

The Gap Between BDI Agents and Semantic Hypermedia and What We Can Do About It

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INTRODUCTION

Integrating Intelligent Agents and the Web has a renewed interest in the last years thanks to:

- **Semantic Web**
- **Web of Things (WoT)**
- **Hypermedia Multi-Agent System (hMAS)**
- LLM-based **Agentic AI** interacting with Web APIs

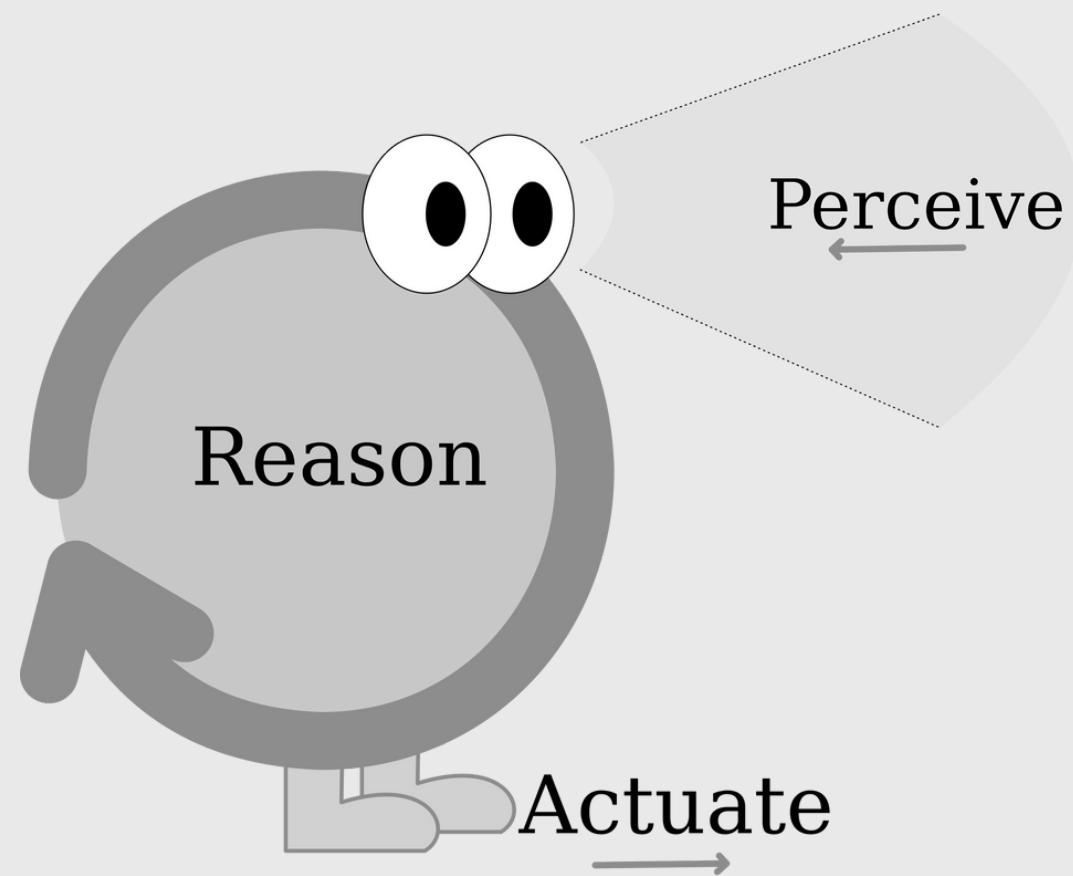


WHY BDI?

Despite new Agentic approaches being promising, **cognitive models** like BDI retain:

- **controllability** and **predictability**
- **logic reasoning** on semantic resources
- exploitation of existing **APIs**
- **explainable** behavior

BELIEFS, DESIRES, INTENTIONS (BDI) AGENTS



- **Beliefs:** agent's mental state + perception from environment
- **Desires:** motivational state of the system
- **Intentions:** deliberative state of the agent



- **Plans:** selected by **deliberation** process to pursue desires
- **Actions:** execution of one step of the selected plan

THE GAP

	Reference Logic Model	Possible Actions
BDI Agents	Logic Programming	Pre-defined
Semantic Web	Description Logic	Discovered at Runtime

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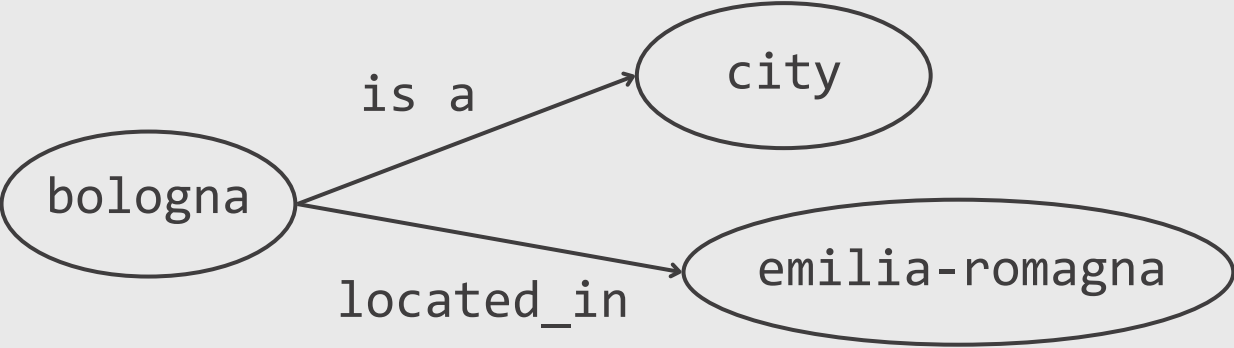
↑
Gap 1
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Gap 2
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GAP 1 ANALYSIS:

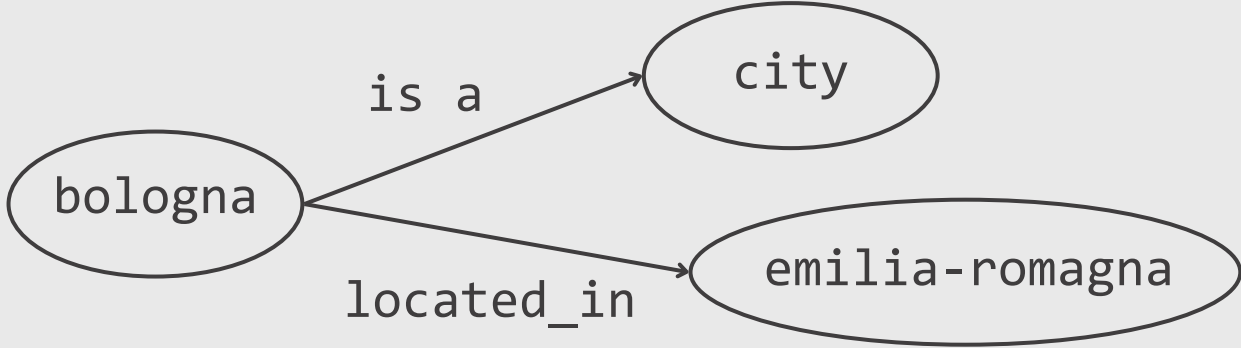
SYNTACTICAL DIFFERENCES

BDI Agents	Semantic Hypermedia
Definite clauses	RDF Triples
<pre>is(bologna, city). located_in(bologna, emilia-romagna).</pre>	 <pre>graph LR; bologna((bologna)) -- "is a" --> city((city)); bologna -- "located_in" --> emilia-romagna((emilia-romagna));</pre>



GAP 1 ANALYSIS:

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GAP 1 ANALYSIS:

ONTOLOGICAL INFERENCE

BDI Agents	Semantic Hypermedia
Definite clauses are NOT meant for being accessed remotely	OWL Ontologies standardize knowledge across hypermedia documents
Agent A: <code>is(bologna, city).</code> Agent B: <code>city(bologna)</code>	<code>@prefix hh: <http://example.org/cities#> .</code> <code>:bologna a ct:City .</code>



GAP 1 ANALYSIS:

QUERYING

BDI Agents	Semantic Hypermedia
Selective Linear Definite clause resolution	SPARQL
<code>?- located_in(X, emilia_romagna), city(X).</code>	<pre>SELECT ?city WHERE { ?city a ct:City ; ct:locatedIn ex:EmiliaRomagna . }</pre>



GAP 2 ANALYSIS:

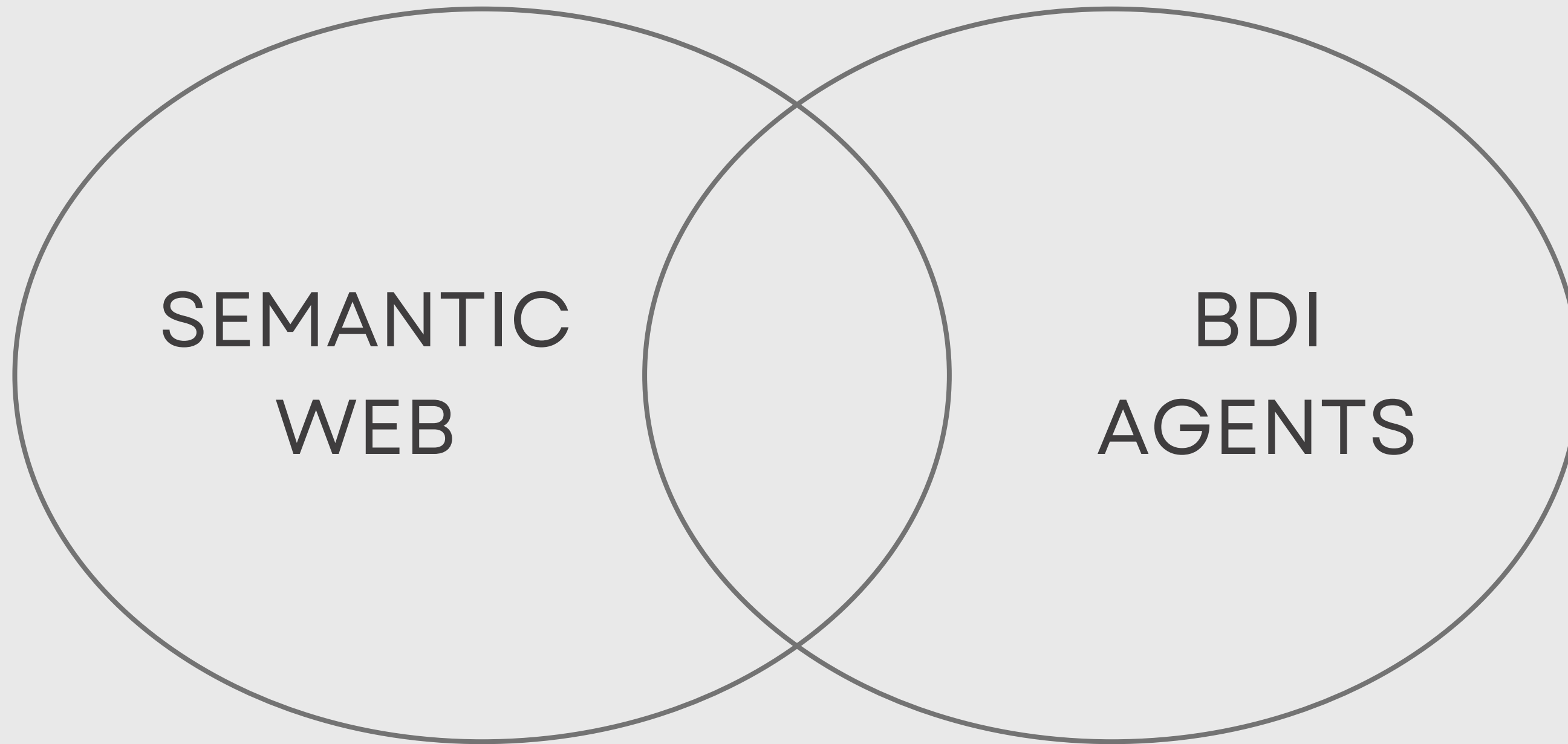
ENVIRONMENT

BDI Agents	Semantic Hypermedia
Close	Open
Predefined set of plans that anticipates the relevant possible settings an agent may encounter and provides plans to handle them.	Agents may discover new affordances while navigating through the hypermedia environment (HATEOAS)

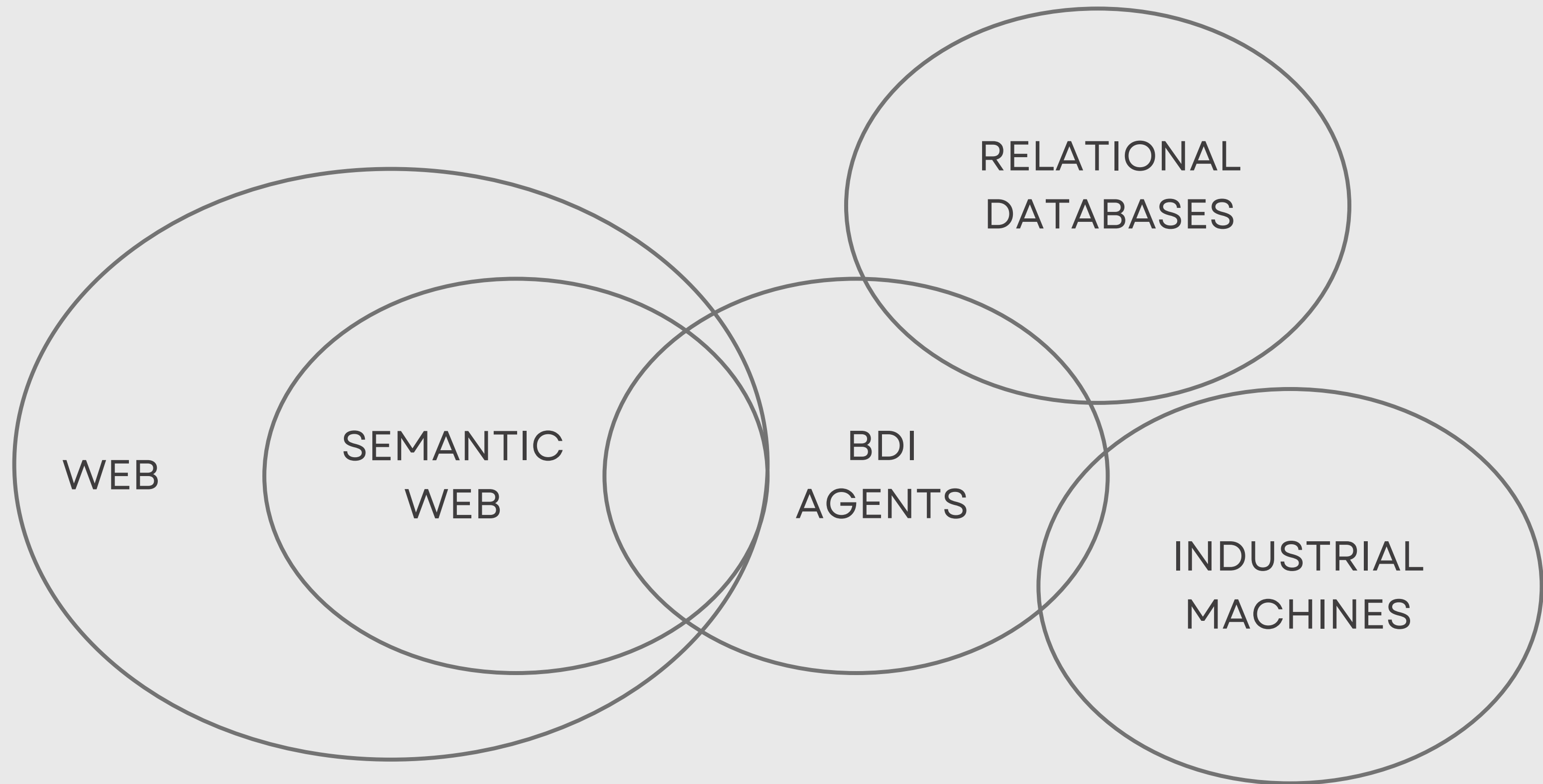
INTEGRATION REQUIREMENTS

1. **Direct manipulation of** RDF and OWL **triples** in the agent's belief base
2. **Ontological inference** for deliberation (e.g., plan selection and execution)
3. **Querying** the belief base via **SPARQL**
4. Ability to exploit **affordances** discovered in the environment to dynamically **adapt** the agents' plans.

ZOOMING OUT



ZOOMING OUT



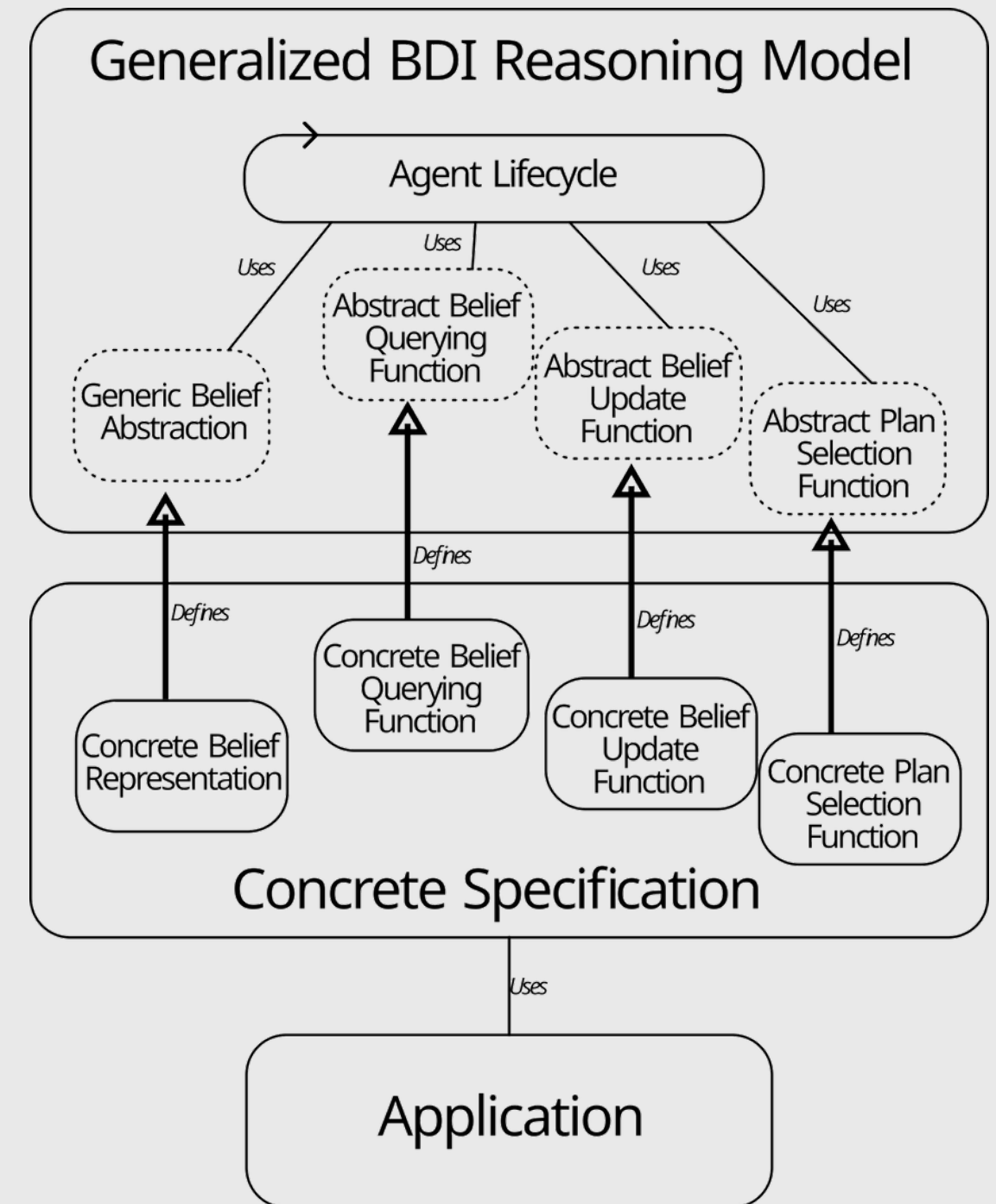
PROPOSAL

- A **generic BDI interpreter** decoupling:
 - knowledge representation
 - knowledge manipulation
- Decoupling Logic constructs from BDI is complex, because they are deeply intertwined.
 - Each specialization of the generic BDI interpreter would rely on a custom **matching** strategy

PROPOSAL

Layered Architecture:

- **Layer 1:** common implementation of BDI agent *deliberation* process *agnostic* to how beliefs and goals are represented and manipulated.
- **Layer 2:** provides belief and goal representations and *matching* operations.
- **Layer 3:** application layer, defined to tackle some specific use case.



WHAT ABOUT ADAPTABILITY?

If you're staying for the main conference check out:

M454 Exploiting GenAI for Plan Generation in BDI Agents

Giovanni Ciatto, Gianluca Aguzzi, Riccardo Battistini, Martina Baiardi, Samuele Burattini and Alessandro Ricci

Multi-Agent System #4

Wednesday, October 29th - 11am

📍 Turchese

The image features abstract line art in the top-left and bottom-left corners. These elements consist of numerous thin, dark grey lines that curve and sweep across the page, creating a sense of movement and depth. The lines are more densely packed in some areas, forming soft, cloud-like shapes, while in others, they are more sparse and delicate.

THANK YOU
