Communicative Actions for Artificial Agents

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Abstract

This paper considers the semantics of the agent communication language KQML. By using this language for communication, agents will be able to request and provide services. Indeed, numerous projects have shown how the language can profitably support interoperation among distributed agents. However, before becoming a widely-accepted standard, it would be worthwhile to examine the language in detail, especially the semantical issues it raises. This paper identifies numerous difficulties with the language, and an attempt is made to point to their resolution. The paper illustrates the kind of semantics we believe to be necessary to characterize agent communication languages, identifies an important adequacy condition (compositionality) and shows how to compose a question from a request and an inform. Finally, the paper discusses possible impacts to be felt on various KQML decisions from the semantical issues raised here.

Keywords: Agent Communication Languages, KQML, speech acts

Introduction

A language for interagent communication should allow agents to enlist the support of others to achieve goals, to commit to the performance of actions for another agent, to monitor their execution, to report progress, success, and failure, to refuse task allocations, to acknowledge receipt of messages, etc. Crucially, a collection of agents needed to accomplish a task will frequently include humans who have delegated tasks to the agents, and/or humans who will be performing some of the work. As such, it is essential that the functions being offered by the communication language be common across the language of intelligent agents and the language that people will use to communicate with them.

It so happens that there is such a language, the language of "speech acts" (Austin 1962; Searle 1969), or more precisely, "illocutionary acts." Such actions include requesting, promising, offering, acknowledging, proposing, accepting, etc. Philosophers of language noted that human utterances are the observable byproduct of such actions, and moreover, that utterances may realize more than one such action simultaneously (such as being both an assertion and a request). AI researchers have modeled such actions as operators in planning systems (Allen & Perrault 1980; Appelt 1985; Bruce 1975; Cohen & Perrault 1979) and have developed logical frameworks for providing their semantics (Cohen & Levesque 1990c; Perrault 1990; Sadek 1991).

Recently, a number of researchers have proposed artificial languages based on speech act theory as the foundation for interagent communication (External Interfaces Working Group 1993; Labrou & Finin 1994; McCarthy 1989; Shoham 1993; Sidner 1994). The most elaborate and developed of these is KQML (External Interfaces Working Group 1993). In this language, agents communicate by passing so-called "performatives" to each other. KQML is offered to the agent community as an *extensible* language with an open-ended set of performatives, whose meaning is independent of the propositional content language (e.g., Prolog, first-order logic, SQL, etc.) However, the authors of KQML have yet to provide a precise semantics for this language, as is customary with programming languages.[1] Without one, agent designers cannot be certain that the interpretation they are giving to a "performative" is in fact the same as the one some other designer intended it to have. Moreover, the lack of a semantics for communication acts leads to a number of confusions in the set of reserved "performatives" supplied. Lastly, designers are left unconstrained and unguided in any attempt to extend the set of communication actions.

This paper claims that substantive confusions exist

[1] A first attempt has been made (Labrou & Finin 1994), but much work remains.

in the KQML specification that undermine its semantical basis. As an example of how semantics can be given to communicative actions, we propose adequacy criteria for a semantical treatment, and illustrate how our semantics of speech acts obeys them. Finally, we discuss the impact these analyses may have on various design decisions made in KQML.

Background: Performatives

In natural languages, a performative utterance is one that succeeds simply because the speaker *says* or *asserts* s/he is doing so. Usually, in English, such utterances arise in a first-person, present tense declarative utterance, often accompanied by "hereby", as in "I hereby request you to get off my foot." However, this is not always the case, and performatives can occur in the third person ("We request you to attend the marriage of our son", in the passive ("Passengers are requested to refrain from smoking"), and even brokered via third parties (as when a translator might say "The King requests you to remove your shoes.") The important commonality among these uses is that the action is performed by saying so. Essentially, the speaker is *asserting* that *this* utterance is a request, order, or whatever.

When does saying so make it so? There are a number of cases to be considered, but we only discuss one here (for a more complete discussion, see (Cohen. & Levesque 1990b)). Performative uses of illocutionary verbs succeed because, on our analysis, such verbs are defined as *attempts*. That is, the semantics of the illocutionary act is that the speaker is attempting to communicate his/her mental state. By asserting that s/he is doing so, the act succeeds in doing so because the speaker is taken to be an expert on his or her own mental state. In most cases, then, the listener will immediately assume the speaker is in the requisite mental state, and the act succeeds. (See (Cohen. & Levesque 1990b) for proofs of the relevant theorems.) Importantly, it should be noticed that many verbs, namely, perlocutionary verbs, *cannot* be used performatively. For example, in English, "I hereby convince you that your birthday is March 3" cannot be a performative utterance because one cannot be guaranteed that the listener will be convinced.

A second constraint to be observed is that some verbs are *self-defeating* when used performatively. For example, "I hereby lie to you that I took out the garbage" cannot be a successful lie. Our semantics shows logically why this cannot be so, and thus provides a model for the kinds of constraints that can apply on the formation of new performatives.

The problem of performatives for natural language speech act theories, then, is how an utterance in declarative mood, which looks like an assertion, can in fact (also) be something else, namely the act it names. That is, what is uttered appears to be something with a truth value. But most illocutionary acts, for example, requests, do not have a truth value. Rather, what has a truth value is the proposition that *this* utterance constitutes the named action.

KQML

Briefly, KQML is a communication language that has been designed to facilitate high-level cooperation and interoperation among artificial agents (External Interfaces Working Group 1993; Finin et al. 1994; Genesereth & Ketchpel 1994; Labrou & Finin 1994). Agents may range from simple programs and databases to more sophisticated knowledge-based systems. The language is proposed as a general-purpose standard for interagent communication (Labrou & Finin 1994), and is being used in a number of projects in the U.S.A. KQML offers an extensible set of so-called "performatives" that specify what kinds of communications agents can have with one another. Examples include ACHIEVE, ADVERTISE, ASK-IF, ASK-ALL, BROKER, DENY, ERROR, STREAM-ALL, TELL, UNACHIEVE. For example, the following is the description of the "performative" DENY, taken from (External Interfaces Working Group 1993):

```
deny
    :content  <performative>
    :language KQML
    :ontology <word>
    :in-reply-to <expression>
    :sender <word>
    :receiver <word>
```

> Performatives of this type indicate that the meaning of the embedded `<performative>` is *not* true of the sender. A `deny` of a `deny` cancels out.

Communicative actions such as these are considered performatives in the sense that "the message is intended to perform some action in virtue of being sent" (External Interfaces Working Group 1993, p. 4).

Coupled with KQML is a set of policies that dictate constraints on legal sequences of communication acts, which are enforced through some combination of constraints on KQML developers, agent developers, and specific modules (e.g., the conversation module (Labrou & Finin 1994)). These policies induce a set of interagent conversation patterns using the communication actions.

Critique of KQML as an agent communication language

We have identified three general difficulties with the draft KQML specification (External Interfaces Working Group 1993).

Ambiguity and vagueness. The meaning of the reserved or standard performatives is rather unclear. Performatives are given English glosses, which often are vague or ambiguous. For example, given that the definition of DENY says that the embedded performative is not true of the speaker, if an agent DENYS a TELL, does that mean the agent did not TELL earlier, or does not believe what is being said now? A close reading of this definition reveals another confusion lurking — it says that what agents deny is a performative, and it is no longer *true* of the speaker. This implies that performatives *do* in fact have truth values, and are not actions after all. If so, then the semantic type of a performative is most likely a proposition. We therefore return to the problem of natural language performative utterances, namely how the uttering of an expression with a truth value constitutes the performance of an action. Actually, we do not believe this interpretation is intended by the authors of KQML. Rather, the definition of DENY, as well as those of many other "performatives," are simply miscast. However, given that other performatives are defined in terms of DENY, such as UNREGISTER and UNTELL, it is no small error.[2]

Misidentified performatives. KQML labels as performatives actions that should be the argument of a directive speech act, e.g., requesting. For example, ACHIEVE is glossed in English as a request to get the addressed agent to make something true. But, the formalism omits the request. Accordingly, it is an error to include acts such as ACHIEVE, BROKER, STREAM-ALL as performatives because an agent cannot execute another agents' actions or satisfy another agent's goals, merely by saying so (i.e., sending a message). In fact, the relevant performative should be a directive act (e.g., a request).

In summary, there are really only two types of speech acts discussed in the draft specification for KQML, the directive and assertive. Semantics of these actions has been given in great detail elsewhere (Cohen & Levesque 1990c; Sadek 1991), and will be briefly discussed below.

Missing performatives. Although KQML offers an extensible language, a most important class of communication actions seems to be missing entirely — the commissives, which commit an agent to a course of action. The prototypical example of a commissive is promising; other examples include accepting a proposal, and agreeing to perform a requested action. Without these actions, it is hard to see how any multiagent system could work robustly. Whenever an agent is busy and cannot immediately execute a requested action, the requesting agent would be blocked, as it has no reason to believe that it can proceed, and that an answer will be forthcoming. The requesting agent cannot even receive a confirmation that its requested action has been accepted by a given agent, as there are no acceptances in the language.[3]

Some researchers have suggested that the language does not need commissive performatives. Rather, it is argued that a TELL that the sender *will* do an action *A* should suffice. We believe there are numerous problems with this suggestion. First, the logical form of this TELL is essentially that of a prediction — the sender is asserting what *will* be true in the future. When a prediction fails, it is open to the agent merely to say "well, I was wrong," and to revise its beliefs. This is simply too weak. Someone who proposes marriage and hears the performative "I assert that I will marry you (eventually)" in response is unlikely to rent a wedding hall.[4] A commitment, however, would be cause for celebration — the agent is supposed to *make* it true, to screen out incompatible options, to track its success, etc. (Bratman 1987; Cohen & Levesque 1990a).

The second option is to approximate a commitment with an agent's telling what *it* will do. The only way this can succeed is if we insist that agents do not come to this conclusion in any way other than by having a commitment/intention. Otherwise, the agent may fall victim to the "Little Nell" problem (Cohen & Levesque 1990a; McDermott 1982) in which the agent never forms the intention to act because it already believes the action will happen. But, if the conclusion that the agent eventually acts

[2]Labrou and Finin (Labrou & Finin 1994) propose a different definition of `Deny`, in which the senders essentially states that it does not believe a proposition. According to this semantics, the language of KQML has changed dramatically, to include embedded propositions instead of embedded performatives.

[3]We are aware that numerous researchers are attempting to add new performatives, many in the commissive class. Our point is that the basic language should provide the generic commissive speech act, which other agent designers should specialize for their needs.

[4]The addition of 'eventually' here is logically unnecessary, but serves to draw the distinction more clearly.

arises because the agent is committed, why not have the agent just say so?

The third difficulty with trying to avoid commitment by issuing a TELL of what the sender will do, is that acknowledging this special case would violate the KQML design decision of having the performatives be independent of the content language. Here, one would have to stipulate special rules for contents of the apppropriate form (i.e., a future operator applied to the agent's actions).

It appears to us that KQML is underspecified, and in need of a semantical treatment to clarify what in fact agents and agent designers are supposed to mean by performing communicative actions. This lack of a semantics has not gone unnoticed, as Labrou and Finin (Labrou & Finin 1994) have attempted an initial semantics using a simple pre/post-condition analysis of speech acts, loosely based on Searle and Vanderveken's multidimensional semantics (Searle & Vanderveken 1985). We have discussed elsewhere (Cohen & Levesque 1990c) problems with this type of semantics, specifically that much of what is stipulated can be derived. As an example, of the *kind* of semantics we believe is called for, we review our analysis of speech acts, which is appropriate to both human and artificial agents. Although we provide semantics in terms of mental states, the agents themselves need not reason using these attitudes, but need only behave according to the principles they entail.

We begin by giving an abbreviated description of our analysis of rational action upon which we erect a theory of speech acts. The theory is cast in a modal logic of belief, goal, action, and time. Further details of this logic can be found in (Cohen & Levesque 1990a). Then, we show how the speech acts of requesting and informing compose, using as an example, the asking of a yes-no question.

Abbreviated theory of rational action

Syntax

The language we use has the usual connectives of a first-order language with equality, as well as operators for the propositional attitudes and for talking about sequences of events: (BEL x p) and (GOAL x p) say that p follows from x's beliefs or goals (a.k.a choices) respectively; (BMB x y p) says that x believes that p is a mutual belief with y; (AGT x e) says that x is the only agent for the sequence of events e; $e_1 \leq e_2$ says that e_1 is an initial subsequence of e_2; and finally, (HAPPENS a) and (DONE a) say that a sequence of events describable by an action expression a will happen next or has just happened, respectively.

An action expression here is built from variables ranging over sequences of events using the constructs of dynamic logic: a;b is action composition; a|b is nondeterministic choice; a||b is concurrent occurrence of a and b; p? is a test action; and finally, a* is repetition. The usual programming constructs such as IF/THEN actions and WHILE loops, can easily be formed from these. Because test actions occur frequently in our analysis, yet create considerable confusion, read p?;a as "action a occurring when p holds," and for a;p?, read "action a occurs after which p holds." We use e as a variable ranging over sequences of events, and a and b for action expressions.

We adopt the following abbreviations:

$(\mathsf{DONE}\ x\ a) \stackrel{\text{def}}{=} (\mathsf{DONE}\ a) \wedge (\mathsf{AGT}\ x\ a)$.

$(\mathsf{HAPPENS}\ x\ a) \stackrel{\text{def}}{=} (\mathsf{HAPPENS}\ a) \wedge (\mathsf{AGT}\ x\ a)$.

$(\mathsf{AFTER}\ a\ p) \stackrel{\text{def}}{=} (\mathsf{HAPPENS}\ a;p?)$

$\Diamond p \stackrel{\text{def}}{=} \exists e\ (\mathsf{HAPPENS}\ e;p?)$.

$(\mathsf{LATER}\ p) \stackrel{\text{def}}{=} \neg p \wedge \Diamond p$.

$\Box p \stackrel{\text{def}}{=} \neg\Diamond\neg p$.

$(\mathsf{PRIOR}\ p\ q) \stackrel{\text{def}}{=} \forall c\ (\mathsf{HAPPENS}\ c;q?) \supset \exists a\ (a \leq c) \wedge (\mathsf{HAPPENS}\ a;p?)$.

The proposition p will become true no later than q.

$(\mathsf{KNOW}\ x\ p) \stackrel{\text{def}}{=} p \wedge (\mathsf{BEL}\ x\ p)$.

Individual Commitments and Intentions

To capture one grade of commitment that an agent might have toward his goals, we define a persistent goal, P-GOAL, to be one that the agent will not give up until he thinks certain conditions are satisfied. Specifically, we have

Definition 1 *Internal Commitment:*
$(\mathsf{P\text{-}GOAL}\ x\ p\ q) \stackrel{\text{def}}{=}$
(1) $(\mathsf{BEL}\ x\ \neg p)\ \wedge$
(2) $(\mathsf{GOAL}\ x\ (\mathsf{LATER}\ p))\ \wedge$
(3) $[\mathsf{KNOW}\ x\ (\mathsf{PRIOR}\ [(\mathsf{BEL}\ x\ p) \vee (\mathsf{BEL}\ x\ \Box\neg p) \vee (\mathsf{BEL}\ x\ \neg q)]\ \neg[\mathsf{GOAL}\ x\ (\mathsf{LATER}\ p)]])]$.

That is, the agent x believes p is currently false, chooses that it be true later, and knows that before abandoning that choice, he must either believe it is true, believe it never will be true, or believe q, an escape clause (used to model subgoals, reasons, etc.) is false.

Intention is a kind of persistent goal in which an agent commits to having done an action, in a particular mental state.[5]

Definition 2 *Intention:*
$(\mathsf{INTEND}_1\ \mathsf{x}\ \mathsf{a}\ \mathsf{q}) \stackrel{\mathrm{def}}{=}$
$(\mathsf{P\text{-}GOAL}\ \mathsf{x}\ [\mathsf{DONE}\ \mathsf{x}\ (\mathsf{BEL}\ \mathsf{x}\ (\mathsf{HAPPENS}\ \mathsf{a}))?;\mathsf{a}]\ \mathsf{q})$.

Intending to do an action a or achieve a proposition p is a special kind of commitment (i.e., persistent goal) to having done the action a or having achieved p. However, it is not a simple commitment to having done a or e;p? for that would allow the agent to be committed to doing something accidentally or unknowingly. Instead, we require that the agent be committed to arriving at a state in which he believes he is about to do the intended action next.

This completes a brief discussion of the foundational theory of intention and commitment. Next, we proceed to define the communicative actions.

Illocutionary Acts as Attempts

Searle (Searle 1969) points out that an essential condition for a request is that the speaker be attempting to get the addressee to perform the requested action. We take this observation one step further and define all illocutionary acts as attempts, hence defined in terms of the speaker's mental states. Attempts involve both types of goal states, GOAL (merely chosen) and INTEND (chosen with commitment):

Definition 3 $\{\mathsf{ATTEMPT}\ \mathsf{x}\ \mathsf{e}\ \Psi\ \Phi\} \stackrel{def}{=}$
$[(\mathsf{GOAL}\ \mathsf{x}\ (\mathsf{LATER}\ \Psi))\ \wedge$
$(\mathsf{INTEND}_1\ \mathsf{x}\ \mathsf{e};\Phi?\ (\mathsf{GOAL}\ \mathsf{x}\ (\mathsf{LATER}\ \Psi)))]?;\mathsf{e}$

That is, an attempt to achieve Ψ via Φ is a complex action expression in which x is the agent of event e and just prior to e, the agent chooses that Ψ should eventually become true, and intends that e should produce Φ relative to that choice. So, Ψ represents some ultimate goal that may or may not be achieved by the attempt, while Φ represents what it takes to make an honest effort.[6]

Adequacy Criteria for a Semantics for Communicative Actions

In Cohen and Perrault (Cohen & Perrault 1979) we provided a strong adequacy criterion for theories of human speech acts, namely compositionality. Speech acts that take actions as arguments, such as requests, should be able to take other speech acts as arguments. Moreover the appropriateness and success conditions of the composite communicative act should be based on those of the elementary ones. Thus, yes-no and wh-questions should be correctly handled as composite speech acts, with the proper semantics derived from both request and inform (Cohen & Perrault 1979; Perrault & Allen 1980; Sadek 1991). Similarly, a request should properly embed a request to an intermediating agent (Cohen & Perrault 1979), and provide reasonable conditions on the knowledge of the intermediating agent about the ultimate recipient. Appropriateness conditions that arise include whether or not the intermediating agent has to believe the recipient can in fact do the requested action. Intuitively, if the original request is simply forwarded to a named recipient, the answer should be "No." However, if the middle agent (i.e., facilitator) is supposed to *recruit* an agent to satisfy a request directed at no one in particular, then the answer should be "Yes."

Below we provide a semantics for illocutionary acts that provides such compositionality. For space considerations, we consider only the case of a yes/no question. We first define speech acts that are appropriate to both human and software agents, and then we discuss where the two kinds of communicative actions may diverge.

Definitions of Request and Inform

Illocutionary acts (IAs) are modeled as complex action expressions in the dynamic logic. Essentially, an IA is an event performed in the "right" circumstances, namely when the agent is *attempting* to achieve a certain type of effect — to communicate its mental state.

To characterize a request or, for that matter, any illocutionary action, we must decide on the appropriate formulas to substitute for Φ and Ψ in the definition of an attempt. We constrain illocutionary acts to be those in which the speaker is committed to *understanding*, that is, to achieving a state of BMB that he is in a certain mental state. Moreover, we will for now adopt the strong assumption that agents that are part of the network are in fact sincere, although the semantics provided does not depend on sincerity. Our definition of sincerity from (Cohen & Levesque 1990c) is:

Definition 4 *Sincerity —*
$(\mathsf{SINCERE}\ \mathsf{x}\ \mathsf{y}\ \mathsf{p}) \stackrel{def}{=}$
$\forall \mathsf{e}\ (\mathsf{GOAL}\ \mathsf{x}\ (\mathsf{HAPPENS}\ \mathsf{x}\ \mathsf{e};\ (\mathsf{BEL}\ \mathsf{y}\ \mathsf{p})?))\ \supset$
$(\mathsf{GOAL}\ \mathsf{x}\ (\mathsf{HAPPENS}\ \mathsf{x}\ (\mathsf{KNOW}\ \mathsf{y}\ \mathsf{p}))?)$

In other words, agent x is sincere to y about p if whenever x wants y to come to believe p, x wants y to come to know p.

Below is a definition of a speaker's requesting an addressee to achieve α, where α is an action expression containing a free variable e'. The idea is that requesting α is requesting the action to be performed for some value of the free variable. For example, a request to

[5] In (Cohen & Levesque 1990a), we define two types of intention, those to do actions and those to achieve propositions

[6] In a more adequate analysis, there should be a stronger relationship, say contingent causality, between Φ and Ψ.

perform the action {ClosedWindow?;e';OpenWindow?} is a request to open the window. Complete definitions and an extensive justification of the various conditions can be found in (Cohen & Levesque 1990c).

Definition 5 {REQUEST spkr addr e α} $\stackrel{\text{def}}{=}$

{ATTEMPT spkr e $\exists$e' (DONE addr α)
[BMB addr spkr
(GOAL spkr $\exists$e'
[$\Diamond$(DONE addr α) $\wedge$
(INTEND$_1$ addr α
(GOAL spkr
[$\Diamond$(DONE addr α) $\wedge$
(HELPFUL addr spkr)]))])]}

That is, event e is a request if it is an attempt at that time to get the addressee to do α, while being committed to making public that the speaker wants (a) that α be done, and (b), that the addressed party should intend to achieve it relative to the speaker's wanting it and relative to the addressee's being helpfully disposed towards the speaker.[7] This means that the addressee is allowed to "get off the hook" if the speaker changes its mind about desiring the action α done.

The illocutionary act of informing can be defined as an attempt get the addressee to know that some proposition is true:

Definition 6 {INFORM spkr addr e p} $\stackrel{\text{def}}{=}$
{ATTEMPT spkr addr e
(KNOW addr p)
[BMB addr spkr
(P-GOAL spkr
(KNOW addr (KNOW spkr p)))]}

So an inform is defined as an attempt in which to make an "honest effort," the speaker is committed to making public that he is committed to the addressee's knowing that he knows p. That is, just like a request, the speaker is committed to the addressee's knowing what mental state he is in. Although he is committed to getting the addressee to believe something about his *goals*, what he hopes to achieve is for the addressee to come to know p.

At this point in our analysis of human speech acts, utterance events were characterized as producing a BMB that the speaker is in the mental state characterized by the mood indicators in the utterance (e.g, imperative or declarative). However, the general framework for artificial agents differs somewhat from our analysis of the human case Our notion of an attempt included a commitment to making an "honest effort," which requires an agent to overcome obstacles to successful delivery and understanding of the message. Let us assume that the KQML framework, with its routers and matching of content languages between the sending and receiving agents, functions as specified. We therefore make the further assumption that the second condition in the attempt, the one the agent is committed to, in fact becomes true after the act.[8]

Semantics for a Yes-No Question

Using these speech acts, it is now easy to characterize a yes-no question. We simply use the following action expression (suggested in (Sadek 1991)):

{REQUEST spkr addr e
{INFORM addr spkr e' p} | {INFORM addr spkr e' $\neg$p}}

That is, using the nondeterministic choice operator (a disjunction for actions), we have a request for the addressee to either inform the speaker that p or inform the speaker that $\neg$p.[9] Notice that we have not needed to postulate a new species of inform, namely INFORMIF as done in (Allen & Perrault 1980; Cohen & Perrault 1979), or ASK-IF in KQML.

Now, among the various felicity conditions for use of this composite action, we need to identify the sincerity condition. We show that in x's asking the question to y whether or not p, the asking agent, is in the following mental state:

(GOAL x $\Diamond$(Know x p) $\vee$ (Know x $\neg$p))

Theorem 1 *Questions:*
(Done x {REQUEST x y e
{INFORM y x e' p} | {INFORM y x e' $\neg$p} }) $\supset$
(GOAL x $\Diamond$[(KNOW x p) $\vee$ (KNOW x $\neg$p)]) .

Proof Sketch:
Given what was discussed above, we assume that the network has in fact functioned as designed, and that the requesting event has been observed, understood, and its reception acknowledged by the receiver. Thus, we assume that

(BMB y x
(GOAL x
$\exists$e'[$\Diamond$(DONE y α) $\wedge$
(INTEND$_1$ y α
(GOAL x [$\Diamond$(DONE y α) $\wedge$

[7] A *command* speech act would be identical to a request except that instead of involving helpfulness, the intent would be relative to some sort of authority relationship between the speaker and the addressee. 'Helpfulness' is defined in (Cohen & Levesque 1990a).

[8] Note that we could derive conditions under which it comes true, as in (Cohen & Levesque 1990a).

[9] The case of "I don't know" would handled by the need to discharge the standing joint intention (Cohen & Levesque 1991) that underlies the agent architecture, namely that agents jointly intend to interact.

$(\mathsf{HELPFUL\ y\ x})]))]))$
where α is $\{\mathsf{INFORM\ y\ x\ e'\ p}\} \mid \{\mathsf{INFORM\ y\ x\ e'\ \neg p}\}$

That is, the receiver y thinks it is mutually believed that the sender x wants y to inform x that p or inform x that ¬p, and to intend to do so relative to x's desires and y's helpfulness.

Let us consider only the first conjunct of the BMB, namely that the speaker wants α to be done. What follows applies to each case separately, embedded within the (GOAL x ◇ ...). Specifically, we consider next the performance of α, after which the following holds:

$$[\mathsf{BMB\ x\ y\ (P\text{-}GOAL\ y\ [KNOW\ x\ (KNOW\ y\ p)])}] \vee$$
$$(\mathsf{BMB\ x\ y\ (P\text{-}GOAL\ y\ [KNOW\ x\ (KNOW\ y\ \neg p)]))}$$

Because knowledge entails truth,

$$\models [\mathsf{KNOW\ x\ (KNOW\ y\ p)}] \supset [\mathsf{KNOW\ x\ p}]$$

therefore, we have

$$[\mathsf{BMB\ x\ y\ (P\text{-}GOAL\ y\ [KNOW\ x\ p]} \wedge \mathsf{[KNOW\ y\ p])]}\ ,$$

and analogously for informing that p is false.

Now, not only was the "honest effort" condition true, but by the definition of attempting, it was also intended. Therefore, the above condition was intended after e'. In other words, we have, roughly,

$$(\mathsf{INTEND_1\ y\ e'};\ ([\mathsf{BMB\ x\ y\ (P\text{-}GOAL\ y\ (KNOW\ x\ p))}] \vee [\mathsf{BMB\ x\ y\ (P\text{-}GOAL\ y\ (KNOW\ x\ \neg p))}]\ )?\ \ldots)$$

Assuming agent y is sincere, we conclude that

$$(\mathsf{INTEND_1\ y\ e'};\ ([\mathsf{KNOW\ x\ (P\text{-}GOAL\ y\ (KNOW\ x\ p))}] \vee [\mathsf{KNOW\ x\ (P\text{-}GOAL\ y\ (KNOW\ x\ \neg p))}]\ ))\ ,$$

because a sincere y would not intend for x to believe something falsely. Furthermore, our analysis of the relationship between (P-GOAL y q) and ◇q (described in Theorem 4.5 in (Cohen & Levesque 1990a, p. 239) indicates that this conclusion can be drawn provided that y remains competent about q (i.e., whenever y comes to believe q, it is correct), and y does not drop its goal to achieve q believing it never will be true. Thus, if we assume y does not come to the conclusion that (KNOW x p) lightly, and does not come to the conclusion that x will never know that p, x will eventually come to know that p. Hence, we derive that
$(\mathsf{KNOW\ x\ \Diamond[\ (KNOW\ x\ p)} \vee \mathsf{(KNOW\ x\ \neg p)]})$,
which entails $\Diamond[(\mathsf{KNOW\ x\ p}) \vee (\mathsf{KNOW\ x\ \neg p})]$.[10]

[10] Now that we have moved back to the level that analyzes what x has chosen, we note that the assumptions that gate the conclusion of ◇p from the persistent goal are actually chosen conditions. That is, the x is choosing that y be competent about x's knowing p, and chooses that y does not drop its goals too soon.

Given that these conclusions were drawn within the operator (GOAL x ◇ ...), we reach the conclusion that the requestor in fact wants to know whether or not p.□

Summary

We have shown how one can determine the sincerity condition of a composite communicative action by combining the definitions of the composed acts.[11] Similar kinds of analyses can be performed for other composed performatives, of which KQML offers many. For example, the so-called ACHIEVE performative should be analyzed as a REQUEST to achieve p, or in our framework, a request to do an e such that ¬p?;e;p?. To model the contract net protocol (Smith & Davis 1988), a BID action first needs to be defined, after which one can analyze REQUEST for BID.

As a last example, a proper semantics should distinguish among various kinds of requests, such as requests to REQUEST, and BROKER, RECRUIT, and FORWARD (in KQML). A third-party request involves one agent's requesting another to then request a third agent to perform an action (Cohen & Perrault 1979). Because of the semantics we have given, the middle agent will need to have various beliefs and goals about the ultimate recipient. In KQML, a REQUEST to FORWARD differs from a REQUEST to RECRUIT in that the first requires the requestor to know what agent should receive the forwarded action. The second requires the recipient to find an agent to perform the requested action, at the same time requesting that agent to perform the action. Thus, FORWARD would seem to be more specific than RECRUIT. But, in the KQML draft specification, RECRUIT is described as an instance of FORWARD, differing only in the originating agent's specifying the ultimate agent. It would seem, then, that a semantics should provide a common definition, differing only in the scope of a quantifier into a modal operator (if that is how one represents "knowing who".) However, the REQUEST to RECRUIT also shares with the REQUEST to REQUEST the effect that the ultimate recipient is asked to perform some action. Thus, perhaps RECRUIT should be a species of REQUEST. Finally, to complicate matters further, FORWARD seems not to be a species of REQUEST in that an agent can FORWARD a message without the agent's having any beliefs or goals regarding the receiver's subsequent actions. Thus, there are arguments that RECRUIT is a species of FORWARD, and vice-versa, and is also a species of REQUEST, but FORWARD is not a species of REQUEST. To clarify these definitions, one needs to define FORWARD and RECRUIT formally, and perform the compositions with

[11] Compare with the stipulations of (Labrou & Finin 1994).

REQUEST. Moreover, only with a formal semantics can one define precisely what is meant by 'being a species of'.

The point of providing a semantics for a composed action is only to illustrate how a semantics such as ours may be helpful in analyzing communicative acts. There is no recommendation here being made that agent designers should use this semantics, or any semantical treatment, for analyzing their systems. Rather, the KQML community needs to know that the language *has* a semantics, and that a strong foundation is present upon which to build.

Impact on KQML Design Decisions

Two major decisions have influenced the design of KQML, namely extensibility and content independence. Given that we have questioned the nature of the basic KQML elements (i.e., performatives), what impact will this critique have on those decisions?

Extensibility

By allowing the set of performatives to be extended, KQML requires developers to carry the burden of ensuring that agents know how to behave with these new communication actions. Unfortunately, developers are given no guidance on how to formulate new performatives. Merely providing a new label does not ensure that the act does anything new. Moreover, without a true semantics, it is difficult to rule out incoherent and/or self-defeating definitions.

As the language currently stands, the directive force of most performatives is implicit in the semantics. Therefore, developers need to implement correctly that implicit directive force for each new action of this class. Moreover, those new speech acts need to enter into old and new agent conversation patterns correctly. For example, the designer needs to understand how it is that requests are acknowledged, committed to, discharged, etc. Rather than have to reimplement separate interaction patterns for each of the new actions, the relevant conversation patterns should only be defined once, and then all species of that class should inherit the basic structure.

Content Independence

In the interest of modularity, KQML handles the communicative actions independently of the content language. This decision can be maintained so long as the content language does not allow any attitude operators (so far, attitude operators are allowed). If BEL, GOAL, INTEND, etc. are allowed in the content language, then agents can easily send self-defeating speech acts to one another, causing undefined behavior. For example, an agent x could TELL a message expressing Moore's paradox, namely, $(p \wedge \neg(\mathsf{BEL}\ x\ p))$. To generalize, an agent could say both that it requests an act, and that it does not want the act done, etc. Thus, agents could deny the sincerity conditions or preparatory conditions (Searle 1969) of the relevant speech act. Without a semantics, this may not be detectable by an agent designer. It is unlikely, however, that the agent architecture could detect such semantic anomalies automatically.

A disadvantage of content independence is that it prevents the content from being checked for compatibility with the speech act type. For example, directives employ have future actions, and actions that are promised should be only those to be performed by the promising agent.

Conclusion

KQML has shown its versatility in supporting agent architectures as a viable computational paradigm. However, the language is still in need of a more precise definition and semantics before agent designers can be confident that their contributions rest on solid foundations. In particular, commercial uses of agent architectures will at some point emerge, and it will be important for legal as well as technical reasons to be able to show that agents correctly performed according to their specifications and those of the language. We believe a semantics something like the one illustrated here will be necessary as part of this effort.

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