

Context-based authorizations for interactions in Hypermedia-Driven Agent Environments

The CASHMERE Framework

Alexandru SORICI, Adina Magda FLOREA

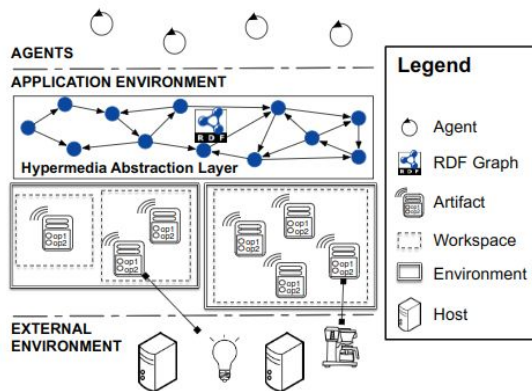
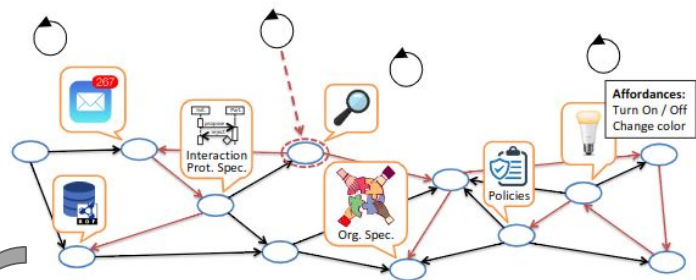
EMAS Workshop 2023



The motivation and the opportunity



Working Concepts and Principals



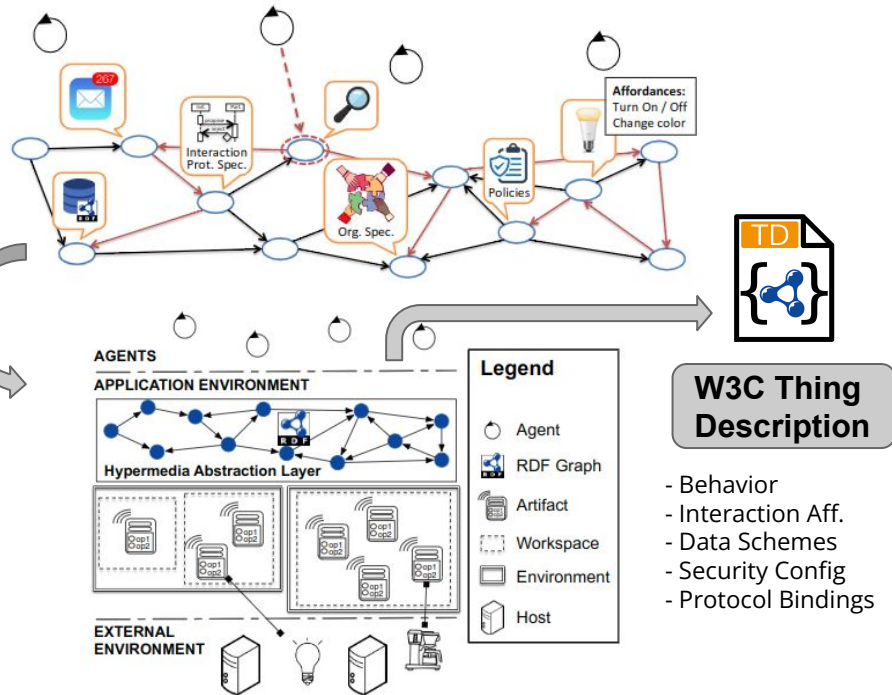
Hypermedia MAS

Ciortea et al, EMAS 2018
Ciortea et al, WoT 2019



AI-MAS Group
"AIM AS high as you can"

Working Concepts and Principals

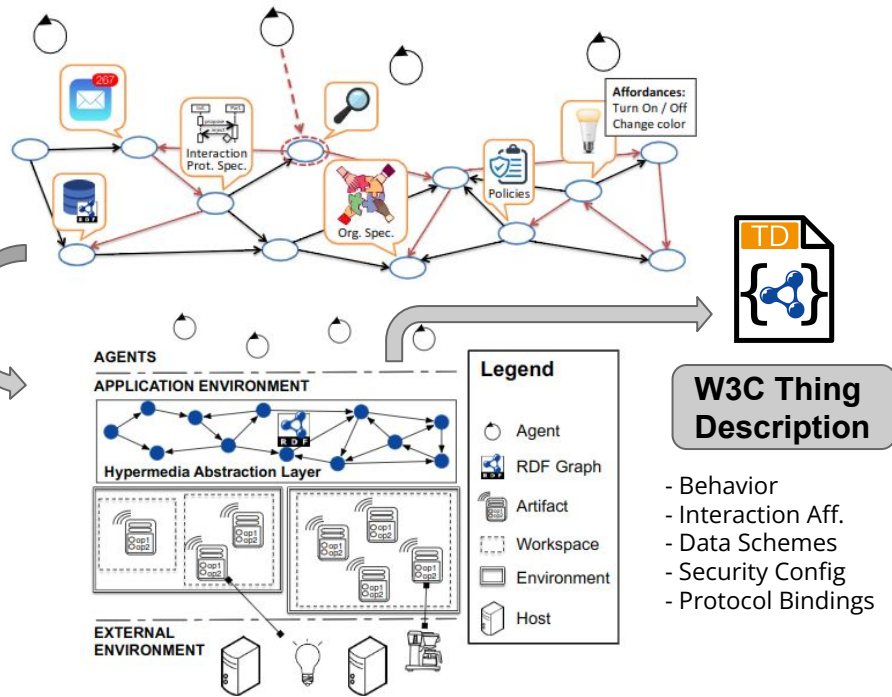


Hypermedia MAS

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Working Concepts and Principals



Engineering of the Environment

- HATEOAS
- Uniform resource space
- Single Entry Point
- Observability

=> **open, evolvable, long-lived, World-wide MAS**

Hypermedia MAS

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Working Assumptions: Dynamic of Interactions

Hypermedia Artifacts include virtual and **real** Things

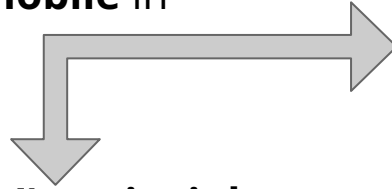
Hypermedia Agents are **mobile** in virtual and physical spaces



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Hypermedia Agents are **mobile** in virtual and physical spaces



Agent dynamics, e.g.

- enter/exit an environment
- provide/remove a service/resource/artifact
- Change roles
- Agent goals drive **interest in** Hypermedia resources

Ambient Intelligence (Aml) - principle of *locality*

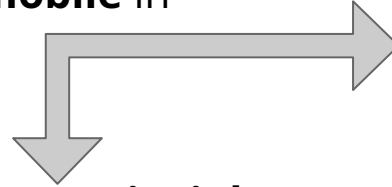
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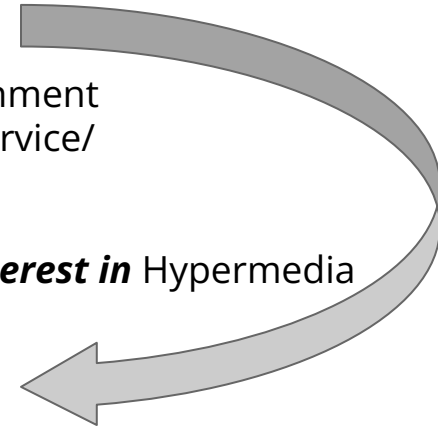
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Environment Dynamics

- Hypermedia resources **should** be proactive to **advertise** changes in properties and affordances



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Environment Dynamics

- Hypermedia resources **should** be proactive to **advertise** changes in properties and affordances

Resources require a **mechanism** for managing **authorized interactions** while

"in context"

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Claims and Proposal

- Agent *mobility* + Observability Principle + Aml Locality Principle => **require *authorized interactions***
 - E.g. Simple running scenario: agent of person *employed as researcher* and *currently in lab* can interact with a smart light in the lab
- Dynamics of Agents + Environment **require a *dynamic access control mechanism***
 - Role-based access is not enough



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Proposal

- Hypermedia Artifacts ***should use*** an external **context-driven *Authorization Service***



Context, Context Domains and Context-Based Authorization



Context and Context Domains

Context

"Any information that can be used to characterize the situation of an entity. An entity is a person, place, or object that is considered relevant to the interaction between a user and an application, including the user and applications themselves" [Dey, Understanding and using context, 2001]

Context info in a Hypermedia Environment:

- Properties and Affordances **of the** Hypermedia Artifacts
- Information **about the** Hypermedia Artifacts
- Information **about the** Agents



Context and Context Domains

Context Dimensions and Context Domains^[1]

- Means to **organize** context information

[1] Sorici et al, Multi-agent based flexible deployment of context management in ambient intelligence applications, 2015



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Context Dimensions: *perspectives* of logical partition of information (e.g. based on location, based on activity, based on organizational relations)

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Context Dimensions and Context Domains^[1]

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Context Domains: *view instances* of **one or more perspectives** (e.g. Lab 308, Factory A, Assembly Process B, Teaching Activity C, membership relation D, **employed users in Lab308**)

[1] Sorici et al, Multi-agent based flexible deployment of context management in ambient intelligence applications, 2015



Shared Context

Aml Principle [Olaru et al, 2013]: entities that *share context* **should** exchange information / interact

Context Domains model logical partitions of context information *from one or more perspectives* (the Context Dimensions): e.g. all information *from and about owned* Things and *employed* Agents in Lab 308

[Olaru et al, 2013] A context-aware multi-agent system as a middleware for ambient intelligence, Mobile Networks and Applications, No. 18

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Two entities ***share context*** if a subset of context information *from or about them* is included in at least one Context Domain of the application.

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Shared Context

Simplified, **organizational** view

Context Domain -----> Context Domain **Group**

Shared Context -----> **Membership** in Context Domain Group



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Shared Context Identification

- Rule-based reasoning that describes **the conditions** that **count towards membership** in a Context Domain



Engineering Shared Context Identification

RDF Stream Reasoning: *"define common models for producing, transmitting and continuously querying RDF Streams"*^[1] (e.g. C-SPARQL^[2])

SOLID Web Access Control^[3]:

- Workhorse structure: ACL policy - specify access control policies
- Grant authorization of *Read, Write/Update, Control*
- Authorization granted *by agent, by agent class (e.g. foaf:Person), by **group membership***

[1] <https://streamreasoning.org/>

[3] <https://solid.github.io/web-access-control-spec/>

[2] Barbieri et al, C-sparql: a continuous query language for rdf data streams, 2010



```

1 PREFIX consert: <http://pervasive.semanticweb.org/ont/2017/07/consert/core/>
2 PREFIX ann: <http://pervasive.semanticweb.org/ont/2017/07/consert/annotation/>
3 PREFIX foaf: <http://xmlns.com/foaf/0.1/>
4 PREFIX vcard: <http://www.w3.org/2006/vcard/ns#>
5 PREFIX precis: <http://aimas.cs.pub.ro/consert/ontologies/precis#>
6
7 REGISTER STREAM <SharedLab308Context> AS
8 CONSTRUCT ISTREAM {
9   precis:lab308group vcard:member ?agent .
10 }
11 FROM NAMED :staticAssertions
12 FROM NAMED :profiledAssertions
13 FROM NAMED WINDOW :pLoc [RANGE PT10S STEP PT10S] ON STREAM :PersonLocated
14 WHERE
15 {
16   GRAPH :staticAssertions { ?agent rdf:type foaf:Person . }
17   GRAPH :profiledAssertions {
18     ?worksAssertion a precis:WorksAt ;
19     consert:assertionSubject ?agent ;
20     consert:assertionObject precis:upb ;
21     ann:hasAnnotation ?validAnn .
22     ?validAnn a ann:TemporalValidityAnnotation ;
23     ann:startTime ?employmentStart ;
24     ann:endTime ?employmentEnd .
25   }
26   WINDOW :pLoc {
27     ?persLocAssertion a precis:LocatedAt;
28     consert:assertionSubject ?agent ;
29     consert:assertionObject precis:lab308 .
30   }
31   BIND (xsd:dateTime(NOW()) AS ?date)
32   FILTER (?date > ?employmentStart && ?date < ?employmentEnd)
33 }

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Output of reasoning: **stream of Context Domain group memberships**



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Reasoning over *snapshot windows* of dynamic information (agent location)



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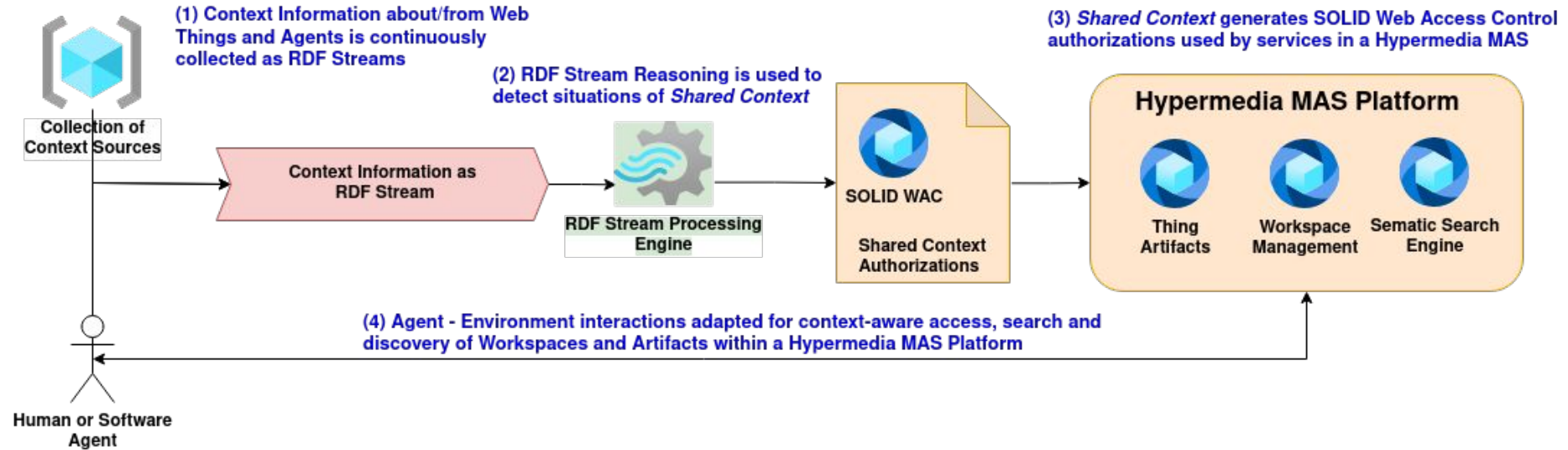
Conditions combine *static, profiled* and *dynamic/sensed* context information

Engineering Context Based Authorization

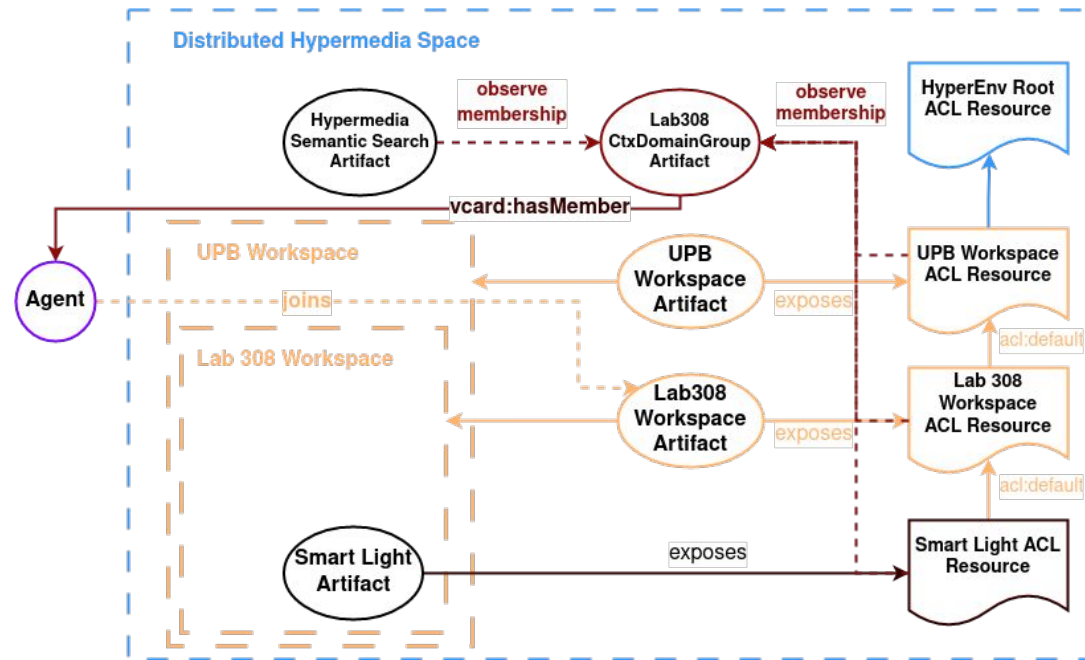
CASHMERE and Hypermedia Envs - Integration



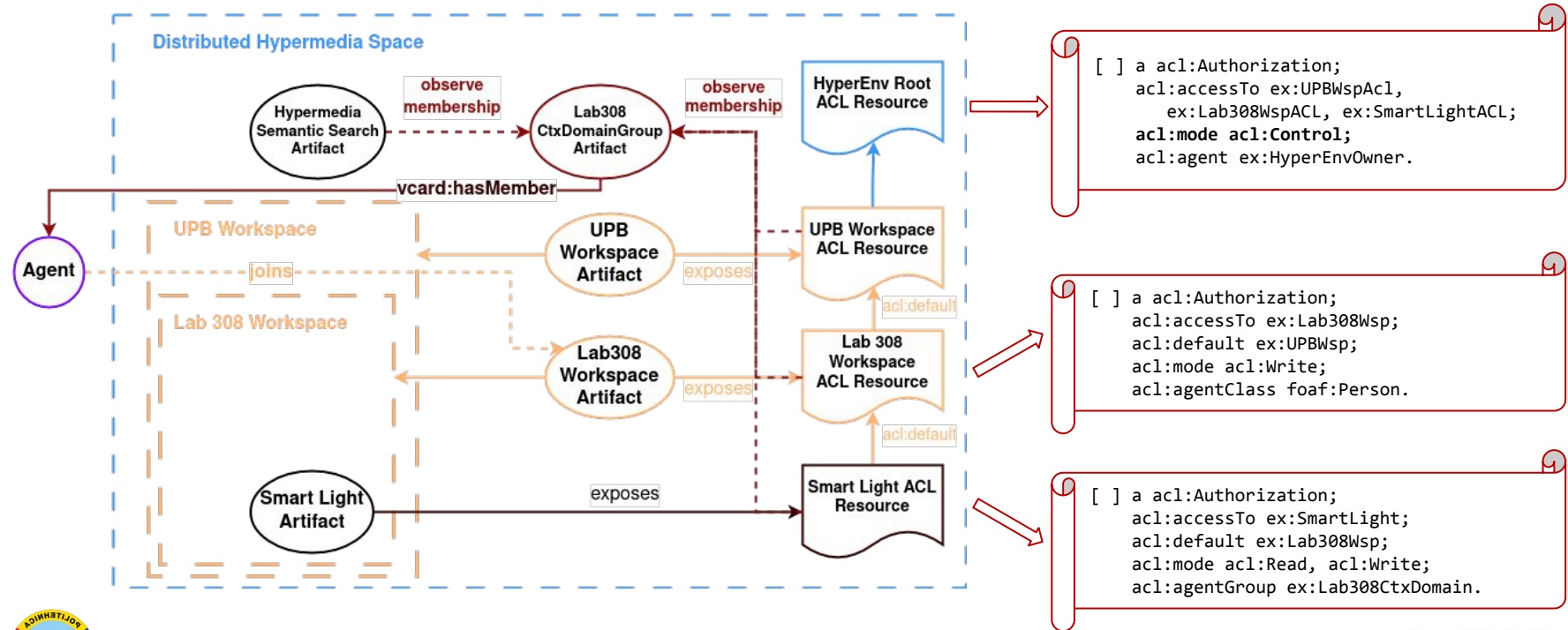
Integration High level View



Integration in a Hypermedia MAS



Integration in a Hypermedia MAS



Integration Roadmap

- Develop PoC Engine that performs ***shared context identification*** **DONE**
- Integration with Yggdrasil^[1] **In progress**
 - Modify HypermediaArtifact init() to specify *observed* Context Domain groups
 - A WAC Service is created to handle
 - Retrieval WAC Resource repr. for Artifact / Wsp / Env
 - Add / remove WAC Authorizations (using SPARQL statements)
 - **Validate Authorizations** → **validation Engine** requires SPARQL Federated queries to check group **memberships** of one or more Context Domain Group Artifacts

[1] Ciortea et al, Engineering world-wide multi-agent systems with hypermedia, EMAS 2018



Takeaways and Thank You!

- Agent and Env. dynamics of Hypermedia Envs **warrant context-based authorized access** to hypermedia resources
- Context information *of* and *about* hypermedia resources is organized into **Context Domains**
- Shared Context is modeled as **membership in a Context Domain Group**
- **Shared Context Identification** uses **RDF Stream Reasoning** technologies to output **SOLID Web Access Control Authorizations**
- **Yggdrasil + CASHMERE** integration roadmap planned

**THANK
YOU!**

