USC Ground Truth Documentation

September 7, 2018

Contents

1 Background

We use influence diagrams as the underlying graph structure for our ground truth. Here is a simple influence diagram for a simulation of two actors, showing the three types of nodes and some possible links (always directed) among them:

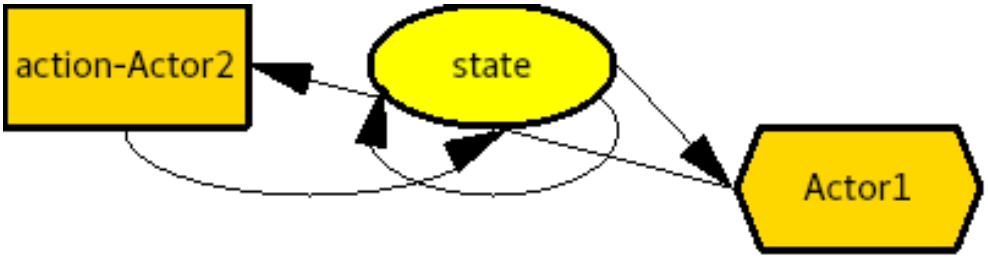

Figure 1: Simple influence diagram

- Rectangular nodes are possible actions for a particular agent ("Actor 1", indicated by color) representing a potential behavior. They are labeled with a verb ("action") and an optional object of the verb ("Actor2"). An action node has a binary value, indicating whether or not the action was chosen.
- Oval nodes are state variables. Their value is potentially a probability distribution over a domain of possible values. All true state variables will be certain (i.e., 100\% probability for a single value), but agents' perceptions of the true state will often be uncertain.
- Hexagonal nodes are utility or reward nodes. They represent an expected value computation by the agent ("Actor1"). The node's value is a table with each row corresponding to a possible action choice and its expected utility.
- Links from action nodes to state nodes specify an effect that the action has on the value of the state.
- Links from one state node to another specify an influence that the value of the first state node has on the effect of at least one action on the second state node.
- Links from a state node to an agent's utility node specify that the state node is an input to the expected value calculation performed by that agent. There is a real-valued weight from $(0,1\]$ on each link specifying the priority of that variable's influence on that agent's reward calculation (higher values mean higher priority).
- Links from utility nodes to action nodes indicate that the expected value calculation then determines whether or not that action is chosen. In the simulations described here, we use a strict maximization, so that the action choice is deterministic (i.e., the action with the highest expected value is performed, with ties broken by a pre-determined fixed order).
- Therefore, in the above simple ground truth, whether or not "Actor1" chooses to do "action" to "Actor2" influences the subsequent value of the variable "state" (link from rectangle to oval). The subsequent value of "state" also depends on its prior value (link from oval to itself). "Actor1"'s expected value of doing "action" to "Actor2" is a function of the value of "state" (link from oval to hexagon), and this expected value influences whether or not "Actor1" chooses to do so (link from hexagon to rectangle).

Any real values (e.g., initial values of variables, conditional probability table values, reward weights) will be drawn from either a set {0, 0.5, 1} or {0, 0.2, 0.4, 0.6, 0.8, 1}, depending on the appropriate granularity needed.

2 State

2.1 Actor's age

Type: Integer

2.2 Actor's alive

Type: Boolean

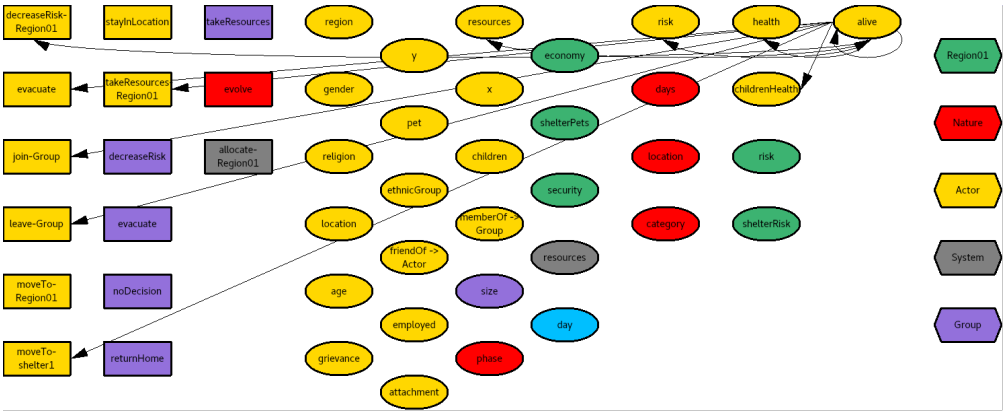

Figure 2: Ground Truth subgraph for Actor's alive

2.2.1 Default change in Actor's alive

IF **Actor's alive**
THEN IF **Actor's health**$'$>0.01
THEN **Actor's alive**$'$←**true**
ELSE **Actor's alive**$'$←**false**
ELSE **Actor's alive**$'$←**Actor's alive**

2.3 Actor's attachment

Attachment style

Type: String

Values: **anxious**, **avoidant**, **secure**

2.4 Actor's category

Type: Integer

2.5 Actor's center

Type: String

Values: **Region01**, **none**

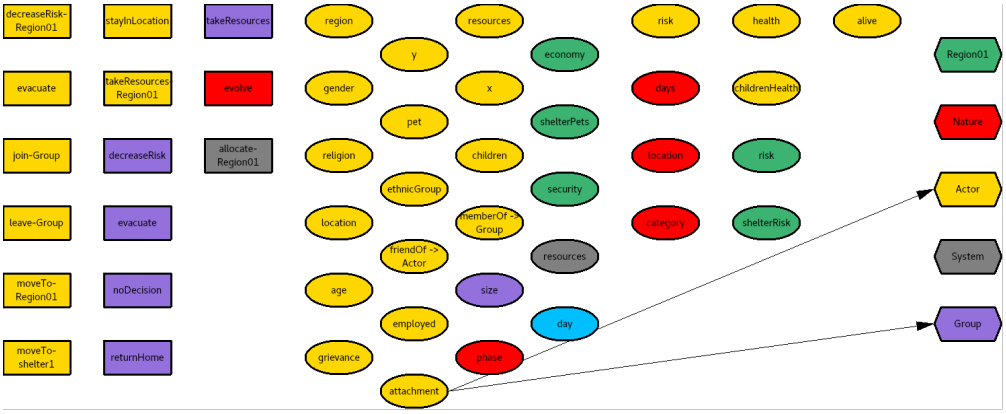

Figure 3: Ground Truth subgraph for Actor's attachment

2.6 Actor's children

Number of children

Type: Real

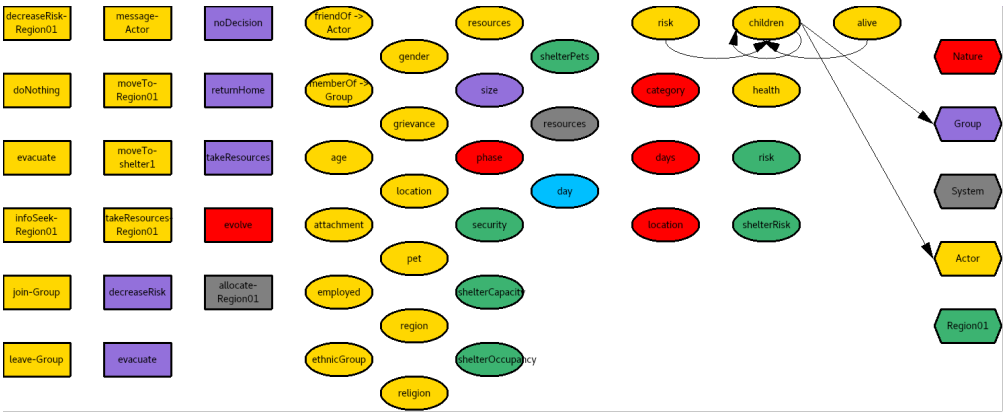

Figure 4: Ground Truth subgraph for Actor's children

2.7 Actor's childrenHealth

Current level of children's physical wellbeing

Type: Real

2.7.1 Default change in Actor's childrenHealth

IF **Actor's alive**
THEN IF **Actor's risk**$'$>[0.2,0.4,0.6,0.8,1.0]
Actor's childrenHealth$'$←60%·**Actor's childrenHealth**+0.24
1
20%: **Actor's childrenHealth**$'$←60%·**Actor's childrenHealth**
80%: **Actor's childrenHealth**$'$←60%·**Actor's childrenHealth**+0.24
2

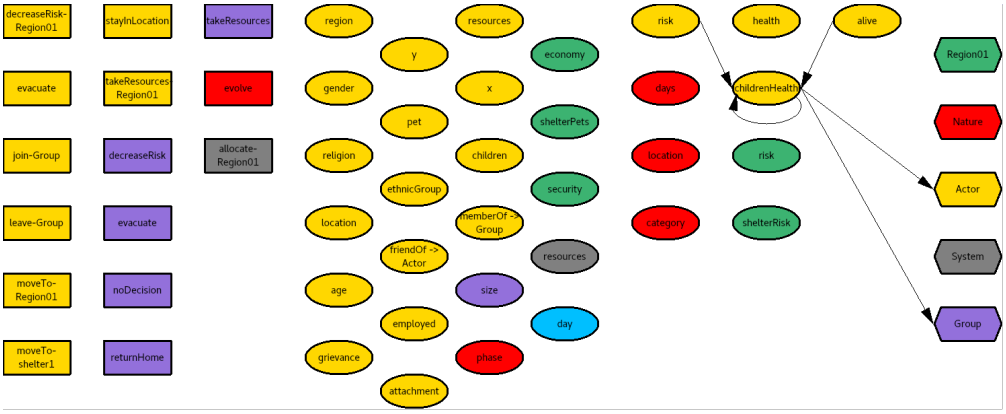

Figure 5: Ground Truth subgraph for Actor's childrenHealth

40%: **Actor's childrenHealth**′←60%·**Actor's childrenHealth**
60%: **Actor's childrenHealth**′←60%·**Actor's childrenHealth**+0.24

3

60%: **Actor's childrenHealth**′←60%·**Actor's childrenHealth**
40%: **Actor's childrenHealth**′←60%·**Actor's childrenHealth**+0.24

4

80%: **Actor's childrenHealth**′←60%·**Actor's childrenHealth**
19%: **Actor's childrenHealth**′←60%·**Actor's childrenHealth**+0.24

5

100%: **Actor's childrenHealth**′←60%·**Actor's childrenHealth**
0%: **Actor's childrenHealth**′←60%·**Actor's childrenHealth**+0.24

ELSE **Actor's childrenHealth**′←0.00

2.8 Actor's days

Type: Integer

2.9 Actor's employed

Has a full-time job

Type: Boolean

2.10 Actor's ethnicGroup

Ethnicity of actor

Type: String

Values: **majority**, **minority**

2.11 Actor's gender

Type: String

Values: **female**, **male**

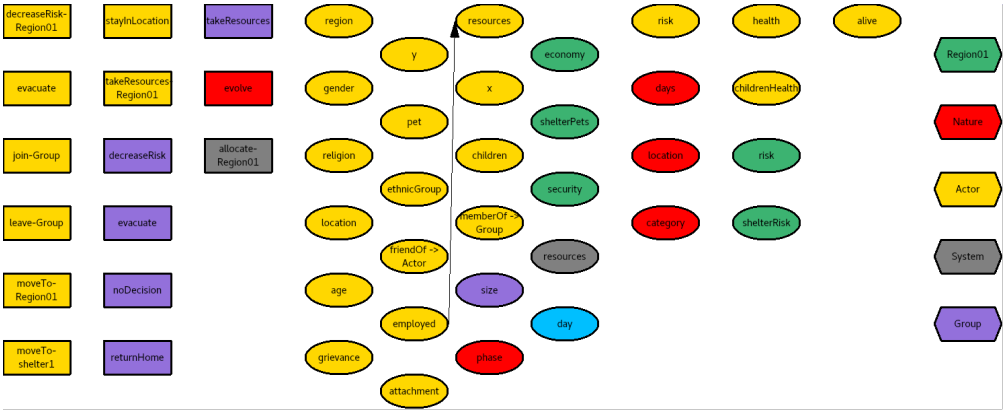

Figure 6: Ground Truth subgraph for Actor's employed

2.12 Actor's grievance

Current level of grievance felt toward system

Type: Real

2.13 Actor's health

Current level of physical wellbeing

Type: Real

2.13.1 Default change in Actor's health

IF **Actor's alive**
THEN IF **Actor's risk**′>[0.2,0.4,0.6,0.8,1.0]
Actor's health′←60%·**Actor's health**+0.24
1
20%: **Actor's health**′←60%·**Actor's health**
80%: **Actor's health**′←60%·**Actor's health**+0.24
2
40%: **Actor's health**′←60%·**Actor's health**
60%: **Actor's health**′←60%·**Actor's health**+0.24
3
60%: **Actor's health**′←60%·**Actor's health**
40%: **Actor's health**′←60%·**Actor's health**+0.24
4
80%: **Actor's health**′←60%·**Actor's health**
19%: **Actor's health**′←60%·**Actor's health**+0.24
5
100%: **Actor's health**′←60%·**Actor's health**
0%: **Actor's health**′←60%·**Actor's health**+0.24
ELSE **Actor's health**′←0.00

2.14 Actor's location

Current location

Type: String

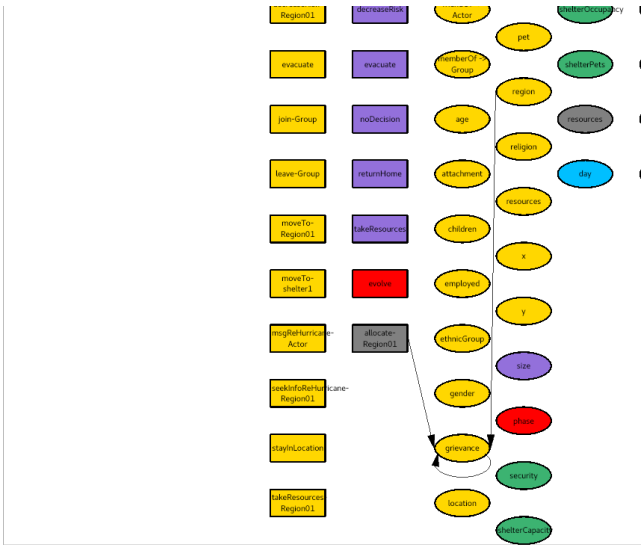

Figure 7: Ground Truth subgraph for Actor's grievance

Values: Region01, **evacuated**, **shelter1**

2.14.1 Effect of Actor-evacuate on Actor's location

Actor's location$'$←evacuated

2.14.2 Effect of Actor-moveTo-Region01 on Actor's location

Actor's location$'$←Region01

2.14.3 Effect of Actor-moveTo-shelter1 on Actor's location

Actor's location$'$←shelter1

2.15 Actor's perceivedChildrenHealth

Type: Real

2.16 Actor's perceivedHealth

Type: Real

2.17 Actor's pet

Owns a pet

Type: Boolean

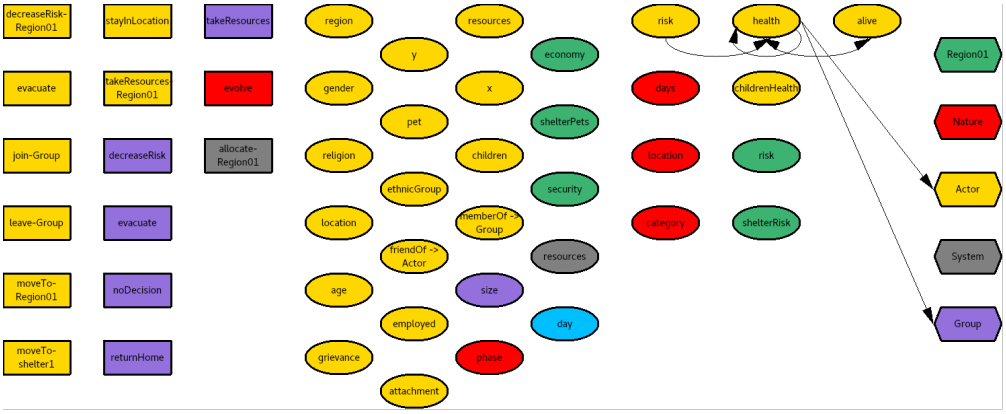

Figure 8: Ground Truth subgraph for Actor's health

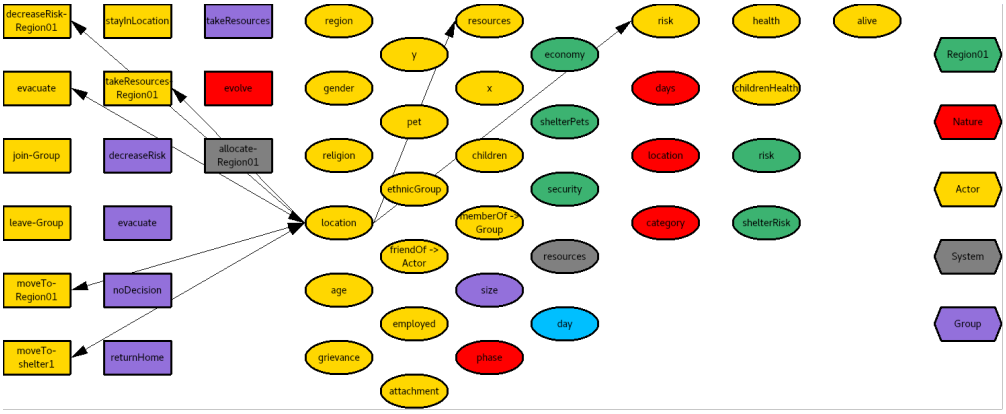

Figure 9: Ground Truth subgraph for Actor's location

2.18 Actor's phase

Type: String

Values: **active**, **approaching**, **none**

2.19 Actor's region

Region of residence

Type: String

Values: **Region01**

2.20 Actor's religion

Religious affiliation of actor

Type: String

Values: **majority**, **minority**, **none**

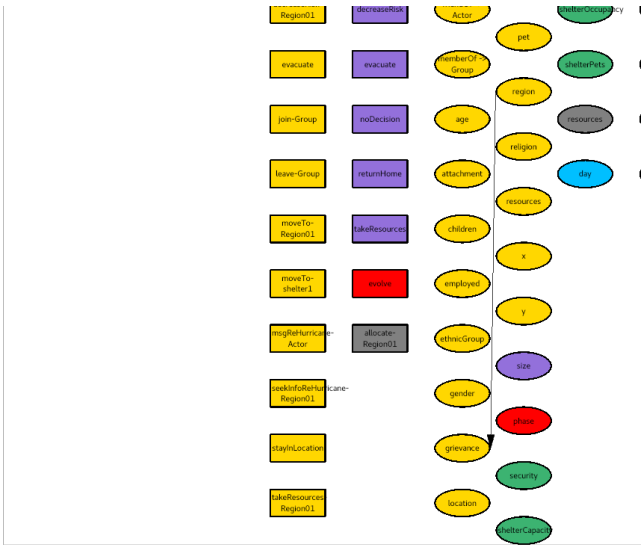

Figure 10: Ground Truth subgraph for Actor's region

2.21 Actor's resources

Material resources (wealth) currently owned

Type: Real

2.21.1 Effect of Actor-evacuate on Actor's resources

IF **Actor's resources**>0.20
THEN **Actor's resources**$'\leftarrow$**Actor's resources**-0.20
ELSE **Actor's resources**$'\leftarrow 0.00$

2.21.2 Effect of Actor-moveTo-Region01 on Actor's resources

IF **Actor's alive**
THEN IF **Actor's employed**
THEN **Actor's resources**$'\leftarrow 80\%\cdot$**Actor's resources**$+0.20$
ELSE **Actor's resources**$'\leftarrow$**Actor's resources**
ELSE **Actor's resources**$'\leftarrow$**Actor's resources**

2.21.3 Effect of Actor-stayInLocation on Actor's resources

IF **Actor's alive**
THEN IF **Actor's employed**
THEN IF **Actor's location**$=$**{'Region01', 'evacuated'}**
THEN **Actor's resources**$'\leftarrow 80\%\cdot$**Actor's resources**$+0.20$
ELSE **Actor's resources**$'\leftarrow$**Actor's resources**

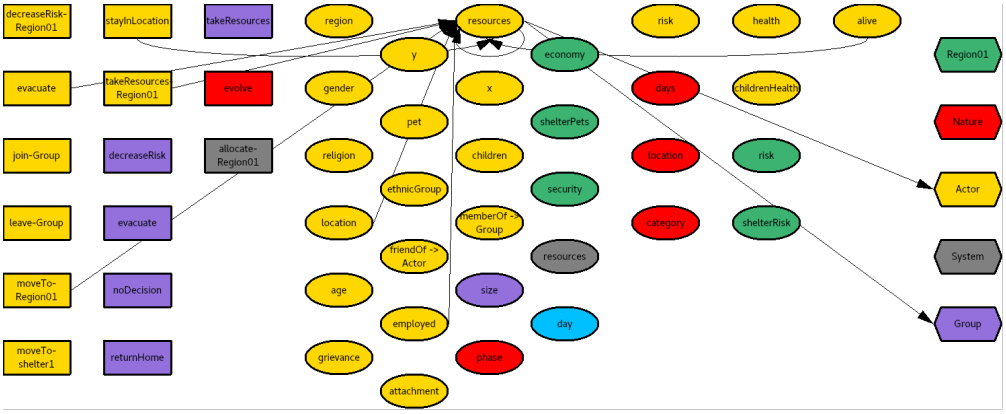

Figure 11: Ground Truth subgraph for Actor's resources

ELSE **Actor's resources**$'$←**Actor's resources**

ELSE **Actor's resources**$'$←**Actor's resources**

2.21.4 Effect of Actor-takeResources-Region01 on Actor's resources

Actor's resources$'$←80%·**Actor's resources**+0.20

2.22 Actor's risk

Current level of risk from hurricane

Type: Real

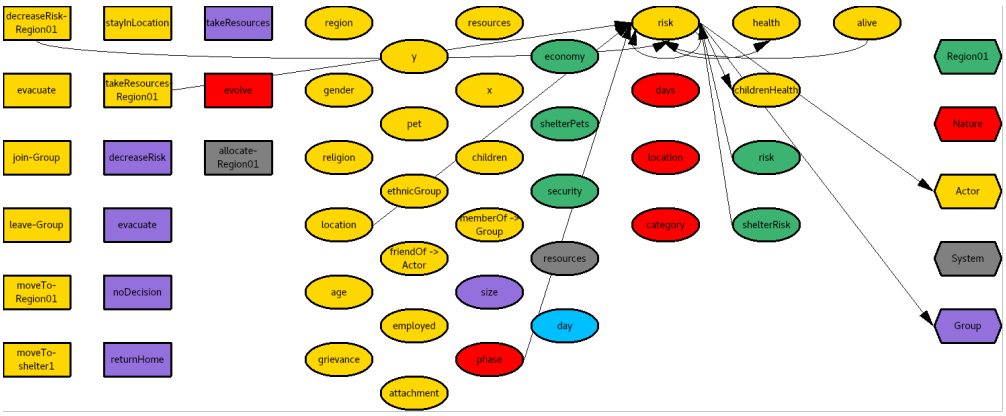

Figure 12: Ground Truth subgraph for Actor's risk

2.22.1 Effect of Actor-decreaseRisk-Region01 on Actor's risk

Actor's risk$'$←80%·**Actor's risk**+0.20

2.22.2 Effect of Actor-takeResources-Region01 on Actor's risk

IF **Nature's phase**=**none**

THEN **Actor's risk**$'$←19%·**Actor's risk**+0.80

ELSE **Actor's risk**$'$←40%·**Actor's risk**+0.60

2.22.3 Default change in Actor's risk

IF **Actor's alive**
THEN IF **Actor's location′**=**shelter1**
THEN **Actor's risk′**←**Region01's shelterRisk**
ELSE IF **Actor's location′**=**evacuated**
THEN **Actor's risk′**←9%·**Actor's risk**
ELSE **Actor's risk′**←**Region01's risk**
ELSE **Actor's risk′**←0.00

2.23 Actor's x

Representation of residence's longitude

Type: Real

2.24 Actor's y

Representation of residence's latitude

Type: Real

2.25 Group's size

Type: Integer

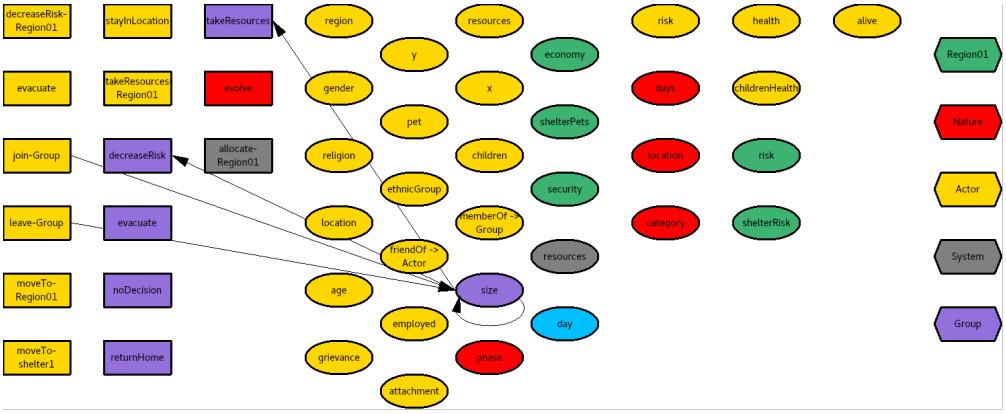

Figure 13: Ground Truth subgraph for Group's size

2.25.1 Effect of Actor-join-Group on Group's size

Group's size′←**Group's size**+1

2.25.2 Effect of Actor-leave-Group on Group's size

Group's size′←**Group's size**−1

2.26 Nature's category

Type: Integer

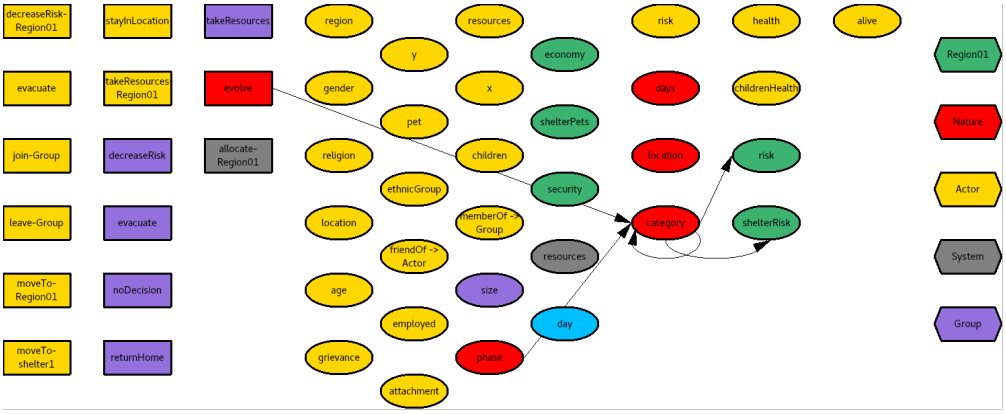

Figure 14: Ground Truth subgraph for Nature's category

2.26.1 Effect of Nature-evolve on Nature's category

IF **Nature's phase**$'$=**none**or **approaching**or **active**
  IF **Nature's category**=0
    THEN
      20%: **Nature's category**$'\leftarrow$1
      20%: **Nature's category**$'\leftarrow$2
      20%: **Nature's category**$'\leftarrow$3
      20%: **Nature's category**$'\leftarrow$4
      20%: **Nature's category**$'\leftarrow$5
    ELSE IF **Nature's category**=1
      THEN
        60%: **Nature's category**$'\leftarrow$**Nature's category**
        40%: **Nature's category**$'\leftarrow$2
      ELSE IF **Nature's category**=5
        THEN
          40%: **Nature's category**$'\leftarrow$4
          60%: **Nature's category**$'\leftarrow$**Nature's category**
        ELSE
          20%: **Nature's category**$'\leftarrow$**Nature's category**-1
          60%: **Nature's category**$'\leftarrow$**Nature's category**
          20%: **Nature's category**$'\leftarrow$**Nature's category**+1
  1 **Nature's category**$'\leftarrow$**Nature's category**
  2 **Nature's category**$'\leftarrow$0

2.27 Nature's days

Type: Integer

2.27.1 Effect of Nature-evolve on Nature's days

IF **Nature's phase**=**Nature's phase**$'$
  THEN **Nature's days**$'\leftarrow$**Nature's days**+1
  ELSE **Nature's days**$'\leftarrow$0

2.28 Nature's location

Type: String

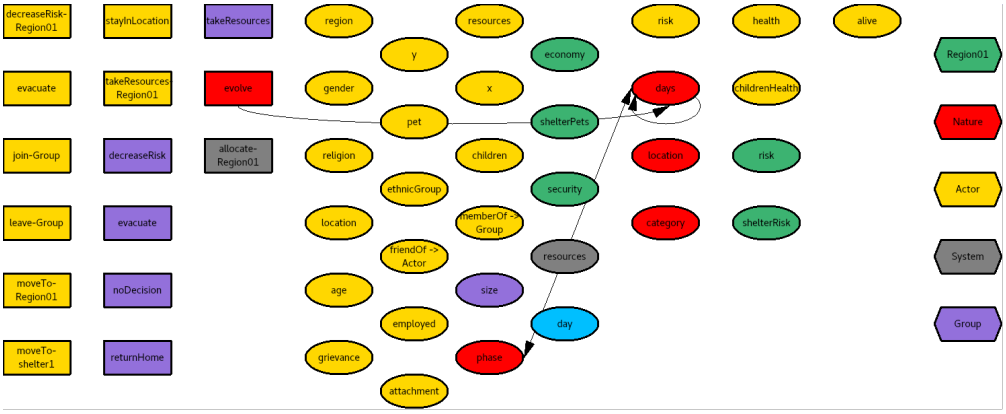

Figure 15: Ground Truth subgraph for Nature's days

Values: Region01, **none**

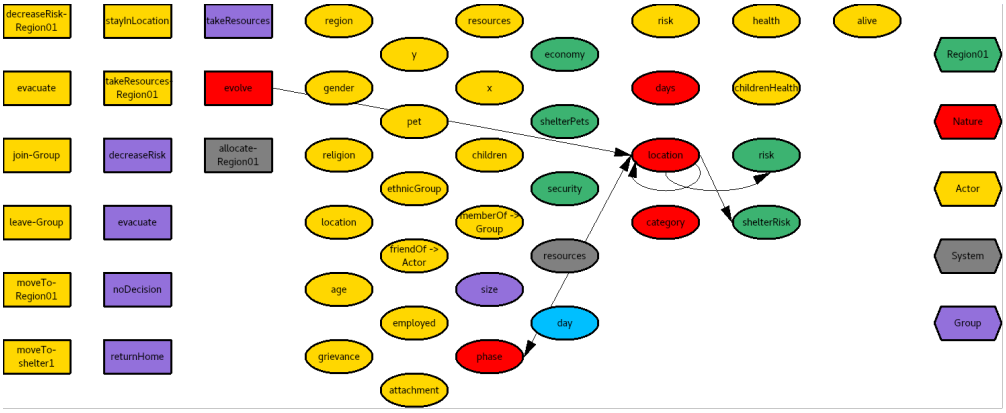

Figure 16: Ground Truth subgraph for Nature's location

2.28.1 Effect of Nature-evolve on Nature's location

IF **Nature's phase**$'$=**none**or **approaching**or **active**
  IF **Nature's location**=**none**
    THEN **Nature's location**$'$←**Region01**
    ELSE **Nature's location**$'$←**Nature's location**
  1 IF **Nature's location**=**Region01**
    Nature's location$'$←**Nature's location**
    Nature's location$'$←**none**
  2 **Nature's location**$'$←**none**

2.29 Nature's phase

Type: String

Values: active, **approaching**, **none**

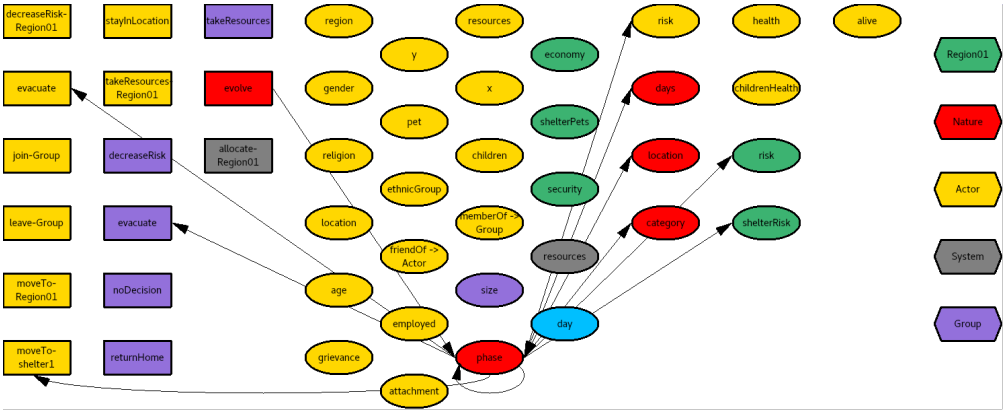

Figure 17: Ground Truth subgraph for Nature's phase

2.29.1 Effect of Nature-evolve on Nature's phase

IF **Nature's phase**=**none**or **approaching**
IF **Nature's days**>1
THEN
80%: **Nature's phase**′←**approaching**
19%: **Nature's phase**′←**none**
ELSE **Nature's phase**′←**none**
1 IF **Nature's days**>1
THEN
80%: **Nature's phase**′←**active**
19%: **Nature's phase**′←**approaching**
ELSE **Nature's phase**′←**approaching**
IF **Nature's location**=**none**
THEN **Nature's phase**′←**none**
ELSE **Nature's phase**′←**active**

2.30 Region01's economy

Current economic level of region

Type: Real

2.31 Region01's risk

Level of risk from hurricane

Type: Real

2.31.1 Effect of Actor-decreaseRisk-Region01 on Region01's risk

Region01's risk′←80%·**Region01's risk**

2.31.2 Effect of Nature-evolve on Region01's risk

IF **Nature's phase**′=**active**
THEN IF **Nature's location**′=**Region01**
Region01's risk′←80%·**Region01's risk**
IF **Nature's category**=[1,2,3,4,5]

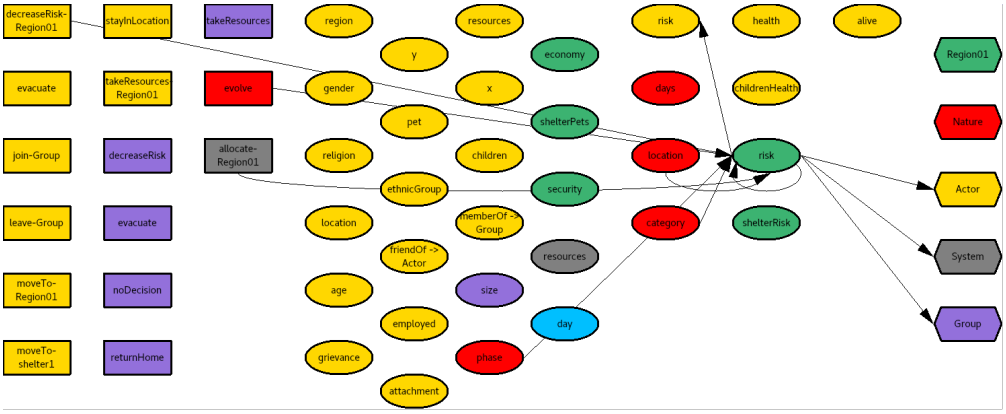

Figure 18: Ground Truth subgraph for Region01's risk

Region01's risk′←90%·**Region01's risk**+0.10
1 **Region01's risk**′←80%·**Region01's risk**+0.20
2 **Region01's risk**′←70%·**Region01's risk**+0.30
3 **Region01's risk**′←60%·**Region01's risk**+0.40
4 **Region01's risk**′←50%·**Region01's risk**+0.50
ELSE **Region01's risk**′←80%·**Region01's risk**

2.31.3 Effect of System-allocate-Region01 on Region01's risk

Region01's risk′←80%·**Region01's risk**

2.32 Region01's security

Level of law enforcement in region

Type: Real

2.33 Region01's shelterPets

Type: Boolean

2.34 Region01's shelterRisk

Type: Real

2.34.1 Effect of Nature-evolve on Region01's shelterRisk

IF **Nature's phase**′=**active**
THEN IF **Nature's location**′=**Region01**
THEN IF **Nature's category**=[1,2,3,4,5]
Region01's shelterRisk′←**Region01's shelterRisk**
1 **Region01's shelterRisk**′←80%·**Region01's shelterRisk**+0.20
2 **Region01's shelterRisk**′←60%·**Region01's shelterRisk**+0.40
3 **Region01's shelterRisk**′←39%·**Region01's shelterRisk**+0.60
4 **Region01's shelterRisk**′←19%·**Region01's shelterRisk**+0.80
ELSE **Region01's shelterRisk**′←**Region01's shelterRisk**
ELSE **Region01's shelterRisk**′←80%·**Region01's shelterRisk**

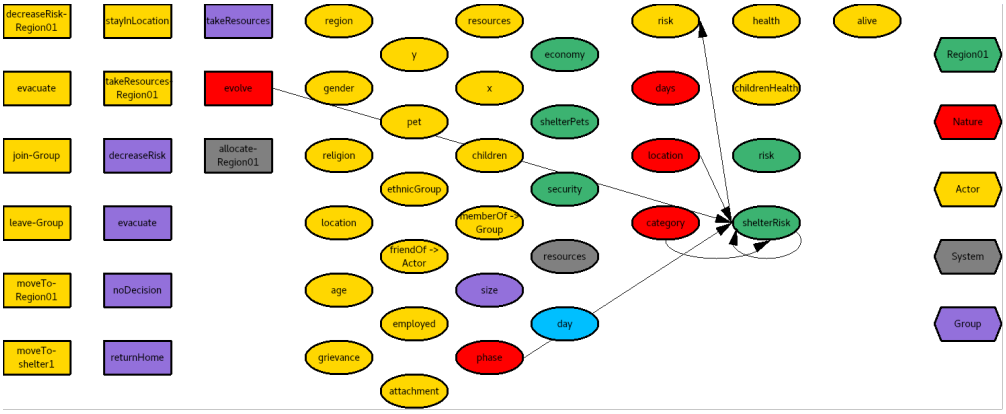

Figure 19: Ground Truth subgraph for Region01's shelterRisk

2.35 System's resources

Type: Integer

2.36 day

Type: Integer

2.36.1 Effect of Nature-evolve on day

day$'$←**day**+1

3 Relations

3.1 Actor friendOf Actor

Type: Boolean

3.2 Actor memberOf Group

Type: Boolean

3.2.1 Effect of Actor-join-Group on Actor memberOf Group

Actor memberOf Group$'$←**true**

3.2.2 Effect of Actor-leave-Group on Actor memberOf Group

Actor memberOf Group$'$←**false**

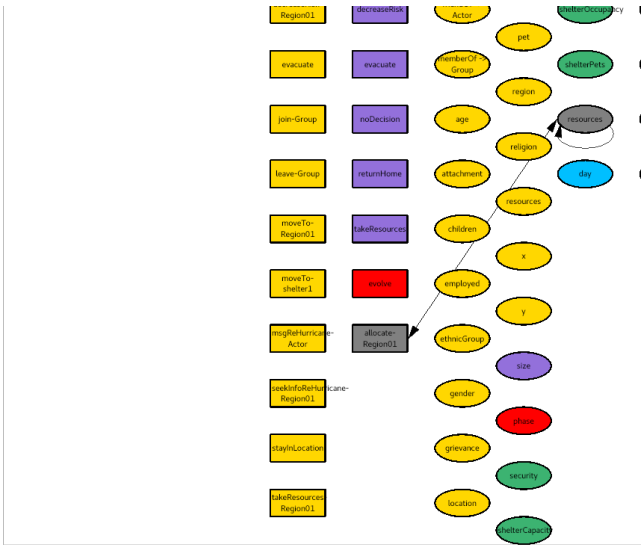

Figure 20: Ground Truth subgraph for System's resources

4 Actions

4.1 Nature evolve

4.1.1 Effect on Nature's category of Nature evolve

IF **Nature's phase**$'$=**none**or **approaching**or **active**
  IF **Nature's category**=0
    THEN
      20%: **Nature's category**$'\leftarrow$1
      20%: **Nature's category**$'\leftarrow$2
      20%: **Nature's category**$'\leftarrow$3
      20%: **Nature's category**$'\leftarrow$4
      20%: **Nature's category**$'\leftarrow$5
    ELSE IF **Nature's category**=1
      THEN
        60%: **Nature's category**$'\leftarrow$**Nature's category**
        40%: **Nature's category**$'\leftarrow$2
      ELSE IF **Nature's category**=5
        THEN
          40%: **Nature's category**$'\leftarrow$4
          60%: **Nature's category**$'\leftarrow$**Nature's category**
        ELSE
          20%: **Nature's category**$'\leftarrow$**Nature's category**-1
          60%: **Nature's category**$'\leftarrow$**Nature's category**
          20%: **Nature's category**$'\leftarrow$**Nature's category**+1

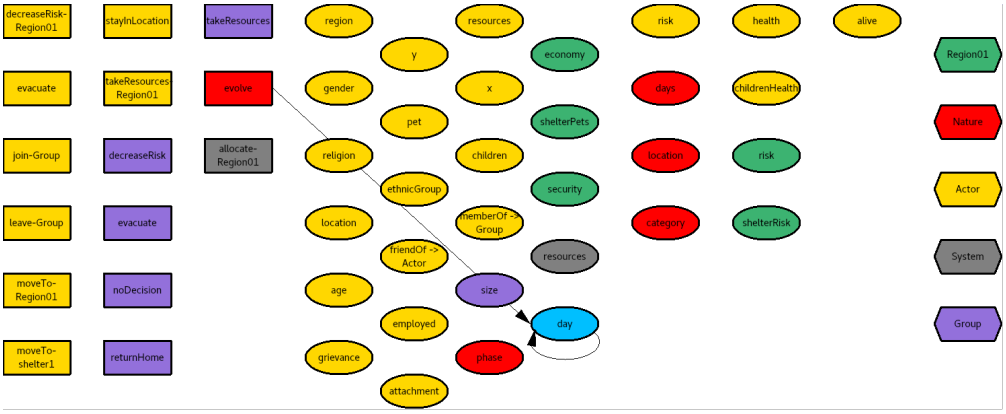

Figure 21: Ground Truth subgraph for day

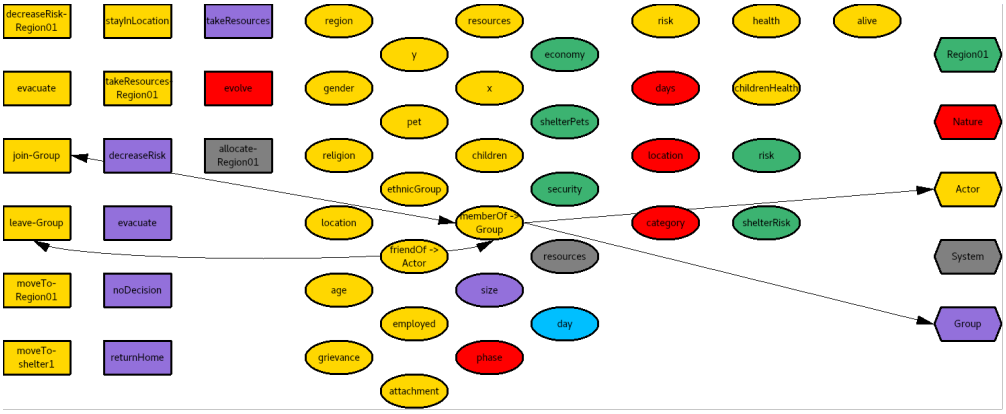

Figure 22: Ground Truth subgraph for Actor memberOf -> Group

1 **Nature's category**′←**Nature's category**
2 **Nature's category**′←0

4.1.2 Effect on Nature's days of Nature evolve

IF **Nature's phase**=**Nature's phase**′
THEN **Nature's days**′←**Nature's days**+1
ELSE **Nature's days**′←0

4.1.3 Effect on Nature's location of Nature evolve

IF **Nature's phase**′=**none**or **approaching**or **active**
IF **Nature's location**=**none**
THEN **Nature's location**′←**Region01**
ELSE **Nature's location**′←**Nature's location**
1 IF **Nature's location**=**Region01**
Nature's location′←**Nature's location**
Nature's location′←**none**
2 **Nature's location**′←**none**

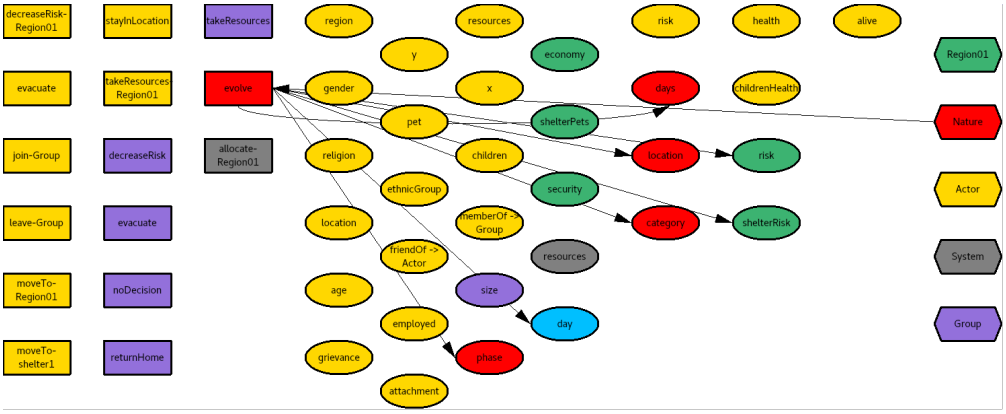

Figure 23: Ground Truth subgraph for Nature-evolve

4.1.4 Effect on Nature's phase of Nature evolve

IF **Nature's phase**=**none**or **approaching**
IF **Nature's days**>1
THEN
80%: **Nature's phase**′←**approaching**
19%: **Nature's phase**′←**none**
ELSE **Nature's phase**′←**none**
1 IF **Nature's days**>1
THEN
80%: **Nature's phase**′←**active**
19%: **Nature's phase**′←**approaching**
ELSE **Nature's phase**′←**approaching**
IF **Nature's location**=**none**
THEN **Nature's phase**′←**none**
ELSE **Nature's phase**′←**active**

4.1.5 Effect on Region01's risk of Nature evolve

IF **Nature's phase**′=**active**
THEN IF **Nature's location**′=**Region01**
Region01's risk′←80%·**Region01's risk**
IF **Nature's category**=[1,2,3,4,5]
Region01's risk′←90%·**Region01's risk**+0.10
1 **Region01's risk**′←80%·**Region01's risk**+0.20
2 **Region01's risk**′←70%·**Region01's risk**+0.30
3 **Region01's risk**′←60%·**Region01's risk**+0.40
4 **Region01's risk**′←50%·**Region01's risk**+0.50
ELSE **Region01's risk**′←80%·**Region01's risk**

4.1.6 Effect on Region01's shelterRisk of Nature evolve

IF **Nature's phase**′=**active**
THEN IF **Nature's location**′=**Region01**
THEN IF **Nature's category**=[1,2,3,4,5]
Region01's shelterRisk′←**Region01's shelterRisk**
1 **Region01's shelterRisk**′←80%·**Region01's shelterRisk**+0.20
2 **Region01's shelterRisk**′←60%·**Region01's shelterRisk**+0.40

3 **Region01's shelterRisk**′←39%·**Region01's shelterRisk**+0.60
4 **Region01's shelterRisk**′←19%·**Region01's shelterRisk**+0.80
ELSE **Region01's shelterRisk**′←**Region01's shelterRisk**
ELSE **Region01's shelterRisk**′←80%·**Region01's shelterRisk**

4.1.7 Effect on day of Nature evolve

day′←**day**+1

4.2 Actor decreaseRisk Region01

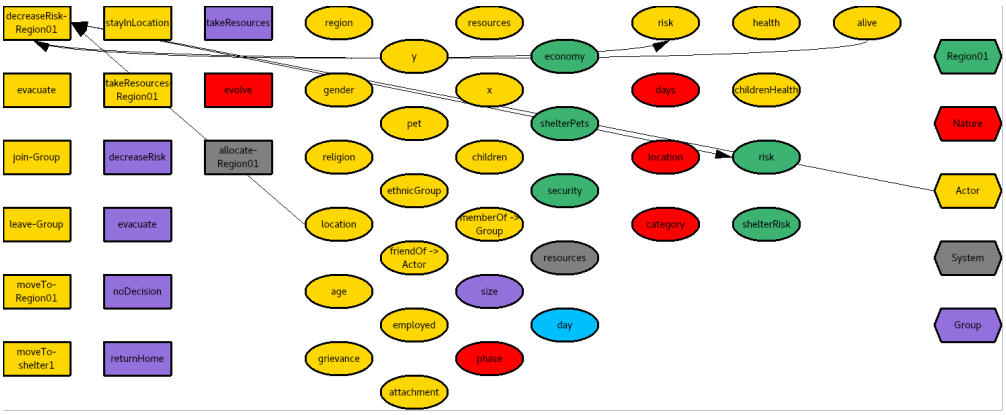

Figure 24: Ground Truth subgraph for Actor-decreaseRisk-Region01

4.2.1 Applicability of Actor decreaseRisk Region01

IF **Actor's location**=**Region01**
THEN IF **Actor's alive**
THEN **true**
ELSE **false**
ELSE **false**

4.2.2 Effect on Actor's risk of Actor decreaseRisk Region01

Actor's risk′←80%·**Actor's risk**+0.20

4.2.3 Effect on Region01's risk of Actor decreaseRisk Region01

Region01's risk′←80%·**Region01's risk**

4.3 Actor evacuate

4.3.1 Applicability of Actor evacuate

IF **Nature's phase**=**none**
THEN **false**
ELSE IF **Actor's location**=**evacuated**
THEN **false**
ELSE IF **Actor's alive**
THEN **true**
ELSE **false**

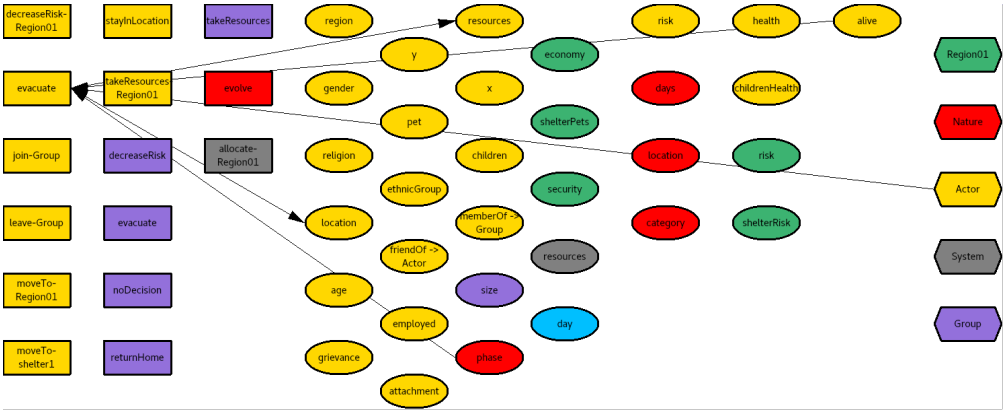

Figure 25: Ground Truth subgraph for Actor-evacuate

4.3.2 Effect on Actor's location of Actor evacuate

Actor's location$'\leftarrow$**evacuated**

4.3.3 Effect on Actor's resources of Actor evacuate

IF **Actor's resources**>0.20
THEN **Actor's resources**$'\leftarrow$**Actor's resources**-0.20
ELSE **Actor's resources**$'\leftarrow 0.00$

4.4 Actor join Group

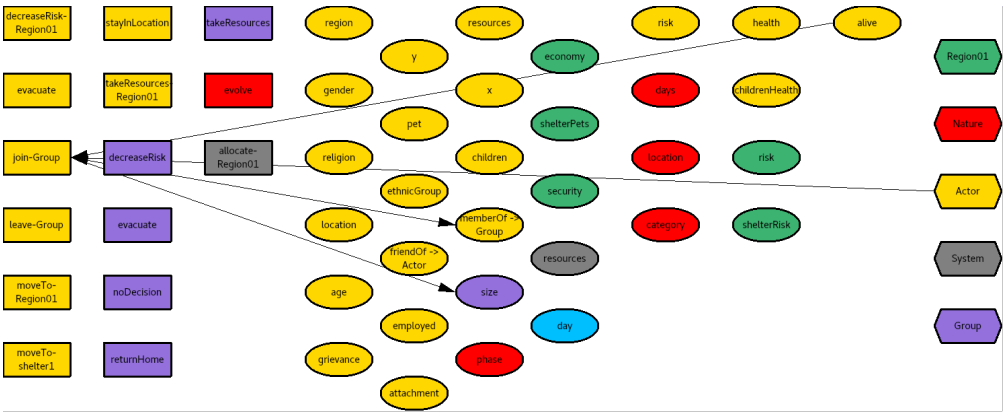

Figure 26: Ground Truth subgraph for Actor-join-Group

4.4.1 Applicability of Actor join Group

IF **Actor's alive**
THEN IF **Actor memberOf Group**
THEN **false**
ELSE **true**
ELSE **false**

4.4.2 Effect on Actor memberOf Group of Actor join Group

Actor memberOf Group$'$←true

4.4.3 Effect on Group's size of Actor join Group

Group's size$'$←Group's size+1

4.5 Actor leave Group

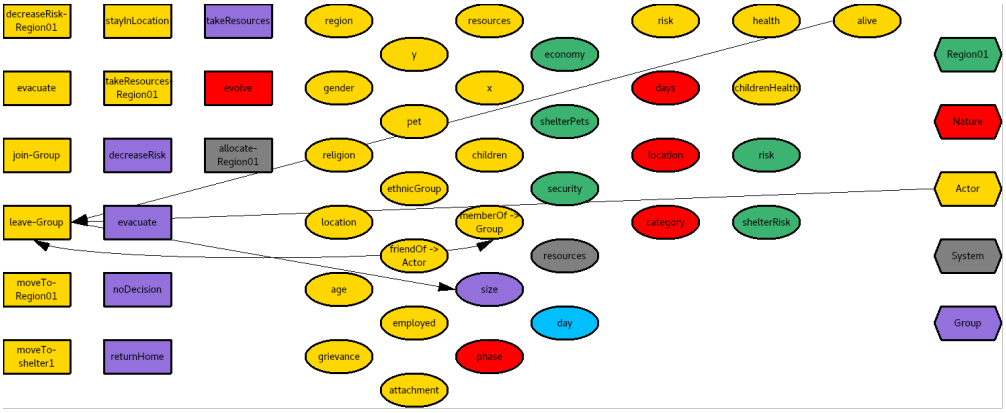

Figure 27: Ground Truth subgraph for Actor-leave-Group

4.5.1 Applicability of Actor leave Group

IF **Actor's alive**
THEN IF **Actor memberOf Group**
THEN **true**
ELSE **false**
ELSE **false**

4.5.2 Effect on Actor memberOf Group of Actor leave Group

Actor memberOf Group$'$←false

4.5.3 Effect on Group's size of Actor leave Group

Group's size$'$←Group's size−1

4.6 Actor moveTo Region01

4.6.1 Applicability of Actor moveTo Region01

IF **Actor's location={'evacuated', 'shelter1'}**
THEN **true**
ELSE **false**

4.6.2 Effect on Actor's location of Actor moveTo Region01

Actor's location$'$←Region01

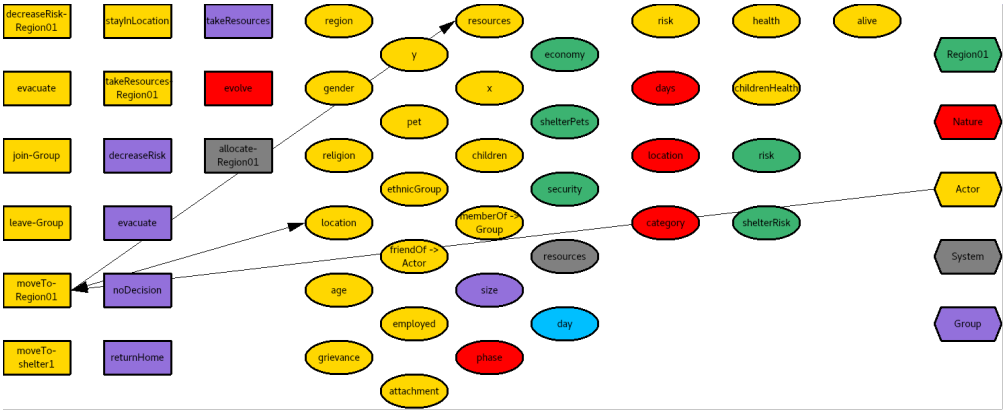

Figure 28: Ground Truth subgraph for Actor-moveTo-Region01

4.6.3 Effect on Actor's resources of Actor moveTo Region01

IF **Actor's alive**
THEN IF **Actor's employed**
THEN **Actor's resources**$'$←80%·**Actor's resources**+0.20
ELSE **Actor's resources**$'$←**Actor's resources**
ELSE **Actor's resources**$'$←**Actor's resources**

4.7 Actor moveTo shelter1

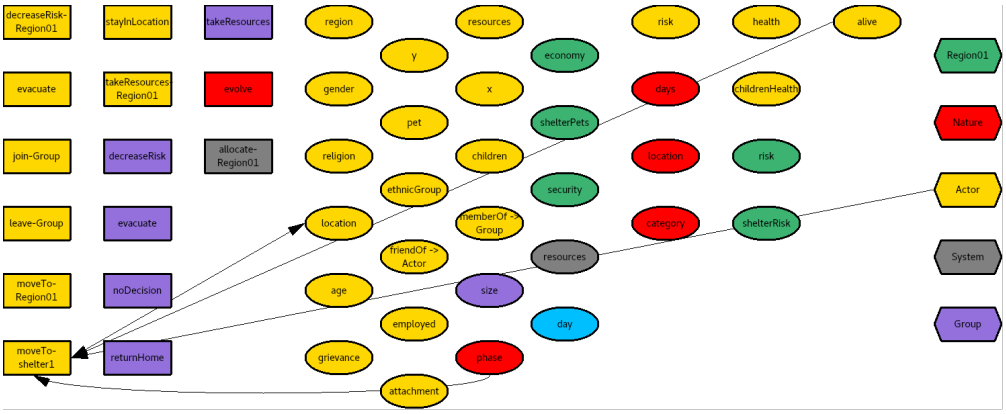

Figure 29: Ground Truth subgraph for Actor-moveTo-shelter1

4.7.1 Applicability of Actor moveTo shelter1

IF **Nature's phase=none**
THEN **false**
ELSE IF **Actor's alive**
THEN IF **Actor's location=shelter1**
THEN **false**
ELSE **true**
ELSE **false**

4.7.2 Effect on Actor's location of Actor moveTo shelter1

Actor's location′←shelter1

4.8 Actor stayInLocation

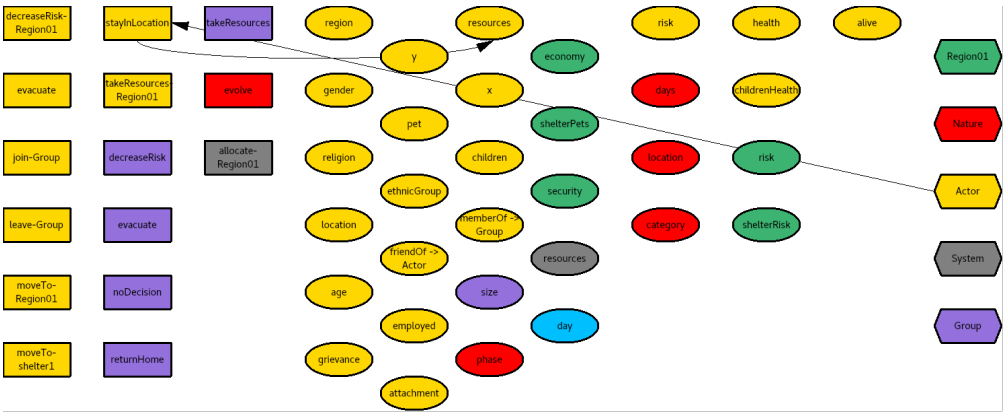

Figure 30: Ground Truth subgraph for Actor-stayInLocation

4.8.1 Effect on Actor's resources of Actor stayInLocation

IF **Actor's alive**
THEN IF **Actor's employed**
THEN IF **Actor's location={'Region01', 'evacuated'}**
THEN **Actor's resources′**←80%·**Actor's resources**+0.20
ELSE **Actor's resources′**←**Actor's resources**
ELSE **Actor's resources′**←**Actor's resources**
ELSE **Actor's resources′**←**Actor's resources**

4.9 Actor takeResources Region01

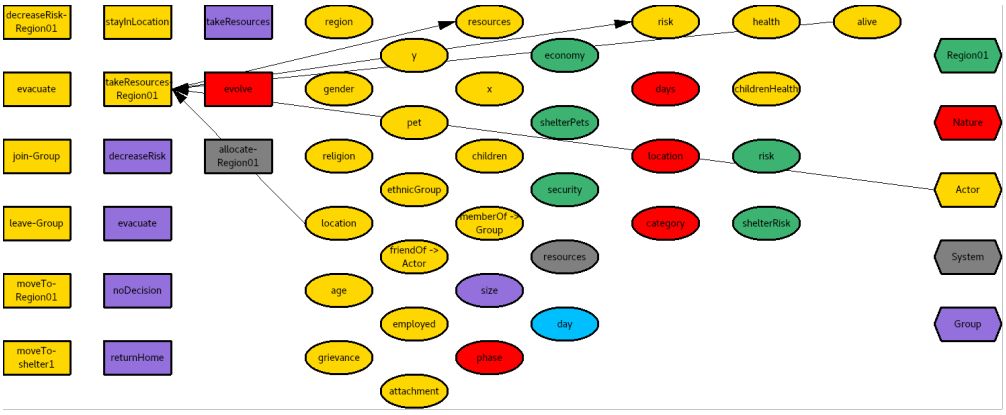

Figure 31: Ground Truth subgraph for Actor-takeResources-Region01

4.9.1 Applicability of Actor takeResources Region01

IF **Actor's location**=**Region01**
THEN IF **Actor's alive**
THEN **true**
ELSE **false**
ELSE **false**

4.9.2 Effect on Actor's resources of Actor takeResources Region01

Actor's resources′←80%·**Actor's resources**+0.20

4.9.3 Effect on Actor's risk of Actor takeResources Region01

IF **Nature's phase**=**none**
THEN **Actor's risk**′←19%·**Actor's risk**+0.80
ELSE **Actor's risk**′←40%·**Actor's risk**+0.60

4.10 System allocate Region01

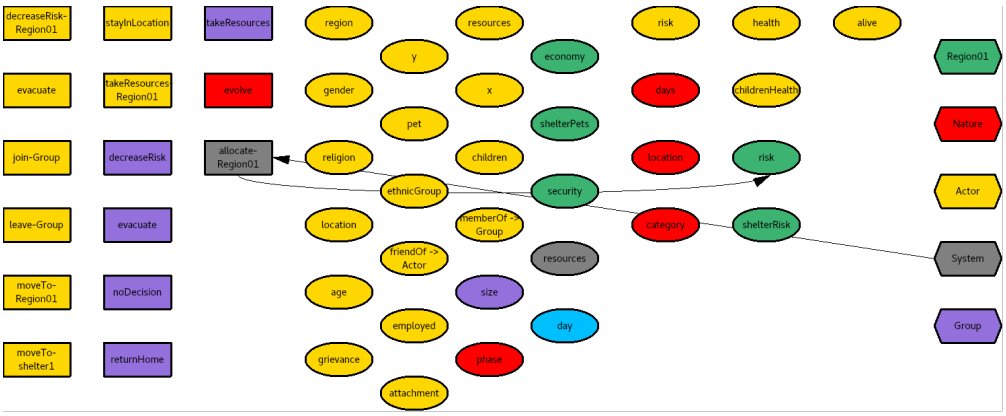

Figure 32: Ground Truth subgraph for System-allocate-Region01

4.10.1 Effect on Region01's risk of System allocate Region01

Region01's risk′←80%·**Region01's risk**

4.11 Group decreaseRisk

4.11.1 Applicability of Group decreaseRisk

IF **Group's size**>0
THEN **true**
ELSE **false**

4.12 Group evacuate

4.12.1 Applicability of Group evacuate

IF **Nature's phase**=**none**
THEN **false**
ELSE **true**

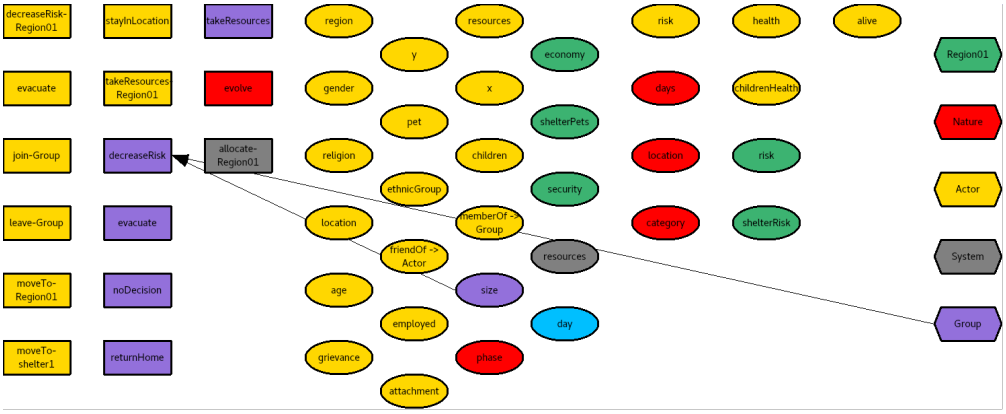

Figure 33: Ground Truth subgraph for Group-decreaseRisk

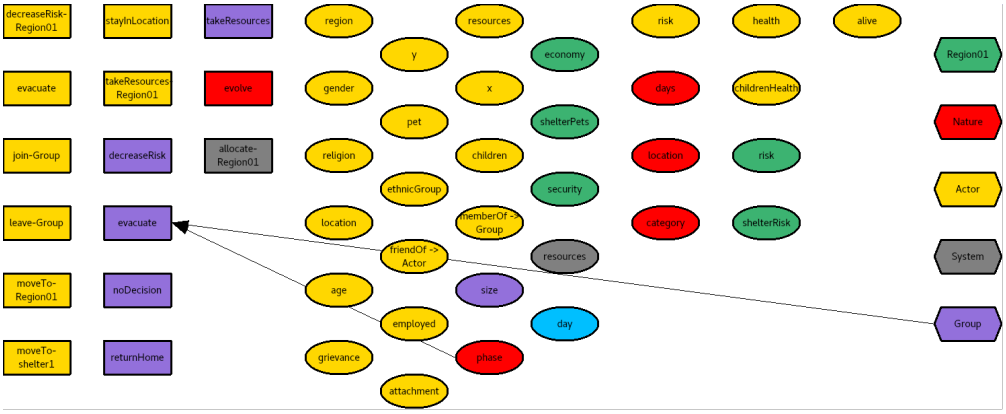

Figure 34: Ground Truth subgraph for Group-evacuate

4.13 Group noDecision

4.14 Group returnHome

4.15 Group takeResources

4.15.1 Applicability of Group takeResources

IF **Group's size**>0
THEN **true**
ELSE **false**

5 Expected Reward

5.1 Actor's Reward

IF **Actor's risk**>0.60
THEN IF **Actor's attachment**=**anxious**
THEN R←20%·**Actor memberOf Group**+40%·**Actor's childrenHealth**+60%·**Actor's health**+20%·**Actor's resources**+-60%·**Region01's risk**
ELSE IF **Actor's attachment**=**avoidant**
THEN R←-20%·**Actor memberOf Group**+40%·**Actor's childrenHealth**+60%·**Actor's health**+20%·**Actor's resources**+-60%·**Region01's risk**

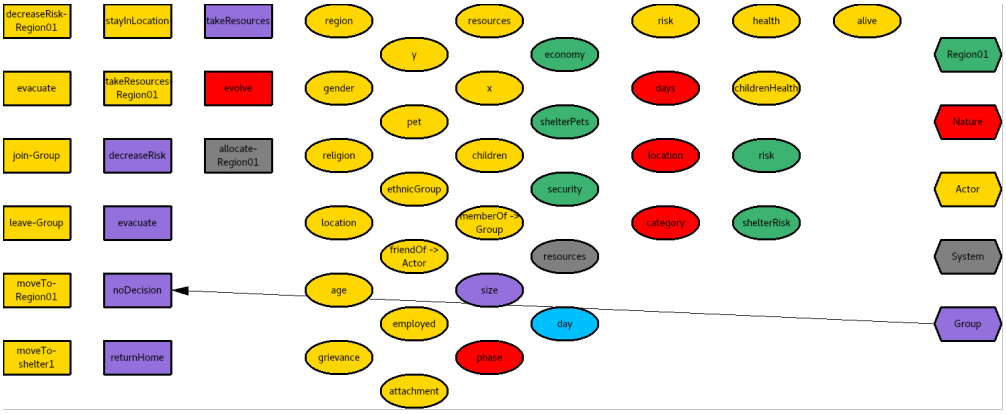

Figure 35: Ground Truth subgraph for Group-noDecision

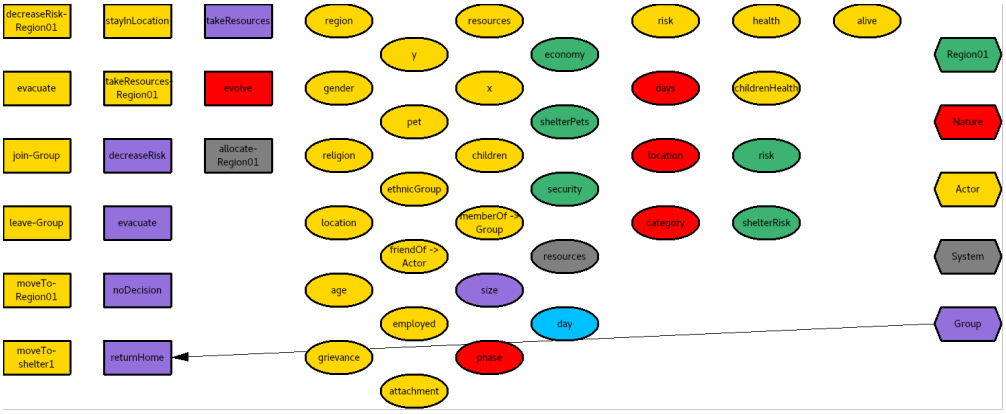

Figure 36: Ground Truth subgraph for Group-returnHome

ELSE R←40%·**Actor's childrenHealth**+60%·**Actor's health**+20%·**Actor's resources**+-60%·**Region01's risk**

ELSE R←40%·**Actor's childrenHealth**+60%·**Actor's health**+20%·**Actor's resources**+-60%·**Region01's risk**

5.2 Group's Reward

IF **Actor's risk**>0.60

THEN IF **Actor's attachment**=**anxious**

THEN R←20%·**Actor memberOf Group**+40%·**Actor's childrenHealth**+60%·**Actor's health**+20%·**Actor's resources**+-60%·**Region01's risk**

ELSE IF **Actor's attachment**=**avoidant**

THEN R←-20%·**Actor memberOf Group**+40%·**Actor's childrenHealth**+60%·**Actor's health**+20%·**Actor's resources**+-60%·**Region01's risk**

ELSE R←40%·**Actor's childrenHealth**+60%·**Actor's health**+20%·**Actor's resources**+-60%·**Region01's risk**

ELSE R←40%·**Actor's childrenHealth**+60%·**Actor's health**+20%·**Actor's resources**+-60%·**Region01's risk**

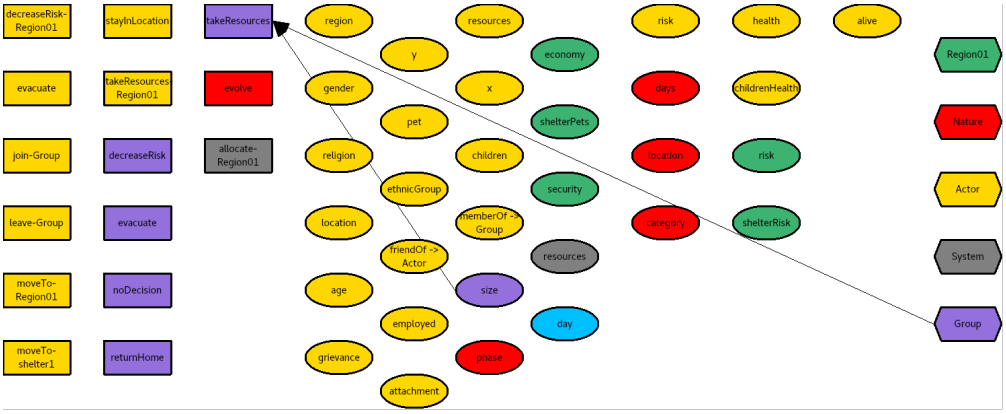

Figure 37: Ground Truth subgraph for Group-takeResources

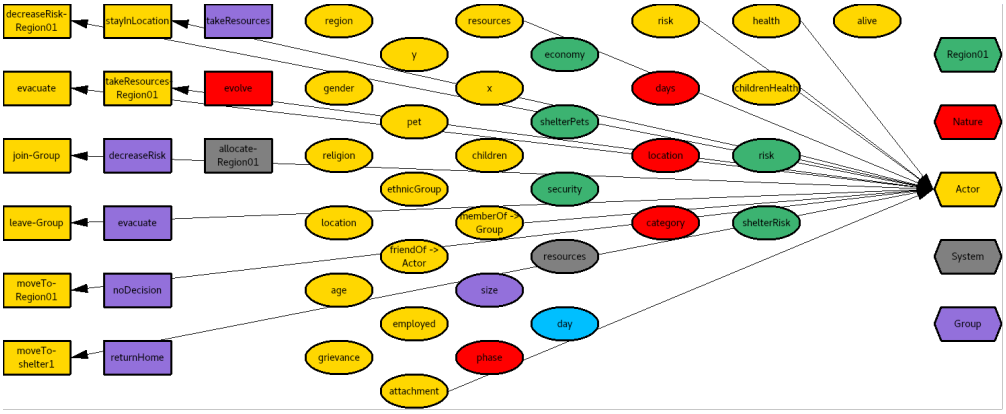

Figure 38: Ground Truth subgraph for Actor

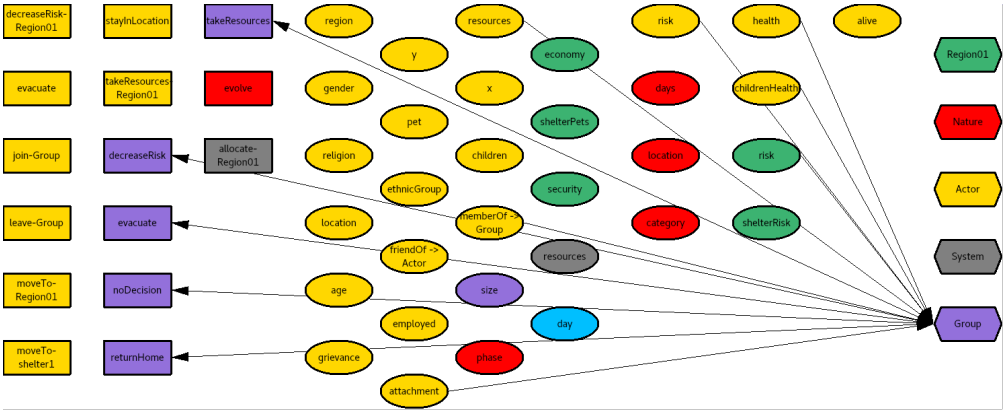

Figure 39: Ground Truth subgraph for Group