

Beliefs representation and management

Autonomous Software Agents

A.A. 2022-2023

Prof. Paolo Giorgini

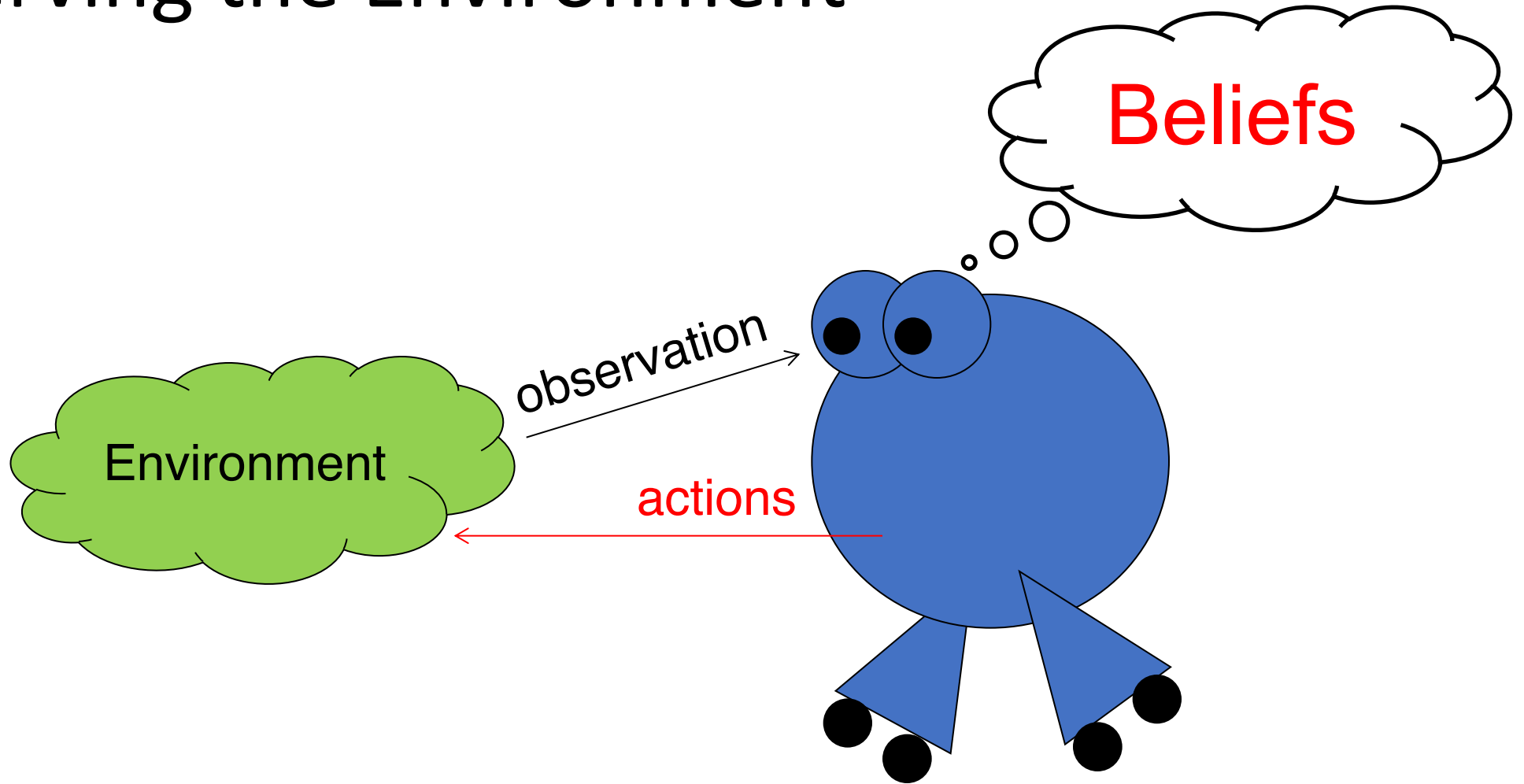
Dr. Marco Robol



UNIVERSITY OF TRENTO - Italy

Department of Information
and Communication Technology

Observing the Environment



From sensors' data to Belief

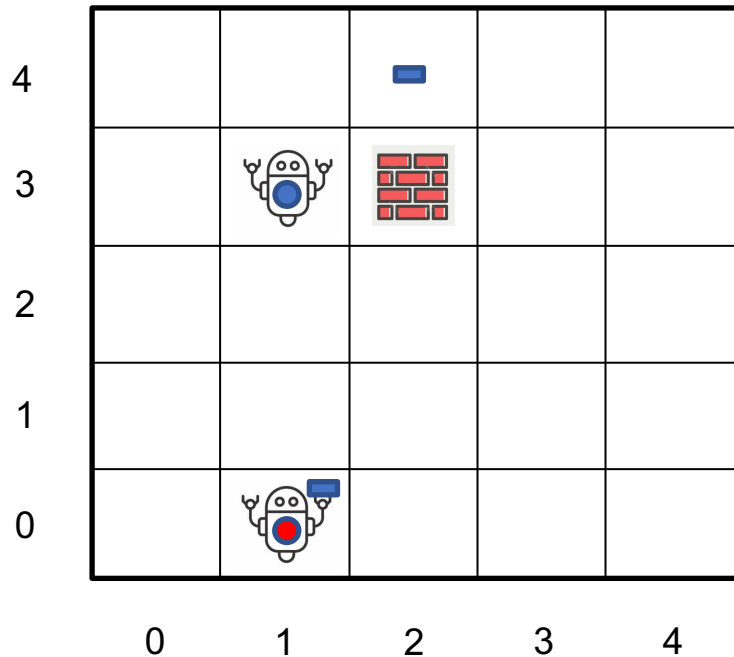
- An agent **acquires data** from its sensors
 - E.g., temperature from the thermostat or the agent's position from GPS

Time	Temperature	X	Y
09:00:00	8	3	3
10:00:00	9	3	4
11:00:00	11	3	5
12:00:00	13	4	6

- Data can be stored as they are acquired
 - Acquisition time tells us actual values and it draws data evolution

Data completeness and correctness

Agent “**Ag_1**” (or “**Ag_2**”)



Positions

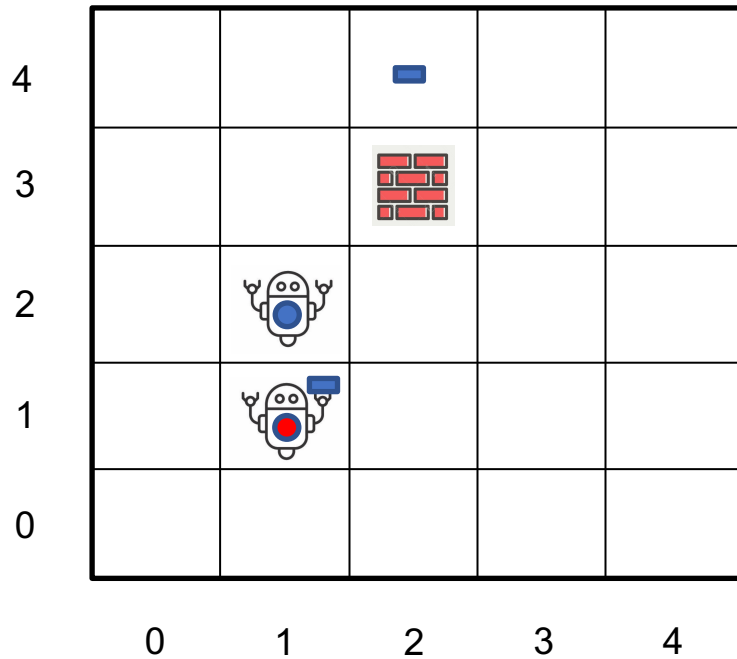
Time	Object	X	Y
1	Ag_1	1	0
1	Ag_2	1	3
1	Obst_1	2	3
1	Pack_1	2	4

Carry

Time	Agent	Pack
1	Ag_1	Pack_2

$B = \{ \text{In}(\text{Ag_1}, 1, 0), \text{In}(\text{Ag_2}, 1, 3), \text{In}(\text{Obst_1}, 2, 3), \\ \text{In}(\text{Pack_1}, 2, 4), \text{carry}(\text{Ag_1}, \text{Pack_2}) \}$

Data updating



Positions

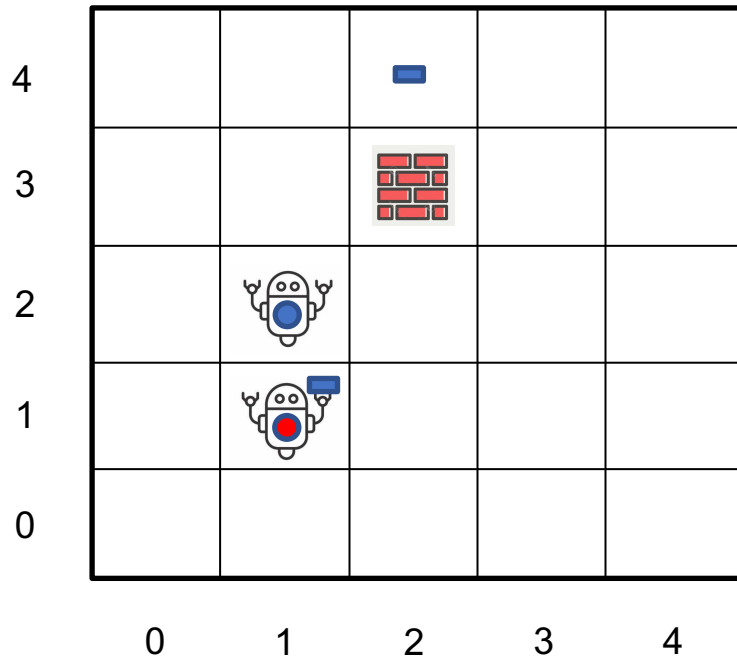
Time	Object	X	Y
1	Ag_1	1	0
1	Ag_2	1	3
1	Obst_1	2	3
1	Pack_1	2	4
2	Ag_1	1	1
2	Ag_2	1	2
2	Obst_1	2	3
2	Pack_1	2	4

Carry

Time	Agent	Pack
1	Ag_1	Pack_2
2	Ag_1	Pack_2

$B = \{ \text{In}(\text{Ag}_1, 1, 1), \text{In}(\text{Ag}_2, 1, 2), \text{In}(\text{Obst}_1, 2, 3), \\ \text{In}(\text{Pack}_1, 2, 4), \text{carry}(\text{Ag}_1, \text{Pack}_2) \}$

Derived Beliefs



Positions

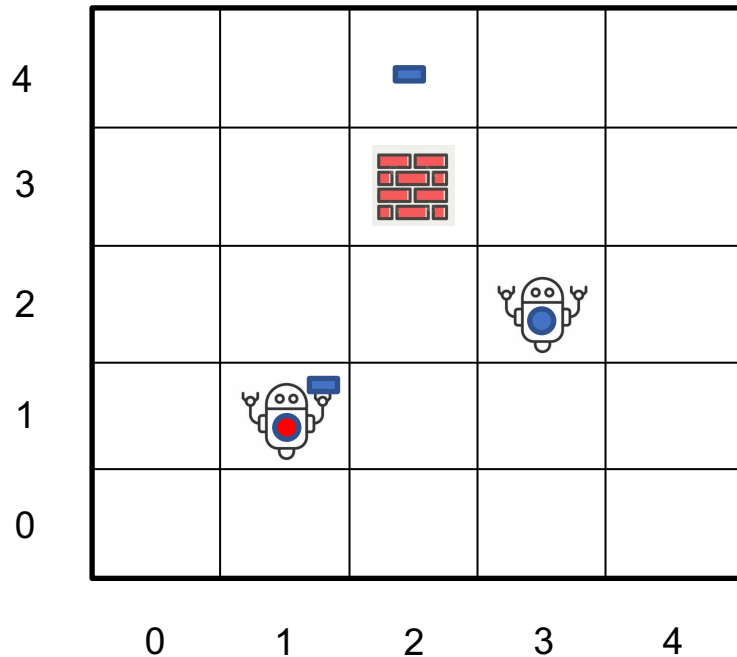
Time	Object	X	Y	Move
1	Ag_1	1	0	No
1	Ag_2	1	3	No
1	Obst_1	2	3	No
1	Pack_1	2	4	No
2	Ag_1	1	1	UP
2	Ag_2	1	2	DOWN
2	Obst_1	2	3	No
2	Pack_1	2	4	No

Carry

Time	Agent	Pack
1	Ag_1	Pack_2
2	Ag_1	Pack_2

$B = \{ \text{In}(\text{Ag_1}, 1, 1), \text{In}(\text{Ag_2}, 1, 2), \text{In}(\text{Obst_1}, 2, 3),$
 $\text{In}(\text{Pack_1}, 2, 4), \text{carry}(\text{Ag_1}, \text{Pack_2}),$
 $\text{move}(\text{Ag_1}, \text{UP}), \text{move}(\text{Ag_2}, \text{DOWN}) \}$

Managing Inconsistencies



Positions

Time	Object	X	Y	Move
1	Ag_1	1	0	No
1	Ag_2	1	3	No
1	Obst_1	2	3	No
1	Pack_1	2	4	No
2	Ag_1	1	1	UP
2	Ag_2	1	2	DOWN
2	Obst_1	2	3	No
2	Pack_1	2	4	No
3	Ag_1	1	1	No
3	Ag_2	3	2	RIGHT
3	Obst_1	2	3	No
3	Pack_1	2	4	No

Carry

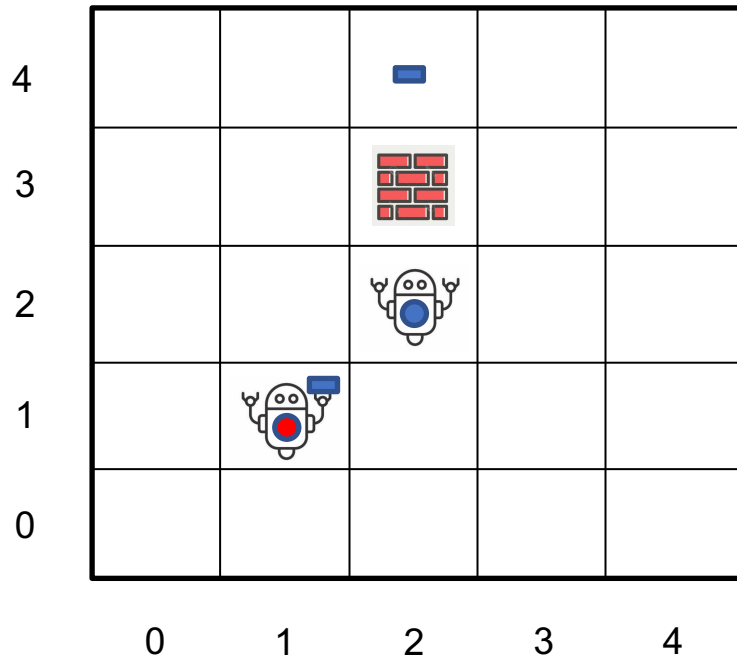
Time	Agent	Pack
1	Ag_1	Pack_2
2	Ag_1	Pack_2

Robot cannot move of two tiles in one step

Inconsistencies

- Inconsistencies can arise for **several reasons**
 - Sensors can send wrong data
 - Predefined rules are not anymore valid (evolution of the environment)
 - Now the robot can move of two tiles
 - Data are provided by other agents
 - They might lie or they could have wrong beliefs
- How much is it **critical** to solve the inconsistency?
 - Can we wait a little bit and see what happen?
- How to solve them ?
 - Many different ways can be applied
 - `t=2 :In(Ag_2,1,2), move(Ag_2,DOWN)`
 - `t=3 :In(Ag_2,3,2), move(Ag_2,RIGHT) ----> t=3 :In(Ag_1,2,2), move(Ag_1,RIGHT)`
- Policies/strategies to solve and manage inconsistencies should be part of the design

Managing Inconsistencies



Positions					Carry		
Time	Object	X	Y	Move	Time	Agent	Pack
1	Ag_1	1	0	No	1	Ag_1	Pack_2
1	Ag_2	1	3	No	2	Ag_1	Pack_2
1	Obst_1	2	3	No			
1	Pack_1	2	4	No			
2	Ag_1	1	1	UP			
2	Ag_2	1	2	DOWN			
2	Obst_1	2	3	No			
2	Pack_1	2	4	No			
3	Ag_1	1	1	No			
3	Ag_2	2	2	RIGHT			
3	Obst_1	2	3	No			
3	Pack_1	2	4	No			

Solving the inconsistency
(most likely position for Ag_2?)

Managing inconsistencies

t=1: **In**(Ag_2,1,3)

t=2: **In**(Ag_2,1,2), **move**(Ag_2,DOWN)

t=3: **In**(Ag_2,3,2), **move**(Ag_2,RIGHT)

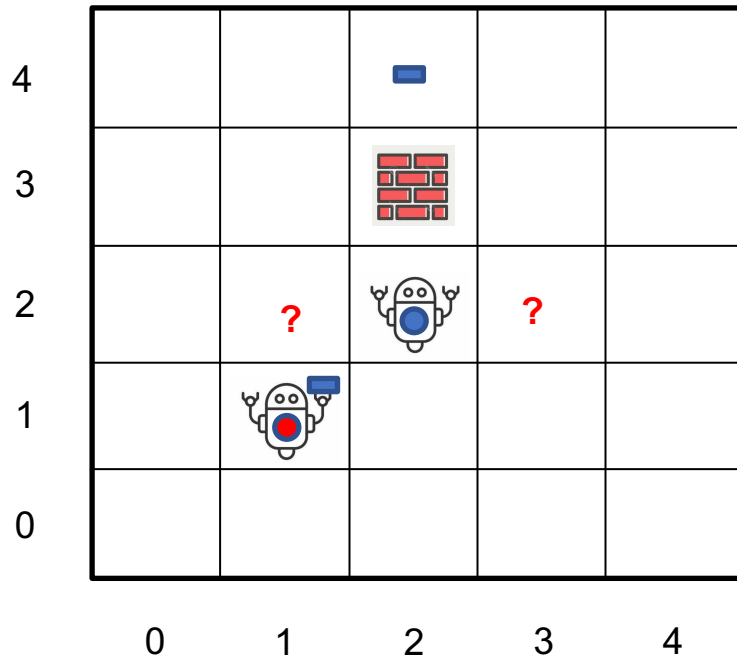
Possible consistent sets:

t=1: **In**(Ag_2,1,3)

t=2: **In**(Ag_2,1,2), **move**(Ag_2,DOWN)

t=3: **In**(Ag_2,3,2), **move**(Ag_2,RIGHT)

Another example



t=1: **In**(Ag_2, 2, 2)

t=2: **In**(Ag_2, 1, 2), **move**(Ag_2, LEFT)

t=3: **In**(Ag_2, 3, 2), **move**(Ag_2, RIGHT)

Possible consistent sets:

S_1

t=1: **In**(Ag_2, 2, 2)

t=2: **In**(Ag_2, 1, 2), **move**(Ag_2, LEFT)

S_2

t=1: **In**(Ag_2, 2, 2)

t=3: **In**(Ag_2, 3, 2), **move**(Ag_2, RIGHT)

More on the example

S_1

t=1: **In**(Ag_2,2,2)
t=2: **In**(Ag_2,1,2), **move**(Ag_2,LEFT)

S_2

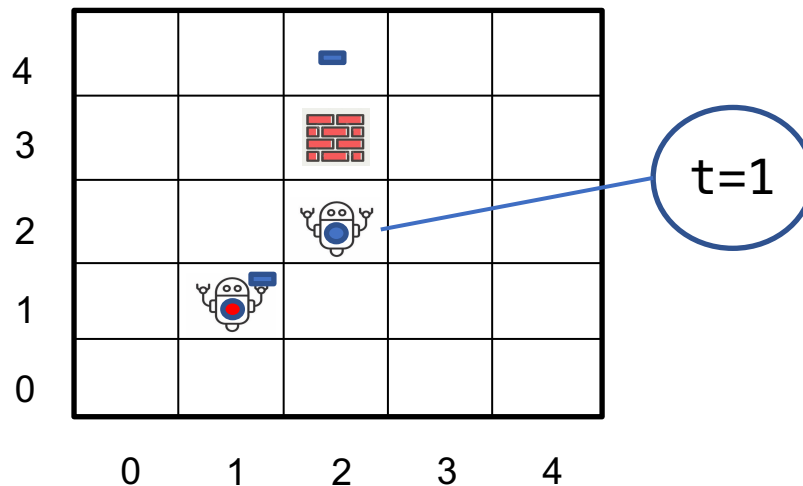
t=1: **In**(Ag_2,2,2)
t=3: **In**(Ag_2,3,2), **move**(Ag_2,RIGHT)

what about t=3 ?

t=3: **In**(Ag_2,1,2) \vee **In**(Ag_2,0,2) \vee
In(Ag_2,1,3) \vee **In**(Ag_2,2,2)

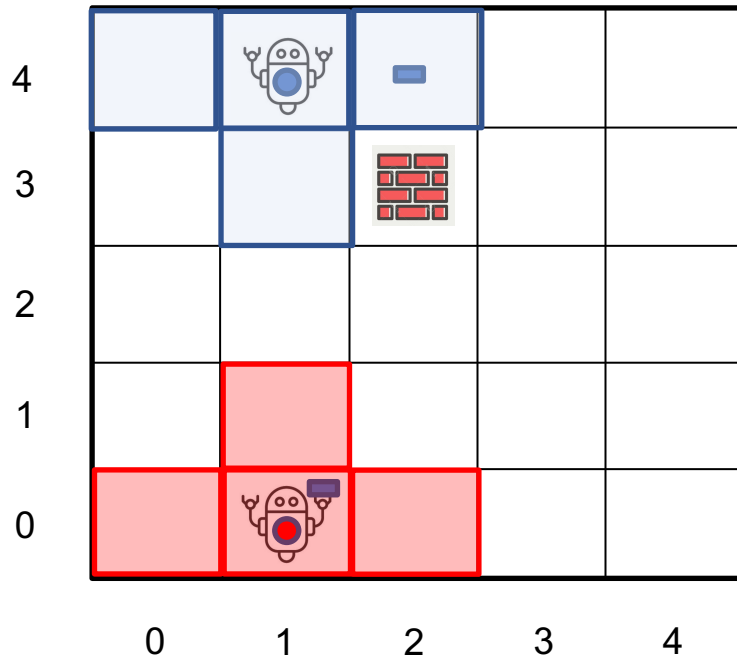
what about t=2 ?

t=2: **In**(Ag_2,2,2) \vee **In**(Ag_2,3,2)



After we had chosen between S_1 and S_2 , should we update beliefs for t=3 and t=2, respectively?

Partial view of the environment



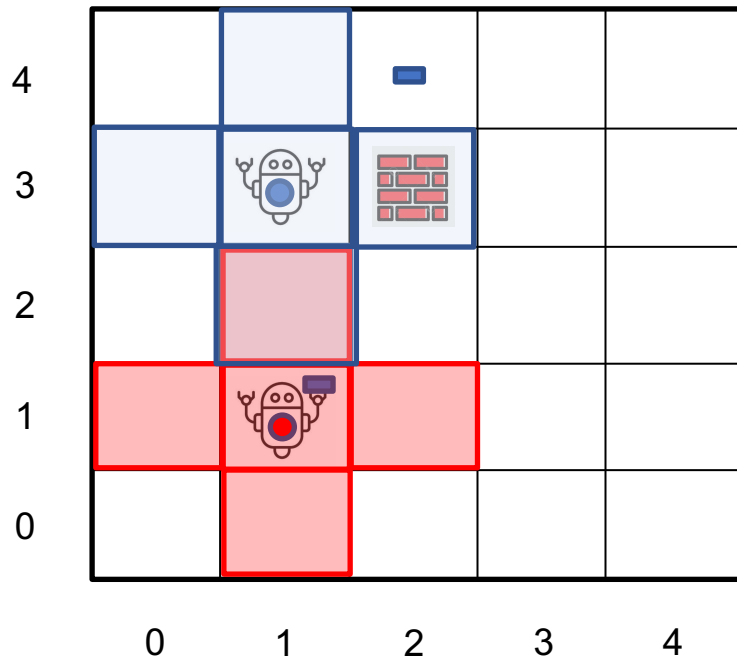
Agent 2

Time	Object	X	Y
1	Ag_2	1	4
1	Pack_1	2	4

Agent 1

Time	Object	X	Y
1	Ag_1	1	0

Partial view of the environment



Agent 2

Time	Object	X	Y
1	Ag_2	1	4
1	Pack_1	2	4
2	Obst_1	2	3
2	Ag_2	1	3

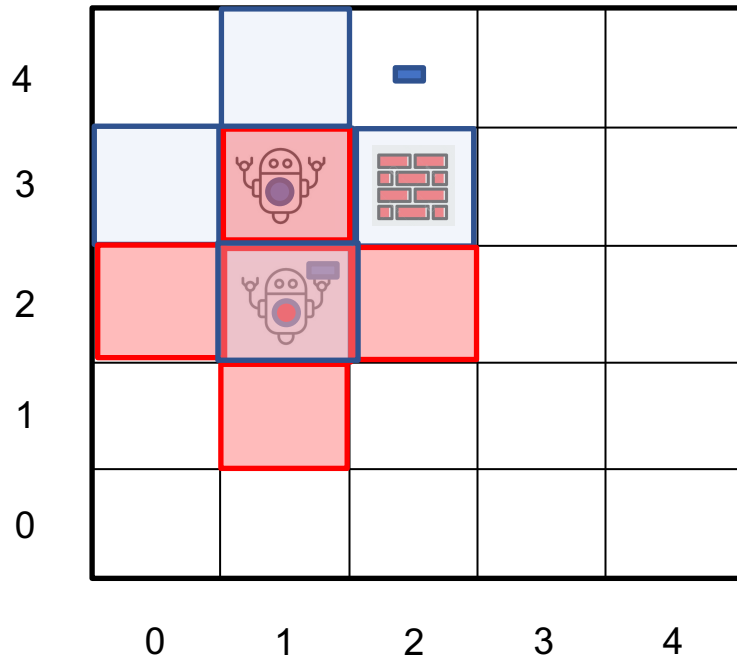
Agent 1

Time	Object	X	Y
1	Ag_1	1	0
2	Ag_1	1	1

At time $t=2$, is Pack_1 in (2,4)?

- YES ? NO? MAYBE? LIKELY?

Partial view of the environment



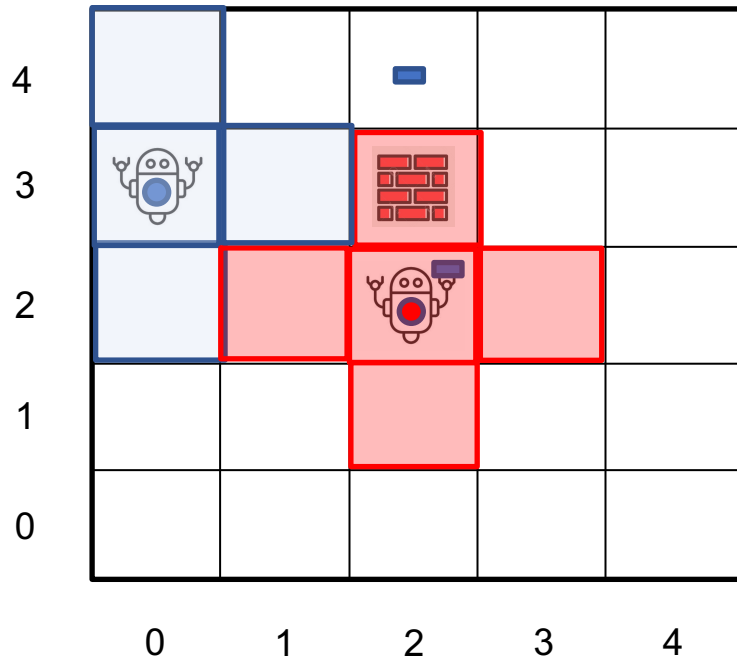
Agent 2

Time	Object	X	Y
1	Ag_2	1	4
1	Pack_1	2	4
2	Obst_1	2	3
2	Ag_2	1	3
3	Obst_1	2	3
3	Ag_2	1	3
3	Ag_1	1	2

Agent 1

Time	Object	X	Y
1	Ag_1	1	0
2	Ag_1	1	1
3	Ag_1	1	2
3	Ag_2	1	3

Partial view of the environment



Agent 2

Time	Object	X	Y
1	Ag_2	1	4
1	Pack_1	2	4
2	Obst_1	2	3
1	Ag_2	1	3
3	Obst_1	2	3
3	Ag_2	1	3
3	Ag_1	1	2
4	Ag_2	0	3

Agent 1

Time	Object	X	Y
1	Ag_1	1	0
2	Ag_1	1	1
3	Ag_1	1	2
3	Ag_2	1	3
4	Ag_1	2	2
4	Obst_1	2	3

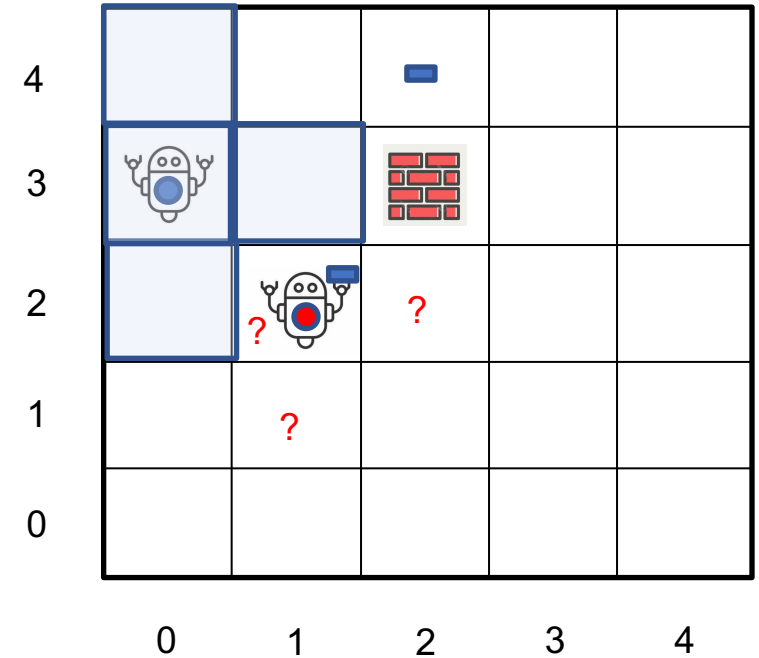
They are not there anymore

As in the previous case

Agent 2

Time	Object	X	Y
1	Ag_2	1	4
1	Pack_1	2	4
2	Obst_1	2	3
2	Ag_2	1	3
3	Obst_1	2	3
3	Ag_2	1	3
3	Ag_1	1	2
4	Ag_2	0	3

→ t=4: $\text{In}(\text{Ag}_1, 1, 2) \vee \text{In}(\text{Ag}_1, 1, 1) \vee \text{In}(\text{Ag}_1, 2, 2)$



Beliefs models

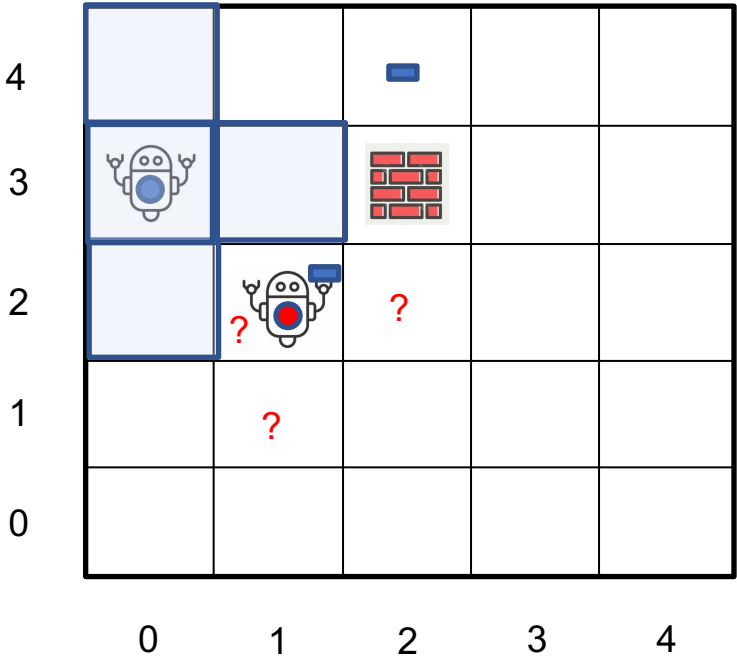
- Several beliefs models can be used
 - **No memory**: only beliefs based on current data
 - **With memory**: beliefs based on current data and keeping true not updated beliefs
 - **With uncertainty**
 - “the probability pack_1 that I saw long time ago is still in position (x,y) is very low”
 - “the probability obst_1 is in position (x,y) is 1” (obst_1 is a wall a nobody can move it)
 - “I saw Ag_1 going in the direction of Pack_1, the probability Pack_1 is in position (x,y) is very low”
 - “Ag_1 was in position (x,y) and it was moving, the probability it is still there is very low”

In our example

Agent 2

Time	Object	X	Y
1	Ag_2	1	4
1	Pack_1	2	4
2	Obst_1	2	3
2	Ag_2	1	3
3	Obst_1	2	3
3	Ag_2	1	3
3	Ag_1	1	2
4	Ag_2	0	3

→ t=4: $\text{In}(\text{Ag}_1, 1, 2) \vee \text{In}(\text{Ag}_1, 1, 1) \vee \text{In}(\text{Ag}_1, 2, 2)$



Time	Object	X	Y	Probability
4	Ag_2	0	3	1
4	Ag_1	1	2	0.33
4	Ag_1	1	1	0.33
4	Ag_1	2	2	0.33

Beliefs and Introspective abilities

- What about beliefs concerning my intentions, desires, plans, actions? (**Introspection**)
 - If “I intend G, do I believe I intend to achieve G?”
 - Necessary to reasoning about intentions
 - If there is the opportunity to **pick_up**(Pack_2)
 - What about my current intentions? $B: \{ \text{Intend}(\text{pick_up}(\text{Pack_1})) \}$
 - Are **Intend**(**pick_up**(Pack_1)) and **Intend**(**pick_up**(Pack_2)) consistent?
 - Not easy to implement
 - Synchronization between Beliefs – Intentions – Plans
 - Easy to get into self-contradictory reasoning

Beliefs about other agents' mental states

- Beliefs about **other agents' beliefs**
 - I belief you belief - $B:\{\text{belief}(\text{Ag_2}, \text{In}(\text{Pack_1}, 2, 4))\}$
 - Important for coordination, negotiation, and competition
 - We will see more on agents' communication and the speech act theory
- Beliefs about **other agents' Intentions**
 - I belief you Intend - $B:\{\text{intend}(\text{Ag_2}, \text{pick_up}(\text{Pack_1}))\}$
 - Reasoning about the others' behaviours (coordination, negotiation, and competition)
 - Prediction of others' actions – need to explore possible plans
- Beliefs about **other agents' plans**
 - I belief you have the plan of
 $B:\{\text{plan}(\text{Ag_2}, [\text{move}(\text{UP}), \text{move}(\text{RIGHT}), \text{pick_up}(\text{Pack_1})])\}$
 - Usually related to intentions but not always intentions are known
 - I know it will follow that path, but I don't know why
 - Prediction of others' actions

Lets try on Deliveroojs

- No memory
- With memory
- Derived Beliefs
 - Elaborating rewards
- Managing uncertainty
- Not need to manage Inconsistencies

