ENCAPSULATING REACTING BEHAVIOUR IN GOAL-BASED PLANS FOR PROGRAMMING BDI AGENTS

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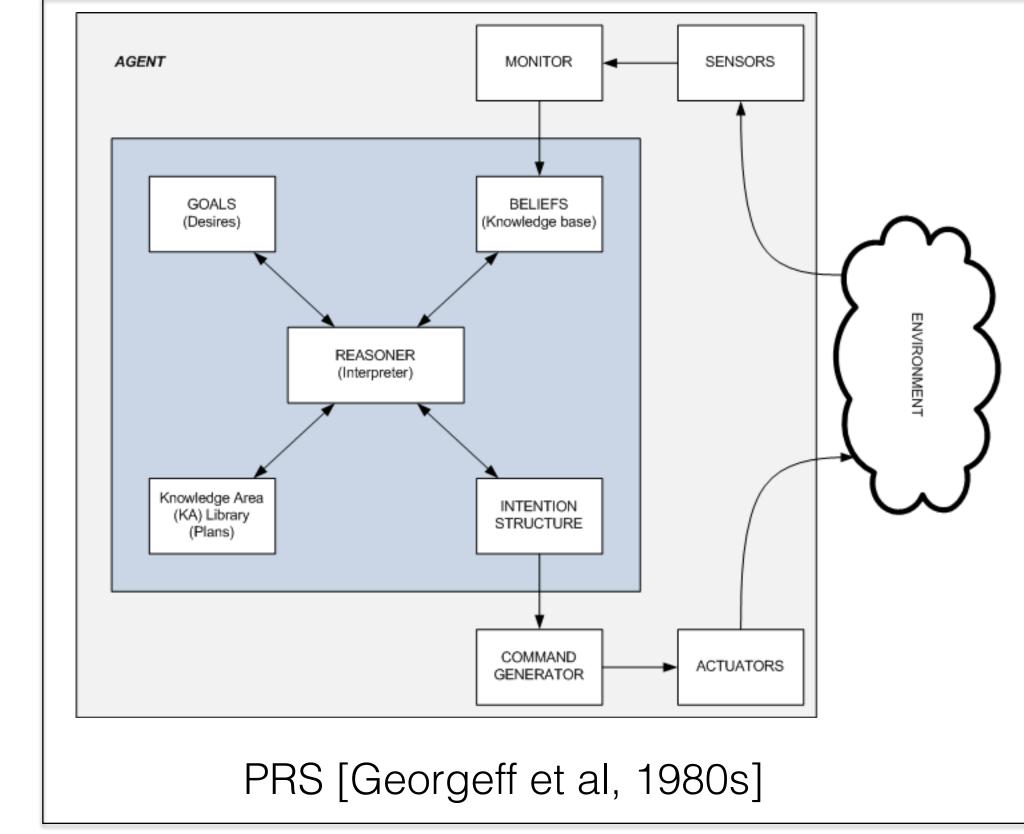
- Context
 - BDI agent programming context
- Problem
 - weak encapsulation in plans
- Contribution
 - implementation in Jason and ASTRA
 - extended plan model -

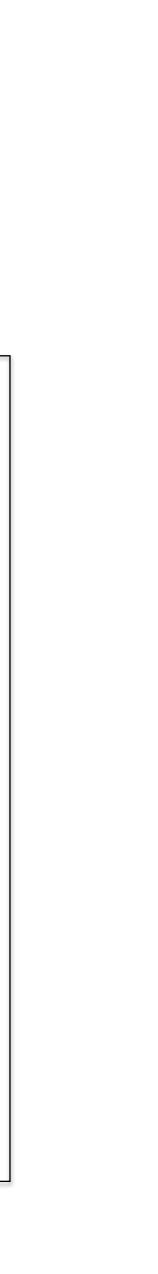
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FIRST PART - OVERVIEW

[BACKGROUND] PLANS IN BDI AGENT PROGRAMMING

- Belief Desire Intention (BDI) model
- Plans and Intentions





[BACKGROUND] PLANS IN BDI AGENT PROGRAMMING

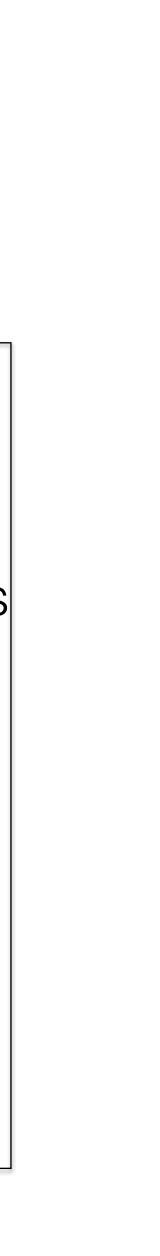
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BDI Platforms, Frameworks, Languages - dMARS, JAM, JACK, SPARK,...

- 3APL/2APL, GOAL, Jason, ASTRA,...

Abstract formal languages - AgentSpeak(L), CAN



[BACKGROUND] PLANS IN BDI AGENT PROGRAMMING

- Belief Desire Intention (BDI) model
- Plans and Intentions

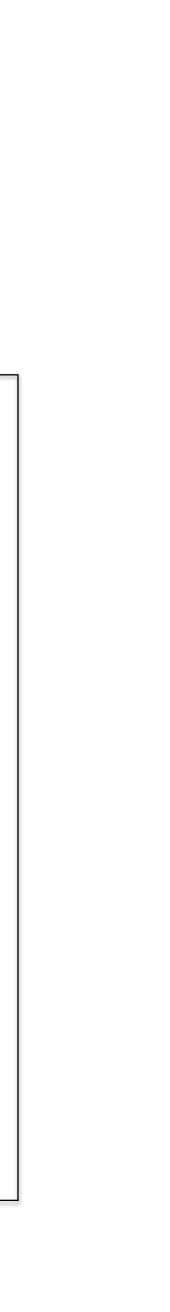
plans

how to bring about a state of affairs

specifying the course of action to achieve such states of affairs

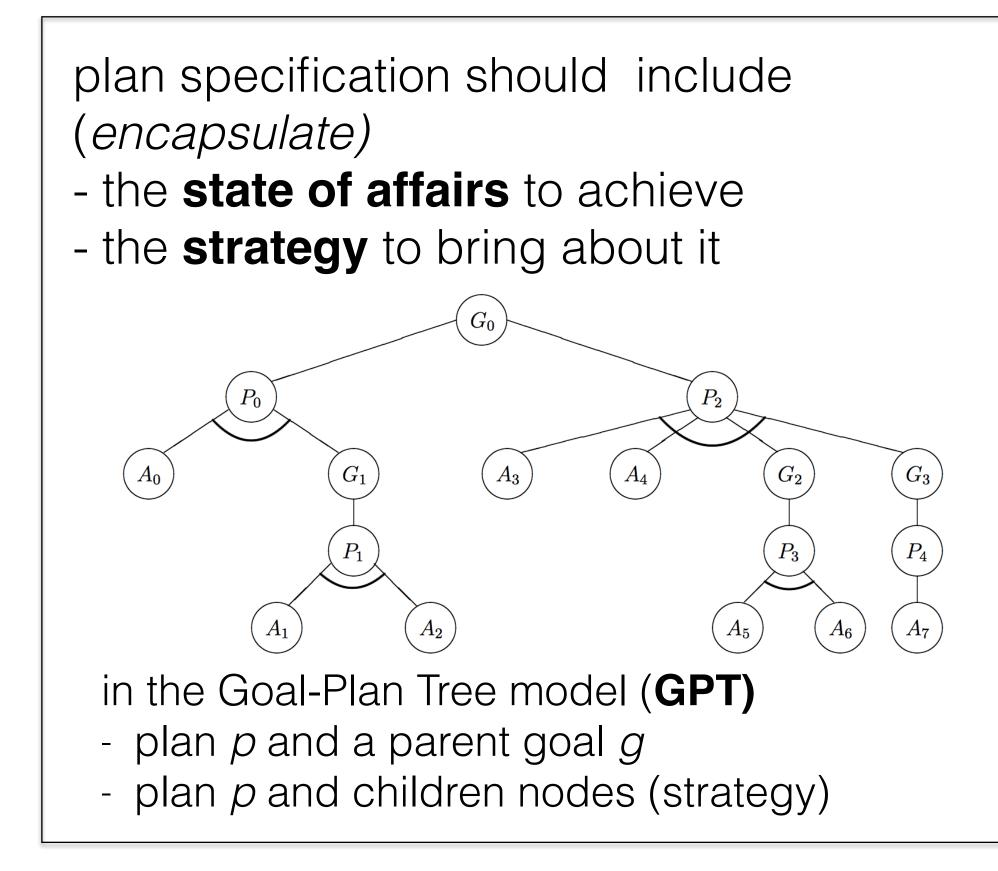
intentions

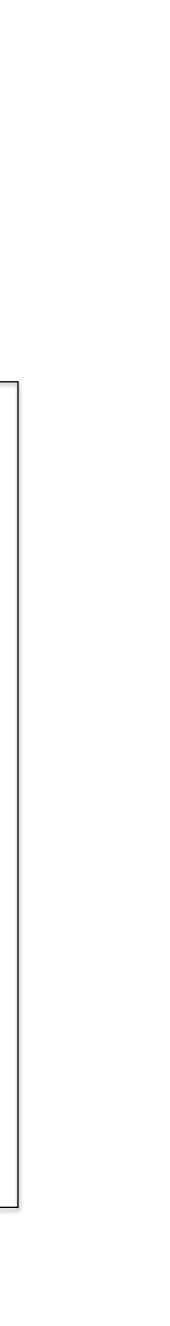
the activity used to achieve that state of affairs (runtime concept)



[PROBLEM] WEAK ENCAPSULATION

- Plan encapsulation
- Weak encapsulation
- An example in Jason
- Drawbacks





IPROBLEM WEAK ENCAPSULATION

- Plan encapsulation
- Weak encapsulation
- An example in Jason
- Drawbacks

Current BDI models and implementations:

• allow for specifying plans with no explicit state of affairs

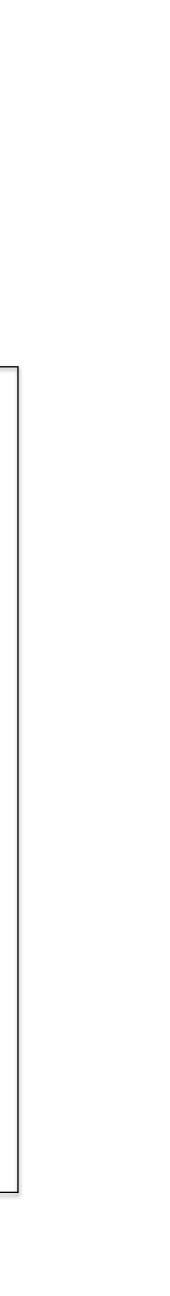
in GPT => plan p with no parent goal g

impossibility to encapsulate *reactive* behaviour in the strategy of the plan

in GPT = reactive behaviour?

→ drawbacks

- in the practice of agent programming - agent reasoning at runtime



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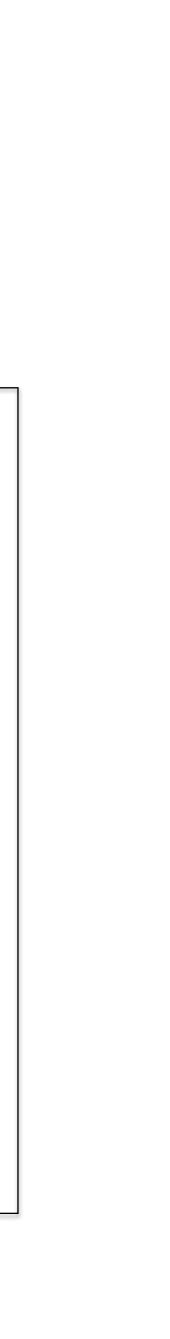
```
+!cnp(I,Task)
  <- !announce_cfp(I,Task);
    !bids(I).</pre>
```

+!announce_cfp(I,Task) <- ...

```
+!bids(I)
  <- .wait(4000);
    !contract(I).
+propose(I,_) : all_ans(I) <- !contract(I).
+refuse(I) : all_ans(I) <- !contract(I).</pre>
```

+!contract(I) : not .intend(contract(I)) <- ...

Contract Net Protocol sketch



[PROBLEM] WEAK ENCAPSULATION

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+propose(I,_) : all_ans(I) <- !contract(I).</pre>

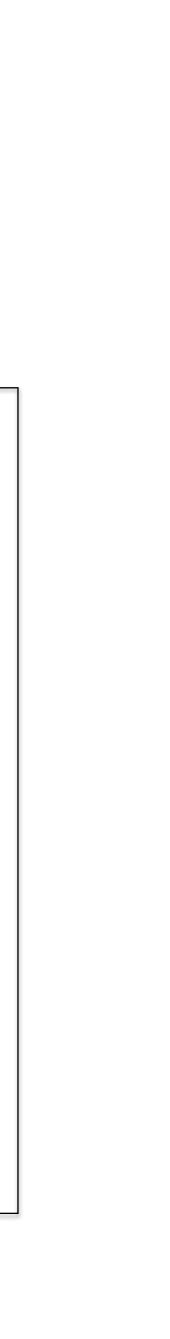
reactive plans => goal-less intentions

the goal is in developer's mind but not in the agent mind

reactive behaviour not encapsulated in the plan strategy

implemented as unrelated plans

=> hand-managed beliefs as a workaround



[PROPOSAL] PLAN MODEL EXTENSION

- Revisiting the plan model
- The example revisited
- Formalisation & implementation

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enforce goal/task specification

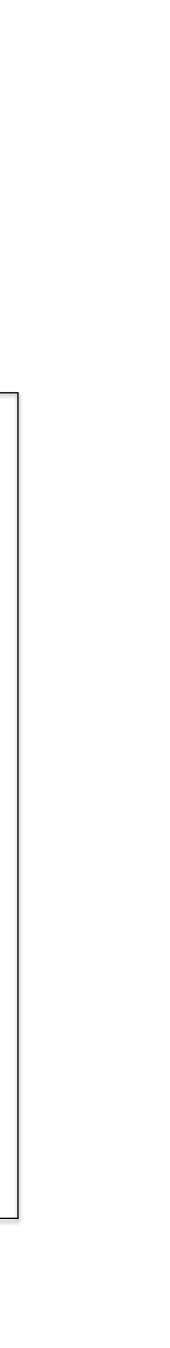
every plan has always a state of affairs to be achieved

in GPT => plan *p* has always a parent goal *g*

allow for encapsulating reactive behaviour in plan strategy

from reactive plans to reactive rules inside a plan

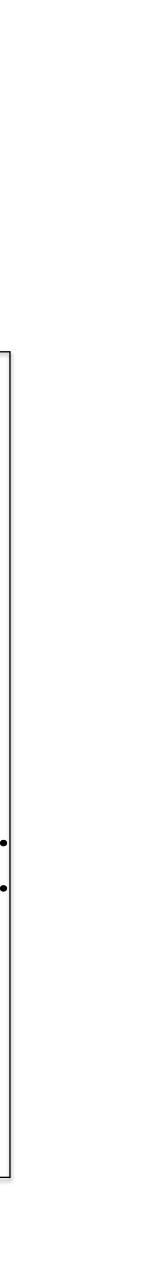
in GPT => (?)



[PROPOSAL] PLAN MODEL EXTENSION

- Idea
- The example revisited (Jason-ER)
- Formalisation & implementation

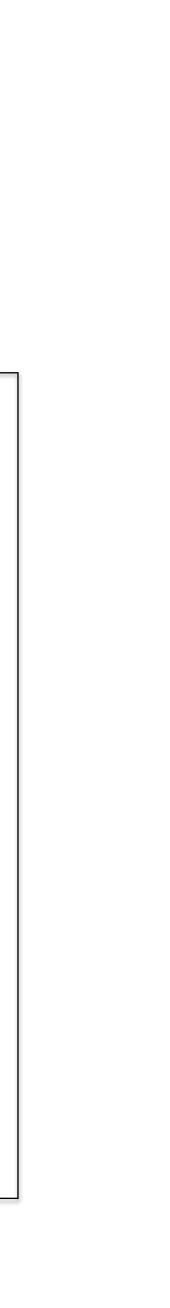
```
+!cnp(I,Task) {
    <- !announce cfp(I,Task);
       !bids(I);
       !contract(I).
    +!bids(I) {
        <- .wait(4000); .done.
        // reaction rules
        +propose(I,_) : all_ans(I) <- .done.
        +refuse(I) : all ans(I) <- .done.</pre>
    +!announce cfp(I,Task) <- ...
    +!contract(I) <- ...
```



[PROPOSAL] PLAN MODEL EXTENSION

- Idea
- The example revisited
- Formalisation & implementation

- abstract formal language capturing the model
- **semantics:** extension of the reasoning cycle
- first implementations:
 - based on *Jason* and *ASTRA*
 - available on github



[PROPOSAL] CONCLUDING REMARKS

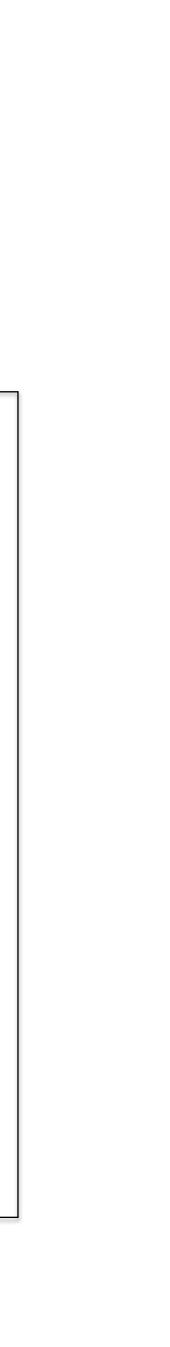
- Results so far
- Ongoing & Future work

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idea evaluated using a selected set of programming examples

expected advantages brought by strong encapsulation *modularity, reusability, readability*

no performance penalties



[PROPOSAL] CONCLUDING REMARKS

- Results so far
- Ongoing & Future work

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validating the approach with **more complex** agent/MAS programs and projects

feedbacks for improving & refining the approach by using it in practice

GPT-based formalisation

- understanding behavioural properties
- agent reasoning at runtime

