

Rule-based Contextual Reasoning in Ambient Intelligence

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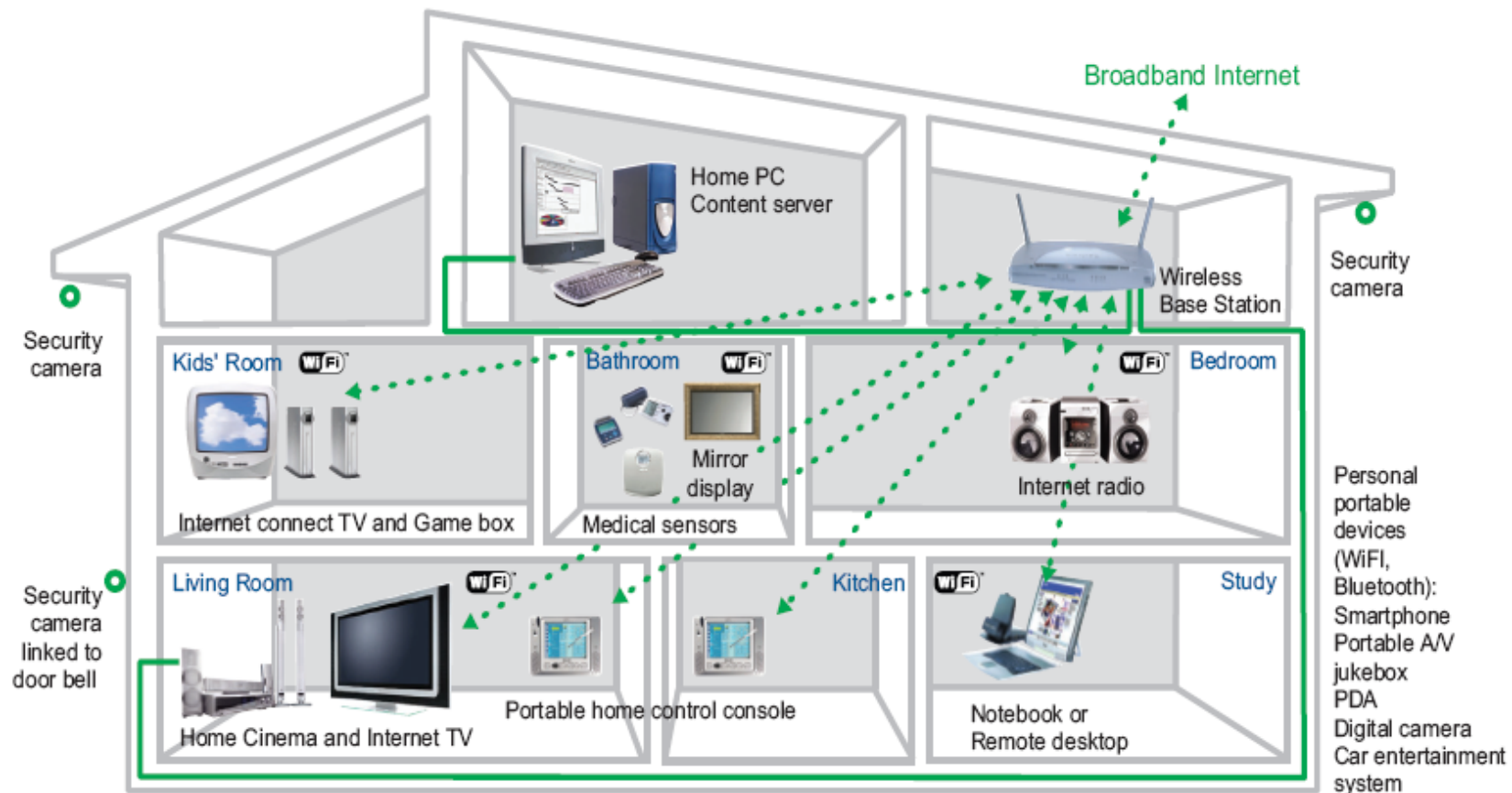
Dem@Care Summer School on Ambient Assisted Living
Chania, Crete, September 2013

Outline

- **Context and Contextual Reasoning in Ambient Intelligence**
- A Centralized Reasoning Framework
- R-CoRe – A Distributed Approach
- Centralized vs. Distributed Reasoning
- Open Problems

Ambient Intelligence

- **Goal:** Transform our living and working environments into smart spaces
- **Requirement:** Augment environments with sensing, computing, communication and reasoning capabilities



Context

Context is any information that can be used to characterize the situation of an entity. An entity is a person, place or object that is considered relevant to the interaction between a user and application, including the user and applications themselves

[Dey and Abowd, 1999]

Context Representation

- **Key-value models**
 - Service: list of attributes in a key-value manner
- **Markup scheme models**
 - XML-based
- **Graphical models**
 - UML like
- **Object oriented models**
 - Context data encapsulated in data objects
- **Logic-based models**
 - First Order Logic, Logic Programming
- **Ontology-based models**
 - Based on Description Logics

Contextual Reasoning

■ Aims

- ❑ Inference of high-level context knowledge
- ❑ Consistency checking
- ❑ Context-aware decision making

■ Challenges

- ❑ Imperfect context information
- ❑ Heterogeneous entities
- ❑ Highly dynamic and open environments
- ❑ Distributed context information
- ❑ Unreliable wireless communications
- ❑ ...restricted by the range of transmitters

Contextual Reasoning (cont'd)

■ Approaches

- Ontological reasoning
 - DL rules used to derive implicit knowledge
 - + Natural integration with ontology model
 - Limited reasoning capabilities
- Rule-based reasoning
 - More expressive rule languages
 - FOL, Logic Programming, Defeasible Logic
- Probabilistic reasoning
 - Explicit model uncertainty, confidence values, causal relationships
 - + Rich expressive capabilities
 - High complexity

Rule-based Contextual Reasoning

■ Benefits

- ❑ Simplicity & Flexibility
- ❑ Formality
- ❑ Expressiveness
- ❑ Modularity
- ❑ High-level abstraction & Information hiding
- ❑ Integration with ontology languages

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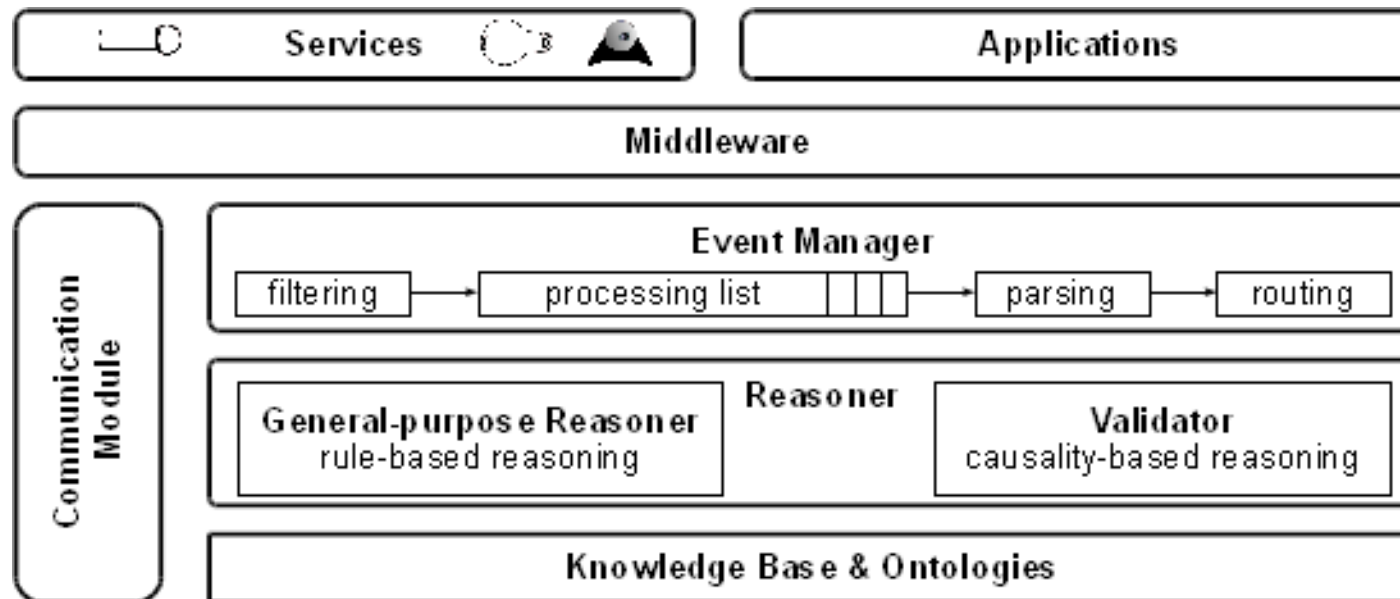
Aims & Architecture

- Part of a large-scale Ambient Intelligence facility developed for the needs of the ICS-FORTH **Ambient Intelligence Programme**



- **Design Goals**

- efficient representation, monitoring, dissemination of context
- reasoning about the available information
- context-aware decisions



Rule Types

■ Inference rules

- Triggered by new assertions in the KB
- Assert new relations in the KB

■ Action rules

- Reactive (to events) or Triggered (by assertions in the KB)
- Assert new relations in the KB
- Determine and send commands for actions

■ Rule Scheme (ECA)

```
event (E) , /* received from middleware and added as fact in KB */  
precondition (C1) , ..., precondition (Ck) /* relations in KB */  
-> action (A1) , ..., action (An) /* functions for KB update or  
commands for actions sent to middleware */
```

Special Features

■ Seamless Interaction

- Adjust services to user's context
- Achieved through
 - Sensing – keep track of user's context
 - high-level context inference – identify state / situation
 - context-aware reasoning – situation-based policies

■ Vast amount of context information

- Context Classification
- Context Segmentation

■ Inconsistency Resolution

- Conflicts due to competing policies
- Priority-based rule classification

Outline

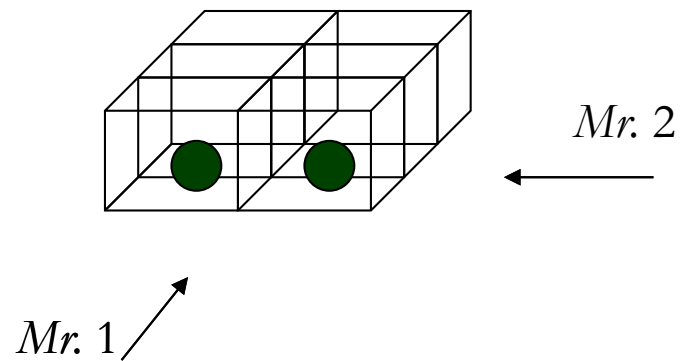
- Context and Contextual Reasoning in Ambient Intelligence
- A Centralized Reasoning Framework
- **R-CoRe: A Distributed Approach**
- Centralized vs. Distributed Reasoning
- Demo

Features & Underlying Technologies

- **R-CoRe**: A **R**ule-based **C**ontextual **R**easoning Platform for Aml
- Developed with SnT Luxembourg for the needs of the **CoPAInS** (**C**onviviality and **P**rivacy in **A**mbient **I**ntelligence **S**ystems) project
 - Funded by FNR Luxembourg
- **Main Features**
 - **Distributed**
 - **Rule-based**
 - **Non-monotonic**
 - **Preference-based conflict resolution**
 - **Dynamic & Adaptive**
- **Underlying technologies**
 - **Multi-Context Systems**
 - **Contextual Defeasible Logic (CDL)**
 - **Kevoree**

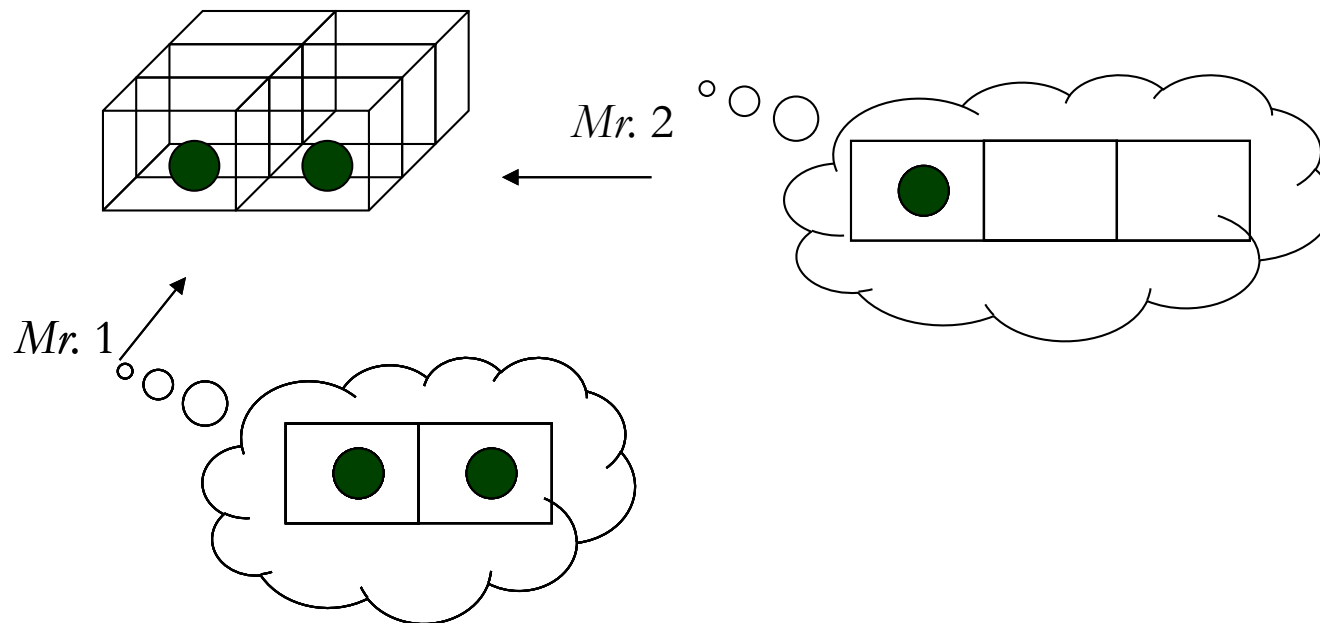


Multi-Context Systems: The *magic box* example

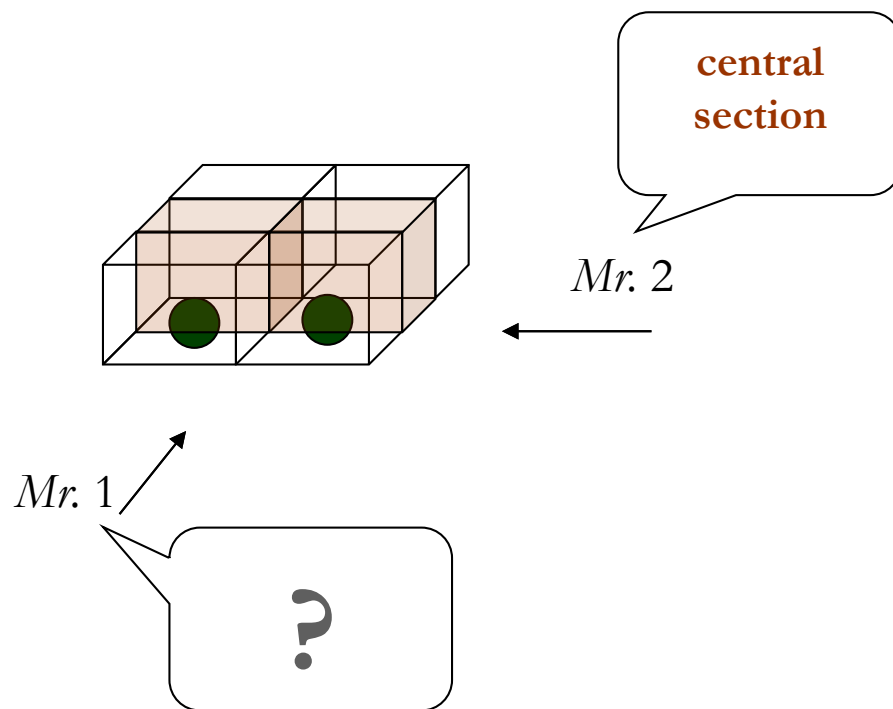


Multi-Context Systems: The *magic box* example

- None of the observers can make out the depth of the box

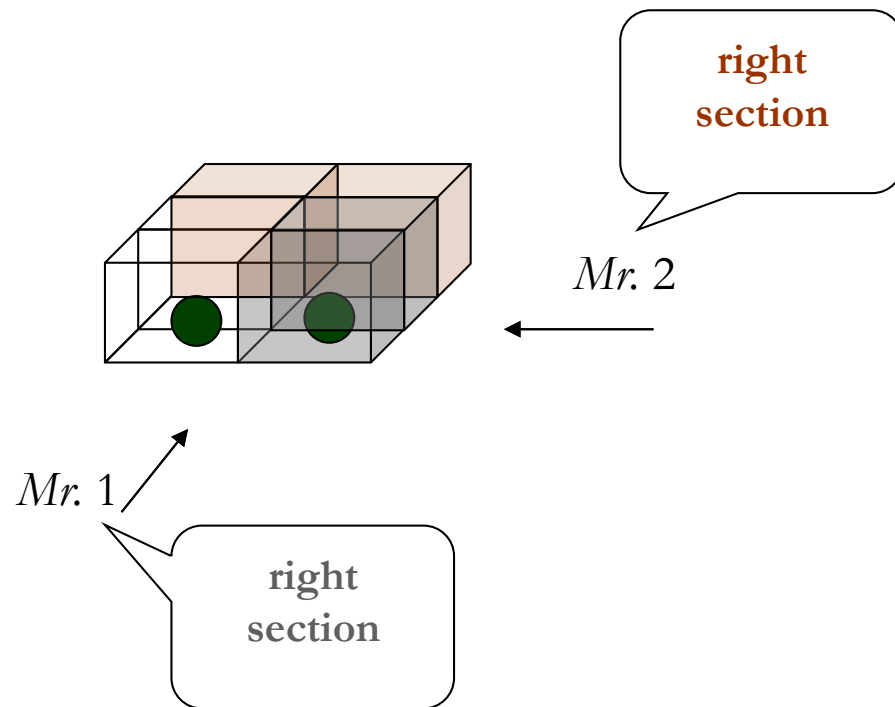


Multi-Context Systems: The *magic box* example



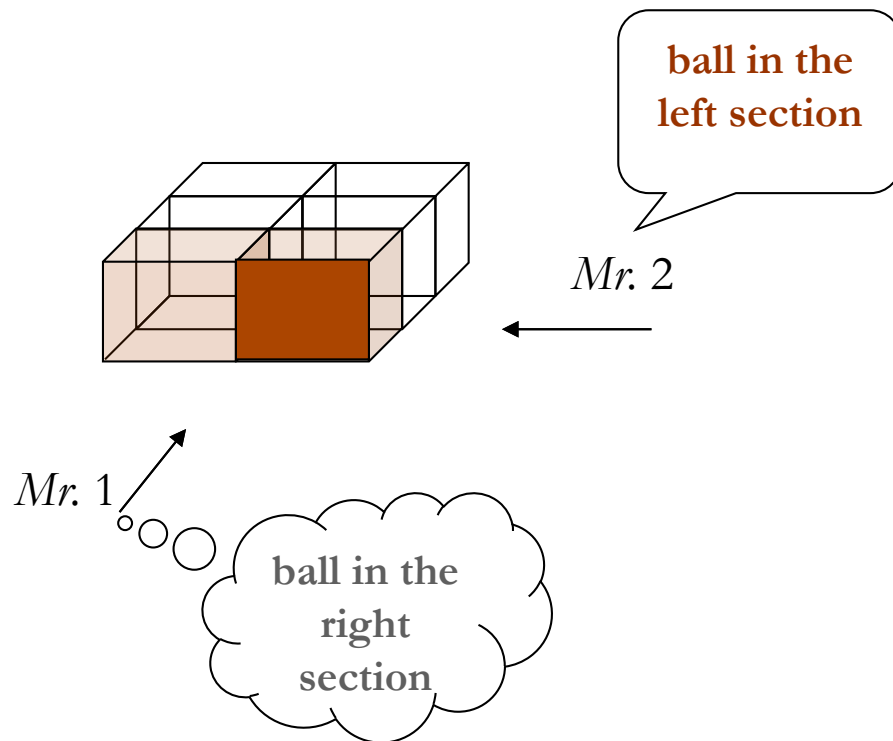
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Multi-Context Systems: The *magic box* example



- None of the observers can make out the depth of the box
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- Mr. 1 and Mr. 2 may use common concepts but interpret them in different ways

Multi-Context Systems: The *magic box* example



- None of the observers can make out the depth of the box
- Mr. 1's beliefs may regard concepts that are meaningless for Mr.2 and vice versa
- Mr. 1 and Mr. 2 may use common concepts but interpret them in different ways
- The observers may have partial access to each other's beliefs about the box.

Multi-Context Systems: Intuitions and Model

■ Context

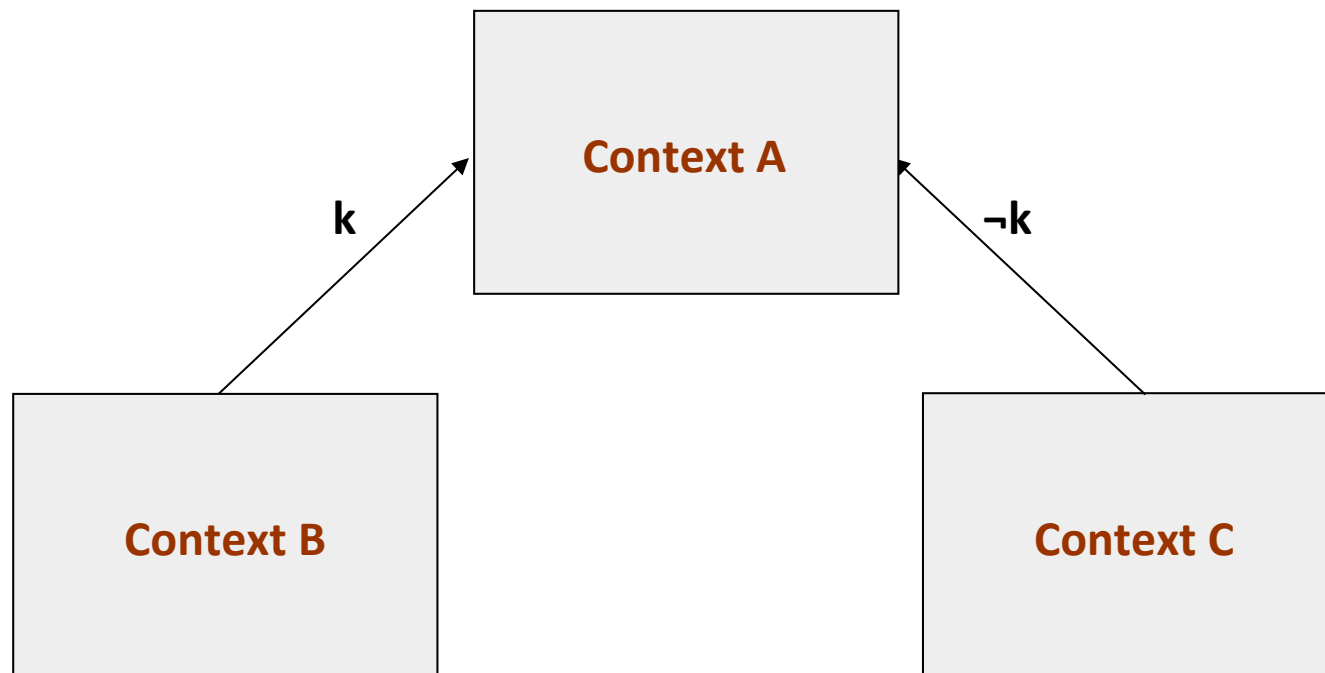
- A **partial** and **approximate** theory of the world from some individual's **perspective**
- A logical theory – a set of axioms and inference rules

■ Multi-Context Systems

- **Distributed context theories** connected through **mappings** that enable information flow between different contexts
- Mappings modeled as inference rules with premises and consequences in different contexts

Nonmonotonic MCS

- MCS enriched with **nonmonotonic** features to handle imperfections, e.g. incomplete knowledge, inconsistencies



Contextual Defeasible Logic

A Defeasible MCS \mathcal{C} is a collection of contexts C_i

Each context C_i is a tuple (V_i, R_i, T_i)

- V_i : vocabulary used by C_i
- R_i : set of rules
- T_i : preference ordering on \mathcal{C}

V_i : a set of literals of the form $a, \neg a$

Contextual Defeasible Logic (cont'd)

Three types of rules in R_i

- Strict local rules

$$r_i^s : (c_i : a^1), \dots, (c_i : a^{n-1}) \rightarrow (c_i : a^n)$$

- Defeasible local rules

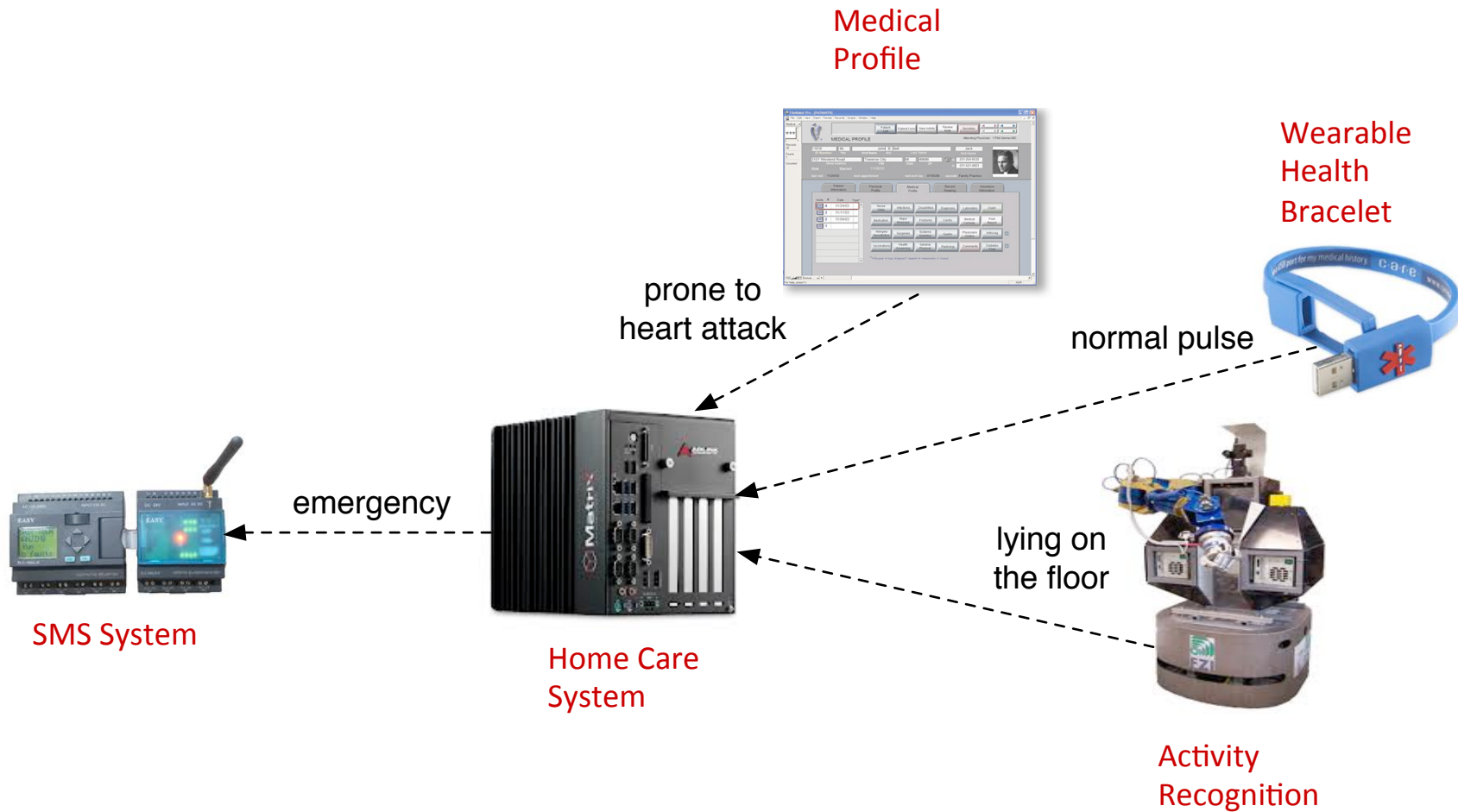
$$r_i^d : (c_i : a^1), \dots, (c_i : a^{n-1}) \Rightarrow (c_i : a^n)$$

- Mapping rules

$$r_i^m : (c_j : a^1), \dots, (c_k : a^{n-1}) \Rightarrow (c_i : a^n)$$

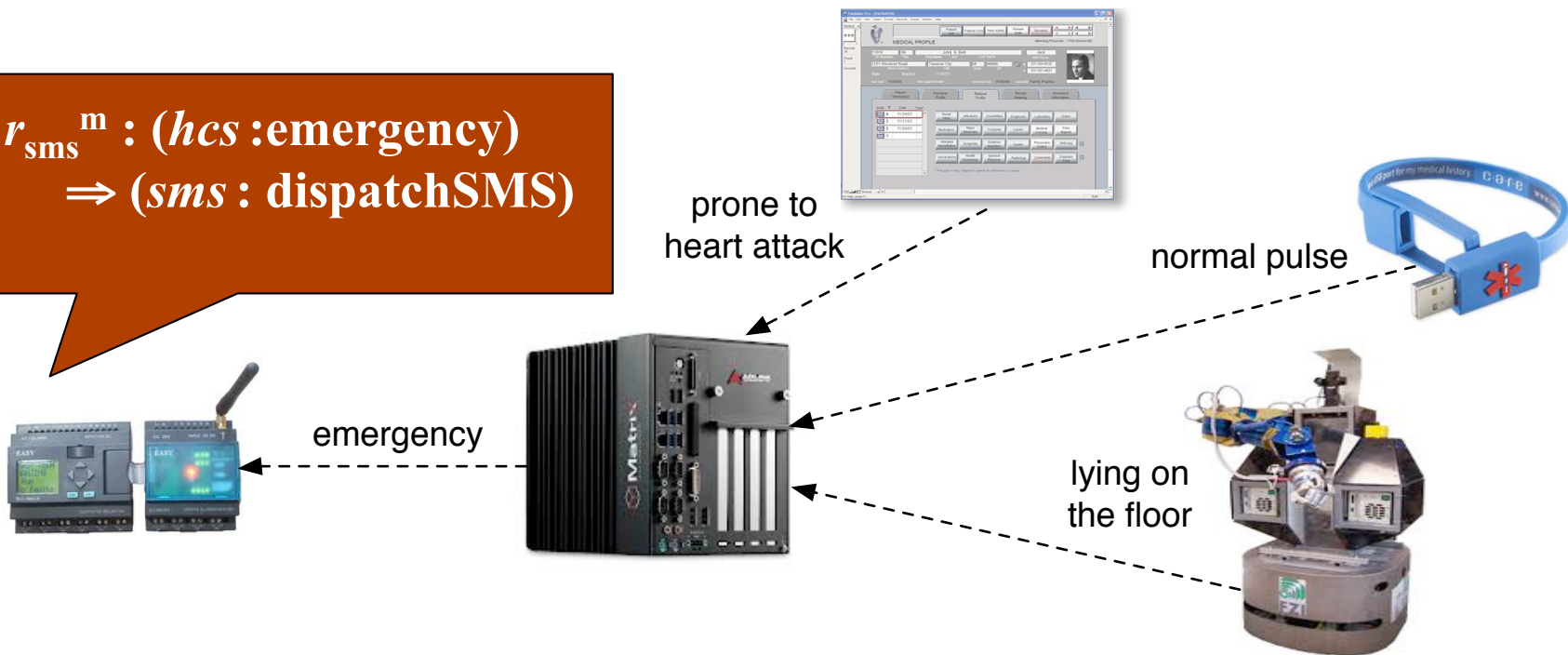
T_i is a partial preference ordering on C
modeled as a Directed Acyclic Graph

AAL Example Scenario



Example Scenario in CDL terms

$r_{\text{sms}}^m : (\text{hcs} : \text{emergency})$
 $\Rightarrow (\text{sms} : \text{dispatchSMS})$



Example Scenario in CDL terms

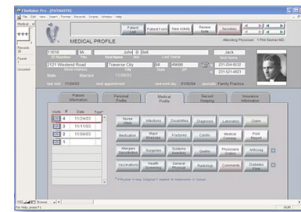
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emergency



prone to heart attack



normal pulse



lying on the floor



$r_{\text{hcs}}^{m1} : (\text{br} : \text{normalPulse})$
 $\Rightarrow (\text{hcs} : \neg \text{emergency})$
 $r_{\text{hcs}}^{m2} : (\text{arm} : \text{lyingOnFloor}), (\text{med} : \text{proneToHA})$
 $\Rightarrow (\text{hcs} : \text{emergency})$

Example Scenario in CDL terms

$r_{med}^1 : \rightarrow (med : proneToHA)$

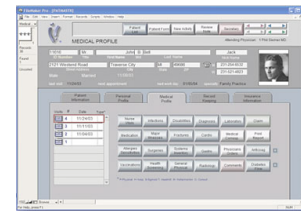
$r_{sms}^m : (hcs : emergency)$
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Example Scenario in CDL terms

$r_{med}^1 : \rightarrow (med : proneToHA)$

$r_{br}^1 : \rightarrow (br : normalPulse)$

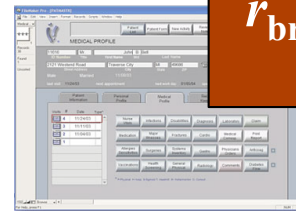
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Example Scenario in CDL terms

$r_{med}^1 : \rightarrow (med : proneToHA)$

$r_{br}^1 : \rightarrow (br : normalPulse)$

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prone to heart attack

normal pulse

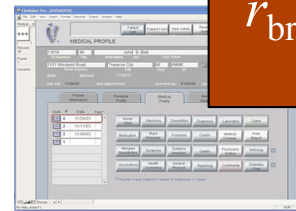
emergency

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$r_{hcs}^{m1} : (br : normalPulse)$
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 $\Rightarrow (hcs : emergency)$

$r_{arm}^1 : \rightarrow (arm : lyingOnFloor)$



Distributed Query Evaluation

- When a context receives a query for one of its local literals q
 - Evaluates answer based on local knowledge
- If not possible
 - Collects relevant information from other contexts through mappings
 - Checks applicability of rules *for* and *against* q
 - Evaluates answer based on
 - Applicable rules
 - Preferences

Example Scenario: Query Evaluation

$r_{med}^1 : \rightarrow (med : proneToHA)$

$r_{br}^1 : \rightarrow (br : normalPulse)$

$r_{sms}^m : (hcs : emergency)$
 $\Rightarrow (sms : dispatchSMS)$

prone to heart attack

normal pulse

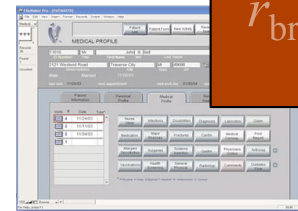
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$r_{arm}^1 : \rightarrow (arm : lyingOnFloor)$



Example Scenario: Query Evaluation

$r_{med}^1 : \rightarrow (med : proneToHA)$

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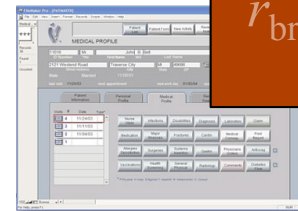
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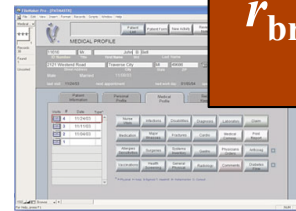
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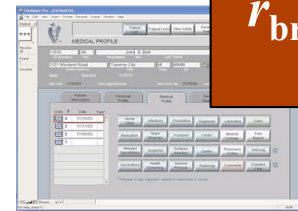
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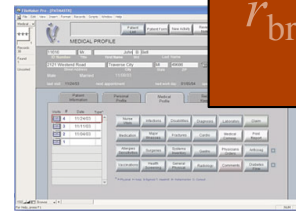
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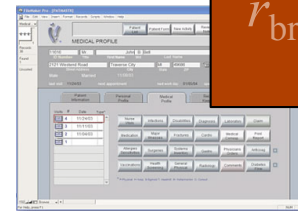
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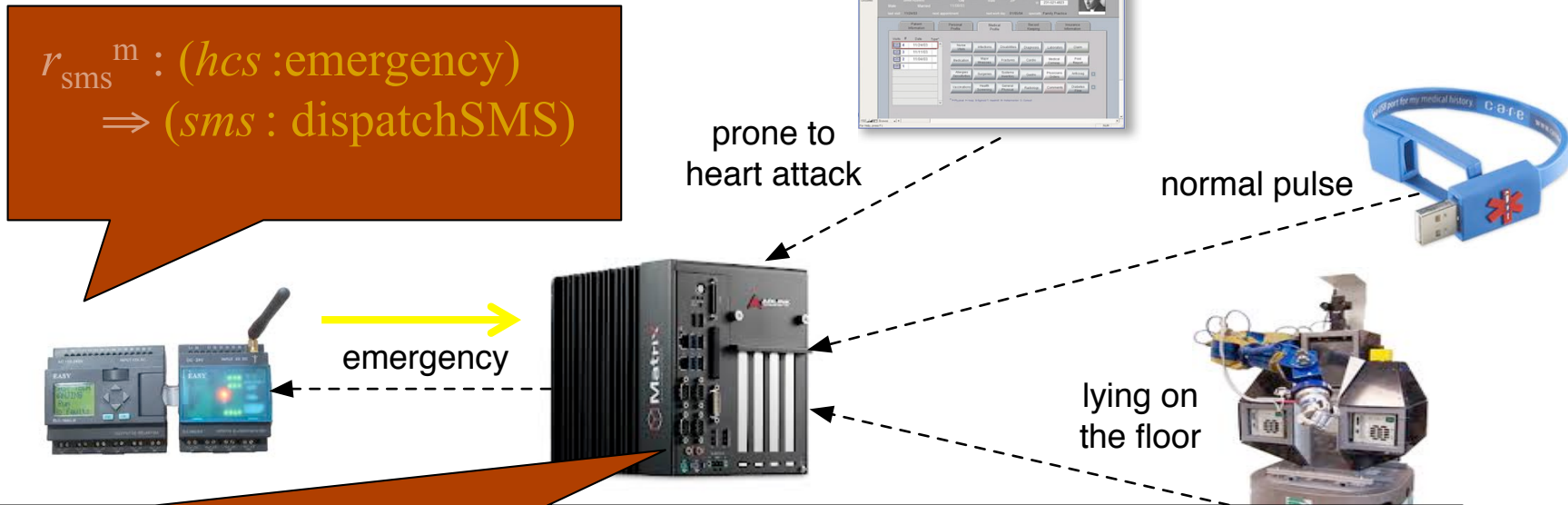
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Example Scenario: Query Evaluation



$r_{\text{sms}}^m : (hcs : \text{emergency})$
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 $r_{\text{hcs}}^{m2} : (arm : \text{lyingOnFloor}), (med : \text{proneToHA}) \quad T_{\text{hcs}} = [med, arm, br]$
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Example Scenario: Query Evaluation

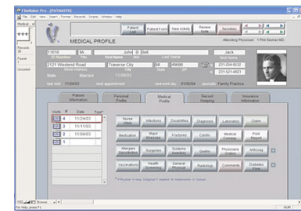
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← emergency



prone to heart attack



normal pulse



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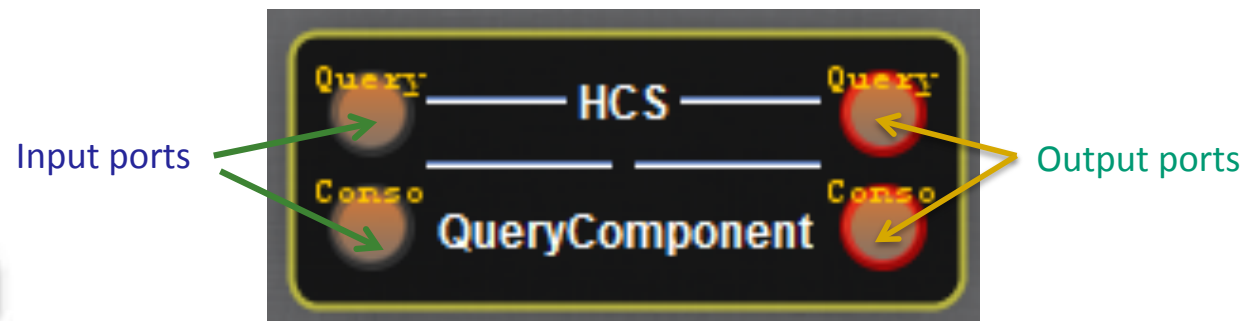


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Kevoree

- **Open source project available at: www.kevoree.org**
 - ❑ Enables distributed reconfigurable software development
 - ❑ Any sensor, software application, web service can be represented as a **component** (with I/O) in Kevoree
 - ❑ The set of services/applications offered by a single entity (e.g. device) is represented as a Kevoree **node**
 - ❑ **Channels** represent different types of communication among components (TCP/IP, email, SMS, etc.)

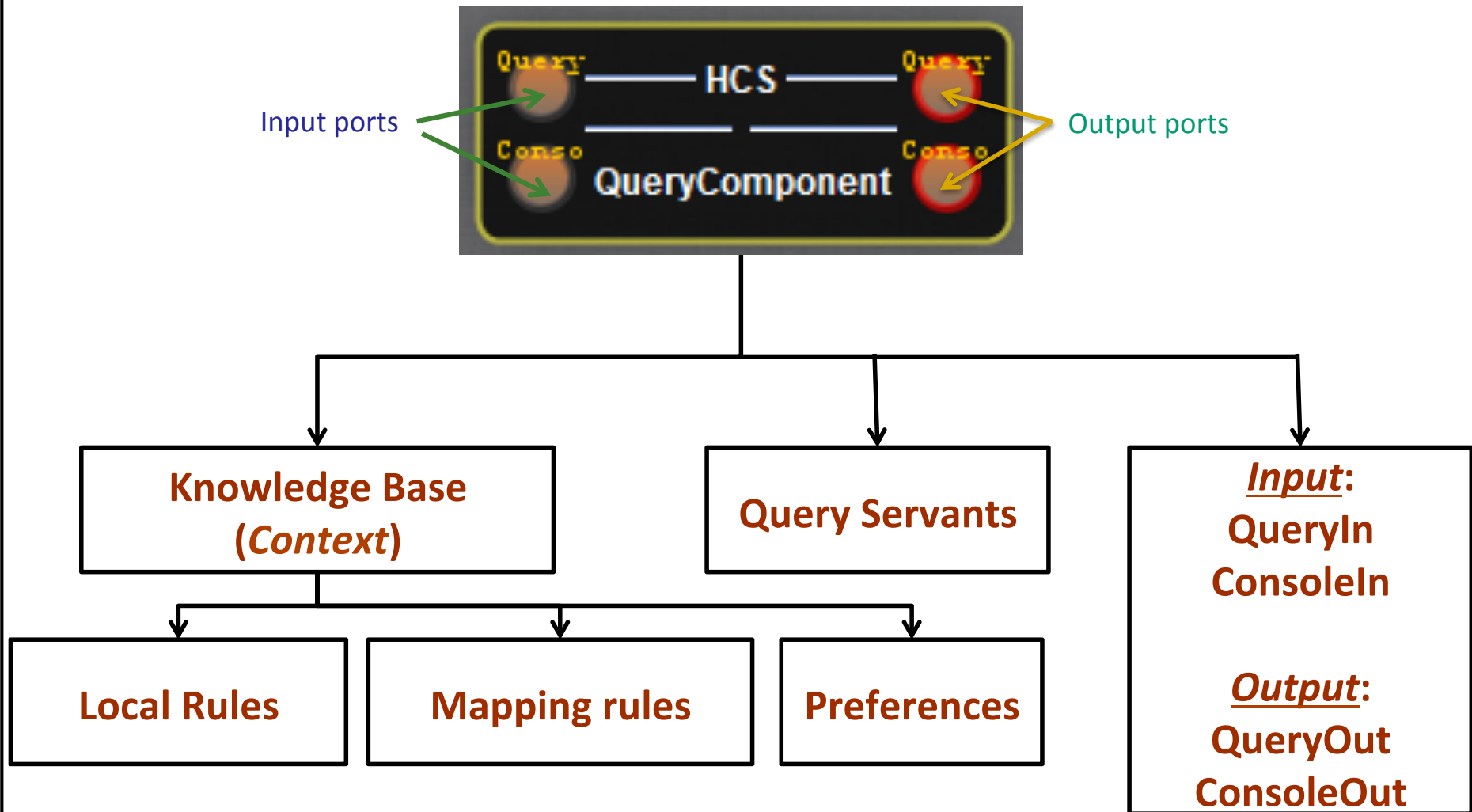


A Kevoree component

Kevoree in R-CoRe

- Each entity (mobile computing device) is implemented as a Kevoree node.
- Each context is implemented as a Kevoree component.
- Kevoree channels enable exchange of information (messages) between different components.
- Kevoree's adaptive and auto-discovery capabilities enable detecting new nodes and adapting to any context changes.

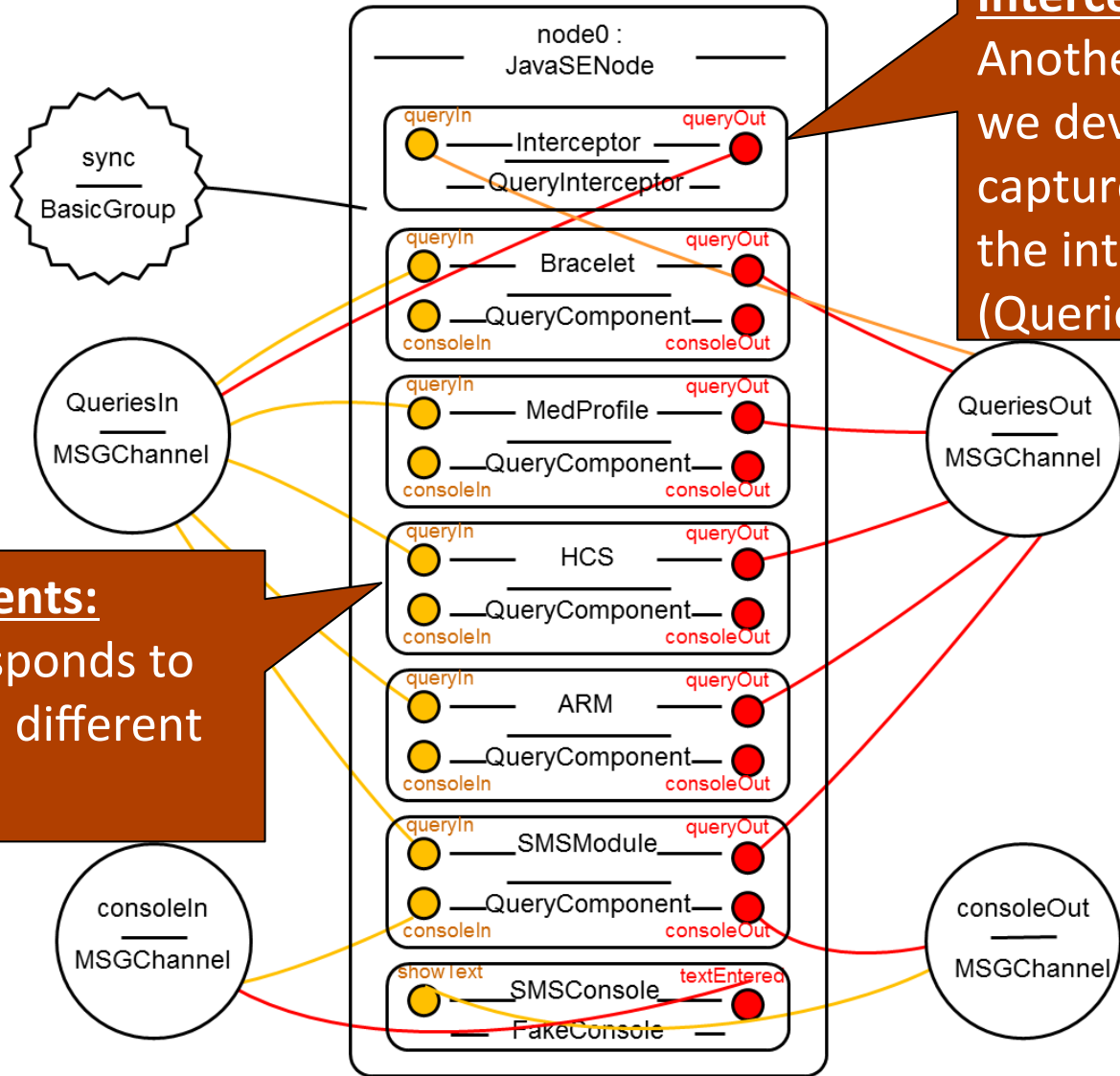
R-CoRe Architecture



Example Scenario: in R-CoRe terms

Interceptor:
Another component we developed to capture and display all the interactions (Queries/responses)

Query components:
Each one corresponds to the context of a different entity



Example Scenario: in R-CoRe terms (cont'd)

File Name	File contents
smsModuleKB.txt	M1: (hcs:emergency) \rightarrow (sms:dispatchSMS)
BraceletKB.txt	L1: \rightarrow (br:normalPulse)
MedProfileKB.txt	L1: \rightarrow (med:proneToHA)
ArmKB.txt	L1: \rightarrow (arm:lyingOnFloor)
HCSKB.txt	M1: (br:normalPulse) $\Rightarrow \neg$ (hcs:emergency) M2: (arm:lyingOnFloor), (med:proneToHA) \Rightarrow (has:emergency)
HCSPref.txt	med, arm, br

Rule bases and preferences in the example scenario

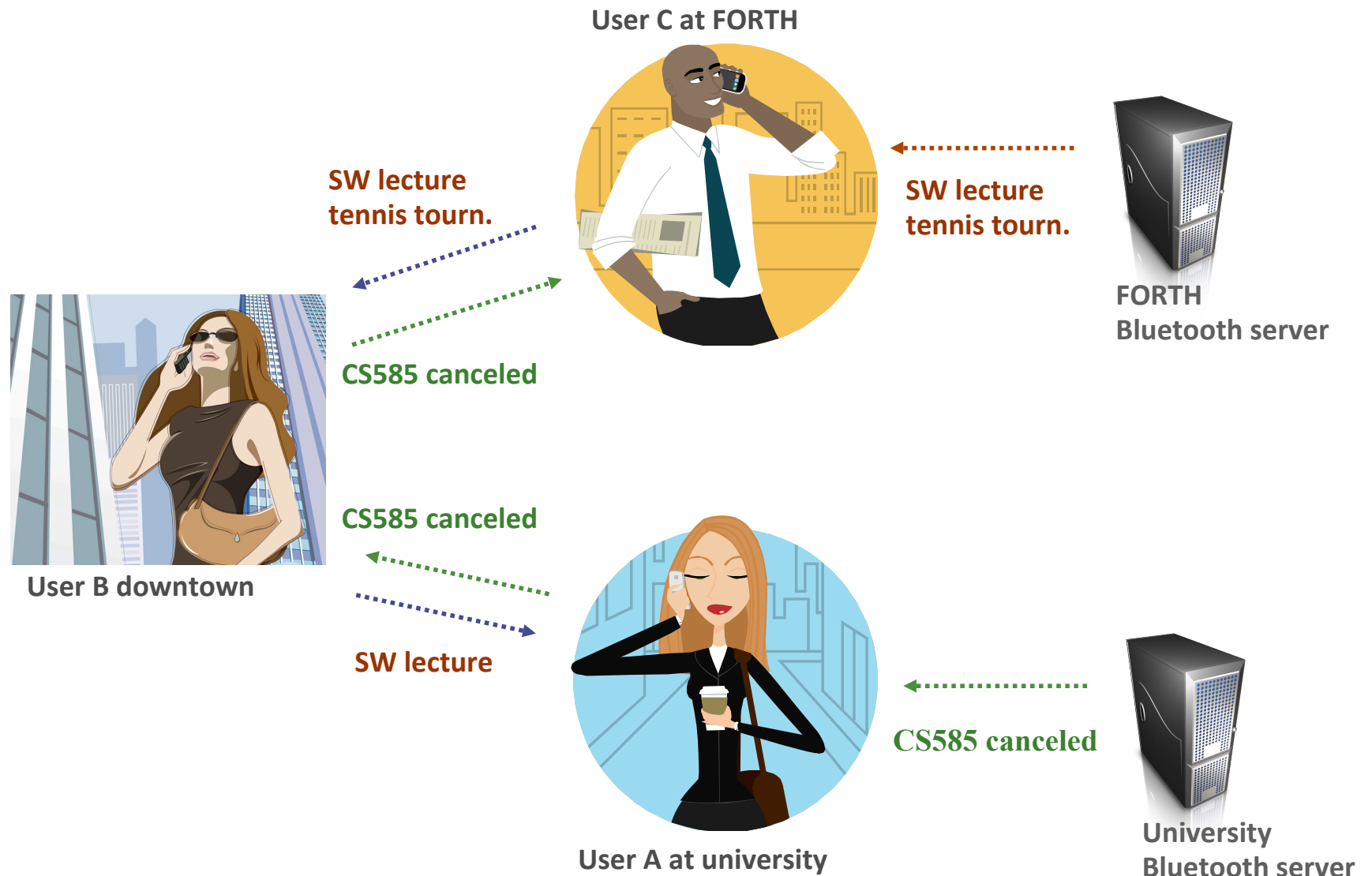
R-CoRe: Demo

- You can download the demo and test it yourself from <https://github.com/securityandtrust/ruleml13>

A Smart Classroom Scenario



A Social Mobile Computing Scenario



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Centralized vs. Distributed Reasoning

- Distribution of knowledge
- Reasoning with the whole picture
- Scalability
- Computational Issues
 - Single powerful computer
 - vs.
 - Devices with limited resources
- Communication Issues
 - Small size of messages
 - vs.
 - Small number of messages
- Points of failure
- Privacy

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Open Problems

- **Privacy – Security**
 - Open environments
 - Unnoticeable access to personal data
- **Conviviality**
 - Means and incentives for cooperation
 - Reconciling conviviality with privacy
- **Planning**
 - Common plans
 - Efficient Plan Execution
- **Learning**
 - Identify user's needs and intentions
 - Computational Benefits
- **Verification & Validation**

Rule-based Contextual Reasoning in Ambient Intelligence

