

# BDI ARCHITECTURE

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Karel Horák

BE4M36MAS - Multiagent systems

## DISTANCE TEACHING

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- If there is someone who cannot participate, tell us!
- Don't be afraid to ask
  - about things you don't understand,
  - about technical stuff – you can share your screen.
- Make use to it :)

**Kids returning to school after Corona.**



## MODEL-BASED GOAL-BASED AGENTS

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# Model-based goal-based agents

How to implement them and get actions from goals effectively?

## BELIEF-DESIRE-INTENTION

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Model for programming autonomous agents using three concepts:

- **Beliefs**
- **Desires**
- **Intentions**





~ agent's model of the world (what he supposes to be true)

*Example:*



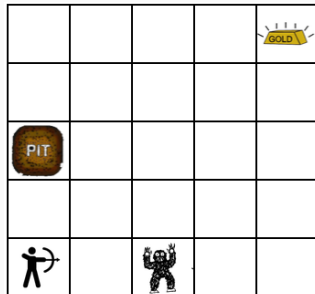
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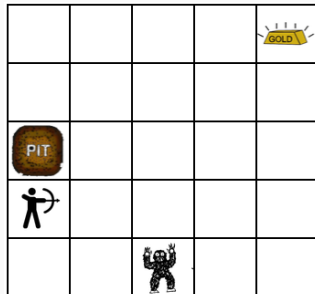
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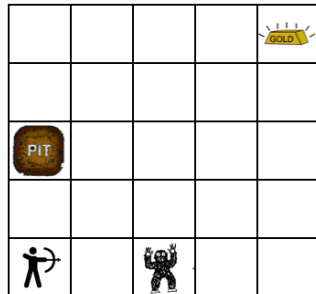
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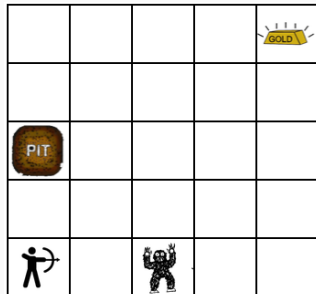
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Poll

[menti.com](https://www.menti.com) Code: 99 88 38 2





Belief = Knowledge?

Beliefs **are not** knowledge!

- An agent may **believe** facts that are **not true**.

*Example:*

Weather forecast announces nice weather for the weekend.

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→ You can believe that, but you cannot take it for granted.

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*Example:* Communication between agents



~ state of the world agent is **dreaming** about

Agent need not succeed in achieving all his desires, e.g.:

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*Example:* Vacuum cleaner — what desires does the agent have?





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- Intention do **persist**.
- Agent need **not intend** side effects



# PRACTICAL REASONING

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How do we turn **desires** into **actions** the agent performs?



1. **Deliberation** (strategic thinking)

Decide what desires we want to accomplish at the moment

*Result:* intentions the agent is committed to accomplish



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# COMPONENTS OF PRACTICAL REASONING

Current world: -- Select world --

Initialization


Agent

```
1 agent.go(agent.adjacent().random());
```

**BDI?**

Run

What if Roomba finds out that cables prevents it from going to another room?



~ indicate that an agent has **committed** to some intention

Optional: Situation in which an agent may forget about his intention (i.e. **decommit**)

- Individual commitments
- Social commitments

- **Blind commitment** — the only way to decommit is to succeed
- **Single-minded commitment** — agent may decommit when he believes it is no longer possible to succeed
- **Open-minded commitment** — agent may decommit when he no longer believes it is possible to succeed



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- **Single-minded commitment** — Agent will be organizing the event until rainy Saturday. He then resigns on his intention and the life goes by.
- **Open-minded commitment** — Agent drops his intention as soon as the updated forecast is released.

## INDIVIDUAL COMMITMENTS





## IMPLEMENTING BDI

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  - Desires
  - Intentions

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Agent responds to an event by executing appropriate **plan**

A plan has:

- **trigger** – what event (i.e., intention) it is able to handle
- **context** – under what circumstances the plan is applicable
- **body** – what actions/subgoals should the agent perform

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*Example:* Think of a plan for realizing !cleanup intention of a Roomba.

## CURRENT AGENT PROGRAMMING

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Nope

# ARE MAS DEAD?

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Nope

Then what is the difference?

Nope

Then what is the difference?

before: Purist Approach

now: **Pragmatic Approach**

# STRICT VS PRACTICAL AGENT PROGRAMMING

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- **Languages:** Agent vs Standard
- **Sensors:** All Info form sensors vs Only meaningful sensors
- **Acting:** Everything is an Action vs Direct code execution

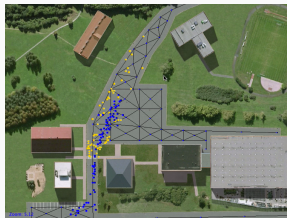
Multi-agent Traffic Simulation –  
**AgentPolis**



FPS bots – **Pogamut**



Crowd Simulation **AgentCrowd**



NEXT TUTORIAL

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## Assignment of the 1<sup>st</sup> semestral project

If possible, bring your computer with working Java environment (JDK + IDE), please