

Learning Context Conditions for BDI Plan Selection

Dhirendra Singh¹ Sebastian Sardina¹ Lin Padgham¹ Stéphane Airiau²

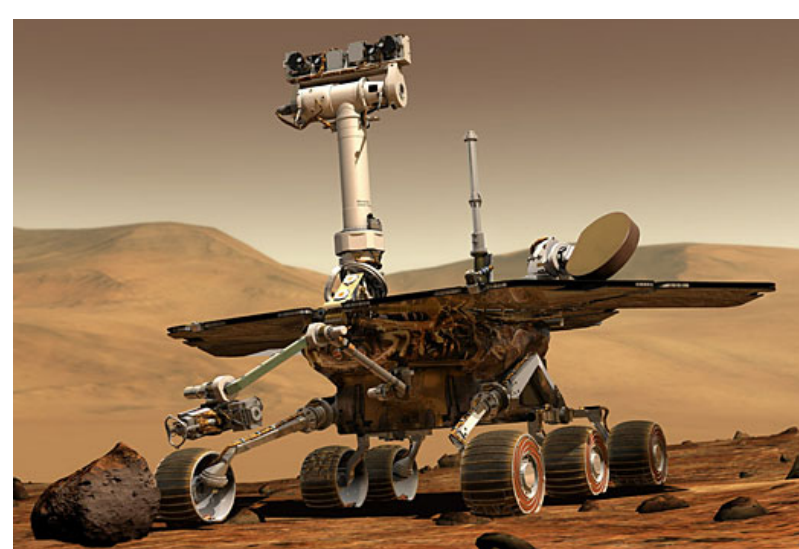
¹School of Computer Science & Information Technology, RMIT University, Australia

²Institute for Logic, Language and Computation, University of Amsterdam, The Netherlands

Summary

We address the **plan selection problem** in Belief, Desire, Intentions (BDI) Agent Systems.

Context conditions of plans determine applicability in given situations, and must be specified upfront. However, new environments often require learning changes to selection conditions.



Easing this constraint

would allow conditions to be **refined** once deployed, improving adaptability.

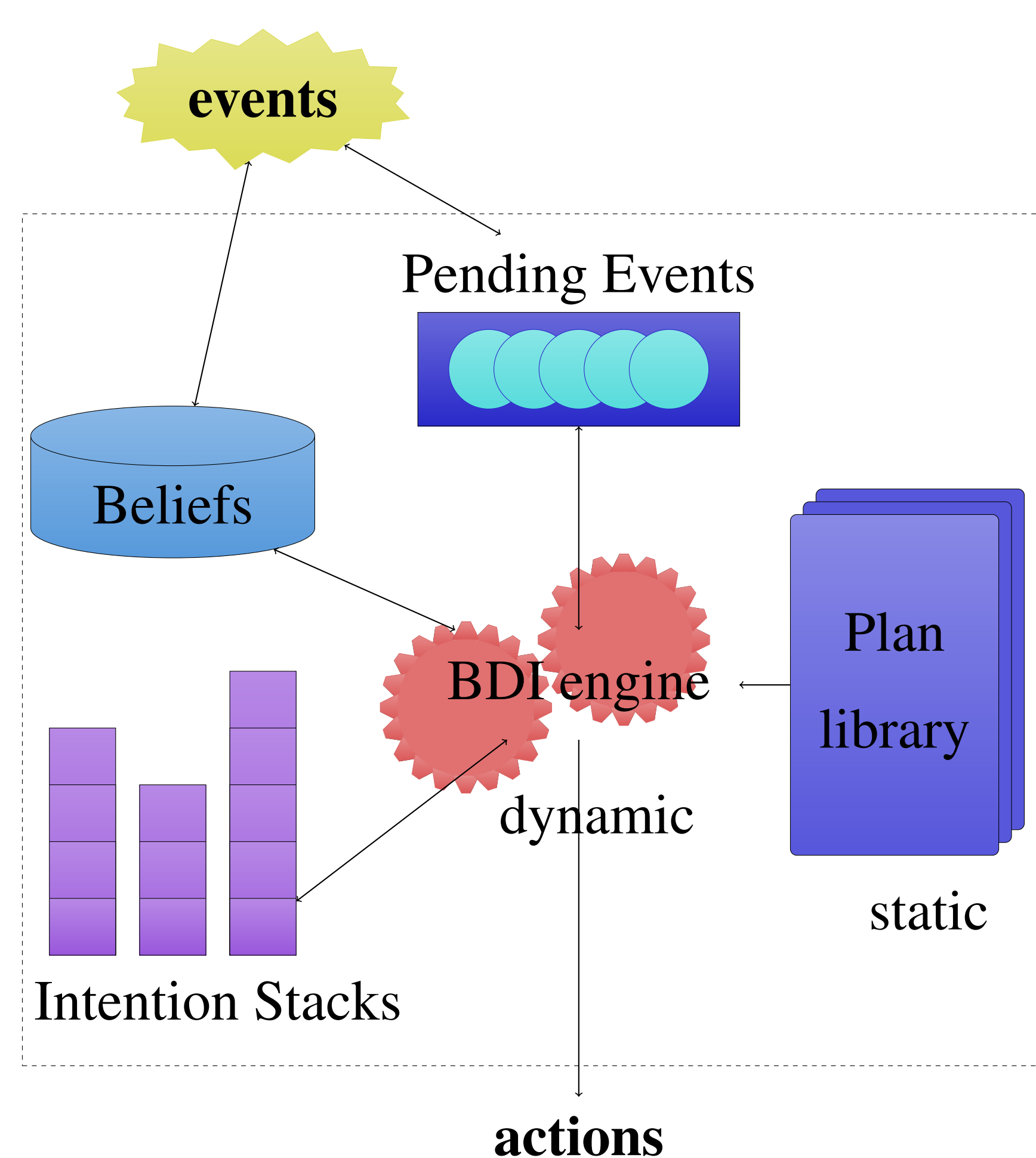
Our learning framework augments plan's context conditions with **decision trees**, allowing **plan applicability** to be learnt from experience.

Using a **probabilistic plan selection** function, the agent balances exploration and exploitation of plans, while learning online.

BDI Architecture

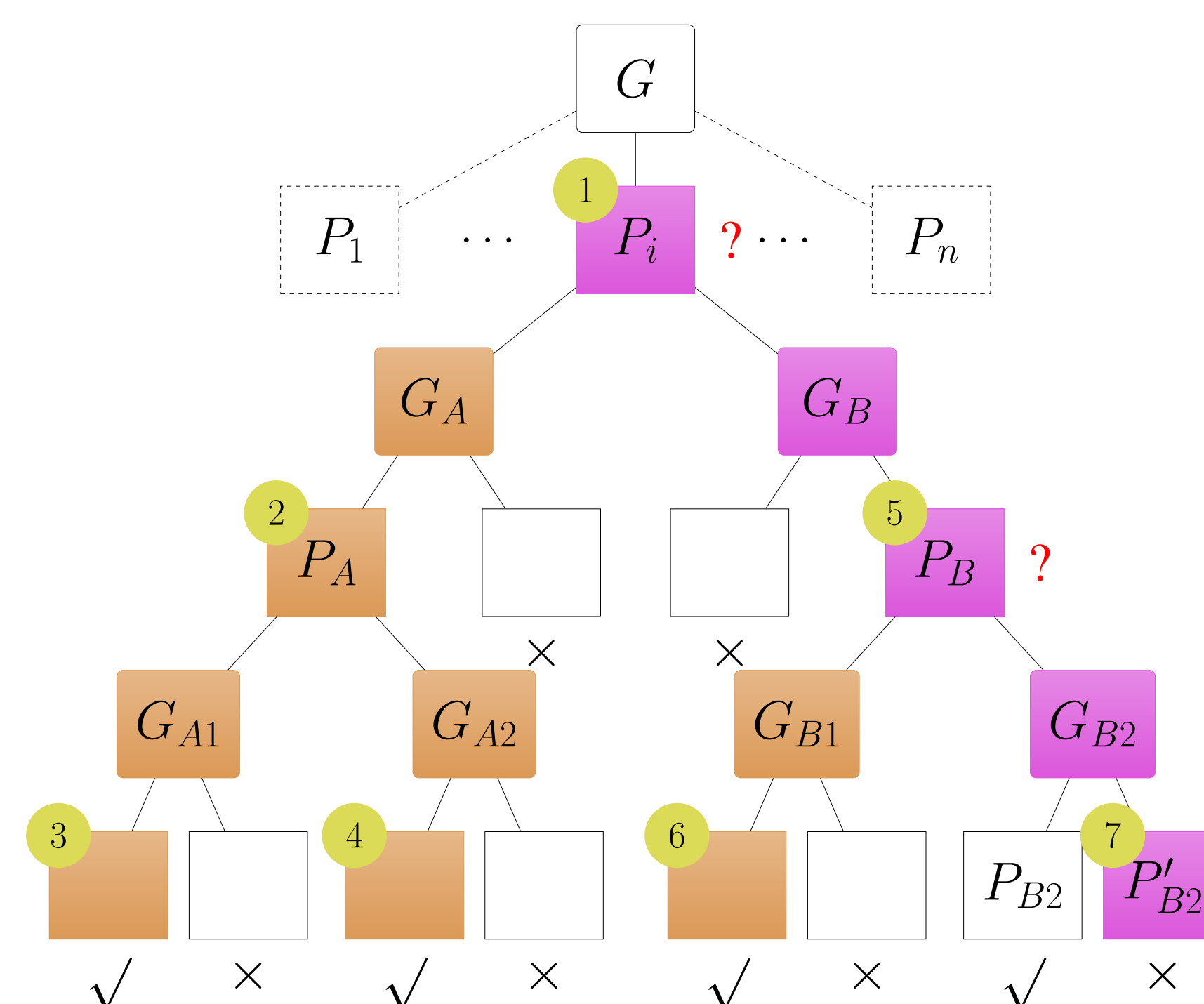
A **plan** is a rule $e : \psi \leftarrow \delta$; program δ is a strategy for goal e when condition ψ holds.

The burden for the programmer is to perfectly design the logical formula ψ .



Plans perform primitive actions or post sub-goals to be handled in a **hierarchical** manner.

Learning Task

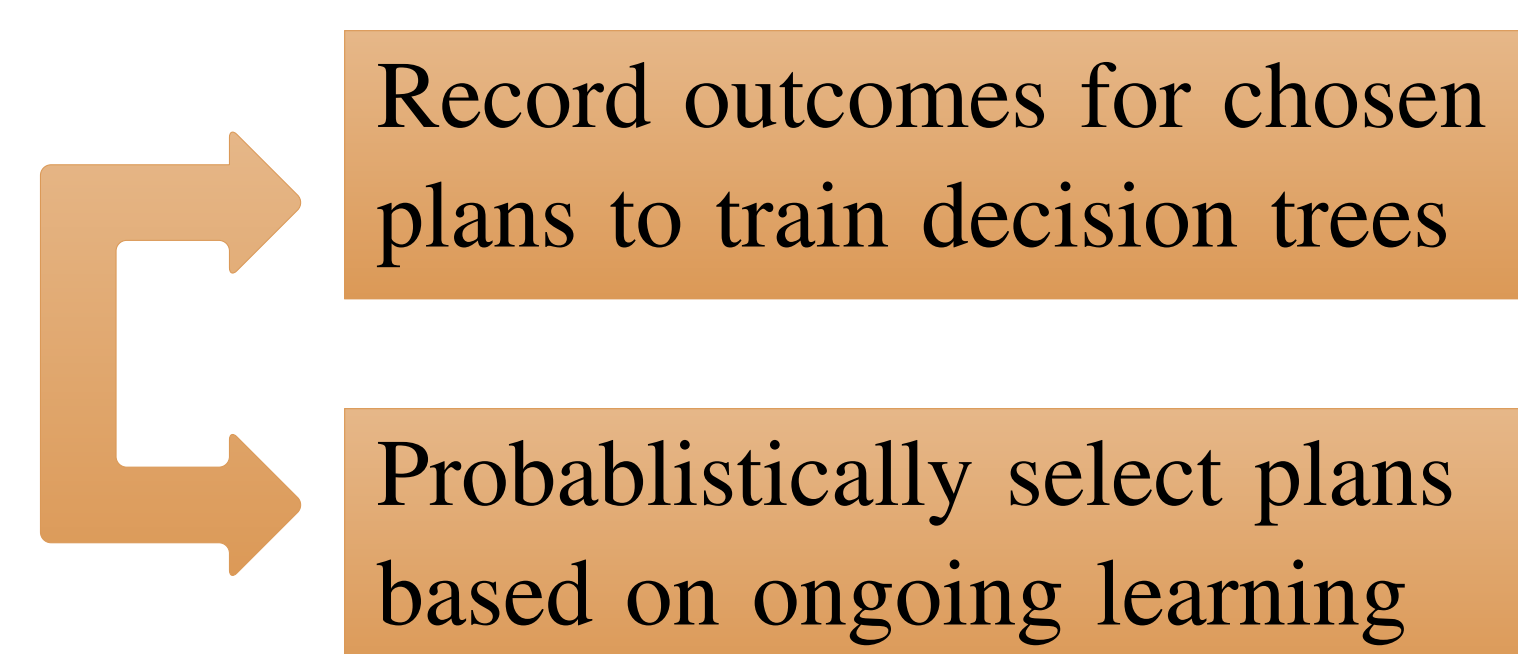


1. The imposed BDI hierarchy implies that high level plans may fail not because they were poor choices for the situation but due to poor choices further below.
2. Learning is performed **online** while acting in the environment, so care must be taken in how much **confidence** to put in each decision tree on an ongoing basis.

BDI Learning Framework

Each plan's logical formula context condition is augmented with a **decision tree**.

A **probabilistic plan selection function** balances exploitation of ongoing decision tree learning and further exploration of the state space.



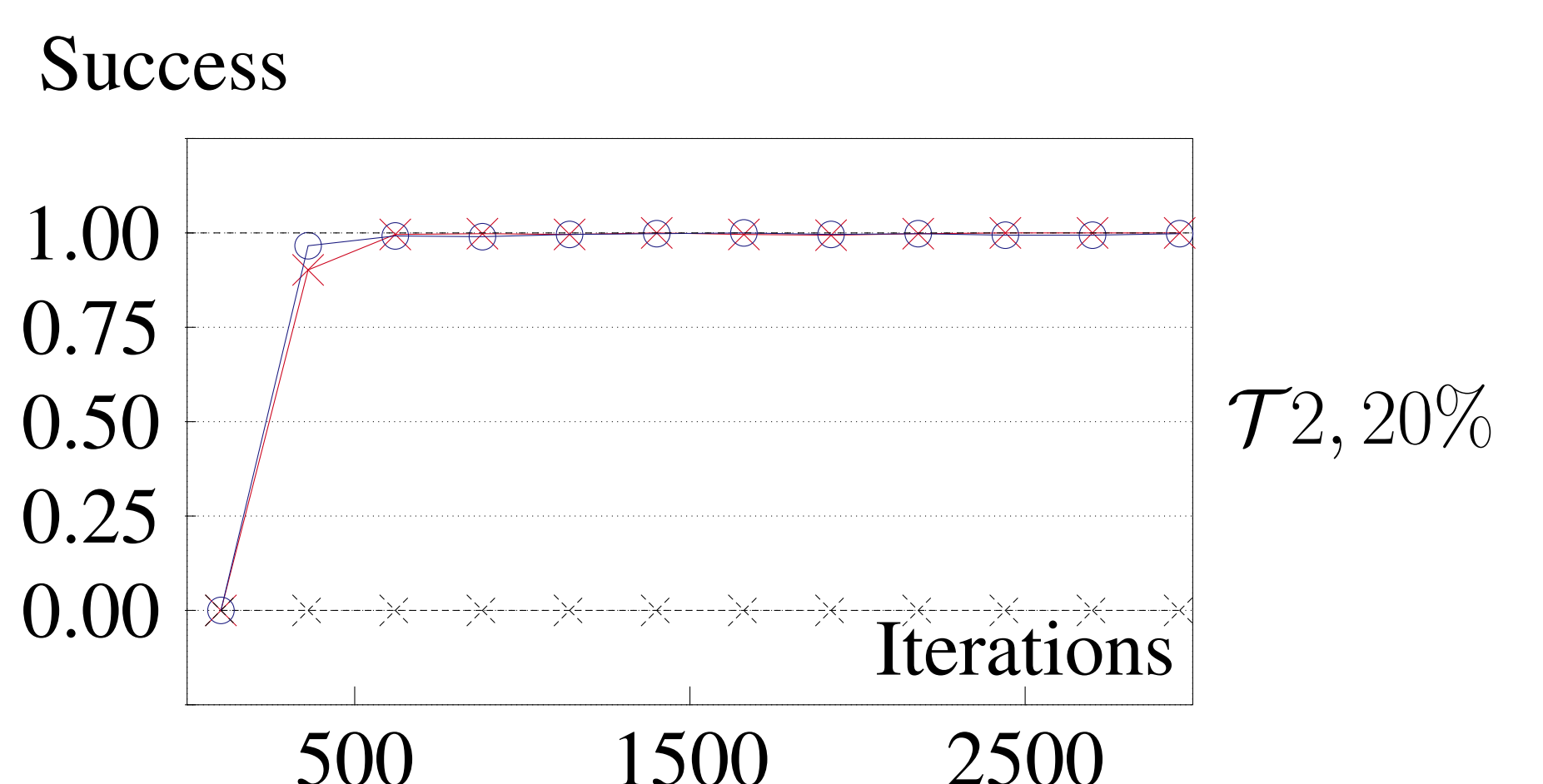
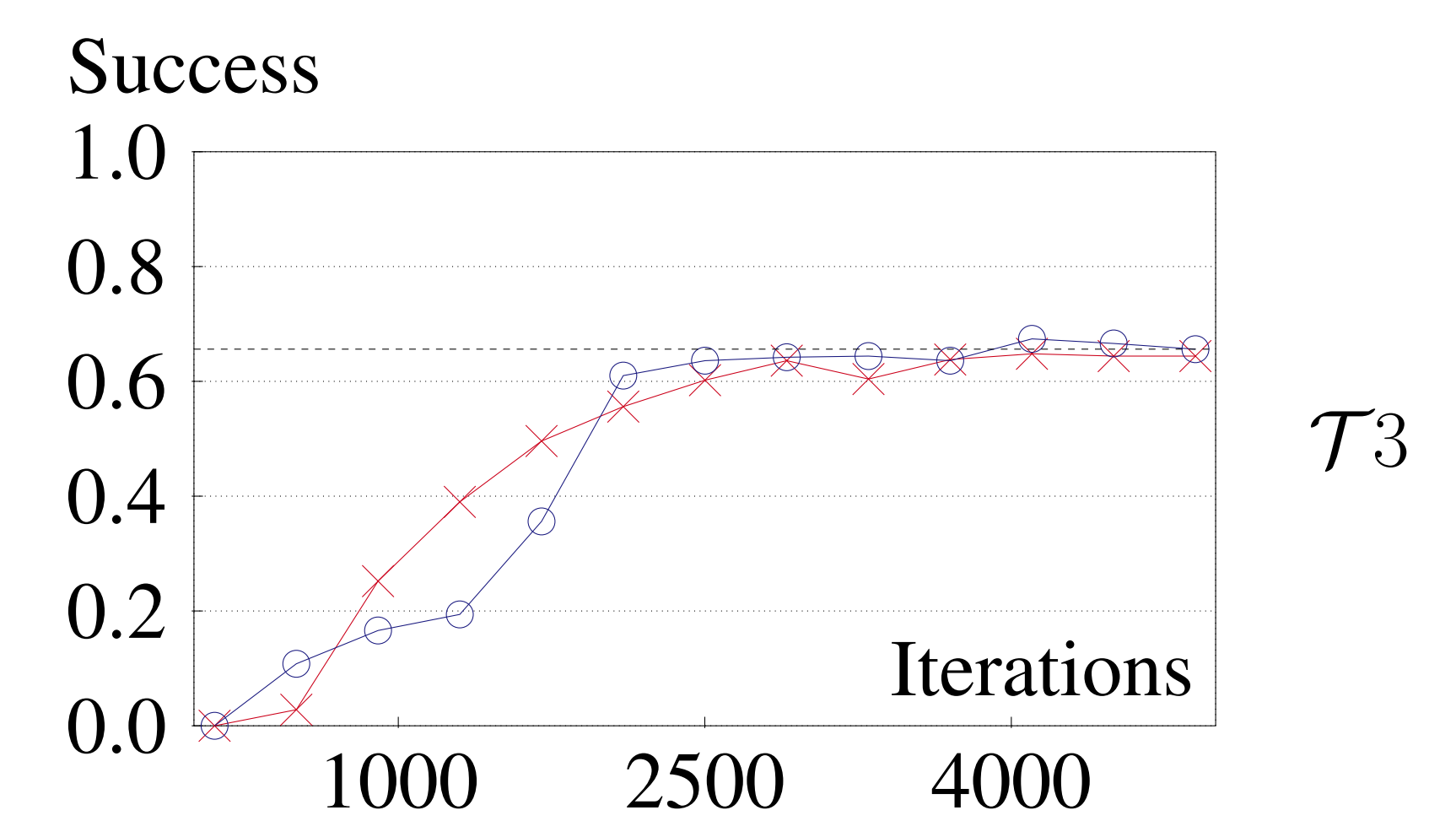
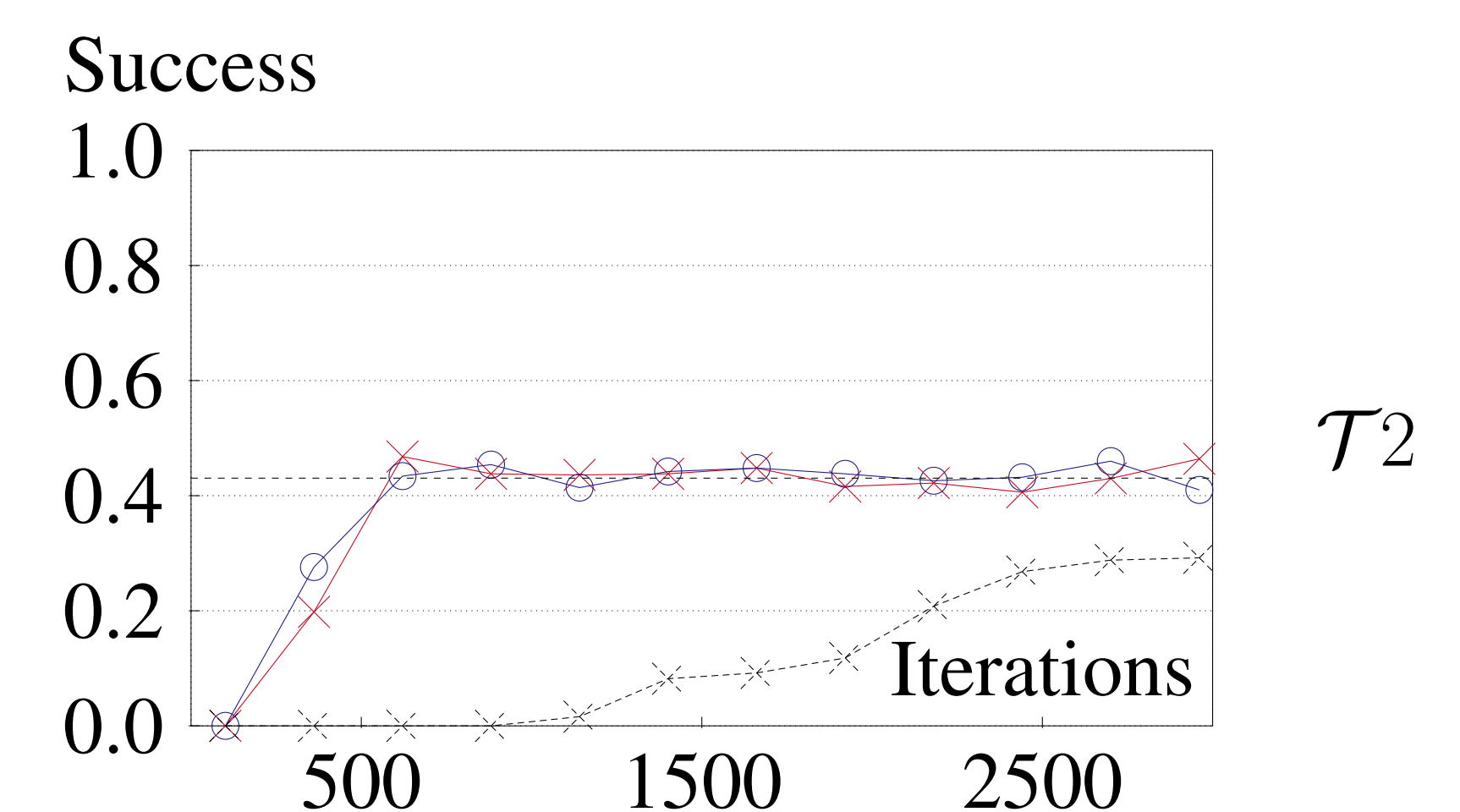
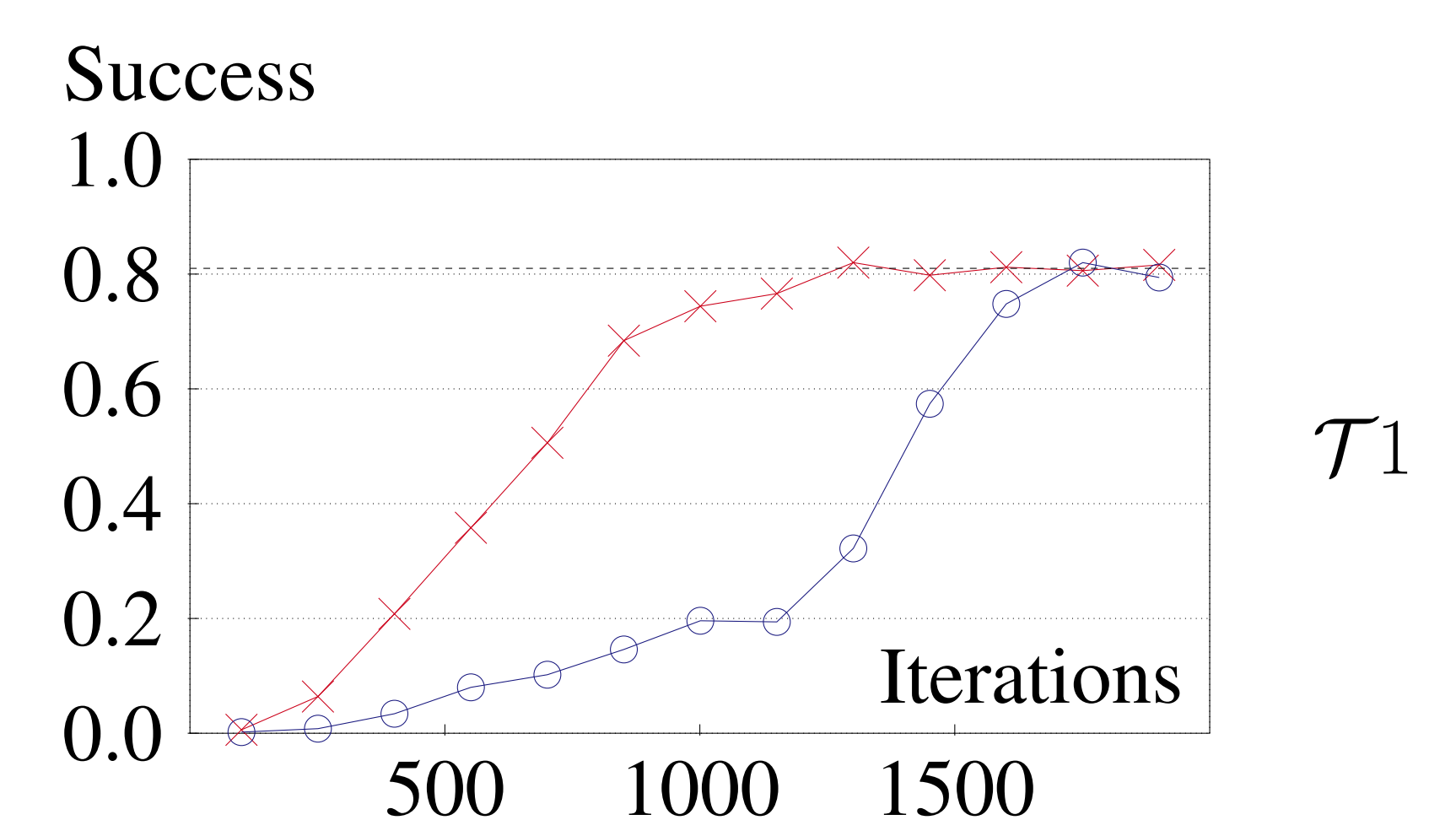
Acting and learning are interleaved. Ongoing learning impacts the choice of future actions that impact subsequent learning and whether a good solution is eventually found.

Experimentation

We study the impact of goal-plan structures on learning performance. We use **synthetic hierarchies** that model some features of real BDI programs.

How to record training set: We compare two approaches, a conservative one (BUL) that only records failures when all plan choices are considered well-informed, and an aggressive one (ACL) that records all outcomes.

How to use decision trees: A confidence measure is applied to the decision tree prediction to calculate plan selection weights. Confidence is related to the **coverage** of paths below a plan.



Results comparing **ACL+coverage** (crosses) and **BUL** (circles) for various goal-plan hierarchies.