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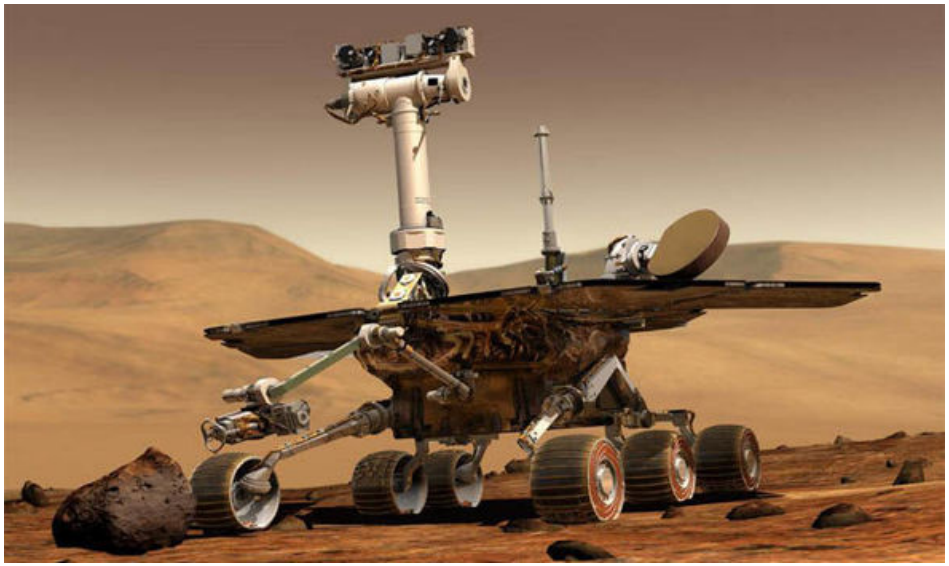
Paulius Dilkas

School of Computing Science

1st September 2018

Motivation



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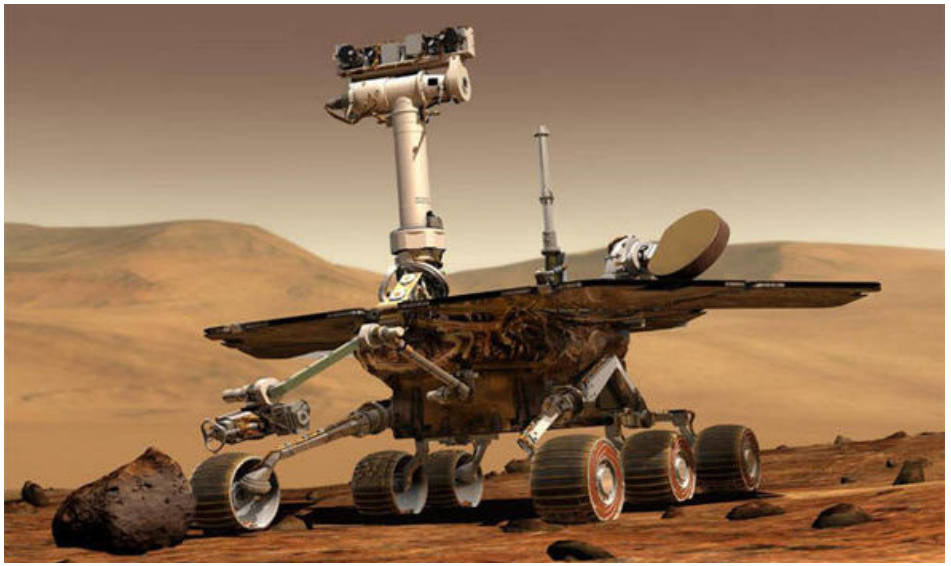

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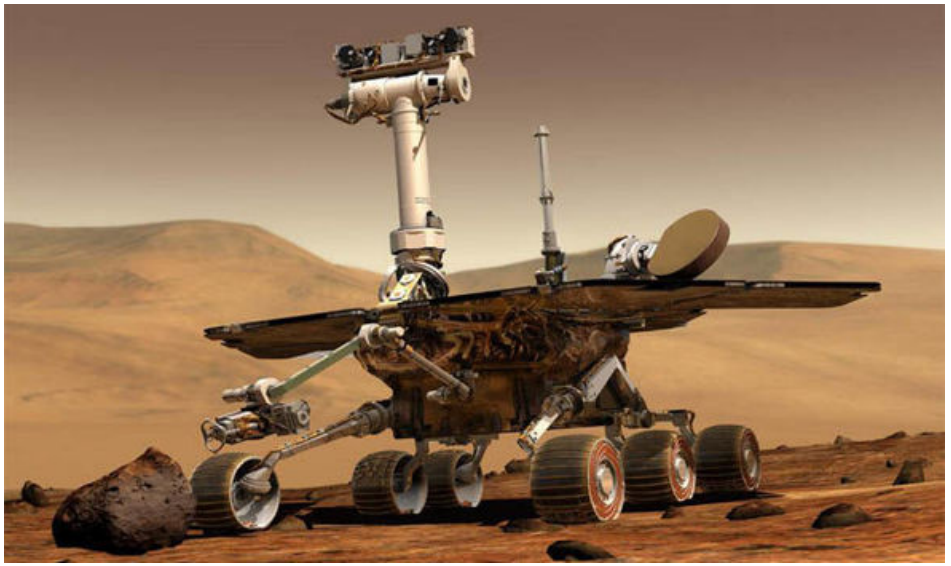

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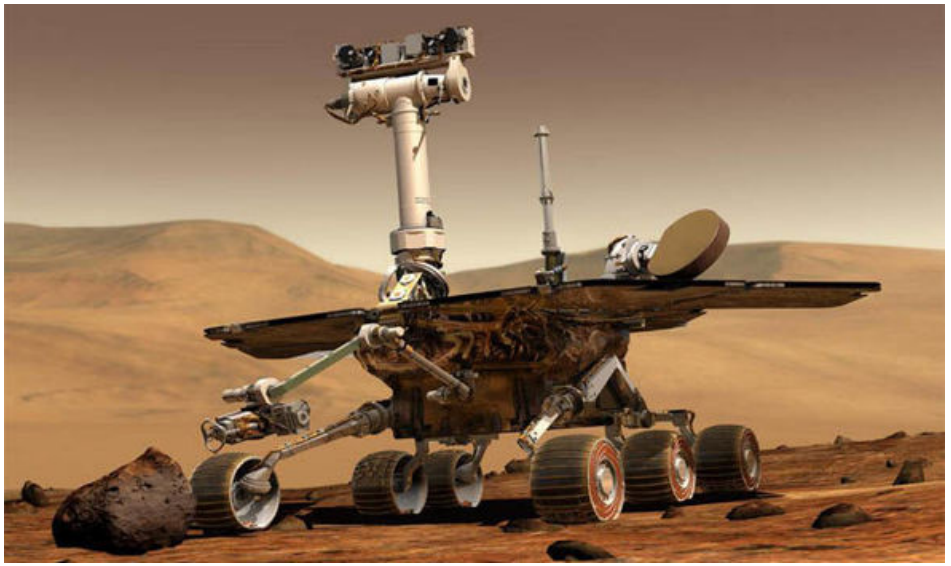
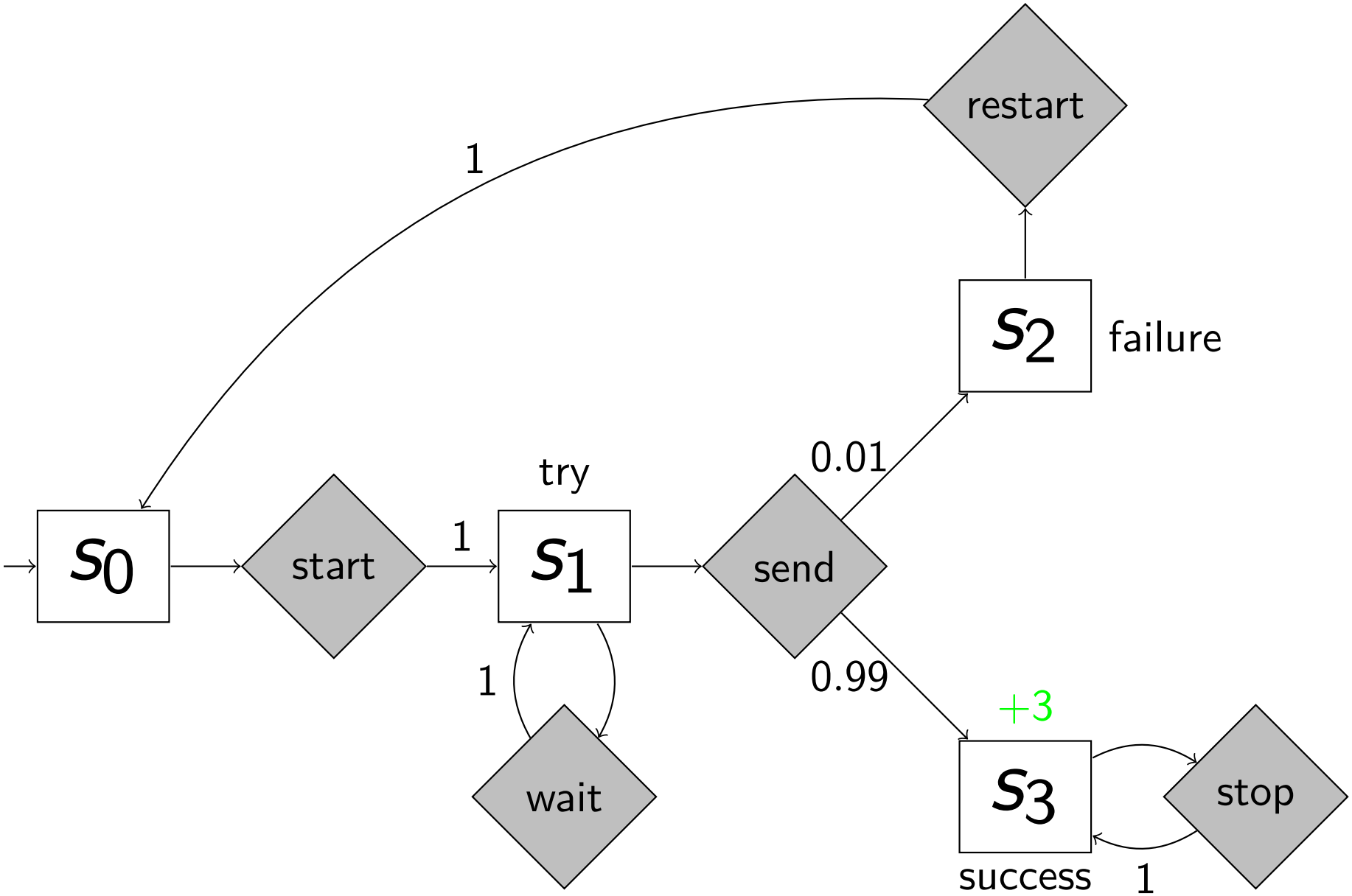


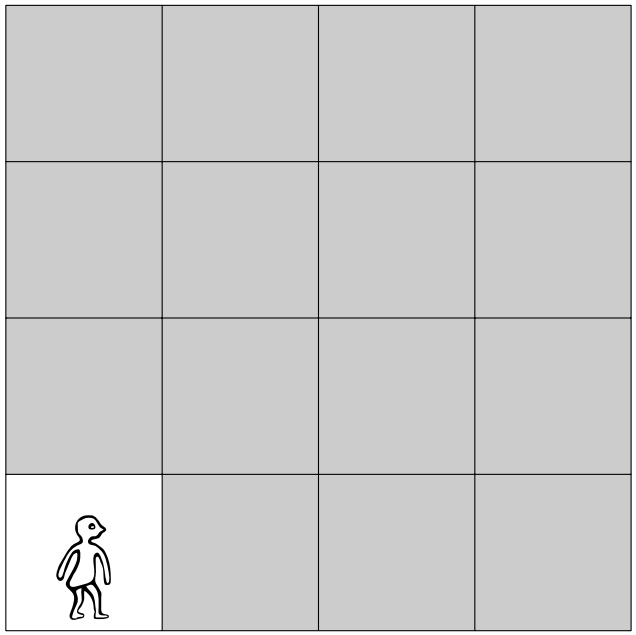
Markov Decision Process



Collecting Objects in a Grid

- Each cell is either visited or unvisited.
- When entering an unvisited cell, with probability p the agent receives an object.
- Once a set number of objects is collected, the agent heads home.

Collecting Objects in a Grid



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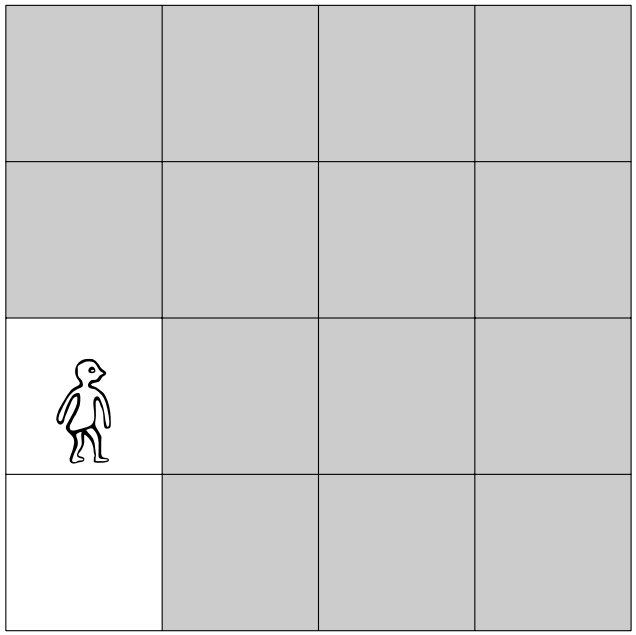

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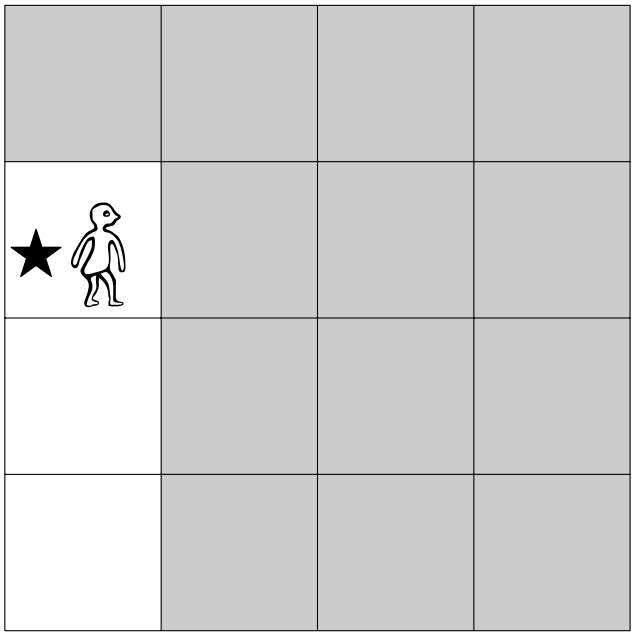

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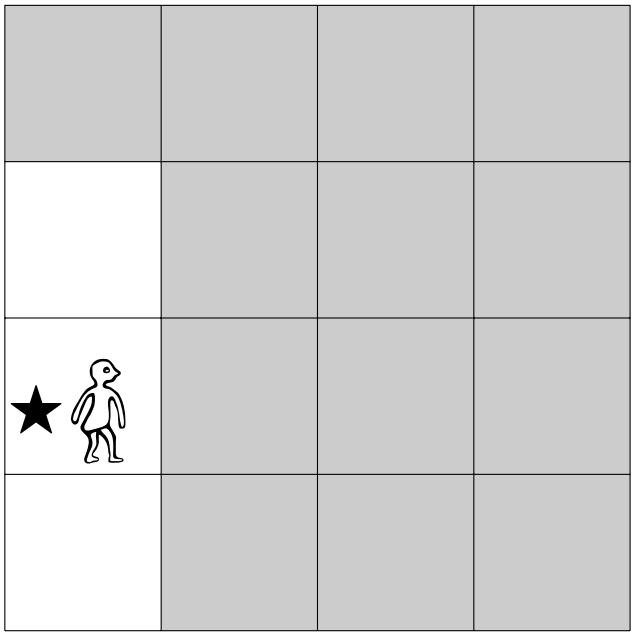

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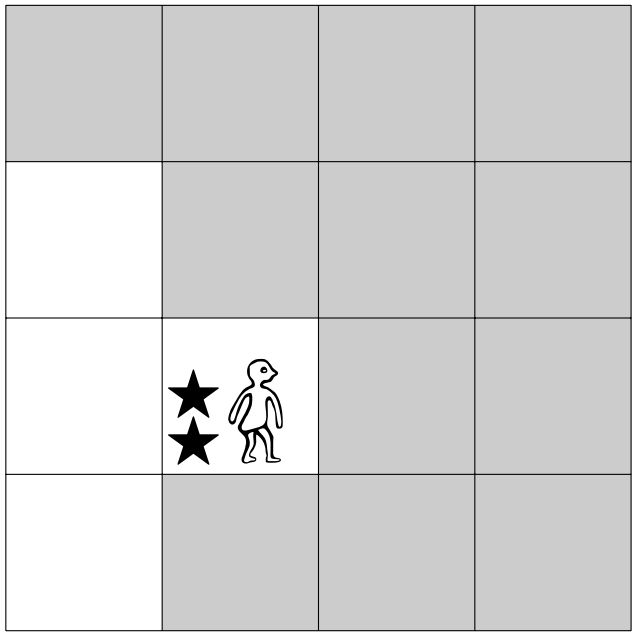

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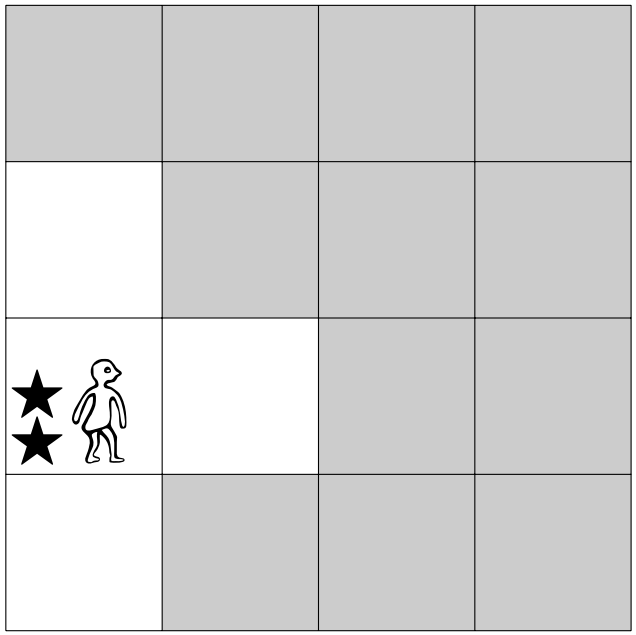

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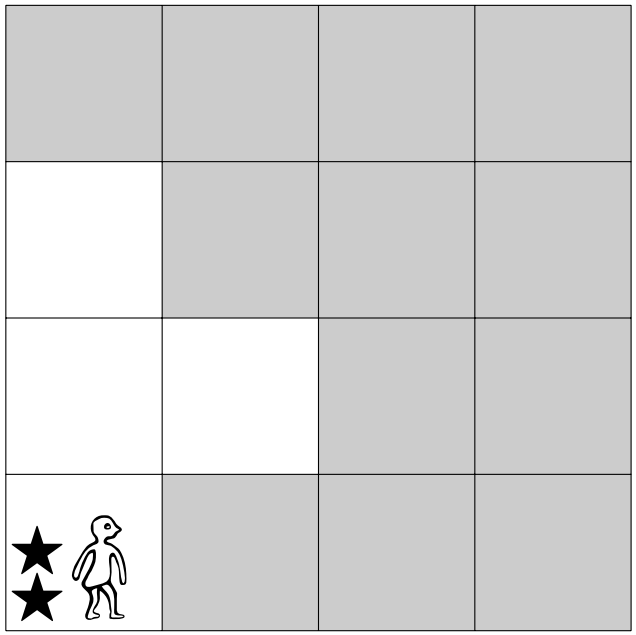

A High Level View

- Controls (types of nodes)

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  - `Agent`, `Cell`, `Directions`, `Object`

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- Predicates (properties to check)
  - `goal`: collected the required number of objects
  - `home`: is in the southwest corner of the grid

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  - Different rules for going to visited and unvisited cells

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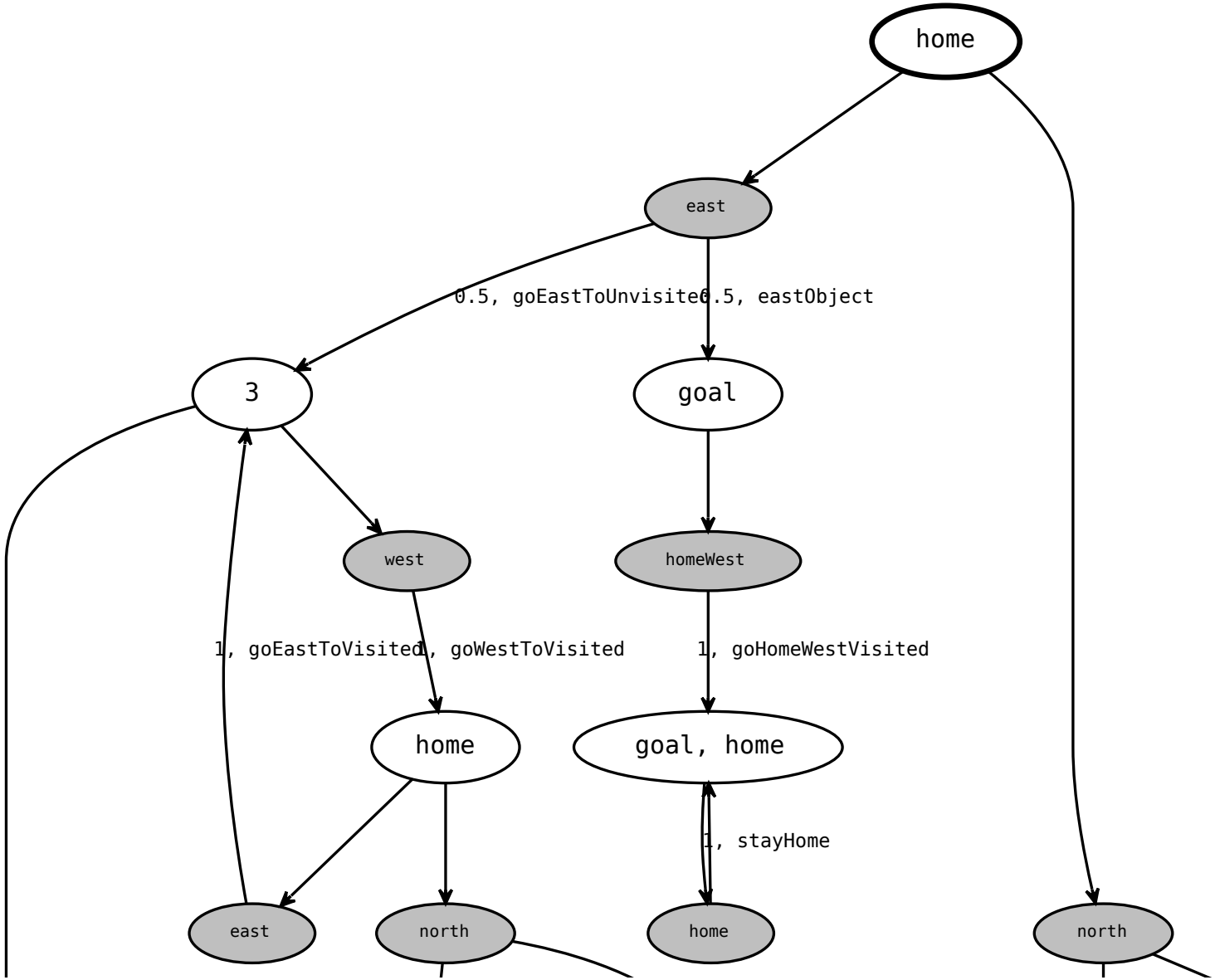
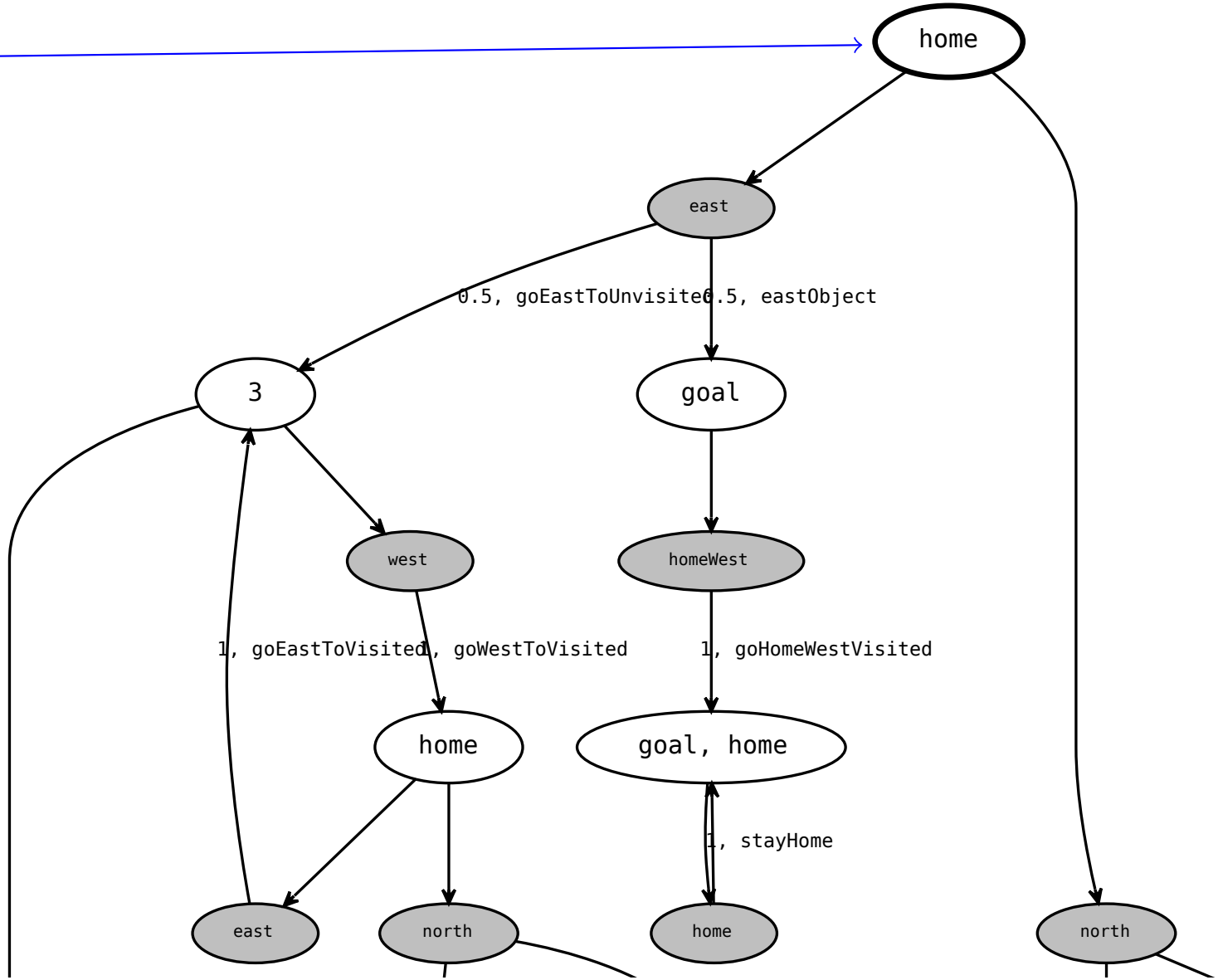
- Reaction rules (how the state changes)
  - Categorised into actions by direction
  - Different rules for going to visited and unvisited cells
  - Priority 1: going/staying home (5 rules)
  - Priority 2: 3 rules per direction
    - ★ visited
    - ★ unvisited
    - ★ unvisited + object

Transition System



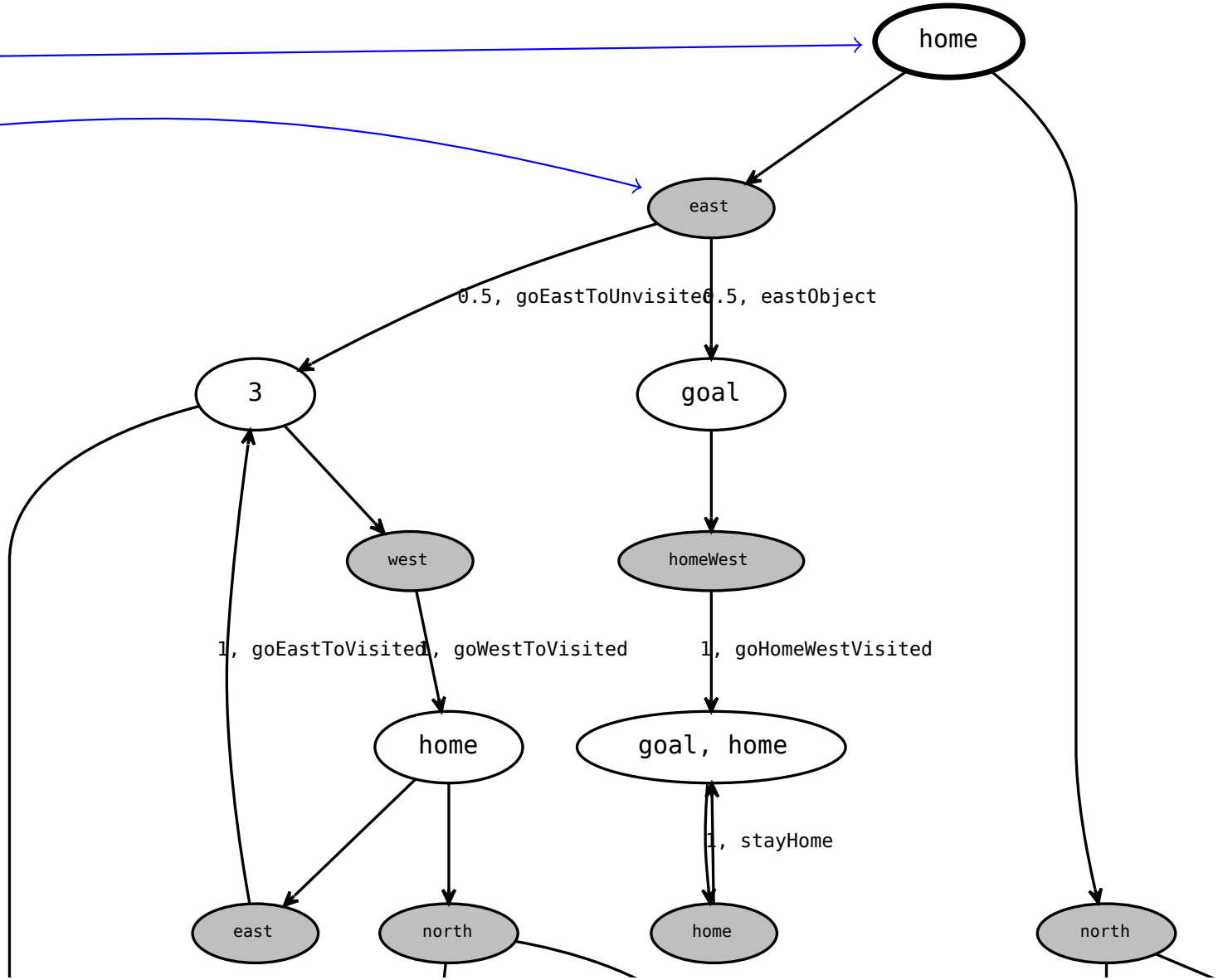
Transition System

- States



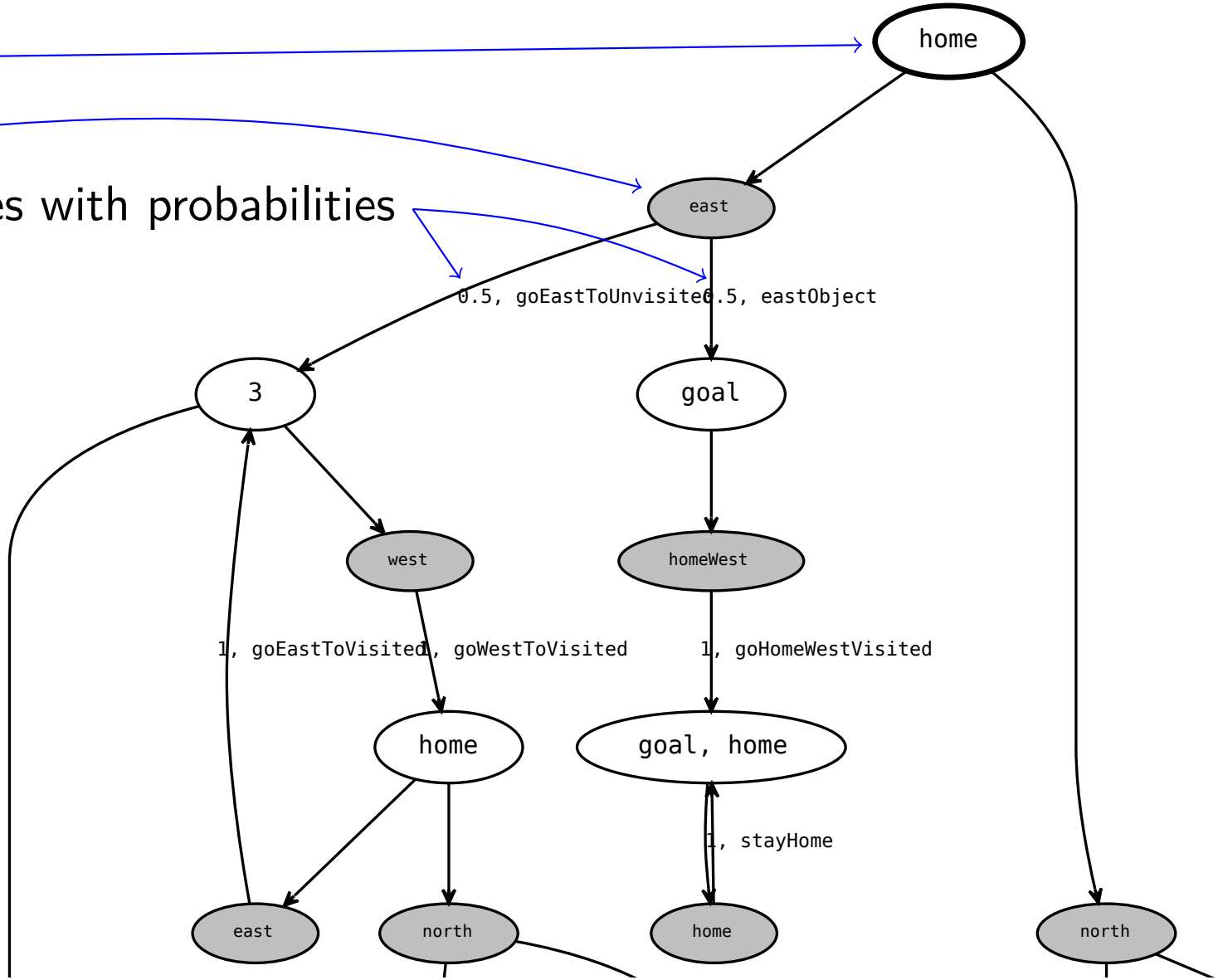
Transition System

- States
- Actions



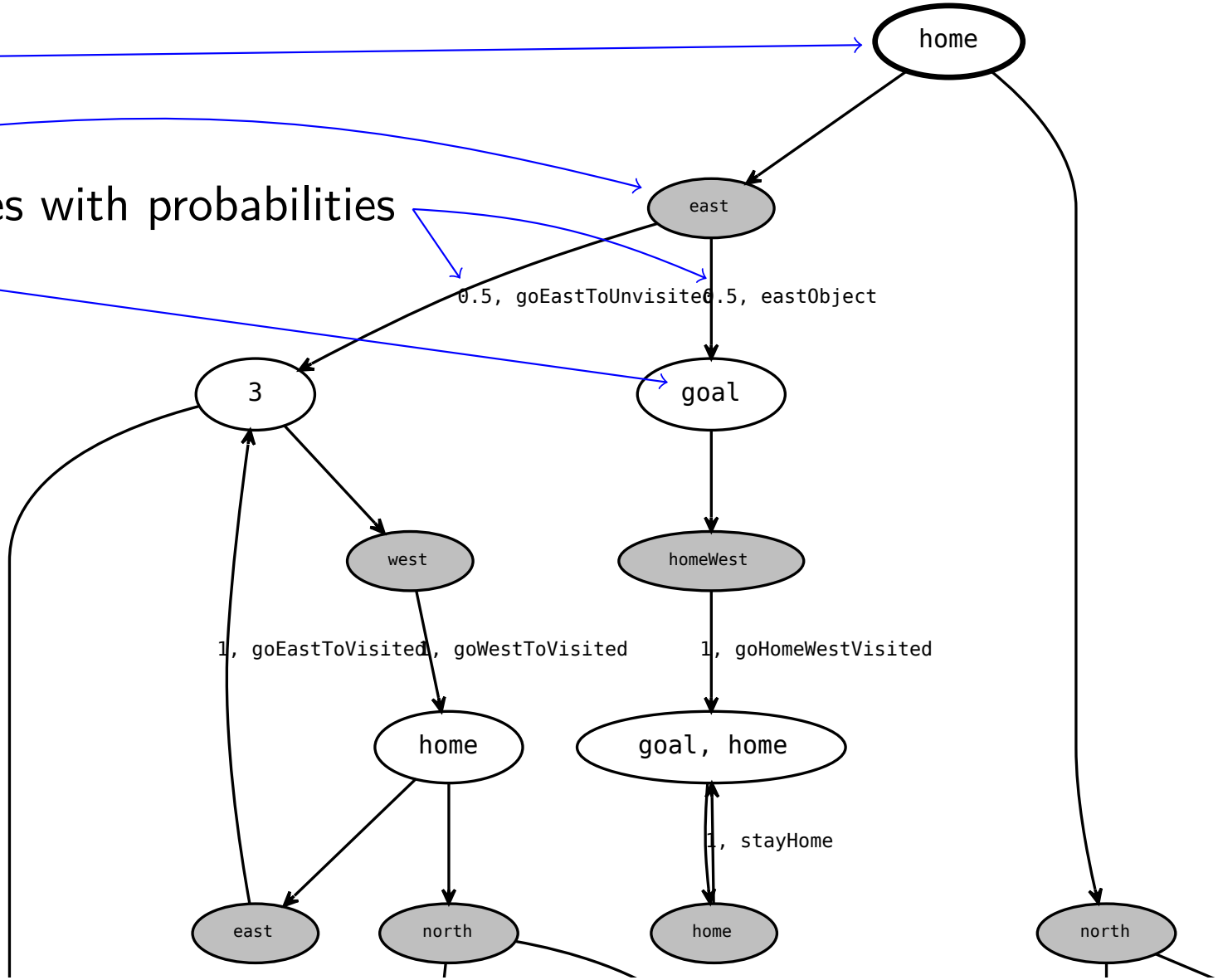
Transition System

- States
- Actions
- Reaction rules with probabilities



Transition System

- States
- Actions
- Reaction rules with probabilities
- Predicates



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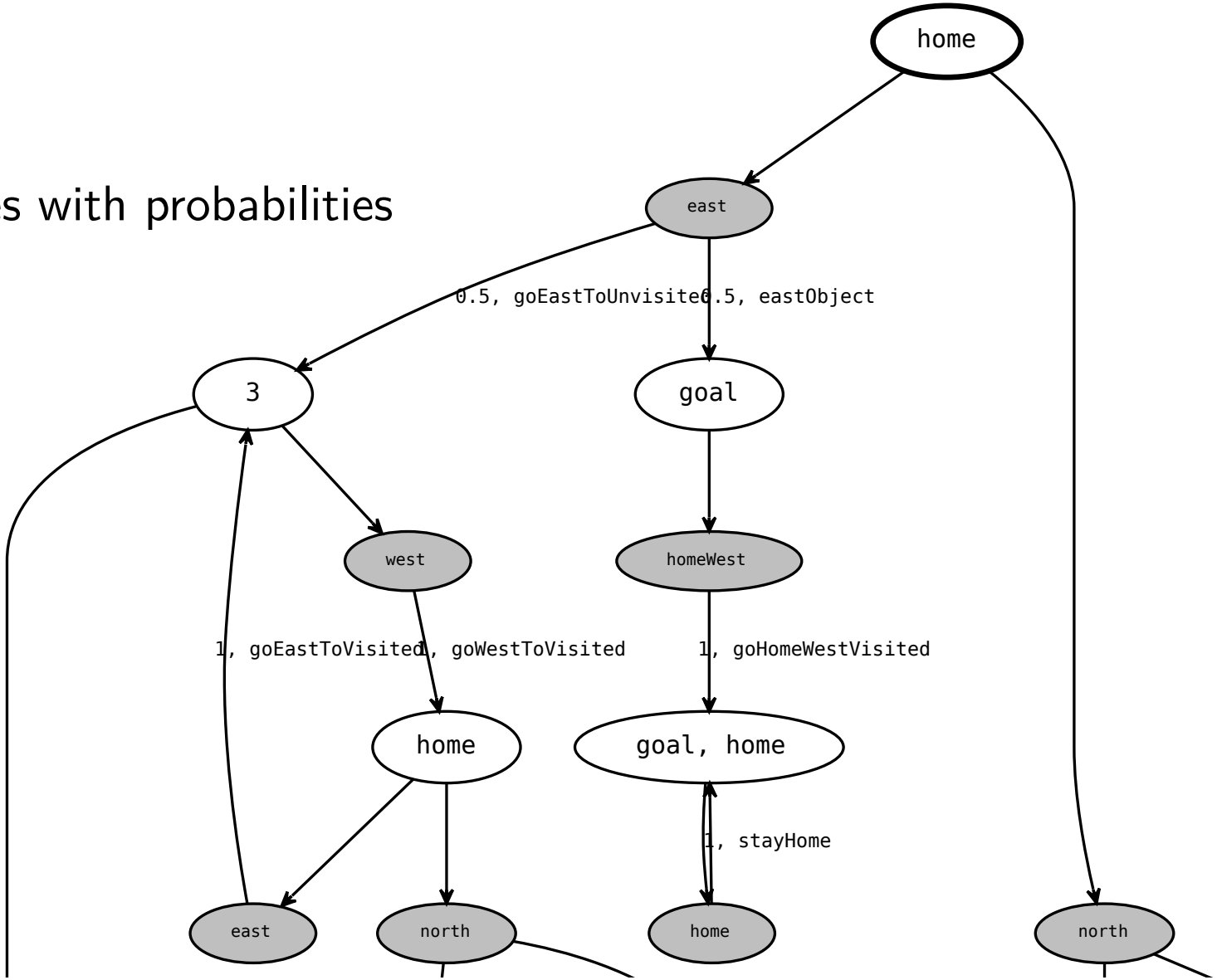

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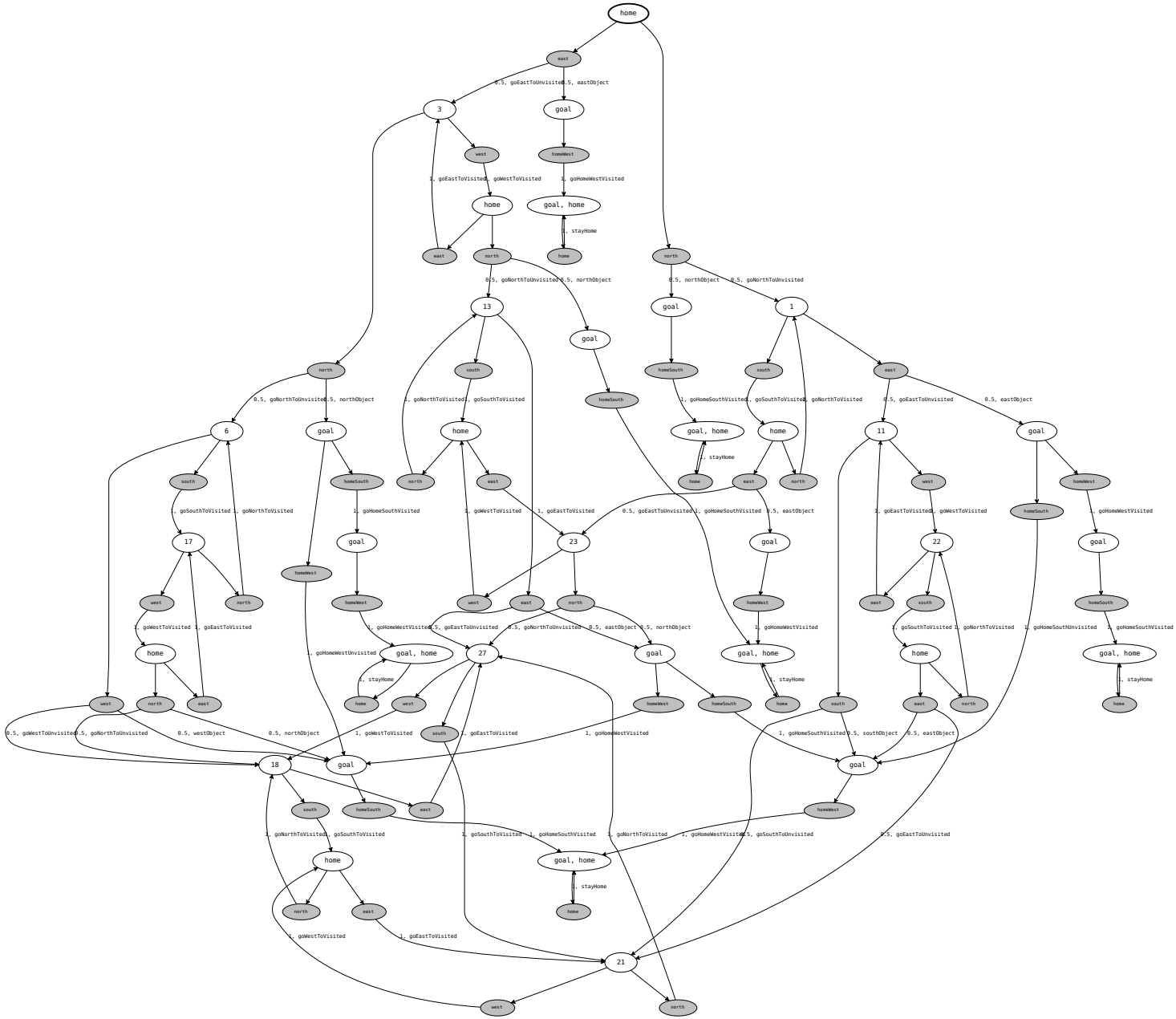
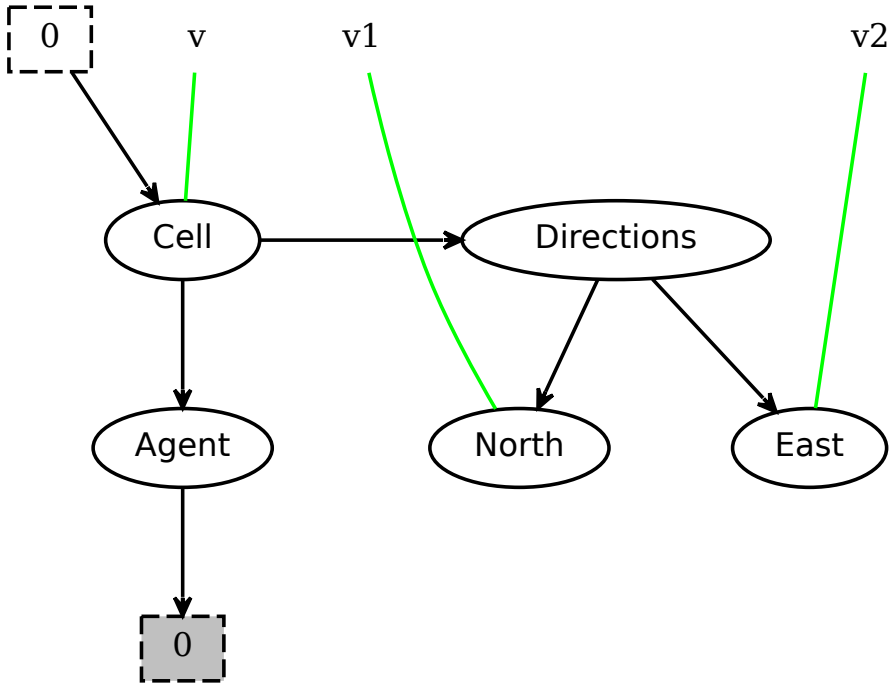
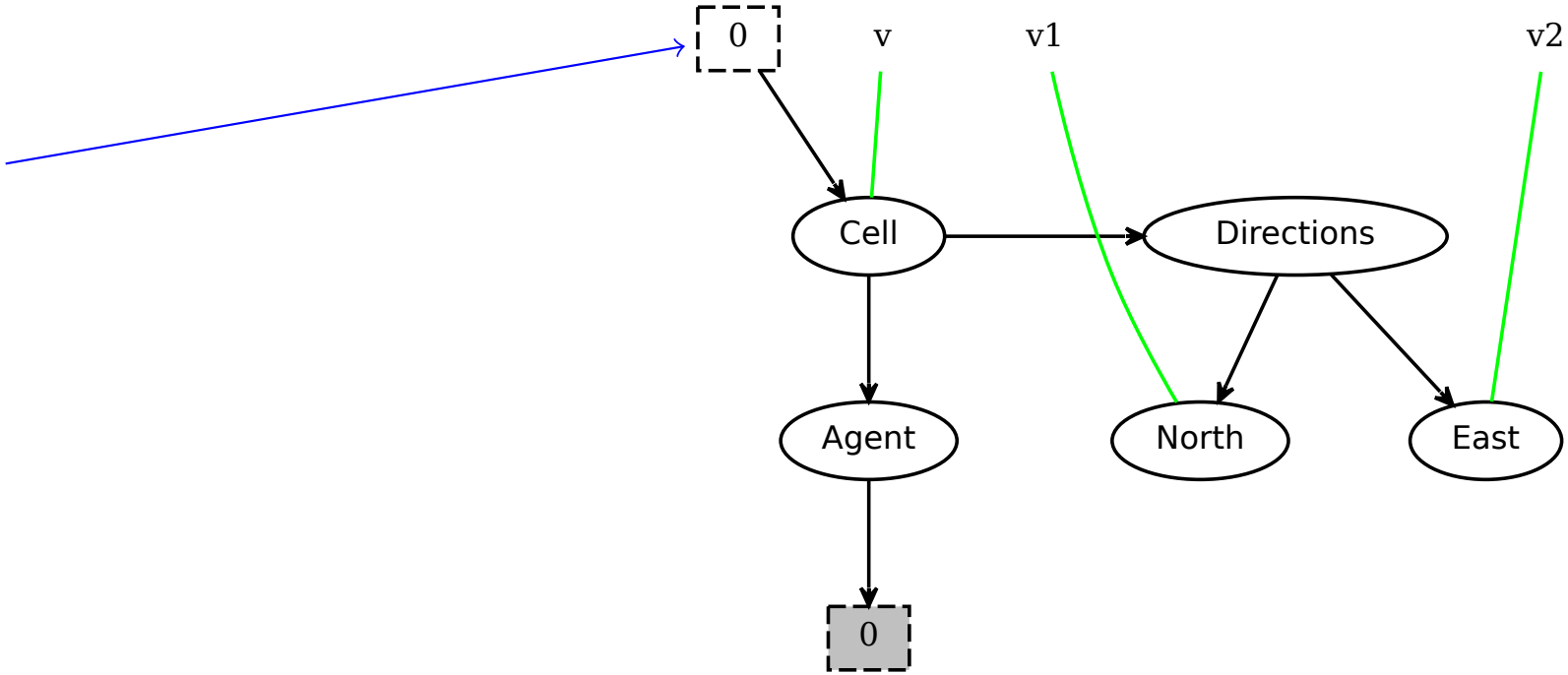


Bigraphs



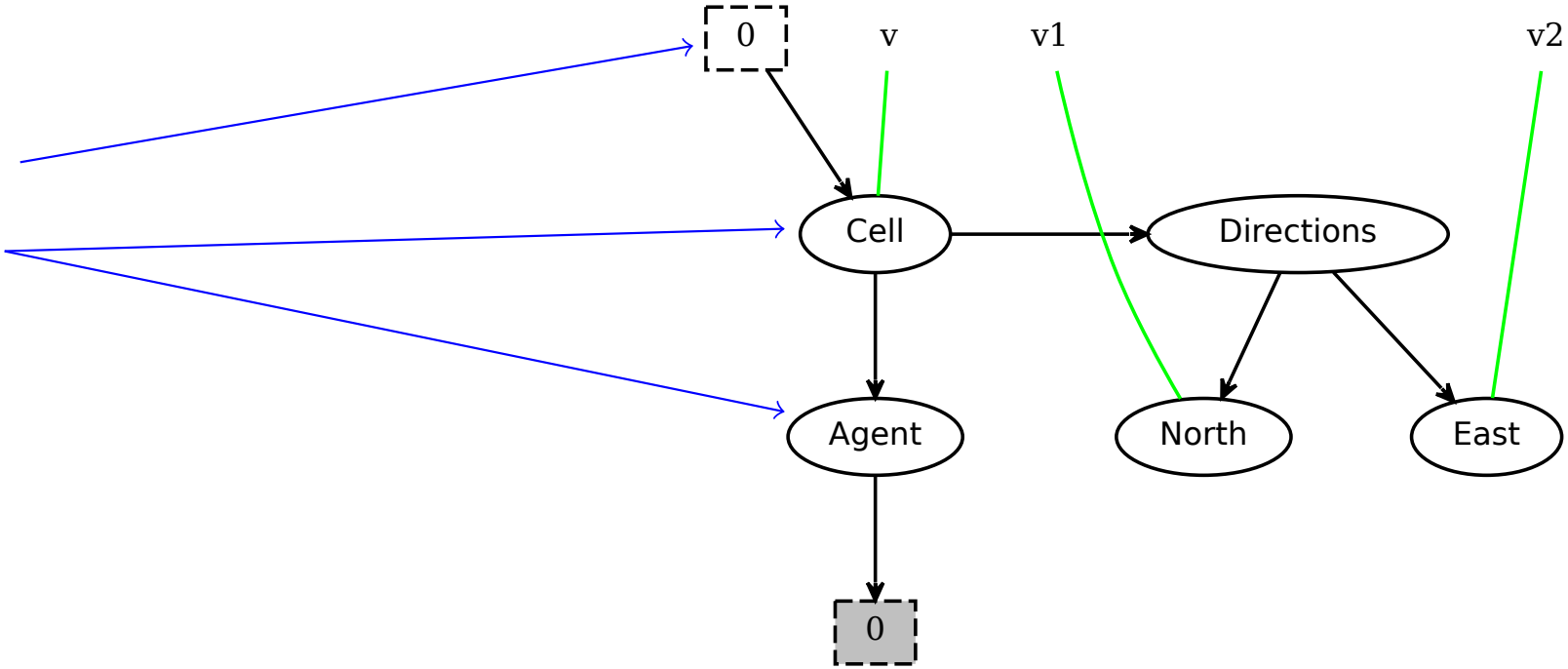
Bigraphs

- Region



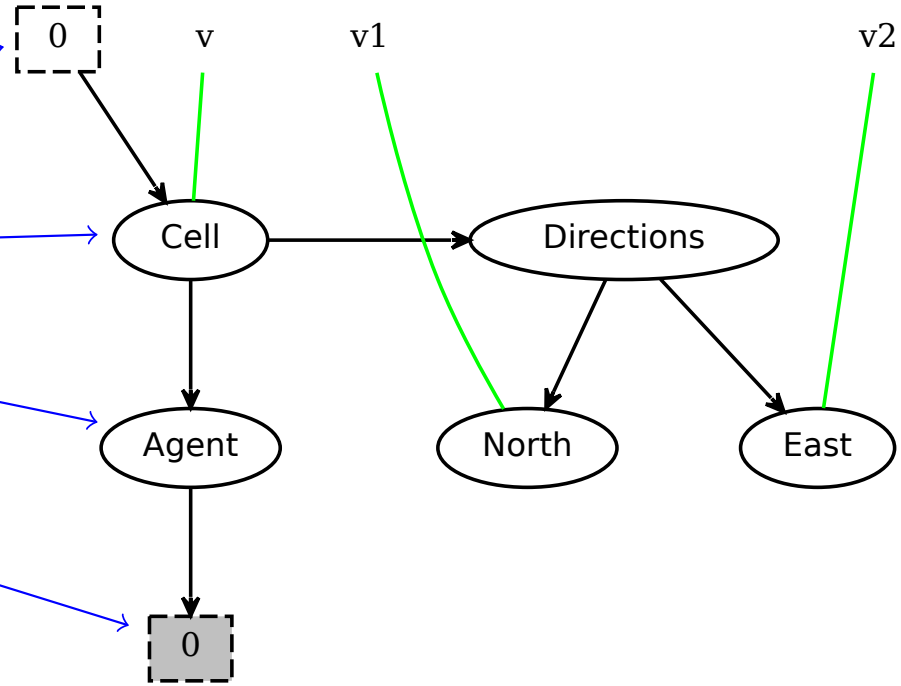
Bigraphs

- Region
- Nodes



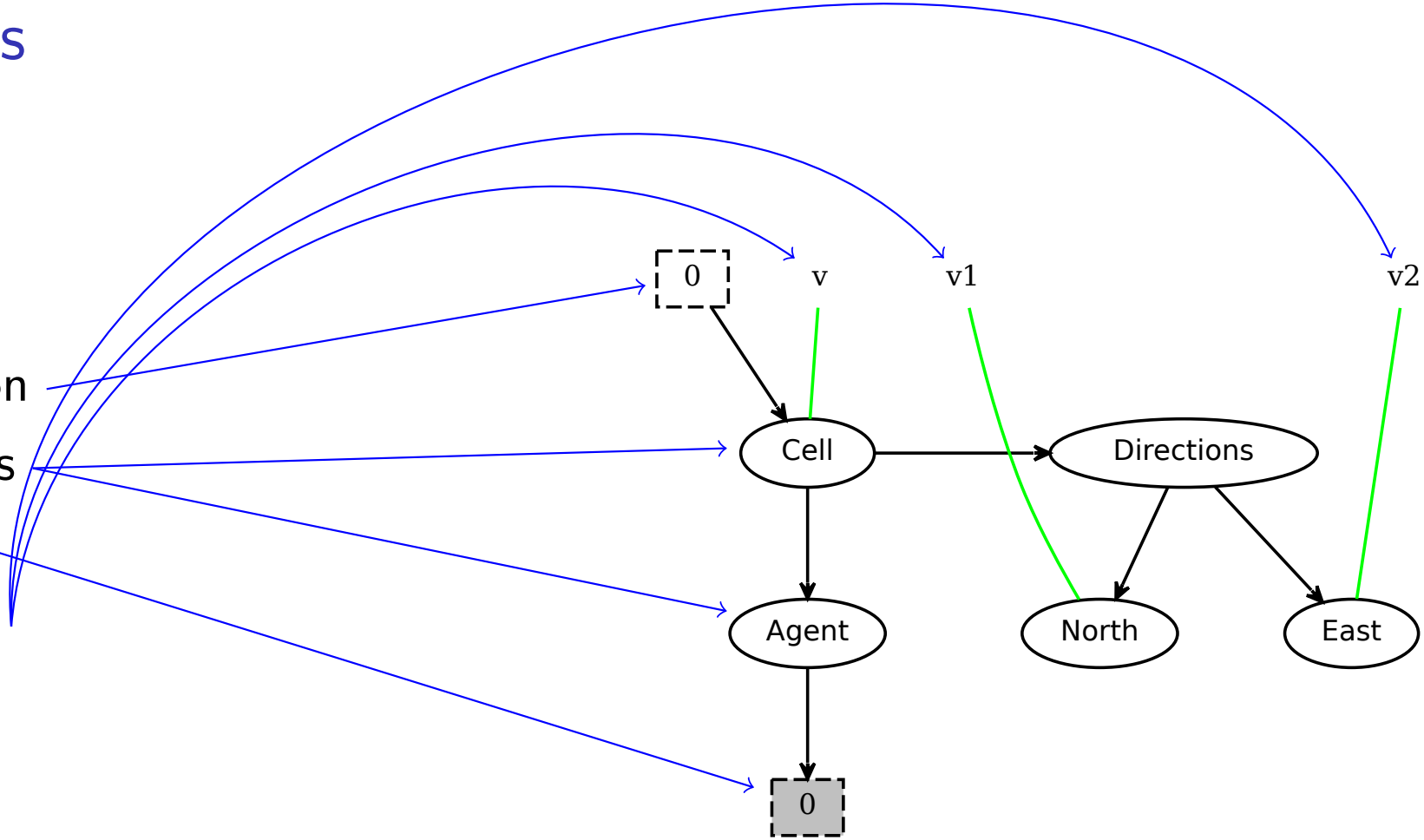
Bigraphs

- Region
- Nodes
- Site



Bigraphs

- Region
- Nodes
- Site
- Links



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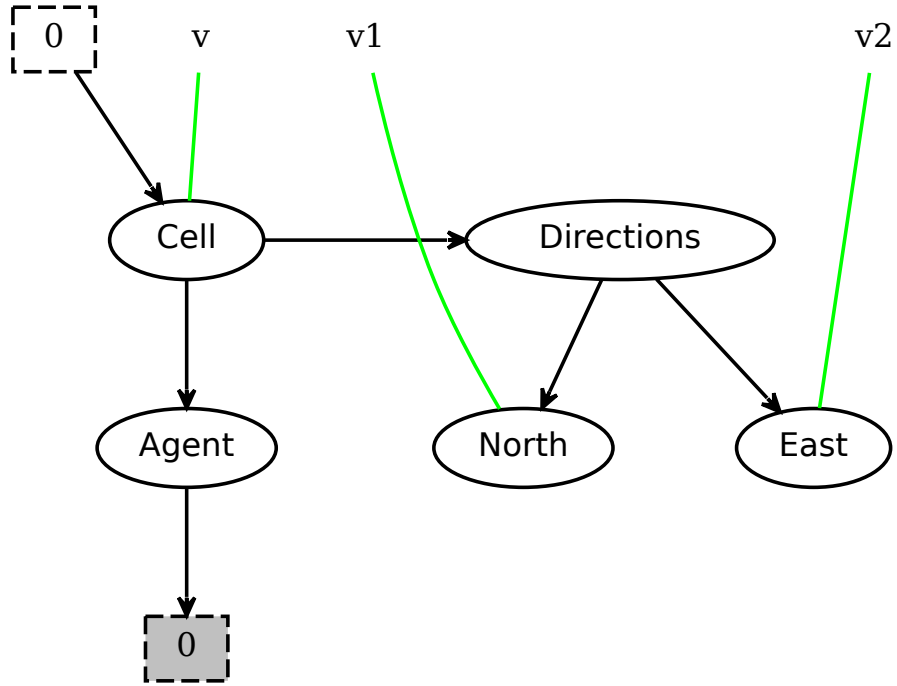
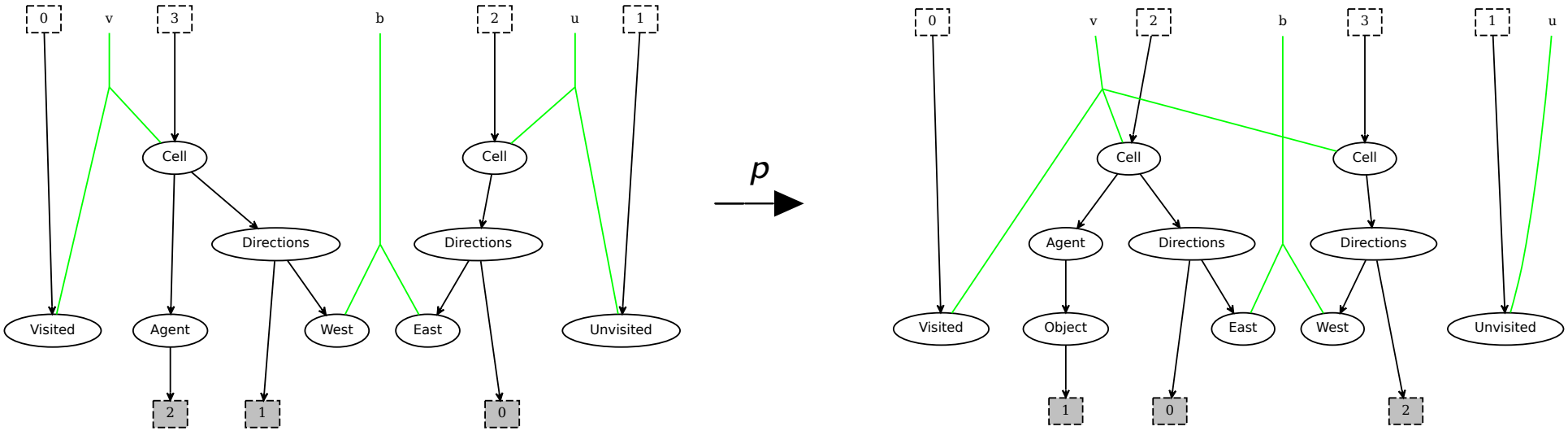



```
big home = Cell{v}.(Directions.(North{v1}
                              | East{v2})
                  | Agent);
```

Reaction Rule: Go West and Collect an Object



A Tale of Schrödinger's Wall...

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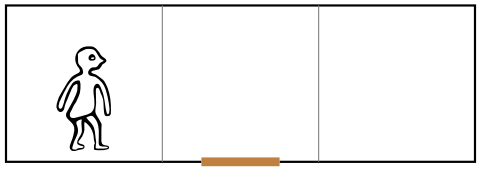

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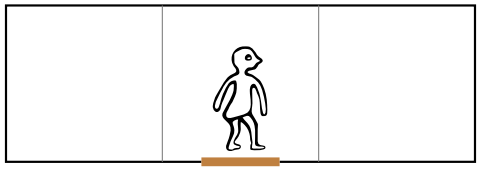

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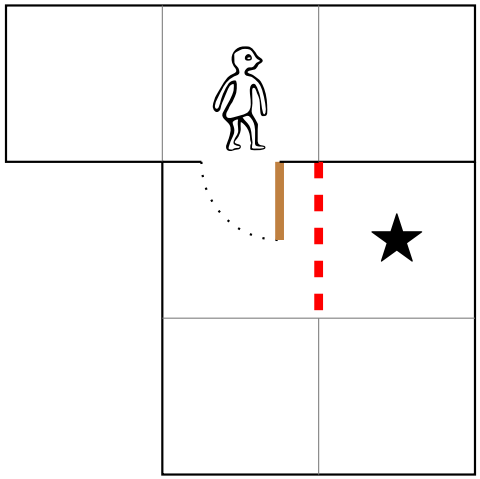

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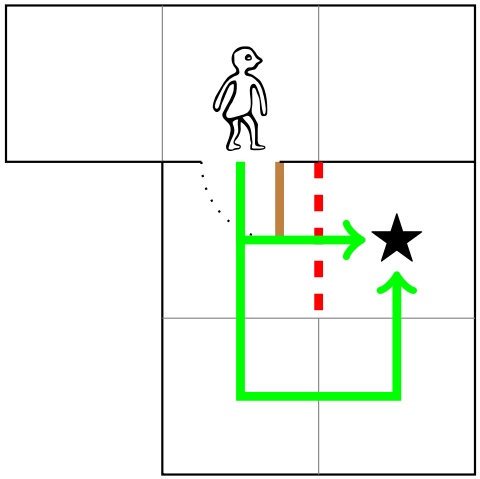

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  - Priority 1: generating the room (2 rules in 1 action)

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    - ★ each rule in a separate action

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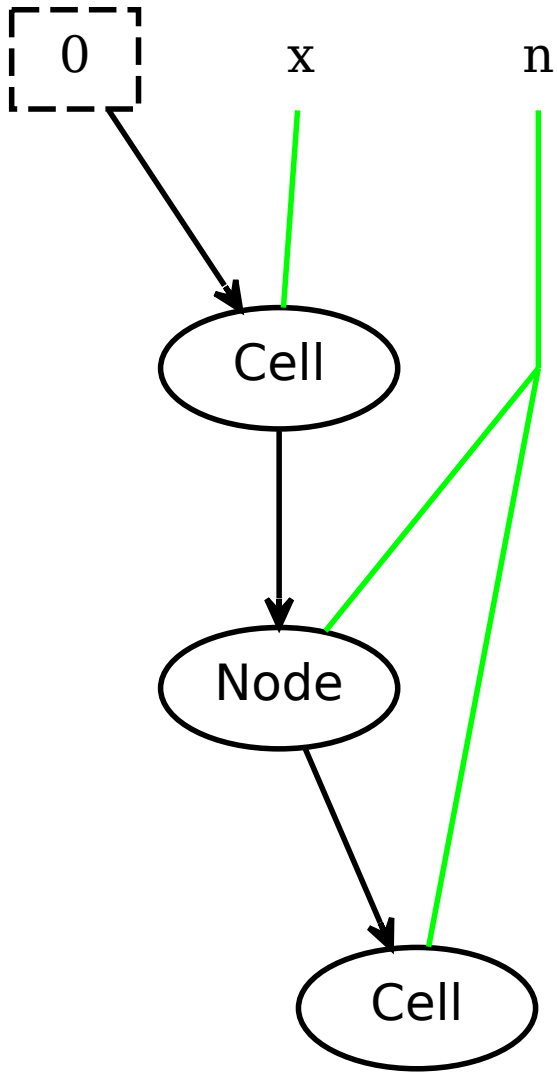
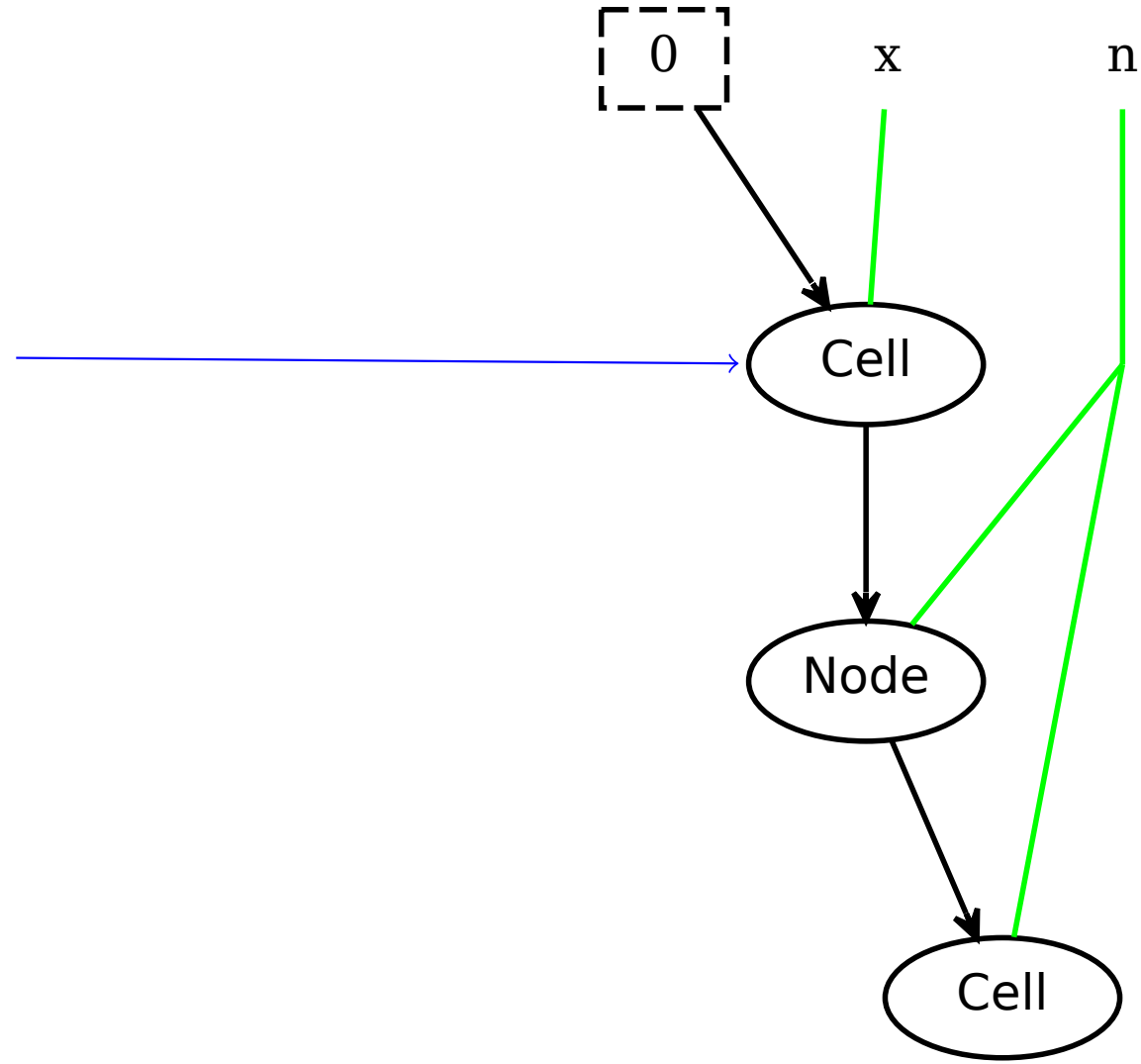
- Predicate
  - is `Agent` and `Goal` in the same cell?

The Main Idea



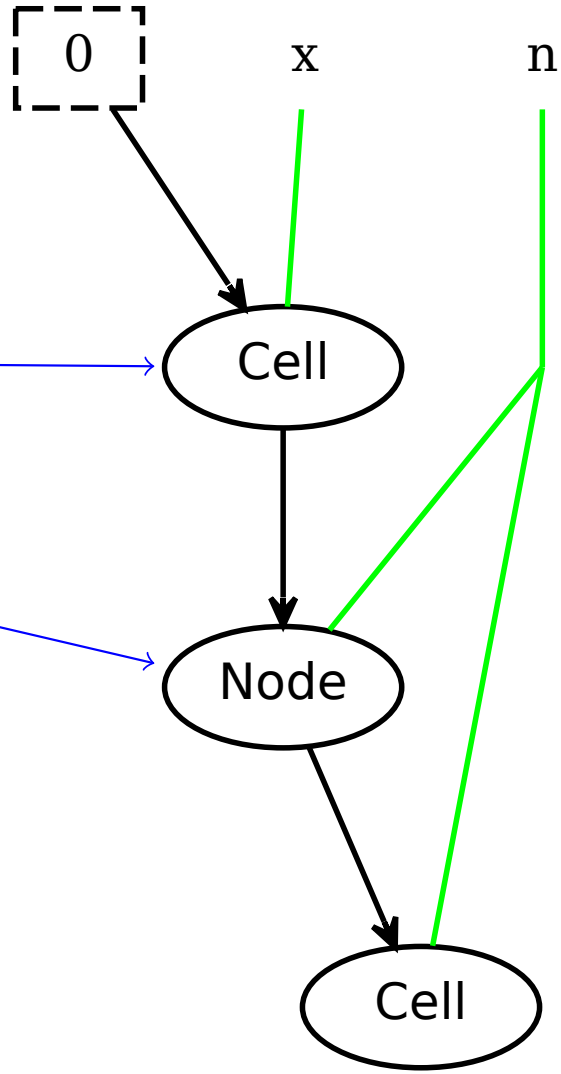
The Main Idea

- Outside the door



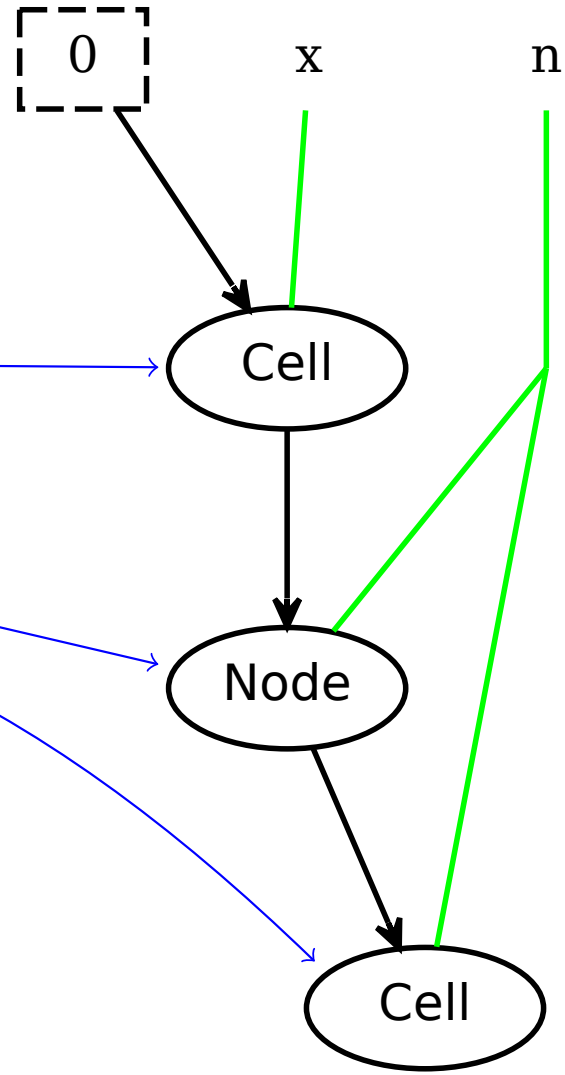
The Main Idea

- Outside the door
- The room



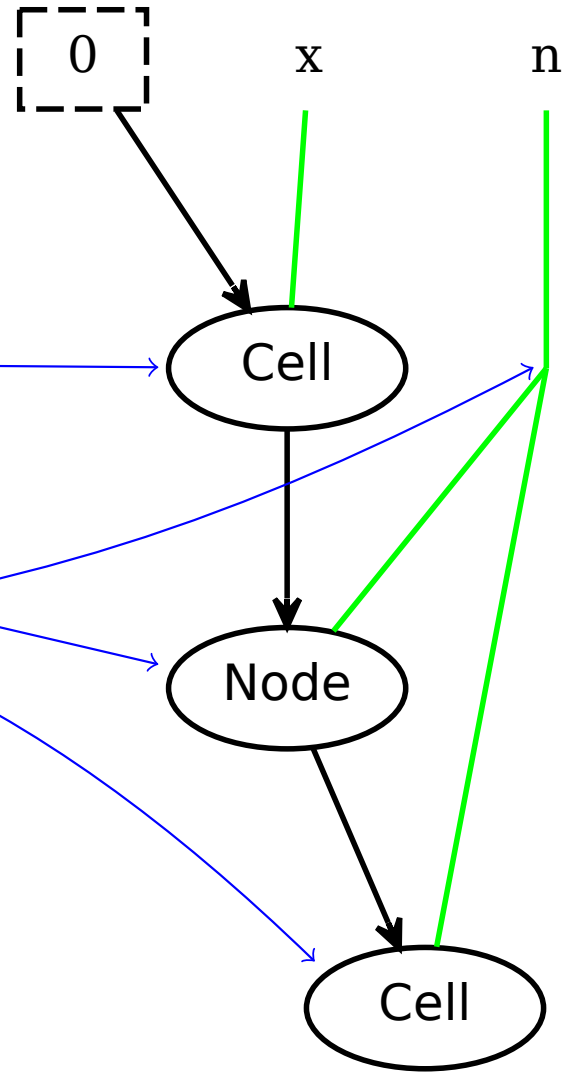
The Main Idea

- Outside the door
- The room
- Inside the door

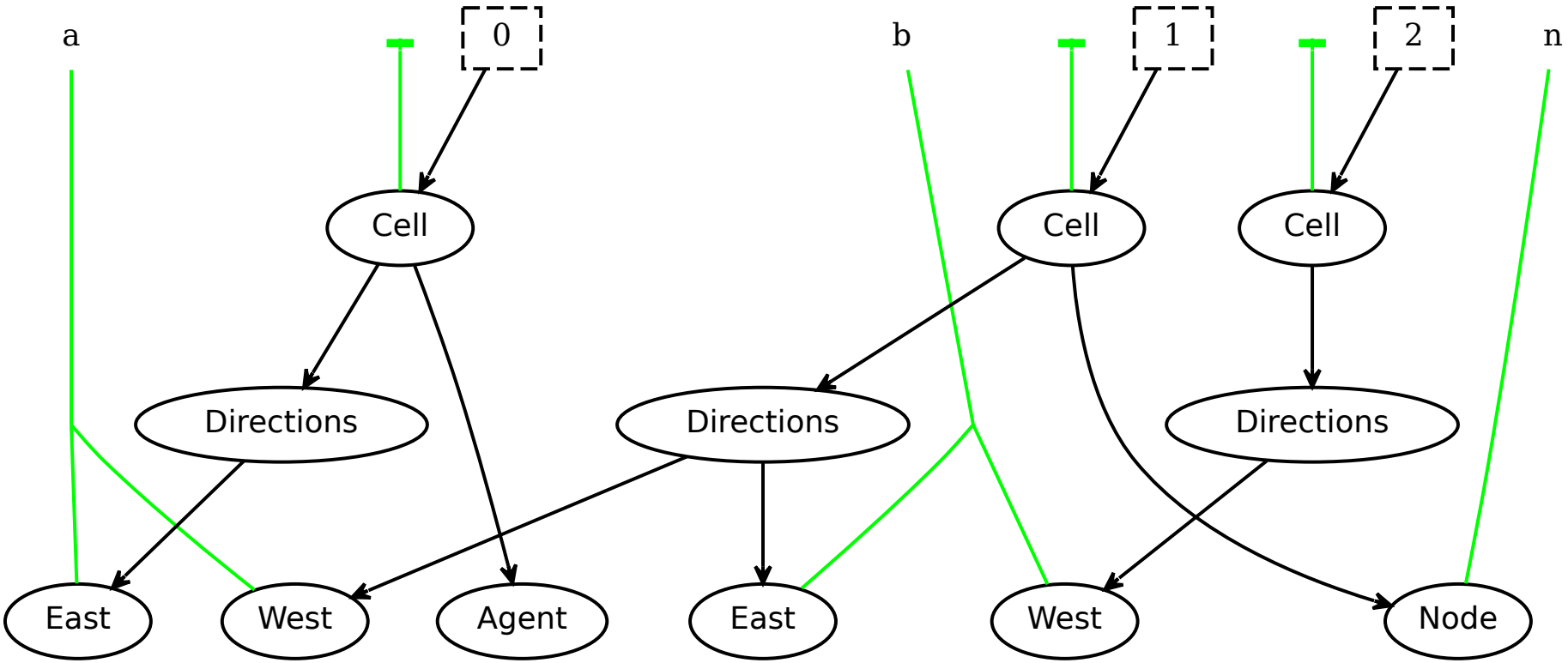


The Main Idea

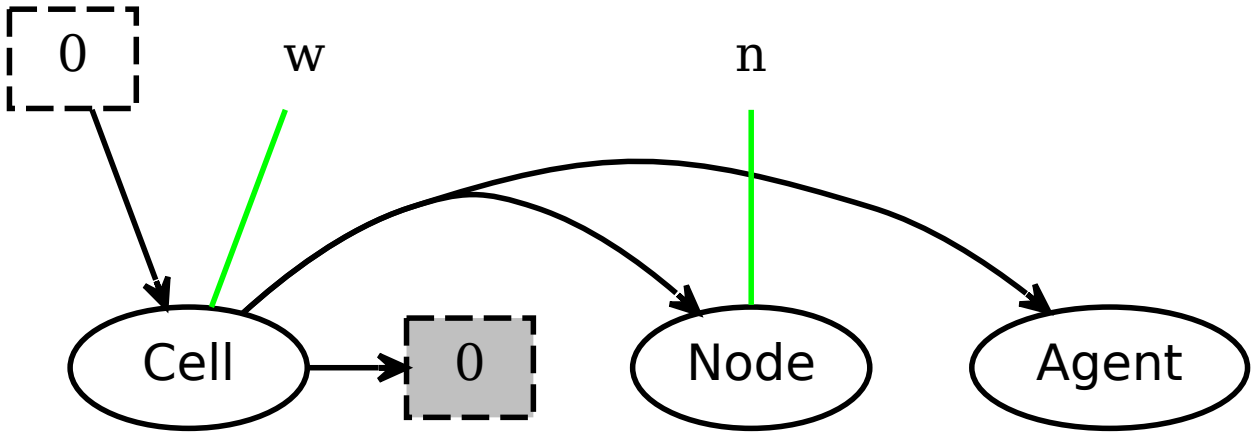
- Outside the door
- The room
- Inside the door
- Which cell is closest to the door?



Initial State



Opening the Door



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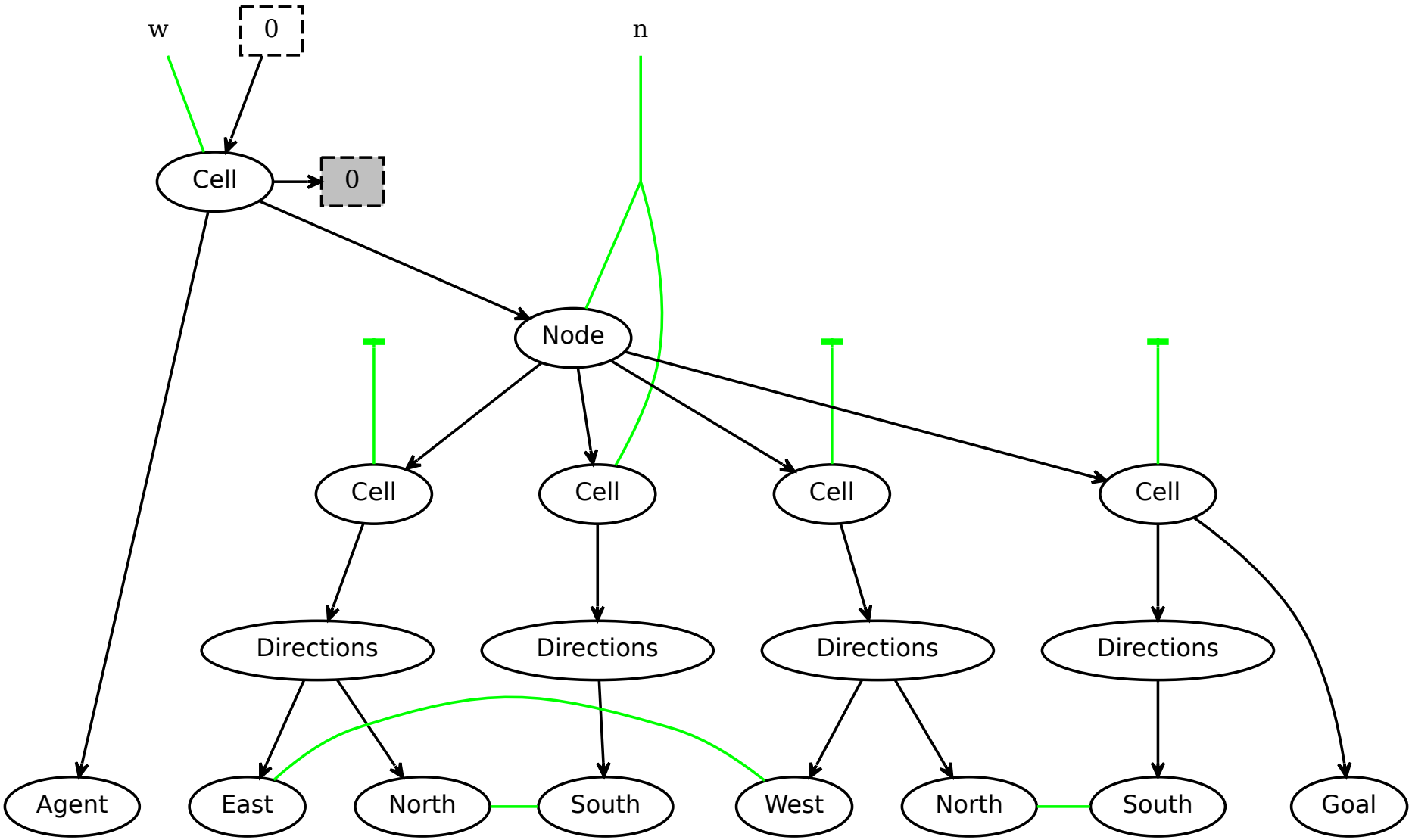
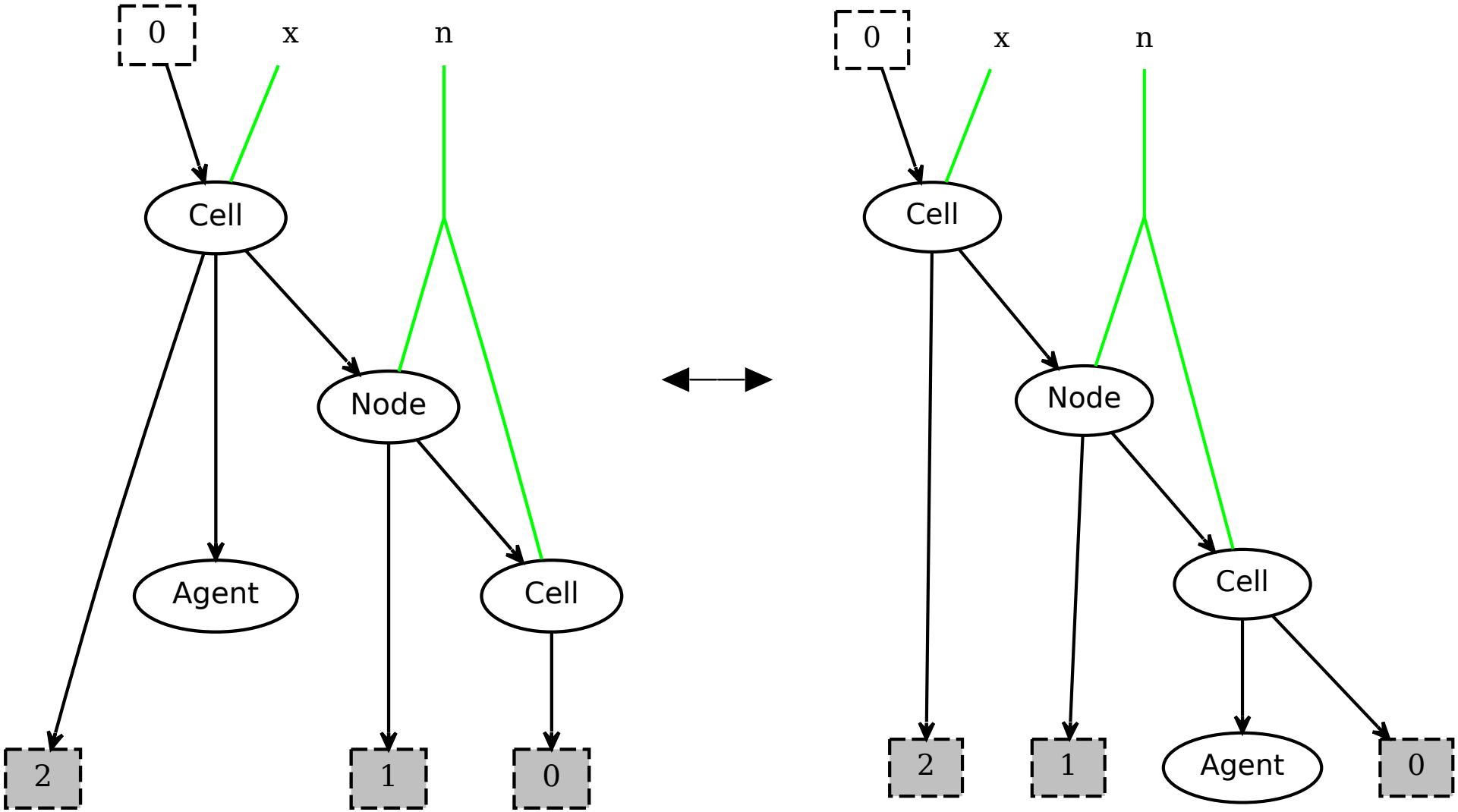


Entering/Leaving a Room



Conclusions

+ A direct visual representation of the modelled situation
+ Easy to represent complicated spatial structures and uncertainty about them
+ Succinct and easy to modify
– Some simple ideas are impossible or hard to implement
– Not every aspect of a model can be exported for quantitative analysis
- More work to be done on probabilistic space