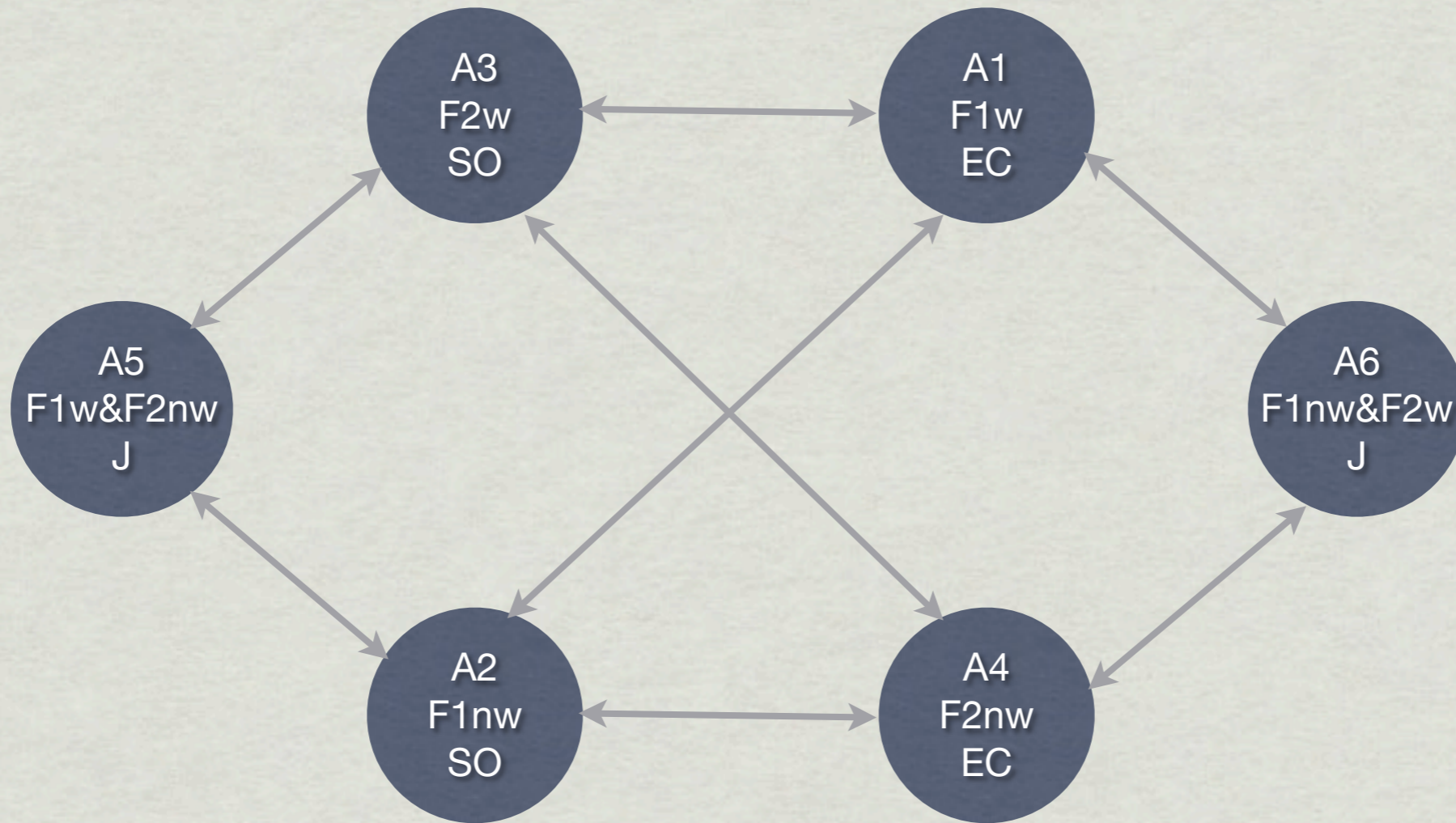
AFAS_{F1}

* **F1:** SO < J < EC

* Farmer $\left\langle \begin{matrix} RB \\ Ch \end{matrix} \right\rangle$ Farmer

* Farmer $\left\langle \begin{matrix} RB \\ Pow \end{matrix} \right\rangle$ Basin Administrator

Water-rights transfer Example



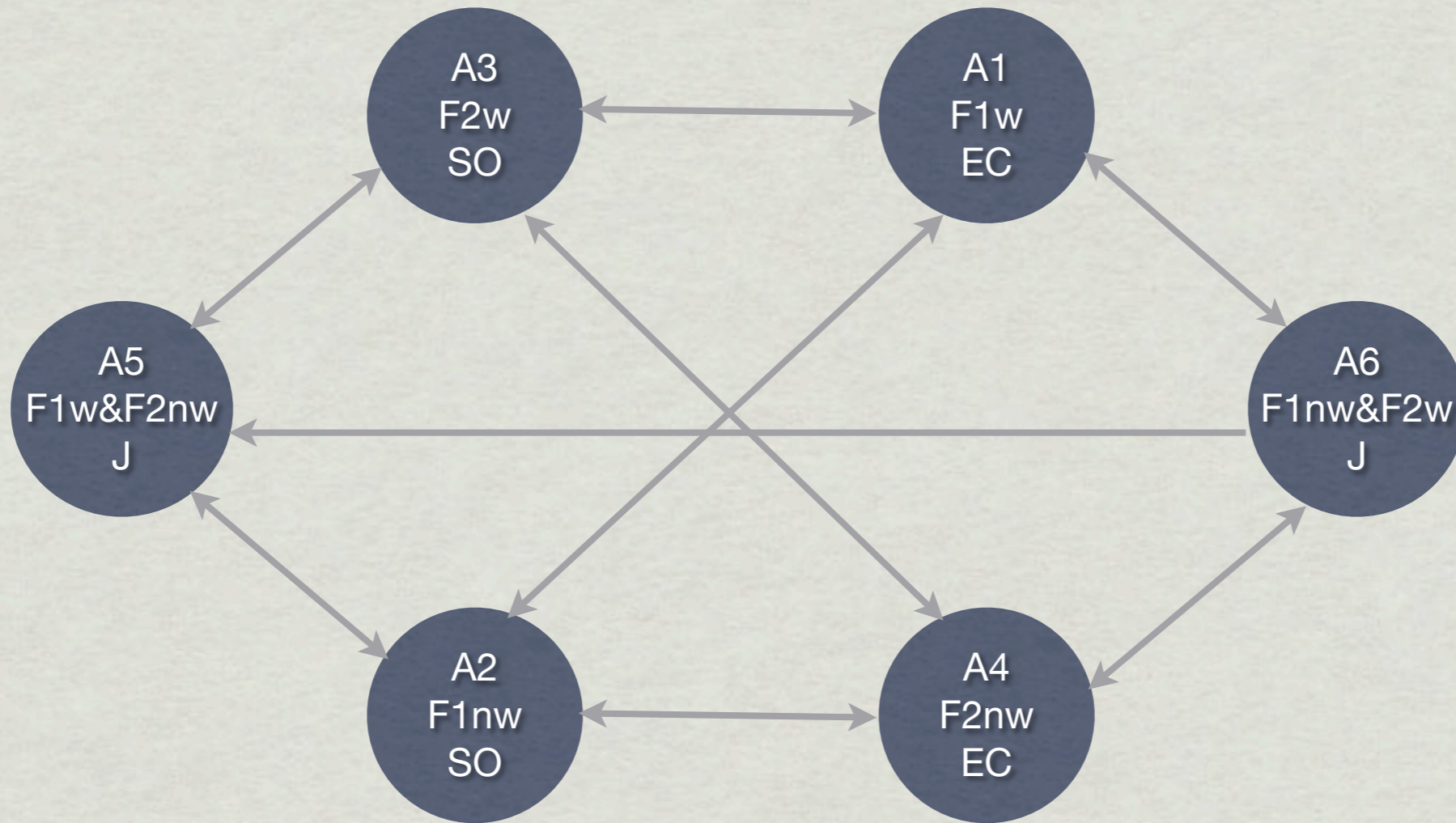
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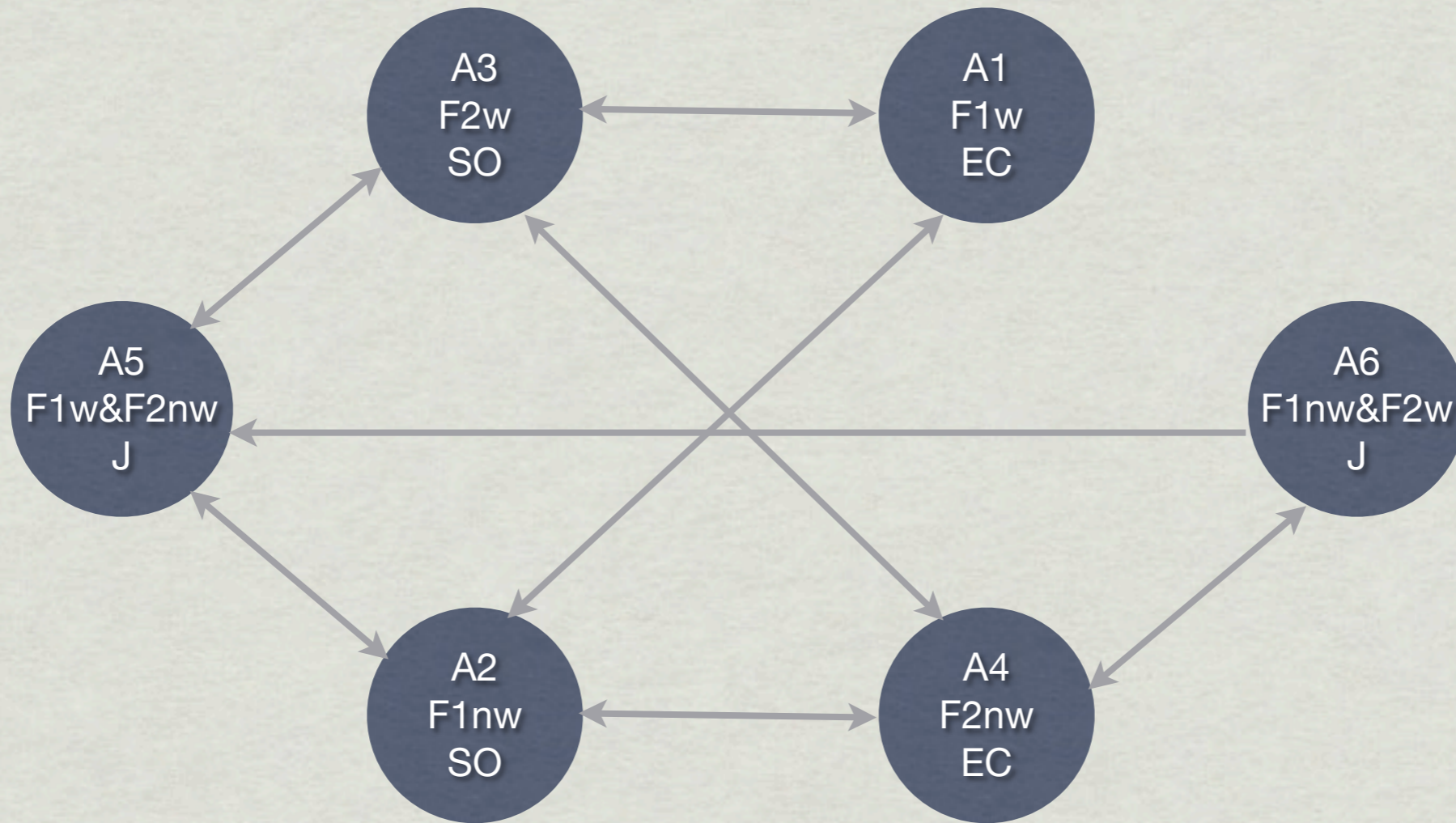
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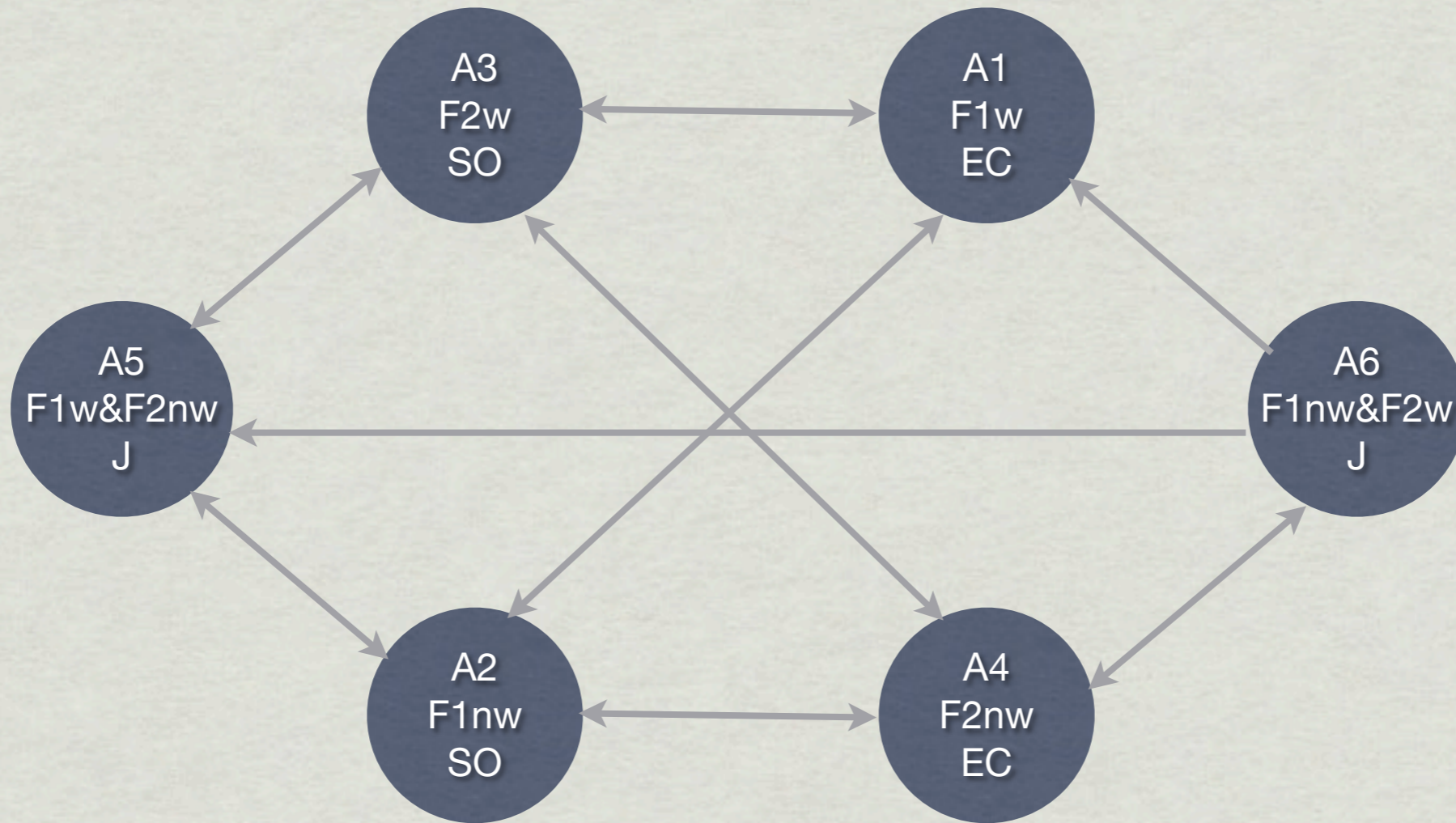
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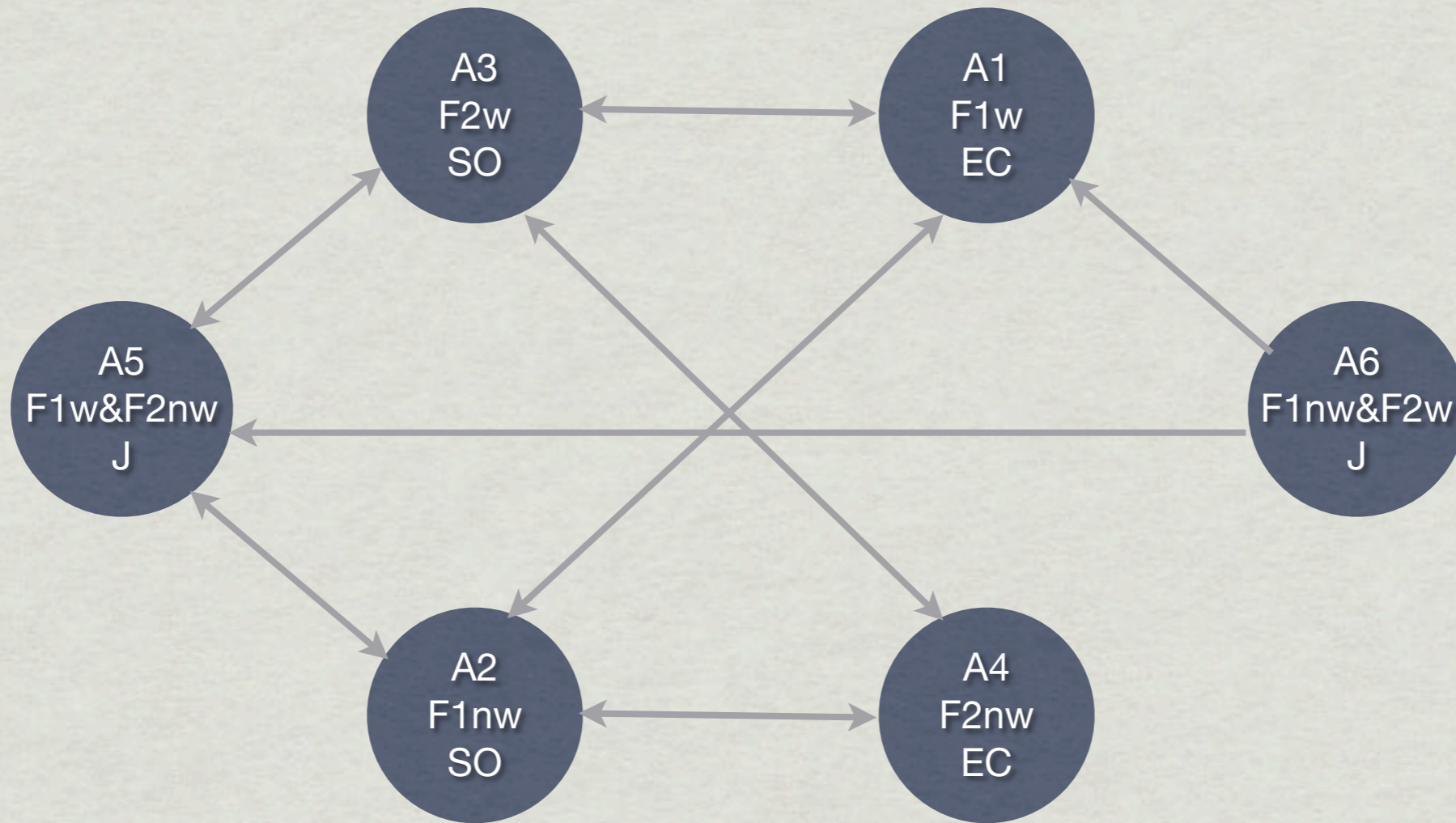
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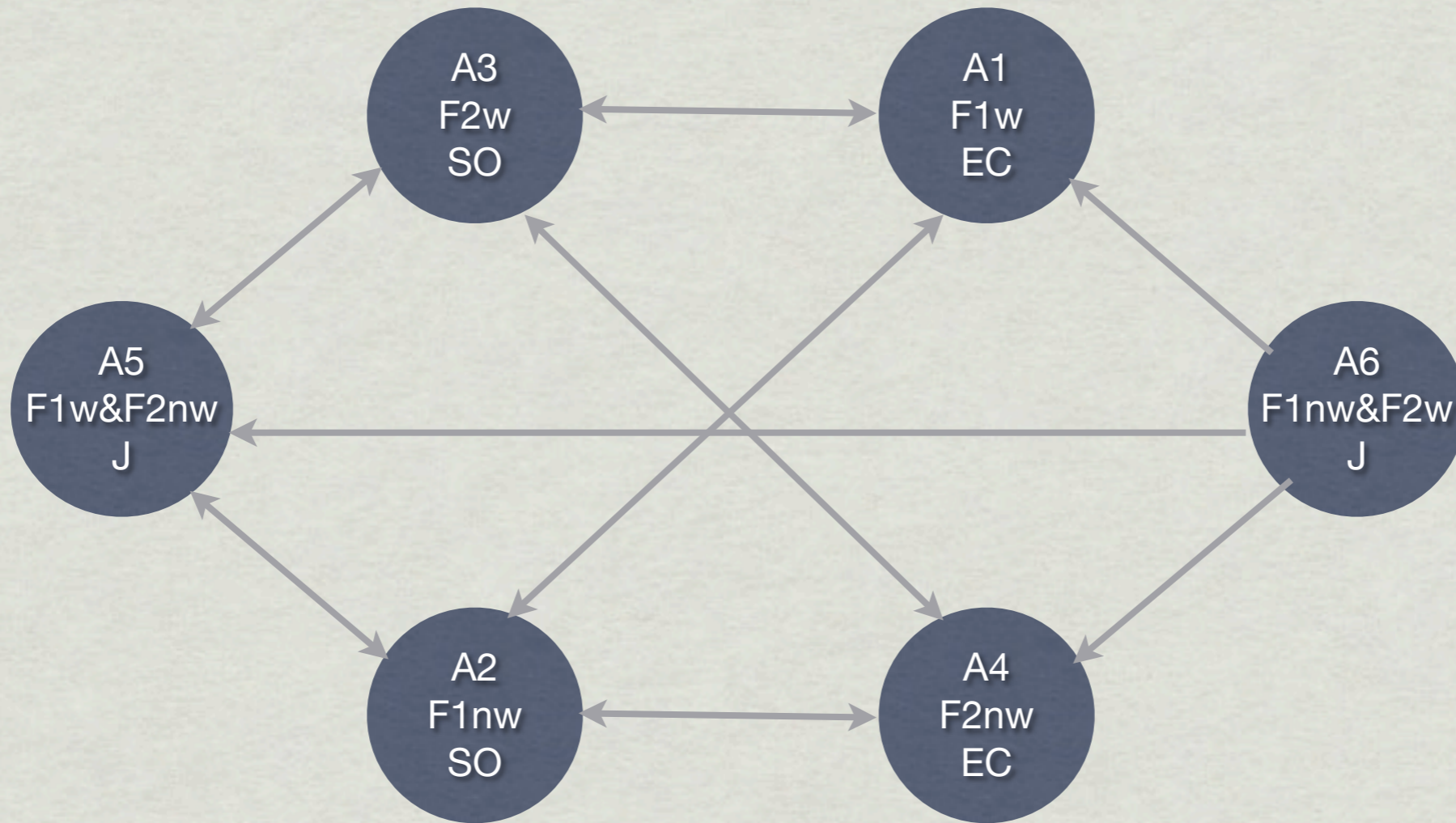
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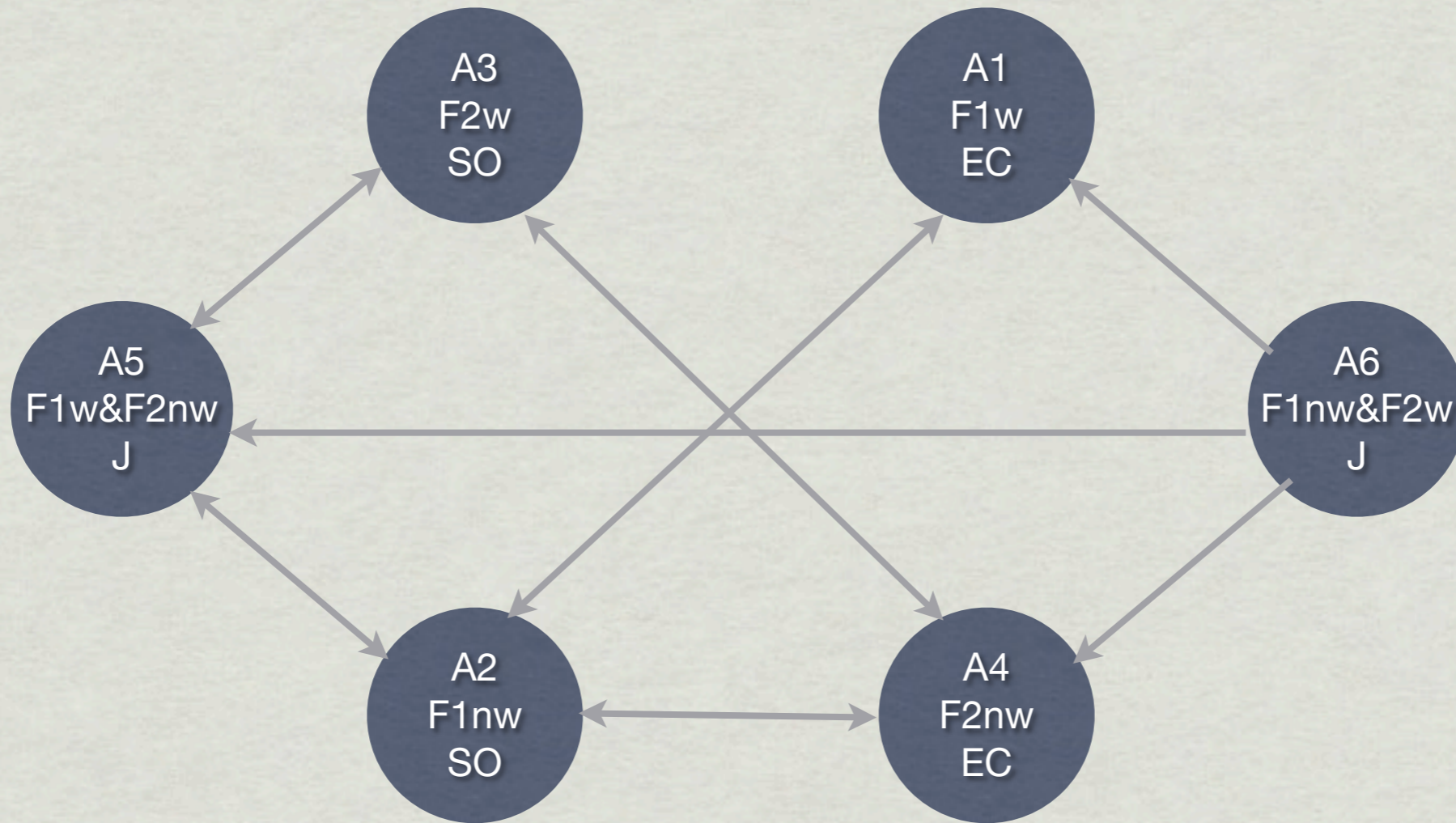
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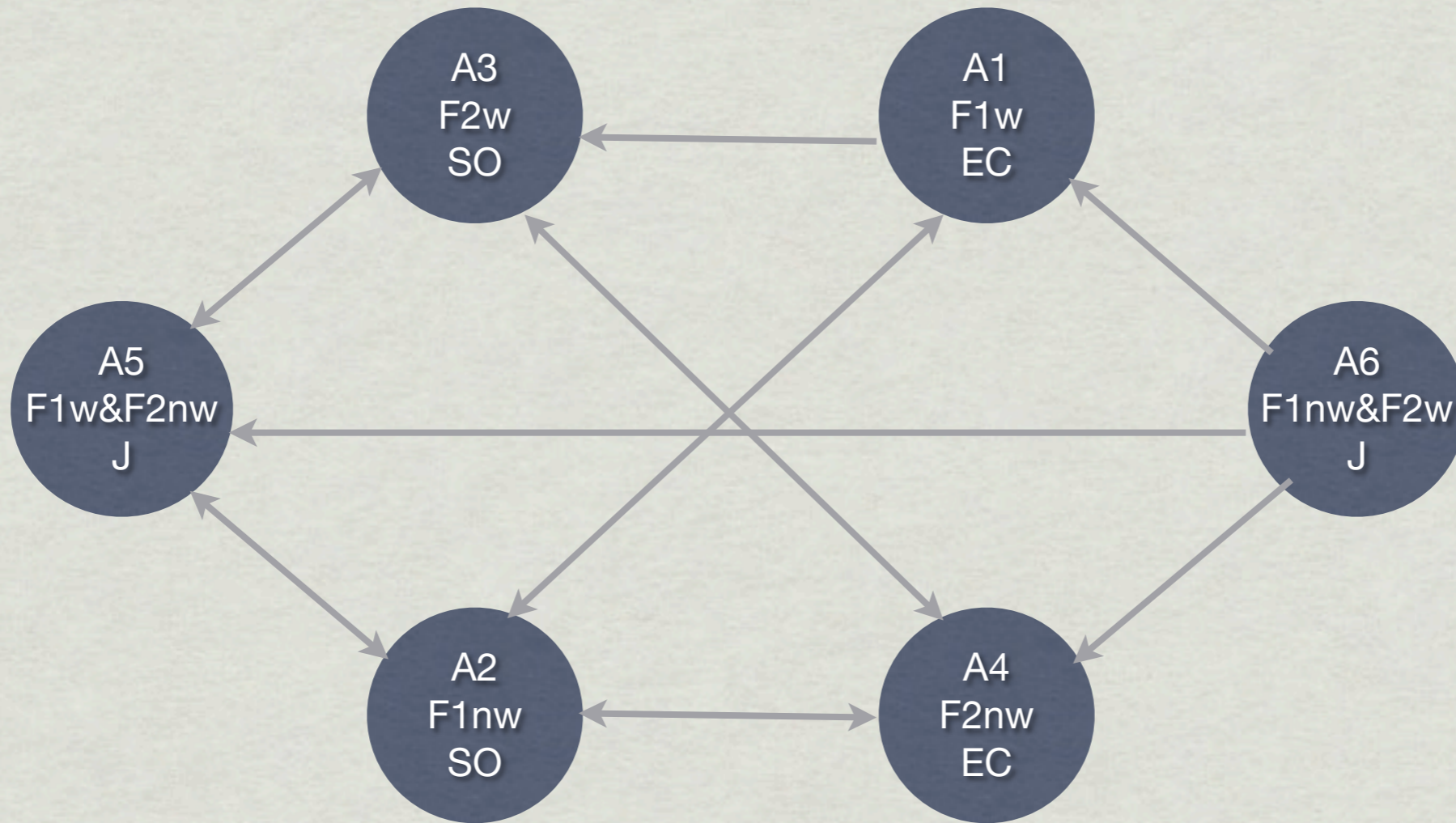
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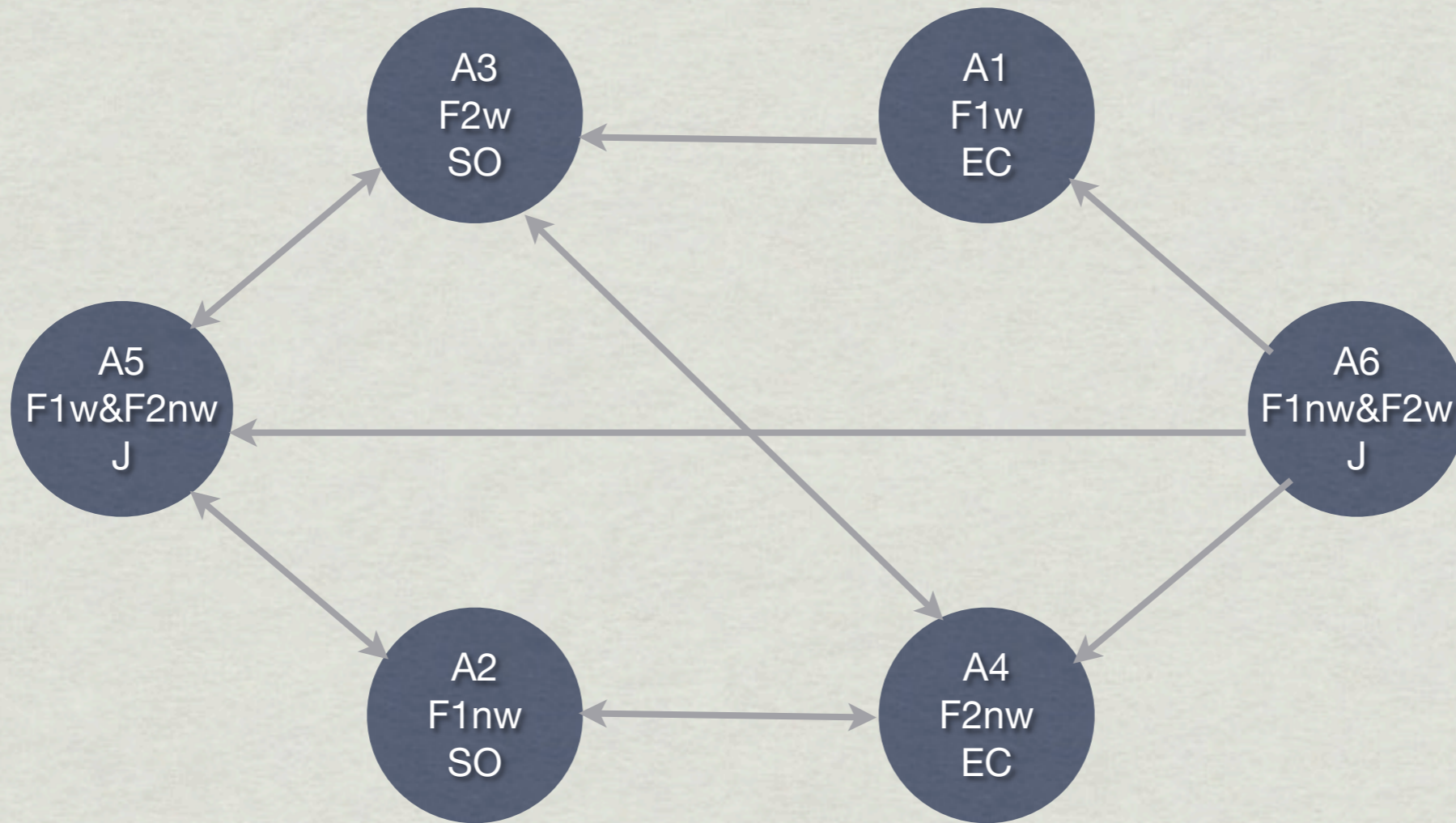
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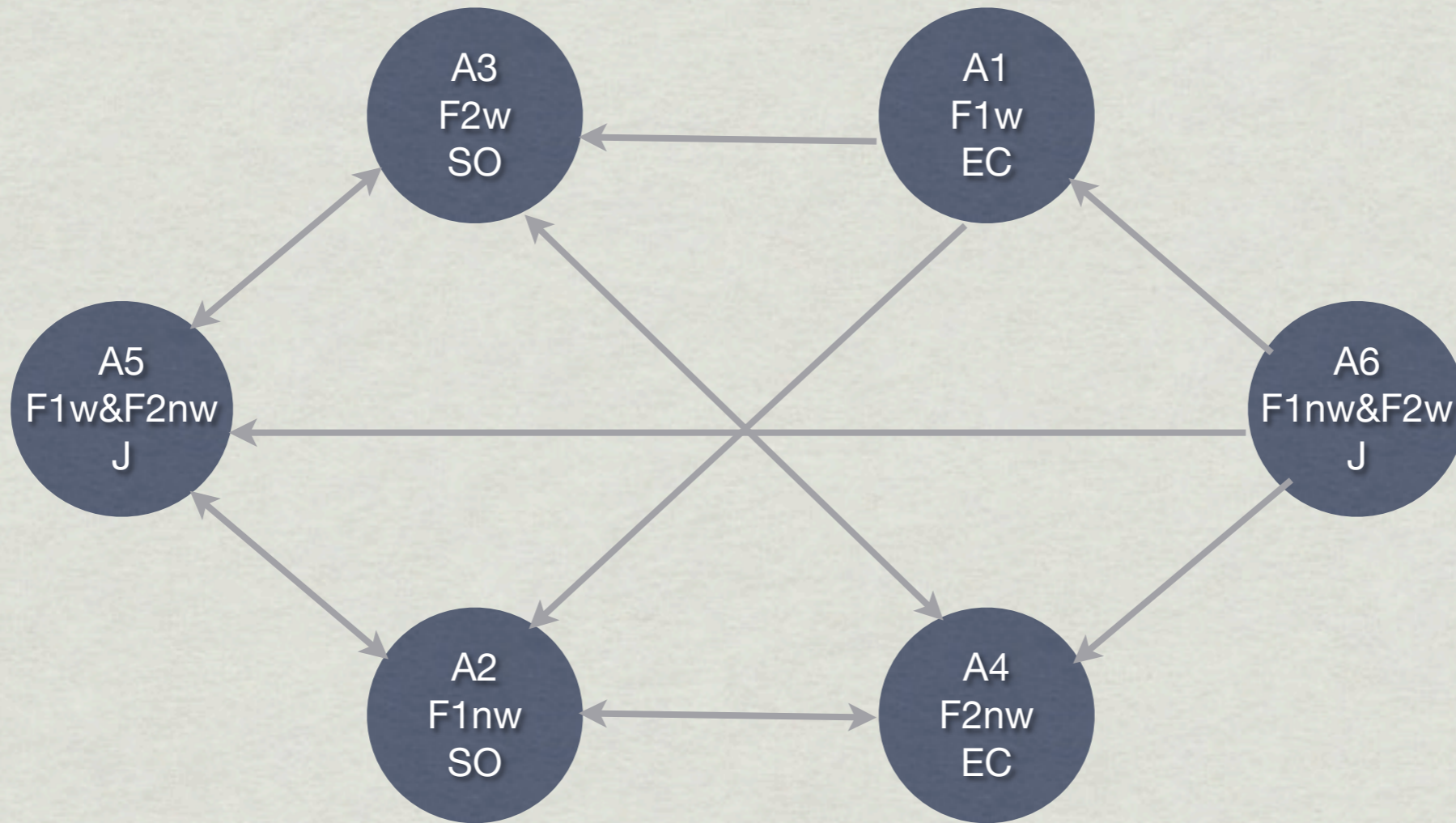
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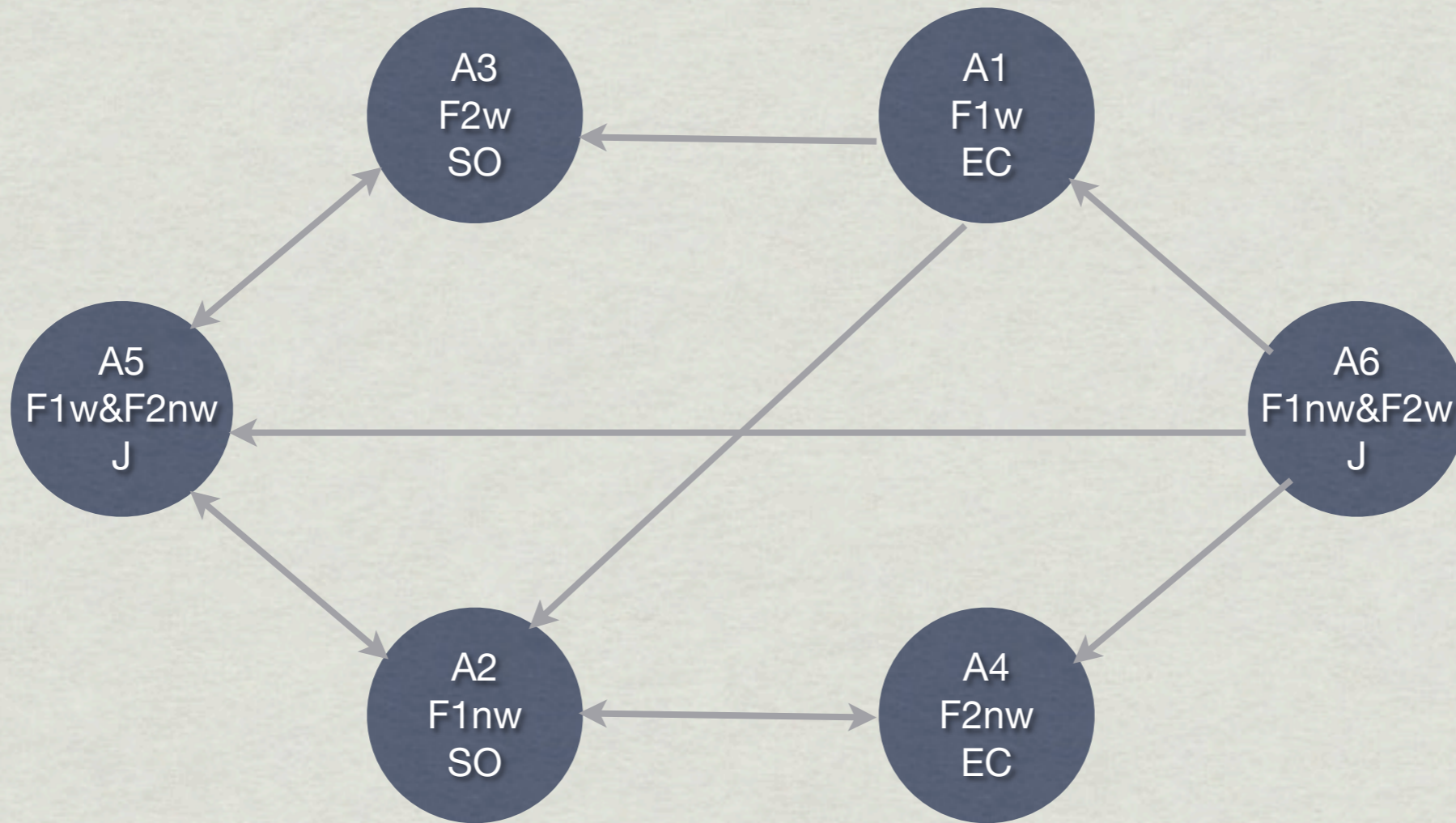
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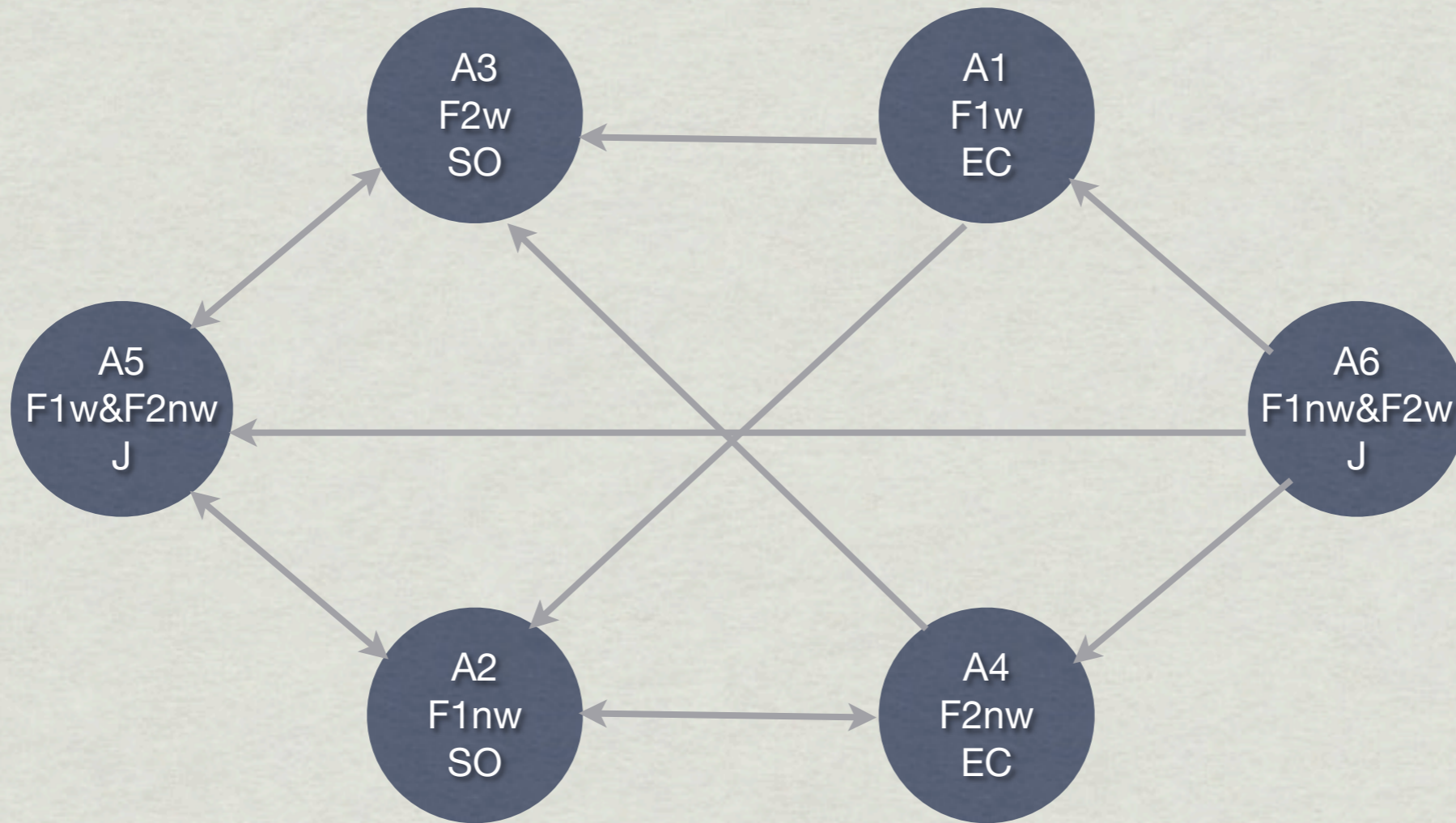
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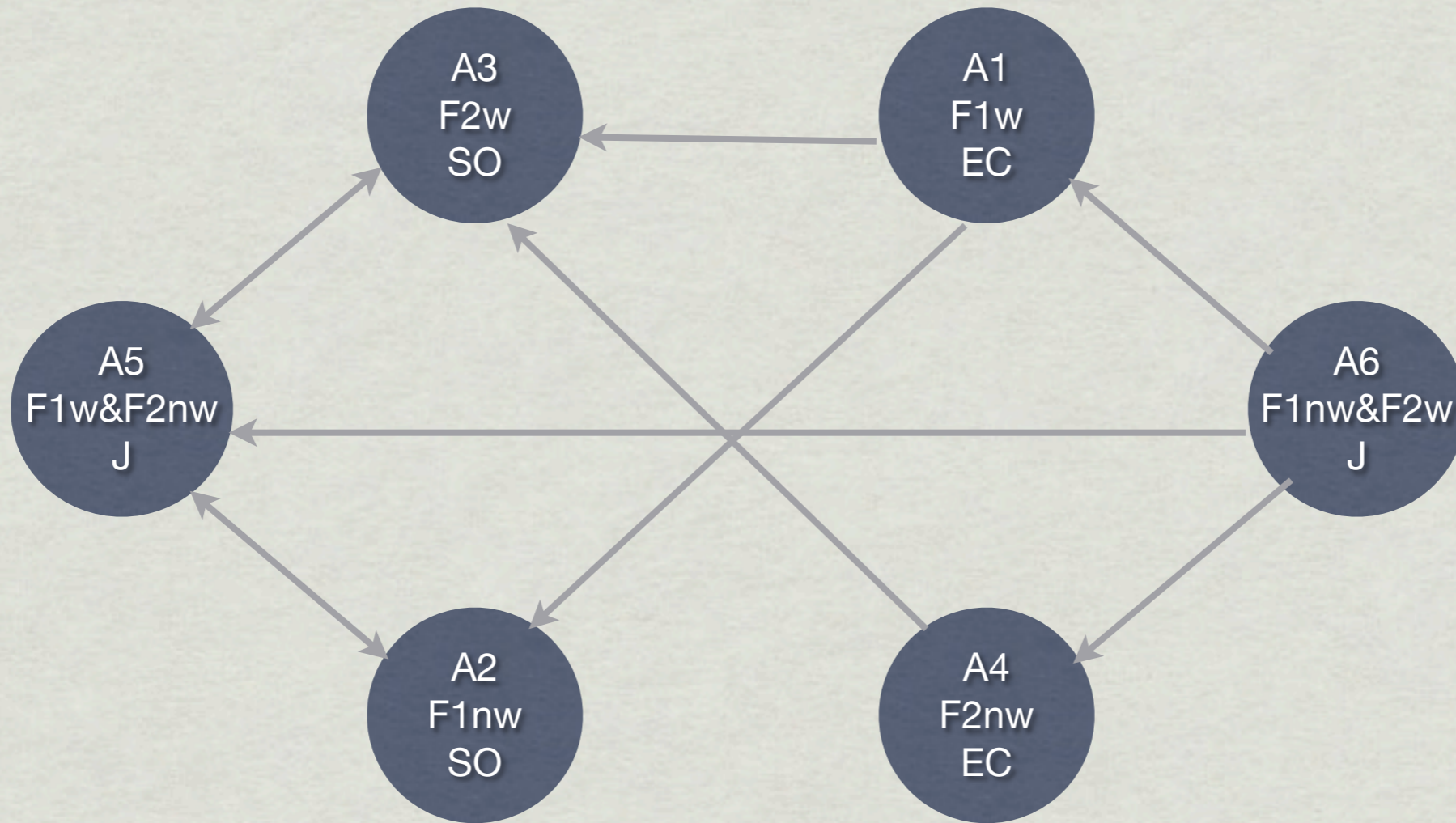
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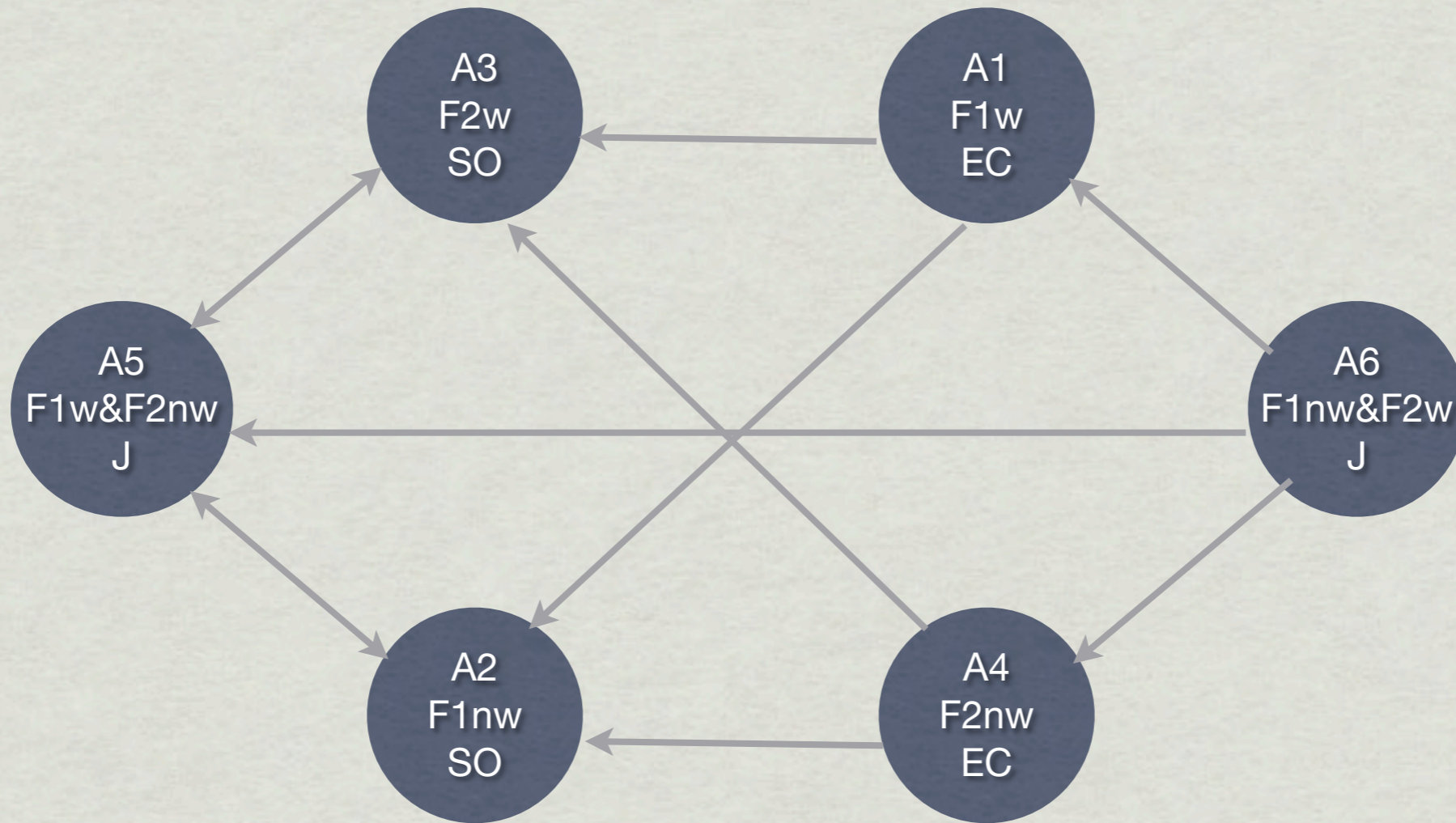
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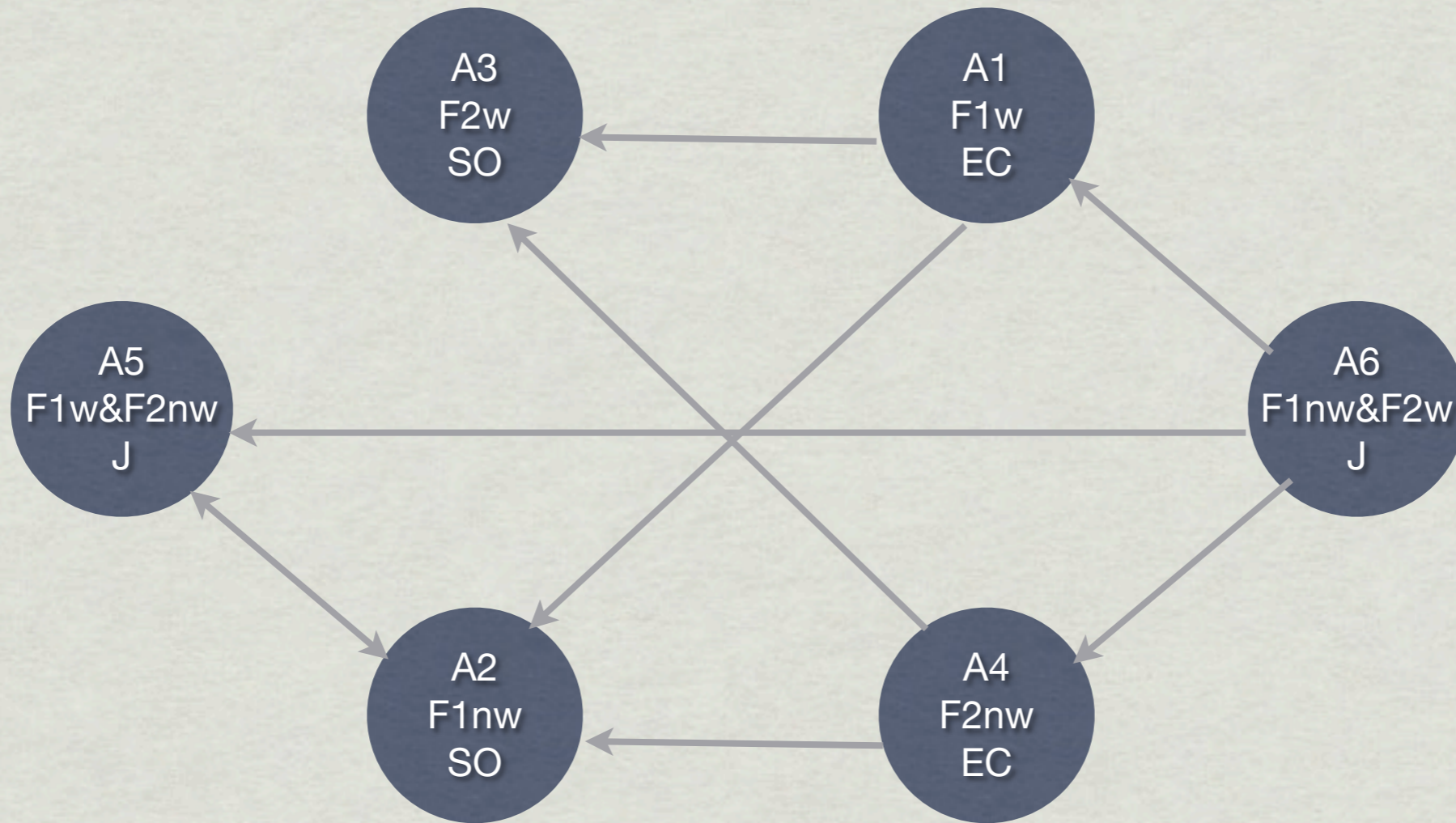
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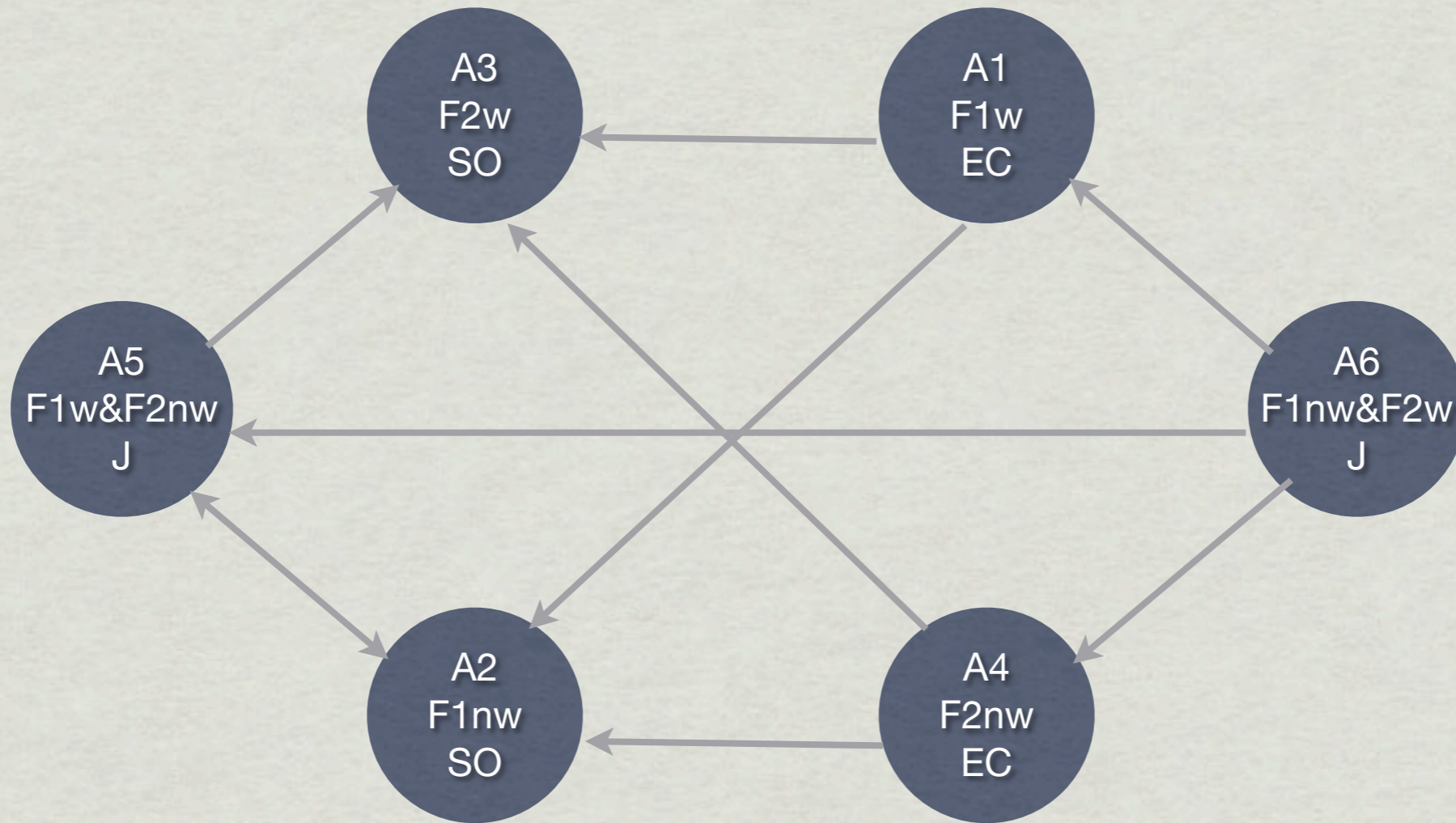
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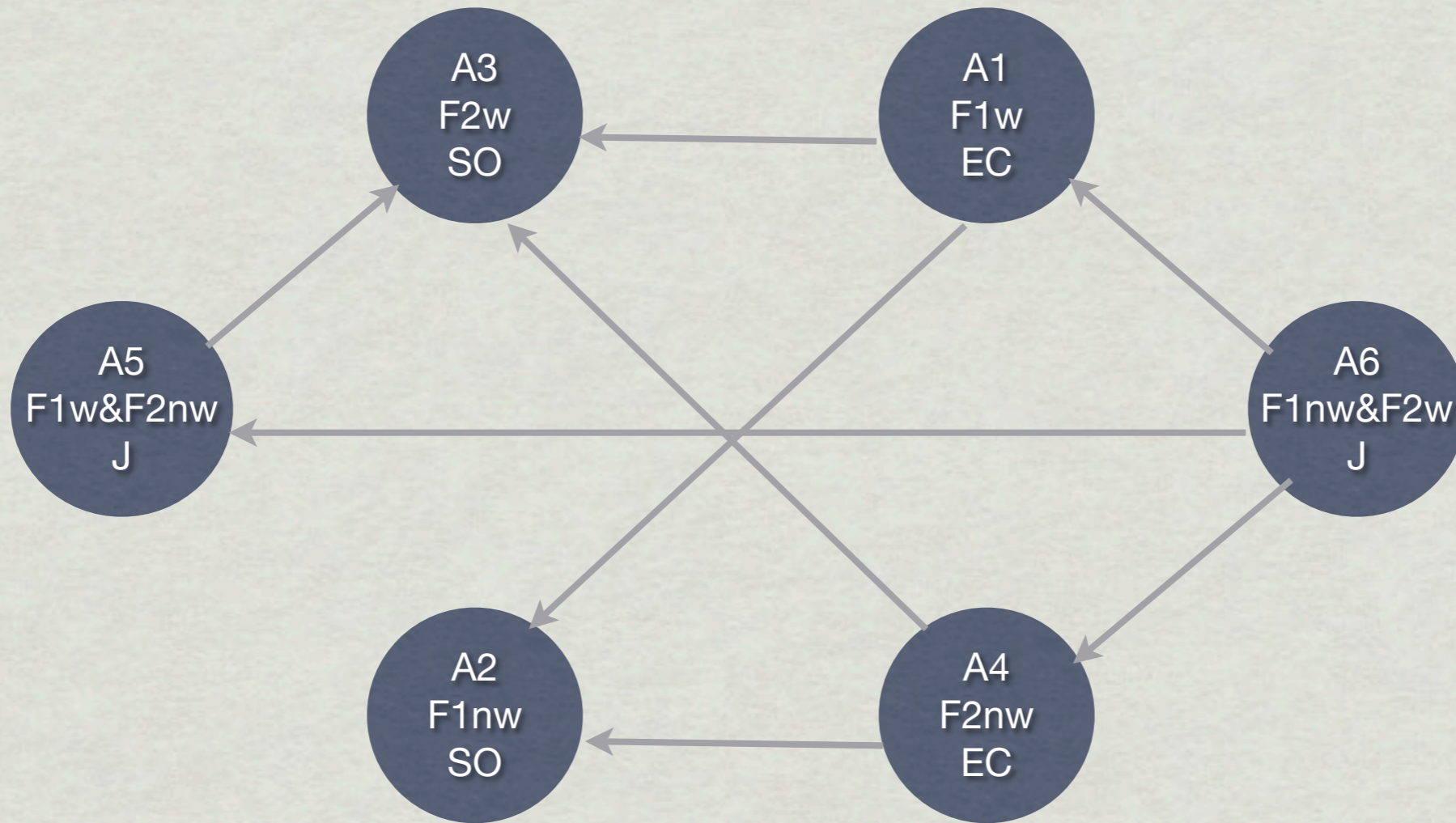
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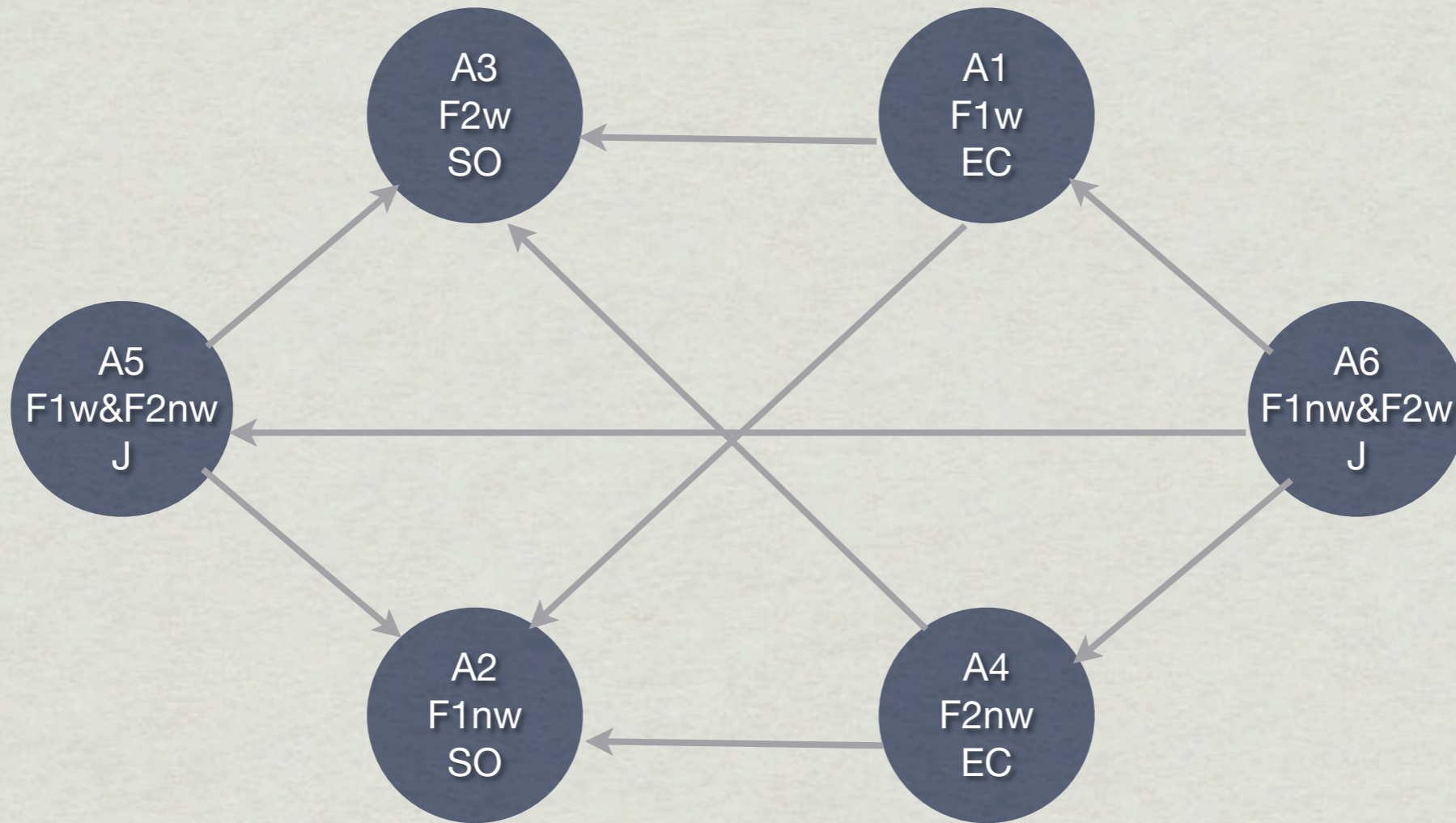
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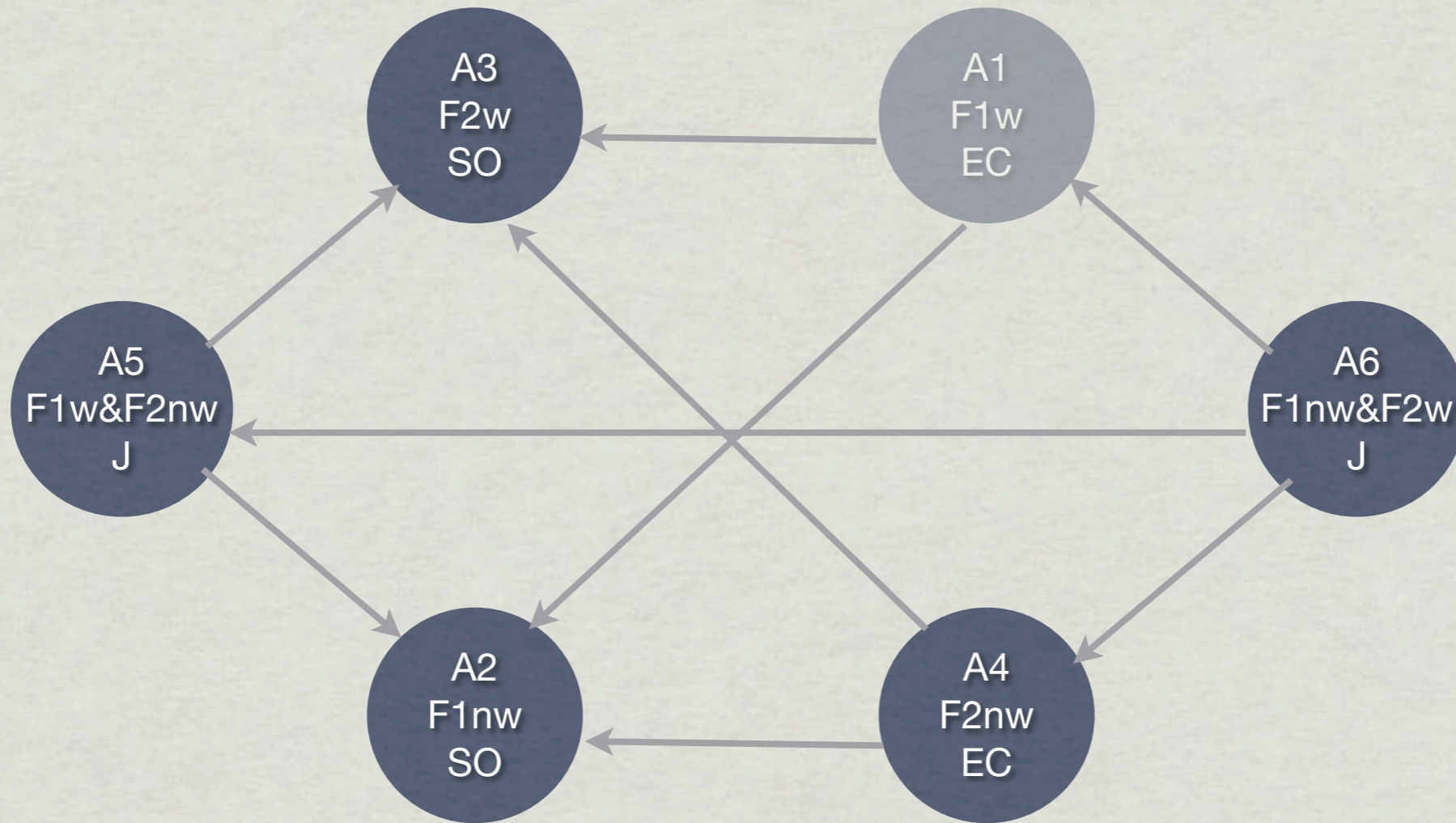
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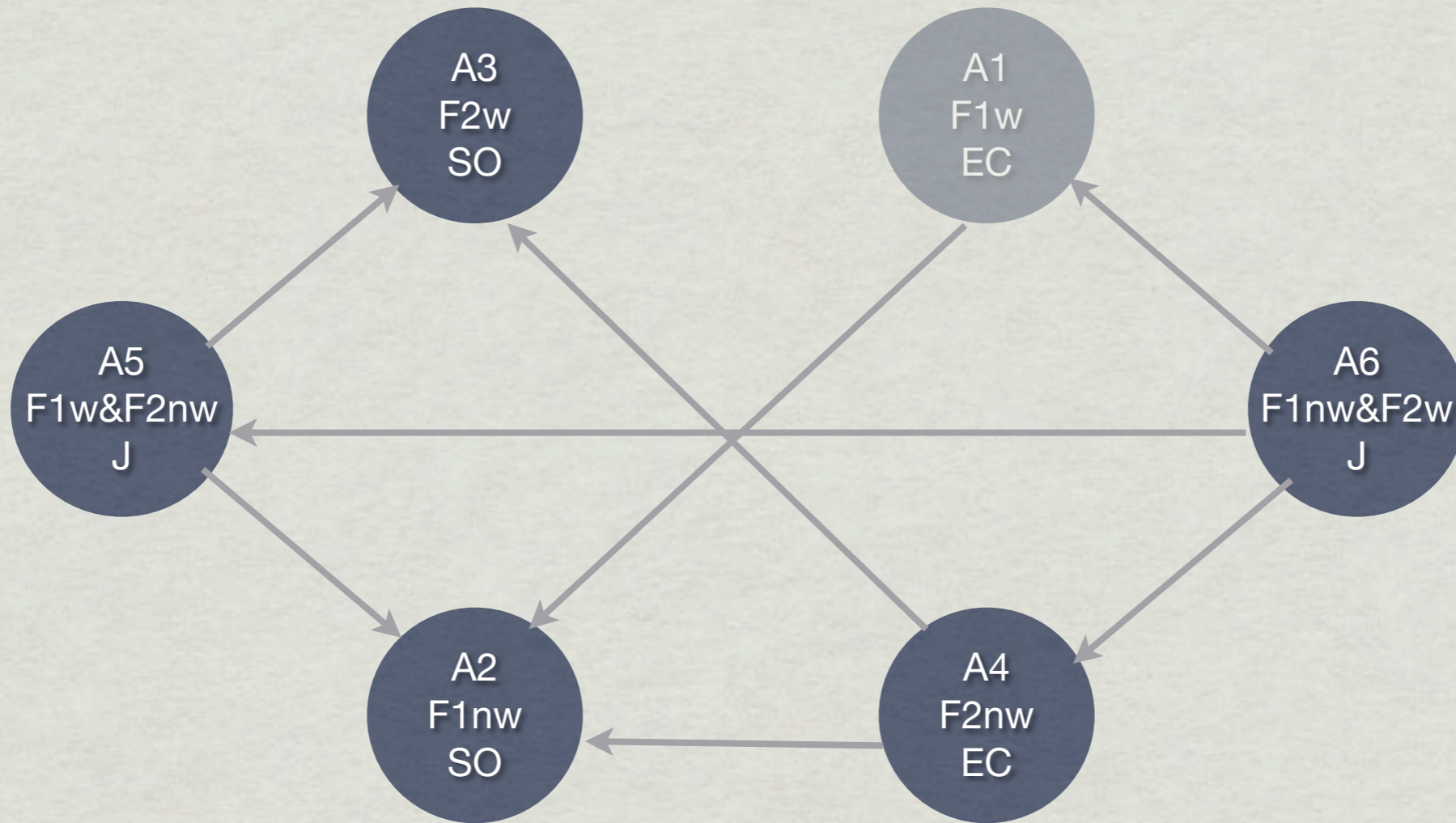
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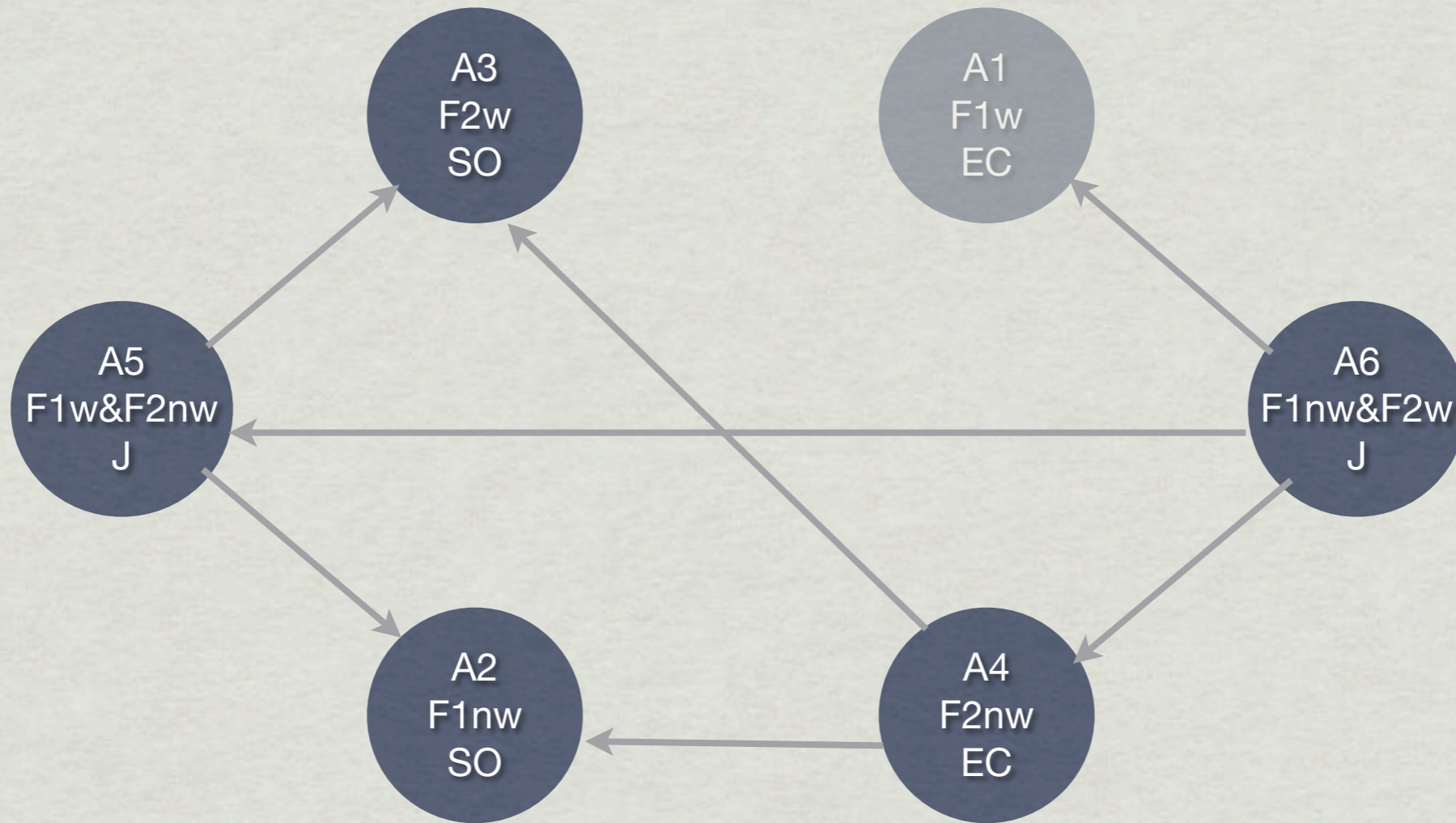
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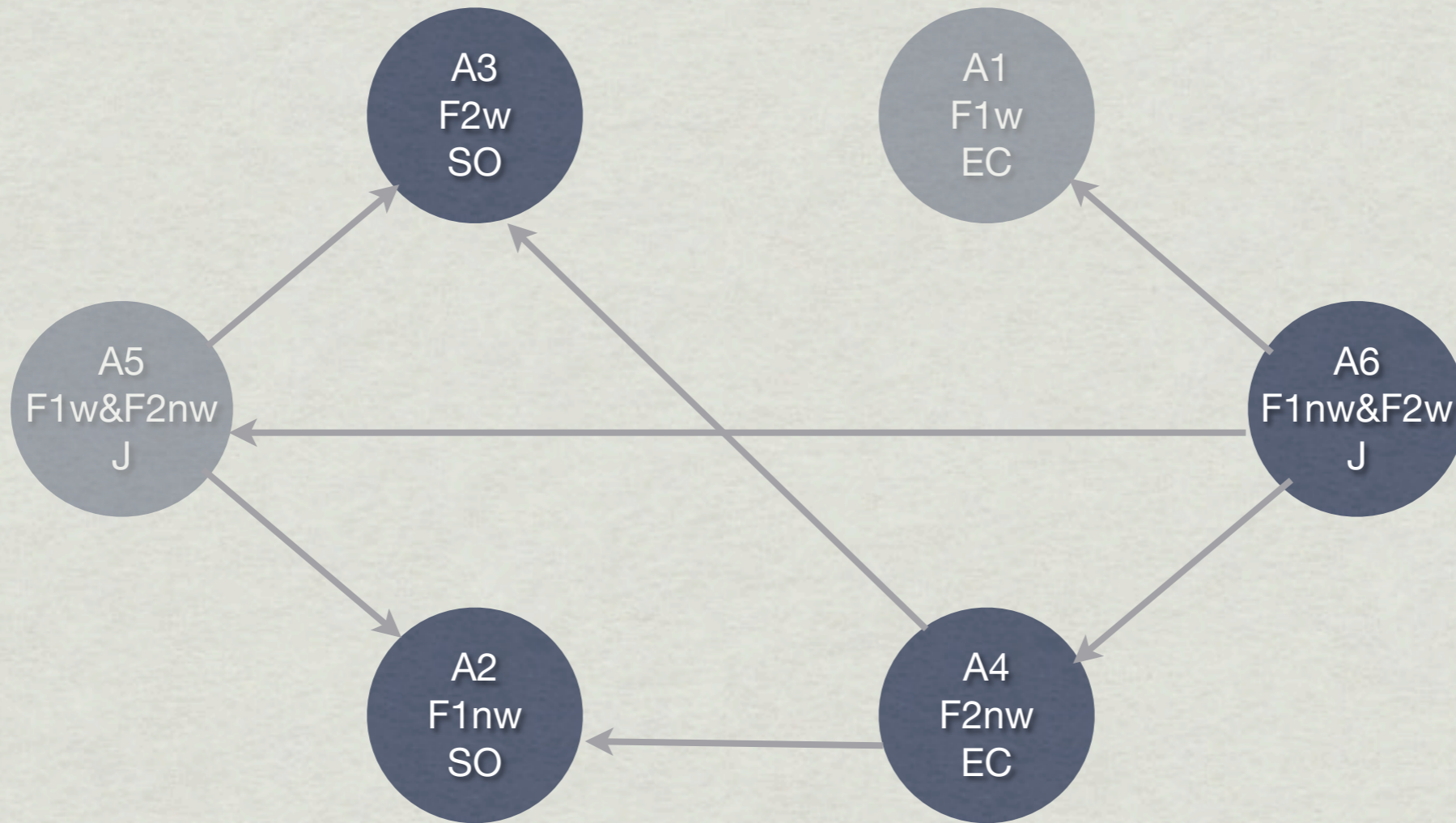
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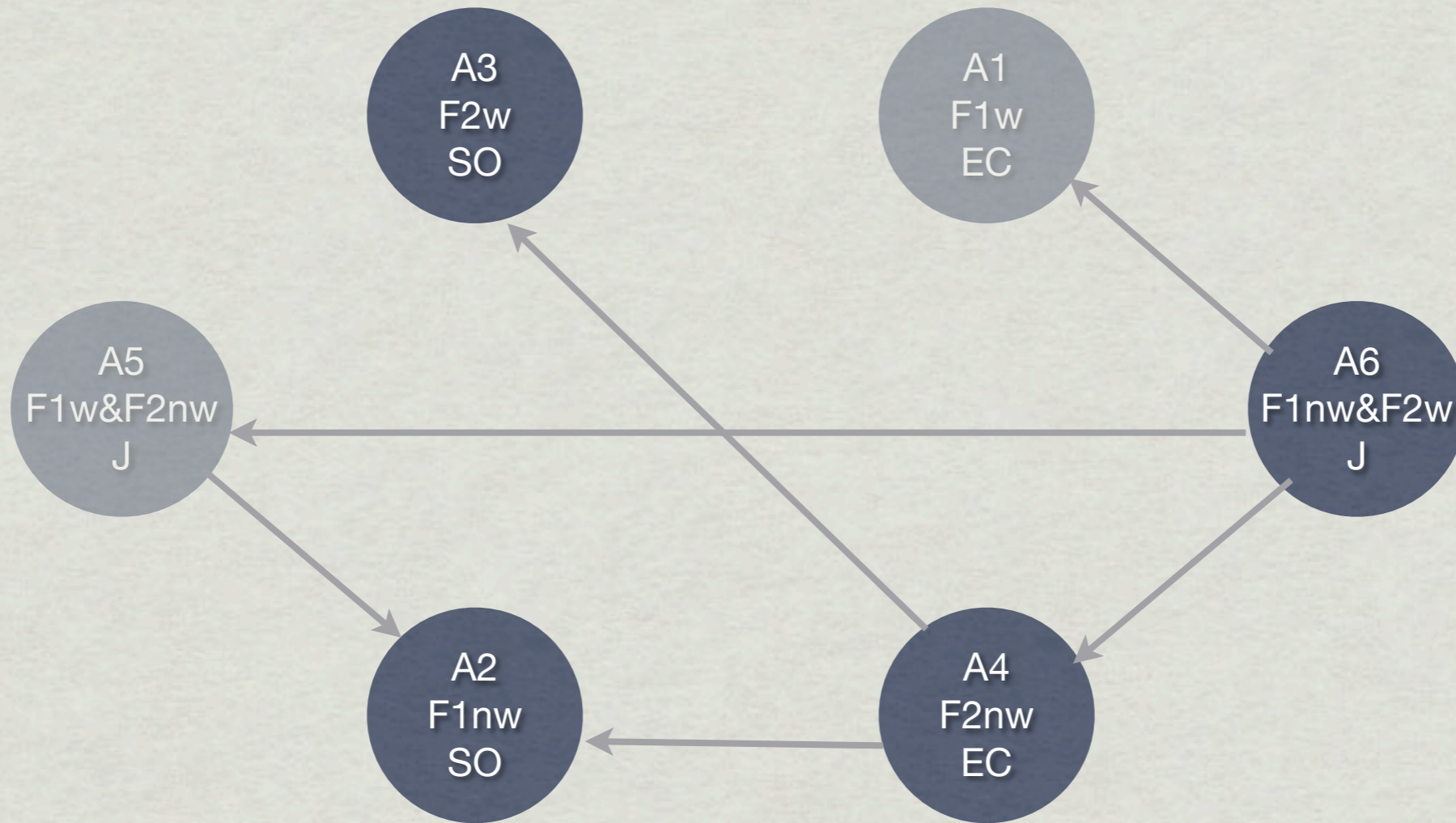
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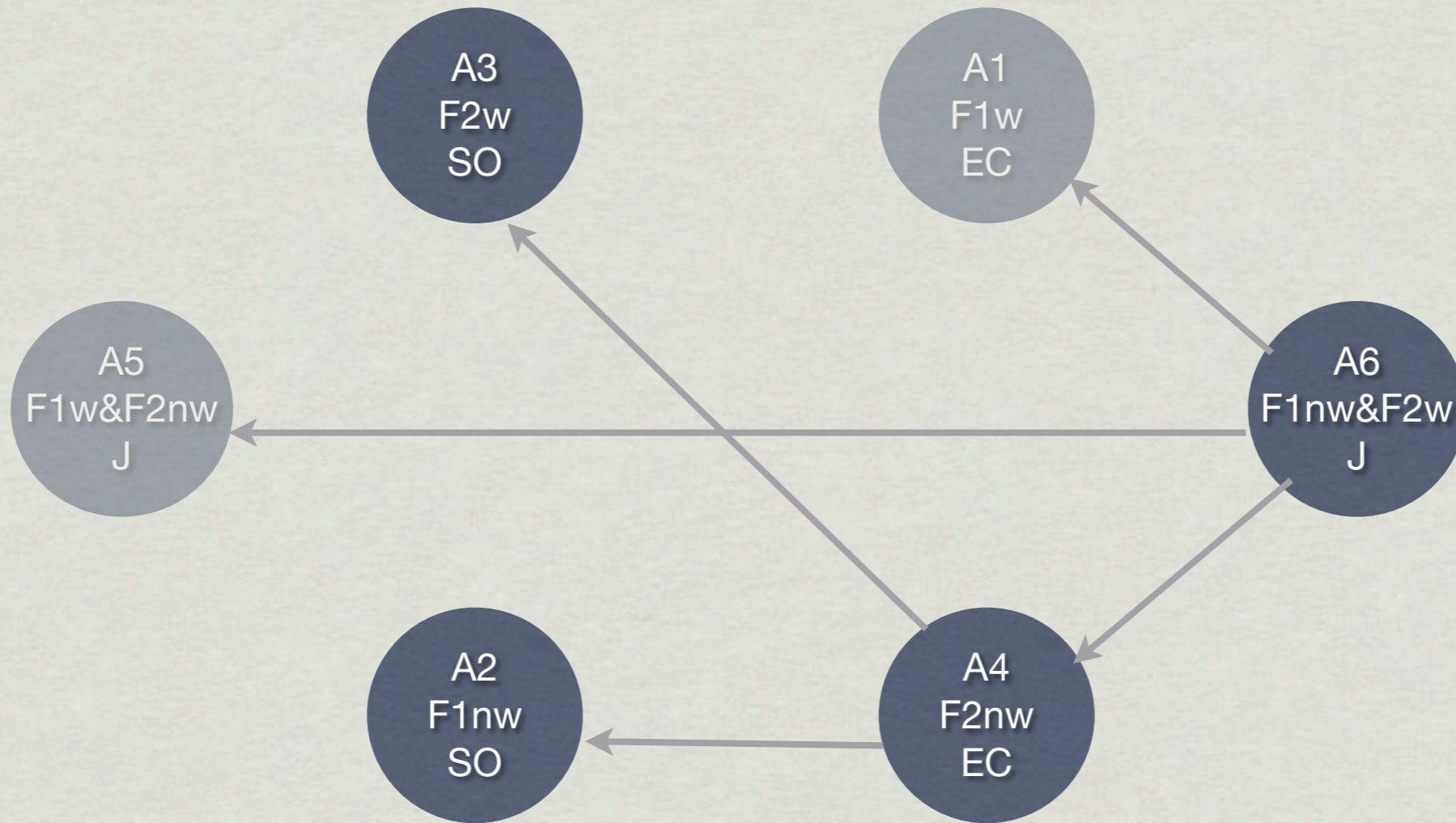
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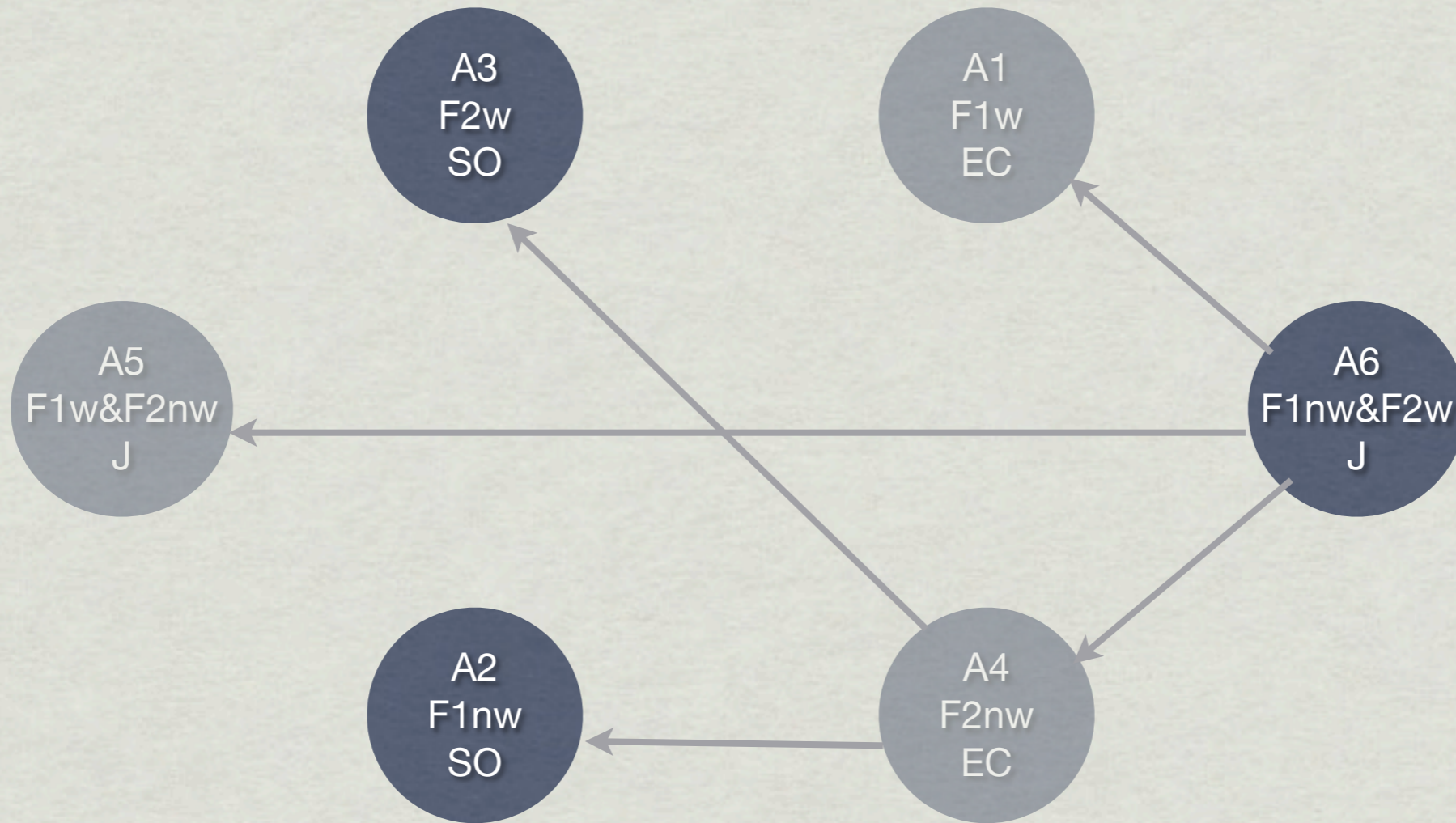
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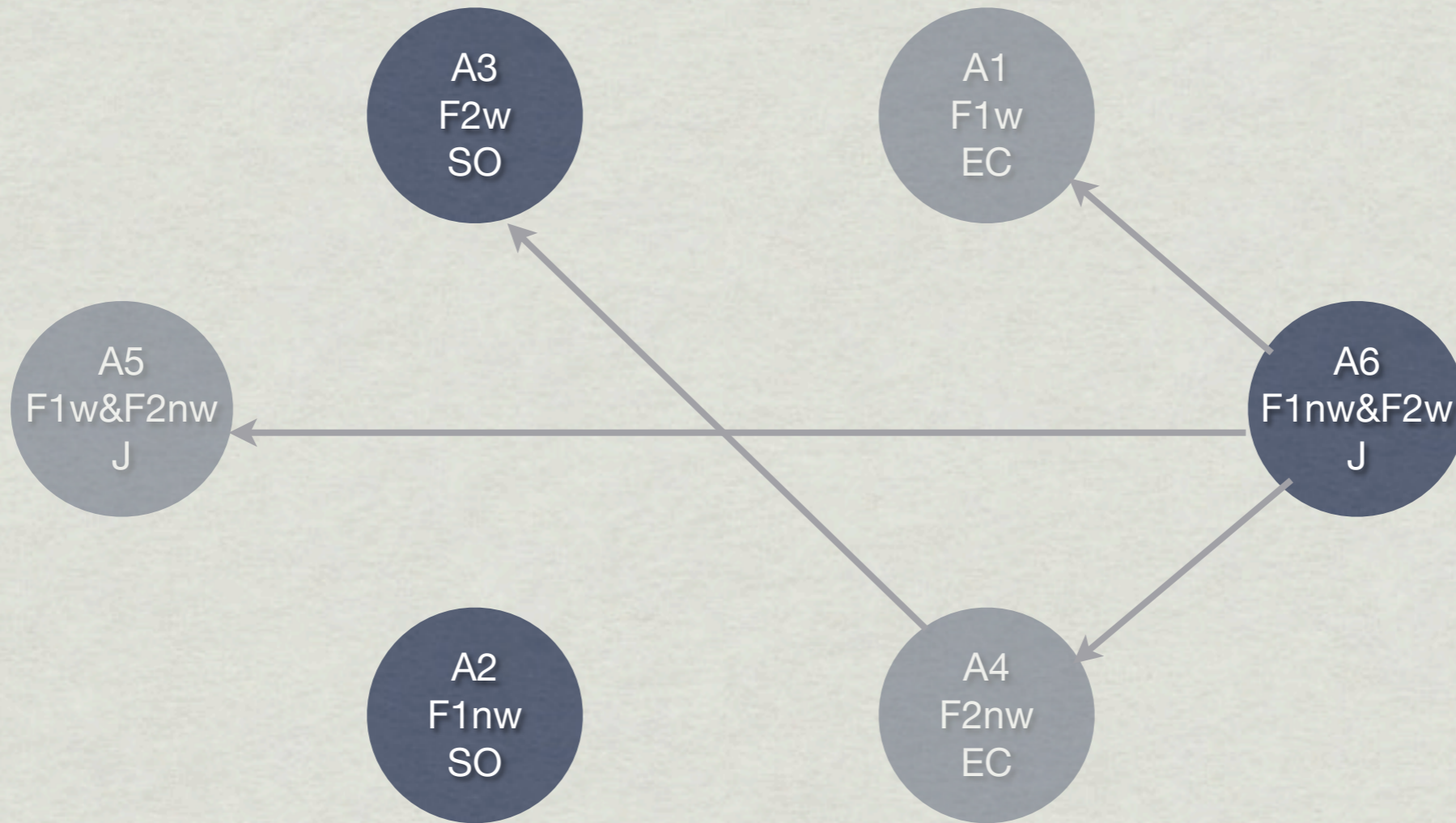
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Conclusions

- * Abstract Argumentation Framework to help agents to reach agreements in agent societies.
- * Takes into account the social dependencies between agents.
- * Also considers the agents' preferences over values.

Thanks!