

Modeling with Service Dependency Diagrams

Lawrence Cabac, Ragna Dirkner and Daniel Moldt

University of Hamburg, Department of Informatics
Vogt-Kölln-Str. 30, D-22527 Hamburg, Germany

Abstract. This paper describes the usage of component diagram like models for the analysis and design of dependencies in multi-agent systems. As in other software paradigms also in multi-agent-based applications there exist dependencies between offered and required services, respectively the agents that offer or require those services. In simple settings it seems superfluous to model or analyze those dependencies explicitly because they are obvious. In complex settings, however, these dependencies can grow rather confusingly big and can cause misunderstandings among the developers of the system. Here it is useful to achieve a visualization of those dependencies by analyzing the given multi-agent application and displaying these in a diagram. The diagram gives a clear illustration of the overall structure of the system and therefore forms a basis for the discussion of the architecture. In addition, the diagram may be used for the documentation of the system. A dependency diagram technique together with a tool integration is presented in this paper.

1 Introduction

One key factor for the successful operation of multi-agent systems is the smooth communication between the agents. Usually, interactions are modeled in detail using interaction diagrams and agent protocols [1,9,12]. Static aspects of the system are often not modeled explicitly, although they are important for the understanding of the structural architecture of the multi-agent system. One example of such static aspects is the dependency relation that exists between agents. In order to attain a goal, most agents have to communicate with other agents. Thus there exists a dependencies between agents in almost every multi-agent system, which are related to the interaction structure of the system.

During the development of several multi-agent applications in our teaching projects we recognized that the absence of a model illustrating the overall structure of the system turns out to be a big problem. For example often there are diverse opinions among the developers which agent has to initiate a particular interaction. This is our motivation to model the dependencies with a UML component diagram, which are modified to some extend by adjusting the syntax to fulfill our needs. Surely this calls for tool integration and for that reason we have developed a plugin for RENEW [11].

In MULAN [13], offered and required services are explicitly defined in the agent's configuration file (the agents initial knowledge base). Our plugin manages to use this source to generate a dependency diagram. Another benefit of the tool is that it offers synchronization between the dependency diagram and the agent's configuration file.

We start this paper by pointing out that during the design of agent services the right level of abstraction and its variation is of great importance to the results in system design. More than one type of dependency may exist among agents and services. Thus, we distinguish between soft and hard dependencies in Section 2. We propose the dependency diagram for the modeling of hard service dependencies, which is a variation of the UML component diagram. Section 3 presents the dependency diagram that shows clearly the dependency hierarchy of agents. Finally, we present the tool for the generation of the dependency diagram from MULAN knowledge base files. With this RENEW plugin it is also possible to create new dependency diagrams or edit existing diagrams (Section 4).

2 Service Dependencies

In the context of multi-agent systems we understand services as collections of agent actions that serve a common purpose. A service is realized by one or more agent protocols. In general a service may be requested by other agents. This implies an interaction of (at least) one agent with (at least) one other agent. As a consequence, to be able to access a service, its interface has to be published.

During the design phase of the system the developers have to decide on the level of abstraction of the services and their published interface.

Let us consider for example an agent that plays board-games. We can describe the services of the agent on a very abstract level and say the service is *playing board-games*. On a very low level of abstraction we can describe the services of the agent through the actions he performs, so we say the agent offers services like *throw dice*, *move peg*, and so on.

The challenge for the developers is to find the *right* level of abstraction, that is abstract enough to get an idea of the offered services as a whole and detailed enough to recognize if two agents perform similar tasks. Through their flexibility in regard to the choice of the level of abstraction the services are suitable for modeling the overall structure of big as well as small systems without getting too complex or too trivial representations in the modeled diagrams. Most agents use services of other agents to accomplish their goals or even to provide their own services (by delegation). Thus, if an agent requires a service from another agent, we recognize a dependency between agent and offered service.

We distinguish between hard/static dependencies and soft/dynamic dependencies. Hard dependencies are explicitly specified by the developer. In MULAN/CAPA applications they are defined in the initial knowledge base file. The hard dependencies describe a minimum set of services that are required by an agent to do something useful. Another type of dependencies between agents are soft dependencies, which give a description of the communication structure between agents. If an agent requires an answer from another agent within a conversation, there exists a soft dependency between those two agents. The schemas of the conversations are typically defined as interaction protocols [9]. We apprehend protocols as implementations of a complex agent actions that are assigned to one or more services. Thus soft dependencies can also be regarded as de-

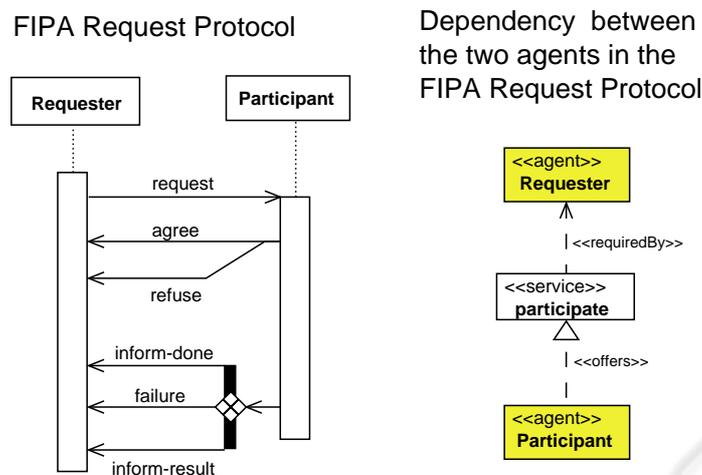


Fig. 1. FIPA Request protocol and a representation of dependencies.

dependencies between agents and services. In this paper we propose a modeling technique for hard dependencies. We do not deal with soft dependencies.

We recognize a dependency between an agent and a service that is offered by another agent, if the first agent starts an interaction with the second agent. To illustrate this we use the well known FIPA Request protocol [10] presented in Figure 1. The Participant in the Request protocol offers a service to perform a certain task – lets say the service *participate*. The Requester wishes a task *participate* to be performed by the Participant. This implies that the Requester sends a message to the Participant and waits for an answer. The service offered by the Participant is completed with an answer to the initial request. Thus a hard dependency exists, which is modeled in the right part of the figure as a fragment of a dependency diagram. Services can be required by several agent and they can also be offered by multiple agents. Thus, the dependency does not exist directly between the two agents, instead – as pointed out above – the dependency exist between an agent and an offered service.

In general, we seek for a hierarchical structure in a dependency diagram. This allows for code reuse in the system, composability and easy reconfiguration. Interdependencies (cyclic dependencies) between agents are undesired, first because they can cause deadlocks in the systems configuration and second because they complicate the substitution of agents. We believe that the explicit modelling find such problematic aspects in a system design and help the developer to eliminate them.

3 Modeling Service Dependencies

We model hard dependencies with adapted UML component diagrams. Usually, component diagrams are used to model the constitution of replaceable software constructs and their relationships. Other parts of the component diagram are classes, objects and

interfaces [15, p. 139-171]. In the following section we describe how the elements of the agent's context (i.e. agents, services and the dependency relations) can be modeled with elements of the component diagram. In doing so we also highlight the differences between the elements and suggest special notations where it seems useful.

A service is an abstraction of a set of (complex) agent actions that serve a common purpose. Several services may be provided by one agent and several agents may offer the same services. This definition is very similar to the definition of interface in the UML superstructure [15, p. 82]: "An interface is a kind of classifier that represents a declaration of a set of coherent public features and obligations. An interface specifies a contract; any instance of a classifier that realizes the interface must fulfill that contract." So we model services as an interface but add the stereotype "service". We make this distinction for two reasons. First an agent has in contrast to an object the ability to break contracts, so services are indeed also an obligation to fulfill a specified tasks but there is no definitive certainty that this will be done. Another reason is that we would like to use the agent and service figures together with the regular class and interface notation and the introduction of a new stereotype gives us the ability to do so without getting confused about the terms.

Agents are modeled as special components. For the same reasons as described above we use the stereotype «agent» for the agent components. Note that the agent figures in the diagram describe the static configuration of the agents, not the agent instances at runtime.

The relation between interfaces and components is modeled in a UML component diagram by an arc. Offered interfaces are connected to the component via a dashed arc with a closed triangle top, which points to the interface. This notation is also practical for representing the relation between agents and their offered services. To model required interfaces the component diagram uses a dashed arc with the stereotype «use» and an open triangle top that also points to the interface. In section 2 we pointed out the benefits of hierarchical dependencies. To get a dependency diagram with a hierarchical layout we use an arc that points in the opposite direction to connect agents with their required services. As for the service elements we introduce the stereotypes «offers» and «requiredBy» to emphasize the affiliation of the relation elements to the agent context.

Figure 2 shows a dependency diagram as described above. To better distinguish between agents and services the agent figures are highlighted by a colored background.

The figure shows a snapshot of a workflow management system in development, giving an overview of the agents in the system. In addition, a developer can easily identify potentially problematic areas. In this example we find two problems: First, between the agents Administration and ClientInteraction exists a two-way dependency. A two-way dependency may indicate that the agents could be implemented as one agent or, as in this case, the developers of one agent have a misconception of the tasks of the agent. Second, the agent Wfenact is not connected to the other agents. An isolated agent means that this agent does not interact with other agents of the system. Here, this situation is not intended. Both situations are therefore undesired and should be changed in the further development process. The developer may be supported in

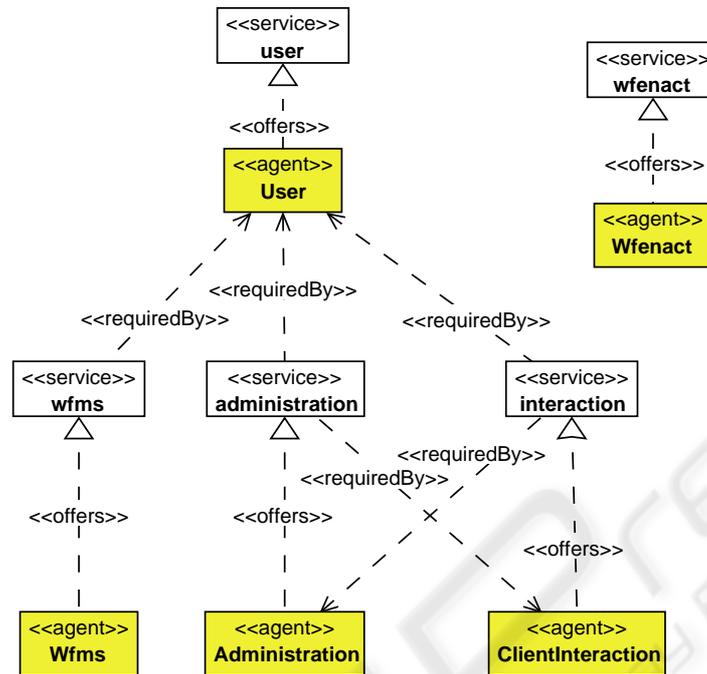


Fig. 2. Dependencies of the distributed workflow management system in development.

finding such structural anomalies automatically by the modeling tool that is described in the next section.

4 Tool Description

The dependency diagram tool is a plugin for RENEW [11]. The plugin has two main functionalities. First, it generates the dependency diagram from existing MULAN knowledge base files. Second, it offers tools for creating and editing dependency diagrams.

Figure 3 shows a screen shot of the development of the workflow management system with the dependency diagram tool. In the upper left corner is the RENEW menu bar with the standard palettes and the dependency diagram palette. Beneath, the dependency diagram is shown. In the diagram the agent figure `User` is selected. The right hand side of the figure shows the knowledge base editor (KBE) with the knowledge base of the agent `User`.

For generating a diagram the tool searches (recursively) for knowledge base files in a user-defined directory. For each knowledge base found an agent figure is created. A knowledge base contains a list of offered services and a list of the agent's required services. For each service in the lists the corresponding service figure and the agent figure are connected. A new service figure is created, if the service is not already present

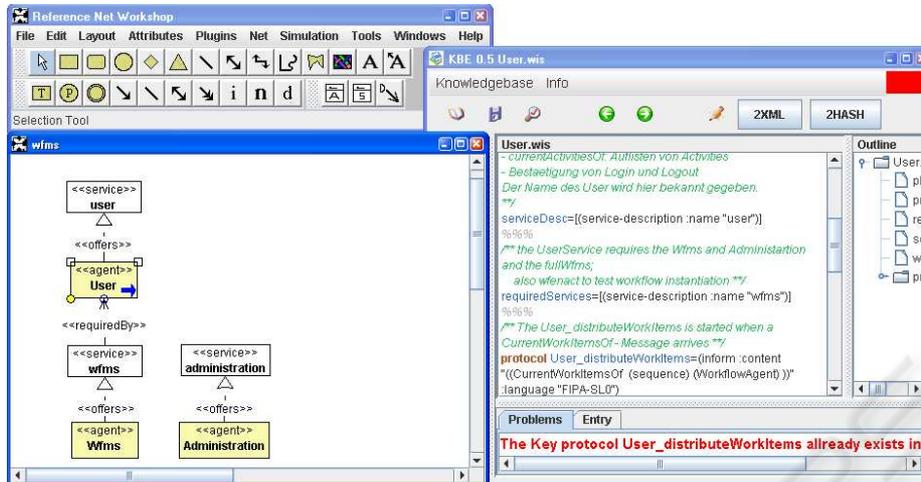


Fig. 3. Screen shot of the development with the dependency diagram tool.

in the drawing. For the user's convenience the tool provides a simple automatic layout mechanism.

In addition to the possibility to use all standard drawing tools of RENEW the plugin offers some new editing functions. These are offered as three tools for editing dependency diagrams: an agent figure tool, a service figure tool and a dependency connection tool (see the last three items in the lower RENEW tool bar in Figure 3). The dependency connection tool is used for drawing the arcs between agent and service figures. The arrow type and the inscription depend on the direction of the arc – see Section 3. Arrows are adapted automatically while they are drawn so that the two arc types can be drawn with the same tool.

A special function of the dependency diagram is the KBE handle, which is part of the agent figure. With a click on the handle (a blue arc in the bottom right corner of the figure that is visible when the figure is selected), the knowledge base of the agent is opened in the KBE for further inspection or editing. This is especially useful for debugging purposes.

By first generating a dependency diagram and then editing it, one faces an inconsistency between the diagram and the code it is generated from. To minimize such conflicts between diagrams and knowledge bases a round-trip engineering system was realized. It preserves the consistency of knowledge bases and dependency diagram by automatically transferring every change in the dependency diagram to the knowledge bases. For example, when the service `administration` is connected to the agent `User` via a dependency arc, a new service-description is inserted in the list of the required services in the knowledge base. This also works in the other direction. However, changes in the knowledge base are not transferred immediately to the dependency diagram, but as soon as the knowledge base is saved.

A detailed description of the dependency diagram tool and the round-trip engineering system can be found in [6].

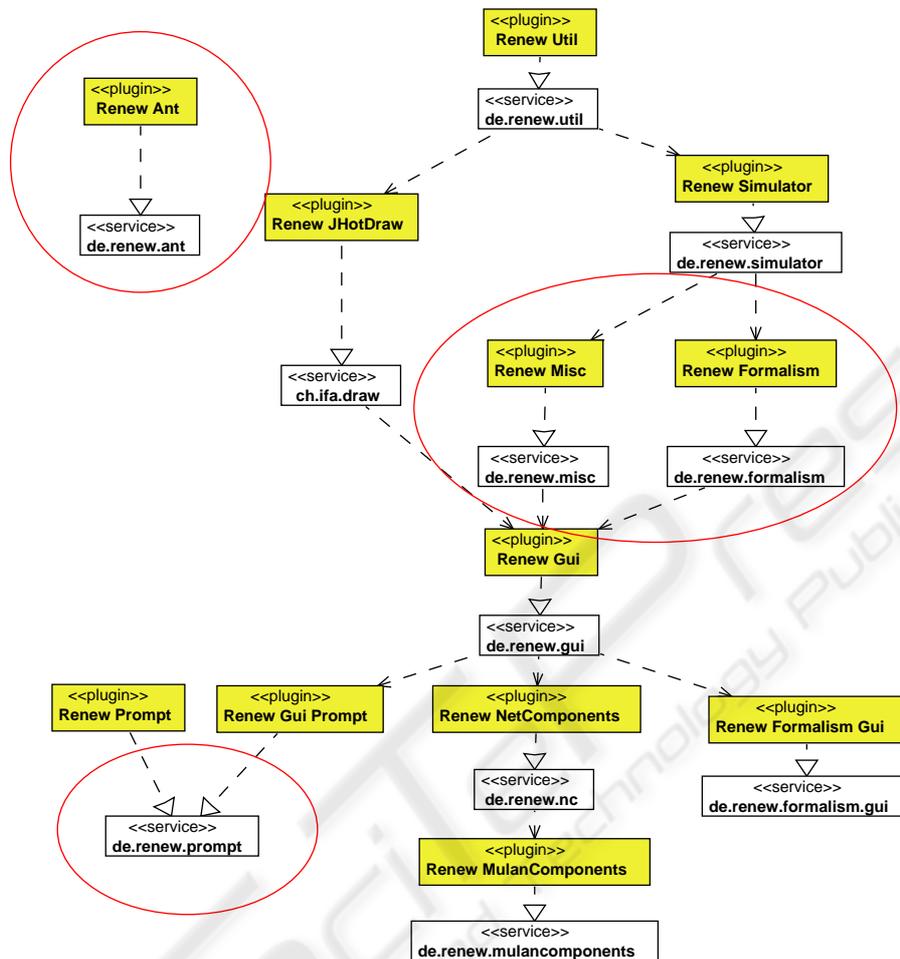


Fig. 4. Cutout of the renew plugin structure.

Usage in Other Domains

The dependency diagram tool is not bound to agent dependencies but can also be used for modeling other component based, hierarchical structured systems. Another example of such a hierarchical system in our context is the plugin structure of RENEW. As the agents in the MULAN-system every plugin contains a configuration file where the required plugins are declared. Therefore the dependency diagram tool can be used for generating a dependency diagram of the plugin structure without much additional effort. Unlike in the agent system also the dependencies of the required plugins have to be declared recursively. A function to remove this transitive arcs in the diagram is therefore very useful. The example in Figure 4 shows a cutout of the RENEW plugin structure without transitive arcs.

Similar to the agents' knowledge bases in the MULAN-system every plugin in RENEW contains a configuration file, in which required services are declared. Therefore, the dependency diagram tool manages to generate dependency diagrams of the plugin dependency structure. However, in contrast to the multi-agent system also the dependencies of the required plugins have to be recursively declared. A functionality to remove this transitive arcs in the diagram is therefore in this context very useful and in development. The example in Figure 4 shows a fragment of the RENEW plugin structure without the manually removed transitive arcs.

5 Related Work

Our definition of hard dependencies is comparable with the definition of service dependencies in [2]. A definition of soft dependencies can be found in the PASSI method. There a soft dependency exists if a service is not required, but "helpful or desirable" [5, p. 6]. This notion conflicts with ours where soft dependencies subsume the hard dependencies.

Most software developing methodologies contain a technique for modeling some kind of dependencies between their components. In the following paragraph we will consider two examples from the agent oriented context, TROPOS and AGR (Agent/Group/Role) and have a look how the dependency diagram can be used in other component based domains.

The TROPOS methodology distinguishes four kinds of dependencies between agents, from hard dependencies (resource) to soft ones (soft-goal). [14] shows how TROPOS dependency relations can be expressed in UML for real time systems.

A hard dependency in our definition could be a resource dependency, a goal dependency or a task dependency in TROPOS, depending on the kind of service. We want to abstract as much as possible from the agent internals to get a clear image of the system structure, so the distinction between different kind of services in matters of the underlying action is not useful for our needs.

Another agent oriented modeling technique, that describes dependencies between agents is AGR, which stands for Agent/Group/Role. In [8] the authors show how the organizational structure of an agent based system can be modeled using the AGR technique. One of the proposed diagrams, the organizational structure diagram, shows roles, interactions and the relations between roles and interactions. This diagram is comparable to the dependency diagram. In both diagrams an arc from an agent or respectively the role the agent plays, means that the agent starts an interaction. Differences between the diagrams come off additional elements in the organizational structure diagram. First also the groups to which the roles belongs are modeled. Second, the situation that every agent in a specific role must be member in another role is modeled as a direct relation between the two roles. In MULAN/CAPA-Systems there are (for now) no elements like groups or roles, so the advanced modeling possibilities of an organizational structure diagram is not suitable in this context.

As well as in the agent context, also in other component based systems it is important to model the dependencies between components. One example of a well known component system is the Eclipse Framework with its numerous plugins. The visualisa-

tion of the dependencies between different plugins is complex and no sufficient commercial tools exist that can visualize the structure of the whole system appropriately.

6 Conclusions and Outlook

We presented a technique and a tool for explicit modeling of dependencies between agents and services. The benefit from this technique is an intuitive diagram consisting of only four elements. The use of the proposed diagram helps a software developer to get an overview on the overall structure of the system and to identify desired or undesired dependencies hidden in the source code. Furthermore, the diagram may be used for design, presentation and documentation purposes.

With the dependency diagram tool and the round-trip engineering system developers can generate and use the dependency diagram without additional effort. The dependency diagram always shows an up-to-date documentation of the system.

The dependency diagram can not be used only for showing dependencies between agents but also for other components. The current version of the tool, for example, can generate diagrams that show the RENEW plugin dependencies. Because the RENEW plugins and the plugin system were conceptually based on agent technology, this additional functionality was achieved with very little effort (compare with [4]).

The dependency diagram tool can be extended in many directions. It is possible to show additional informations of the knowledge bases such as comments to the required or offered services. The comments can be shown as UML note figures that are connected to the corresponding agent figures.

Another interesting point is to analyze the connection between agent interaction diagrams and dependency diagrams.

The work on dependency modeling presented in this paper is one building block of a broader approach on agent-oriented software engineering based on Petri nets and other graphical modeling formalisms. It includes research in the context of MULAN, CAPA and also application development (see [3,7,13]).

References

1. AUML. Agent UML. Webpage, 2004. <http://www.auml.org/>.
2. Lars Braubach, Alexander Pokahr, Dirk Bade, Karl-Heinz Krempels, and Winfried Lamersdorf. Deployment of distributed multi-agent systems. In Franco Zambonelli Marie-Pierre Gleizes, Andrea Omicini, editor, *5th International Workshop on Engineering Societies in the Agents World*, pages 261–276. Springer-Verlag, Berlin, 8 2005.
3. Lawrence Cabac, Michael Duvigneau, Michael Köhler, Kolja Lehmann, Daniel Moldt, Sven Offermann, Jan Ortmann, Christine Reese, Heiko Rölke, and Volker Tell. PAOSE Settler demo. In *First Workshop on High-Level Petri Nets and Distributed Systems (PNDS) 2005*, Vogt-Kölln Str. 30, D-22527 Hamburg, March 2005. University of Hamburg, Department for Computer Science.
4. Lawrence Cabac, Michael Duvigneau, Daniel Moldt, and Heiko Rölke. Applying multi-agent concepts to dynamic plug-in architectures. In Joerg Mueller and Franco Zambonelli, editors, *Agent-Oriented Software Engineering VI: 6th International Workshop, AOSE 2005*,

- Utrecht, Netherlands, July 21, 2005. Revised Selected Papers*, volume 3950 of *Lecture Notes in Computer Science*, pages 190–204. Springer-Verlag, June 2006.
5. M. Cossentino and C. Potts. PASSI: a process for specifying and implementing multi-agent systems using UML. http://www-static.cc.gatech.edu/classes/AY2002/cs6300_fall/ICSE.pdf.
 6. Ragna Dirkner. Roundtrip-Engineering im PAOSE-Ansatz. Diploma-thesis, University of Hamburg, Department Informatics, 2006.
 7. Michael Duvigneau, Daniel Moldt, and Heiko Rölke. Concurrent architecture for a multi-agent platform. In Fausto Giunchiglia, James Odell, and Gerhard Weiß, editors, *Agent-Oriented Software Engineering III. Third International Workshop, Agent-oriented Software Engineering (AOSE) 2002, Bologna, Italy, July 2002. Revised Papers and Invited Contributions*, volume 2585 of *Lecture Notes in Computer Science*, Berlin Heidelberg New York, 2003. Springer-Verlag.
 8. Jacques Ferber, Olivier Gutknecht, and Fabien Michel. From agents to organizational view of multi-agent systems. In Paolo Giorgini, Jörg Müller, and James Odell, editors, *Agent-Oriented Software Engineering IV*, pages 214–230, 7 2003.
 9. FIPA. Foundation for Intelligent Physical Agents, 2007. <http://www.fipa.org>.
 10. Foundation for Intelligent Physical Agents. *FIPA Request Protocol Specification*, version 2002/12/06 edition, 2002.
 11. Olaf Kummer, Frank Wienberg, and Michael Duvigneau. Renew – the Reference Net Workshop. Available at: <http://www.renew.de/>, May 2006. Release 2.1.
 12. James Odell, H. Van Dyke Parunak, and Bernhard Bauer. Extending UML for agents. In Gerd Wagner, Yves Lesperance, and Eric Yu, editors, *Proc. of the Agent-Oriented Information Systems Workshop at the 17th National conference on Artificial Intelligence*, pages 3–17, 2000.
 13. Heiko Rölke. *Modellierung von Agenten und Multiagentensystemen – Grundlagen und Anwendungen*, volume 2 of *Agent Technology – Theory and Applications*. Logos Verlag, Berlin, 2004.
 14. Carla T. L. L. Silva and Jaelson Castro. Modeling organizational architectural styles in uml: The tropos case. In Oscar Pastor and Juan Sánchez Díaz, editors, *Anais do WER02 - Workshop em Engenharia de Requisitos*, pages 162–176, 11 2002.
 15. Unified modeling language: Superstructure. <http://www.omg.org/docs/formal/05-07-04.pdf>, Juli 2005.