

Bayesact Help Guide

Requirements:

- Requires Python 2.7
- Requires wxPython3.0, matplotlib, and wxmpl2.0 installed

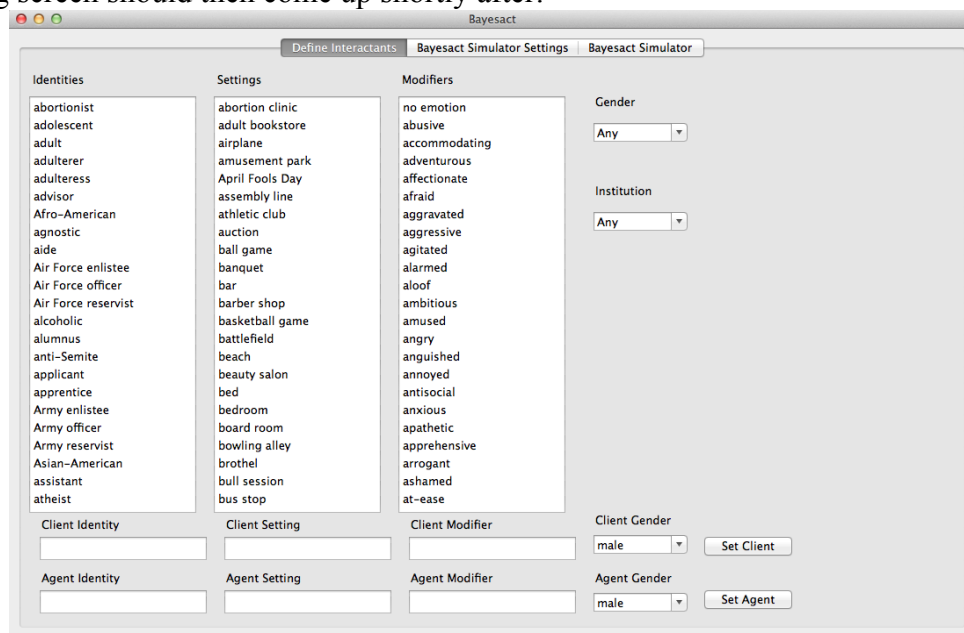
To run bayesact, type in

`python bayesactgui.py`



on the terminal and press enter

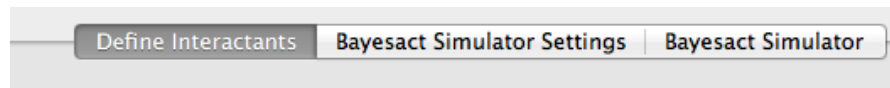
The following screen should then come up shortly after:



This is the Graphical User Interface (GUI) for Bayesact.

There are tabs located on the top of the window which are:

- Define Interactants
- Bayesact Simulator Settings
- Bayesact Simulator



You may left click on them to switch between the tabs.

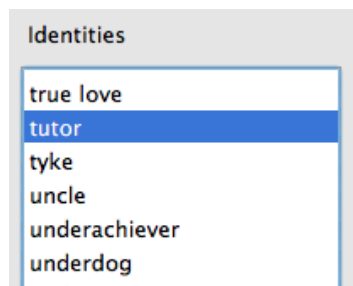
We will start off with “Define Interactants”, this is where you define the two interactants for bayesact.

We have a client and an agent. We choose the identities by selecting an identity from the list below.

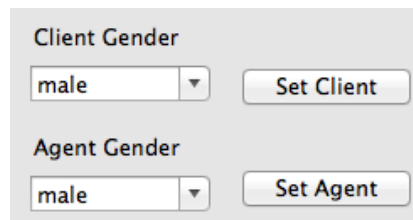
Identities	Settings	Modifiers
abortionist	abortion clinic	no emotion
adolescent	adult bookstore	abusive
adult	airplane	accommodating
adulterer	amusement park	adventurous
adulteress	April Fools Day	affectionate
advisor	assembly line	afraid
Afro-American	athletic club	aggravated
agnostic	auction	aggressive
aide	ball game	agitated
Air Force enlistee	banquet	alarmed
Air Force officer	bar	aloof
Air Force reservist	barber shop	ambitious
alcoholic	basketball game	amused
alumnus	battlefield	angry
anti-Semite	beach	anguished
applicant	beauty salon	annoyed
apprentice	bed	antisocial
Army enlistee	bedroom	anxious
Army officer	board room	apathetic
Army reservist	bowling alley	apprehensive
Asian-American	brothel	arrogant
assistant	bull session	ashamed
atheist	bus stop	at-ease

Currently, the settings and modifiers are not supported, but have been left in there for possible future development.

We will start with selecting an identity, here we will select the identity, tutor, as the agent by scrolling down the list and left clicking on it.



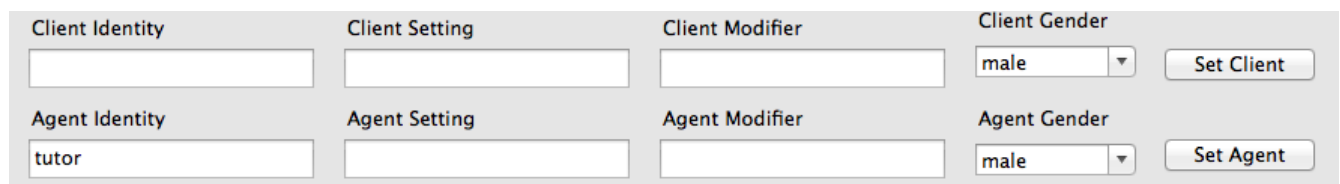
We will then set this identity by clicking on the set agent button.



This screenshot shows two sections: 'Client Gender' and 'Agent Gender'. Each section has a dropdown menu currently set to 'male' and a corresponding 'Set' button ('Set Client' and 'Set Agent' respectively).

Note here that you may also change the gender of the agent/client by selecting the gender next to the button.

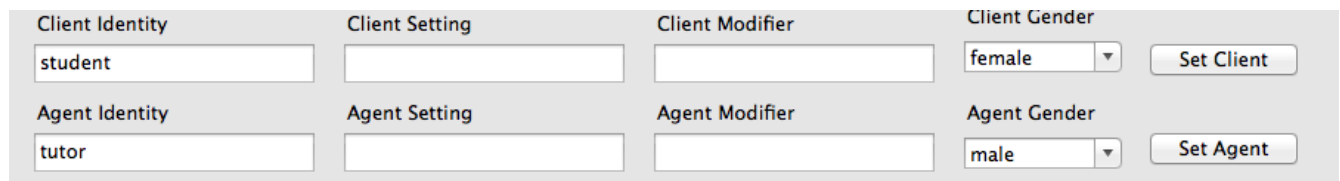
Now that you set the agent as the tutor, it should look like the following:



This screenshot shows a larger interface with two rows of fields. The top row is for the 'Client' and the bottom row is for the 'Agent'. Each row contains: 'Identity' (text input), 'Setting' (text input), 'Modifier' (text input), 'Gender' (dropdown), and a 'Set' button. In the 'Agent' row, the 'Identity' field is filled with 'tutor'.

The above picture describes the agent as a male tutor.

For variety, we will then set the client as a female student by repeating the steps above. It should look like the following:

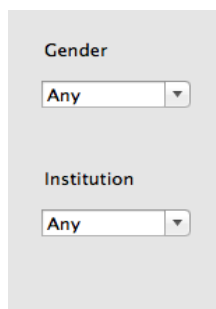


This screenshot is similar to the previous one but with updated values. In the 'Client' row, the 'Identity' field is filled with 'student' and the 'Gender' dropdown is set to 'female'. The 'Agent' row remains unchanged with 'tutor' as the identity and 'male' as the gender.

Extra features of the program allows you to switch sentiment identity data for different groups by clicking on the file menu. But please only do this if you know what you are doing.

The data have a specific format and loading an incompatible data file will prevent you from starting the simulation until you either reset the program, or selecting an appropriate compatible data set.

Another extra feature allows you to filter the identities by choosing specific institution using the drop down boxes as shown here:



This screenshot shows two dropdown menus. The first is labeled 'Gender' and has 'Any' selected. The second is labeled 'Institution' and also has 'Any' selected.

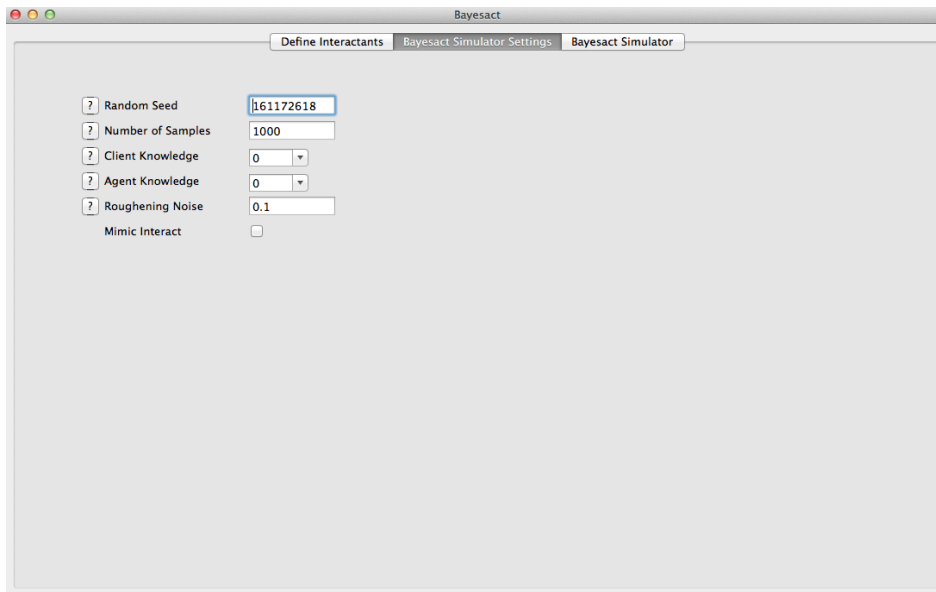
You may choose a different gender or select an institution to filter out different identities.

For example, setting the institution as academe should produce the following data for the identities.

Identities	Settings	Modifiers	
advisor aide alumnus applicant athlete authority champion classmate clock watcher coach coed colleague competitor computer expert consultant critic disciplinarian dropout egghead failure genius goof-off graduate student	ball game banquet basketball game cafeteria campus classroom committee meeting concert conference room debate dorm room examination graduation ceremony gymnasium laboratory lecture library locker room luncheon lunchroom meeting museum office	annoyed ashamed bitter calm contented depressed disgusted embarrassed excited flustered furious happy impatient joyless mad nervous outraged overjoyed pleased proud scared thrilled unhappy	<div>Gender <div>Any</div></div> <div>Institution <div>Academe</div></div>

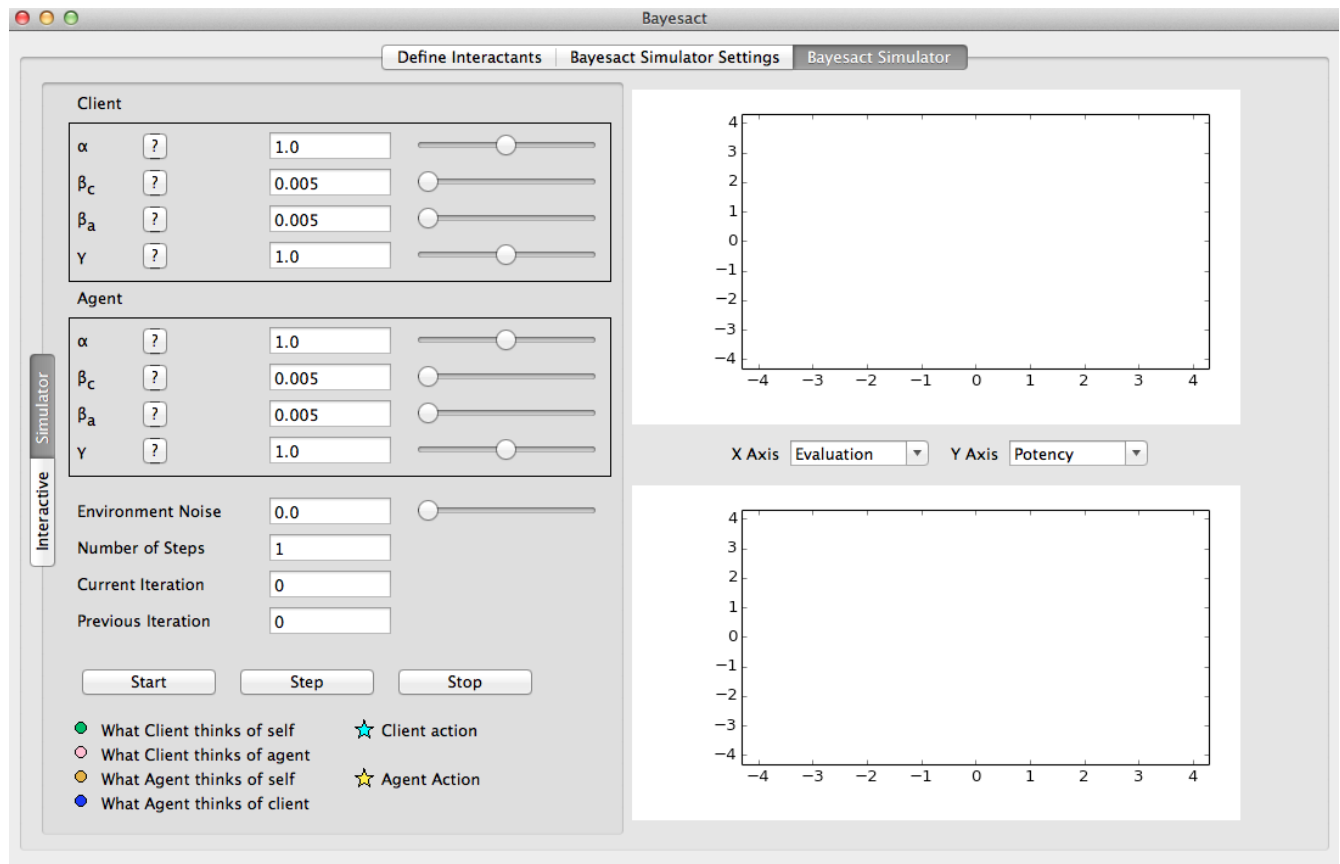
Now we will move over to the Bayesact Simulator Settings.

Left click on the top of tab “Bayesact Simulator Settings” and you should see the following:



You may adjust the initial parameters here, click on the ? buttons to read a description of with each setting does.

Next up will be Bayesact Simulator, left click on the tab to switch over to the tab, then you should see the following:



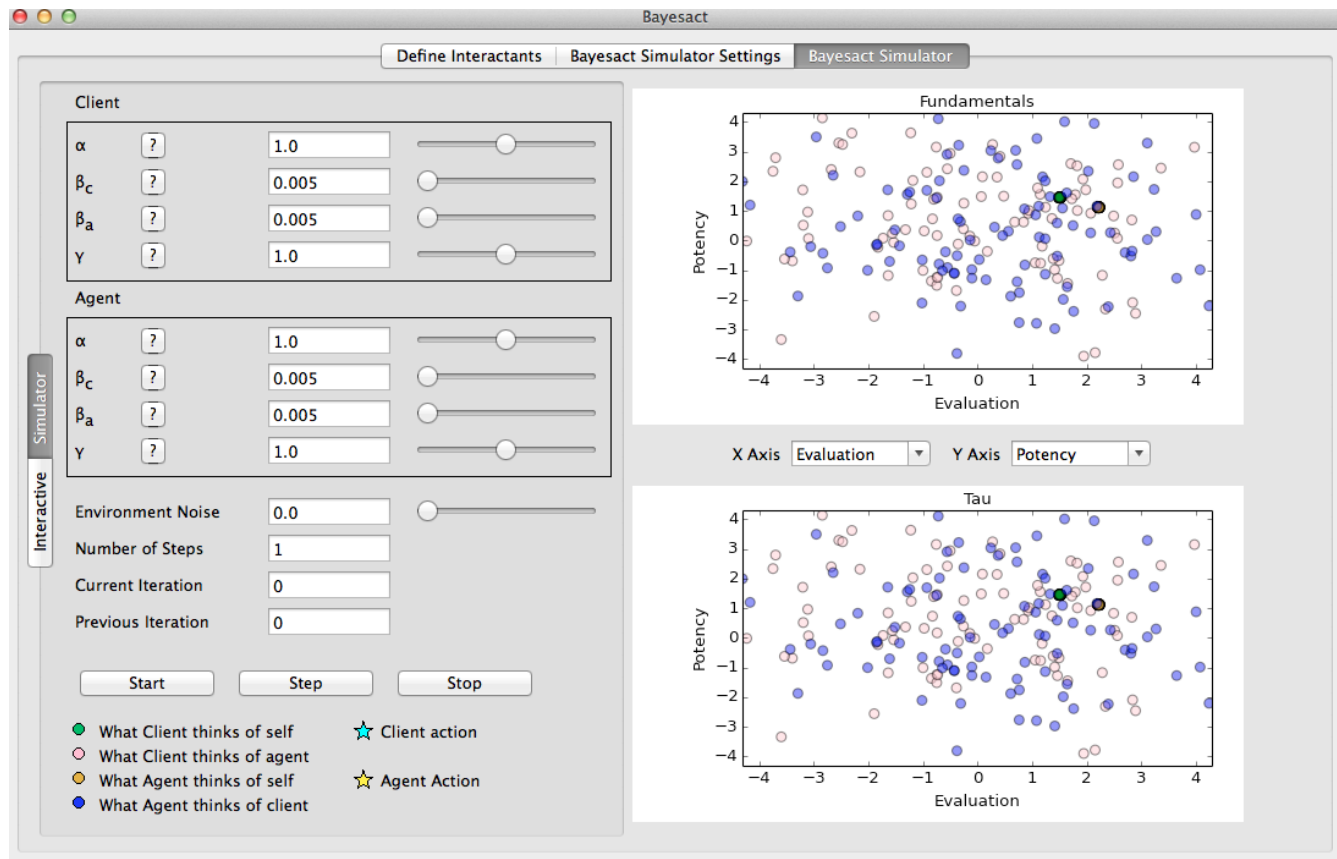
Please note that this is a two part simulation, you may choose to simulate the interaction or to actually determine what actions the agent or client should do.

You may adjust the settings on the side bar here:



To start the simulation, press either the start of step button. Please note that pressing the step button will start the simulation and also simulate one step of the simulation.

Here we pressed the start button:



Your screen may not look like this depending on the seed, but if you set the seed as seen earlier in this document, and have the exact same settings including the agent and client, with the same data files, your screen should look like the above.

In this document, we are using the same settings as the April 26, 2014 commit of Bayesact.

You may press the step button to advance a step(s) the simulation, adjust the number of steps, or any of the settings you see on the screen.

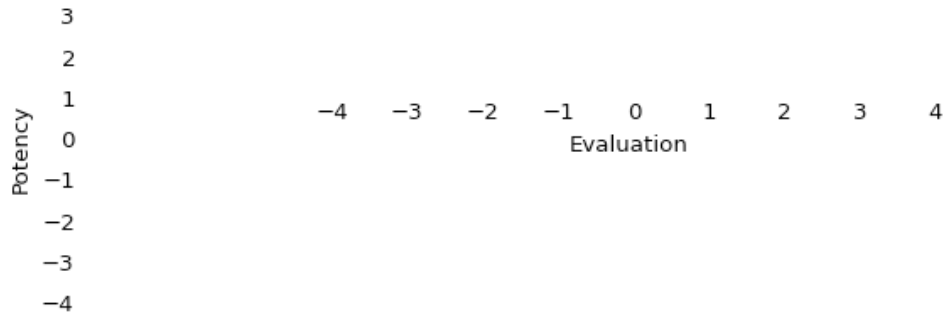
Press the stop button to stop the simulation and clear the plots, or press the start button again to reset the simulation.

You may adjust the x and y-axis of the plots by choosing from the drop down menu here:



You may pan the plot by right clicking the plot and dragging it. If it does not work, please consult the `m_MousePanButton` variable in `cConstants.py`

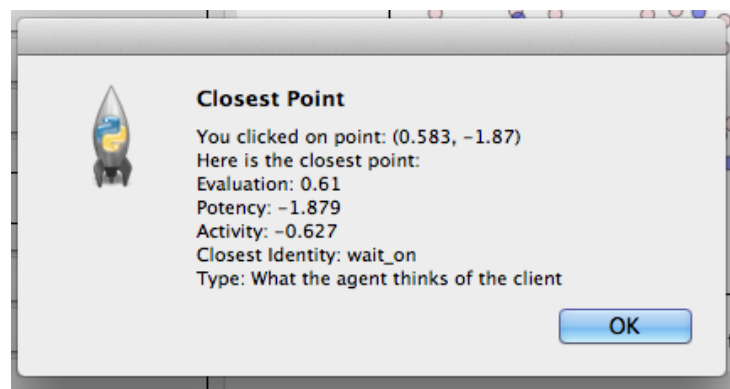
To zoom in or out, press `alt+=` or `alt+-` respectively. If it does not work LEFT click a little outside of the plot such as on the axis labels here:



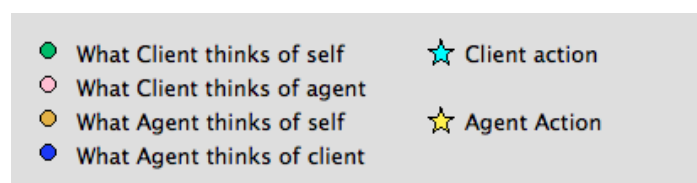
You may also pan left and right with `alt+q` and `alt+w`
Up and Down with `alt+a` and `alt+s`

These settings may be changed in `cConstants.py`

Left click a sample/point on the plot to get the closest point, and estimate the identity of the sample and provide information. This will not take into account of the star points, which are the agent/client actions.

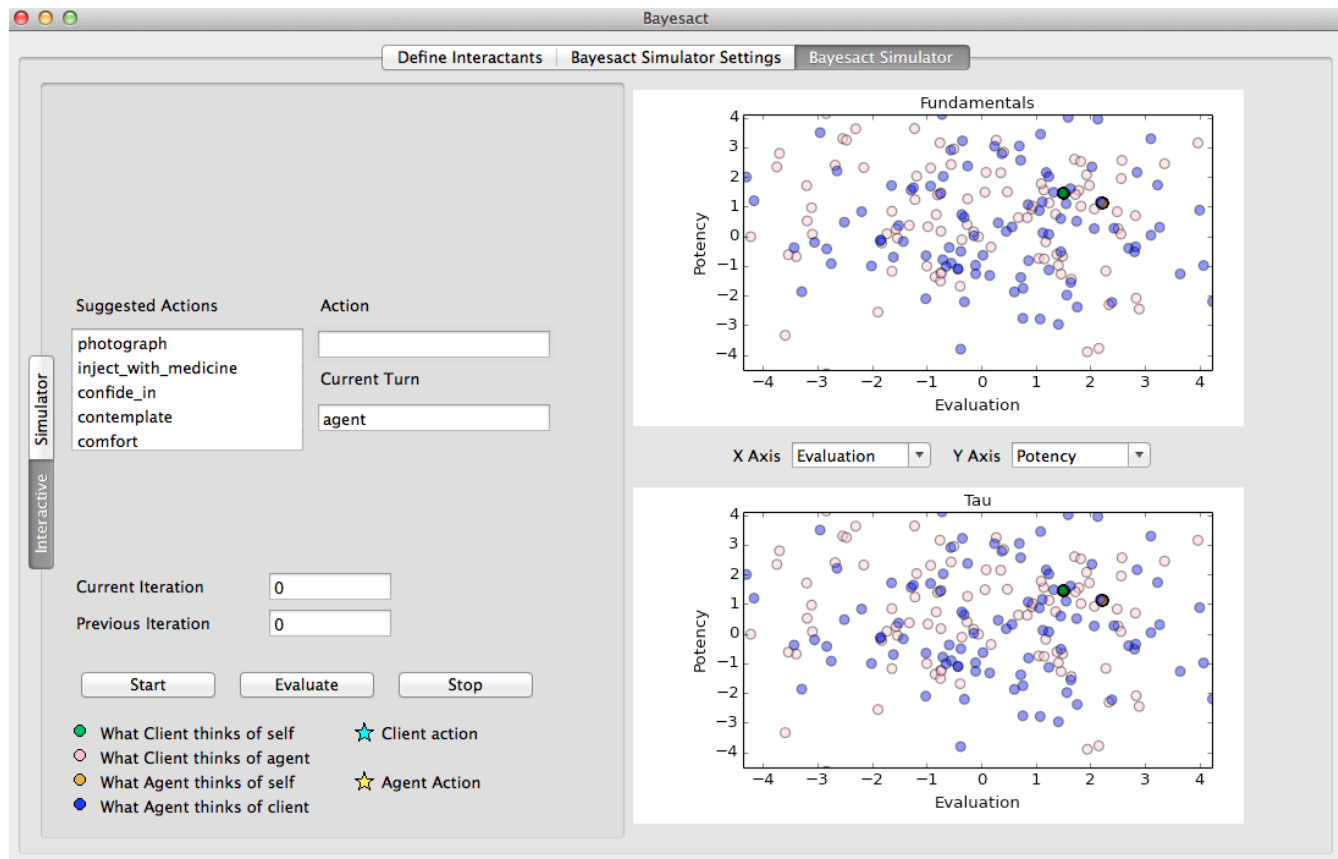


The legend for the plot is shown here on the bottom left of the window:



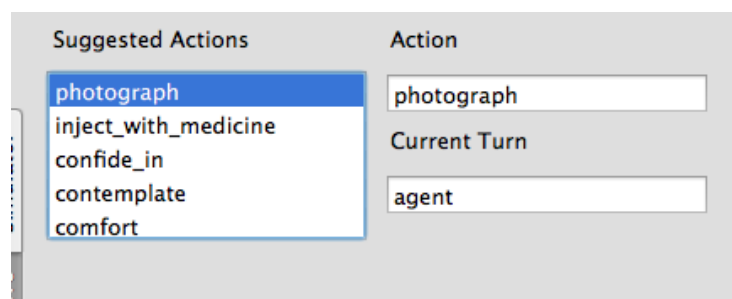
Now we will go over the bayesact interactive.

Left click on the “Bayesact Interactive” tab on the left side and you should see the following window.

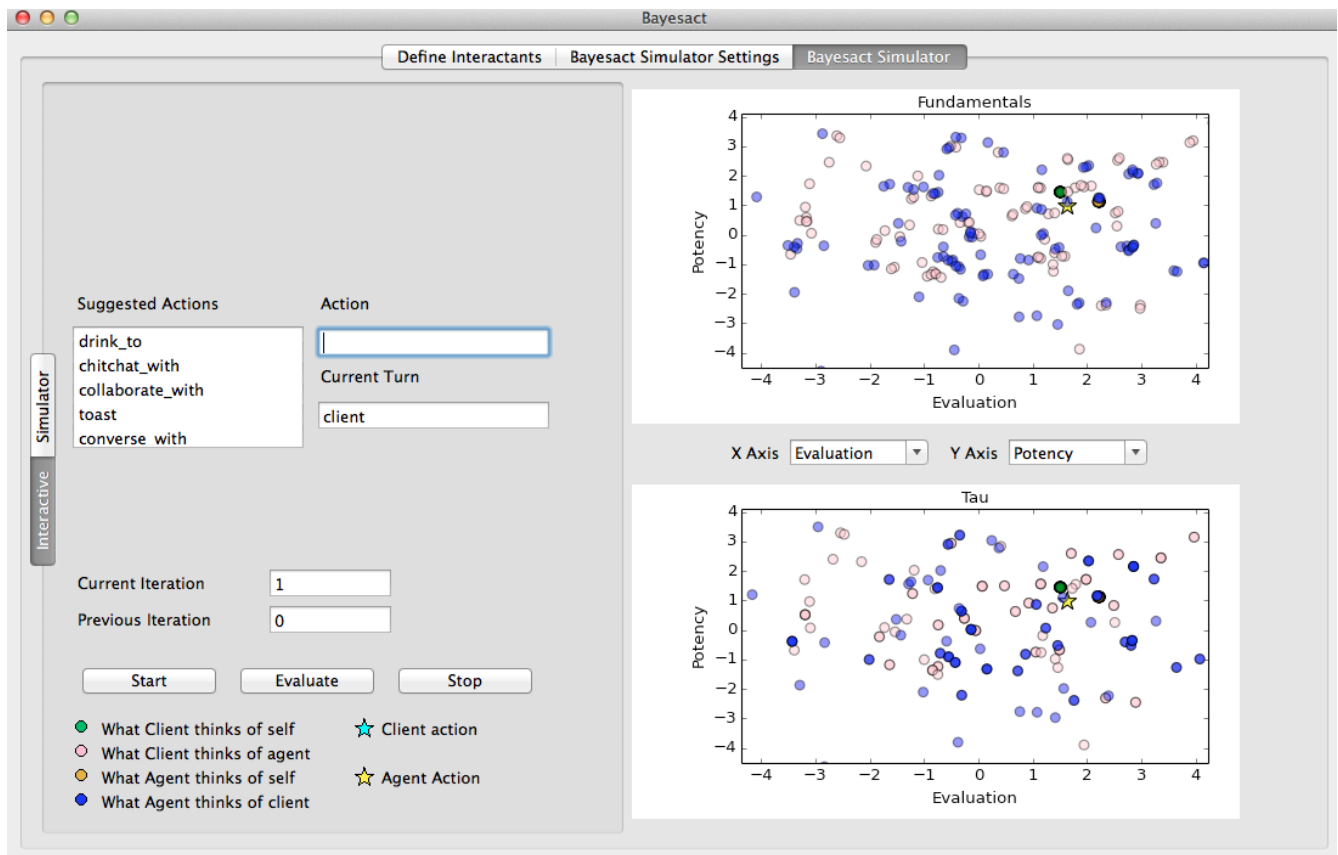


You may select actions to for the agent/client to (symbolically) do to the other agent.

Left click an action and press the evaluate button to send the action.



Here, it is the agent's turn and we have selected the action to “photograph” the client.
And we may evaluate the interaction:



The yellow star indicates the EPA value of “photograph”

You may also type in your own action which is limited to the actions set out by the fbehaviours data file.

For example we may type in “comfort” even though it is not on the current list of suggested actions.

Suggested Actions

drink_to
chitchat_with
collaborate_with
toast
converse with

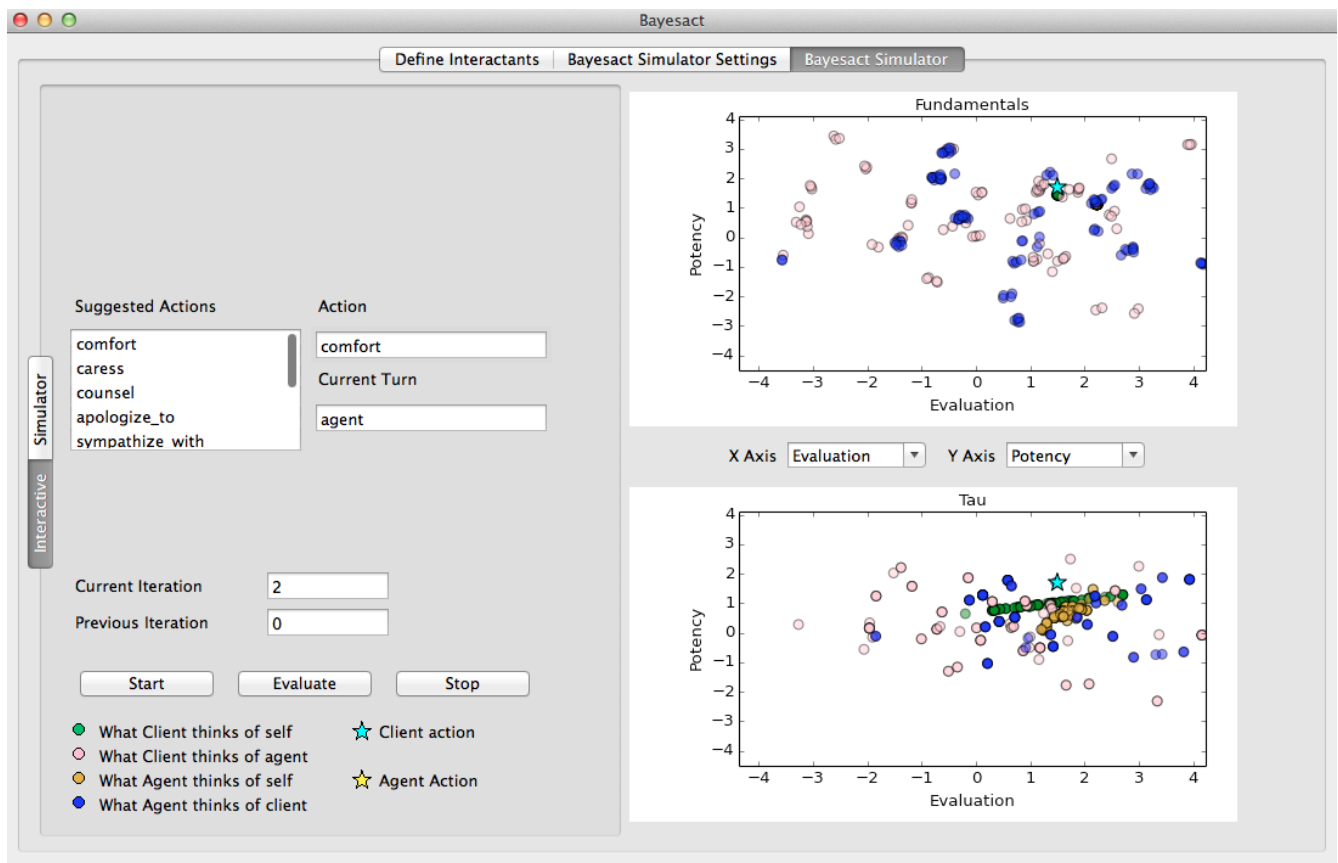
Action

comfort

Current Turn

client

And we will evaluate the action and see the following screen.



We may also type in our own action on in terms of E, P, and A values by inputting it as a comma separated list of values in the action text box as shown here:

Suggested Actions

comfort
caress
counsel
apologize_to
sympathize_with

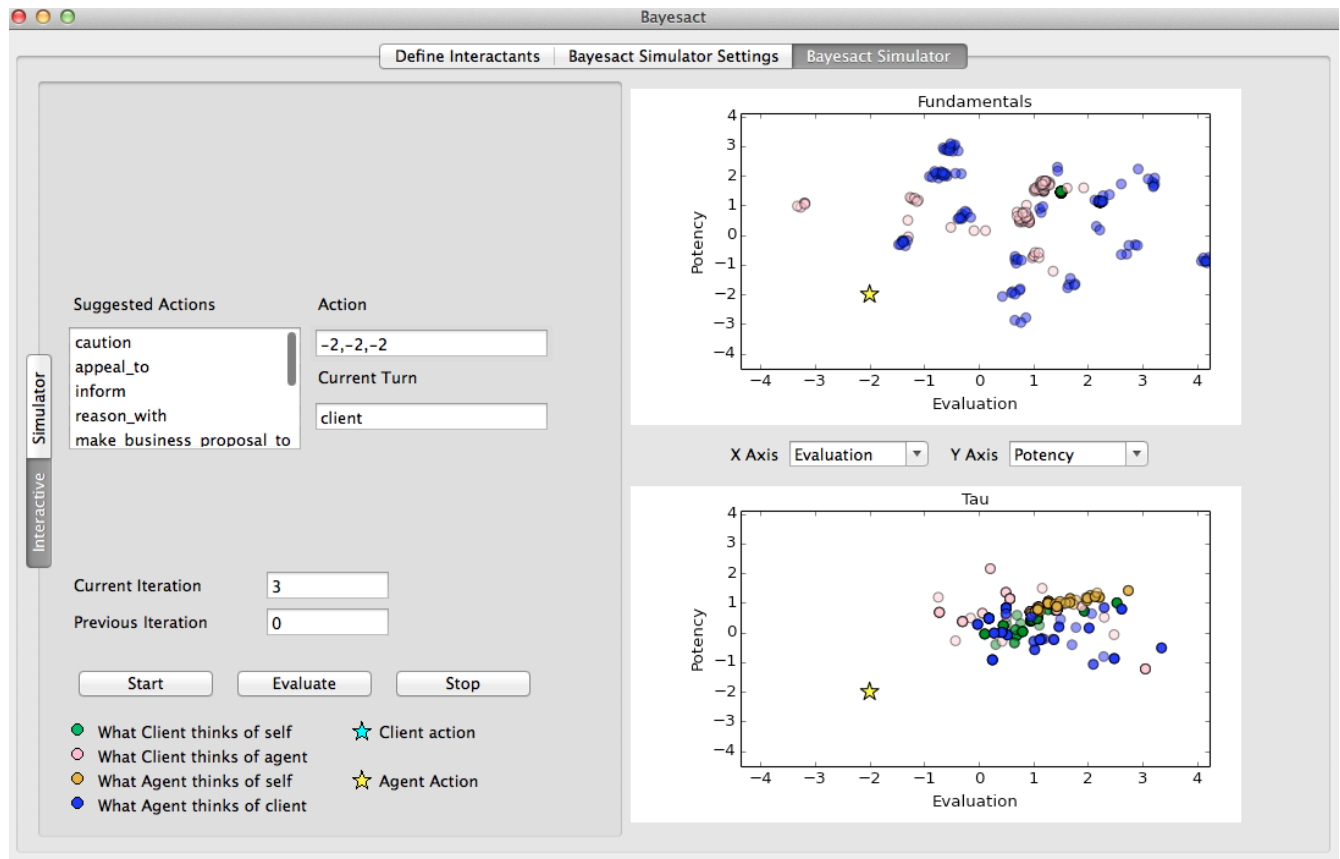
Action

-2,-2,-2

Current Turn

agent

Pressing evaluate should generate the following screen, once again, this will only look “exactly” like this if you followed the exact same steps with the exact same steps and random seed.



This concludes the help/tutorial on of the bayesactgui