

# COMP310 Multi Agent Systems - Tutorial 3.1

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## Questions taken from 2012/13 Exam.

**Q1b** Consider the environment  $Env_1 = \langle E, e_0, \tau \rangle$  defined as follows:

$$E = \{e_0, e_1, e_2, e_3, e_4, e_5\}$$

$$\tau(e_0 \xrightarrow{\alpha_0}) = \{e_1, e_2, e_3\}$$

$$\tau(e_0 \xrightarrow{\alpha_1}) = \{e_4, e_5\}$$

There are just two agents with respect to this environment, which we shall refer to as  $Ag_1$  and  $Ag_2$ :

$$Ag_1(e_0) = \alpha_0$$

$$Ag_2(e_0) = \alpha_1$$

Assume the probabilities of the various runs are as follows:

$$P(e_0 \xrightarrow{\alpha_0} e_1 \mid Ag_1, Env_1) = 0.4$$

$$P(e_0 \xrightarrow{\alpha_0} e_2 \mid Ag_1, Env_1) = 0.5$$

$$P(e_0 \xrightarrow{\alpha_0} e_3 \mid Ag_1, Env_1) = 0.1$$

$$P(e_0 \xrightarrow{\alpha_1} e_4 \mid Ag_2, Env_1) = 0.3$$

$$P(e_0 \xrightarrow{\alpha_1} e_5 \mid Ag_2, Env_1) = 0.7$$

Assume the utility function  $u_1$  is defined as follows:

$$u_1(e_0 \xrightarrow{\alpha_0} e_1) = 8$$

$$u_1(e_0 \xrightarrow{\alpha_0} e_2) = 7$$

$$u_1(e_0 \xrightarrow{\alpha_0} e_3) = 6$$

$$u_1(e_0 \xrightarrow{\alpha_1} e_4) = 9$$

$$u_1(e_0 \xrightarrow{\alpha_1} e_5) = 7$$

Given these definitions, determine the expected utility of the agents  $Ag_1$  and  $Ag_2$  with respect to  $Env_1$  and  $u_1$ , and explain which agent is optimal with respect to  $Env_1$  and  $u_1$ . Include an explanation of your calculations in your solution. **(13 marks)**

**Q2f** The Blocksworld scenario is represented by an ontology with the following formulae:

$On(x, y)$       obj  $x$  on top of obj  $y$   
 $OnTable(x)$     obj  $x$  is on the table  
 $Clear(x)$       nothing is on top of obj  $x$   
 $Holding(x)$     arm is holding  $x$

An agent has a set of actions  $Ac$ , such that  $Ac = \{Stack, UnStack, Pickup, PutDown\}$ :

$Stack(x, y)$	
pre	$Clear(y) \ \& \ Holding(x)$
del	$Clear(y) \ \& \ Holding(x)$
add	$ArmEmpty \ \& \ On(x, y)$
$UnStack(x, y)$	
pre	$On(x, y) \ \& \ Clear(x) \ \& \ ArmEmpty$
del	$On(x, y) \ \& \ ArmEmpty$
add	$Holding(x) \ \& \ Clear(y)$
$Pickup(x)$	
pre	$Clear(x) \ \& \ OnTable(x) \ \& \ ArmEmpty$
del	$OnTable(x) \ \& \ ArmEmpty$
add	$Holding(x)$
$PutDown(x)$	
pre	$Holding(x)$
del	$Holding(x)$
add	$OnTable(x) \ \& \ ArmEmpty \ \& \ Clear(x)$

It also has the following beliefs  $B_0$  regarding the four bricks  $\{A, B, C, D\}$ , and the intention  $i$ :

$Beliefs \ B_0$	$Intention \ i$
$Clear(C)$	$Clear(A)$
$Clear(D)$	$On(A, B)$
$On(C, A)$	$On(B, C)$
$On(D, B)$	$On(C, D)$
$OnTable(A)$	$OnTable(D)$
$OnTable(B)$	

Calculate a plan  $\pi$  that would achieve  $i$ , given the beliefs  $B_0$ . Draw the environment and current beliefs at the beginning of the plan, and after every action is performed. You should then verify that the intention  $i$  is achieved with the final set of beliefs. **(15 marks)**