Managing Virtual Enterprises, A Convergence of Communications, Computing, and Energy Technologies

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Preface

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Every era in history can be remembered with some significant events that establish the color and characteristics of that time period. Some of these events are inventions such as electricity; some are expeditions such as the discovery of the New World; some are exploratory breakthroughs such as the first Transatlantic flight; some are technological breakthroughs such as the development of the computer; some are destructive events such as a major war; some are constructive events such as the flight to the moon. Twentieth century is full of these significant events. Their numbers are constantly increasing. In fact, when we look at the last decade of this century it is difficult to choose a single event as the one which has left its imprint on that period. Rather than a single event, it is more realistic to identify 1990s with the evolution of a new concept; a new way of doing business. That new concept is the emergence of the virtual enterprise. It is the result of three major technologies; communications, computer and energy technologies; getting together. It is the beginning of obsolescence for many of the traditional approaches to planning, organizing, communicating, directing and control. In short, it is the new approach that is bringing sweeping changes to our life and how we conduct it, as well as to technology and how we manage it.

When IEEE Engineering Management Society was choosing the theme for the 1996 conference to reflect on the characteristics of this era, it became obvious that there was nothing more appropriate than the management of virtual enterprises. The conference attracted worldwide attention. A large number of papers was received. About 180 were accepted. This proceedings contains the ones that were submitted in full length. Several others are also included in the conference as presentations without the full length papers being available for publication.

We believe that this volume contains some of the best papers on management of virtual enterprises. We hope it will make a contribution to research, education and implementation of technology management focused on the virtual enterprise.

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Intelligent Software Agents as Tools for Managing Ethical Issues in Organisations Caused by the Introduction of New Information Technology

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In this paper we reconsider the notion of value in the context of Information Technology (IT), and show how the introduction of new IT can change values in organisations. Subsequently we introduce the notion of Intelligent Software Agents (ISAs) as autonomous, social, reactive, proactive and subservient software computer systems. We further look at how the introduction of ISAs to knowledge-intensive industries can help human agents in their understanding of the development of new values while the new IT is taking place in their workplaces, and how the already existing values in the organisation can be dealt with at the same time.

Introduction

The introduction of new IT, as any other kind of new technology, in organisations usually changes or even destroys many of the values attached to the work done by the employees in the organisations. By values we simply mean the way in which the organisation is defined through the employee and by his/her performed work. In another word, the value here is the way the employee him/herself feels that he/she contributes to the existence of the organisation and consequently defines him/herself. Thus, the introduction of new technology in organisations not only changes the organisations themselves but also the way employees identify themselves with the organisations. Therefore, managers when working on the introduction of any kind of new technology, are confronted with ethical issues. Should they abandon the introduction of IT in order to prevent dissatisfaction of employees, or should they simply ignore the workers' problems and replace those who cannot keep up with the rapid changes of the nature of IT? In the following we shall see how these managers can be helped.

Values

Human beings "are socially constructed. What we mean, how we see the world, our values and valuables are all produced, learnt or acquired by and through interacting with others. Our means of communication such as natural languages cannot be learnt without this kind of interaction. Social norms defining the acceptable or appropriate ways to behave and opinions to hold make the boundaries within which we acquire and develop our behaviour and behavioural patterns. Without these norms, we simply cannot maintain our ways of communication, which are in the core of our existence as species "(Abolfazlian, 1996a). But on the other hand we are the true makers of the same History, culture and society that are supposed to produce us:

A process going on between man and nature, a process in which man, through his own activity, initiates, regulates, and controls the material reactions between himself and nature. He confronts nature as one of her own forces, setting in motion arms and legs, head and hands, the natural forces of his own body, in

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order to appropriate nature's productions in form adapted to his own wants. By thus acting on the same time changes his own nature. He develops the powers that clumbers within him and subjects them to his own control (Marx1, 1906 - 1909, p. 197).

All human concepts such as values, knowledge etc. are made as a result of interaction with nature and through her own forces. Thus human activity2 is what makes the very same society and its societal rules that consequently draw the boundaries in which human beings will find themselves defined. But these activities are mediated through tools, specially sign systems3. Human beings use a variety of different tools and gadgets to master their mental processes. We call them *psychological tools* or *instruments*:

Psychological tools are artificial formations. By their nature they are social, not organic or individual. They are directed toward the mastery or control of behavioural processes....just as technical means are directed toward the control of processes of nature (Vygotsky, 1979).

Natural languages, algebraic symbol systems, schemes, diagrams, mechanical drawings and different aspects of IT are some examples of psychological instruments. By using these instruments and making them part of our behavioural processes, they alter the entire flow and structure of mental functions. They do this by forcing us to restructure our mental functions and activities in accordance with their structure just as for instance using technical tools determine the form of labour operation and thus alter the process of a natural adaptation. Thus these psychological tools are a defining part of all human concepts, especially values. As mentioned before, human activity is mediated, especially through psychological tools. A human worker's values in and toward an organisation are not only realized and mediated through his/her technical/psychological tools but are also defined by the very same tools. Any change of the mentioned tools, e.g. a secretary's desktop publishing system or a knowledge worker's interface to for instance IT, will change or even destroy the values connected to the work done by the employee. Organisations are introduced to new technology, especially new IT, as a natural consequence of the ever continuous stream of new tasks within the boundaries of organisations. Factors such as *Information anxiety*, i.e. a human agent's negative emotional response to the increasing volume and diversity of available information in our modern Knowledge Societies and organisations are some of the factors that rapidly influence the way we work and our values in the organisations. As a consequence, we need to take these factors into consideration while managing the ethical issues that arise in the organisations because the introduction of new IT changes the aforementioned values. We propose a new kind of specially designed psychological tools, namely Intelligent Software Agents as a useful support system in these managerial situations.

Intelligent Software Agents

Intelligent Software Agents (ISAs) are essentially computer systems whose constituent parts have a special relation to one another and to the environment in which they are realized. What makes the above mentioned relationship special is some especially developed features that these software systems have to possess in order to be identified as ISAs. Although different research groups have different ideas of what exactly these features are and how they should be developed in the agents, there seems to be an

¹ In general, I do not agree with Marx's ideas with regard to Economics, and I do not see myself as and am not a proponent of Marxism.

² Activity is the nonadditive molar unit of life for the material corporeal subject ... a system with its own structure, its own internal transformations, and its own development.

The interested reader will find a more detailed description of the nature of human activity and its role in human conceptualization in (Abolfazlian, 1996b; Wertsch, 1979).

agreement among almost all of these groups on which features agents, at least, must have. As we have seen in (Abolfazlian, 1996a), they have to be:

- Autonomous
- Social
- Reactive
- Proactive
- Subservient

An ISA is autonomous if it can operate without neither direct human interference nor any interference from other agents working in the same environment. It should also have control over its own actions, plans and internal states. The ISA should be social in that it has to be aware of its surroundings. It also has to be able to interact autonomously with other agents, human or non-human, using an interaction tool or gadget. Even though verbal languages are mostly used as tools of interaction by these type of agents, any sign system will suffice for our purpose here. We shall look at some of these systems further on. It is worth emphasizing again that the aforementioned interaction has to be made autonomously by the agent itself otherwise we cannot talk about social interaction with regard to these type of agents.

ISAs should be *reactive*. By reactivity here we simply mean that the agent has to be able to detect changes in its environment and autonomously respond (react) to these changes in the most appropriate way. What appropriate means here is again highly dependent on the surroundings of the agent and specially the other agents in and the societal rules of the society in which the particular agent operates. We should again notice that the respond of the agent should be made autonomously.

ISAs are not just supposed to be reactive as defined above which implies that they have to wait for changes in their environment in order to first detect them and then to react to them autonomously. They must also be capable of taking initiatives and set up sets of actions that will satisfy their goals. In other words, they have to be proactive.

ISAs should be *subservient* in that they have to work on behalf of other agents, human or non-human. By defining subservient in this manner we take a position which is very close to the one taken by the Economics when talking about Theory of Agency. Although this feature is not one of the more standard ones we shall see how this will fit within our framework in a very natural way.

Let us now briefly look at an example of these Intelligent Software Agents 4.

Softbots

The Softbot (Software Robot) is an ISA running on the internet (Etzioni et.al, 1994). It is a fully implemented Artificial Intelligence (AI) device running on UNIX operating system. "The softbot interacts with its environment, specially different internet resources, through a UNIX shell and the World Wide Web (WWW). As effectors, softbot uses a wide range of file manipulation commands such as 'ftp', 'telnet' and 'mail'. As sensors it uses 'archie', 'gopher', 'netfind' and several other internet facilities. It has a very expressive interface that gives its interaction with the users (human agents) a much more social character. On the other hand it is able to dynamically choose the internet facility to be used in a certain situation. It also is able to autonomously choose the order in which different internet facilities should be used. For instance if it wants to find Ms. Beverly Williams' email address it may choose the 'netfind' facility to start with. But it knows that in order to use the netfind it has to feed it by an institution name or address. Thus it starts by looking in the bibliographic databases that it has access to in order to find an article or technical

⁴ For more examples, look at (Abolfazlian, 1996a).