

# A Formal Description for Hierarchical Coalitions

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The definition of hierarchies as organisational structures for coalitions is the first step toward the definition of a joint human-agent planning framework. However, a more formal description of such structures is important to be used as a basis for future discussions, so that ideas can be introduced on a same perspective. Figure 2.4 illustrates the idea of a general hierarchy.

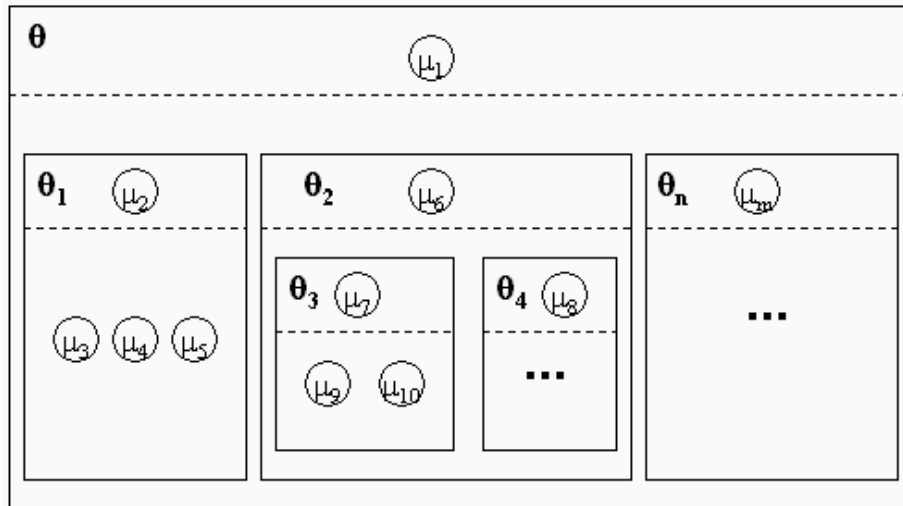


Figure 1: Example of a hierarchical coalition description

Components (agents) that form a hierarchy are represented by  $\mu_i$ , where  $i$  is an integer value from 1 to  $n$  (total number of components). We can define the following functions on hierarchical components:

- $\text{LEVEL}(\mu_i)$ , returns the level of  $\mu_i$ . The notion of levels is introduced through the idea that components at the same depth belong to the same hierarchical level;
- $\text{RELATION}(\mu_i, \mu_j)$ , returns the relation of  $\mu_i$  regarding  $\mu_j$ . If such components do not have a relationship, the function returns null.

Using such functions we can deduce some initial properties. First, considering two different components  $\mu_i$  and  $\mu_j$ , if  $\mu_i$  is peer of  $\mu_j$ , then they are at the same level. However the return is not true because components in the same level can have a null relationship. Such a property can be expressed as:

$$\begin{aligned} \forall \mu_i, \mu_j (i \neq j) \wedge RELATION(\mu_i, \mu_j) &= \text{peer} \\ \Rightarrow LEVEL(\mu_i) &= LEVEL(\mu_j) \end{aligned}$$

In the same way we can deduce properties for the cases where  $\mu_i$  has a superior or a subordinate relation regarding  $\mu_j$ . Note that in such cases  $\mu_i$  and  $\mu_j$  have to be in adjacent levels (we assume the highest level as level 1).

$$\begin{aligned} \forall \mu_i, \mu_j (i \neq j) \wedge RELATION(\mu_i, \mu_j) &= \text{superior} \\ \Rightarrow LEVEL(\mu_j) - LEVEL(\mu_i) &= 1 \end{aligned}$$

$$\begin{aligned} \forall \mu_i, \mu_j (i \neq j) \wedge RELATION(\mu_i, \mu_j) &= \text{subordinate} \\ \Rightarrow LEVEL(\mu_i) - LEVEL(\mu_j) &= 1 \end{aligned}$$

We are assuming that components can only set relations with components of their level or adjacent levels. Thus, the difference between their levels is 0 or 1:

$$\begin{aligned} \forall \mu_i, \mu_j (i \neq j) \wedge RELATION(\mu_i, \mu_j) &\neq \text{Null} \\ \Rightarrow |LEVEL(\mu_i) - LEVEL(\mu_j)| &\leq 1 \end{aligned}$$

Relationships inside a coalition are always between two components. Each relationship also defines a communication channel between the components so that they can exchange useful messages for the performance of their plans. Messages can be represented by the tuple  $\langle \mu_i, \mu_j, content \rangle$ , where  $\mu_i$  and  $\mu_j$  are the message sender and receiver respectively, and *content* could be instances of commands, goals, activities, feedback, facts and so on. The kind of relationship between  $\mu_1$  and  $\mu_2$  has influence on this communication, enabling or avoiding the sending of some types of message. For example, components that have a peer-peer relationship may not be able to exchange commands between them.

An option to describe a hierarchical coalition  $\Theta$  is to consider  $\Theta$  a composition of sub-coalitions. To this end, we can use the tuple  $\langle \mu_i, S_{[1..m]} \rangle$ , where  $\mu_i$  is a superior agent and  $S_{[1..m]}$  is a set of subordinates that can be formed by components ( $\mu_{[1..m]}$ ) or sub-coalitions ( $\Theta_{[1..m]}$ ). In this last case, each  $\Theta_i$  can recursively be decomposed in their components or sub-coalitions. For example, to represent the hierarchy of Figure 2.4 we have:

$$\begin{aligned} \Theta &= \langle \mu_1, [\Theta_1, \Theta_2, \Theta_n] \rangle \\ &= \langle \mu_1, [\langle \mu_2, [\mu_3, \mu_4, \mu_5] \rangle, \langle \mu_6, [\Theta_3, \Theta_4] \rangle, \langle \mu_m, [...] \rangle] \rangle \\ &= \langle \mu_1, [\langle \mu_2, [\mu_3, \mu_4, \mu_5] \rangle, \langle \mu_6, [\langle \mu_7, [\mu_9, \mu_{10}] \rangle, \langle \mu_8, [...] \rangle] \rangle, \langle \mu_m, [...] \rangle] \rangle \end{aligned}$$

Another practical way to represent sub-coalitions is to use the concept of *interaction zones*. Each interaction zone  $\Phi_i$  defines a group of agents that present a direct communication between them. For example, in Figure 2.4 we could define six interaction zones with their respective agents:  $\Phi_1 = \{\mu_1, \mu_2, \mu_6, \mu_m\}$ ,  $\Phi_2 = \{\mu_2, \mu_3, \mu_4, \mu_5\}$ ,  $\Phi_3 = \{\mu_6, \mu_7, \mu_8\}$ ,  $\Phi_4 = \{\mu_7, \mu_9, \mu_{10}\}$ ,  $\Phi_5 = \{\mu_8, \dots\}$  and  $\Phi_6 = \{\mu_m, \dots\}$ . Note that the sets of agents in each zone  $\Phi_i$  are always represented by one superior and one or more subordinates. In this way, the tuple  $\langle \mu_i, S_{[1..m]} \rangle$  can be applied to represent such sets as sub-coalitions. Considering this idea, we have the following sub-coalitions for each interaction zone:  $\Theta_{\Phi_1} = \langle \mu_1, [\mu_2, \mu_6, \mu_m] \rangle$ ,  $\Theta_{\Phi_2} = \langle \mu_2, [\mu_3, \mu_4, \mu_5] \rangle$ ,  $\Theta_{\Phi_3} = \langle \mu_6, [\mu_7, \mu_8] \rangle$ ,  $\Theta_{\Phi_4} = \langle \mu_7, [\mu_9, \mu_{10}] \rangle$ ,  $\Theta_{\Phi_5} = \langle \mu_8, [...] \rangle$  and  $\Theta_{\Phi_6} = \langle \mu_m, [...] \rangle$ . In brief, a general rule for a coalition  $\Theta = \langle \mu_i, S_{[1..m]} \rangle$  is:

$$\begin{aligned} \text{IF } S_{[1..m]} = \mu_{[1..m]} &\Rightarrow \Theta_{\Phi} = \langle \mu_i, [\mu_1, \dots, \mu_m] \rangle \\ \text{IF } S_{[1..m]} = \Theta_{[1..m]} &\Rightarrow \Theta_{\Phi} = \langle \mu_i, [Superior(\Theta_1), \dots, Superior(\Theta_m)] \rangle \end{aligned}$$

Using such a definition we can consider that a coalition has a number of interrelated sub-coalitions that are themselves hierarchically structured. Each sub-coalition is a stable intermediate form and can most of the time act without help from the complex structure. At this point we can apply the following function to return plans from a (sub)coalition:

- $PLAN(\Theta_i, p)$ , returns the (sub)plan of a (sub)coalition  $\Theta_i$  to a proposition  $p$ . The same function can be applied to return the plan of a component  $\mu_i$ .

Plans are intricately linked to the idea of levels so that components on the same level share a common degree of plan abstraction. The following property can be defined to relate plans of an upper level component with the plans of their subordinates:

$$\forall \langle \mu, S_{[1..m]} \rangle \quad PLAN(\mu, p) = \bigcup_{i=1}^m PLAN(S_i, p_i)$$

This property is important to corroborate, for example, the idea of enclosing planning problems inside the sub-coalition where they were generated. In this way, if  $PLAN(\langle \mu, s_{[1..m]} \rangle)$  has a problem,  $\mu$  must deal with such a problem together with its subordinates  $S_{[1..m]}$ . Only if this is not possible,  $\mu$  will report the problem to its superior.