

Overview of the Research Work done by Sudhir Agarwal at AIFB, University of Karlsruhe

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1 Available Results and Tools

1.1 Description of Processes

We have developed a formalism for describing distributed multi-agent processes semantically. The formalism is a novel combination of π -calculus [14] and SHIQ(D) description logic [11] with DL-safe rules [15] and allows describing functional properties (schema, data and behaviour) and non-functional properties (QoS attributes and credentials) of processes in a unifying way [2, 4, 7]. In particular, the formalism supports variables to model relationships between inputs and outputs, mobility of processes, multiple communication protocols, typed names, updates and credential based access control. Such process descriptions are directly executable and during the execution actors prove their credentials by showing semantic SPKI certificates [6, 7].

1.2 Constraint Specification

In order to reason about the processes described with the above mentioned formalism, we have developed a constraints specification language based on μ -calculus and SHIQ(D). The language is very expressive while being still decidable and allows specifying constraints over the (un)desired functional and non-functional properties of a process [3, 1, 2]. The main idea behind the constraint specification language is to extend the basic μ -calculus by using description logic queries in place of μ -calculus atomic propositions and typed input and output activities in place of actions.

1.3 Reasoning about Processes

After having developed a language each for describing processes and for specifying constraints on the properties of processes, we have developed algorithms for mainly two reasoning tasks, namely simulation and model checking. The simulation algorithm directly compares two process descriptions and checks whether a process can be simulated by the other [9]. A model checking algorithm checks whether a given goal (set of constraints) can be satisfied by a given process

description [3, 2]. Simulation of process descriptions can be computed offline and the materialized simulation relationships among process descriptions can be used to accelerate the model checking algorithm [2]. Formally, for given process descriptions P and Q and a formula ϕ in our constraint specification language, if P simulates Q and $Q \models \phi$ then $P \models \phi$. An earlier, less formal version of the matchmaking algorithm had been published in [8]. A short version of model checking process descriptions has been published in [3].

1.4 Implementation

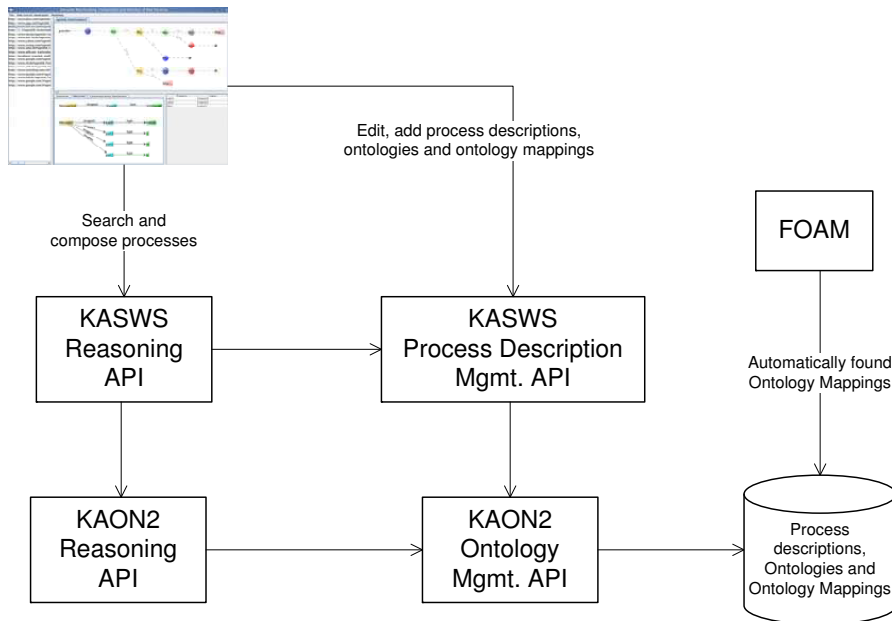


Figure 1: Architecture of Karlsruhe Semantic Web Services Framework

We have implemented an eclipse based tool for modelling the processes graphically (Refer to Figure 1). The graphical user interface allows to model SHIQ(D) ontologies, processes and connection between process names and ontology elements. Furthermore, it provides support for specifying goals. The above mentioned simulation algorithm and model checking algorithm are implemented as part of the KASWS Reasoning API. The tool allows users to browse the results of a query (goal) graphically. KAON2 (Karlsruhe Ontology Framework) can manage and reason about SHIQ(D) ontologies with DL-safe rules efficiently. So, we have chosen KAON2 to manage the domain ontologies, that are SHIQ(D) ontologies and expressive ontology mappings. We use FOAM (Framework for Ontology Mapping and Alignment) as a bootstrapping tool to extract (possibly faulty) simple mappings between concepts and relationships of the ontologies automatically. For expressive more expressive mappings, we

rely on [10]. Furthermore, we have developed SHIQ(D) ontology for our process description language so that we can use KAON2 to manage the process descriptions as well.

2 Planned Extensions

2.1 Composition of Processes

The current matchmaking algorithm is a pure model checking algorithm. It checks for a given goal (set of constraints) and a process description, whether the process description fulfils the goal. It does not construct any process descriptions that may fulfil a given goal.

The first idea is to generalize the model checking algorithm. The new algorithm should also construct new process descriptions from the existing ones such that a composed process description fulfils the given goal. The process description language provides composition operator so that there is no need for developing any new formalism or extend the formalism for describing composite processes. The main challenge here is to develop a sound, complete, decidable and scalable composition algorithm.

The second idea is to go even one step further by considering that there is no repository of process descriptions. Rather, there is just a set of actors with their capabilities (knowledge and actions that they can perform alone or together with other actors). Given such descriptions of actors and a goal, the processes or workflows should be generated (semi) automatically as per demand or on the fly.

We believe that in order to generate processes descriptions that fulfil expressive goals (not just the types of inputs and output parameters) from the existing ones, classical AI planning based composition algorithms may not be sufficient. Rather one needs to extend tableaux proof systems known from modal temporal logics [16].

2.2 Ranking Process Descriptions according to User Preferences

Often, the desired properties of a process defined by a user are not hard but soft. E.g. a user may not completely rule out a process that charges his credit card before the book delivery, rather he might prefer it less than the one that charges his credit card after the delivery of the book. There has already been some work done in our group for specifying user preferences based on fuzzy logic [5] and utility theory [13, 12]. However, in these works preferences are defined only on the non-functional attributes of web services. The problem of specifying preferences on the temporal structure (as in the case of the above credit card example) of a process is still an open and interesting problem.

2.3 Disributed Execution of Processes

Currently, mostly the execution of the processes, even if they are distributed in nature, is centrally controlled. For example, a BPEL engine controls the execution of a process centrally like classical workflow engines. This is not always efficient, since the client needs to coordinate the communication between all the involved actors. A more efficient approach is to execute distributed processes in a distributed manner. In such a distributed execution, the client though initiates the execution, does not need to control the communication among the actors. Rather the involved actors receive the appropriate data flow information from the client or other actors and send their outputs directly to right actors accordingly.

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