

# Learning Context Conditions for BDI Plan Selection

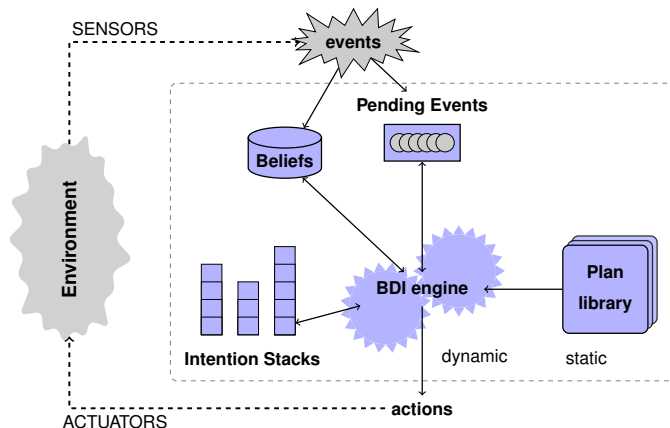
Dhirendra Singh<sup>1</sup>   Sebastian Sardina<sup>1</sup>   Lin Padgham<sup>1</sup>  
Stéphane Airiau<sup>2</sup>

<sup>1</sup>School of Computer Science & Information Technology  
RMIT University, Australia

<sup>2</sup>Institute for Logic, Language and Computation  
University of Amsterdam, The Netherlands

Autonomous Agents and Multiagent Systems  
May 2010

# Learning BDI Plan Selection



Plan  $\delta$  is a strategy to resolve event  $e$  whenever context  $\psi$  holds.  
Our focus is the **plan selection problem** i.e. to learn  $\psi$ .

## The Belief-Desire-Intention (BDI) model of agency

- Is robust and well suited for dynamic environments.
- Has inspired several development platforms (PRS, AgentSpeak(L), JACK, JASON, SPARK, 3APL and others).
- Has been deployed in practical systems like UAVs.

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## Nonetheless

- Behaviours (plans) and the situations where they apply (context) are **fixed at design time**.
- For complex domain, it is difficult to specify **complete** context conditions upfront.
- Once deployed, the agent has no means to **adapt** to changes in the initial environment.

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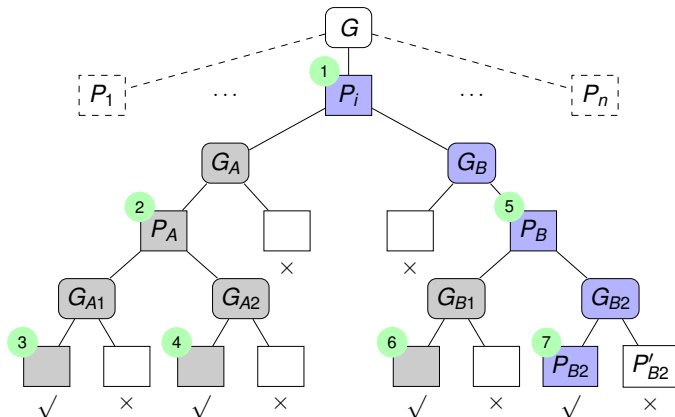
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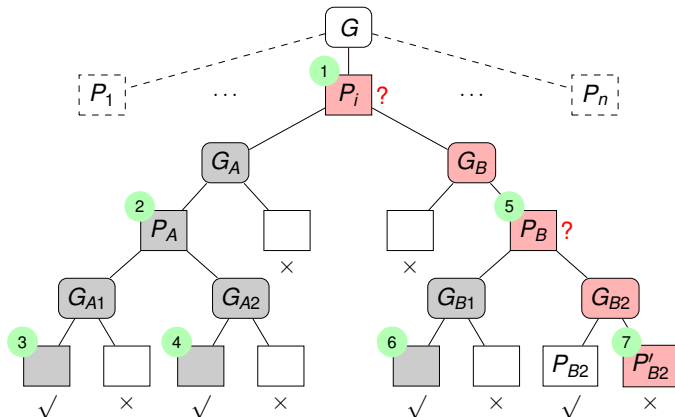
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# Learning From Plan Choices



Execution trace for successful resolution of goal  $G$  given world state  $w$ .  
Success means that all correct choices were made.

# Learning From Plan Choices



Possible execution trace where goal  $G$  is not resolved for  $w$ .  
Should non-leaf plans consider this failure meaningful?

## 1. Collecting training data for learning

- **ACL**: Aggressive approach that considers all failures as meaningful.
- **BUL**: Conservative approach that records failures only when choices below are considered to be well-informed.
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- Obtain a numeric measure of **confidence** in the ongoing learning output (i.e. a plan's likelihood of success in the situation).
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## Previous work (Airiau et al. 2009)

- Augment static logical context conditions of plans with dynamic **decision trees**.
- Select plans **probabilistically** based on their ongoing expectation of success.
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# Assumptions

Aim is to understand the nuances of learning under different goal-plan hierarchies using a simplified setting:

- Recursive/parameterised events or relational beliefsets not addressed.
- BDI failure recovery mechanism disabled during learning.
- Synthetic plan library with empty initial context conditions used.
- Simple account of non-determinism: successful actions have a 10% probability of failure.

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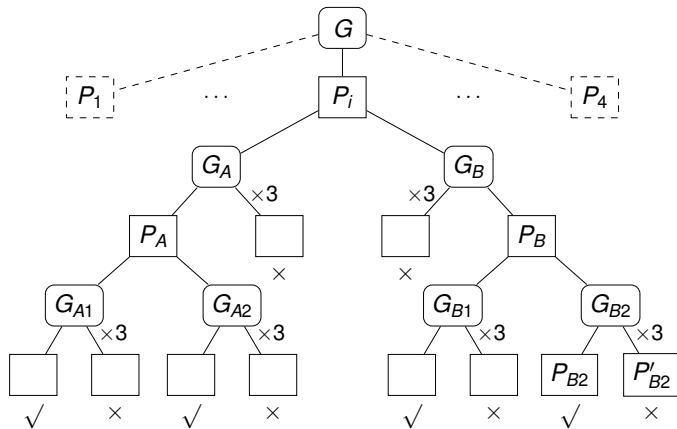
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Ongoing work aims to relax these constraints towards a more practical system.

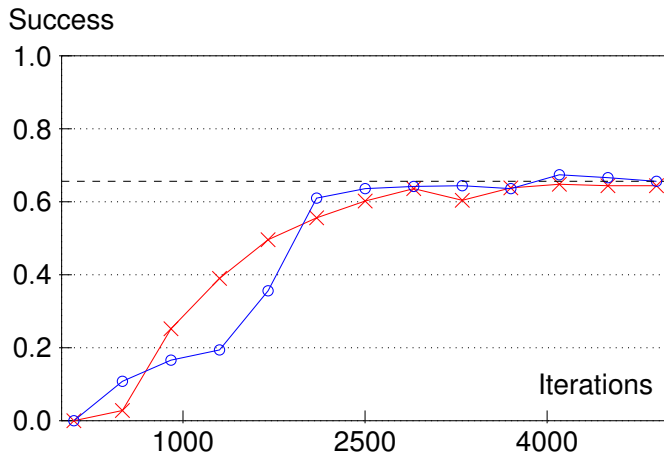


# Results: Does Selective Recording Matter?



Structure where both schemes show **comparable performance**.

# Results: Does Selective Recording Matter? (cont.)



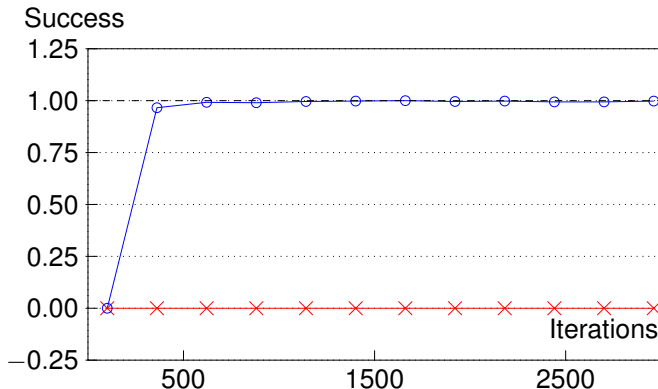
Performance of ACL (crosses) vs. BUL (circles).  
Dashed line shows optimal performance.

# Results: Learning with Applicability Filtering

Plan execution is generally not cost-free, so agent may fail a goal **without even trying** if it is unlikely to succeed.

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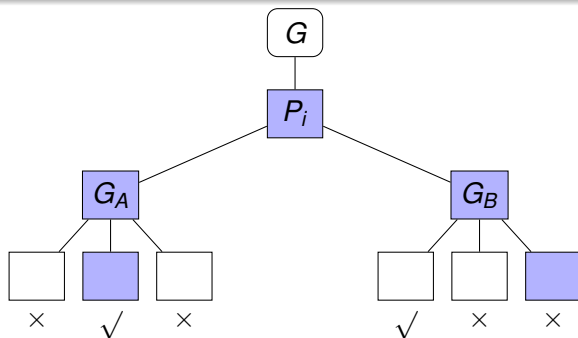


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# Improving Plan Selection

## Coverage-based confidence measure

Idea is that confidence in a plan's decision tree increases as more choices below the plan are **covered**.



Highlighted path shows 1/9 possible choices under  $P_i$ .

# Improving Plan Selection (cont.)

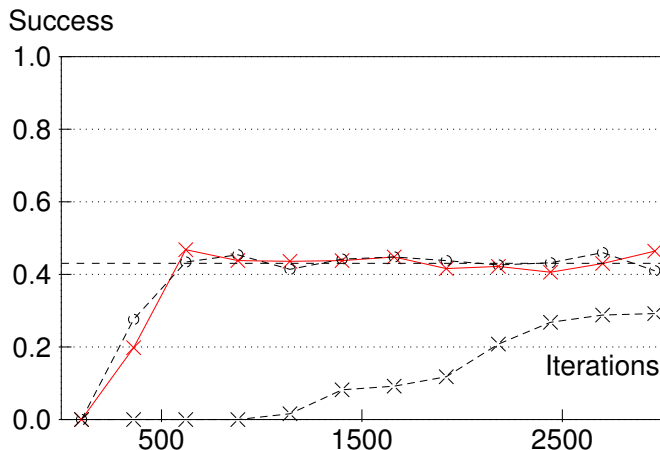
## How confidence influences plan selection

- When the plan has not been tried before (zero coverage) we bias towards the default weight of 0.5.
- As more options are tried (approaching full coverage), we progressively bias towards the decision tree probability  $p_T(w)$ .

## Plan selection weight calculation

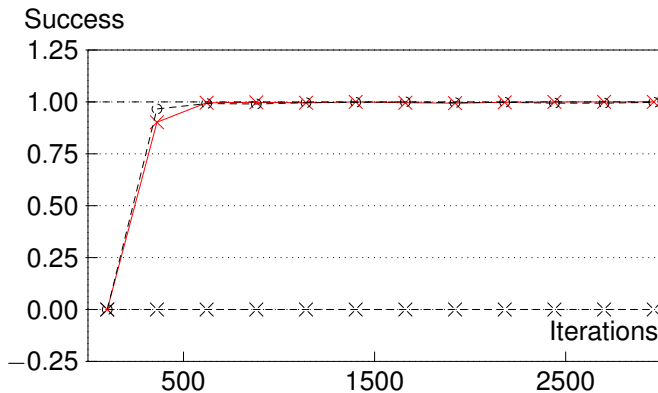
$$\Omega'_T(w) = 0.5 + [c_T(w) * (p_T(w) - 0.5)] .$$

# Results: Goal-Plan Hierarchy B



Performance of ACL+ $\Omega'_T$  (red crosses) vs. previous results in structure that suits the conservative **BUL** approach. Dashed line shows optimal performance.

# Results: Learning with Applicability Filtering



Performance of  $ACL+\Omega'_T$  (red crosses) vs. previous results



# Learning Context Conditions for BDI Plan Selection

- Learning BDI plan selection is desirable since designing exact **context conditions** for practical systems is non-trivial.
- Our approach uses decision trees to learn the context condition of plans.
- We suggest that an **aggressive sampling scheme** combined with a **coverage-based confidence measure** is a good candidate approach for the general hierarchical setting.

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M. Bratman, D. Israel, and M. Pollack.  
Plans and resource-bounded practical reasoning.  
*Computational Intelligence*, 4(4):349–355, 1988.

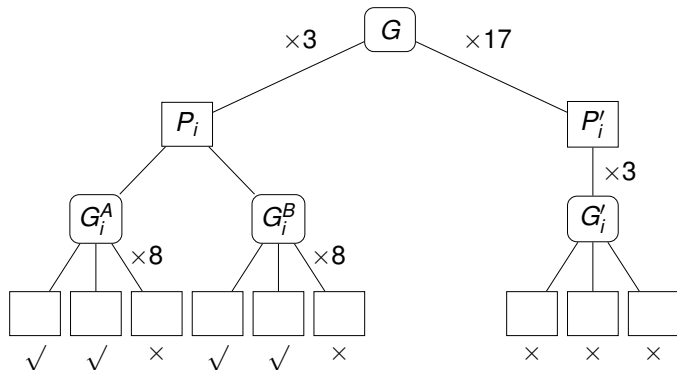


A.S. Rao  
AgentSpeak (L): BDI agents speak out in a logical computable language.  
*Lecture Notes in Computer Science*, 1038:42–55, 1996.



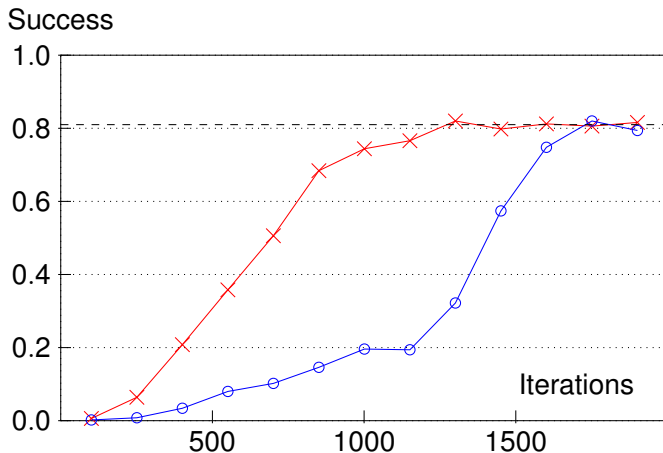
S. Airiau, L. Padgham, S. Sardina, and S. Sen.  
Enhancing Adaptation in BDI Agents Using Learning Techniques.  
*International Journal of Agent Technologies and Systems*, 2009.

# Goal-Plan Structure T1



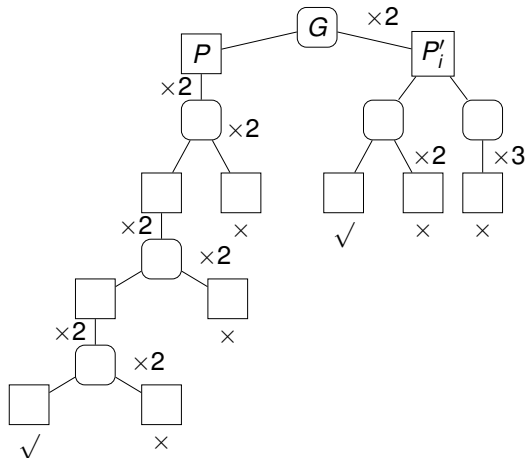
Structure where one of many complex options has a solution. This configuration suits the aggressive **ACL** approach.

# Results: Goal-Plan Structure T1



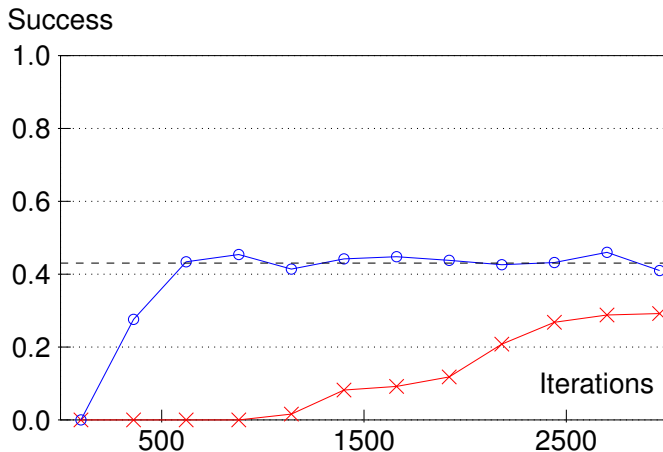
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## Goal-Plan Structure T2



Structure has solution in one complex option.  
This configuration suits the conservative **BUL** approach.

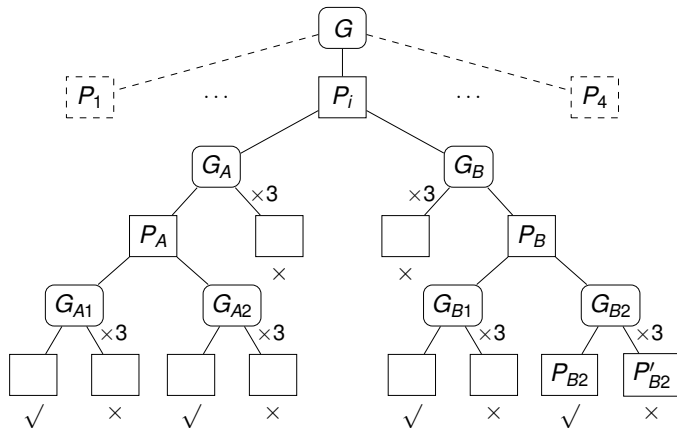
# Results: Goal-Plan Structure T2



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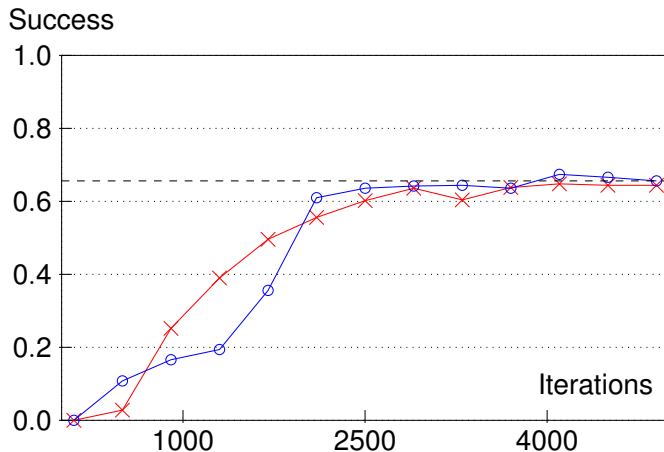


# Goal-Plan Structure T3



Structure where both schemes show **comparable performance**.

# Results: Goal-Plan Structure T3



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