Reference Manual

Generated by Doxygen 1.7.4

Fri Nov 9 2012 10:36:56

Contents

1 Project D.R.A.M.A. Filter **3**

1.1 Introduction 3

1.2 Installation 3

2 Namespace Index **5**

2.1 Namespace List 5

3 Class Index **7**

3.1 Class List 7

4 Namespace Documentation **9**

4.1 drama_filter Namespace Reference 9

4.1.1 Detailed Description 9

5 Class Documentation **11**

5.1 drama_filter::code::Action Class Reference 11

5.1.1 Detailed Description 11

5.1.2 Constructor & Destructor Documentation 11

5.1.2.1 __init__ 11

5.2 drama_filter::code::ADA Class Reference 12

5.2.1 Detailed Description 13

5.2.2 Constructor & Destructor Documentation 13

5.2.2.1 __init__ 13

5.2.3 Member Function Documentation 13

5.2.3.1 cognitive_euf 13

5.2.4 Member Data Documentation 13

5.2.4.1 emotions 13

5.2.4.2 plans . . . 13
5.3 drama_filter::code::Agent Class Reference . . . 14
5.3.1 Detailed Description . . . 14
5.4 drama_filter::code::Belief Class Reference . . . 14
5.4.1 Detailed Description . . . 14
5.4.2 Constructor & Destructor Documentation . . . 14
5.4.2.1 __init__ . . . 14
5.5 drama_filter::code::Description Class Reference . . . 15
5.5.1 Detailed Description . . . 15
5.5.2 Constructor & Destructor Documentation . . . 15
5.5.2.1 __init__ . . . 15
5.6 drama_filter::code::Desire Class Reference . . . 16
5.6.1 Detailed Description . . . 16
5.6.2 Constructor & Destructor Documentation . . . 16
5.6.2.1 __init__ . . . 16
5.7 drama_filter::code::DesireState Class Reference . . . 16
5.7.1 Detailed Description . . . 17
5.7.2 Constructor & Destructor Documentation . . . 17
5.7.2.1 __init__ . . . 17
5.8 drama_filter::code::Emotion Class Reference . . . 17
5.8.1 Detailed Description . . . 17
5.8.2 Constructor & Destructor Documentation . . . 18
5.8.2.1 __init__ . . . 18
5.9 drama_filter::code::EmotionalState Class Reference . . . 18
5.9.1 Detailed Description . . . 18
5.9.2 Constructor & Destructor Documentation . . . 18
5.9.2.1 __init__ . . . 18
5.10 drama_filter::code::Environment Class Reference . . . 19
5.10.1 Detailed Description . . . 19
5.10.2 Constructor & Destructor Documentation . . . 19
5.10.2.1 __init__ . . . 19
5.11 drama_filter::code::Event Class Reference . . . 19
5.11.1 Detailed Description . . . 20
5.12 drama_filter::code::Intention Class Reference . . . 20

5.12.1 Detailed Description 20
5.12.2 Constructor & Destructor Documentation 20
5.12.2.1 __init__ 20
5.13 drama_filter::code::IntentionState Class Reference 21
5.13.1 Detailed Description 21
5.13.2 Constructor & Destructor Documentation 21
5.13.2.1 __init__ 21
5.14 drama_filter::code::Message Class Reference 21
5.14.1 Detailed Description 22
5.14.2 Constructor & Destructor Documentation 22
5.14.2.1 __init__ 22
5.15 drama_filter::code::Object Class Reference 22
5.15.1 Detailed Description 22
5.16 drama_filter::code::Personality Class Reference 22
5.16.1 Detailed Description 23
5.16.2 Constructor & Destructor Documentation 23
5.16.2.1 __init__ 23
5.17 drama_filter::code::Plan Class Reference 23
5.17.1 Detailed Description 23
5.17.2 Constructor & Destructor Documentation 24
5.17.2.1 __init__ 24
5.18 drama_filter::code::Script Class Reference 24
5.18.1 Detailed Description 24
5.18.2 Constructor & Destructor Documentation 24
5.18.2.1 __init__ 24
5.19 drama_filter::code::Script_interpretation Class Reference 25
5.19.1 Detailed Description 25
5.19.2 Constructor & Destructor Documentation 25
5.19.2.1 __init__ 25
5.20 drama_filter::code::Story Class Reference 26
5.20.1 Detailed Description 26
5.20.2 Constructor & Destructor Documentation 26
5.20.2.1 __init__ 26

Chapter 1

Project D.R.A.M.A. Filter

1.1 Introduction

This module aims to ...

1.2 Installation

To install this module, just download the last version, unpack it and import drama_filter package on your Python interpreter:

import drama_filter as df

df.main()

Chapter 2

Namespace Index

2.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

drama_filter (Main module) 9

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

drama_filter::code::Action (Represents a Action) 11
drama_filter::code::ADA (Represents tha ADA agent) 12
drama_filter::code::Agent (Abstract class that represents Story Agents) 14
drama_filter::code::Belief (Represents a Emotion) 14
drama_filter::code::Description (Represents the Story) 15
drama_filter::code::Desire (Represents a Emotion) 16
drama_filter::code::DesireState (Represents a Desire State) 16
drama_filter::code::Emotion (Represents a Emotion) 17
drama_filter::code::EmotionalState (Represents a Emotional State) 18
drama_filter::code::Environment (Represents the Story Environment) 19
drama_filter::code::Event (Abstract class that represents Story Events) 19
drama_filter::code::Intention (Represents a Intention) 20
drama_filter::code::IntentionState (Represents a Intention State) 21
drama_filter::code::Message (Represents the Message) 21
drama_filter::code::Object (Abstract class that represents Story Objects) . . . 22
drama_filter::code::Personality (Represents the Script) 22
drama_filter::code::Plan (Represents a Plan) 23
drama_filter::code::Script (Represents the Script) 24
drama_filter::code::Script_interpretation (Represents the Script Interpretation) 25
drama_filter::code::Story (Represents the Story) 26

Chapter 4

Namespace Documentation

4.1 drama_filter Namespace Reference

Main module.

Variables

- string **__author__** = 'Gabriela Salvador Thumé <gabithume@gmail.com>'
- string **__copyright__** = 'Copyright (c) 2012 Gabriela Salvador Thumé'
- string **__license__** = 'GPLv3'
- string **__version__** = '0.1'

4.1.1 Detailed Description

Main module.

Chapter 5

Class Documentation

5.1 drama_filter::code::Action Class Reference

Represents a Action.

Public Member Functions

- def __init__
  Constructor for Environment.

Public Attributes

- **label**
- **precondition**
- **effect**

5.1.1 Detailed Description

Represents a Action.

5.1.2 Constructor & Destructor Documentation

5.1.2.1 def drama_filter::code::Action::__init__ (*self*, *label* = None, *actions* = None)

Constructor for Environment.

Parameters

label	A string of label
precondition	A string of preconditions
effect	A string of effects

The documentation for this class was generated from the following file:

- code.py

5.2 drama_filter::code::ADA Class Reference

Represents tha ADA agent.

Public Member Functions

- def __init__

  Constructor for Environment.
- def sensorial_brf

  Procedure that.
- def **msg_brf**
- def **story_brf**
- def input_brf

  This procedure defines what are the beliefs based on the new beliefs, the old ones, the emotions and intentions In this simulation, the values were set manually.
- def **reactive_euf**
- def cognitive_euf

  Cognitive emotions act like the second choice of emotions.
- def **Filter**
- def **planning**
- def **decision_making**

Public Attributes

- emotions

  The script interpretation analyzes the story in terms of messages, characteristic of the story and the description of character.
- beliefs

  Beliefs of the Perception from input_brf.
- **desires**
- intentions

  Intentions.
- **actions**
- **story**
- **story_frame**
- **story_frameTotal**
- **personality**
- plans

  The beliefs wil be updated, according to cognitives emotions.
- **name**

5.2.1 Detailed Description

Represents tha ADA agent.

5.2.2 Constructor & Destructor Documentation

5.2.2.1 def drama_filter::code::ADA::__init__ (*self*, *personality* = {}, *emotions* = {}, *beliefs* = {}, *desires* = {}, *intentions* = {}, *actions* = {})

Constructor for Environment.

Parameters

personality	A string of personality
emotions	A Emotional State
beliefs	A list of Beliefs
desires	A Desire State
intentions	A Intention State
actions	A list of actions

5.2.3 Member Function Documentation

5.2.3.1 def drama_filter::code::ADA::cognitive_euf (*self*, *emotions*, *beliefs*, *intentions*)

Cognitive emotions act like the second choice of emotions.

In this simulation, are equal to the reactives

5.2.4 Member Data Documentation

5.2.4.1 drama_filter::code::ADA::emotions

The script interpretation analyzes the story in terms of messages, characteristic of the story and the description of character.

Cognitive Emotions.

The script perception of environment analyzes the whole story in terms of events, objects and agents The script perception is divided in two modules: environment and interpretation New beliefs are generated by the script perception: Reactives Emotions are generated by reactive_euf

If cognitives emotions are different of reactives The emotions will be the cognitives

5.2.4.2 drama_filter::code::ADA::plans

The beliefs wil be updated, according to cognitives emotions.

Update the intentions

The documentation for this class was generated from the following file:

- code.py

5.3 drama_filter::code::Agent Class Reference

Abstract class that represents Story Agents.

5.3.1 Detailed Description

Abstract class that represents Story Agents.

The documentation for this class was generated from the following file:

- code.py

5.4 drama_filter::code::Belief Class Reference

Represents a Emotion.

Public Member Functions

- def __init__
  Constructor for Environment.

Public Attributes

- **label**
- **typeof**
- **predicate**
- **weight**

5.4.1 Detailed Description

Represents a Emotion.

5.4.2 Constructor & Destructor Documentation

5.4.2.1 def drama_filter::code::Belief::__init__ (*self*, *label* = None, *typeof* = None, *predicate* = None, *weight* = None)

Constructor for Environment.

Parameters

label	A string of label
typeof	A string for type
predicate	A string for predicate
weight	A value for weight

The documentation for this class was generated from the following file:

- code.py

5.5 drama_filter::code::Description Class Reference

Represents the Story.

Public Member Functions

- def __init__

  Constructor for Story.

Public Attributes

- **character_description**

5.5.1 Detailed Description

Represents the Story.

5.5.2 Constructor & Destructor Documentation

5.5.2.1 def drama_filter::code::Description::__init__ (*self*, *character_description* = `None`)

Constructor for Story.

Parameters

character_content	A list of character content

The documentation for this class was generated from the following file:

- code.py

5.6 drama_filter::code::Desire Class Reference

Represents a Emotion.

Public Member Functions

- def __init__

  Constructor for Environment.

Public Attributes

- **label**
- **intensity**

5.6.1 Detailed Description

Represents a Emotion.

5.6.2 Constructor & Destructor Documentation

5.6.2.1 def drama_filter::code::Desire::__init__ (*self, label* = None, *intensity* = None)

Constructor for Environment.

Parameters

label	A string of label
intensity	A value for intensity

The documentation for this class was generated from the following file:

- code.py

5.7 drama_filter::code::DesireState Class Reference

Represents a Desire State.

Public Member Functions

- def __init__

  Constructor for Environment.

Public Attributes

- **desires**

5.7.1 Detailed Description

Represents a Desire State.

5.7.2 Constructor & Destructor Documentation

5.7.2.1 def drama_filter::code::DesireState::__init__ (*self*, *label* = None, *intensity* = None)

Constructor for Environment.

Parameters

desires	A list of possible desires is instanciated

The documentation for this class was generated from the following file:

- code.py

5.8 drama_filter::code::Emotion Class Reference

Represents a Emotion.

Public Member Functions

- def __init__

  Constructor for Environment.

Public Attributes

- **label**
- **intensity**
- **valence**

5.8.1 Detailed Description

Represents a Emotion.

5.8.2 Constructor & Destructor Documentation

5.8.2.1 def drama_filter::code::Emotion::__init__ (*self*, *label* = None, *intensity* = None, *valence* = None)

Constructor for Environment.

Parameters

label	A string of label
intensity	A value for intensity
valence	A value for valence

The documentation for this class was generated from the following file:

- code.py

5.9 drama_filter::code::EmotionalState Class Reference

Represents a Emotional State.

Public Member Functions

- def __init__

  Constructor for Environment.

Public Attributes

- **emotions**

5.9.1 Detailed Description

Represents a Emotional State.

5.9.2 Constructor & Destructor Documentation

5.9.2.1 def drama_filter::code::EmotionalState::__init__ (*self*, *emotions* = None)

Constructor for Environment.

Parameters

emotions	A list of possible emotions is instanciated

The documentation for this class was generated from the following file:

- code.py

5.10 drama_filter::code::Environment Class Reference

Represents the Story Environment.

Public Member Functions

- def __init__

  Constructor for Environment.

Public Attributes

- **events**
- **objects**
- **agents**

5.10.1 Detailed Description

Represents the Story Environment.

5.10.2 Constructor & Destructor Documentation

5.10.2.1 def drama_filter::code::Environment::__init__ (*self*, *events* = None, *objects* = None, *agents* = None)

Constructor for Environment.

Parameters

events	A list of Event
objects	A list of Objects
agents	A list of agents

The documentation for this class was generated from the following file:

- code.py

5.11 drama_filter::code::Event Class Reference

Abstract class that represents Story Events.

5.11.1 Detailed Description

Abstract class that represents Story Events.

The documentation for this class was generated from the following file:

- code.py

5.12 drama_filter::code::Intention Class Reference

Represents a Intention.

Public Member Functions

- def __init__

  Constructor for Environment.

Public Attributes

- **label**
- **target**
- **intensity**

5.12.1 Detailed Description

Represents a Intention.

5.12.2 Constructor & Destructor Documentation

5.12.2.1 def drama_filter::code::Intention::__init__ (*self*, *label* = None, *target* = None, *intensity* = None)

Constructor for Environment.

Parameters

label	A string of label
target	A string of target
intensity	A value for intensity

The documentation for this class was generated from the following file:

- code.py

5.13 drama_filter::code::IntentionState Class Reference

Represents a Intention State.

Public Member Functions

- def __init__

  Constructor for Environment.

Public Attributes

- **intentions**

5.13.1 Detailed Description

Represents a Intention State.

5.13.2 Constructor & Destructor Documentation

5.13.2.1 def drama_filter::code::IntentionState::__init__ (*self*, *label* = `None`, *intensity* = `None`)

Constructor for Environment.

Parameters

intention	A list of possible intention is instanciated

The documentation for this class was generated from the following file:

- code.py

5.14 drama_filter::code::Message Class Reference

Represents the Message.

Public Member Functions

- def __init__

  Constructor for Message.

Public Attributes

- **message_content**

5.14.1 Detailed Description

Represents the Message.

5.14.2 Constructor & Destructor Documentation

5.14.2.1 def drama_filter::code::Message::__init__ (*self*, *message_content* = None)

Constructor for Message.

Parameters

message_content	A lits of message content

The documentation for this class was generated from the following file:

- code.py

5.15 drama_filter::code::Object Class Reference

Abstract class that represents Story Objects.

5.15.1 Detailed Description

Abstract class that represents Story Objects.

The documentation for this class was generated from the following file:

- code.py

5.16 drama_filter::code::Personality Class Reference

Represents the Script.

Public Member Functions

- def __init__

  Constructor for Environment.

Public Attributes

- **desires**
- **actions**

5.16.1 Detailed Description

Represents the Script.

5.16.2 Constructor & Destructor Documentation

5.16.2.1 def drama_filter::code::Personality::__init__ (*self*, *name* = None, *actions* = None)

Constructor for Environment.

Parameters

desires	A Desire State
actions	A list of Actions

The documentation for this class was generated from the following file:

- code.py

5.17 drama_filter::code::Plan Class Reference

Represents a Plan.

Public Member Functions

- def __init__

  Constructor for Environment.

Public Attributes

- **actions**
- **acceptance**

5.17.1 Detailed Description

Represents a Plan.

5.17.2 Constructor & Destructor Documentation

5.17.2.1 def drama_filter::code::Plan::__init__ (*self*, *actions* = None, *acceptance* = None)

Constructor for Environment.

Parameters

actions	A list of Actions
acceptance	A value for animator acceptance

The documentation for this class was generated from the following file:

- code.py

5.18 drama_filter::code::Script Class Reference

Represents the Script.

Public Member Functions

- def __init__

  Constructor for Environment.

Public Attributes

- **environment**
- **interpretation**

5.18.1 Detailed Description

Represents the Script.

5.18.2 Constructor & Destructor Documentation

5.18.2.1 def drama_filter::code::Script::__init__ (*self*, *environment* = None, *interpretation* = None)

Constructor for Environment.

Parameters

environment	A Story Environment
interpretation	A Script Interpretation

The documentation for this class was generated from the following file:

- code.py

5.19 drama_filter::code::Script_interpretation Class Reference

Represents the Script Interpretation.

Public Member Functions

- def __init__

  Constructor for Environment.

Public Attributes

- **message_content**
- **story_content**
- **character_description**

5.19.1 Detailed Description

Represents the Script Interpretation.

5.19.2 Constructor & Destructor Documentation

5.19.2.1 def drama_filter::code::Script_interpretation::__init__ (*self*, *message_content* = None, *story_content* = None, *character_description* = None)

Constructor for Environment.

Parameters

message_content	A list of Message content
story_contents	A list of Story content
character_descriptio	nA list of Character content

The documentation for this class was generated from the following file:

- code.py

5.20 drama_filter::code::Story Class Reference

Represents the Story.

Public Member Functions

- def __init__

  Constructor for Story.

Public Attributes

- **story_content**

5.20.1 Detailed Description

Represents the Story.

5.20.2 Constructor & Destructor Documentation

5.20.2.1 def drama_filter::code::Story::__init__ (*self, story_content* = None)

Constructor for Story.

Parameters

story_content	A list of story content

The documentation for this class was generated from the following file:

- code.py