



Computational Theories of Collaboration

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PhD Comprehensive Exam
Summer 2015

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Collaboration Theories > Introduction

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- Collaborative plans are more than the sum of individual plans.

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 - the actions in the plan **contribute to the goal**.

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 - **Other members** of the group have **intention that** the above subgroup can do the mentioned set of action using the associated **recipe**.
- **Partial Shared Plan (PSP):** used as a snapshot of the collaborators' **mental states** to modify and evolve the partial plan, which leads to **communication** and planning to fulfill the above (FSP's) conditions.

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- Team members are **committed** to inform other team members when they reach the **conclusion** that a goal is *achievable, impossible, or irrelevant*.

Collaboration Theories > Joint Intention Theory: *Joint Commitment & Joint Intention*

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- A team of agents **jointly intends** to do an action if and only if the members have a **JPG** of them **having the action completed**, and having it completed knowingly.

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5. Both are concerned about **commitment**.

Collaboration Theories > Differences: *SharedPlans & Joint Intentions*

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5. **Joint Intentions** theory assumes **knowledge** about the teammates is **always available** (in contrast to partial plan in **SharedPlans** theory).

Collaboration Theories > Differences: *SharedPlans* & *Joint Intentions*

1. **SharedPlans** theory is based on **mutual beliefs** and notion of **intention-that**, while **Joint Intentions** theory is based on **joint intentions**.
2. In **SharedPlans** theory teammates agree on the **shared plan**, whereas in **Joint Intentions** theory teammates agree on **intentions**.
3. **SharedPlans** theory employs **hierarchical structures over intentions** (in contrast to **Joint Intentions** theory).
4. **SharedPlans** theory describe **a way to achieve** a shared goal whereas **Joint Intentions** theory only describes the shared goal.
5. **Joint Intentions** theory assumes **knowledge** about the teammates is **always available** (in contrast to partial plan in **SharedPlans** theory).
6. In **SharedPlans** theory **communication** requirements are derived from **intention-that** concept whereas it is “hard-wired” in **Joint Intentions** theory.

Collaboration Theories > Applications

- Assistant robots
- Emotional awareness (COCHI)
- Communication
- Joint actions and commitments
- Task-based planning
- Discourse generation and interpretation (COLLAGEN)
- Conversational agents
- Network management
- Proactive behaviors and information exchange (CAST)
- Instructional systems
- Group decision support systems
- Authors' assistant
- Sociable robots
- Combat air missions
- Robot soccer
- Rescue responses

Collaboration Theories > Conclusion

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- Hybrid approaches are **valuable** and make the theories closer to **applications**.
- The **lack** of underlying domain-independent collaboration **processes** which can construct and evolve the collaboration structure.



Affective Computing

Mohammad Shayganfar

PhD Comprehensive Exam
Summer 2015

Professor Charles Rich

Professor Candace L. Sidner

Professor Stacy C. Marsella

Professor John E. Laird

Affective Computing > Introduction

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 - Detecting and recognizing human emotions,
 - Interpreting and understanding human emotions,
 - Generating artificial emotions,
 - Expressing human-perceivable emotions.

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- We majorly focus on Appraisal and Dimensional theories.

Affective Computing > Appraisal Theory: *Overview*

- **Appraisal theory** describes the **cognitive process** by which an individual **evaluates** the situation in the environment with respect to the **individual's well-being** and triggers **emotions** to control internal changes and external actions.

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 - Determined appraisal variables are mapped onto a particular **emotion**,
 - Appraisal variables are the **semantic primitives** for representing emotions.

Affective Computing > Appraisal Theory: *Appraisal & Coping processes*

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- Coping strategies can be **grouped** into different categories:
 - Problem-focused (e.g., planning)
 - Emotion-focused (seeking social support for instrumental reasons)

Affective Computing > Appraisal Theory: *OCC – A structural Appraisal Theory*

- The model **categorizes** emotions based on their underlying **appraisal patterns**.

Affective Computing > Appraisal Theory: *OCC – A structural Appraisal Theory*

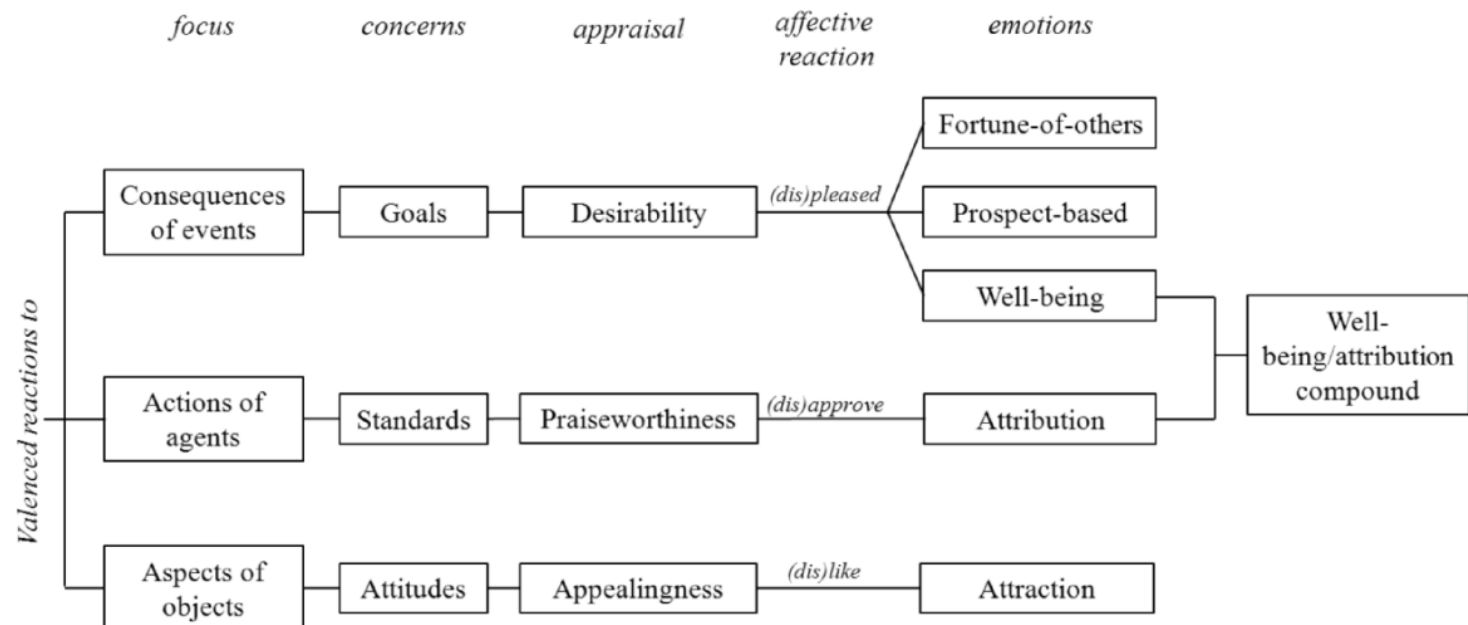
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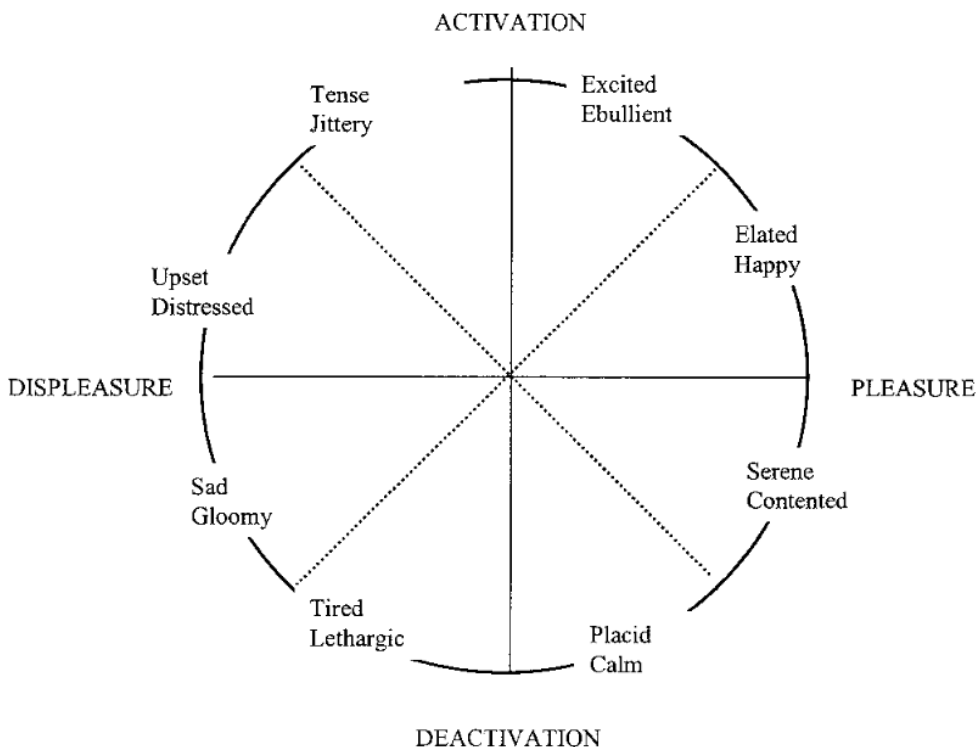


Affective Computing > Dimensional Emotion Theories

- They conceptualize emotions by defining **where they lie** in two or three dimensions.

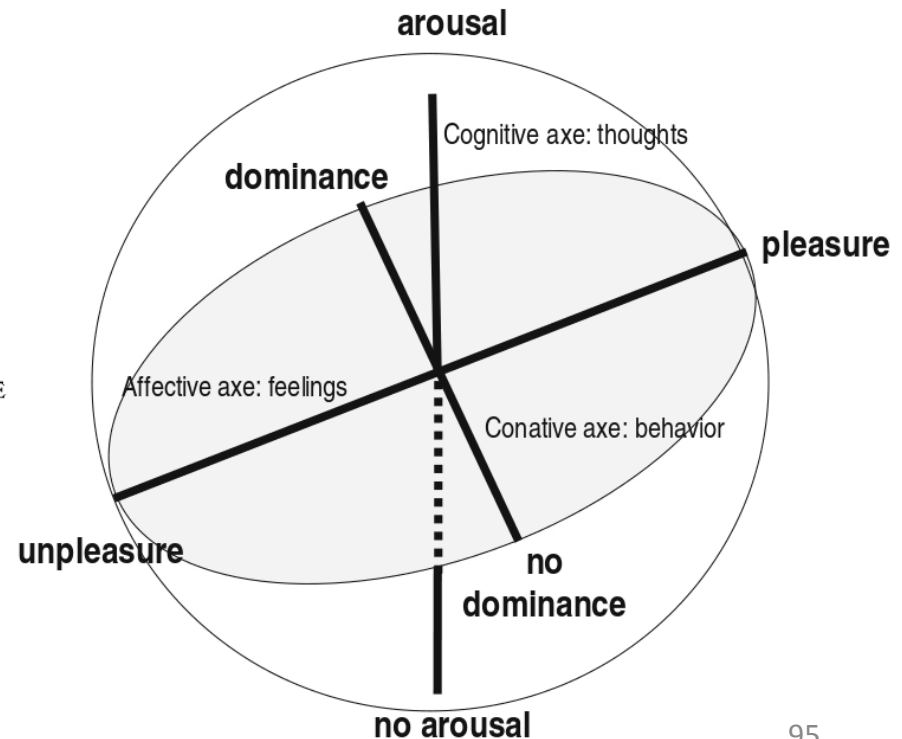
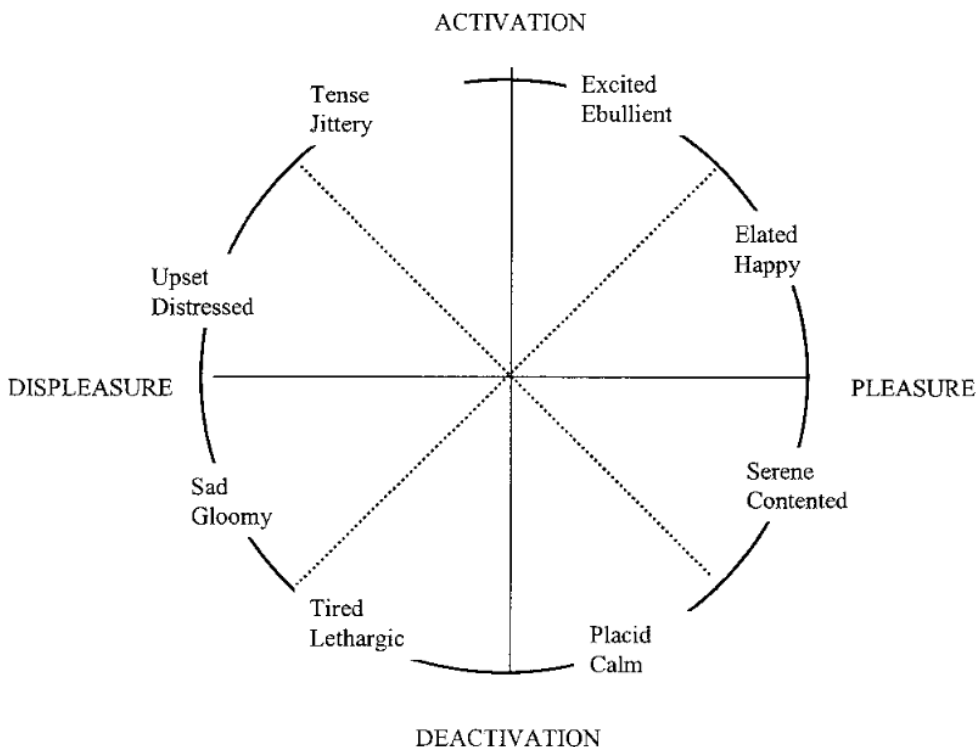
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- Mehrabian and Russell's **PAD** model (Pleasure, Arousal, Dominance).



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- Computational models focus on low-level perceptual-motor tasks (fast and automatic vs. slower, reasoning-based).

Affective Computing > Similarities & Differences: *Dimensional Vs. Discrete*

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- In contrast to **dimensional** theory, **basic** emotion theory's categorization of emotions captures elicitation of a **facial expression** of the emotion.

Affective Computing > Similarities & Differences: *Appraisal & Dimensional*

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- **Dimensional** emotion theory does not address affects' antecedents like appraisal and they question the **causal linkage** between appraisal and emotion.

Affective Computing > Similarities & Differences: *OCC & Dimensional*

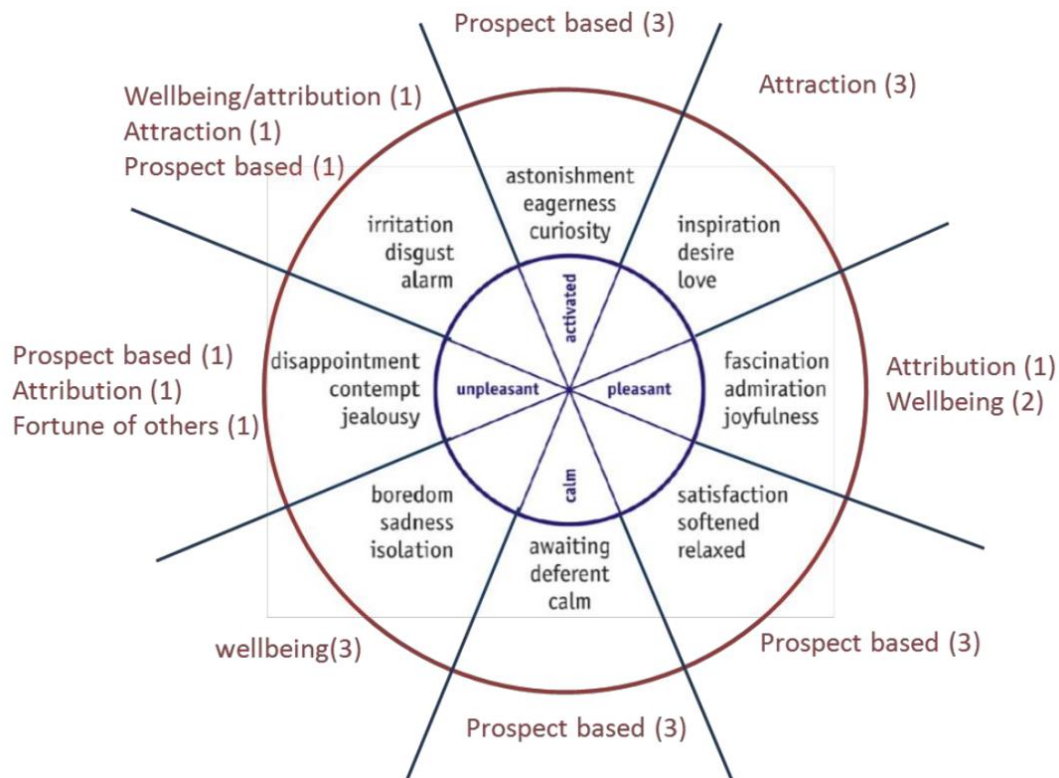
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- Both consider emotions to descend from **valenced reactions** to the stimuli.
- Both acknowledge the role of **arousal** in determining emotional reactions (as **intensity** in OCC model – as **coping potential** by Scherer).
- **Dimensional** theories and **OCC** model can relate to each other in terms of **categorization** of emotions.



Affective Computing > Applications

- Companion robots
- Expressive robots
- Robots with affective behaviors
- Robots with affect recognition capability
- Robots with adaptive behaviors
- Interactive robots
- Learning in robots
- Service robots
- Decision-making in robots
- Human-computer interaction

Affective Computing > Conclusion

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- We believe the **interpersonal functions** of emotions should be our first concern.
- We can see the importance of **interpretive**, **communicative** and **regulatory** aspects of emotion functions in our proposed work.



Uncertainty in Modeling and Reasoning about Beliefs

Mohammad Shayganfar

PhD Comprehensive Exam
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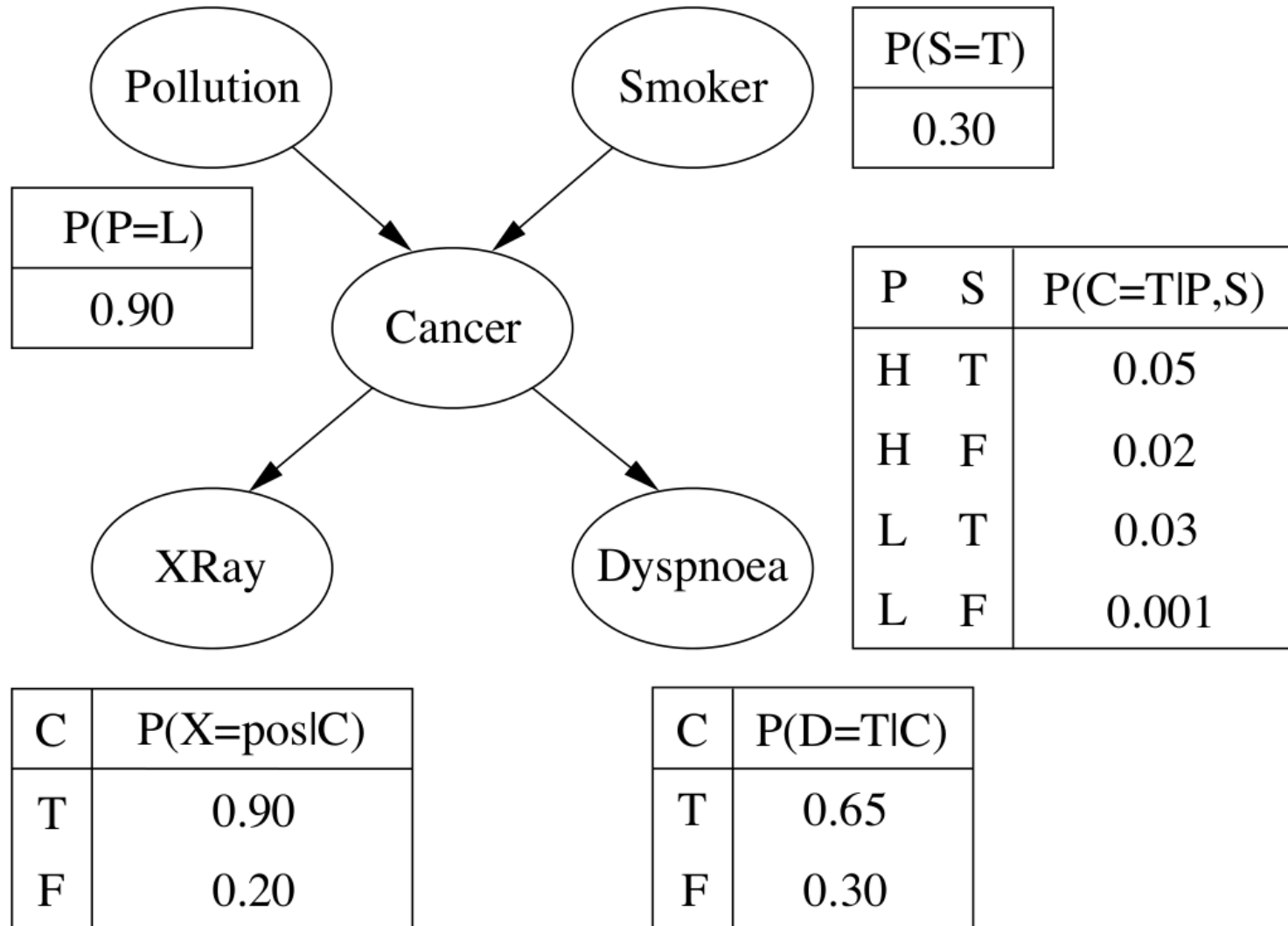
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Uncertainty in AI > Introduction

- Bayesian Belief Networks (probabilistic reasoning)
- Dempster-Shafer theory (evidential reasoning)
- Fuzzy logic (reasoning under ambiguity)

Uncertainty in AI > Bayesian Belief Networks: *Overview*

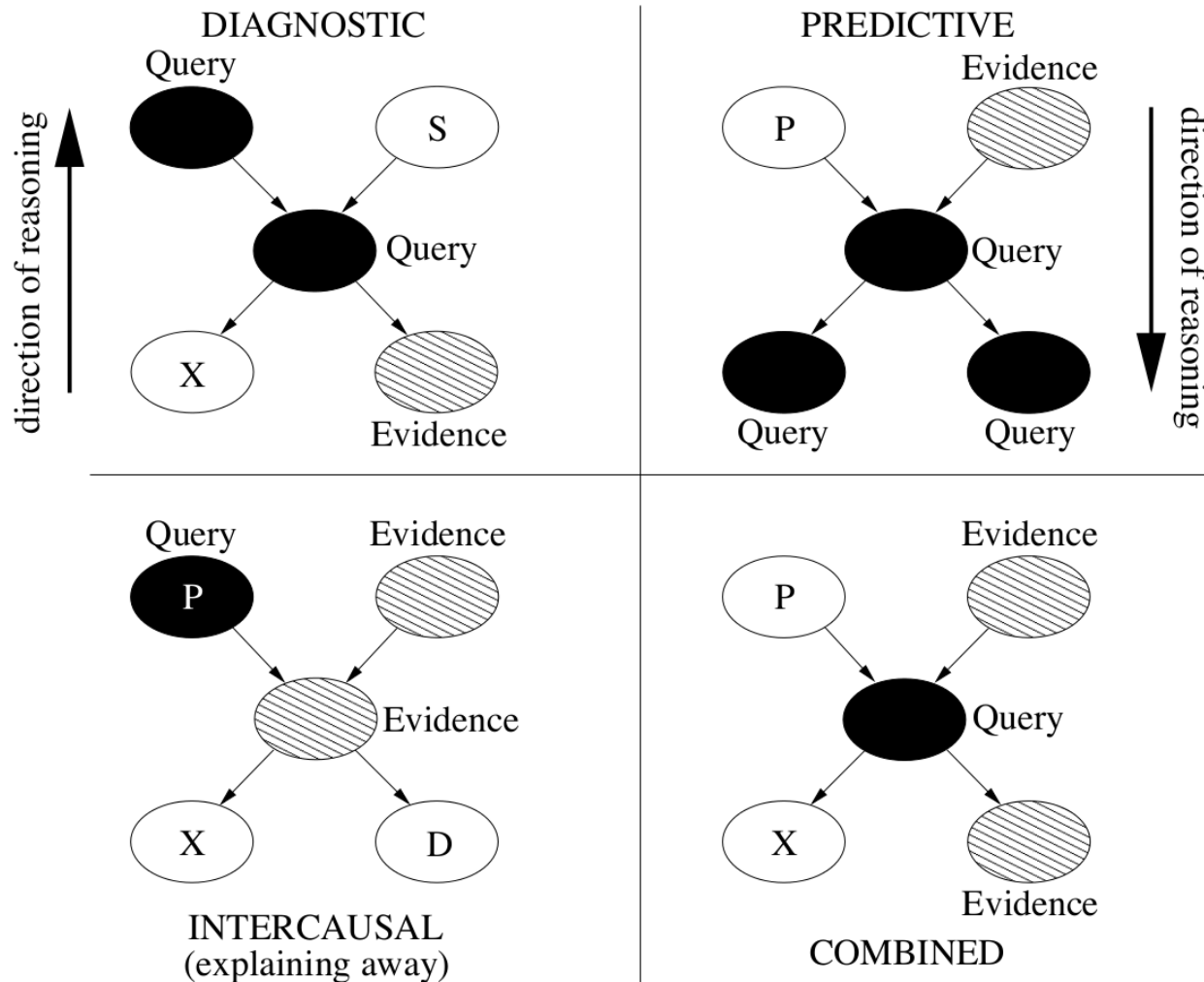


Uncertainty in AI > Bayesian Belief Networks: *Joint Probability Distribution*

Given Markov property, the product of **only the appropriate elements** (parent nodes) of the **CPTs** in the network represents the value of each individual entry in the joint probability distribution.

$$P(x_1, x_2, \dots, x_n) = \prod_{i=1}^n P(x_i | \text{parents}(X_i))$$

Uncertainty in AI > Bayesian Belief Networks: *Reasoning in BBNs*



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- The relation between a piece of evidence and a hypothesis corresponds to a **cause-effect chain**.
- There are three basic functions required for modeling purposes: **mass function**, **belief function**, and **plausibility function**.

Uncertainty in AI > Dempster-Shafer Theory: *important functions*

- **Mass Function:** A **Basic Probability Assignment** (BPA) or mass function is a function $2^\Theta \rightarrow [0, 1]$ such that:

$$m(\emptyset) = 0, \text{ and } \sum_{x \in 2^\Theta} m(x) = 1$$

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- The plausibility and belief functions have the following **relationship**:

$$\textit{Belief}(A) = 1 - \textit{Plausible}(\neg A) \quad \text{and} \quad \textit{Plausible}(A) = 1 - \textit{Belief}(\neg A),$$

Uncertainty in AI > Dempster-Shafer Theory

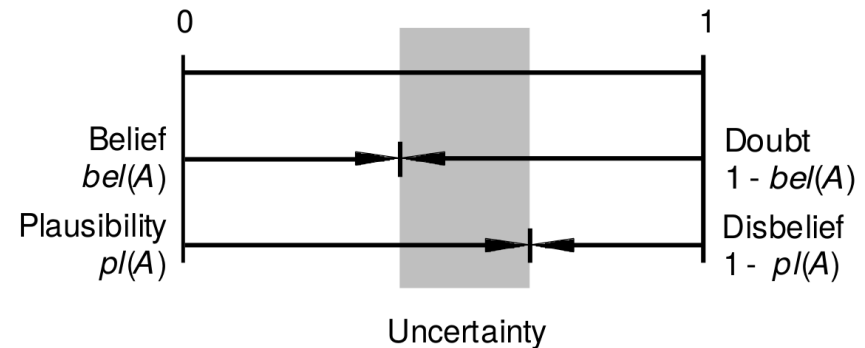
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- Uncertainty measure** (belief interval):

$$[\text{Belief}(A), \text{Plausible}(A)]$$

Where: $\text{Belief}(A) \leq \text{Plausible}(A)$



Uncertainty in AI > Dempster-Shafer Theory

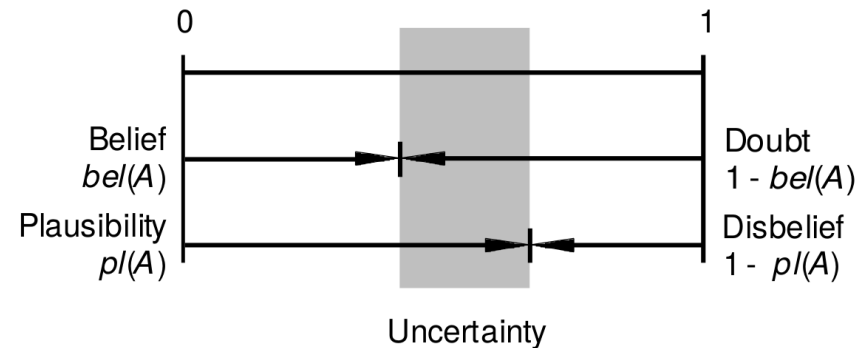
- The plausibility and belief functions have the following **relationship**:

$$\text{Belief}(A) = 1 - \text{Plausible}(\neg A) \quad \text{and} \quad \text{Plausible}(A) = 1 - \text{Belief}(\neg A),$$

- Uncertainty measure** (belief interval):

$$[\text{Belief}(A), \text{Plausible}(A)]$$

Where: $\text{Belief}(A) \leq \text{Plausible}(A)$



- Dempster's Rule of Combination:**
 - A method **to combine the measures of evidence** from different sources.

$$[m_1 \oplus m_2](y) = \begin{cases} 0, & y = \emptyset \\ \frac{\sum_{A \cap B = y} m_1(A)m_2(B)}{1 - \sum_{A \cap B \neq \emptyset} m_1(A)m_2(B)}, & y \neq \emptyset \end{cases}$$

Uncertainty in AI > Fuzzy Logic Theory: *Overview*

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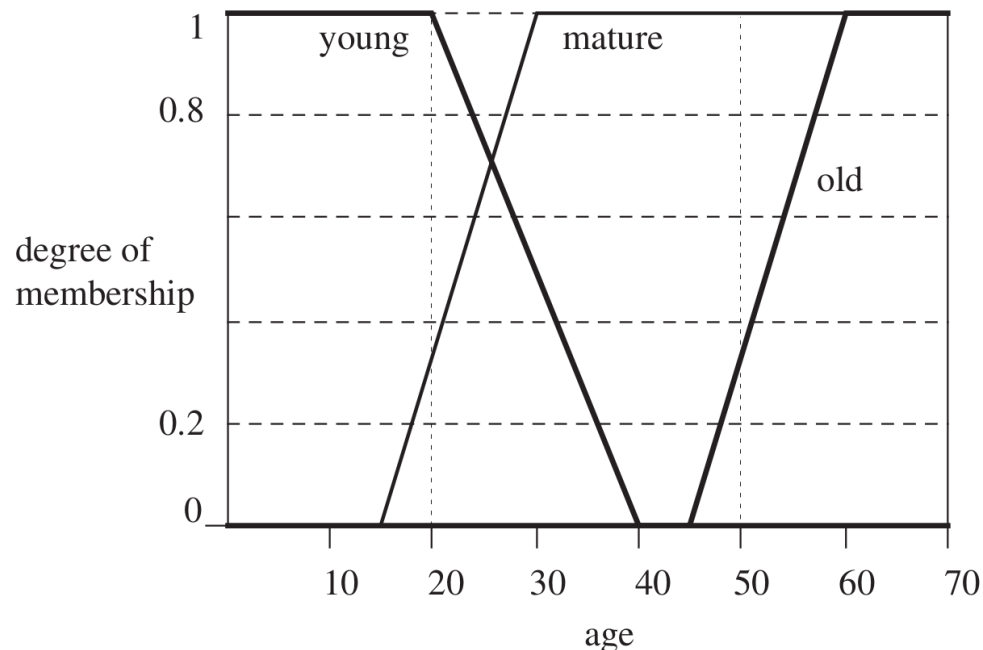
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- A fuzzy set **A** is defined by a **membership function** μ_A from the universe of discourse **X** to the closed unit interval **[0,1]**. We interpret $\mu_A(x)$ as the **degree of membership** of **x** in **A**.

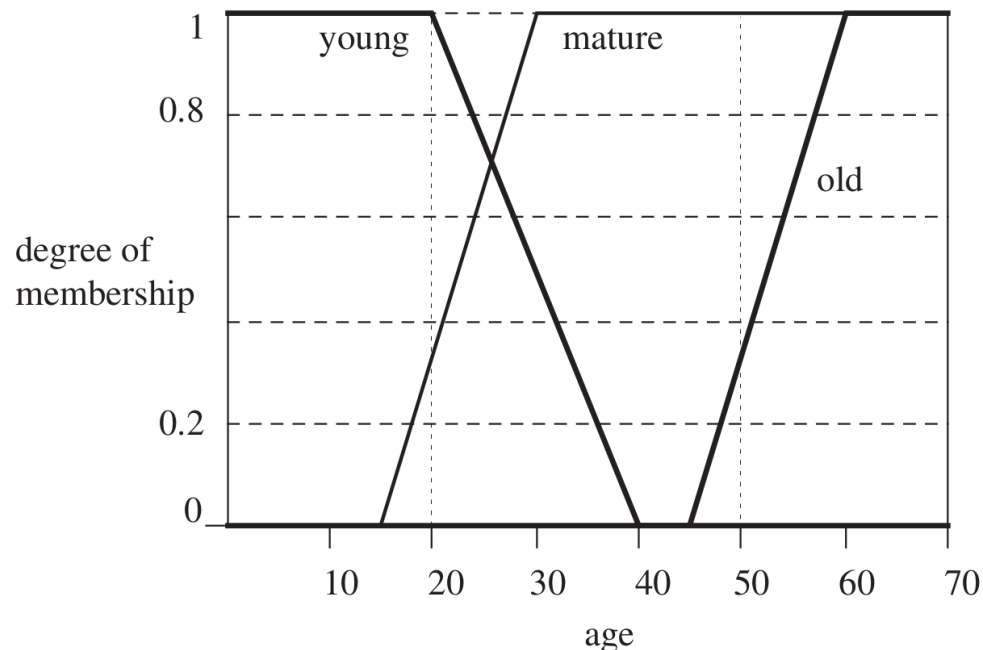
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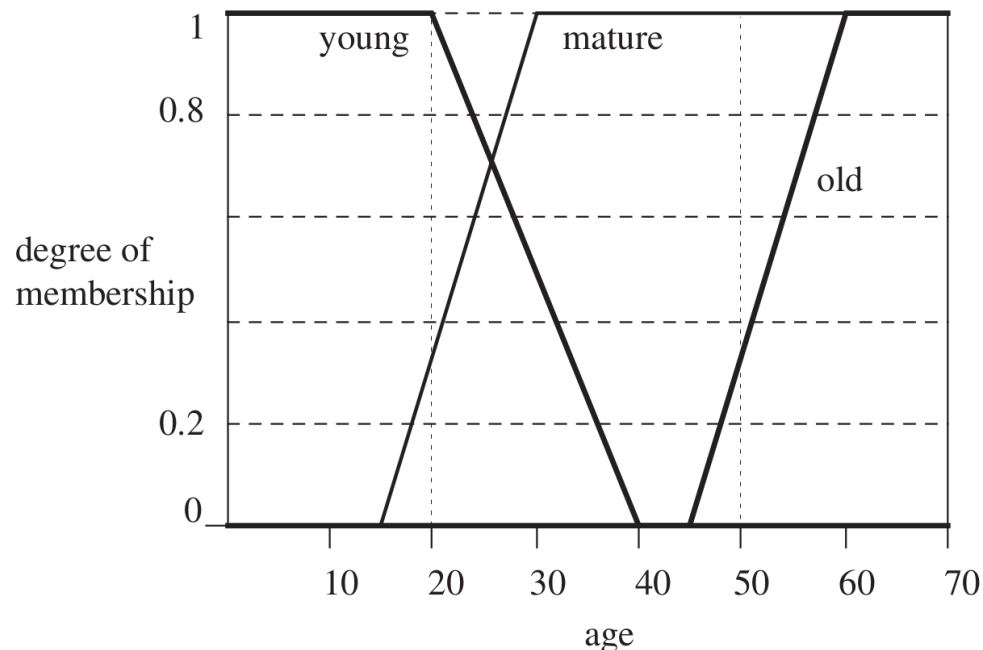
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- A membership function is used to **quantify** a linguistic term.



Uncertainty in AI > Fuzzy Logic Theory: *Algorithm*

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1. Define the linguistic variables and terms (initialization)
 2. Construct the membership functions (initialization)
 3. Construct the rule base (initialization)
 4. Convert crisp input data to fuzzy values
using the membership functions (fuzzification)
 5. Evaluate the rules in the rule base (inference)
 6. Combine the results of each rule (inference)
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Linguistic Variables:

- Linguistic variables are the **input** or **output** variables of the system whose values (linguistic terms) are words or sentences from a **natural language**.

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Fuzzy Rules:

- A rule-base is constructed to **determine** and control the **output** variable.

IF (a statement of conditions is satisfied)

THEN (a set of consequences can be inferred)

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- **Reasoning:** The process of **combining the results** of the rules to obtain a final result.
- **Defuzzification:** The process of obtaining a crisp value by **defuzzifying the final fuzzy result** using the membership function of the output variable.

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- Transparent representation of **causal relationships** between variables.

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- **Computational tractability** exists for most practical applications.

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- No **feedback loops** in the Bayesian network's structure, which has an acyclic nature. This structure prevents typical feedback loops in design of Bayesian network models.

Uncertainty in AI > Advantages & Disadvantages: *Dempster-Shafer Theory*

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- Addressing the concept of possibility.

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- No required **a priori knowledge**.
- Including an **evidence combination rule** which provides an operator to integrate multiple pieces of information from different sources.

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- **Computational complexity** grows exponentially with the number of hypotheses (in original formulation).

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Disadvantages:

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- Small **modifications** in the evidence assignments may lead to a completely **different conclusion**, which can lead to misleading and counter-intuitive results.

Uncertainty in AI > Advantages & Disadvantages: *Fuzzy Logic Theory*

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- Relatively robust algorithms.

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- **Validation** of a fuzzy knowledge-base is typically **expensive**.

Uncertainty in AI > Applications

- Robot's motion control
- Sensory data fusion in robots
- Modeling domain knowledge
- Modeling human-robot interaction
- Modeling emotional state of the robot
- Modeling forward model of robot's actions
- Modeling object affordances
- Robot's navigation
- Learning robot's decision function
- Learning imitative body motions of humans
- Intention recognition
- Mobile-robot localization
- Modeling cooperative agents
- Agent's argumentation and decision making framework
- Modeling theory of mind

Uncertainty in AI > Conclusion

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- It is for us **to choose where to apply** the appropriate mechanism to make more stable collaborative behaviors.

Thank You!