

Jacqueline Jarvis, Dennis Jarvis, Ralph Rönquist and Lakhmi C. Jain

Holonic Execution: A BDI Approach

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Holonic Execution: A BDI Approach, 2008
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Holonic Execution: A BDI Approach

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Preface

The term “holon” was first introduced by Koestler (Koestler, 1967) to capture the idea that both biological and social structures consisted of entities that were part of a larger whole, while being self-contained entities in their own right. These entities were called holons and the structures that they form were called holarchies. In this book, we present a conceptual model for holonic manufacturing execution and then use this model to develop two implementations for an execution system for an industrial strength robotic assembly cell. The model is based on the experience that we have gained in developing a number of agent-based execution systems over the past 10 years.

Manufacturing execution is that activity which is concerned with the management of actual manufacturing tasks. It involves interaction with device controllers, but it is conceptually separate from manufacturing control. The applicability of the holonic concept to manufacturing was first noted by Suda (Suda, 1990) and this led to the formation of the Holonic Manufacturing Systems project in 1993 (HMS Consortium, 2001). The HMS project was conducted under the auspices of the Intelligent Manufacturing Systems (IMS) program (IMS, 2005) and remains of the largest of the IMS projects to have been undertaken. The HMS project spanned three separate phases, ending in 2004. In addition, a significant amount of work (including the work described in this book) was conducted outside the HMS project. Conceptually, holons are similar to agents. The key distinguishing feature, according to the HMS Consortium is that a holon can have both an information processing part and a physical part, whereas an agent has only an information processing part (Brennan and Norrie, 2003). While this distinction is present in our model, we choose to emphasise the notion of holarchy as being the key distinguishing feature between a holonic system and a traditional multi-agent system.

In our conceptual model, holon behaviour draws on the BDI (Belief, Desire, Intention) model of agency. A BDI agent makes rational commitments to particular courses of action (intentions) that it believes will enable it to achieve its goals (desires) (Bratman, 1987; Rao and Georgeff, 1995). As the agent is situated in a dynamically changing environment, its beliefs and goals will

change over time. By and large, the HMS community has forgone the BDI model in favour of bespoke behaviour models. They have also adopted the individual agent focus of the multi-agent systems community whereby group behaviour arises bottom up through the reasoned interaction of individual agents. In this book, we advocate a top down approach, whereby organizational structure and coordinated group behaviour are explicitly modelled.

The implementations are realized using two different software systems – JACKTM Intelligent Agents (JACK), a commercially supported intelligent agent framework (Agent Oriented Software, 2008a) and GORITE, a framework that provides team programming support for Java developers (Rönquist, 2008). Both support team-based organizational models and behaviour models that employ BDI reasoning, but they provide two quite different perspectives on holonic application development. JACK follows the path of conventional BDI implementations with the expectation that a major aspect of a holonic application will be the attribution of reasoned behaviour to individual situated agents. This reasoned behaviour will then guide both autonomous and cooperative behaviour. JACK supports the notion of explicitly modeling team behaviour and ascribing it to team agents; however, these agents are also expected to exhibit reasoned behaviour. The nett result is a perspective in which situated agent behaviour drives system behaviour. GORITE provides a different perspective in which system behaviour is specified in terms of the coordinated behaviour of situated agents. Coordination is at the level of goals, so autonomy is still preserved – agents have control over both goal realisation and goal progression. However, agent behaviour is now driven by the needs of system behaviour. To emphasise this distinction and the central role that coordinated behaviour plays, we refer to the approach as Team Programming. Our experience has indicated that complex manufacturing applications, such as execution are well suited to this approach. Our expectation is that applications other than manufacturing that require the engineering of large, complex systems, such as sensor network management, UAV mission management, business process management and military behaviour modeling would benefit from this approach.

The book will be of interest to both researchers and practitioners in the holonic systems, manufacturing systems and multi-agent systems communities. It will also be of interest to the wider complex systems community, as it introduces what may become a new paradigm for complex systems development in the form of Team Programming.

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