### Simulating a Human Cooperative Problem Solving

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Introduction (1/3) Cognitive modelling and MAS

### Design efficient heterogeneous MAS

- **Cognitive modelling**: used to study human communication and reasonning, to improve the design of MAS
- MAS: simulation tool used to validate the cognitive models

#### Goal

**analyze**, **model** and **simulate** human capabilities of planning and interaction in a multiagent planning framework

#### Introduction (2/3) Methodology



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#### Introduction (3/3) Plan

- Introduction
- The travel agency project
- The human planning model
- The human interaction model
- Simulation and validation
- Conclusion and future work

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#### Travel Agency Project (1/3) Psychological Experiment



## Travel Agency Project (2/3) Interface



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## Travel Agency Project (3/3)

An experimental protocol

Action record	Verbalization
[09:31:52] Sujet: alexandre         [09:31:52] Röle: Agent aérien         [09:31:52] Röle: Agent aérien         [09:31:52] Röle: Agent aérien         [09:31:52] Röle: Mardi 5 Mai 1998 17:32:43         [09:31:52] Damande horaires Annecy-Annecy (Plach'AIR)         [09:31:55] Z. Demande horaires Annecy-Annecy (Plach'AIR)         [09:31:55] Z. Demande horaires Annecy-Brest (Plach'AIR)         [09:31:55] Z. Demande horaires Annecy-Brest (Plach'AIR)         [09:33:45] S. Nouveau message         [09:34:42] R. Revoit message 1 de Agent ferroviaire         [09:34:55] R. Forvioi message 1         [09:34:57] R. Affiche message numero 1 de Agent ferroviaire         [09:34:53] R. Affiche message numero 1 de Agent ferroviaire         [09:34:53] R. Affiche message numero 1 de Agent ferroviaire         [09:34:53] R. Demande horaires Nantes-Paris (Plach'AIR)         [09:35:13] O. Demande horaires Nantes-Paris (Plach'AIR)         [09:35:33] 1. Mémorise horaire         [09:35:33] 1. Mémorise horaire         [09:35:33] 1. Mémorise horaire         [09:35:33] 1. Mémorise horaire         [09:35:35] 7. Demande horaires         [09:35:35] 7. Beroire message 1         [09:35:35] 7. Beroire horaire         [09:35:35] 7. Beroire horaire         [09:35:35] 7. Beroire horaire data ferroviaire         [09:36:33] 1. Reçoir therasseg 1 de Ágent toutl	"Si, je mets 4 est-ce qu'il va me mettre le prix" "Alors Château-Neuf départ et arrivée Maguelone Donc Château-NeufOrléans en en Château-NeufOrléans Donc Ia Je me demande si je l'envoie en train directement à Maguelone ou en avion depuis Paris 3000 F Donc ils iront en train" "Al II faut que je demande s'il y une gare à Château-Neuf, on ne sait jamais" "Il est drôle lui Je vais lui envoyer l'horaire le plus tôt."

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# The human planning model IGGY system

- Sequential/parallel planning
- Plans built: prospective, retrospective, centrifugal, centripetal
- Previous individual human planning model extended to cooperative human planning

#### IGGY

 $\Rightarrow$  IGGY System (phase, state of mind, strategy, tactic, observation and personnality)

#### The human interaction model (1/6) List of observed performatives (KQML, FIPA-ACL)

Performatives	Speech acts	%	
query	directive	474 (42,97%)	
reply	descriptive	437 (39,62%)	
refine	directive	60 (5,44%)	
thank	descriptive	30 (2,72%)	
propose	commissive	29 (2,63%)	
inform	descriptive	26 (2,36%)	
cancel	directive	18 (1,63%)	
acceptProposal	directive	10 (0,91%)	
notUnderstood	descriptive	9 (0,82%)	
refuseProposal	directive	3 (0,27%)	
total		1103 (100%)	

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# The human interaction model (2/6) Utterance model

Speech act theory:  $F(P) \rightarrow \text{performative}(\text{mental state})$ 

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directive(desire of the locutor)
```

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air→railway
query(pD(air pStage(Orleans Paris ? <(10h30) train * ? false)))
```

```
descriptive(belief)
```

railway→air reply(pB(pStage(Orleans Paris 08h25 09h30 train 1 80 false)))

```
commissive(desire of the interlocutor)
railway→air
propose(pD(air pStage(Orleans Paris ? ? train ? ? false)))
```

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## The human interaction model (3/6) Discourse model

#### Vanderveken theory

Exchange: series of utterances guided by the discourse goal

Types of exchange	Discourse goal	Initial performative	Closing performative	%
Information queries	Directive	query	reply	86,1%
Information proposals	Commissive	propose	reply	6,7%
Spontaneous sendings	Descriptive	inform	inform	6,3%
Error processings	Directive	-	cancel	0,2%

Representation: an exchange = a pair of timed automata

### The human interaction model (4/6)

#### Example of timed automaton



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#### The human interaction model (5/6)Timed automata

- 4 pairs of timed automata cover the whole dialogs
   ⇒ Low complexity
- In MAS, automata used to:
  - Generate messages
  - Interprete received messages

 $\Longrightarrow$  Timed automata are used to represent the expected messages in the dialogs

#### The human interaction model (6/6) Semantics of performatives

#### $M = pMessage(A_S A_R query pD(A_S S))$

 $\begin{bmatrix} pD(A_S S) \\ pB(!pMeans(S)) \\ !pB(S) \\ !pB(!S) \end{bmatrix} \underbrace{\frac{Q_{ini}(ini, s2, s4, s7, s8) \xrightarrow{Send(query)} Q_{ini}(s1)}{aAdd(pB(pSent(M))); aUpdateTA(M)}$ 

$$\frac{Q_{int}(ini, s1, s2, s4, s5)}{aAdd(pB(pD(A_S S))); aUpdateTA(M)} \xrightarrow{Receive(query)} Q_{int}(s1)$$

### Simulation and validation (1/3)

The BDIGGY architecture

- Planning model
- Interaction model (performatives/automata/semantics)
- BDI concepts



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# Simulation and validation (2/3) Simulation

#### Simulation of the travel agency problem

- 3 BDIGGY agents run simultaneously
- Connexion with the experimental interface
- Input: a personnality for each agent
- Output: a generated protocol for each agent

# Simulation and validation (3/3) Validation

#### Turing-like test

Generated protocols Experimental protocols

 ${\sf Mixed \ protocols} \quad \to {\sf Experts} \ ?$ 

	Set 1		Set 2		
	Human	BDIggy	Human	BDIggy	Total
Expert 1	2/3	1/3	1/2	2/4	6/12
Expert 2	1/3	1/3	-	-	2/6
Expert 3	-	-	0/2	2/4	2/6
Expert 4	-	-	2/2	2/4	4/6

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### Conclusions...

- Psychological experiment
- Analysis of the experimental protocols
- Cooperative human planning model (IGGY)
- Human interaction model
  - Performatives applied to mental states
  - Timed automata
  - Semantics of performatives
- Planning and interaction are homogeneously integrated to a new agent architecture: BDIGGY
- Validation of the cognitive models and of the architecture:
  - $\bullet~Simulation$  thanks to  $\operatorname{BDIGGY}$  agents
  - Experimental protocols and generated protocols are compared with a *Turing-like* test

### ... And future work

- Include Natural Language Processing
  - NLP Modules
  - Indirect speech acts
- Learning stage in the timed automata
  - Supervised learning
  - Unsupervised learning
- Extension to other kinds of problem (collaboration, negociation)
- Extension to other kinds of interaction (ECA, multimodal interaction)
- Heterogeneous MAS

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# Thank you ! Questions ?

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### Plan interpreter

```
Iggy2 : prospective, ... ,(Paris, optimized, cheapest)
Pile de desirs : [
pD(railway pProblem(railway true))
]
```

Pile d'intentions : []

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### Plan interpreter

```
\begin{array}{l} \textbf{Iggy2: prospective, ..., (Paris, optimized, cheapest)} \\ \textbf{Pile de desirs: [} \\ pD(railway pTravel(pStage(Beaupreau Baisieux * \leq(11:00) * \\ 1 \leq (1310) \text{ true})) \\ pD(railway pProblem(railway true)) \\ ] \end{array}
```

Pile d'intentions : []

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### Plan interpreter

Pile d'intentions : []

### Plan interpreter

```
Iggy2 : prospective, ..., (Paris, optimized, cheapest)
```

#### Pile d'intentions : [

```
— memorize,pMessage(%agent %role reply %stage)
```

### Plan interpreter

```
Iggy2 : prospective, ..., (Paris, optimized, cheapest)
```

```
Pile d'intentions : [
```

```
pl(AskForStage,road,pStage(Beaupreau Nantes * * coach * * *)

— waitMessage,%agent,pMessage(%agent %role reply pB(%stage))

OR pMessage(%agent %role reply pB(!%stage))

— memorize,pMessage(%agent %role reply %stage)
```