



RESEARCH SEMINAR “AI: FROM TUTORIALS TO HANDS ON”

THE QUEST TOWARDS COORDINATION FROM DISTRIBUTED TO SOCIO-TECHNICAL SYSTEMS

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NAMUR, 6/12/2019



**COMPLEXITY OF MODERN SYSTEMS CALLS FOR
PRINCIPLED APPROACHES TO GOVERN INTERACTIONS
BETWEEN THEIR DISTRIBUTED COMPONENTS---
NAMELY, COORDINATION.**

**THIS SEMINAR WILL TAKE YOU ACROSS THE
LANDSCAPE OF COORDINATION MODELS, LANGUAGES,
AND TECHNOLOGIES, FROM DISTRIBUTED COMPUTING
TO SOCIO-TECHNICAL SYSTEMS.**

Abstract

OUTLINE

- ▶ Basics of interaction & coordination
- ▶ Tuple-based coordination
- ▶ Coordination technologies
- ▶ Situated coordination
- ▶ Socio-technical systems
- ▶ Anticipatory coordination
- ▶ Blockchain and coordination

ISSUES IN DISTRIBUTED SYSTEMS

- ▶ Concurrency / Parallelism: multiple independent activities / loci of control active simultaneously
- ▶ Distribution: activities running on different and heterogeneous execution contexts
- ▶ Social interaction
 - dependencies among activities
 - collective goals involving activities coordination / cooperation
- ▶ Situated interaction
 - interaction with environmental resources (computational or physical)
 - interaction within the time-space fabric

NON-ALGORITHMIC COMPUTATION

- ▶ Component = computational abstraction with
 - own computational activity
 - I/O capabilities
- ▶ => Two (orthogonal?) dimensions
 - computation
 - **interaction**
 - Turing's choice machines and unorganised machines
 - Wegner's Interaction Machines

GOVERNING INTERACTION

- ▶ *“A coordination model is the glue that binds separate activities into an ensemble” –Gelertner and Carriero, 1992*
- ▶ *“A coordination model provides a framework in which the interaction of active and independent entities called agents can be expressed” –Ciancarini, 1996*
- ▶ A coordination model:
 - provides high-level **abstractions** and expressive **mechanisms**
 - adds **properties** to systems independently of components (e.g. self-org.)

COORDINATION MODELS

- ▶ Control-oriented: focus on communication acts (e.g. send, receive, ...)
 - message-based (e.g. Reo, FIPA protocols)
 - coordination as configuration of communication topology
- ▶ Data-oriented: focus on data exchange (e.g. put, take, ...)
 - space-based (e.g. Linda, Bach)
 - coordination as ruling dependencies between data and activities

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LINDA MODEL

- ▶ Tuple: ordered collection of data chunks
- ▶ Template: ordered collection of placeholders for data chunks
- ▶ Matching mechanism: binds placeholders to data chunks
- ▶ Tuple space: tuples repository
- ▶ Operations:
 - out(t) to put a tuple t in the space
 - in(T) to withdraw a tuple matching template T from the space
 - rd(T) to read a tuple matching template T from the space

LINDA PROPERTIES

- ▶ **Generative communication:** tuples live independently w.r.t. their producers, are equally accessible to every process, are bound to none
- ▶ **Associative access:** tuples accessed based on content & structure, not name, address, or location
- ▶ **Suspensive semantics:** operations (in, rd) suspended when missing matching tuples, then resumed when such tuples become available
- ▶ => Data-driven synchronisation of activities based on partial knowledge

LINDA LIMITATIONS

- ▶ Tuple space behaviour immutable:
 - problems easy to express in terms of operations fit well
 - others don't
- ▶ Introducing ad-hoc operations not scalable or general purpose solution
- ▶ “Burden of coordination” charged upon interacting processes
 - violating software engineering principle of separation of concerns

TUPLE CENTRE MODEL

- ▶ Tuple space + behaviour specification: reactions of a tuple centre in response to coordination events
 - expressed in terms of a reaction specification language
 - associates events to computations
- ▶ Reactions can:
 - access & modify tuple space
 - access event meta-data
- ▶ => Tuple centre behaviour mutable (**programmable**) to fit different needs

TUPLE CENTRE CYCLE

1. Operation requested (event), corresponding reactions (if any) triggered, then executed atomically and transactionally in a non-deterministic order
2. Once reactions executed, operation is served
3. Upon completion (event), corresponding reactions (if any) triggered, then executed as for §1
4. Once reactions executed, restart from §1

TUPLE CENTRE FEATURES

- ▶ Empty behaviour specification => Linda tuple space behaviour
- ▶ Behaviour specification => ad-hoc tuple space behaviour, complex as needed
- ▶ Hybrid coordination models
 - ▶ data-driven: preserves Linda's features
 - ▶ control-driven: burden of coordination on tuple centre (reactions)

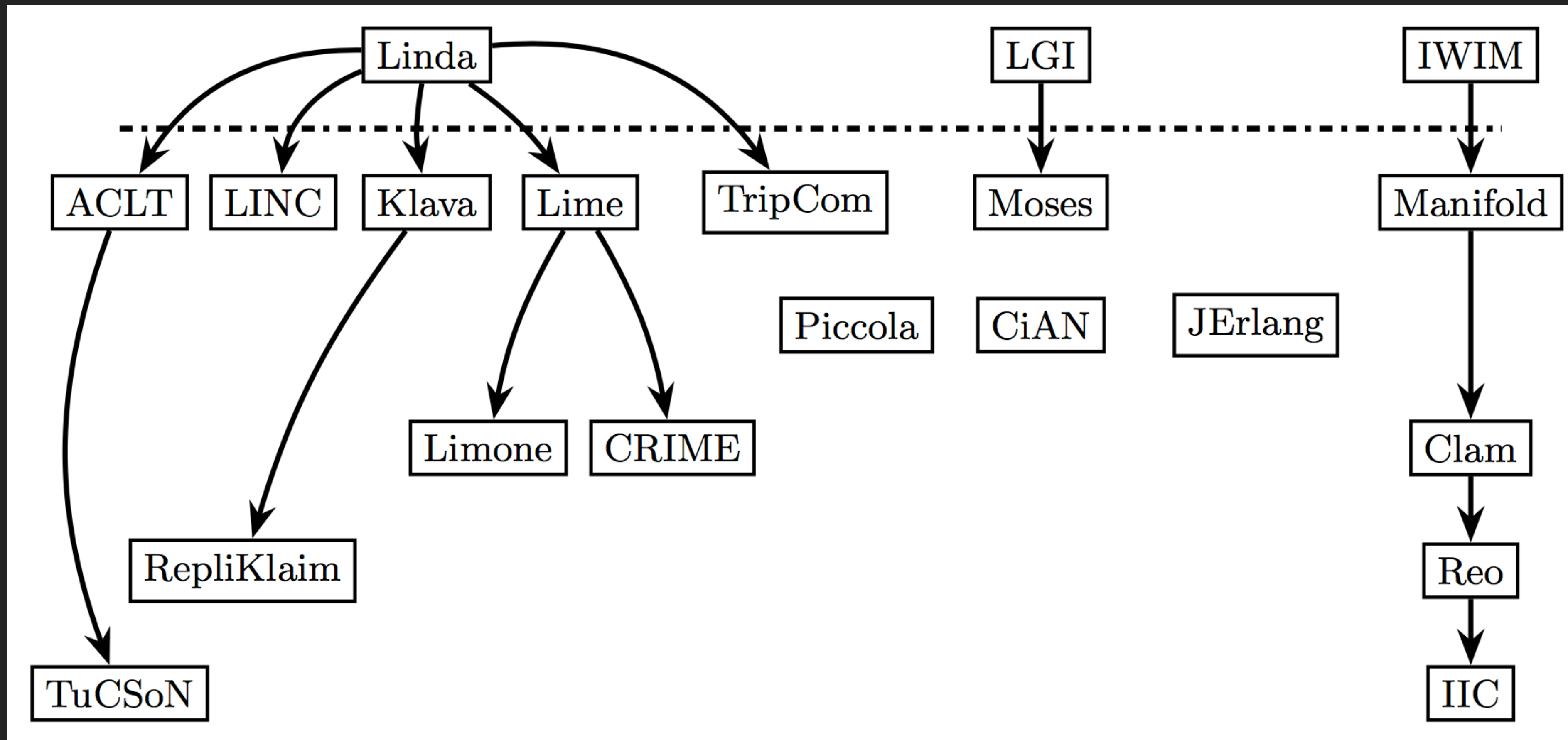
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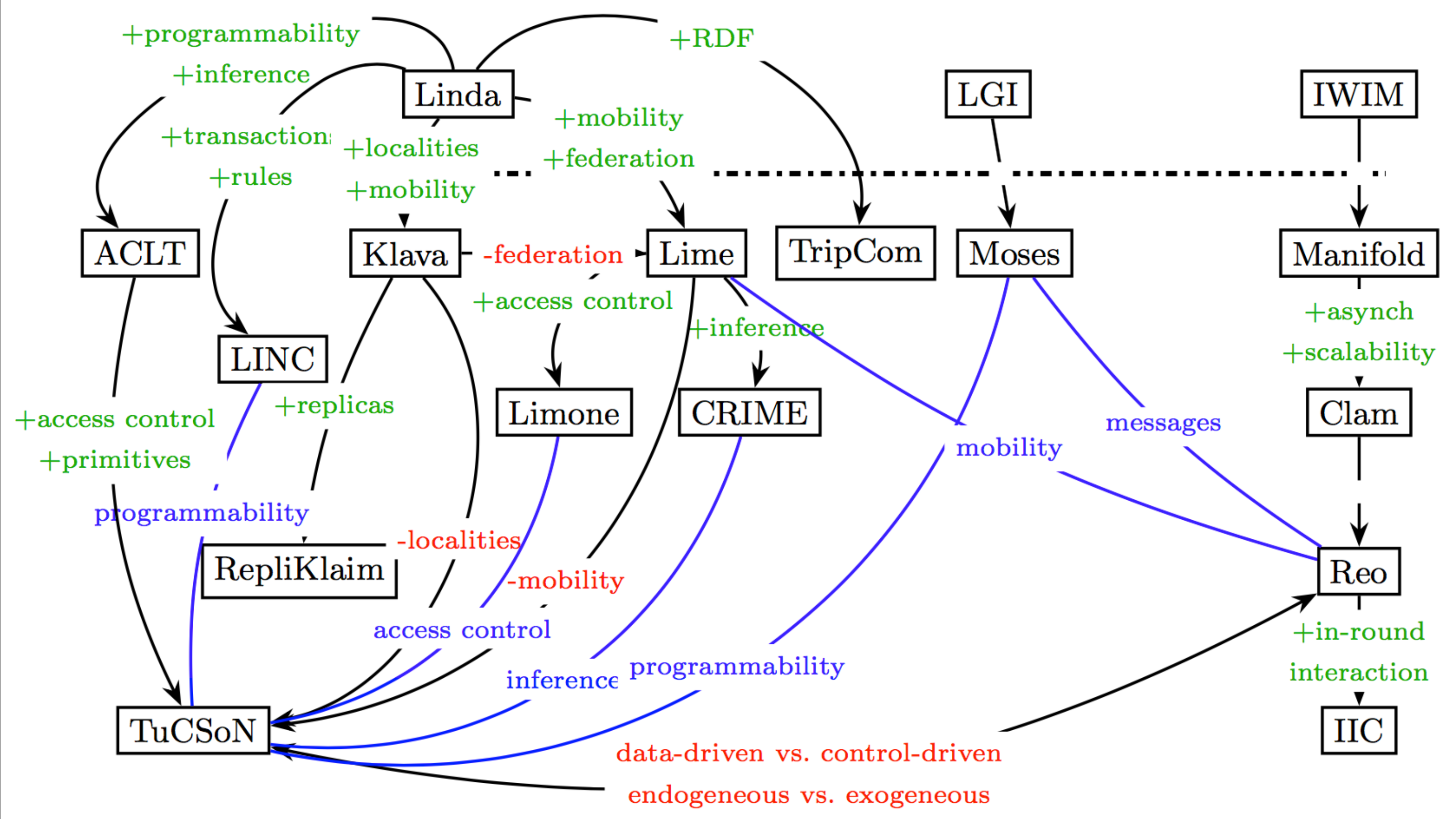
(PARTIAL) STATE OF ART

- ▶ Look back at past 20 years of COORDINATION conference series
 - most cited paper about tech? 7 / 19 ~ 37%
 - most downloaded paper about tech? 8 / 19 ~ 42%
 - tech papers? 47 / 390 ~ 12%

A FAMILY TREE



RELATIVES



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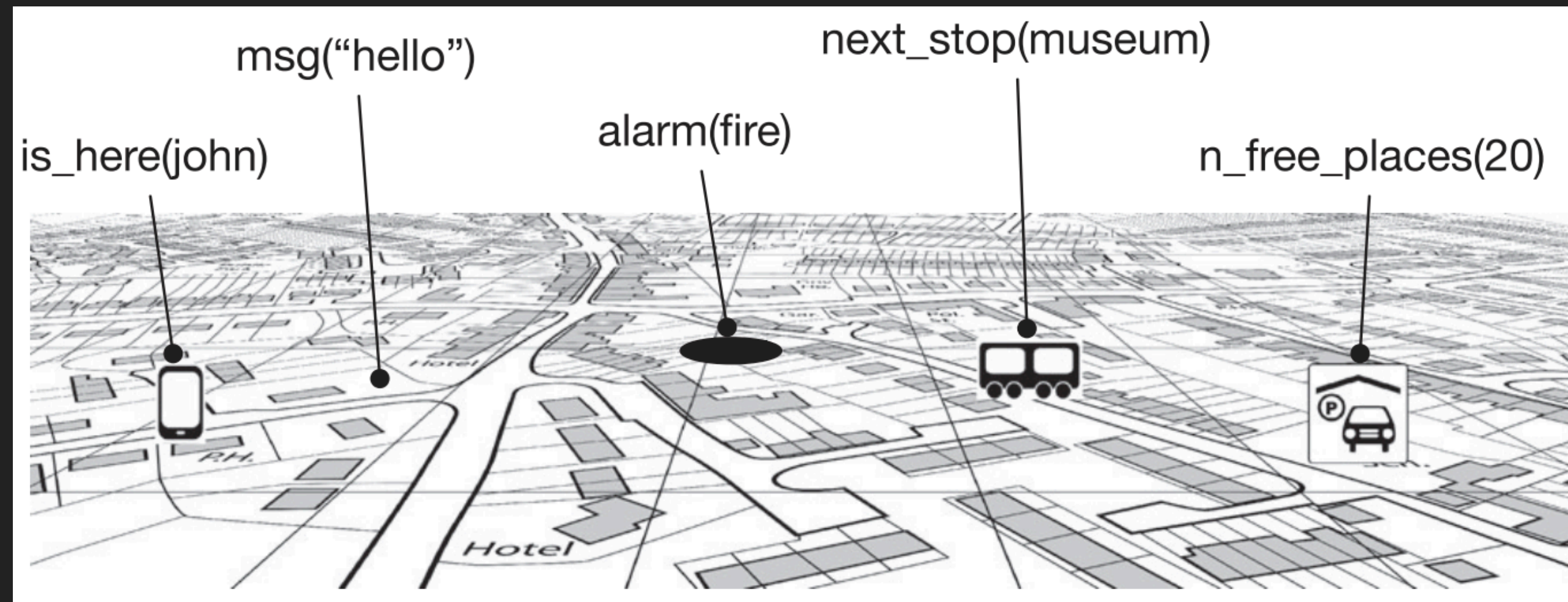
SITUATEDNESS

- ▶ Property of systems of perceiving and affecting **environment**
 - mobile, adaptive, pervasive systems emphasised the need
 - modern systems require at least situatedness in time and space
- ▶ A coordination issue, too?

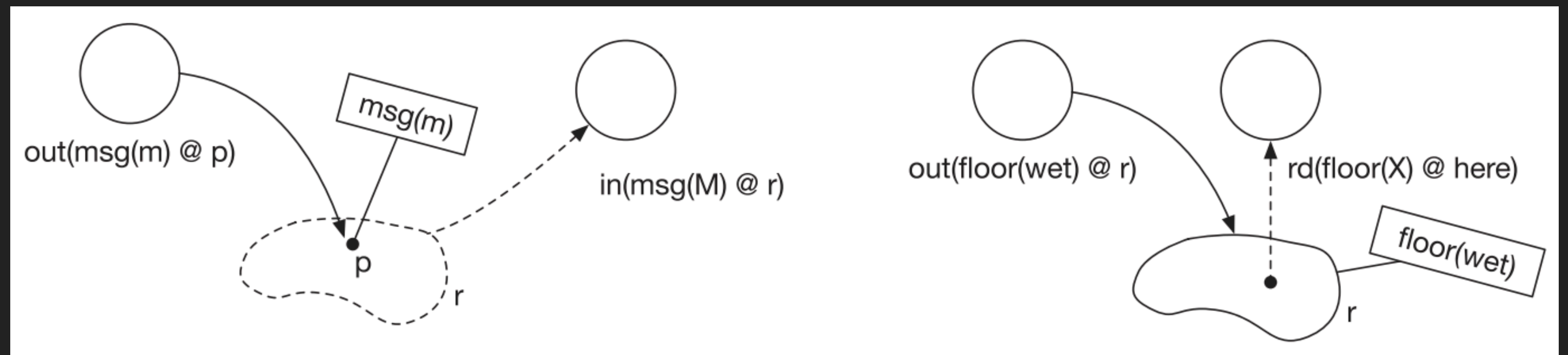
SPATIAL TUPLES

- ▶ A Spatial Tuple is a tuple associated to a spatial information, of any sort
 - physical (e.g. GPS coordinates)
 - virtual (e.g. IP address)
 - logical (e.g. Computer science building, 2nd floor)
- ▶ A spatial tuple decorates space, augmenting reality with information
- ▶ A space-description language specifies the spatial information decorating the tuples and the matching mechanism

OPERATIONS



Set intersection used to define matching: region r matches region template rt if their intersection is not empty



INDIRECT SITUATEDNESS

- ▶ A tuple can be associated to a situated component located in space
 - if `id` identifies a situated component, `out(t @ id)` puts `t` “on” `id`
 - such an association holds while `id` moves
- ▶ If agent performing operation is itself associated to a situated component:
 - `out(t @ me)`
 - `rd(tt @ here)`

SPATIAL MUTUAL EXCLUSION

Awareness: Find me!



Breadcrumbs: Follow me!

Mutual Exclusion

Spatial Synchronisation

PlayGround

CASE STUDY: RESCUE



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DEFINITION

- ▶ *“Systems involving complex dependencies between humans, machines, and the environment within which they operate” –Trist 1981*
- ▶ *“Socio-technical systems arise when cognitive and social interaction is mediated by information technology rather than by the natural world (alone)” – Whitworth 2006*
- ▶ *“A STS is a system of principals (stakeholders such as people and organisations) whose interaction is supported by technical components for both computation and communication” –Chopra and Singh 2016*

ROLE OF COORDINATION

- ▶ People interact with other people through technology, as the definition of STS itself implies
- ▶ => Coordination enables collective action necessary to tame STS complexity
- ▶ Many research efforts
 - social machines
 - human-agent collectives
 - e-Institutions & normative MAS
 - etc...

ENGINEERING PERSPECTIVE

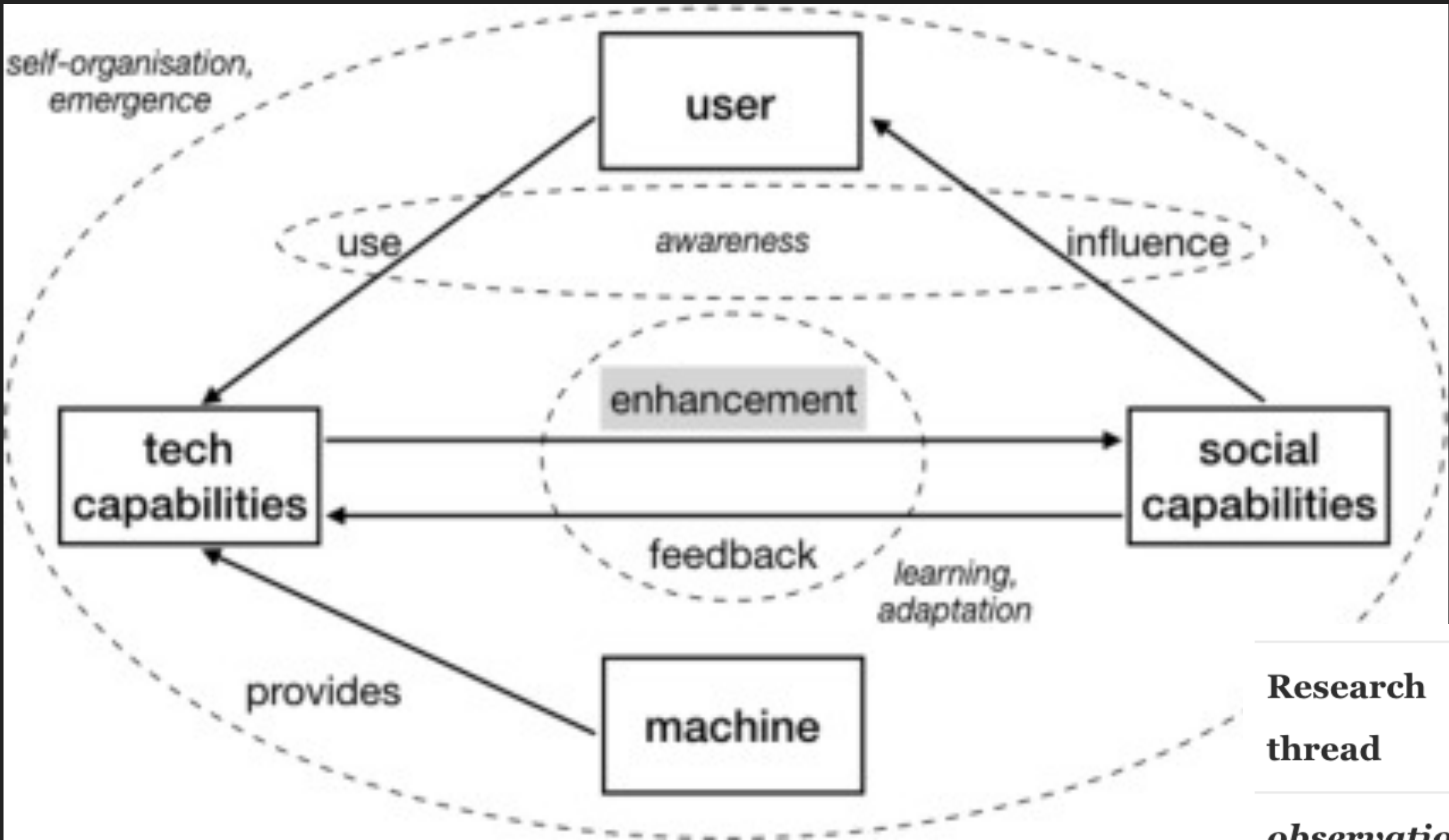
Social desiderata	Requirement	Technical mechanism
coordination, efficiency	<i>(peripheral) awareness</i>	observability of actions, their side effects, their outcomes
flexibility	<i>adaptation, self- organisation</i>	observability, situatedness, pro-activeness
low cognitive overhead	<i>low abstraction gap</i>	goal-orientation, situation recognition, argumentation, institutional setting
trust	<i>accountability</i>	observability, transparency, argumentation, commitments, norms

Mariani, S. (2019)
Coordination in Socio-technical Systems: Where are we now? Where do we go next?.
Science of Computer Programming, vol 184 (doi: 10.1016/j.scico.2019.102317)

CHALLENGES

- ▶ **Awareness:** observability of others' activities, information flow, dependencies amongst activities
- ▶ **Adaptation:** people adapt to the systems they use, while also striving to adapt those systems to best meet their needs
- ▶ **Emergence:** system properties stem from interactions and are difficult to design and control
- ▶ **Abstraction:** people think in terms of goals, situations, arguments, ... vs. devices understanding commands, data, conditions, ...
- ▶ **Accountability:** prominent role played by social expectations and commitments in interactions between humans

APPROACHES: TECH-TO-SOCIAL



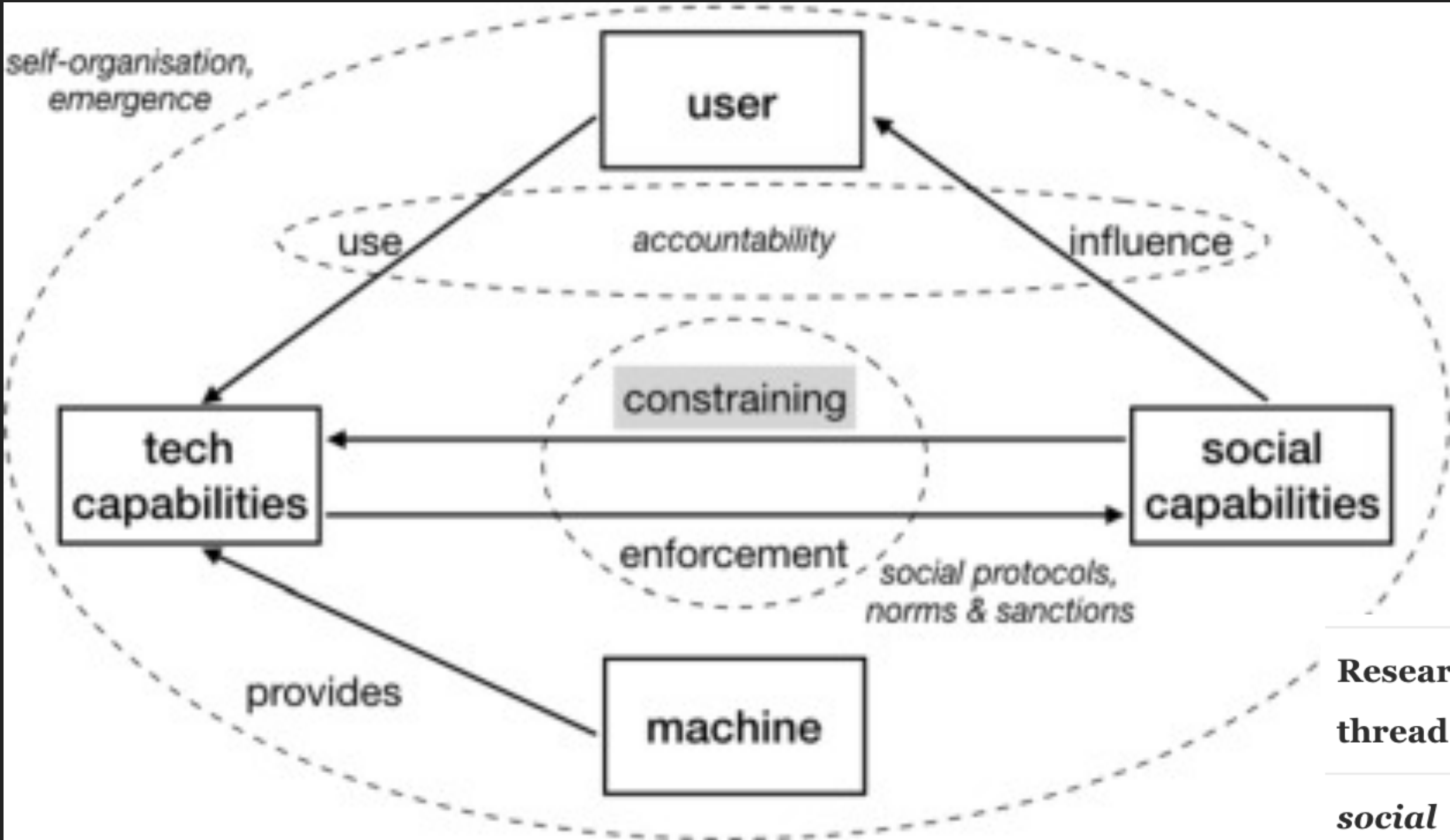
Exploit the technical components of the STS to enhance interaction capabilities of humans while exploiting their activities to improve coordination process

Observation-based coordination:

- ▶ stigmergy
- ▶ behavioural implicit comm.

Research thread	Strengths	Weaknesses
<i>observation-based coordination</i>	well-studied, operational formalisations, awareness enabler, high abstraction level	privacy trade-offs, scalability issues, rationality assumption
<i>self-organising coordination</i>	computationally simple, scales well, adaptation enabler, promotes system autonomy	unpredictability trade-offs, accountability trade-offs, difficult to design, difficult to control

APPROACHES: SOCIAL-TO-TECH

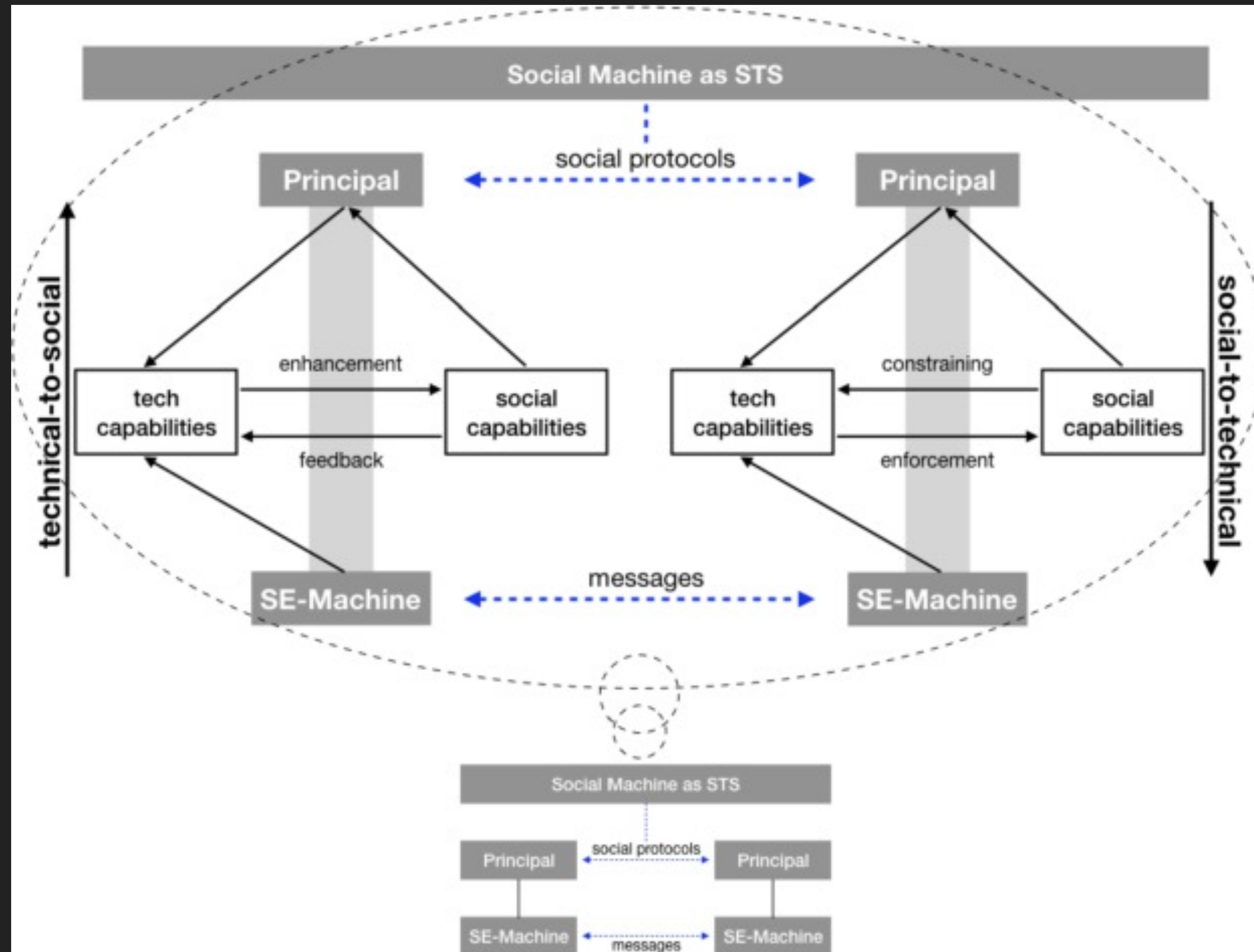


Computationally represent social relationships, protocols, expectations, conventions, norms, etc. so as to let technical components of the STS facilitate, promote, manipulate, and enforce them

- ▶ Social protocols
- ▶ Argumentation
- ▶ e-Institutions and nMAS

Research thread	Strengths	Weaknesses
<i>social protocols</i>	separation of concerns, accountability enabler	no operational formalisations, more theory than practice
<i>argumentation</i>	high abstraction level, well-studied, trust enabler	scalability, computationally expensive, more theory than practice
<i>e-Institutions & nMAS</i>	well-studied, operational formalisations, accountability enabler, fine control	scalability, decentralisation difficult, adaptation difficult

INTEGRATION AS KEY



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DEFINITION

- ▶ Ability to **foresee** possible interferences / opportunities for interaction so as to plan coordinated actions
 - observe others' actions
 - "mind-read" the intentions behind them
 - ascribe goals to actions and their effects (signification)
- ▶ Behavioural Implicit Communication (BIC) as a socio-cognitive framework

BEHAVIOURAL IMPLICIT COMMUNICATION

- ▶ Tacit message: implicit interaction with no specialised signal ("speech act") conveying the message, the message is the practical behaviour itself
 - presence, intention, ability, opportunity, accomplishment, goal, result
- ▶ "Observe-mindreading-signification" cycle applied to computational environment
- ▶ => **Smart environments**: pro-active working environments autonomously and spontaneously adapting to users' interactions

MOLECULES OF KNOWLEDGE

- ▶ Model for information self-organisation, exploiting biochemical coordination as its coordination model to
 - autonomously aggregate data to build more “complex” heaps of information
 - autonomously spread information towards potentially interested consumers
- ▶ Exploits BIC tacit messages to let the coordination media perform **perturbation actions** improving the coordination process
 - approach, attract, repulse, boost, wane, strenghten, weaken

CASE STUDY: NEWS SELF-ORGANISATION

- ▶ Journalists share a IT platform for retrieving and publishing news stories.
- ▶ They have personal devices they use to search the IT platform for relevant information.
- ▶ Users' actions leave traces that MoK exploits to attract similar information, actually enacting anticipatory coordination

<https://youtu.be/8ibkXdukTfk>

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THE BLOCKCHAIN

- ▶ What it has to do with coordination?
- ▶ Find out in dedicated slides :)



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