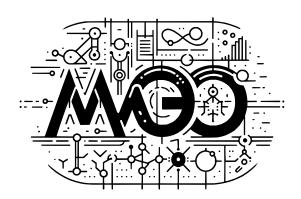
BOGDAN OKREŠA ĐURIĆ

DEVELOPING A FRAMEWORK FOR AGENT GAMIFICATION BASED ON ONTOLOGIES

MAGO

PART 1: MAGO-AG ONTOLOGY AND FRAMEWORK



UNIZG FACULTY OF ORGANIZATION AND INFORMATICS ARTIFICIAL INTELLIGENCE LABORATORY

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Contents

Ι	Phase 1: The Ontology	1
1	Specification 1.1 Specification Document	5
2	Knowledge Acquisition 2.1 Glossary of Terms	9 10
3	Conceptualisation 3.1 Applicable Concepts	27 27 30
4	Formalisation	37
5	Integration	39
6	Implementation	41
7	Evaluation	43
II	Phase 2: The Framework	45
8	Framework Design, Description, and Implementation	47
	8.1 Framework Design and Description	47
	8.2 Framework Implementation	49
9	A Case Study: The Recipe World	57
III	Appendices	59

Part I

Phase 1: The Ontology

Introduction

The development and engineering processes of the ontology described here follow the steps defined by the METHONTOLOGY ontology engineering methodology [1], [2]. This is the methodology of choice because it is very well defined, using clearly described steps to engineer the desired ontology. This and a dozen other ontology engineering methodologies were analysed more thoroughly in preparation for the author's doctoral thesis [2].

This chosen ontology engineering methodology is described as having a set number of steps, each described in detail by the authors of the methodology. In addition, steps related to the entire life cycle of an ontology are identified. An ontology life cycle is described by Iqbal, Murad, Mustapha *et al.* as '[...][a] set of stages through which the ontology moves during its life.' [3, p. 2997]

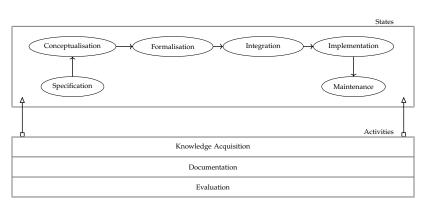


Figure 1: Basic steps of METHONTOLOGY ontology engineering methodology, reproduced from [2], adapted from [1]

The rest of this document is structured according to the defined METHONTOLOGY steps, representing the documentation process. First, the ontology specification document is described and given, followed by the description of knowledge acquisition as an ongoing process. Conceptualisation originates from the defined specification and is the input to formalisation. Once the ontology is formalised, it can be integrated with other ontologies of similar domains. Finally, the ontology is implemented and maintained. The ontology is evaluated in phase P1.2 of this part of this research. Each methodology step is briefly described at the beginning of the related chapter.

- ⊚ see chapter 3
- ⊚ see chapter 5
- ⊚ see chapter 6

Specification

'The goal of the specification phase is to produce an informal, semiformal or formal ontology specification document written in natural language, using a set of intermediate representations or using competency questions, respectively.' [1, p. 2]

The specification state of engineering an ontology is the initial one. It contains the initial ontology description and the expectations for the finalised model. The result of this state is an initial ontology specification document that is not necessarily a formalised document or a document containing formal expressions. According to Fernández-López, Gómez-Pérez and Juristo, such a document should provide the answers to at least the following three questions [1]:

- What is the intended purpose of the ontology?
- How formal is the ontology expected to be implemented?
- What are the planned scope and granularity of the ontology?

The suggested approach to identify concepts that should be included in the scope of the ontology, that is, concepts that are planned to be modelled as a part of the current ontology, is a middle-out approach [1], [4]. This way, instead of using a bottom-up or a top-down approach, the author immediately identifies the key concepts and provides additional concepts by applying specialisation or generalisation as necessary and seen fit.

In the context of formality, Fernández-López, Gómez-Pérez and Juristo refer to Uschold and Gruninger when stating the four degrees of formality [4]:

highly informal is an ontology that is expressed using natural language with loosely constrained concept intention;

semi-informal ontology is still expressed using natural language but in a more structured and restricted way, using more constraints, which results in an increase in clarity and reduced ambiguity;

semi-formal degree of formality expects the ontology to be expressed using an '['[4]] artificial formally defined language;

rigorously formal ontology comprises concepts constrained by formal semantics and theorems, enriched by further proof of soundness and completeness.

To be comparable to the finalised ontology, or any stage of the ontology while it is being engineered, developed or implemented, when finished, the ontology specification document should adhere to the following [1]:

- the document should be concise, and the chosen concepts relevant to the topic and the planned purpose of the ontology, featuring no duplicate or unrelated concepts;
- the set of identified concepts should be partially complete
 when the chosen domain is considered, taking into account
 the selected level of granularity and the breadth of intention of
 each of the chosen concepts, since total completeness is next to
 impossible to achieve as new concepts can always be added to
 an existing specific-domain-related ontology;
- the document should be consistent in all its parts, including, but not limited to, a list of consistent concepts applicable to the chosen domain and scope of the ontology adhering to the selected level of formality and the general purpose of the ontology.

1.1 Specification Document

MAGO-Ag ontology comprises concepts related to the domain of multiagent systems (MASs) of the general area of artificial intelligence (AI). A MAS is a system consisting of a set of agents located in an environment where they communicate. Fundamentally, every agent has sensors to perceive its environment and actuators to act upon it [5, p. 54]. In general, this environment is not static. In particular, the domain of the MAGO-Ag ontology are MASs, and more specifically, automatic instantiating of agents according to the data within the ontology, i.e. describing and instantiating a MAS.

The purpose of the MAGO-Ag ontology is to store data as pieces of knowledge that can be used to describe a MAS. The designed MAGO-Ag framework can then utilise such data to automatically instantiate modelled agents of the system described within the ontology. Specifically, the main purpose of the MAGO-Ag ontology is to provide concepts to enable the described process – modelling a MAS and instantiating the accompanying agents.

This ontology is intended to be used closely with the MAGO-Ag framework that is going to be developed throughout this project. Such a framework is expected to use this ontology as input, providing the necessary description of a MAS as an input. The user will be provided with an instance of the modelled system based on the input provided. Therefore, the ontology's intended purpose is to

domain

purpose

intended use

provide the concepts for describing, i.e. modelling, a MAS in a way ready to be translated into implementation. Furthermore, the modelled MAS is planned to adhere to the definition of the concept of a intelligent virtual environment (IVE).

A brief example of using the MAGO-Ag ontology with the accompanying framework is presented as follows. The system designer can model their system using the available concepts of the ontology, thus describing agents, their goals, roles, available behaviours, communication flows and communication media, artefacts of the environment, if any, etc. The resulting model can then be used as input to the MAGO-Ag framework and translated into a foundation for implementing the modelled system. The result is an implementation blueprint that the system developer is expected to enrich with actionable code customised to the specific implementation needs of the modelled system being implemented. Additional examples are provided below.

scenario of use

⊚ see examples 1.1 and 1.2

ontology to model RecipeWorld

☑ SPADE Documentation

EXAMPLE 1.1.

RecipeWorld is '[...] an agent-based model that simulates the emergence of a network out of a decentralized autonomous interaction;' [6] that can be evolved into a real-time implementation using, e.g. Python and SPADE [7] agents. The two types of agents within Recipe-World can be described as service providers and service consumers. These types of agents, their goals, allowed interaction media, and behaviour are modelled using the MAGO-Ag ontology. The finalised model is then fed to the MAGO-Ag framework and translated into an implementation blueprint of the modelled system. Thus, the implementation process is made somewhat easier, especially concerning the semantic consistency of the implemented concepts.

EXAMPLE 1.2.

The farming simulator referenced here is a system developed by a research team of Valencian Research Institute for Artificial Intelligence (VRAIN) of Universitat Politècnica de València (UPV). The primary purpose of the system is to implement a virtual model as a digital twin of a crop field and a custom number of tractors tasked with specific tasks related to various agricultural activities. Agents playing these digital twins and their environment are at the moment of writing this document described using a set of configuration files. Some of the parameters of these files can be converted to and modelled using the concepts planned to be part of the MAGO-Ag ontology. Thus, the system can be modelled using the concepts provided by the ontology, which ensures added semantic value to the modelled and implemented system, and generated into an implementation blueprint of the modelled system.

combined with the MAGO-Ag onto-

Based on the above examples and the given scenario of use, the intended end users of the MAGO-Ag ontology are developers,

end users

especially developers of MASs. The level of competence in terms of programming languages and frameworks for implementing MASs is irrelevant since the modelled system's description can never be comprehensive enough to provide a one-on-one replica. Developers of systems classifiable as digital twins are also some of the intended users of this ontology.

In order to achieve the described, the MAGO-Ag ontology will be expressed using a high degree of formality, namely classified as rigorously formal by [4]. Such a formal structure, along with its many constraints, ensures that the ontology is clear, unambiguous, and easy to use. Furthermore, it is easier to use it to extend other ontologies or be extended by other ontologies. Furthermore, a highly formal expression of an ontology makes it easier to use it in conjunction with other digital systems.

The intended usersof the MAGO-Ag ontology are system designers and modellers who know how to work with an ontology and aim at modelling a system that can use the defined ontology as a basis for the implemented system, but also as a part of the implemented system. The ontology is expected to be an active part of the system, thus providing agents within the system with some basic knowledge about the system they are a part of.

The ontology is planned to be related to the ontology developed by the authors as a part of previous research, published in [8]. MAGO-Ag ontology is planned as an extension of the ontology described in [8], featuring many of the same concepts, but enhanced with concepts that would make implementing the modelled system easier, i.e. featuring some of the concepts specific to system implementation, as an extension of modelling a given system. The scope of the MAGO-Ag ontology, therefore, encompasses concepts necessary for modelling large-scale multiagent systems (LSMASs), some concepts useful in modelling organisational aspects of a system of agents, and concepts that are useful for describing the implementation of such a system and translating the model into implementation blueprints. Amongst others, such concepts are included as: agent , artefact , norm , behaviour , knowledge model , attribute , hasAttribute , providesBehaviour . . .

The level of granularity stemming from the described is quite abstract. The ontology should include concepts that can be, for example, used to describe agents or artefacts in the system, but another layer of specification is expected to be added where specific types of agents should be described, and domain-specific artefacts defined. On top of this domain-specific layer is foreseen the individual-based layer. The MAGO-Ag ontology provides generalised concepts that should be specified by the system designer.

degree of formality

intended users

scope

level of granularity

Knowledge Acquisition

'It is important to bear in mind that knowledge acquisition is an independent activity in the ontology development process. However, it coincides with other activities. [...] Most of the acquisition is done simultaneously with the requirements specification phase and decreases as the ontology development process progresses.' [1, p. 37]

The authors of METHONTOLOGY describe knowledge acquisition as a process that lasts throughout the ontology engineering process, yet it is not always of the same intensity. Early engineering process steps are richer in knowledge acquisition, classification and modelling. The main goal of this step is to identify sources of knowledge used as input for the remaining steps and to extract and acquire the knowledge necessary for successfully engineering the planned ontology.

This ontology's primary source of concepts, information, and knowledge is the MAMbO5 ontology presented in more detail in [8]. MAMbO5 results from an earlier collaboration instance of the sending and host institution, particularly this mobility's young researcher and the hosting research institute. The main goal of that ontology is to provide concepts related to modelling a multiagent system as an IVE, boosted with concepts used in describing the organisational features of a system of agents. An IVE in this context is a virtual system that can be seen as a model of a real system comprising agents, artefacts, and many other concepts related to the two. The agent and the artefact concepts are expected to be specialised for specific application areas when modelling a domain-specific scenario.

The purpose of MAGO-Ag ontology is to enable modelling a MAS in a way that is translatable into implementation, specifically in the SPADE-based implementation foundation of the modelled system. To do so, some concepts of the MAMbO5 ontology have to be modified, and some added, while the rest of the concepts can be left in the ontology for expressiveness and comprehensiveness. For knowledge acquisition in this part of the planned research and enhancing collaboration with the host institute, guided meetings have been performed, followed by structured brainstorming sessions and research plans, with the research team of Dr Carrascosa. Since the

goal of this part of the planned research is aligned with a part of the research performed by Dr Carrascosa and his team, the rest of the planned research of this phase is conducted in cooperation with them

Building on the MAMbO5 ontology, the MAGO-Ag ontology is planned to comply with the digital twin concept and the idea of containing concepts applicable to instantiating a MAS based on the model expressed using the developed ontology. Therefore, it must include some concepts related to the implementation domain, e.g., describing agents' internal variables or the knowledge models used. The following is an overview of the selection of the more interesting concepts, followed by a selection of the concepts that have to be added. Both the described tables include the concepts identified as such and are not necessarily exhaustive.

2.1 Glossary of Terms

A glossary of terms (GT) is a critical resource that defines and organizes key concepts, entities, and relationships within the modelled domain. This glossary forms the foundation for the ontology by ensuring that all participants in the development process share a common understanding of the domain's terminology.

The glossary is created to maintain conceptual clarity across the ontology. It avoids duplicate or overlapping concepts, ensuring every term is clearly defined. Additionally, GT serves as a stepping stone toward formalization, wherein these terms and relationships will later be translated into more structured, formal representations, such as in description logics or other ontology languages (e.g., OWL, RDF).

The GT typically includes:

- Concepts and definitions: A list of core terms representing the domain's important entities or phenomena. Each term is clearly defined to avoid ambiguity and to ensure consistency throughout the ontology.
- Relationships between concepts: The glossary may also describe how different concepts are interrelated. For example, it can specify hierarchies (e.g., subclasses), associations, or dependencies among the terms.
- Attributes and characteristics: Each concept might include specific attributes that describe it in greater detail. These attributes help formalize the ontology during later phases.

By ensuring that all relevant concepts are properly identified and explained, the GT helps to streamline the ontology's development process and ensures that the final product accurately reflects the domain's knowledge structure.

The following list of tables 2.1 - 2.45 encompasses definitions and descriptions of the most relevant terms that can be found in the

MAMBO5 ontology and the ontologies it was built upon. Other features, such as attributes and explicitly stated relationships between concepts, are not stated here since the concepts of the GT must be filtered before being added to the developed ontology. The content of the tables is directly derived from the author's doctoral thesis [2].

Concept name	Acquisition	Table 2.1: <i>Acquisition</i> glossary entry
Definition	An acquisition is the purchase of all or a portion of a corporate asset or target company ¹ .	,
Description	An acquisition is, in economical terms, described as, in layman's terms, one company buying another. This is usually done using stocks - the buyer buys most of the target company's ownership stakes to assume control of it ² . Reasons for performing acquisitions are numerous, including to achieve economies of scale, greater market share, increased synergy, cost reductions, or new niche offerings.	
Concept	Action (C)	Table 2.2: Action glossary entry
Synonyms	Activity, Behaviour, Agent Action	
Definition	An action is the building block of agents' activities.	
Description	An action is esentially an agent's response to tasks. Whereby tasks are created to be met or reached, an action is the atomic concept for achieving tasks. In the context of this document, an action is the building block of a process, and agents' ability to act towards its environment in general. Every action can be used to fulfill at least one task.	

Concept name	Agent (A)	Table 2.3: Agent glossary entry
Synonyms	Organisational Individual	
Definition	A piece of software that can act upon its environment and perceive it.	
Description	An agent in the context of this document is a piece of software that can interact with its environment, act upon it, and, in case of an intelligent agent, reason upon their accessible knowledge. Indeed, an agent is anything that can be viewed as perceiving its environment through sensors and acting upon that environment through actuators. [9] In the organisational context of this document, a software agent is essentially a model of a real-life person.	
Concept name	Artefact	Table 2.4: <i>Artefact</i> glossary entry
Definition	An artefact is an otherwise unclassified element of an organisation system.	•
Description	An artefact is, as of yet, a somewhat undefined concept, in the context of specifying its domain. Essentially, an artefact can be anything that is not classified using the other classes of this ontology. Furthermore, an artefact can be phisically representative (e.g. a chair), or an unphisical concept (e.g. knowledge). Artefacts therefore represent various concepts that the agents can interact with, or that affect the given environment or the given system, i.e. objects forming the environment.	
Concept name	Criteria of Organising	Table 2.5: <i>Criteria of Organising</i> glossary entry
Definition		green, many
Description	This concept comes from the OOVASIS ontology [10], [11] where it represents varius criteria of organising agents within an organisation. One of the criteria is, another Therefore, this concept determines what are the grounds for creating the given organisation in the first place, and governs the decision flow in the context of deciding which organisational features (starting from architecture) are most suitable for the given criteria of organising.	

Concept	Design Factor	Table 2.6: <i>Design Factor</i> gloss-
name		ary entry
Definition	A design factor is an internal or an external factor with significant influence on the design of an organisation.	•
Description	Everything that influences the design of an organisation on a non-neglectable level is considered a design factor. Design factors can be internal and external, relative to the given organisation. [11].	
Concept name Synonyms	Design Method Organisational Design Method	Table 2.7: <i>Design Method</i> glossary entry
Definition	A design method is a common organisational design practice dealing with various aspects of organisational architecture.	
Description	Every design method addresses a number of aspects of organisational architecture. A design method is esentially a common organisational design practice. [11]	
Concept name	Goal (G)	Table 2.8: Goal glossary entry
Definition	A goal is a result towards which effort is directed - an end to be met.	
Description	A goal is broadly defined as a result or achievement towards which effort is directed ³ . In the context of this document, a goal is a form of an objective. A goal is an end to be met or reached, and can consist of several sub-goals.	
Concept name	Heterarchical Organisational Structure	Table 2.9: Heterarchical Organisational Structure glossary
Definition	Heterarchical organisational structure is an organisational structude without a single clearly defined pyramid-like structure.	entry
Description	When there is no single clear pyramid-like line of control in an organisation, the given organisation can be described as having a heterarchical organisational structure. As opposed to hierarchical organisational structure, heterarchical organisational structure can be visualised as an oriented forest [12], or essentially using a network-based visualisation [11].	

Concept name	Hierarchical Organisational Structure	Table 2.10: Hierarchical Or- ganisational Structure glossary
Definition	Hierarchical organisational structure is an organisational structude with a single clearly defined pyramid-like structure.	entry
Description	In contrast to the heterarchical organisational structure, hierarchical organisational structure can be identified by its basic pyramid-like form fostering hierarchical relations between organisation units. Such an organisational structure can be visualised using an oriented tree [12].	
Concept name	Human Immersed Agent	Table 2.11: Human Immersed Agent glossary entry
Definition	Real-world agents that are represented in a IVE using their wearable tecchnology gadgets.	
Description	Humans can be represented within a IVE and be available for interaction with the digital agents within the environment using digital aids, most prominently featured as wearable technology items, such as smartwatches and similar. Such agents are dubbed human immersed agents, since they are real-life people represented in the digital world using their attached piece of wearable discreet equipment.	
Concept name	Hybrid Organisational Structure	Table 2.12: <i>Hybrid Organisa-</i> <i>tional Structure</i> glossary entry
Definition	Having mixed aspects of both heterarchical and hierarchical organisational structures, a hybrid organisational structure is a blend of the two.	
Description	Having mixed aspects of both heterarchical and hierarchical organisational structures, a hybrid organisational structure is a blend of the two.	
Concept name	Inhabitant Agent	Table 2.13: <i>Inhabitant Agent</i> glossary entry
Definition	Every agent that is can be represented as phisically present in an IVE is considered an inhabitant agent.	
Description	Agents that can be phisically represented within a IVE are called inhabitant agents. These agents can be of artificial or real-world nature. Usually various IVE artefacts exist within the IVE that represent various inhabitant agents [13]. It could be said that these agents have their habitats within their respective IVEs.	

Concept name	Intelligent Virtual Environment (IVE)
Definition	An intelligent virtual environment is a virtual environment that simulates the real world, and is populated by autonomous intelligent entities. [14]
Description	Intelligent virtual environments are researched as an area on the intersection of two aspects pertaining to the concept of artificial intelligence, if only but marginally: intelligent tools and techniques that are embodied in autonomous agents (real-life and digital alike), and effective ways of representing them, along with various means of achieving different kinds of interaction amongst them [14], [15]. In other words, a IVE is a concepte that represents a virtual environment whose main goal is simulating a segment of the real world, populated by artificial autonomous entities (agents). [14]

Table 2.14: Intelligent Virtual Environment glossary entry

Concept name	IVE Law
Definition	A IVE law is a norm that is valid only within a specified physical space (a IVE workspace).
Description	A special kind of a norm, an IVE law is a norm that is constrained by its applicability to a specific physical space, i.e. a specific IVE workspace. Being applicable to only a restricted area means that every IVE law is valid only within the bounds of the given area (a IVE workspace), and never outside of that specified space. This kind of a norm is the key constraint of the concept of a situated organisational unit.

Table 2.15: IVE Law glossary entry

Concept name	IVE Workspace
Definition	
Description	Complimentary to the concept of a workspace, a IVE workspace represents a physical location, or a physically describable location.

Table 2.16: IVE Workspace glossary entry

Concept name	Knowledge Artefact (KnArt)		
Definition	Knowledge artefact is a piece of knowledge of an agent or an organisation.		
Description	A knowledge artefact is a piece of knowledge, or a set of knowledge terms available to agents within the system or within the IVE. Depending on the wanted level of abstraction, a knowledge artefact may represent a database containing various pieces of knowledge accessible by sets of agents, or individual pieces of knowledge. In the terms of rather undefined artefact class, knowledge artefacts are yet to be perfected in the context of knowledge representation and their suitability for representing knowledge of a IVE or a MAS.		
Concept	Manual		

Table 2.17: *Knowledge Artefact* glossary entry

Concept name	Manual
Definition	
Description	A manual defines the interface between individual agents and artefacts of a IVE. Including such a concept in the description of a IVE domain helps reduce unnecessary clutter in the context of setting ground-rules of how to use an artefact up front. The agents therefore immediately learn of the possibilities and applications of a given artefact without the need for exploring its possible uses.

Table 2.18: *Manual* glossary entry

Concept	Merger	
name		
Definition	A merger is the process of organisational integration.	
Description	In standard economical terms, a merger is a combination of more than one company by the transfer of the properties to one surviving company ⁴ . In the context of this document, merger can simply be regarded as an organisational integration.	

Table 2.19: *Merger* glossary entry

Concept name	Norm	Table 2.20: <i>Norm</i> glossary entry
Definition	Norms are informal rules that are socially enforced. [16]	
Description	Norms in general are not very different from the definition of a rule, their more generic counterpart. Used in a context of a population of a community, be it a natural or an artificial one, norms are expressions of desirable behaviour generally understood as rules indicating actions that are expected to be pursued. Norms are basically divided in three types: obligatory, prohibitive, and permissive. In the context of normative MASs though, there are three different terms associated with norms: conventions, social norms, and social laws [16], [17], and two categories [18]: conventions and essential norms.	
Concept name	Normative System	Table 2.21: <i>Normative System</i> glossary entry
Definition	Systems in the behaviour of which norms play a role and which need normative concepts in order to be described or specified [] [19], [20]	governey comp
Description	A normative system is a system built on norms and their enfoncement upon the system, or system's definition of architecture based on the said norms. In the context of computer science, a normative system is described as a system whose behaviour is influenced by norms, and whose description or specification depends on using normative concepts [19], [20].	
Concept name	Objective (O)	Table 2.22: <i>Objective</i> glossary entry
Definition	An objective is a high-level goal the be met, suitable for the context of strategic planning.	•
Description	An objective is more general than a goal, although their definitions are rather similar. Fulfilling several goals can lead an organisational unit towards fulfilling a set objective. Thus, an objective is more suitable in the context of strategic planning, while a goal is more suitably used in the context of short-term planning.	

Concept name	Observable Property
Definition	An observable property is a peroperty of an artefact that can be observed by agents in the same IVE.
Description	This is a property of an artefact located in a IVE that is observable by other agents located within the same IVE. These are tighly connected to the concept of observable events, and can be influenced upon by an operation.

Table 2.23: *Observable Property* glossary entry

Concept name	Organisation
Definition	An organisation is generally a group of agents structured according to a set criteria, with the basic goal of overcoming limitations of individual agency and achieving an organisation goal.
Description	An apt definition is given in [21] where an organisation is defined using several characteristics, including large-scale problem solving technology, composition of multiple agents, systems of goal-directed activities, etc. Furthermore, an essential benefit of organisations is identified in overcoming limitations of individual agency, especially cognitive, physical, temporal, and institutional.

Table 2.24: *Organisation* glossary entry

Concept name	Organisational Architecture	
Definition	In the context of this document, organisational architecture is the superclass for all the organisation-related concepts that deal with more than one aspect of organisational architecture.	
Description	All those concepts that deal with more than one aspect of organisational architecture, i.e. are not specialised as for example concepts that describe organisational structure only, are classified as belonging to the organisational architecture concept. [11] therefore identifies 15 such concepts.	

Table 2.25: *Organisational Architecture* glossary entry

Concept	Organisational Change	
name		
Synonyms	Organisational Dynamics	
Definition		
Description	The concept of organisational change is closely tied to the intension of the concept of organisational dynamics, since both concepts describe change to the established agent organisations. A change in the context of organisational change definition can be influenced by an organisational design method, yet unmistakingly it affects the organisational architecture of the given organisation. A change as defined here can adhere to one of the identified types of change (e.g. structural, cultural, strategic, etc.), can be attributed an impact of change, reason why the change started, and a key influence area	
	(e.g. organisational memory) [11].	

Table 2.26: Organisational Change glossary entry

Concept name	Organisational Culture
Definition	Organizational culture defines important intangible aspects of an organization including knowledge, social norms, reward systems, language and similar. [10], [22]
Description	The concept of organisational culture encompasses all the intangible aspects of an organisation, such as knowledge, various types of norms, a system of rewards, languages used in the organisation, etc. Organisational culture is therefore a concept that is mostly based in the organisational units, i.e. in the individual agents forming the organisation, and is thus the most fuzzy concept of all the perspectives of an organisation. [11], [22] provide a quick overview of various conceptualisations of organisational architecture, where it is visible that organisational culture is an important part of an organisation.

Table 2.27: Organisational Culture glossary entry

Concept name	Organisational Environment	Table 2.28: Organisational Environment glossary entry
Definition	Organisational environment are all the external factors that have the capacity to influence an organisation.	o , ,
Description	The concept of organisational environment encompasses all the concepts that represent factors external to an organisation that have a potential to influence the given organisation, such as external organisations or individuals, or external events. Main concerns when organisational environment is considered are directed towards identifying constraints imposed on the given organisation by the environment, and demands of the environment towards the given organisation. [22]	
Concept name	Organisational Knowledge Network	Table 2.29: Organisational Knowledge Network glossary
Definition	Organisational knowledge network is a network created by interconnected pieces of organisational knowledge.	entry
Description	A network connecting all the pieces of organisational knowledge is considered to build an organisational knowledge network that effectively collects and intertwines all the knowledge of an organisation, thus fostering knowledge sharing and reuse amongst the organisational units of the given organisation, i.e. ultimately individual agents.	
Concept name	Organisational Structure	Table 2.30: <i>Organisational Structure</i> glossary entry
Definition	Organisational structure is a concept comprising various aspects and forms f structuring organisational units.	vine grossary entry
Description	Concepts used for describing various aspects and forms of structuring organisational units are categorised as belonging to the concept of organisational structure. Based on two different approaches, two criteria for classifying concepts of organisational structuring are used. The first depends on whether the given structure is the main structure or is it laid over the organisation, as a form of a superstructure. The second is based on the form of the structure, i.e. is it a hierarchical or heterarchical, or a mix of both.	

Concept name	Organisational Unit (OU)	Table 2.31: <i>Organisational Unit</i> glossary entry
Definition	An organisational unit is the key elementary unit in the context of forming an organisation.	
Description	An organisational unit is the elementary unit of an organisation that, under the influence of the other organisational concepts, forms an organisation. In the context of this document, and the area of LSMASs, an organisational unit is usually considered to represent an individual agent. Using the recursive definition though, an organisational unit that comprises multiple organisational units can be, under circumstances specified in [10], considered as an organisational unit. Using a more graphic explanation, a department organisational unit that comprises individual agents can be considered as individual organisational unit on a higher level of organisational hierarchy, where department organisational units form a higher-level organisational unit of a faculty.	
Concept name	Physical Artefact	Table 2.32: <i>Physical Artefact</i> glossary entry
Synonyms Definition	Physical artefacts are all the concepts that can be physically represented and included in a IVE.	
Description	Every concept that describes objects that can be physically represented (e.g. a top hat), i.e. embodied and positioned on a topological map, and as such included in a IVE are classified as physical artefacts. Such elements have their role to play in the given IVE and usually contain a defined interface that governs the process of interaction of an agent with the given physical artefact.	
Concept	Physical Property	Table 2.33: <i>Physical Property</i>
name	<u> </u>	glossary entry
Definition Description	Physical properties are key elements of physical artefacts, i.e. artefacts that can be visualised in a physical space. Usually when an artefact is used, a physical event is generated, and a physical property is modified.	

a challenge for the given player, thus embarking

them on an adventure.

Concept name	Role (R)	Table 2.37: Role glossary entry		
Definition	A role is a set of norms with a common denominator.			
Description	In the context of this document, a role is defined as a set of normative rules that are applicable to a particular part of the given organisation. Such normative rules are parts of the organisation's normative system, and can be grouped by specific criteria, thus forming roles. Roles are played by agents. When an agent plays a role, the role's constraints are applied to them, therefore constraining their possible actions, their perceivable goals, and their possibilities in general.			
Concept name	Rule	Table 2.38: Rule glossary entry		
Definition	Rules are elementary forms of constraints in normative systems, as they pose a basic aspect of defining standards.			
Description	A rule is an atomic building block of a normative system. Rules are usually built in a general if-then form, meaning that two statements are connected with a causal link, thus regulating what happens (then part: consequent) if something else happens beforehand (if part: antecedent). Other forms of rules are possible as well, but are not used as often. For the most part, rules pose constraints on the given subject. Rules are commonly used for devising appropriate logical conditions for introducing modalities. [16]			
Concept name	Situated Organisational Unit	Table 2.39: Situated Organisa- tional Unit glossary entry		
Definition	Every organisational unit that is tied to a location through a situated norm is considered a situated organisational unit.	0 , ,		
Description	An organisational unit that is tied to a specific IVE, or a specific geographic or otherwise place, is a situated organisational unit. Furthermore, such an organisational unit has some situated norms that refer to it. The place that is essential to the situated relation of a situated organisational unit can be physical or digital, but can usually be represented visually, following the description of an inhabitant agent.			

Concept name	Strategic Alliance	Table 2.40: Strategic Alliance glossary entry		
Definition	Strategic alliance is a form of a long-lasting part- nership of organisations of various forms, formed around a shared strategy, or a strategic goal.			
Description	An alliance that is aimed at forming long-lasting partnerships consisting of organisations of various forms is dubbed a strategic alliance. A strategic alliance is formed around a strategy as a long-term objective that is shared amongst the strategic alliance members. Norms and regulations governing the expected behaviour within the strategic alliance are expected to be accepted by all the members, old and new alike.			
Concept	Strategy	Table 2.41: Strategy glossary		
name Synonyms	Organisational Strategy	entry		
Definition	Strategy defines the long term objectives of an organization, action plans for their realization as well as tools on how to measure success. [11], [22]			
Description	A strategy is, in the context of planning and shared organisational values, a long-term objective that is specified mosotly as a vision. It may consist of a number of objectives, quests, and similar. Strategy is therefore tentative in the context of plans of achieving it, but is versatile in terms of temporal likeness to change. Since it represents a long-term planning concept, a strategy is the main driving force of strategic alliances as agent coalitions meant to provide long-term suport to its members.			
Concept name	Super Structure	Table 2.42: <i>Super Structure</i> glossary entry		
Definition	An inter-organisational structure formed above the conventional organisational structure.	glossary entry		
Description	When organisations form structures comprising other organisations, a super-structure is formed. In the context of this document, a super-structure is thus described as an organisation of organisations, esentially spanning further than the usual reaches of a given average organisation. Such an inter-organisational structure is formed above the conventional organisational structure.			

Concept name	Task	Table 2.43: <i>Task</i> glossary entry
Definition	A task is the building block of a quest.	
Description	A task is the building block of a quest, i.e. its elementary part. A quest is built of atomic tasks that are easier to follow in execution phase, rather than the overview provided by the main definition of a quest. In MMORPGs a quest could demand an item to be retrieved, yet such a simple-sounding quest could consist of various tasks that have to be fulfilled in order for the main quest to be finished. The relation of quest and task concepts can be recursive ⁶ .	
Concept name	Time Dependent Norm	Table 2.44: <i>Time Dependent</i> Norm glossary entry
Definition	A norm that is dependent on the temporal aspect of the world is a time dependent norm.	rienn greecury erury
Description	A time dependent norm is essentially a norm, but with an added temporal constraint. Particularly, a time dependent norm is constrained to a specific period in time, be it for its designated activity period, period during which the given norm is applicable, or simply the timeframe or a deadline when a change of the norm, or caused by the norm, is to be expected.	
Concept name	Workspace (W)	Table 2.45: Workspace glossary
Definition	A workspace is the union of all the elements of a system, including agents, artefacts, etc.	entry
Description	A workspace is the complete environment of a given system, including all the agents, artefacts, etc. What sets the concept of a workspace apart from the concept of an environment is the extent of the involved concepts, i.e. a workspace contains all the elements of an organisation and the whole system, while environment comprises only the elements that are external to the given organisation. It is worth noting that elements of the environment are an integral part of the whole system, since the life and activities of the given organisation are influenced by them.	

Conceptualisation

The Conceptualisation phase in ontology development transforms the collected knowledge into a structured and meaningful model. During this phase, the key concepts, relationships, attributes, and rules of the domain are identified and organized to reflect the domain's structure. The goal is to create a clear and coherent conceptual model that captures the domain's essential elements without formalizing them into specific ontology languages. The conceptual model produced in this phase is not yet formalized but provides a foundational blueprint for the subsequent formalization and implementation phases of the ontology development process

3.1 Applicable Concepts

AGENT 'An agent is anything that can be viewed as perceiving its environment through sensors and acting upon that environment through actuators.' [5, p. 54]

Organisational unit an organisational unit is an Agent subclass that is a part of an organisation. Usually, a MAS can be considered an organisation comprising multiple agents. Strictly speaking, it would have to feature and use some other concepts related to defining, for example, an organisational structure. An organisational unit can be a part of another organisational unit and consist of organisational units. This feature, similar to the concept of holons and holarchy, allows for modelling organisations on different levels of abstraction or hierarchy. Each OrganisationalUnit instance is expected, at any given point in time, to be able to enact one of a set of Role individuals at its disposal.

BEHAVIOUR The concept of agent behaviour is described in the occoaflsmas ontology as '[...] some kind of activity performed by some agent. It has to be acceptable by a normative system the agent belongs to.' In terms of SPADE implementation, behaviour is the most basic way of implementing the operations of an agent. Each agent can have multiple behaviours. Types of behaviours offered by default by SPADE can already be found in the occoaflsmas

Overview of the select concepts contained in MAMbO $_5$ ontology

ontology, i.e., one-shot, periodic, and finite state behaviour that acts according to the principles of finite automata. Each Behaviour individual is expected to provide its Agent individual with the ability to achieve a certain objective. Some innate Behaviour individuals will be available to specific Agent subclasses by default.



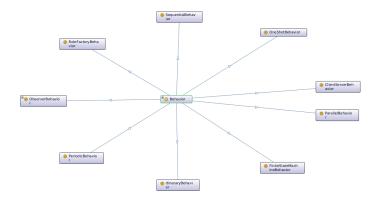


Figure 3.1: Subclasses of the Behavior concept in ooooaflsmas

The MAGO-Ag ontology is specialised for the context of developing Smart Python Agent Development Environment (SPADE) agents, wherefore it comprises only the behaviour concepts relevant to the behaviours explicitly implementable using SPADE.

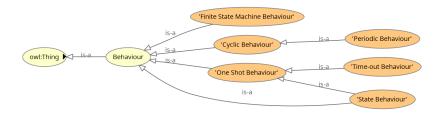


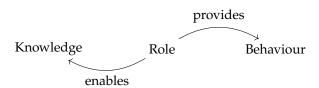
Figure 3.2: Subclasses of the class Behaviour in MAGO-Ag ontology

Role The concept of a role is described within the ooooaflsmas ontology as a 'prescribed or expected behavior associated with a particular position or status in a group or organization'. This concept is in the mentioned ontology designated as a direct subclass of the concept Norm, derived from the domain of organisational modelling and describing organisation systems. The Norm concept is defined therein as '(socially) accepted behavior in a defined group and [they] represent a blueprint for behaving in said group.' Based on the stated, the concept of Role is interesting because it enables defining a set of features that will be put at the agent's disposal playing the chosen role. In other words, roles can be used as a way of combining different features that can be enacted by an agent.

The Role concept was modelled in [2] as a concept which was related to (possibly) several instances of concepts describing behaviours and objectives, meaning that specific roles allow agents who enact them to attain a specific set of behaviours that enables and empowers them to achieve specific objectives, thus solving specific

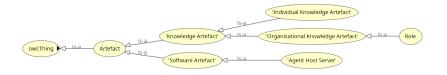
tasks. Different objectives demand the enactment of various roles from the pool of roles available (defined) in the system.

Within the MAGO-Ag ontology, the concept of a role is used to group features and individuals available to various agents as a 'package', i.e. a set of features that is available to various individual agents.



ARTEFACT An artefact is used in the JaCalIVE ontology as a comprehensive concept encompassing all interactive and non-interactive objects that are not suitable to be implemented as agents but should be present in the modelled system nonetheless. MAMb05 ontology recognises specific versions of artefacts as an IVE_Artifact, which is located within the IVE, and its even more specific version Physical_Artifact, which can be physically represented or is expected to be physically represented, and a complementary specification given as a KnowledgeArtifact that is an artefact that is abstract and describes various rules that can be found within the modelled system. Its initial authors describe the latter concept as encompassing 'a wide range of explicit knowledge,' including, but not limited to, knowledge models, such as machine learning models or neural networks. The Norm concept and its subclass Role are subclasses of the KnowledgeArtifact concept, as defined in ooooaflsmas.

The MAGO-Ag ontology introduces the concept of a Software Artefact as well, as a specific type of an Artefact. This concept describes artefacts that can be used by the system, usually by means of API endpoints, and can encompass different web services, including the XMPP server that is necessary for instantiating SPADE agents.



STRATEGY is modelled within the MAGO-Ag ontology using several related concepts. In short, specific objectives can be achieved by conducting a set of actions, i.e. a plan, whereby individual actions are implemented using agent behaviours, while specific behaviours are provided by Role individuals. Modelling these concepts and the accompanying relationships within the ontology and translating those relationships to agent implementations eases the process

⊚ see figure 3.3

Figure 3.3: A Role individual can provide some Behaviour individuals and can enable access to some Knowledge individuals

 \odot see figure 3.4

Figure 3.4: Class hierarchy on subclasses of the Artifact concept in MAGO-Ag ontology

of implementing agents that can play specific roles based on the goals they are faced with. Therefore, agents may be implemented as intelligent in terms of choosing the roles that can enable them to perform specific behaviours that will, in turn, help them achieve specific objectives they are faced with.

Workspace is a concept that represents a group of various elements, i.e. a union of all the elements of a system. In the context of MAGO-Ag, a workspace represents the immediate neighbourhood of a number of agents. Multiple Workspace individuals can, therefore, exist within a single system. The ultimate goal of the MAGO-Ag is to enable Agent instances to move between workspaces based on their neighbours, i.e. based on the intensity and frequency of their communication with other agents. For example, should agent Alice communicate more often with agent Charles, who is not in Alice's workspace, than with agent Bob, who is in Alice's workspace, then Alice might want to move to Charles' workspace, which might be more efficient in the long run.

3.2 Data Dictionary

The following are the descriptions and definitions of the key concepts and a selection of relationships that can be found in the MAGO-Ag ontology.

see tables 3.1 - 3.14
 see tables 3.15 - 3.26

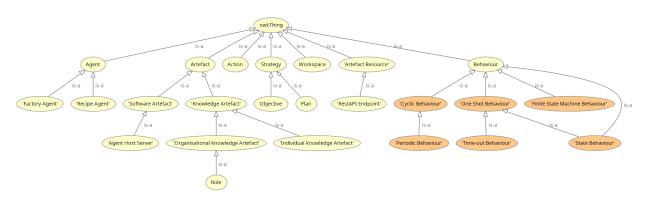


Figure 3.5: Concepts and their subconcepts in the MAGO-Ag ontology

D.C.::::-		Table 3.1: <i>Action</i> concept de-
	An action is the building block of agents' activties.	scription
ta re a u p e	An action is esentially an agent's response to tasks. Whereby tasks are created to be met or reached, an action is the atomic concept for achieving tasks. In the context of this document, an action is the building block of a process, and agents' ability to act towards its environment in general. Every action can be used to fulfill at least one task.	

Concept name	Agent	Table 3.2: Agent concept de-		
Definition	A piece of software that can act upon its environment and perceive it.	scription		
Description	An agent in the context of this document is a piece of software that can interact with its environment, act upon it, and, in case of an intelligent agent, reason upon their accessible knowledge. Indeed, an agent is anything that can be viewed as perceiving its environment through sensors and acting upon that environment through actuators. [9] In the organisational context of this document, a software agent is essentially a model of a real-life person.			

Concept name	Artefact	Table 3.3: Artefact concept
Definition	An artefact is an otherwise unclassified element of an organisation system.	description
Description	An artefact is, as of yet, a somewhat undefined concept, in the context of specifying its domain. Essentially, an artefact can be anything that is not classified using the other classes of this ontology. Furthermore, an artefact can be phisically representative (e.g. a chair), or an unphisical concept (e.g. knowledge). Artefacts therefore represent various concepts that the agents can interact with, or that affect the given environment or the given system, i.e. objects forming the environment.	

that an agent possesses individually, which may not be shared with other agents in the system.

Concept name	Organisational Knowledge Artefact	Table 3.7: Organisational Know-		
Definition	An organisational knowledge artefact is knowledge shared among agents within an organisation.	ledge Artefact concept descri tion		
Description	An organisational knowledge artefact is a piece of knowledge or information that is shared among agents within an organisation. It represents the collective knowledge accessible to agents, facilitating collaboration and consistent understanding across the organisation.			
Concept name	Software Artefact	Table 3.8: Software Artefact		
Definition	A software artefact is a software component or resource that agents can interact with.	concept description		
Description	A software artefact is a type of artefact that refers to software components, modules, or systems within the organisation or outside of one. These can include software applications, libraries, or any digital resources that agents can interact with or use to perform actions.			
Concept name	Artefact Resource	Table 3.9: Artefact Resource		
Definition	An artefact resource is a resource associated with an artefact that agents can utilise.	concept description		
Description	An artefact resource is a resource associated with an artefact that agents can utilise or access. It can be any supportive element that enhances the functionality of an artefact or provides additional capabilities to agents when interacting with the artefact.			
Concept name	Objective	Table 3.10: <i>Objective</i> concept		
Definition	An objective is a high-level goal the be met, suitable for the context of strategic planning.	description		
Description	An objective is more general than a goal, although their definitions are rather similar. Fulfilling several goals can lead an organisational unit towards fulfilling a set objective. Thus, an objective is more suitable in the context of strategic planning, while a goal is more suitably used in the context of short-term planning.			

Table 3.11: Plan concept description

Concept name	Role
Definition	A role is a set of norms with a common denominator.
Description	In the context of this document, a role is defined as a set of normative rules that are applicable to a particular part of the given organisation. Such normative rules are parts of the organisation's normative system, and can be grouped by specific criteria, thus forming roles. Roles are played by agents. When an agent plays a role, the role's constraints are applied to them, therefore constraining their possible actions, their perceivable goals, and their possibilities in general.

Table 3.12: Role concept description

Concept name	Strategy
Definition	Strategy defines the long term objectives of an organization, action plans for their realization as well as tools on how to measure success. [11], [22]
Description	A strategy is, in the context of planning and shared organisational values, a long-term objective that is specified mosotly as a vision. It may consist of a number of objectives, quests, and similar. Strategy is therefore tentative in the context of plans of achieving it, but is versatile in terms of temporal likeness to change. Since it represents a long-term planning concept, a strategy is the main driving force of strategic alliances as agent coalitions meant to provide long-term suport to its members.

Table 3.13: Strategy concept description

Concept name	Workspace	Table 3.14: Workspace concept
Definition	A workspace is the union of all the elements of a system, including agents, artefacts, etc.	description
Description	A workspace is the complete environment of a given system, including all the agents, artefacts, etc. What sets the concept of a workspace apart from the concept of an environment is the extent of the involved concepts, i.e. a workspace contains all the elements of an organisation and the whole system, while environment comprises only the elements that are external to the given organisation. It is worth noting that elements of the environment are an integral part of the whole system, since the life and activities of the given organisation are influenced by them.	
Concept name Description	can play role Associates an Agent with the Role(s) it can play within the organisation. Domain: Agent. Range: Role.	Table 3.15: can play role relationship description
Concept name Description	is part of role Indicates that a Role is a part of another Role, establishing hierarchical relationships between roles. Domain: Role. Range: Role.	Table 3.16: <i>is part of role</i> relationship description
Concept name Description	provides behaviour Associates a Role with the Behaviour(s) it provides, defining the actions or activities an agent can perform when playing that role. Do- main: Role. Range: Behaviour.	Table 3.17: provides behaviour relationship description
Concept name Description	can access artefact Indicates that an Agent has access to a particular Artefact within the environment. Domain: Agent. Range: Artefact.	Table 3.18: can access artefact relationship description
Concept name Description	has URI Assigns a Uniform Resource Identifier (URI) to an Artefact for identification or access purposes. Domain: Artefact. Range: string (URI).	Table 3.19: has URI relationship description
Concept name Description	has name Assigns a human-readable name to an entity within the ontology. Domain: Any entity. Range: string.	Table 3.20: <i>has name</i> relationship description
Concept name Description	is before state Defines the transition from one State Behaviour to another in a finite state machine, indicating the sequence of states. Domain: State Behaviour. Range: State Behaviour.	Table 3.21: is before state relationship description

Concept name Description	has initial state Associates a Finite State Machine Behaviour with its initial State Behaviour(s). Domain: Finite State Machine Behaviour. Range: State Behaviour.	Table 3.22: has initial state relationship description
Concept name Description	has final state Associates a Finite State Machine Behaviour with its final State Behaviour(s). Domain: Finite State Machine Behaviour. Range: State Behaviour.	Table 3.23: has final state relationship description
Concept name Description	has action Associates a Process with the Action(s) that compose it. Domain: Process. Range: Action.	Table 3.24: has action relationship description
Concept name Description	has objective Associates an Action with the Objective(s) it aims to achieve. Domain: Action. Range: Objective.	Table 3.25: has objective relationship description
Concept name Description	has behaviour Associates an Action with the Behaviour(s) required to perform it. Domain: Action. Range: Behaviour.	Table 3.26: has behaviour relationship description

Formalisation

The formalization phase in ontology engineering focuses on applying formal semantics to the conceptual model of a domain. This phase aims to create an ontology that is precise, unambiguous, and capable of supporting complex reasoning. By using a formal language, the ontology's structure, relationships, and constraints become systematically interpretable by both humans and machines.

The process of formalising an ontology transforms a conceptual understanding into a functional and robust model, which can support various applications, ranging from data interoperability to intelligent system operations. Such a formal structure is essential for ensuring the ontology's adaptability, reusability, and ability to integrate across different domains and systems.

The main objectives of this phase are:

- Encoding concepts and relationships, i.e. transforming conceptual entities and their relationships into formal representations;
- Defining logical constraints by establishing rules, constraints, and axioms that govern how concepts interact, and their properties, to ensure logical consistency and support reasoning processes;
- Specifying hierarchies and classifications, i.e. organizing concepts into clearly defined hierarchies, such as classes and subclasses, that support reasoning processes;
- Ensuring compatibility with ontology languages by structuring the ontology in a language that supports formal semantics, allowing it to be used with reasoning tools and knowledgebased systems.

In ontology engineering, various serialization methods and formats are commonly used to encode ontologies in a structured and machine-readable manner. Each serialization format has distinct characteristics and purposes, offering different levels of expressiveness and compatibility with tools for ontology development and reasoning. Below are three of the most frequently used serialization methods.

RDF/XML is an XML-based serialization format for resource description framework (RDF) data, used extensively for ontologies that follow the RDF standard. It encodes RDF triples subject, predicate, and object - in an extensible markup language (XML) format, making it compatible with XML tools and parsers. This method is often used for semantic web applications and data interchange across platforms, particularly when XML compatibility is a priority.

Turtle provides a more compact and human-readable serialization format for RDF. It uses a simplified, text-based syntax for representing RDF triples, making it easier to read and edit manually than RDF/XML. This method is popular for ontology development and editing, especially during the ontology design process, where readability is advantageous.

OWL/XML is an XML serialization for ontologies written in web ontology language (OWL). It is particularly designed to represent OWL constructs in a structured XML format, supporting all OWL semantics. This method is suitable for applications where interoperability with XML-based systems is essential and for storing complex ontologies where OWLspecific constructs are frequently used.

The complete Turtle syntax serialization of MAGO-Ag ontology is given in appendix MAGO-Ag Turtle Serialization.

© see listing 4.1

```
<owl:Class>
          <owl:intersectionOf rdf:parseType="Collection">
               <rdf:Description rdf:about="http://dragon.foi.hr/mago-a.owx#R7dQDUF81S0JC29Sctpy6aP"/>
               <owl:Restriction>
                      » rdf:resource="http://dragon.foi.hr/mago-a.owx#OWLDataProperty_ldd27442_1507_4890_8c6b_89ff9a5a4f49"/>
owl:hasValue rdf:datatype="http://www.w3.org/2001/XMLSchema#boolean">true</owl:hasValue>
          </wdi:nasvatue
</owl:Restriction>
</owl:intersectionOf>
      </owl:Class>
</owl:equivalentClass>
<rdfs:subClassOf rdf:resource="http://dragon.foi.hr/mago-a.owx#R7d0DUF81S01C29Sctpv6aP"/>
<rdfs:label xml:lang="en-gb">Cyclic Behaviour</rdfs:label>
```

Listing 4.1: OWL/XML serialization of the concept labelled Cyclic Behaviour

```
:RCiIVO3sTEfJR8m9vEY3Mhe rdf:type owl:Class :
           owl:intersectionOf (
:R7dQDUF81S0JC29Sctpy6aF
                     rdf:type owl:Restriction ;
owl:onProperty :OwlDataProperty_1dd27442_1507_4890_8c6b_89ff9a5a4f49 ;
owl:hasValue "true"^^xsd:boolean
                 1
            rdf:type owl:Class
     rdfs:subClassOf :R7dQDUF81SOJC29Sctpy6aP ;
rdfs:label "Cyclic Behaviour"@en-gb .
```

Listing 4.2: Turtle serialization of the concept labelled Cyclic Behaviour

5 Integration

The integration phase of this ontology engineering methodology focuses on harmonizing the developed ontology with other relevant ontologies or knowledge sources to create a unified knowledge ecosystem. This phase enriches the ontology's content, enhancing its semantic reach and improving its reusability across various applications.

Connecting with external ontologies supports data consistency, reduces redundancy, and ensures that the developed ontology can communicate effectively within broader systems, ranging from semantic web applications to intelligent multi-agent frameworks.

Integration is commonly performed using a combination of the following actions. Related equivalent concepts are identified between the current ontology and other ontologies to ensure consistency and avoid redundancy. Concepts and relationships from multiple ontologies are combined, often by importing parts of external ontologies or adding new entities that enhance the current model. Links are established between concepts in different ontologies, defining rules or correspondences to enable data interchange and semantic interpretation across systems. Adapting the ontology structure, used and existing naming conventions, and logical definitions ensures compatibility with the integrated ontologies or systems.

The MAGO-Ag ontology can be considered a filtered out and domain-specific subset of concepts from the Multiagent Model Based on Organisations for Intelligent Virtual Environments (MAMbO5) ontology. This is a natural continuation of the already established research cooperation between this research's host and sending institutions. The concepts of MAGO-Ag ontology bearing the same names as those of the MAMbO5 ontology may be considered to be the same, even though taking them for subconcepts should be the preferred approach since MAGO-Ag concepts are made to be adapted to implementation and are thus more domain-specific. Furthermore, newly-defined properties of the MAGO-Ag ontology, related to the concepts that can be found in MAMbO5 as well, present a valid argument in favour of regarding MAGO-Ag concepts as MAMbO5 subconcepts.

For the sake of simplicity in the context of using the MAGO-Ag

⊚ see figure 5.1

ontology with the MAGO-Ag framework, the ontology is not formally related to MAMbO5 ontology in its current form of implementation.

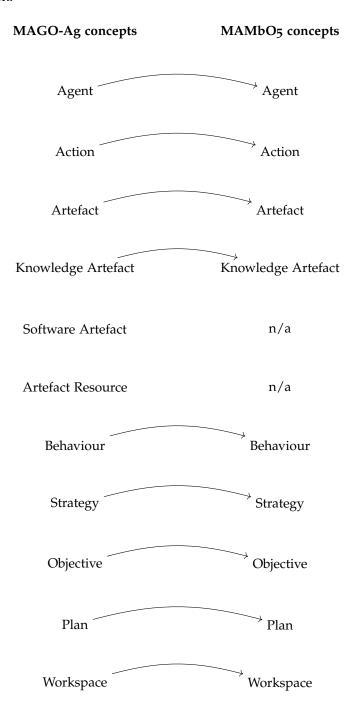


Figure 5.1: Mapping of the MAGO-Ag and the MAMbO5 concepts

Implementation

The implementation phase is a step in ontology engineering where the abstract model of the domain is transformed into a tangible, functional system component. This phase involves converting the formalized ontology into a format that is compatible with the chosen technological infrastructure, enabling it to interact with other systems, perform reasoning tasks, and respond to user queries. Successful implementation ensures the ontology accurately represents knowledge and operates smoothly within its intended environment. This process forms the foundation for intelligent systems, knowledge management tools, and data-driven applications.

The MAGO-Ag ontology was implemented using the Protégé tool for engineering ontologies. The implemented ontology is available on the GitHub repository of this research. The ontology is serialized using the OWL/XML method. Such a file, bearing the extension .owx , can be used by the programming language Python via the available libraries, such as owl ready2 .

The implemented ontology is consistent and provides additional knowledge when reasoned upon using one of the reasoners available in Protégé or owlready2.

The complete OWL/XML serialization of the implemented MAGO-Ag ontology is in appendix MAGO-Ag OWL/XML Serialization.

https://github.com/AILab-F0I/MAG0

see MAGO-Ag OWL/XML Serialization

7 Evaluation

The evaluation phase in ontology engineering focuses on verifying and validating the ontology's design, structure, and functionality. This phase ensures that the ontology accurately represents the intended domain and operates effectively within its application context. The evaluation phase helps identify potential improvements and confirms that the ontology is ready for deployment by systematically assessing factors such as accuracy, completeness, and operational efficiency. This quality control process establishes the ontology as a reliable and robust knowledge resource aligned with user requirements and technical expectations. Evaluation often involves both automated testing tools and manual reviews by domain experts.

Several activities are a part of the evaluation phase of the methodology used in this ontology engineering process. Quality assessment evaluates the ontology's internal consistency, logical coherence, and adherence to domain knowledge. It is tested against the intended scope regarding concepts and relationships to ensure the ontology is complete and accurate. The ontology's efficiency, scalability, and responsiveness are tested when integrated into the target environment. Validation against the specification is performed in order to verify that the ontology can address the features and requests defined during the specification phase, confirming its suitability for its intended applications.

The MAGO-Ag was evaluated by the domain experts from the host institution using the applicable interview and review approaches. Furthermore, the ontology was tested against the specification document. In addition to the stated, the ontology was, in part, presented in its finalised state at a professional conference [23].

Part II

Phase 2: The Framework

Framework Design, Description, and Implementation

The main objective of the MAGO-Ag framework is to provide a medium for converting a MAS model defined using the related MAGO-Ag ontology into a template for implementing the modelled system using SPADE library of Python. The rendered implementation template is not expected to include all the details that might be needed to run the finished system of agents. Still, it is planned to provide the initial implementation requirements of the modelled system. Including all the implementation details in the ontology might prove to be too cumbersome and taxing for the modelling process.

The framework is expected to translate the necessary elements of the ontology to classes, objects, and instances where applicable and provide the rest of the ontology knowledge to agents translated into applicable data types.

ontology implementation model framework template

Figure 8.1: MAGO-Ag framework workflow

8.1 Framework Design and Description

The key requirements of the framework are, therefore, the following.

o Agent subconcepts must be translatable into classes extending the Agent class of SPADE. Every SPADE agent must connect to an extensible messaging and presence protocol (XMPP) server in order to be able to communicate with other agents. To connect to an XMPP server, the agent must have a name and the address of the XMPP server it is connecting to. Furthermore, individuals of the Agent must be translated into objects of the appropriate agent class defined in SPADE.

- o Behaviour individuals can usually be found in the extension of one of the six subconcepts of the Behaviour concept. These individuals must be implemented by extending the appropriate class defined in SPADE. Since behaviour implementations highly depend on the intended use of the system and the agents therein, various details of the actual implementation of behaviour are not planned to be a part of the implementation template generated by this framework. Therefore, Behaviour individuals are expected to be translated only to the point of a defined behaviour class that can be instantiated by individual agents. One key observation is that agents, by default, know no behaviours. Instead, they learn about the available behaviours by playing, i.e. enacting, different Role individuals. Individuals of the Role concept are planned to be implemented in a way that is accessible by an agent, e.g. as a value of their internal attribute.
- By default, SPADE agents communicate using the XMPP protocol that requires a connection to an active XMPP server.
 Therefore, every agent must be connected to exactly one individual of the Agent Host Server concept. This concept must provide the host the Agent individual has to connect to, while the other part of the Jabber identifier (JID), the name, is provided by the Agent individual itself.

The MAGO-Ag ontology provides the basic concepts for the framework to translate. However, the framework must be able to work with additional subconcepts introduced to the Agent concept. This requirement stems from the need to allow the system modeller to create agent classes and their individual agents. Furthermore, the MAGO-Ag framework must work with individuals, even though treating individuals of Agent concept is expected to be different to how individuals of the Behaviour concept are treated; individual behaviours should be implemented as behaviour classes that will be instantiated by individual agents, while individual agents are instances of the applicable Agent class. Ultimately, extending the framework to include additional concepts that may be introduced to the related ontology in the future should not be extremely difficult.

Example 8.1.

Subconcepts of the Agent concept can be Agent Factory and Agent Recipe in the domain where recipe agents consume a subset of the set of services provided by factory agents, which is, in turn, a subset of the system-wide set of possible services.

Finally, the framework should be implemented to provide the user with its functionality without requiring extensive programming or SPADE knowledge. In other words, the framework must be easy to run and provide the results straightforwardly.

⊲ example 8.1. Subconcepts to the
 Agent concept

8.2 Framework Implementation

The framework was developed in stages; each focused on one of the concepts that must be translated into the implementation template. Several Python classes are developed, to help the translation process.

THING was the initial entity to be developed. The main idea of the Thing class was to create a set of methods and properties that will be common to all the classes used for translating the ontology to the appropriate implementation template. The Thing class is to be extended by the other classes participating in the translation process. Therefore, the class implementation includes the following key elements.

Thing

- Some basic values as class properties are stored that are planned to be available to and used by the other classes.
- o Common methods for the following purposes are provided:
 - setting up the string template for the resulting implementation template;
 - rendering the implementation template via substituting the placeholder values in the implementation string template;
 - retrieving the implementation template if it is already rendered, whenever needed;
 - writing the rendered implementation template in a file on the local disk.

```
set_implementation_template
  see listing 8.1
```

```
render_implementation

⊚ see listing 8.2
```

write_implementation_to_file
© see listing 8.4

```
def set_implementation_template(self, implementation_template: str):

"""Set the implementation template, following the string.Template syntax. This template is used to generate

→ implementation of the object.

Args:

implementation_template (str): The implementation template to be filled in with appropriate values of objects

→ of this class. Has to follow string.Template syntax.

self.implementation_template = Template(implementation_template)
self.implementation = None
```

64 65

67 68 Listing 8.1: Implementation of the set_implementation_template method of the Thing class

```
def render_implementation(self, substitutes: dict = None):

"""Fill in the provided implementation template with data. If no 'substitutes' value is provided, attributes of 
the object are used (those must have the same names as the variables in the template string).

Args:

substitutes (dict, optional): A dictionary of the values to be used in the provided template. Defaults to 
None.

None.

Raises:

ValueError: Error is raised if no template was set.

""" valueError: Error is raised if no template was set.

""" substitutes "asie ValueError ("No implementation template set.")

substitutes = self._dict._ if not substitutes else substitutes

self.implementation = self.implementation_template.substitute(
substitutes)

> strip()
```

Listing 8.2: Implementation of the render_implementation method of the Thing class

102

```
def get_implementation(self):
    """Return the rendered implementation.

Returns:
    Returns the rendered implementation template or None if unavailable.
    """
return self.implementation if self.implementation else None
```

```
Listing 8.3: Implementation of the get_implementation
method of the Thing class
```

Listing 8.4: Implementation of the write_implementation_to_file method of the Thing class

AGENT was the following entity to be developed. The Agent class is developed to be the extension of the Thing class. In addition to the method for setting up the rendering string template, the Agent class features three other methods with the following functionalities.

- In order to provide the Agent individual with the knowledge of roles and the behaviours they enable, role and behaviour combinations are retrieved, constrained to the roles available to the individual agent.
- SPADE agents are instances of their respective agent classes.
 Therefore, the Agent class provides the method for rendering a part of the agent instantiation code.
- Since agent individuals may pertain to custom agent subconcepts, it is necessary to allow their successful translation to implementation templates. This is why the Agent class provides the method for rendering the import statement for a particular agent.

```
Agent
```

```
get_related_roles_and_behaviours
```

```
render_agent_instantiation
```

```
\odot see listing 8.6
```

```
render_agent_import
```

```
Listing 8.5: Implementation of the get_related_roles_and_behaviours method of the Agent class
```

```
def render_agent_instantiation(self):
    self.related_roles_and_behaviours = self.get_related_roles_and_behaviours()

agent_instantiation_template = """
    agent = $agent_type("$name@$host_server", "$password")
    agent_knowledge_artefact_uris = $knowledge_artefact_uris
    agent_available_roles_and_behaviours = $related_roles_and_behaviours
    agent_individuals_setdefault("$host_server", (}).update({"$name": agent})

"""
    self.set_implementation.template(agent_instantiation_template)

self.render_implementation()
    return self.get_implementation()
```

Listing 8.6: Implementation of the render_agent_instantiation method of the Agent class

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Listing 8.7: Implementation of the render_agent_import method of the Agent class

Behaviour is the next entity to be developed. The Behaviour class is developed to be the extension of the Thing class as well.

Since all the Behaviour individuals are ultimately individuals of the Behaviour concept in the ontology, and their further classification is performed via the applied reasoning processes since their respective subconcepts are implemented as defined classes, their specific type (i.e. cyclic, periodic, one-shot, timeout, finite state machine, or state) is determined using a specific method of the Behaviour class based on their individual's data property values.

Finite State Machine Behaviour is the most complex behaviour to translate. Even though the behaviour class is implemented in the same manner the other behaviour classes are implemented, the finite state machine (FSM) behaviour must have all the states and their transitions set up too. The process of setting up the initial state, the other states, and their respective transitions requires traversing through the individuals of the ontology. Therefore, an extra method was developed as a part of the behaviours of the Finite State Machine Behaviour concept that will be used to set up the behaviour in runtime.

Behaviour

```
{\tt determine\_behaviour\_type}
```

```
\odot see listing 8.8
```

```
get_fsm_states
```

© see listing 8.9

```
render_fsm_implementation
```

⊚ see listing 8.10

```
def determine_behaviour_type(self):
    """Determines the type of behaviour based on the ontology individual and agent attributes.

Returns:
    str: The name of the behaviour type.

"""

if self.onto_individual.is_before_state or self.onto_individual.is_after_state:
    return "State"

elif self.onto_individual.has_initial_state:
    return "FSMBehaviour"

else:
    key = (bool(self.cycling), bool(self.period))
    behaviour_mapping = {
        (False, False): "OneShotBehaviour",
        (False, True): "TimeOutBehaviour",
        (True, false): "CyclicBehaviour",
        (True, True): "PeriodicBehaviour",
        (True, True): "PeriodicBehaviour")

return behaviour_mapping.get(key, "UnknownBehaviour")
```

Listing 8.8: Implementation of the determine_behaviour_type method of the Behaviour class

Strategy concepts are the last entities to be developed. The Plan class is developed to be the extension of the Thing class again.

Strategy

```
def get_fsm_states(self):
    states = set()
    transitions = []
    visited = set()
    initial_state = None
    initial_state = self.onto_individual.has_initial_state

    stack = list(initial_state)
    while stack:
        current_state = stack.pop()
        if current_state in visited:
            continue
        visited.add(current_state)
        states.add(current_state)
        # Get next states
        next_states = current_state.is_before_state
        transitions.extend([(current_state, ns) for ns in next_states])
        stack.extend(next_states)
    return initial_state, states, transitions
```

Listing 8.9: Implementation of the get_fsm_states method of the Behaviour class

Listing 8.10: Implementation of the render_fsm_implementation method of the Behaviour class

The goal of translating the strategy-related concepts into the implementation template is to provide agent instances with the knowledge from the ontology in a way that is more Python-friendly. Furthermore, by removing the necessity of having the ontology available to agent instances, the implementation template is rendered as a more independent system. This decision introduces some other constraints, though, such as no reasoning over the knowledge rendered as data. On the other hand, access to an ontology can still be given to an agent using the Knowledge Artefact concept.

The strategy-related concepts are translated using a single method that translates the related Plan, Action, Behaviour, and Objective individuals into a Python dictionary retaining their respective connections.

```
def get_plan_action_behaviour_objective(self):
    plan_dict = {}
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                plan_iri = self.onto_individual.iri
                # Get the plan name
plan_name = (
                        self.onto individual.has name
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               # Initialize the plan entry
plan_entry = {"name": plan_name, "actions": {}}
                # Get the actions associated with the plan
actions = self.onto.individual.requires_action
for action in actions:
    action.iri = action.iri
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                      action_name = action.has_name if action.has_name else action.name
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                       action_entry = {"name": action_name, "objectives": {}, "behaviours": {}}
                      # Get the objectives associated with the action
objectives = action.has_objective
for objective in objectives:
    objective.iri = objective.iri
# Get the objective name
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                                      objective.has_name if objective.has_name else objective.name
                             # Add the objective to the action's objectives
action_entry["objectives"][objective_iri] = objective_name
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                           Get the behaviours associated with the action
                       # Get the behaviours associated w.
behaviours = action.has_behaviour
for behaviour in behaviours:
behaviour_iri = behaviour.iri
# Get the behaviour name
behaviour_name = (
                                     behaviour.has_name if behaviour.has_name else behaviour.name
                             )
                             # Add the behaviour to the action's behaviours
action_entry["behaviours"][behaviour_iri] = behaviour_name
                      # Add the action entry to the plan's actions
plan_entry["actions"][action_iri] = action_entry
               # Add the plan entry to the main dictionary
plan_dict[plan_iri] = plan_entry
               logging.info(f"Plan {plan_name} visited.")
```

get_plan_action_behaviour_objective

© see listing 8.11

Listing 8.11: Implementation of the get_plan_action_behaviour_objective method of the Plan class

Knowledge artefact individuals are provided to the connected agents via their unique resource identifiers (URIs). Each agent is provided with a property of data type dictionary, consisting of artefacts' names and URIs.

WORKSPACE is the last entity to be developed. The Python class for this concept is used to perform most of the necessary rendering and get_related_knowledge_artefact_uris
 see listing 8.12

```
def get_related_knowledge_artefact_uris(onto_individual) -> dict:
    """Retrieves all the knowledge artefacts the individual can access.

Args:
    onto_individual (Agent individual): The agent individual.

Returns:
    dict: Dictionary with artefact names and URIs.
    """

artefacts = set()
    artefacts.update(onto_individual.can_access_artefact)
    organisational_artefacts = [
        role.can_access_artefact
        for role in onto_individual.can_play_role
]
    artefacts.update(artefact for artefacts in organisational_artefacts for artefact in artefacts)

artefact_names_uris = {
        artefact.has_name: artefact.has_uri
        for artefact in artefacts
        if "Knowledge" in str(artefact.is_a[0].label[0])
}

return artefact_names_uris
```

Listing 8.12: Implementation of the get_related_knowledge_artefact_uris function

writing to file operations of the related concepts and individuals. This class contains all the methods necessary for getting all the data from the ontology and rendering the implementation templates. While writing rendered implementation templates to files is mostly performed by calling the related methods of the Thing class, the following more interesting methods are used to retrieve data from the ontology containing the modelled MAS:

- read_agents_from_ontology implements how to read the ontology, retrieve the most important data related to agents, and prepare those data for rendering agent implementation templates;
- render_behaviours_from_ontology renders behaviour implementation templates based on their ontology data
- o read_plan_from_ontology takes all the Plan individuals and renders their related data as a Python dictionary.

```
⊚ see listing 8.13
```

```
⊚ see listing 8.14
```

Listing 8.13: Implementation of the read_agents_from_ontology method of the Workspace class

TRANSLATION script is the very last element that must be added to the mix, in order to make the framework easily runnable and usable. The main translation script starts by reading the ontology using the owlready2 library, then instantiates the Workspace object,

Listing 8.14: Implementation of the render_behaviours_from_ontology method of the Workspace class

Listing 8.15: Implementation of the read_plan_from_ontology method of the Workspace class

and by calling the write_implementation_to_disk of the instantiated World object finally runs the translation process. Thus, the ontology is consulted, the necessary string templates are rendered, and the implementation template is written to respective files.

```
import os
from owlready2 import World, Ontology, onto_path, set_render_func, sync_reasoner
from mago_workspace import Workspace

def render_using_label(entity):
    return entity.label.first() or entity.name

def render_using_iri(entity):
    return entity.iri

def main():
    onto_path.append(os.getcwd())

mago_world = World()
    onto: Ontology = mago_world.get_ontology("MAGO-Ag.owx").load(reload=True)

set_render_func(render_using_label)

sync_reasoner()

template_folder = os.path.join(os.getcwd(), "Template")
if not os.path.exists(template_folder)

aMAGOWorld = Workspace(ontology=onto, name="World")
aMAGOWorld = Workspace(ontology=onto, name="World")
aMAGOWorld = workspace(ontology=onto, name="World")
aMAGOWorld.write_implementation_to_disk()

if __name__ == "__main__":
    main()
```

Listing 8.16: The main script of the framework

A Case Study: The Recipe World

Part III Appendices

MAGO-Ag Turtle Serialization

```
@prefix : <a href="http://dragon.foi.hr/mago-a.owx#">http://dragon.foi.hr/mago-a.owx#">http://www.w3.org/2002/07/owl#>.
@prefix rdf: <a href="http://www.w3.org/N1999/02/22-rdf-syntax-ns#">http://www.w3.org/N1999/02/22-rdf-syntax-ns#</a>.
@prefix rdi: <a href="http://www.w3.org/2001/X01LSchema#">http://www.w3.org/2001/X01LSchema#</a>.
@prefix owlr: <a href="http://www.w3.org/2001/X01LSchema#">http://www.w3.org/2001/X01LSchema#</a>.
@prefix offs: <a href="http://www.w3.org/2000/01/rdf-schema#">http://www.w3.org/2000/01/rdf-schema#</a>.
@base <a href="http://dragon.foi.hr/mago-a.owx#">http://dragon.foi.hr/mago-a.owx#</a>.
<a href="http://dragon.foi.hr/mago-a.owx#">@base <a href="http://dragon.foi.hr/mago-a.owx#">http://dragon.foi.hr/mago-a.owx#</a>.
                   # Annotation properties
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                   http://dragon.foi.hr/mago-a.owx#R7MvUIWpnOdfB3dxpRXTUAK
                  ### http://dragon.tol.hr/mago-a.owx#r/rwuxmpuuriosuxprviuw
:R7MvUIWpnOdf83dxpRXTUAK rdf:type owl.ObjectProperty;
rdfs:subPropertyOf owl:topObjectProperty;
rdfs:domain:R7dQUUF81501295ctpy6aP;
rdfs:range:R84KrWu32BbXCifW6B996mZ;
rdfs:label "implements action"@en-gb.
                  ### http://dragon.foi.hr/mago-a.owx#R7o5TdA2HQ0QxwVPrUJrLpq
                  **** Ift:P://diagni.idi.in/mago-a.owx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosidzenovx*rvosid
                  ### http://dragon.foi.hr/mago-a.owx#R84IuDzXJ7QCZi1bY6fzFxZ
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                  ### http://dragon.tol.nr/mago-a.ow.#W84IuDzXJ/Uc/libYdrzkx/
:R84IuDzXJ7QCZibY6fzFxZ rdf:type owl.ObjectProperty;
rdfs:subPropertyOf owl:topObjectProperty;
rdfs:domain:RDm65h4GNQjimv@axMIRnMX;
rdfs:range:R84KHWJZSbxCifW6B9SGmZ;
owlr:python_name "requires_action";
rdfs:label "requires action"@en-gb .
                  ### http://dragon.foi.hr/mago-a.owx#R8ZWdA7HWDzIIwh0ZrSwAIi
                  ### http://dragon.foi.hr/mago-a.ow.#R8ZMAJ7HMDzIIwNQZr5wAI;
:R8ZWdAJ7HMDzIIwNQZr5wAIj rdf:type.owl.objectProperty;
rdfs:subProperty0f owl.itopObjectProperty;
owl:inverseOf:RDGoFrovOBPhBCQGPKFeUUR;
rdf:type.owl.!TreflexiveProperty;
rdfs:domain:RDgoxtmWvG5IIdqtaNK9OBf;
rdfs:range:RDgoxtmWvG5IIdqtaNK9OBf;
owlr:python.name "is.after.state";
rdfs:lbobl "is.after.state";
                                                                                                       rdfs:label "is after state"@en-gb
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                  ### http://dragon.foi.hr/mago-a.owx#R82XgNqWa8M3RnwigsFBxvc
:R82XgNqWa8M3RnwigsFBxvc rdf:type owl:0bjectProperty;
rdfs:subPropertyOf owl:topObjectProperty;
rdfs:domain :R9iXau1ZAM6oZTRbdCgbmgd;
rdfs:range :R9iXau1ZAM6oZTRbdCgbmgd;
rdfs:label "features role"@en-gb .
                  http://dragon.foi.hr/mago-a.owx#R9QlFkpwG4P6QT3YaFGdAPM
                    :R9QlFkpwG4P6QT3YaFGdAPM rdf:type owl:ObjectProperty;
rdfs:subPropertyOf owl:topObjectProperty;
                                                                                                       rdfs:domain :R84KrWu3ZBbXCifW6B9GSmZ
rdfs:range :R84KrWu3ZBbXCifW6B9GSmZ ;
```

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rdfs:lahel "is after action"@en-dh
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            ### http://dragon.foi.hr/mago-a.owx#R9Y2982rI3hZL4oBhv8Ohhv
:R9Y2982rI3hZL4oBhv8Ohhv rdf:type owl:ObjectProperty;
rdfs:subPropertyOf owl:topObjectProperty;
rdfs:domain:RDm65h4ONOjimv@axMIRnNX;
                                                            rdfs:range :RDm65h4GNQjimv0axMIRnMX ;
rdfs:label "is part of process"@en-gb
            ### http://dragon.foi.hr/mago-a.owx#R9wYaBAe5LQpMMDI7zKHWhc
:R9wYaBAe5LQpMMDI7zKHWhc rdf:type owl:ObjectProperty;
rdfs:subPropertyOf owl:topObjectProperty;
rdfs:domain:R84KrWu3ZBbXCifW6B9GSmZ;
rdfs:range:R84KrWu3ZBbXCifW6B9GSmZ;
rdfs:label "is before action"@en-gb .
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            ### http://dragon.foi.hr/mago-a.owx#RB8ofKE08zM8jcK0WetPpLI
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             :RB8ofKE08zM8jcK0WetPpLI rdf:type owl:ObjectProperty ;
                                                           rdfs:subPropertyOf owl:topObjectProperty;
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                                                            rdfs:range :RB4lINuYfn41lvT2d2GduU0 ;
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                                                            owlr:python_name "can_access_artefact" ;
rdfs:label "can access artefact"@en-gb .
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            ### http://dragon.foi.hr/mago-a.owx#RB0L8y2xs4VvKc6D0kikOup
:RB0L8y2xs4VvKc6D0kikOup rdf:fype owl:ObjectProperty;
rdfs:subPropertyOf ovl:topObjectProperty;
rdfs:domain :R9iXau1ZAN6oZTRbdCgbmgd ;
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                                                           rdfs:range :R9iXau1ZAN6oZTRbdCgbmgd ;
owlr:python_name "is_part_of_role" ;
rdfs:label "is part of role"@en-gb .
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            ### http://dragon.foi.hr/mago-a.owx#RBmpSay8yjDZmkl0v6Mwlrc
:RBmpSay8yjDZmkl0v6Mwlrc rdf:type owl:ObjectProperty;
rdfs:subProperty0f:RCcC3SXJ5MvuHMJyzs80pU6;
rdf:type owl:FunctionalProperty;
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                                                            rdfs:domain :R9lwUrkbSftwsmlPcopLgzT;
rdfs:range :R9lwUrkbSftwsmlPcopLgzT;
rdfs:range :R9lXauIZANGoZTRbdgbmgd;
owlr:python_name "plays_role";
rdfs:label "plays role"@en-gb.
141
            ### http://dragon.foi.hr/mago-a.owx#RBntfnmvB9JVuK1xvAe6Hm8
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            ### http://dragon.foi.hr/mago-a.owx#RC6rldf2VsWBaHtUobIELQL
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            ### http://dragon.tol.nr/mago-a.ow.##kUorid12VsWBaHtUobiELUL
:RC6rldf2VsWBaHtUobiELQL rdf:type owl.ObjectProperty;
rdfs:subPropertyOf owl:topObjectProperty;
rdfs:idomain :RDMV7ayhi9xuRAzbfALLhKS;
rdfs:range :RDgoxtmVKoElIdqtaNK9QBf;
owlr:python_name "has_initial_state";
rdfs:label "has initial_state"@en-gb .
159
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            ### http://dragon.foi.hr/mago-a.owx#RCAv5UwFPv50U0diN61nXbw
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            ### http://dragon.foi.hr/mago-a.owx#RCWrWcZCQ3lxj6jFw9zRJ6m
:RCWrWcZCQ3lxj6jFw9zRJ6m rdf:type owl:0bjectProperty;
rdfs:subProperty0f owl:top0bjectProperty;
rdfs:domain :R84L1NuYfn41lvT2d2GdUU0;
rdfs:range :RchP69avXxqRwh6LALfwsKq;
owlr:python.name "provides_resource";
                                                            rdfs:label "provides resource"@en-gb
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                                                            rdfs:label "can play role"@en-gb
                      http://dragon.foi.hr/mago-a.owx#RCkUIZx8f7TQwTrh3wmfyBD
            :RCkUIZx8f7TQwTrh3wmfyBD rdf:type owl:ObjectProperty ; rdfs:subPropertyOf owl:topObjectProperty ;
197
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                                                            rdfs:domain :R84KrWu3ZBbXCiTW6B9G5mZ;
rdfs:domain :R84KrWu3ZBbXCiTW6B9G5mZ;
rdfs:range :R7dQDUF8150JC295ctpy6aP;
owlr:python.name "has.behaviour";
rdfs:label "is implemented using behaviour"@en-gb .
```

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### httn://dragon_foi_hr/mago-a_owx#RCsnmcvgTe70G3lagH4v3hE
             ### http://dragon.foi.hr/mago-a.ow.#RCsnmcyqle7063lagh4y3bE

:RCsnmcyq1e7063lagh4y3bE rdf:type owl.ObjectProperty;

rdfs:subPropertyOf owl:topObjectProperty;

rdfs:domain:RDqoRvxlabeStUw42NRdR00;

rdfs:rlange:RDqoRvxlabeStUw42NRdR00;

rdfs:label "is part of objective"@en-gb .
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            ### http://dragon.foi.hr/mago-a.owx#RDGoFrovOOPhBCQGPkFeUuR
             ### http://dragon.foi.hr/mago-a.owx#MDGoFrovO0PhBCOGPKFeUuR
:RDGoFrovO0PhBCOGPKFeUuR rdf:type owi.ObjectProperty;
rdfs:subPropertyOf owl:topObjectProperty;
rdf:type owl:IrreflexiveProperty;
rdfs:domain.RDgoxtmVGGIIdqtaNK9OBf;
rdfs:range :RDgoxtmVWCGIIdqtaNK9OBf;
217
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                                                           owlr:python_name "is_before_state";
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                                                           rdfs:label "is before state"@en-qb
            ### http://dragon.foi.hr/mago-a.owx#RDrm00K6AJVd50JmoVCqPy6
:RDrm00K6AJVd50JmoVCqPy6 rdf:type owl:0bjectProperty ;
    rdfs:subProperty0f owl:top0bjectProperty ;
223
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                                                           rdfs:domain :RDqoRvxlaDeStUw4zNRdR0o
                                                           rdfs:range :RDqoRvxlaDeStUw4zNRdR00 ;
rdfs:label "has initial objective"@en-gb
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            ### http://dragon.foi.hr/mago-a.owx#RY56GiCpqJHON677qnESsT
:RY56GiCpqJHON677qnESsT rdf:type owl:0bjectProperty ;
rdfs:subPropertyOf owl:topObjectProperty ;
232
                                                         rdfs:domain :R9iXau1ZAN6oZTRbdCgbmgd ;
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238
                                                         rdfs:range :R7dQDUF8150JC29Sctpy6aP ;
owlr:python_name "provides_behaviour"
rdfs:label "provides behaviour"@en-gb
            ### http://dragon.foi.hr/mago-a.owx#ReKEcwE01zu4hS0L1gSBu2
:ReKEcwE01zu4hS0L1gSBu2 rdf:type owl:ObjectProperty;
239
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                                                         rdfs:subPropertyOf owl:topObjectProperty ;
rdfs:domain :RDqoRvxlaDeStUw4zNRdR00 ;
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                                                         rdfs:range :RDqoRvxlaDeStUw4zNRdR0o ;
rdfs:label "features objective"@en-gb
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            ### http://dragon.foi.hr/mago-a.owx#RpmDQcEqabFOwsZHv82QuF
255
            ### intp://diagon.lol.in/mago-a.owx#mpmotcqabrowszhvozdur
:RpmDQcEqabFOwsZHv82QuP rdf:type owl.ObjectProperty;
    rdfs:subPropertyOf owl:topObjectProperty;
    rdfs:domain :R9lwdrkb5ftwsmlPropLgzT;
    rdfs:range :RcdosGABApy:GadragQesQx7;
    owlr:python.name "lives.on.host";
    rdfs:label "lives on host"@en-gb .
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             # Data properties
            ### http://dragon.foi.hr/mago-a.owx#OWLDataProperty_13076287_43a5_47ba_80d4_aa0b2fcbf767   :OWLDataProperty_13076287_43a5_47ba_80d4_aa0b2fcbf767   rdf:type owl:DatatypeProperty ;
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                                                                                                               rdfs:range xsd:string ;
rdfs:label "is implemented as"@en-gb .
            :RChP69av2xqRwh6LALfwsKq
                                                                                                                rdfs:range xsd:anyURI ;
owlr:python_name "has_uri" ;
rdfs:label "has URI"@en-gb .
287
288
            ### http://dragon.foi.hr/mago-a.owx#OWLDataProperty_1dd27442_1507_4890_8c6b_89ff9a5a4f49
            ### http://dragon.foi.hr/mago-a.owx#DWLDataProperty_ldd27442_1507_4890_8c6b_89ff9a5a4f49
:OWLDataProperty_ldd27442_1507_4890_8c6b_89ff9a5a4f49 rdf:type owl:DatatypeProperty;
rdfs:domain:R7dQDUF8ISD1C29Sctpy6aP;
rdfs:range xsd:boolean;
owlr:python.name "is_repeating";
rdfs:comment "This property defines whether the behaviour is

repeating or not, designating cyclic or one-shot behaviour
rtfs:label "is repeating"@en-gb .
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            rdfs:range xsd:string ;
owl::python.name "uses.input_template" ;
rdfs:comment "API Endpoint will accept input following the JSON
→ template presented here." ;
299
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                                                                                                                rdfs:label "uses input template"@en-gb .
 302
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            ### http://dragon.foi.hr/mago-a.owx#OWLDataProperty_eelf7846_6528_4e64_9e86_cc34af99f912 rdf:type owl:DataProperty; rdfs:domain :OWLClass_27e9637c_fe4f_4875_8d16_087da4a1cb00 ;
 307
308
                                                                                                                rdfs:romBain :Wwicidas_2/e965/C_re4T_46/S_8010_08/d3441cD00 ; rdfs:range xsd:string ; owlr:python.name "uses_output_template" ; rdfs:comment "API Endpoint will provide ouptut following the $\infty$ 500 template presented here." ; rdfs:label "uses output template"@en-gb .
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         ### http://dragon.foi.hr/mago-a.owx#R8l3NnmqnvjfzJkS5rDNvFm
:R8l3NnmqnvjfzJkS5rDNvFm rdf:type owl:DatatypeProperty;
rdfs:subPropertyOf owl:topDataProperty;
rdf:type owl:FunctionalProperty;
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                                              rdfs:domain :R7dQDUF81S0JC29Sctpy6aP ;
                                            rdfs:domain:R7dQDUF81501C99Sctpy6aP;
rdfs:range xsd:positiveInteger;
owlr:python_name "has_period";
rdfs:comment "This property contains the information about the length of the temporal

designation of a behaviour. A cyclic behaviour that has a period is a periodic behaviour,

and an acyclic behaviour that has a defined period is considered to be a time-out

behaviour, i.e. a one-shot behaviour that runs its main loop only after a specific period

of time passes."@en-gb;
rdfs:label "has period"@en-gb .
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         ### http://dragon.foi.hr/mago-a.owx#RBffMlV8TQxoNtblRneUYsb
:RBffMlV8TQxoNtblRneUYsb rdf:type owl:DatatypeProperty;
rdfs:subProperty0f owl:topDataProperty;
                                              rdfs:range xsd:string; rdfs:comment "JSON description of the basic features of the modelled system, e.g. {\"number
329
                                             \hookrightarrow of agents\": 10}"@en-gb ; rdfs:label "has system features"@en-gb .
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          # Classes
          ### http://dragon.foi.hr/mago-a.owx#OWLClass_256a9011_3e88_4389_acde_aa6320fe2953
          http://dragon.foi.hr/mago-a.owx#OWLClass_27e9637c_fe4f_4875_8d16_087da4a1cb00
         :OMLClass_27e9637c_fe4f_4875_8d16_887da4a1cb00 rdf:type owl:Class ;
rdfs:subClass0f :RChP69av2xqRwh6LALfwsKq ;
rdfs:label "RestAPI Endpoint"@en .
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          ### http://dragon.foi.hr/mago-a.owx#OWLClass.30630ea0_e2d1_4057_8419_5ec603426309
:OWLClass.30630ea0_e2d1_4057_8419_5ec603426309 rdf:type owl:Class;
    owl:equivalentClass [ owl:intersectionOf ( :R8EpacdsHKWIyPDRwsmkSta
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                                                                                                                                           [ rdf:type owl:Restriction ;
                                                                                                                                              owl:onProperty

→ :R8l3NnmqnvjfzJkS5rDNvFm

→ :
362
                                                                                                                                              owl:someValuesFrom

→ xsd:positiveInteger
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                                                                                                             rdf:type owl:Class
                                                                             rdfs:subClassOf :R8EpacdsHKWIyPDRwsmkSta ;
rdfs:label "Time-out Behaviour"@en .
          ### http://dragon.foi.hr/mago-a.owx#OWLClass_4e210354_6993_4cf7_96ae_3c18254ef7ce
          :OWLClass_4e210354_6993_4cf7_96ae_3c18254ef7ce rdf:type owl:Class ;
rdfs:subClass0f :R9lwUrkbSftwsmlPcopLgzT ;
                                                                             rdfs:label "Recipe Agent"@en-gb
          ### http://dragon.foi.hr/mago-a.owx#R7dQDUF81S0JC29Sctpy6aP
          :R7dQDUF81S0JC29Sctpy6aP rdf:type owl:Class ;
owl:disjointWith :R84KrWu3ZBbXCifW6B9GSmZ ;
                                             rdfs:label "Behaviour"@en-gb
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                                                                                                              owl:hasValue "false"^^xsd:boolean
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                                                                             rdf:type owl:Class
                                              rdfs:subClassOf :R7dQDUF81SOJC29Sctpy6aP ;
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                                              rdfs:label "One Shot Behaviour"@en-qb
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          ### http://dragon.foi.hr/mago-a.owx#R9iXau1ZAN6oZTRbdCqbmqd
          :R9iXaulZAN6oZTRbdCgbmgd rdf:type obi:Class;
rdfs:subClassOf :RWOhadIHzH5yfBTDwuDICD;
rdfs:label "Role"@en-gb .
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          ### http://dragon.foi.hr/mago-a.owx#R9lwUrkbSftwsmlPcopLgzT
         :R9lwUrkbSftwsmlPcopLgzT rdf:type owl::Glass;
owlr:python_name "Agent";
rdfs:label "Agent"@en-gb .
         ### http://dragon.foi.hr/mago-a.owx#RB4lINuYfn41lvT2d2GduU0
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:RB4lINuYfn41lvT2d2GduUO rdf:type owl:Class ; rdfs:label "Artefact"@en-gb
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                  ### http://dragon.foi.hr/mago-a.owx#RCdOsGdAOyrGZdnzgQesQx7
                   ### http://dragon.lol.nl/magor-a.owx#xtcusouarg/teznizgqesqx7
:RCdOsGdA0yrGZdnzgQesQx7 rdf:type od:Class;
rdfs:subClassOf :RBzqbNmJP5lfpPIgYCvLGDa ;
rdfs:label "Agent Host Server"@en-gb .
                  ### http://dragon.foi.hr/mago-a.owx#RChP69av2xqRwh6LALfwsKq
                  :RChP69av2xqRwh6LALfwsKq rdf:type owl:Class;
rdfs:label "Artefact Resource"@en-gb .
                  ### http://dragon.foi.hr/mago-a.owx#RCjIVQ3sTEfJR8m9yEY3Mhe
:RCjIVQ3sTEfJR8m9yEY3Mhe rdf:type owl:class;
owl:equivalentClass [ owl:intersectionOf ( :R7dQDUF81S0JC29Sctpy6aP
                                                                                                                                                                                                        [ rdf:type owl:Restriction ;
                                                                                                                                                                                                             owl:onProperty

→ :OWLDataProperty_1dd27442_1507_4890_8c6b_89ff9a5a4f49
                                                                                                                                                                                                             owl:hasValue "true"^^xsd:boolean
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                                                                                                                                                rdf:type owl:Class
                                                                                     rdfs:subClassOf :R7dODUF81S0JC29Sctpv6aP :
                                                                                      rdfs:label "Cyclic Behaviour"@en-gb
                              http://dragon.foi.hr/mago-a.owx#RDMv7ayhi9xuRAzbfALLhKS
                  :RDMv7ayhi9xuRAzbfALLhKS rdf:type owl:Class;
owl:equivalentClass [ owl:intersectionOf ( :R7dQDUF8150JC29Sctpy6aP
                                                                                                                                                                                                       Indicate of the control of the 
                                                                                                                                                                                                            rdf:type owl:Restriction ;
owl:onProperty :RCPUC28AunmmX3PS6A0U0XL ;
owl:someValuesFrom :RDgoxtmVWC61IdqtaNK9Q8f
                                                                                                                                                rdf:type owl:Class
                                                                                     rdfs:subClassOf :R7dQDUF81SOJC29Sctpy6aP ;
rdfs:label "Finite State Machine Behaviour"@en-gb
                  ### http://dragon.foi.hr/mago-a.owx#RDgoxtmVWC61IdgtaNK9QBf
                   :RDgoxtmVWC61IdqtaNK9QBf rdf:type owl:Class;
owl:equivalentClass [ owl:intersectionOf ( :R7dQDUF81S0JC29Sctpy6aP
                                                                                                                                                                                                           480

→ :R7d0DUF81S0JC29Sctpv6aP

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                                                                                                                                                                                                                                                 [ rdf:type owl:Restriction ;
owl:onProperty

→ :RDGoFrov00PhBCQGPKFeUuR ;
owl:somevaluesFrom

→ :R7dQDUF81S0JC29Sctpy6aP
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                                                                                                                                                rdf:type owl:Class
                                                                                    rdfs:subClassOf :R8EpacdsHKWIyPDRwsmkSta ;
rdfs:label "State Behaviour"@en-gb .
                  ### http://dragon.foi.hr/mago-a.owx#RDl2yHd2gEMyEDMtUcL67d
:RDl2yHd2gEWyEDMtUcL67d rdf:type owl:Class ;
rdfs:subClassOf :Rm3/abirGXstrtBtkrthoH ;
rdfs:label "Individual Knowledge Artefact"@en-gb .
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                  ### http://dragon.foi.hr/mago-a.owx#RDm65h4GNQjimv0axMIRnMX
                   :RDm65h4GNQjimv0axMIRnMX rdf:type owl:Class;
rdfs:subClassOf :RBGp2C7WAHzeIMoeFp3K6lr;
rdfs:label "Plan"@en-gb .
                  ### http://dragon.foi.hr/mago-a.owx#RDgoRvxlaDeStUw4zNRdR0o
 507
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                  :RDqoRvxlaDeStUw42NRdR0o rdf:type owl:Class;
rdfs:subClassof:RBGp2C7WAHzeIMoeFp3K6lr;
rdfs:label "Objective"@en-gb .
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                  ### http://dragon.foi.hr/mago-a.owx#RWOhadIHzH5yfBTDwuDICD
:RWOhadIHzH5yfBTDwuDICD rdf:type owl:Class ;
rdfs:subClassOf :Rm3YabirGXstrtBtkrthoH ;
rdfs:label "Organisational Knowledge Artefact"@en-gb .
                  ### http://dragon.foi.hr/mago-a.owx#Rce2iHbgKH3gy3TygYasFi
:Rce2iHbgKH3gy3TygYasFi rdf:type owl:Class;
    rdfs:label "Workspace"@en-gb .
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                                                                   rdf:type owl:Class
                                       rdfs:label "Periodic Behaviour"@en-gb
536
        ### http://dragon.foi.hr/mago-a.owx#Rm3YabirGXstrtBtkrthoH
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        ### http://dragon.tol.nr/magu-a.owx#muslauzioss.tol.co.
:Rm3YabirGXstrtBtkrthoH rdf:type owl:Class;
rdfs:subClassOf :RB4lINuYfn4llvT2d2GduUO;
rdfs:label "Knowledge Artefact"@en-gb .
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              Individuals
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                                                                                 rdfs:label "Register"@en
        ### http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_12c619ee_d747_4d66.8165_25991df28f70
:OWLNamedIndividual_12c619ee_d747_4d66_8165_25991df28f70 rdf:type owl:NamedIndividual ,
:OWLClass_4e210354_6993_4cf7_96ae_3c18254ef7ce ;
557
558
                                                                                 :RB8ofKE08zM8jcK0WetPpLI
                                                                                 \hookrightarrow :0WLNamedIndividual_f1ff2f43_7dbb_483e_8f22_1a5102c9a8cc \hookrightarrow :
                                                                                 :RCcC3SXJ5MvuHMJyzs80pU6

→ :OWLNamedIndividual_83d43aa5_243d_4472_8111_16f642b55228
559
560
                                                                                                                \hookrightarrow :0WLNamedIndividual_caal1e73_a20b_4e88_8068_63ae9cfe2e4c \hookrightarrow ;
                                                                                 : RpmD0cEqabF0wsZHv82QuP : rcdosgda9yrgzdnzgqesqx76 ; RDxmwcKrzFGij8P5H00sXZK "Pizza Naepolitana" ; rdfs: label "Drugi recept"@en .  
561
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        ### http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_2a83ad76_03cf_474c_acel_5667d7689ad2
:OWLNamedIndividual_2a83ad76_03cf_474c_acel_5667d7689ad2 rdf:type owl:NamedIndividual ,
567
                                                                                 :RWOhadIHzH5yfBTDwuDICD;
:OWLDataProperty_15a4602e_47e2_4459_be8c_532c6e1062ab
568
569
                                                                                "https://raw.githubusercontent.com/AILab-F0I/MAGO/main/Deliverables/Phase%201/Implementation/MAGO-Ag.owx"^^xsd:anyURI
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        ### http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_3a6da667_46f7_421b_84b9_afdae9406a3b
                 578
                                                                                                               \ \hookrightarrow \ : OWLNamedIndividual\_c17807e1\_7a97\_4b2c\_b0ef\_354af3ac8e55
                                                                                 :RDxmweKrzFGii8P5H00sXZK "Wizard" :
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                                                                                 rdfs:label "Wizard"@en-gb
         ### http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_44e0578c_c818_4c97_alcf_081d31543933
:OWLNamedIndividual_44e0578c_c818_4c97_alcf_081d31543933 rdf:type owl:NamedIndividual ,
:R7dQDUF81SOJC29Sctpy6aP ;
                                                                                 :R8ZWdA7HWDzIIwh0ZrSwAIi
                                                                                     :OWLNamedIndividual_77064793_551f_4645_8bc4_7d69c3908246

→ ;
:RDGoFrov00PhBCQGPkFeUuR

→ :OWLNamedIndividual_d422ba16_c564_422e_bca8_9e793add1c0b
587
                                                                                 :RDxmweKrzFGij8P5H00sXZK "Rotate";
588
589
                                                                                 rdfs:label "Rotate"@en
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        ### http://dragon.foi.hr/mago-a.owx#0WLNamedIndividual_4ce555df_0daa_451c_8cee_3869fb46f599
:0WLNamedIndividual_4ce555df_0daa_451c_8cee_3869fb46f599 rdf:type owl:NamedIndividual ,
:RDmosh.64GQijnv0aw.WIRnMX ;
:RDxmweKrzFGij8PSH00sXZK "Delivery Plan"^xsd:anyURI ;
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602
                                                                                 rdfs:label "Delivery Plan"@en
        ### http://dragon.foi.hr/mago-a.owx#OMLNamedIndividual_5ea5abfl_cf9f_4fe0.8842_25b90ea7beac
:OMLNamedIndividual_5ea5abfl_cf9f_4fe0_8842_25b90ea7beac rdf:type owl:NamedIndividual ,
:RDqoRvx1ab6stUx42NRQR00 ;
:RDxmweKrzFGij8F9H00sXZK "Increase Efficiency"^xsd:anyURI ;
rdfs:label "Increase Efficiency"@en .
603
604
605
606
        ### http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual 644f18d0 b719 4ce3 9f18 5ed00cfaf3e7
607
608
609
610
                  edIndividual_644f18d0_b719_4ce3_9f18_5ed00cfaf3e7 rdf:type_owl:NamedIndividual_

:RDqoRvx1aDe5tUw4zHRRRR0;

:RDxmwkr7cFij8P5H00xZX "Reduce Costs"^^xsd:anyURI;

rdfs:label "Reduce Costs"@en .
611
612
613
614
615
616
        ### http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_77064793_551f_4645_8bc4_7d69c3908246
                 617
```

```
618
                                                                                     rdfs:lahel "Observe environment"@en
619
620
621
         ### http://dragon.foi.hr/mago-a.owx#OMLNamedIndividual_7bdd32fb_271c_4f2c_aafd_d20c74aa22b9
:OWLNamedIndividual_7bdd32fb_271c_4f2c_aafd_d20c74aa22b9 rdf:type owl:NamedIndividual ,
622
                                                                                                  :R7dQDUF81S0JC29Sctpy6aP ;
623
                                                                                      :RC6rldf2VsWBaHtUobIELQL
624
                                                                                          :OWLNamedIndividual_77064793_551f_4645_8bc4_7d69c3908246
625
                                                                                      :RCPuCz8AunmmX3PS6A0U0XL
                                                                                          :OWLNamedIndividual_d422ba16_c564_422e_bca8_9e793add1c0b
                                                                                      :RDxmweKrzFGij8P5H0OsXZK "Navigate" ;
626
627
628
                                                                                     rdfs:label "Navigate"@en-gb .
629
630
631
632
         ### http://dragon.foi.hr/mago-a.owx#OMLNamedIndividual_83d43aa5_243d_4472_8111_16f642b55228
:OMLNamedIndividual_83d43aa5_243d_4472_8111_16f642b55228 rdf:type owl:NamedIndividual,
:R81%au12MooTRbdCgbmgd ;
:R88ofKE08zM8jcK0WetPpLI
633
                                                                                     ...boor.ncoorrojcrowecrpL1 
 \hookrightarrow :0WLNamedIndividual_2a83ad76_03cf_474c_acel_5667d7689ad2 
 \hookrightarrow ,
634
                                                                                                                      \hookrightarrow :0WLNamedIndividual_ca5f1ald_3af7_45da_a3d1_7ee2d7bbc098 \hookrightarrow ;
                                                                                     :RY56GiCpqJHON677qnE5sT \hookrightarrow :0MLNamedIndividual_77064793_551f_4645_8bc4_7d69c3908246 \hookrightarrow ,
635
636
                                                                                                                     \hookrightarrow \quad : \texttt{OWLNamedIndividual\_c17807e1\_7a97\_4b2c\_b0ef\_354af3ac8e55}
                                                                                      :RDxmweKrzFGii8P5H00sXZK "Warrior" :
637
638
639
640
641
         ### http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_a5438295_391f_4d36_b6f9_b163adelb2e5
:OWLNamedIndividual_a5438295_391f_4d36_b6f9_b163adelb2e5 rdf:type owl:NamedIndividual ,
642
643
644
                                                                                                 :R84KrWu3ZBbXCifW6B9GSmZ :
                                                                                      :R8nS5zlvvUfE9N1xZBYTpcG
                                                                                          :OWLNamedIndividual_5ea5abf1_cf9f_4fe0_8842_25b90ea7beac
645
                                                                                                                      \hookrightarrow :OWLNamedIndividual_644f18d0_b719_4ce3_9f18_5ed00cfaf3e7
                                                                                      :RCkUIZx8f7TQwTrh3wmfyBD

→ :OWLNamedIndian
646
                                                                                     \begin{array}{lll} & :: \texttt{OWLNamedIndividual\_77064793\_551f\_4645\_8bc4\_7d69c3908246} \\ \hookrightarrow & : \\ & ; \end{array}
647
648
649
650
651
652
653
                                                                                      ..., N.mweKrzFGij8P5H00sXZK "Assemble Components"^^xsd:anyURI ; rdfs:label "Assemble Components"@en .
         ### http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_c17807e1_7a97_4b2c_b0ef_354af3ac8e55
         :OWLNamedIndividual_c17807e1_7a97_4b2c_b0ef_354af3ac8e55 rdf:type owl:NamedIndividual , :R7dQDUF81S0JC29Sctpy6aP
                                                                                     :R/dQUUF81501C295cTpybaP;
:OMLDataProperty.1dd77442_1507_4890_8c6b_89ff9a5a4f49

→ "true"^xsd:boolean;
:R8l3NnmqnvjfzJkS5rDNvFm "5"^xsd:positiveInteger;
:R8NJNmgnvjfzJkS5rDNvFm "5"^xsd:positiveInteger;
:RDNmwek7z6fjipSPH005XZK "Check messages";
rdfs:label "Check messages"@en-gb.
655
656
657
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660
661
662
663
        664
665
666
                                                                                      :RDxmweKrzFGij8P5H0OsXZK "Main ontology"^^xsd:anyURI ;
                                                                                     rdfs:label "Main ontology"@en
667
668
669
         ### http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_caalle73_a20b_4e88_8068_63ae9cfe2e4c
:OWLNamedIndividual_caalle73_a20b_4e88_8068_63ae9cfe2e4c rdf:type owl:NamedIndividual ,
:R9iXau1ZAN6oZTRbdCgbmgd ;
670
671
                                                                                      :RB8ofKE08zM8jcK0WetPpLI
                                                                                     \begin{array}{lll} \hookrightarrow & : 0 \\ \text{MLNamedIndividual} \\ \text{2a83ad76} \\ \text{03cf} \\ \text{474c} \\ \text{acel} \\ \text{5667d7689ad2} \\ \text{\ } & ; \end{array}
672
673
674
675
676
677
678
679
                                                                                             weKrzFGij8P5H00sXZK "Scout"^^xsd:anyURI ;
         :R7dQDUF81S0JC29Sctpy6aP ;
                                                                                      :RDGoFrov00PhBCQGPkFeUuR
                                                                                     680
681
682
683
684
685
686
687
                                                                                     :RDxmweKrzFGij8P5H0OsXZK "Move forwards" ;
rdfs:label "Move forwards"@en-gb .
         ### http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_df91a3a0_7a62_46fb_ac02_75dde4d82493
         688
                                                                                      :RDxmweKrzFGij8P5H00sXZK "Manufacturing Plan"^^xsd:anyURI ;
689
690
691
692
693
694
695
                                                                                     rdfs:label "Manufacturing Plan"@en
         ### http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_f1ff2f43_7dbb_483e_8f22_la5102c9a8cc
:OWLNamedIndividual_f1ff2f43_7dbb_483e_8f22_la5102c9a8cc rdf:type ow!:NamedIndividual ,
:RO12yHd2gHyEDMtUc167d;
:OWLDataProperty_15a4602e_47e2_4459_be8c_532c6e1062ab
                                                                                     → "https://raw.githubusercontent.com/AILab-F0I/MAG0/main/Deliverables/Phase%201/Implementation/MAG0-Ag.owx"^xsd:anyURI
→ ;
                                                                                      → ;
:RDxmweKrzFGij8P5H0OsXZK "Personal knowledge" ;
696
697
698
699
                                                                                      rdfs:label "Personal ontology"@en
```

Listing 9.1: Turtle serialization of the MAGO-Ag ontology

MAGO-Ag OWL/XML Serialization

```
<?xml version="1.0"?>
<?xmlsias="http://dragon.foi.hr/mago-a.owx#"
    xml:base="http://dragon.foi.hr/mago-a.owx"
    xmlns:owl="http://www.w3.org/2002/07/owl#"
    xmlns:owl="http://www.w3.org/2002/07/owl#"
    xmlns:rdf="http://www.w3.org/2002/07/owl#"
    xmlns:xxd="http://www.w3.org/2001/07MLSchema#"
    xmlns:xxd="http://www.w3.org/2001/07MLSchema#"
    xmlns:vxd="http://www.w3.org/2001/07MLSchema#"
    xmlns:rdfs="http://www.w3.org/2000/07l/rdf-schema#">
    </movl-"http://www.w3.org/2000/07l/rdf-schema#">
    </movl-"http://www.w3.org/2000/07l/rdf-schema#">
    </movl-"http://www.w3.org/2000/07l/rdf-schema#">
    </movl-"owl-"http://www.w3.org/2000/07l/rdf-schema#">
    </movl-"http://www.w3.org/2000/07l/rdf-schema#">
    </movl-"http://www.w3.org/2000
9
10
11
12
13
14
15
16
17
18
                    // Annotation properties
19
20
21
22
23
24
25
26
27
28
29
                    ..
........
                    <!-- http://www.lesfleursdunormal.fr/static/_downloads/owlreadv_ontologv.owl#pvthon_name -->
                    30 31 32 33 34 33 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 58 68 87 88 89
                    // Object Properties
                    <!-- http://dragon.foi.hr/mago-a.owx#R7MvUIWpnOdfB3dxpRXTUAK -->
                   <!-- http://dragon.foi.hr/mago-a.owx#R7NTCPsMvJdxinMk2P28ppg -->
                    <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#R7NTCPsMvJdxinMk2P28ppg">
                   <!-- http://dragon.foi.hr/mago-a.owx#R7o5TdA2HQ0QxwVPrUJrLpq -->
                   <owl:0bjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#R7oSTdA2H000xwVPrUJrLpq">
  <rdfs:subProperty0f rdf:resource="http://www.w3.org/2002/07/owl#top0bjectProperty"/>
  <rdfs:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#R0goRvxlaDeStUw42NRdR00"/>
  <rdfs:range rdf:resource="http://dragon.foi.hr/mago-a.owx#R0goRvxlaDeStUw42NRdR00"/>
  <rdfs:label_xml:lang="en-gb">is before objective</rdfs:label</pre>
                    </owl:ObjectProperty>
                    <!-- http://dragon.foi.hr/mago-a.owx#R84IuDzXJ7QCZi1bY6fzFxZ -->
                    <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#R84IuDzXJ7QCZi1bY6fzFxZ">
                             <rdfs:subPropertyOf rdf:resource="http://www.w3.org/2002/07/owl#topObjectProperty"/>
                   <!-- http://dragon.foi.hr/mago-a.owx#R8ZWdA7HWDzIIwhQZrSwAIj -->
```

202

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102
                                    <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#R82WdA7HWDzIIwhQ2rSwAIj">
  <rdfs:subPropertyOf rdf:resource="http://www.w3.org/2002/07/owl#topDbjectProperty"/>
  <owl:inverseOf rdf:resource="http://dragon.foi.hr/mago-a.owx#RDGoFrovO0PhBCOGPKFeUUR"/>
  <rdf:rtype rdf:resource="http://www.w3.org/2002/07/owl#IrreflexiveProperty"/>
  <rdfs:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#RDgoxtmVWCGIIdqtaNW9QBf"/>
  <rdfs:range rdf:resource="http://dragon.foi.hr/mago-a.owx#RDgoxtmVWCGIIdqtaNW9QBf"/>
  <owl>
    cowlr:python_namesis_after_state</owlr:python_names</li>
    cotfs:jabal_wal_land="no-mybis_after_state(walr:python_names)
    cotfs:jabal_wal_land="no-mybis_after_state(rdfs:labal_wall)

                                                    <rdfs:label xml:lang="en-gb">is after state</rdfs:label>
                                    </owl:ObjectProperty>
103
104
105
106
107
108
                                    <!-- http://dragon.foi.hr/mago-a.owx#R8ZXqNqWa8M3RnwiqsFBxvc -->
                                    <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#R8ZXqNqWa8M3RnwiqsFBxvc">
                                                  ::udjet:riopert y in::aboute= intp://uragon.nut.in/mago-a.owx#R03/wqwaonxxww.gsrxxvt >
<rdfs:subPropertyOf rdf:resource="http://www.ds.org/2002/07/owl#topObjetProperty">
<rdfs:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#R9iXaulZAN6oZTRbdCgbmgd"/>
<rdfs:ralog - rdf:resource="http://dragon.foi.hr/mago-a.owx#R9iXaulZAN6oZTRbdCgbmgd"/>
<rdfs:label xml:lang="en-gb">features role</rdfs:label>
 109
 110
                                     </owl:ObjectProperty>
 111
 112
                                    <!-- http://dragon.foi.hr/mago-a.owx#R8nS5zlvvUfE9N1xZBYTpcG -->
                                    117
118
 119
                                                  <owlr:python_name>has_objective</owlr:python_name>
<rdfs:label xml:lang="en-gb">has objective</rdfs:label>
 120
121
122
123
124
125
126
                                    </owl:ObjectProperty>
                                    <!-- http://dragon.foi.hr/mago-a.owx#R9QlFkpwG4P6QT3YaFGdAPM -->
 127
128
                                    <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#R9QlFkpwG4P6QT3YaFGdAPM">
                                                 crdfs:subProperty0f rdf:resource="http://www.wa.roy/2002/07/owl#top0bjectProperty"/
crdfs:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#R84KrMu3ZBbXCifM6B9C5mZ"/>
crdfs:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#R84KrMu3ZBbXCifM6B9C5mZ"/>
crdfs:range-rdf:resource="http://dragon.foi.hr/mago-a.owx#R84KrMu3ZBbXCifM6B9C5mZ"/>
crdfs:label xml:lang="en-gb">is after action</rdf:label>
 129
130
131
132
133
134
135
136
137
138
139
                                    </owl:ObjectProperty>
                                    <!-- http://dragon.foi.hr/mago-a.owx#R9Y2982rI3hZL4oBhv80hhv -->
                                    140
 141
 142
 143
144
145
146
147
148
                                    </owl:ObjectProperty>
                                    <!-- http://dragon.foi.hr/mago-a.owx#R9wYaBAe5LQpMMDI7zKHWhc -->
149
150
151
152
153
154
155
156
                                    <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#R9wYaBAe5LQpMMDI7zKHWhc">
                                                  <rdfs:subPropertyOf rdf:resource="http://www.wisngv2=uswkmwhuszExpmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znmu3-znm
                                      </owl:ObjectProperty>
 157
158
159
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163
                                    <!-- http://dragon.foi.hr/mago-a.owx#RB8ofKE08zM8jcK0WetPpLI -->
                                    <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RB8ofKE082M8jcKGWetPpLI">
<rdfs:subPropertyOf rdf:resource="http://www.w3.org/2002/07/owl#topObjectProperty"/>
                                                  <rdfs:domain>
 164
165
166
                                                               <owl:Class>
                                                                             <owl:unionOf rdf:parseTvpe="Collection">
                                                                                   </p
 167
168
169
                                                  <rdf:Description rdf:about="http://dragon.foi.hr/mago-a.owx#R9lwUrkbSftws
</owl:union0f>
</owl:class>
</rdfs:domain>
<rdfs:range rdf:resource="http://dragon.foi.hr/mago-a.owx#R84lINuYfn41lvT2d2GduU0"/>
<owlr:python_name>can_access_artefact</owlr:python_name>
<rdfs:label_xml.lang="en-gb">can access artefact</rdfs:label>
 170
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                                    </owl:ObjectProperty>
                                    <!-- http://dragon.foi.hr/mago-a.owx#RBOL8y2xs4VvKc6D0kikOup -->
                                    <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RBOL8y2xs4VvKc6D0kikOup">
                                    182
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184
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 189
190
191
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194
195
                                    <!-- http://dragon.foi.hr/mago-a.owx#RBmpSay8yjDZmklOv6Mw1rc -->
                                    <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#R8mpSay8yjDZmkl0vGMw1rc">
  <rdfs:subPropertyOf rdf:resource="http://dragon.foi.hr/mago-a.owx#RCc3SXJSMvuHMJyzs80pU6"/>
  <rdf:type rdf:resource="http://www.w3.org/2802/07/owl#FunctionalProperty"/>
  <rdfs:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#R9lWJrkbSftwsmlPcopLgzT"/>
  <rdfs:range rdf:resource="http://dragon.foi.hr/mago-a.owx#R9lWJrkbSftwsmlPcopLgzT"/>
  <owl-rpython.names-ylays_role</owl-rpython.names>
  <rdfs:label xml:lang="en-gb">plays role</owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpython.names></owl-rpytho
 197
198
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                                    </owl:ObjectProperty>
 201
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                   <!-- http://dragon.foi.hr/mago-a.owx#RBntfnmvB9JVuK1xvAe6Hm8 -->
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                   </owl:ObjectProperty>
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                   <!-- http://dragon.foi.hr/mago-a.owx#RC6rldf2VsWBaHtUobIELQL -->
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                   <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RC6rldf2VsWBaHtUobIELQL">
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                   <!-- http://dragon.foi.hr/mago-a.owx#RCAv5UwFPy50UQdjN61nXbw -->
                   231
                          <owlr:python_name>is_provided_by_role</owlr:python_name>
<rdfs:label xml:lang="en-gb">is provided by role</rdfs:label>
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                   </owl:ObjectProperty>
                   <!-- http://dragon.foi.hr/mago-a.owx#RCPuCz8AunmmX3PS6A0U0XL -->
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                   <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RCPuCz8AunmmX3PS6A0U0XL">
                          :ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RCPUC28AunmmX9FS6ABUNXL">
rdfs:subPropertydr rdf:resource="http://www.w3.org/2002/07/00/#topObjectProperty">
rdfs:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#RDMv7ayhi9xuRazbfALLhKS"/>
rdfs:range rdf:resource="http://dragon.foi.hr/mago-a.owx#RDMv7ayhi9xuRazbfALLhKS"/>
cwdf:srange rdf:resource="http://dragon.foi.hr/mago-a.owx#RDMv7ayhi9xuRazbfALLhKS"/>
cwdf:range-ndf:nale-state</rdf:name>
rdfs:label xml:lang="en-gb">has final state</rdf:label>
                   </owl:ObjectProperty>
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                   <!-- http://dragon.foi.hr/mago-a.owx#RCWrWcZCQ3lxj6jFw9zRJ6m -->
                   <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RCWrWcZCQ3lxj6jFw9zRJ6m">
    <rdfs:subPropertyOf rdf:resource="http://www.w3.org/2002/07/owl#topObjectProperty"/>
    <rdfs:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#R84LINWYfn41LVT2d2GdUU"/>
    <rdfs:range rdf:resource="http://dragon.foi.hr/mago-a.owx#R6F09av2xqRwh6LALfwsKg"/>
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                          <owlr:python_name>provides_resource</owlr:python_name>
<rdfs:label xml:lang="en-gb">provides resource</rdfs:label>
                   </owl:ObjectProperty
262
                   <!-- http://dragon.foi.hr/mago-a.owx#RCcC3SXJ5MvuHMJyzs80pU6 -->
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                   <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RCcC3SXJ5MvuHMJyzs80pU6">
                          !:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RCcGSXJSMvuHMJys80pU6">
rdfs:subPropertydr rdf:resource="http://www.ab.org/2002/07/owl*atpobjectProperty">
rdfs:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#R9lwUrkbSftwsmlPcopLgzT"/
rdfs:range rdf:resource="http://dragon.foi.hr/mago-a.owx#R9lwUrkbSftwsmlPcopLgzT"/
rdfs:range rdf:resource="http://dragon.foi.hr/mago-a.owx#R9lwUrkbA60ZTRbdCgbmgd"/>
cwdl:rypthon_name>can_Day_role</rdf:label>
rdfs:label xml:lang="en-gb">can play role</rdfs:label>
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                   </owl:ObjectProperty>
                   <!-- http://dragon.foi.hr/mago-a.owx#RCkUIZx8f7TQwTrh3wmfyBD -->
                   <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RCkUIZx8f7TQwTrh3wmfyBD">
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                   <!-- http://dragon.foi.hr/mago-a.owx#RCsnmcygIe70G3lagH4y3bE -->
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                  <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RCsnmcyqIe78G3lagH4y3bE">
<rdfs:subPropertyOf rdf:resource="http://www.w3.org/2002/07/owl#topObjectProperty"/>
<rdfs:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#RQoqRvxlaDe5tUw42NRGR00"/>
<rdfs:range rdf:resource="http://dragon.foi.hr/mago-a.owx#RQoqRvxlaDe5tUw42NRGR00"/>
<rdfs:label_xml:lang="en-gb">is part of objective</rdfs:label</pre>
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                   </owl:ObjectProperty>
                   <!-- http://dragon.foi.hr/mago-a.owx#RDGoFrovO0PhBCQGPkFeUuR -->
                   <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RDGoFrovOOPhBCQGPkFeUuR">
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                          cisupletrroperty of in:aboute = in:p://oragon.ioi.in/mago-a.owx#ndoorrovderibcuberkredun >
crdfs:subPropertyOf rdf:resource="http://www.w3.org/2002/07/owl#IrreflexiveProperty"/>
crdf:type rdf:resource="http://dragon.foi.hr/mago-a.owx#RDgoxtmVWC6IIdqtaNK908f"/>
crdfs:range rdf:resource="http://dragon.foi.hr/mago-a.owx#RDgoxtmVWC6IIdqtaNK908f"/>
cwlr:python_name>is_before_state</owlr:python_name>
crdfs:label xml:lang="en-gb">sis before state</rdfs:label>
d:OhiserProperty>
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                   </owl:ObjectProperty>
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                   <!-- http://dragon.foi.hr/mago-a.owx#RDrm00K6AJVd50JmoVCqPy6 -->
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                        <rdfs:label xml:lang="en-gb">has initial objective</rdfs:label>
                 </owl:ObjectProperty>
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                 <!-- http://dragon.foi.hr/mago-a.owx#RY56GiCpqJHON677qnE5sT -->
                 <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RY56GiCpqJHON677qnE5sT">
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                 </owl:ObjectProperty>
                 <!-- http://dragon.foi.hr/mago-a.owx#ReKEcwE01zu4hSOL1gSBu2 -->
                  <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#ReKEcwE01zu4hSOL1gSBu2"</pre>
                        <rdfs:subPropertyOf rdf:resource="http://www.w3.org/2002/07/owl#topDbjectProperty"/>
<rdfs:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#RDqRvx1aDeStUw42NRdR00"/>
<rdfs:raong-e="http://dragon.foi.hr/mago-a.owx#RDqRvx1aDeStUw42NRdR00"/>
<rdfs:label xml:lang="en-gb">features objective</rdfs:label>
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                 <!-- http://dragon.foi.hr/mago-a.owx#RoDHPMWwB604EEv4qQbsGC -->
                 <owl:ObjectProperty rdf;about="http://dragon.foi.hr/mago-a.owx#RoDHPMWwB604EEv4g0bsGC">
                        .oujetrioperty of rdf:resource="http://www.wi.org/2002/07/00/#top0bjetProperty"/>
<rdf:subPropertyOf rdf:resource="http://www.wi.org/2002/07/00/#top0bjetProperty"/>
<rdf:sdomain rdf:resource="http://dragon.foi.hr/mago-a.owx#RDm65h4GNQjimv0axMIRnMX"/>
<rdf:resource="http://dragon.foi.hr/mago-a.owx#RDm65h4GNQjimv0axMIRnMX"/>
<rdf:resource="http://dragon.foi.hr/mago-a.owx#RDm65h4GNQjimv0axMIRnMX"/>
<rdf:slabel xml:lang="en-gb">features process</rd>
                  </owl:ObjectProperty>
                 <!-- http://dragon.foi.hr/mago-a.owx#RpmDQcEqabFOwsZHv82QuP -->
                 <owl:ObjectProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RpmDQcEqabFOwsZHv82QuP">
    <rdfs:subPropertyOf rdf:resource="http://www.w3.org/2082/07/owl#topObjectProperty"/>
    <rdfs:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#R9l\urkbSftwsmlPcopLgzT"/>
    <rdfs:range rdf:resource="http://dragon.foi.hr/mago-a.owx#RCdOsGdAByrGZdnzgDesQX7"/>
                        <owlr:python_name>lives_on_host</owlr:python_name>
<rdfs:label xml:lang="en-gb">lives on host</rdfs:label>
                 </owl:ObjectProperty>
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                 // Data properties
                 <!-- http://dragon.foi.hr/mago-a.owx#OWLDataProperty_13076287_43a5_47ba_80d4_aa0b2fcbf767 -->
                 <owl:DatatypeProperty
  rdf:about="http://dragon.foi.hr/mago-a.owx#OWLDataProperty_13076287_43a5_47ba_80d4_aa0b2fcbf767">
  rdf:about="http://www.w3.org/2001/XMLSchema#string"/>
  rdfs:range rdf:resource="http://www.w3.org/2001/XMLSchema#string"/>
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                 </owl:DatatypeProperty>
                 <!-- http://dragon.foi.hr/mago-a.owx#OWLDataProperty_15a4602e_47e2_4459_be8c_532c6e1062ab -->
                 <owl:DatatypeProperty</pre>
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                                    ::\lass>
cow\:unno0f rdf:parseType="Collection">
    <rdf:Description rdf:about="http://dragon.foi.hr/mago-a.owx#RB4lINuYfn4llvT2d2GduU0"/>
    <rdf:Description rdf:about="http://dragon.foi.hr/mago-a.owx#RChP69av2xqRwh6LALfwsKq"/>
    </owl:union0f>
                              </owl:Class>
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                        </rdfs:domain>
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                 <!-- http://dragon.foi.hr/mago-a.owx#OWLDataProperty_1dd27442_1507_4890_8c6b_89ff9a5a4f49 -->
                 <owl:DatatypeProperty

rdf:about="http://dragon.foi.hr/mago-a.owx#OWLDataProperty_1dd27442_1507_4890_8c6b_89ff9a5a4f49">

rdf:s:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#R7dQDUF8150JC29Sctpy6aP"/>

rdfs:range rdf:resource="http://www.w3.org/2001/XMLSchema#boolean"/>
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                         <owlr:python_name>is_repeating</owlr:python_name>
412
                        <rdfs:comment>This property defines whether the behaviour is repeating or not, designating cyclic or one-shot

→ behaviour types.</rdfs:comment>
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                 <!-- http://dragon.foi.hr/mago-a.owx#OWLDataProperty 8f71ec98 a3b3 4f5b b39f dab911dd0b9f -->
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                 <owl:DatatypeProperty

rdf:about="http://dragon.foi.hr/mago-a.owx#OWLDataProperty_8f71ec98_a3b3_4f5b_b39f_dab911dd0b9f">

<rdfs:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#OWLClass_27e9637c_fe4f_4875_8d16_087da4a1cb00"/>

<dfs:range rdf:resource="http://whw.w3.org/2001/XVHS.chem#string"/>

<owl>
    cowlr:python_name>uses_input_template</owlr:python_name>

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</dfs:comment>API Endpoint will accept input following the JSON template presented here.</rdfs:comment>
</dfs:label xml:lang="en-gb">uses input template</rdfs:label>
</owl:DatatypeProperty></owl:DatatypeProperty>
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                     <!-- http://draqon.foi.hr/maqo-a.owx#0WLDataProperty_eelf7846_6528_4e64_9e86_cc34af99f912 -->
                     <owl:DatatypeProperty
                            L:DatatypeProperty
rdf:about="http://dragon.foi.hr/mago-a.owx#DMLDataProperty_eelf7846_6528_4e64_9e86_cc34af99f912">
<rdfs:domain rdf:resource="http://dragon.foi.hr/mago-a.owx#DMLClass_27e9637c_fe4f_4875_8d16_087da4a1cb00"/>
<rdfs:range rdf:resource="http://www.w3.org/2801/XMLSchema#string"/>
<owlr:python_name>uses_output_template</owlr:python_name>
<rdfs:comment>API Endpoint will provide ouptut following the JSON template presented here.</rdfs:comment>
<rdfs:label xml:lang="en-gb">uses output template</rdfs:label>
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                     </owl:DatatypeProperty>
                     <!-- http://dragon.foi.hr/mago-a.owx#R8l3NnmqnvjfzJkS5rDNvFm -->
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                     <!-- http://dragon.foi.hr/mago-a.owx#RBffMlV8TQxoNtbLRneUYsb -->
                     <owl:DatatypeProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RBffMlV8TQxoNtbLRneUYsb">
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                     </owl:DatatypeProperty>
                     <!-- http://dragon.foi.hr/mago-a.owx#RDxmweKrzFGij8P5H0OsXZK -->
                     <owl:DatatypeProperty rdf:about="http://dragon.foi.hr/mago-a.owx#RDxmweKrzFGij8P5H00sXZK">
                     <awk:toatatyperroperry fir:adduct= http://dwayu.nd.rim/mdgo-d.owerkuxmwent/zajorshousx-
<adfs:subPropertybf rdf:resource="http://www.w3.org/2002/07/owl#functionalProperty"/>
<rdfs:range rdf:resource="http://www.w3.org/2002/07/owl#functionalProperty"/>
<rdfs:range rdf:resource="http://www.w3.org/2002/07/owl#functionalProperty"/>
<owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.name=%owlr:python.n
                     //
// Classes
                     <!-- http://dragon.foi.hr/mago-a.owx#OWLClass_256a9011_3e88_4389_acde_aa6320fe2953 -->
                     <owl:Class rdf:about="http://dragon.foi.hr/mago-a.owx#OWLClass_256a9011_3e88_4389_acde_aa6320fe2953">
                            <rdfs:subClassOf rdf:resource="http://dragon.foi.hr/mago-a.owx#R9lwUrkbSftwsmlPcopLgzT"/>
<rdfs:label xml:lang="en-gb">Factory Agent</rdfs:label>
                     </owl:Class>
                     <!-- http://dragon.foi.hr/mago-a.owx#OWLClass_27e9637c_fe4f_4875_8d16_087da4a1cb00 -->
                     <owl:Class rdf:about="http://dragon.foi.hr/mago-a.owx#OWLClass_27e9637c_fe4f_4875_8d16_087da4a1cb00">
                           <rdfs:subClassOf rdf:resource="http://dragon.foi.hr/mago-a.owx#RChP69av2xqRwh6LALfwsKq"/>
<rdfs:label xml:lang="en">RestAPI Endpoint</rdfs:label>
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                     </owl:Class>
                     <!-- http://dragon.foi.hr/mago-a.owx#OWLClass_30630ea0_e2d1_4057_8419_5ec603426309 -->
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                     <owl:Class rdf:about="http://dragon.foi.hr/mago-a.owx#0WLClass_30630ea0_e2d1_4057_8419_5ec603426309">
                              <owl:equivalentClass>
                                     <owl:Class>
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                                                    <owl:Restriction>
                                                           </owl:Restriction>
                                            </owl:intersectionOf>
                                    </nwl·Class>
                            <p
                     </owl:Class>
                     <!-- http://dragon.foi.hr/mago-a.owx#OWLClass_4e210354_6993_4cf7_96ae_3c18254ef7ce -->
                     <owl:Class rdf:about="http://dragon.foi.hr/mago-a.owx#OWLClass_4e210354_6993.4cf7_96ae_3c18254ef7ce">
<rds:subClassOf rdf:resource="http://dragon.foi.hr/mago-a.owx#RQlwUrkbSftwsmlPcopl.gzT"/>
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<rdfs:label xml:lang="en-gb">Recipe Agent</rdfs:label>
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                           <!-- http://dragon.foi.hr/mago-a.owx#R7dQDUF81S0JC29Sctpy6aP -->
                           <owl:Class rdf:about="http://dragon.foi.hr/mago-a.owx#R7dQDUF81S0JC29Sctpy6aP">
                           545
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                           <!-- http://dragon.foi.hr/mago-a.owx#R84KrWu3ZBbXCifW6B9GSmZ -->
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                           <!-- http://dragon.foi.hr/mago-a.owx#R8EpacdsHKWIyPDRwsmkSta -->
                          <owl:Restriction>
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                                     </owl:equivalentClass>
                                     <rdfs:subClassOf rdf:resource="http://dragon.foi.hr/mago-a.owx#R7dQDUF81SOJC29Sctpy6aP"/>
<rdfs:label xml:lang="en-gb">One Shot Behaviour</rdfs:label>
                           </owl:Class>
                           <!-- http://dragon.foi.hr/mago-a.owx#R9iXau1ZAN6oZTRbdCgbmgd -->
                           <owl:Class rdf:about="http://dragon.foi.hr/mago-a.owx#R9iXau1ZAN6oZTRbdCqbmqd">
                                     </pre
                           <!-- http://dragon.foi.hr/mago-a.owx#R9lwUrkbSftwsmlPcopLgzT -->
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                           <!-- http://dragon.foi.hr/mago-a.owx#RB4lINuYfn4llvT2d2GduUO -->
                          \label{lambda} $$ \end{subarray} $$$ \end{suba
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                           <!-- http://dragon.foi.hr/mago-a.owx#RBGp2C7WAHzeIMoeFp3K6lr -->
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                           <!-- http://dragon.foi.hr/mago-a.owx#RBzqbNmJP5lfpPIgYCvLGDa -->
                           <owl:Class rdf:about="http://dragon.foi.hr/mago-a.owx#RBzqbNmJP5lfpPIgYCvLGDa">
    <rdfs:subClassOf rdf:resource="http://dragon.foi.hr/mago-a.owx#RB4lINuYfn41lvT2d2GduU0"/>
    <rdfs:label xml:lang="en-gb">Software Artefact</rdfs:label>
                           </owl:Class>
                           <!-- http://dragon.foi.hr/mago-a.owx#RCdOsGdA0yrGZdnzgQesQx7 -->
                           <owl:Class rdf:about="http://dragon.foi.hr/mago-a.owx#RCdOsGdA0yrGZdnzgQesQx7"</pre>
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                           </owl:Class>
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                           <!-- http://dragon.foi.hr/mago-a.owx#RChP69av2xqRwh6LALfwsKq -->
                          <owl:Class rdf:about="http://dragon.foi.hr/mago-a.owx#RChP69av2xqRwh6LALfwsKq">
    <rdfs:label xml:lang="en-gb">Artefact Resource</rdfs:label>
                           </owl:Class>
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<awl::Restriction>
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945
               <OWLDataProperty_15a4602e_47e2_4459_be8c_532c6e1062ab
           </www.ubata/roperty_lba406/2e_4/e2_4499_be8c_542cbe10b2ab</pre>

</pr
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           <!-- http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_caalle73_a20b_4e88_8068_63ae9cfe2e4c -->
               rdf:about="http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_caal1e73_a20b_4e88_8068_63ae9cfe2e4c">
               <rdf:type rdf:resource="http://dragon.foi.hr/mago-a.owx#R9iXau1ZAN6oZTRbdCgbmgd"/>
955
956
               <RB8ofKE08zM8jcK0WetPpLI
                  rdf:resource="http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_2a83ad76_03cf_474c_ace1_5667d7689ad2"/>
           → Td::esoutce=Int:p://digin:ldi.ni/magv-a.owx=UnLnamedIndividual_zadsadv6_0sit_4/4_ctc
RDxmmekrzf6ij8P5H00sXZK

→ rdf:datatype="http://www.v3.org/2001/XMLSchema#anyURI">Scout</RDxmmeKrzF6ij8P5H00sXZK>
<fdfs:label xml:lang="en">Scout</rdfs:label>
</owl:NamedIndividual>
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           <!-- http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_d422ba16_c564_422e_bca8_9e793addlc0b -->
              966
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               → rdf:resource="http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_77064793_551f_4645_8bc4_7d69c3908246"/>
               <RDxmweKrzFGij8P5H00sXZK>Move forwards</RDxmweKrzFGij8P5H00sXZK>
<rdfs:label xml:lang="en-gb">Move forwards</rdfs:label>
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           </owl:NamedIndividual>
           <!-- http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_df91a3a0_7a62_46fb_ac02_75dde4d82493 -->
           <owl:NamedIndividual</pre>
              977
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               <rdfs:label xml:lang="en">Manufacturing Plan</rdfs:label>
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           </owl:NamedIndividual>
           <!-- http://dragon.foi.hr/mago-a.owx#OWLNamedIndividual_f1ff2f43_7dbb_483e_8f22_1a5102c9a8cc -->
           <owl:NamedIndividual</pre>
           988
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           <!-- http://dragon.foi.hr/mago-a.owx#r9lwurkbsftwsmlpcoplgzt1 -->
           <owl:NamedIndividual rdf:about="http://dragon.foi.hr/mago-a.owx#r9lwurkbsftwsmlpcoplgzt1">
    <rdf:type rdf:resource="http://dragon.foi.hr/mago-a.owx#0WLClass_4e210354_6993_4cf7_96ae_3c18254ef7ce"/>
    <RCcC3SXJ5MvuHMJyzs80pU6</pre>
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           1001
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1008
           <!-- http://dragon.foi.hr/mago-a.owx#r9lwurkbsftwsmlpcoplgzt2 -->
1009
          1010
1011
1012
1013
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1015
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1018
1019
           </owl:NamedIndividual>
           <!-- http://dragon.foi.hr/mago-a.owx#r9lwurkbsftwsmlpcoplgzt3 -->
1020
1021
           <owl:NamedIndividual rdf:about="http://dragon.foi.hr/mago-a.owx#r9lwurkbsftwsmlpcoplqzt3">
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1032
           <!-- http://dragon.foi.hr/mago-a.owx#r9lwurkbsftwsmlpcoplgzt4 -->
1033
           <owl:NamedIndividual rdf:about="http://dragon.foi.hr/mago-a.owx#r9lwurkbsftwsmlpcoplgzt4">
1034
```

Listing 9.2: OWL/XML serialization of the MAGO-Ag ontology

MAGO-Ag Framework Implementation Files

```
from owlready2 import World, Ontology, NamedIndividual from string import Template
         from itertools import chain
        import logging
        logging.basicConfig(
              level=logging.INFO,
format="%(asctime)s
filename="log.log",
                                               %(levelname)s - %(message)s",
19
             """Contains the methods that are common to all the classes that are a part of the translation process. These

methods are used for setting the implementation template, rendering implementation based on the set template

(no set prior template raises an error), getting the implementation, and writing the implementation to a

file.""
              self, entity_type: str, uri: str = None, name: str = None, onto_individual=None
) -> None:
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                     self.entity_type = clean_string(entity_type)
                    self.uri = uri
self.implementation_template = None
self.implementation = None
                    self.world = World()
self.onto: Ontology = self.world.get_ontology("MAGO-Ag.owx").load(reload=True)
self.onto_properties = {}
                    self.onto_individual: NamedIndividual = onto_individual
                   if name is None and onto_individual is not None:
    self.name = clean_string(self.onto_individual.has_name)
                          self.name = clean_string(name)
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                   if uri is None and onto_individual is not None:
    self.uri = self.onto_individual.iri
else:
    self.uri = uri
                    if onto_individual:
                          self.onto_properties.clear()
for prop in onto_individual.get_properties():
    # print(prop.label)
                                self.onto_properties.setdefault(
    prop.label[0] if prop.label else prop.name,
    getattr(onto_individual, prop.python_name),
                          # print(self.onto properties)
                          for name, value in self.onto_properties.items():
    setattr(self, name, value)
                           f"Individual {self.onto_individual if self.onto_individual else self.name} of type {self.entity_type}
                          62
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              67
68
                          implementation_template (str): The implementation template to be filled in with appropriate values of 

→ objects of this class. Has to follow string.Template syntax.
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74
                    self.implementation_template = Template(implementation_template)
self.implementation = None
              def render_implementation(self, substitutes: dict = None):
                   ""Fill in the provided implementation template with data. If no `substitutes` value is provided, attributes

→ of the object are used (those must have the same names as the variables in the template string).
75
76
77
                          substitutes (dict, optional): A dictionary of the values to be used in the provided template. Defaults to \hookrightarrow None.
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                          ValueError: Error is raised if no template was set.
                    if not self.implementation template:
```

substitutes
).strip()

with open(file_name, "w") as file: file.write(self.implementation)

raise ValueError("No implementation template set.") substitutes = self...dict.. if not substitutes else substitutes
self.implementation = self.implementation_template.substitute(

Returns: Returns the rendered implementation template or None if unavailable $^{\mbox{\tiny min}}$ return self.implementation if self.implementation else None

"Template", f"{self.__class__.__name__}_{self.entity_type}.py",

```
Listing 9.3: The mago_thing.py file
```

Args:
file_name (str, optional): Name of the file to be written. If not provided, will be rendered based on the

→ name of the class (`self..._class....name...`) and type of entity (`self.entity_type`). Defaults to

→ None.

f"Implementation of {self.onto_individual if self.onto_individual else self.name} saved to {file_name}."

```
from mago_thing import *
          class Agent(Thing):
    """A class containing all the data describing a MAGO agent."""
                  def __init__(
                        __init_(
self,
agent_type: str,
host.server: str = None,
password: str = None,
# knowledge_artefact_uris: dict[str, str] = None,
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                          **kwargs,
                         super()...init__(entity_type=agent_type, *args, **kwargs)
self.agent_type = clean_string(agent_type)
self.host_server = host_server
self.password = password
self.behaviours = []
self.query_roles = """""
self.knowledge_artefact_uris = get_related_knowledge_artefact_uris(
self_orb_individual)
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                                 self.onto_individual
                 def render_agent_implementation(self):
    self.set_implementation_template(
          from itertools import chain
from owlreadv2 import World
          from spade.agent import Agent
from Behaviours import *
          class $agent_type(Agent):
                 def execute.sparql(self, world: World=None, query: str=None, parameters: list=None) -> list:
   \"\"Execute a SPARQL query in the provided owlready2 World instance.
                         Args:
world (World): An owlready2 World instance containing the relevant data.
query (str): The SPARQL query to be executed. Parameters are designated as `??'.
parameters (list, optional): Parameters to be sequentially provided to the query. Defaults to None.
                         Returns:
    list: The result of the query.
\"\"\"
                         if world is None:
world = self.world
                         if query is None:
   ValueError("Query string must be provided.")
                         prepared_query = world.prepare_sparql(sparql=query)
column_names = [name.replace("?", "") for name in prepared_query.column_names]
                         query_res = prepared_query.execute(params=parameters)
query_res = [dict(zip(column_names, result)) for result in query_res]
                         return query_res
                 asvnc def setup(self):
```

```
print(f"{self.name}: New agent running.")
self.knowledge_artefacts = {}
                      for ka_name, ka_uri in self.knowledge_artefact_uris.items():
   world = World()
   self.knowledge_artefacts.setdefault(ka_name, {}).update({
    "world": world,
                                  "ontology": world.get_ontology(ka_uri).load(reload=True)
                     self.available_roles = None
self.available_behaviours = None
                      print(self.name, self.available_roles, self.available_behaviours, self.knowledge_artefacts)
                      self.world = self.knowledge_artefacts.get("Main ontology").get("world")
self.onto_individual = self.world.search_one(iri=self.uri)
                      self.render_implementation()
return self.get_implementation()
                def get_related_roles_and_behaviours(self):
                      result = {}
                      result.update(
                                  role.iri: {"name": role.has_name, "behaviours": {}}
for role in self.onto_individual.can_play_role
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106
                     for role in self.onto_individual.can_play_role:
    result.get(role.iri).get("behaviours").update(
                                       behaviour.iri: behaviour.has_name
for behaviour in role.provides_behaviour
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108
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112
113
                            )
                     return result if result else None
                def render_agent_instantiation(self):
    self.related_roles_and_behaviours = self.get_related_roles_and_behaviours()
114
115
                      agent_instantiation_template = "
116
         agent_instantiation_template = """
agent = $agent_type("$name@$host_server", "$password")
agent_knowledge_artefact_uris = $knowledge_artefact_uris
agent_available_roles_and_behaviours = $related_roles_and_behaviours
agent_individuals.setdefault("$host_server", {}).update({"$name": agent})
"""
117
118
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122
                      self.set_implementation_template(agent_instantiation_template)
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133
                      self.render_implementation()
                      return self.get_implementation()
                def render_agent_import(self):
    self.set_implementation_template(
          from Agent_$agent_type import *
                      self.render_implementation()
return self.get_implementation()
```

Listing 9.4: The mago_agent.py file

```
from mago_thing import *
         class Behaviour(Thing):
               sa behaviour (Ming).
""A class containing all the data describing a MAGO agent behaviour. Contains all the methods and attributes

→ common to all the behaviour types.""
               def __init__(self, cycling: bool = False, period: int = None, *args, **kwargs):
    super(Behaviour, self).__init__(entity_type="behaviour", *args, **kwargs)
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                      if self.onto_individual is None:
                                raise ValueError("Ontology individual must be supplied.")
                      self.cycling = self.onto_individual.is_repeating
self.period = self.onto_individual.has_period
self.behaviour_type: str = self.determine_behaviour_type()
               def determine_behaviour_type(self):
    """Determines the type of behaviour based on the ontology individual and agent attributes.
                      Returns:
str: The name of the behaviour type.
                      if self.onto_individual.is_before_state or self.onto_individual.is_after_state:
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                      elif self.onto_individual.has_initial_state:
                      else:

key = (bool(self.cycling), bool(self.period))
                             key = (blockser.yecing), bockser.pc
behaviour.mapping = {
    (False, False): "OneShotBehaviour",
    (False, True): "TimeOutBehaviour",
    (True, False): "CyClicBehaviour",
    (True, True): "PeriodicBehaviour",
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30
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32
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```

```
}
return behaviour_mapping.get(key, "UnknownBehaviour")
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48
                  def get_fsm_states(self):
    states = set()
    transitions = []
    visited = set()
    initial_state = None
                         initial_state = self.onto_individual.has_initial_state
                          stack = list(initial_state)
                          while stack:
    current_state = stack.pop()
                                if current_state in visited:
    continue
. 49 50 51 52 53 54 55 56 57 8 59 60 10 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 78 08 18 22 83 84 85 86 87 88 89 90 11 29 33 94 95 96 97 88 99 100
                                visited.add(current_state)
states.add(current_state)
                                # Get next states
next_states = current_state.is_before_state
transitions.extend([(current_state, ns) for ns in next_states])
                                 stack.extend(next_states)
                          return initial_state, states, transitions
                  def render_fsm_implementation(self):
    initial_state, states, transitions = self.get_fsm_states()
                         implementation = []
                         clean_string(state.has_name)
                                               if state.has_name
                                               else clean_string(state.name)
                                        for state in states
                               }
                         print(state_names)
                         for state in states:
                                state in states:
state_name = state_names.get(state)
class_name = f"{state_name}{()"
is_initial = state in initial_state
if is_initial:
    code_line = f"self_add_state(name='{state_name}', state={class_name}, initial=True)"
                                        code_line = f"self.add_state(name='{state_name}', state={class_name})"
                                 implementation.append(code_line)
                         implementation.append(code_line)
                          # Join the code lines into a single string
return textwrap.indent(text="\n".join(implementation), prefix="
                  def prepare_behaviour_implementation_template(self):
    template = [
 101
 102
           class $name(${behaviour_type}):"""
 103
104
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                         template.append(
                  async def on_start(self) -> None:
   print("Starting behaviour.")"""
)
109
110
111
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113
114
115
116
                         template.append(
                  async def on_end(self) -> None:
   print("Ending behaviour.")"""
)
117
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123
                         if "FSM" not in self.behaviour_type:
    template.append(
                   async def run(self) -> None:
    print("Running the behaviour.")"""
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140
                         if "FSM" in self.behaviour_type:
           template.append(
f"""
async def state_setup(self):
{self.render_fsm_implementation()}
                         return "\n".join(template)
                  def render_behaviour_implementation(self):
    implementation.template = self.prepare.behaviour_implementation_template()
    self.set_implementation_template(implementation_template)
    self.render_implementation()
    implementation = self.get.implementation()
    logging.info(f"Behaviour {self.name} implementation rendered.")
    return implementation
```

```
from mago_thing import *
          class Plan(Thing):
                  def __init__(self, *args, **kwargs):
    super().__init__(entity_type="plan", *args, **kwargs)
                  def get_plan_action_behaviour_objective(self):
    plan_dict = {}
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                         plan_iri = self.onto_individual.iri
                         # Get the plan name
plan_name = (
    self.onto_individual.has_name
    if self.onto_individual.has_name
    else self.onto_individual.name
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41
                         # Initialize the plan entry
plan_entry = {"name": plan_name, "actions": {}}
                         # Get the actions associated with the plan
actions = self.onto.individual.requires_action
for action in actions:
    action.iri = action.iri
    # Get the action name
                                  action_name = action.has_name if action.has_name else action.name
                                  # Initialize the action entry
action_entry = {"name": action_name, "objectives": {}, "behaviours": {}}
                                  # Get the objectives associated with the action
objectives = action.has_objective
                                  bojectives = action.nas_objectives
for objective in objectives:
   objective.iri = objective.iri
   # Get the objective name
   objective.name = (
        objective.has_name if objective.has_name else objective.name
   )
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65
                                         action_entry["objectives"][objective_iri] = objective_name
                                  # Get the behaviours associated with the action
behaviours = action.has.behaviour
for behaviour in behaviours:
   behaviour_iri = behaviour.iri
                                          behaviour_name = (
   behaviour.has_name if behaviour.has_name else behaviour.name
                                          # Add the behaviour to the action's behaviours
action_entry["behaviours"][behaviour_iri] = behaviour_name
                                 # Add the action entry to the plan's actions
plan_entry["actions"][action_iri] = action_entry
                          # Add the plan entry to the main dictionary
plan_dict[plan_iri] = plan_entry
                          logging.info(f"Plan {plan_name} visited.")
                          return plan_dict
```

Listing 9.6: The mago_plan.py file

```
password="tajna",
onto_individual=agent,
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                                                 for agent in agents
                   def render_behaviours_from_ontology(self, onto: Ontology = None):
                          if onto is None:
onto = self.onto
                          has_name = onto.search_one(label="has name")
                          behaviours = onto.search(type=onto.search_one(label="Behaviour"))
                          behaviours_mago = [
                                  NYLOUS_megU = {
Behaviour(
   cycling=behaviour.is_repeating,
   period=behaviour.has_period if behaviour.has_period else None,
   onto_individual=behaviour,
                                  for behaviour in behaviours
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1103
                           self.behaviours_rendered = "\n\n\n".join(
                                        behaviour.render_behaviour_implementation()
for behaviour in behaviours_mago
                                 ]
                          return self.behaviours_rendered
                   def read_plan_from_ontology(self, onto: Ontology = None):
   if onto is None:
      onto = self.onto
                          result = {}
                          plan = onto.search_one(
    iri="http://dragon.foi.hr/mago-a.owx#RDm65h4GNQjimv0axMIRnMX"
).instances()
                          for plan in plan:
                                  result.update(
                                        Plan(
                                       onto_individual=plan
).get_plan_action_behaviour_objective()
                          return result
                   def write_behaviour_implementations_to_file(self):
    if not self.behaviours_rendered:
                                 self.render_behaviours_from_ontology()
                          file_name = os.path.join(os.getcwd(), "Template", "Behaviours.py")
with open(file_name, "w") as file:
    file.write("from spade.behaviour import *\n\n")
file.write(self.behaviours_rendered)
                   def render_agent_import_sources(self):
    if not self.agents:
        self.read_agents_from_ontology()
                          self.agent_import_sources = "\n".join(
    [agents[0].render_agent_import() for agents in self.agents.values()]
104
105
106
                   def render_agent_instantiation(self):
    if not self.agents:
        self.read_agents_from_ontology()
 107
108
109
110
111
                           self.agent_instantiation = textwrap.indent(
 112
                                   "\n".join(
113
114
115
116
117
118
119
                                                agent.render_agent_instantiation()
for agent in [
    agent
    for agent_class in self.agents.values()
    for agent in agent_class
                                        ]
 120
 121
                                 ),
 122
                         )
 123
124
125
126
                   def write_agent_implementations_to_files(self):
    for agents in self.agents.values():
        agents[0].render_agent_implementation()
        agents[0].write_implementation_to_file()
 127
128
129
130
131
132
133
                   import spade
$agent_import_sources
134
135
136
137
138
139
140
141
142
           async def main():
    agent_individuals = {}
$agent_instantiation
    for agent in [agent for host_dict in agent_individuals.values() for agent in host_dict.values()]:
        agent.plan_action_behaviour_objective = $plan_action_behaviour_objective
        await agent.start()
143
144
145
146
147
148
149
            spade.run(main())
                           self.plan_action_behaviour_objective = self.read_plan_from_ontology()
                          self.render_agent_import_sources()
 150
```

```
151 self.render_agent.instantiation()
152
153 self.render_implementation()
154 return self.get.implementation()
155
156 def write_implementation.to.disk(self):
157 if not self.implementation:
158 self.render_world_implementation()
159
160 self.write_behaviour_implementations
161 self.write_agent_implementations to_file()
162 self.write_agent_implementations_to_files()
163
164 self.write_implementation_to_file()
165
166 logging.info(f*{self.name} system successfully written to disk.")
```

Listing 9.7: The mago_workspace.py file

```
import os
from owlready2 import World, Ontology, onto_path, set_render_func, sync_reasoner
from mago_workspace import Workspace

def render_using_label(entity):
    return entity.label.first() or entity.name

def render_using_iri(entity):
    return entity.iri

def main():
    onto_path.append(os.getcwd())

mago_world = World()
    onto: Ontology = mago_world.get_ontology("MAGO-Ag.owx").load(reload=True)

set_render_func(render_using_label)

sync_reasoner()

template_folder = os.path.join(os.getcwd(), "Template")
    if not os.path.exists(template_folder):
        os.makedirs(template_folder)

aMAGOWorld = Workspace(ontology=onto, name="World")
    aMAGOWorld = workspace(ontology=onto, name="World")
    aMAGOWorld.write_implementation_to_disk()

if __name__ == "__main__":
    main()
```

Listing 9.8: The main script of the framework

Bibliography

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Notes

- ${\tt 1.\ http://www.investinganswers.com/financial-dictionary/stock-valuation/acquisition-2224}$
- ${\tt 2.} \ For \ more \ information \ visit \ https://www.investopedia.com/terms/a/acquisition.asp$
- 3. http://www.dictionary.com/browse/goal
- ${\it 4.}\ For\ more\ information\ visit\ http://www.dictionary.com/browse/merger$
- 5. https://medium.com/the-mission/why-you-should-change-your-goals-into-quests-2467bbef9867
- 6. define further, i.e. a main quest in a game can consist of several tasks, which can be quests themselves