

Mechanized Cultural Reasoning as a Tool to Assess Trust in Virtual Enterprises

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Challenge

- Define mechanized cultural reasoning
- Treat inter-cultural differences with Artificial Intelligence tools
- Improve trust within virtual enterprises with these techniques

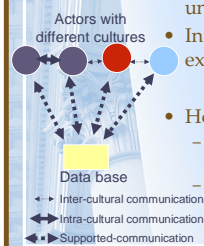
Context and proposal

- Globalized knowledge society generates virtual enterprises
- Trust is a mandatory feature
- Trust is improved when one understands the behavior of others
 - Not only word translation
- Proposal : a technology leading to handle inter-cultural issues among communities in order to impact trust

A= The abstraction B= Knowledge communities A+B = The proposal

Troubles into inter-cultural communities

- Trust into a community depends on understanding one's behavior
 - Inter-cultural gap should be explained
 - How to proceed?
 - Large central data base / lexicon, collection of ontologies
 - Top-down approach, client/server like
- Not suited to on-line, flexible solutions**



Search for a new concept

- What we don't want?
 - a top-down approach
 - a global universal unique data mngt
 - a closed system with hard coded data

Not accepted, Not manageable
Not doable, not flexible

- What we would like?
 - bottom-up construction
 - a community-based data mngt
 - open-ended system
 - system suited for on-line use

Overview of the proposal

A= The abstraction (ABIT :
Abstraction-Based Information Technology)
and its application to Cultural
Reasoning

B= A model for corporate
knowledge and knowledge
communities

A+B = The proposal and its
usefulness

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Abstraction-Based Information Technology

- Proposed by Calmet (2009)
- Origin: theorem proving,
symbolic computation, open
mechanized reasoning
- A generic/high level approach
- Can be used to design tools in
artificial intelligence

A= The abstraction B= Knowledge communities A+B = The proposal

Abstraction-Based Information Technology

- An abstraction consists of 3 levels
 - A theory
 - A control on this theory
 - The immersion into an universe and
interactions with it
- A trivial example
 - Theory: a wheel, a motor, gas ...
 - Control: forward, backward functions
 - Immersion : An universe is a mountain.
This implies constrains and
consequences (ex: asymmetric effect of
the functions)



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Abstraction-Based Information Technology

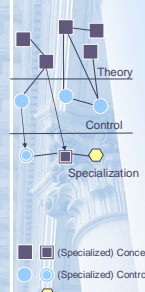
- Modeling cultural facts
 - given situations (which appear in multiple cultures) are considered differently depending on the culture
- Example

Context: doctor cabinet, waiting room, waiting time...

I am waiting since 20 minutes!
Is it normal? Or totally abnormal?

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Abstraction-Based Information Technology

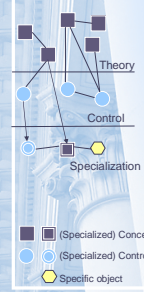


- The model
 - Theory: a given domain (ontology)
 - Controls: related processes, actions
 - Immersion: specialization for a given cultural group

■ (Specialized) Concept
 ● (Specialized) Control
 ● Specific object

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Example : medical domain




- Concept
 - medical care, consultation, patient, waiting room, chest, etc.
- Controls
 - make appointment, waiting time, listen to patient chest, etc.
- Specialization to Germany
 - Waiting time: normally about 3 min
 - No direct payment
- Specialization to France
 - Waiting time: longer in the evening

■ (Specialized) Concept
 ● (Specialized) Control
 ● Specific object

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Agent approach to corporate knowledge



- An agent represents a person, a physical automata, a software, a data base mgt system, ...
- An agent detains some **knowledge** and some **capabilities** (communication, reasoning)
- Corporate knowledge emerges from the overall agents
- Bottom-up approach

A= The abstraction B= Knowledge communities A+B = The proposal

Agent approach to corporate knowledge

- Agents and their knowledge

Actors

Knowledge items

Corporate knowledge

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Agent's Communities

- Community: group of agents sharing knowledge on a common interest
- Concept : Virtual Knowledge Communities (VKC)
 - Agents
 - Knowledge: an agent has knowledge items to share (or not)
 - Dynamic community processes
 - Messages
- Remarks
 - Internal organization of agents is free
 - Knowledge items can be linked without restriction

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Agent approach to corporate knowledge

- Agent communities

Actors

Knowledge items

Corporate knowledge

VKC1

VKC2

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Now, we have...

- On one side: A
 - ABIT : Abstraction-Based Information Technology :
 - Theory (domain description)
 - Control (actions in the domain)
 - Immersion (specialization = cultural context)
- On the other side B
 - VKC : bottom-up approach for communities to get "shared knowledge"
 - With possible cultural gap in-between agents

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Now, the proposal...

- Use VKC with ABIT

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Using VKC with ABIT

- An ABIT theories is a VKC
 - Shared knowledge in-between agents
 - **Is limited to a given topic** (no huge DB)
 - Use of World wide lexicon/ontologies

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 - **Links to the concepts** of the theory(ies)

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 - **Links to the concepts** of the theory(ies)
- A ABIT specialization is a VKC
 - Cooperative description of the specialization in a cultural context
 - **Specialization links and additional low-level items**

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• A ABIT specialization is a VKC

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Main advantages

- We can support description of several cultural behaviors
- Comparison is possible
- Bottom-up approach (avoids 1 single "objective" view)
- Support incompleteness and late complements
- Topic by topic approach (avoids initial description of "Everything" before starting)

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Using by querying

- Querying system : asking for available information
 - From the theory level (ontology)
 - finds specializations and related controls for different cultures
 - From the specialization level (for a given culture)
 - relates a given fact/action in a given culture to a generic fact/action, "translate" it for another culture

Legend:
 ■ (Specialized) Concept
 ● (Specialized) Function
 ⬡ Specific object

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Back to Trust

- Trust is possible if one's actions can be explained
- Inter-cultural exchanges can implement ABIT querying system to situate 'explain' differences
- No- or unsatisfactory answers to queries on a topic may lead to new improvements to increase trust
 - Creation of a VKC on the topic (for further contributions)
 - Contribution (additional items) to the models

Conclusion

- Globalized knowledge society, virtual enterprises
- Trust is a mandatory feature and can arise when one understands the behavior of others
- A = 3 layers abstraction
- B = Virtual Knowledge Communities
- A + B = Proposal = a technology leading to handle inter-cultural issues among communities in order to impact trust
 - avoids top-down lexicons, imposed "objectivity"
 - Compatible with incomplete knowledge, contradictions, additional complements, etc.
- No equivalent model known today
- New frontier for IA : humanities
- Implementation may be difficult but is possible

The end