

A First-Order Formalization of Commitments and Goals for Planning

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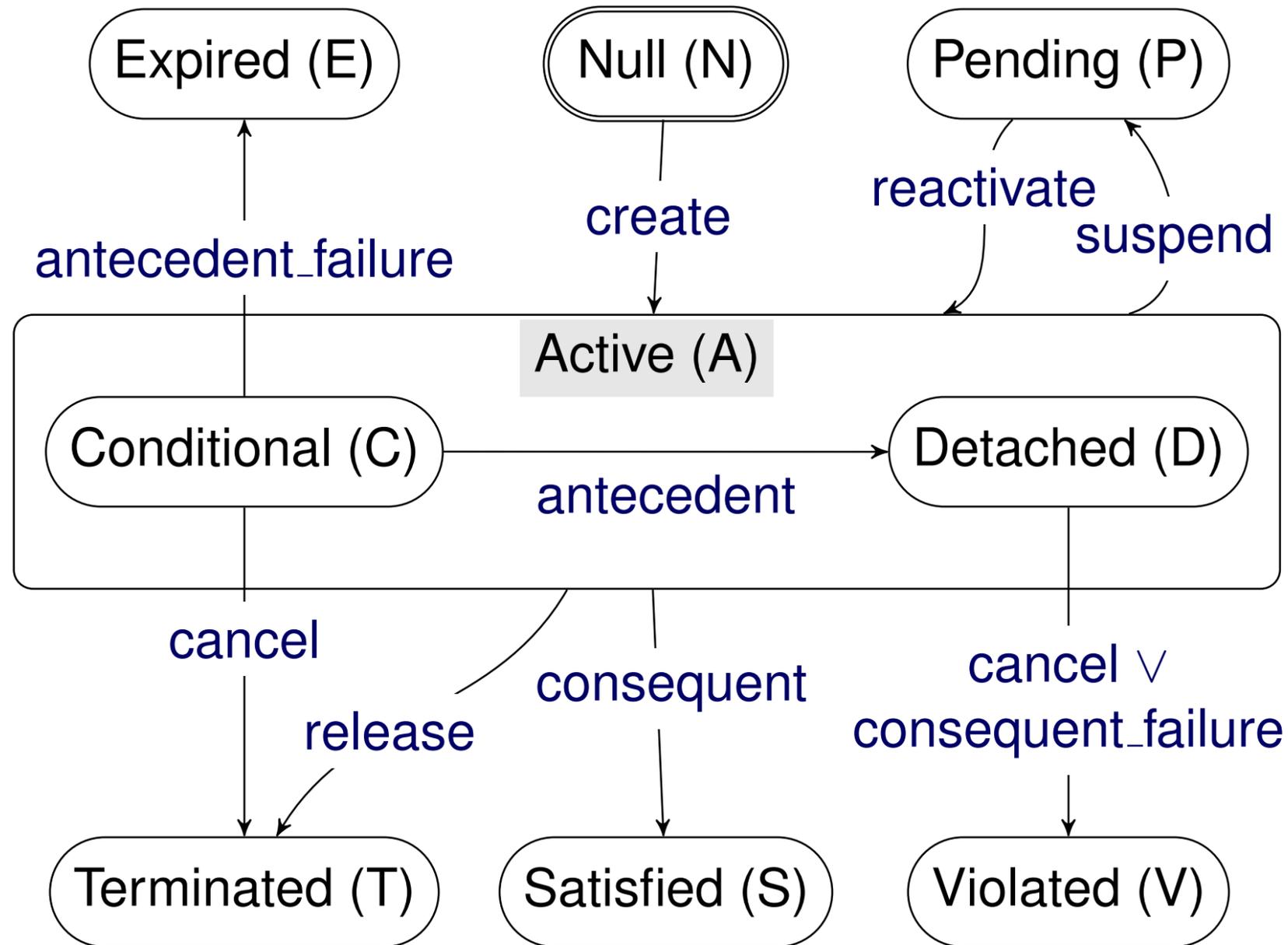
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Motivation

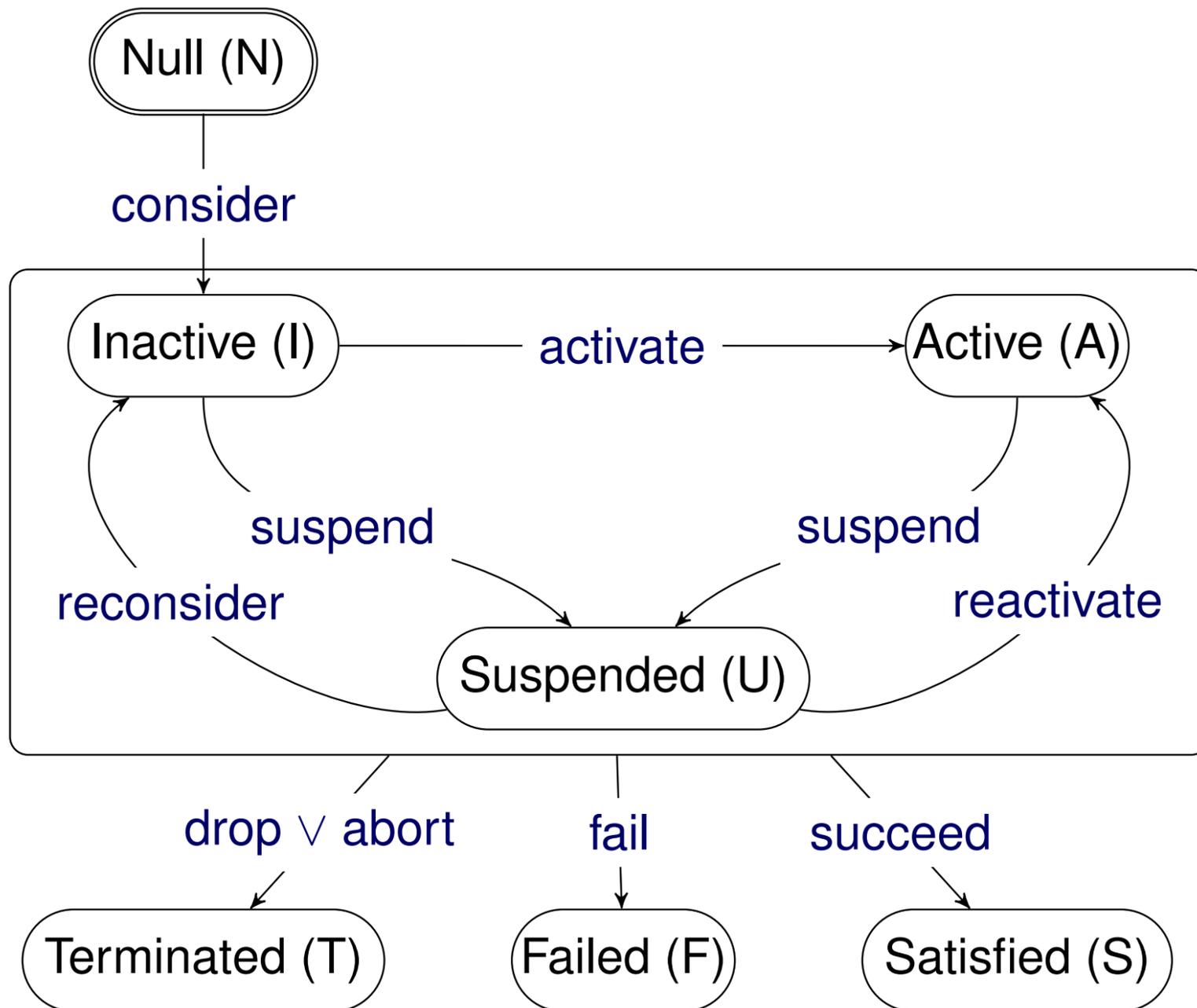
- Commitments have been extensively studied in MAS
 - Encode high-level social relations between agents
 - Define communication protocols among agents
- Previous formalizations
 - Operational semantics for goals and commitments, and their interaction
 - Propositional planning formalization

Commitment Lifecycle



- Formally
C(Debtor,
Creditor,
antecedent,
consequent)
- E.g.
C(buyer,seller,goods,paid)

Goal Lifecycle



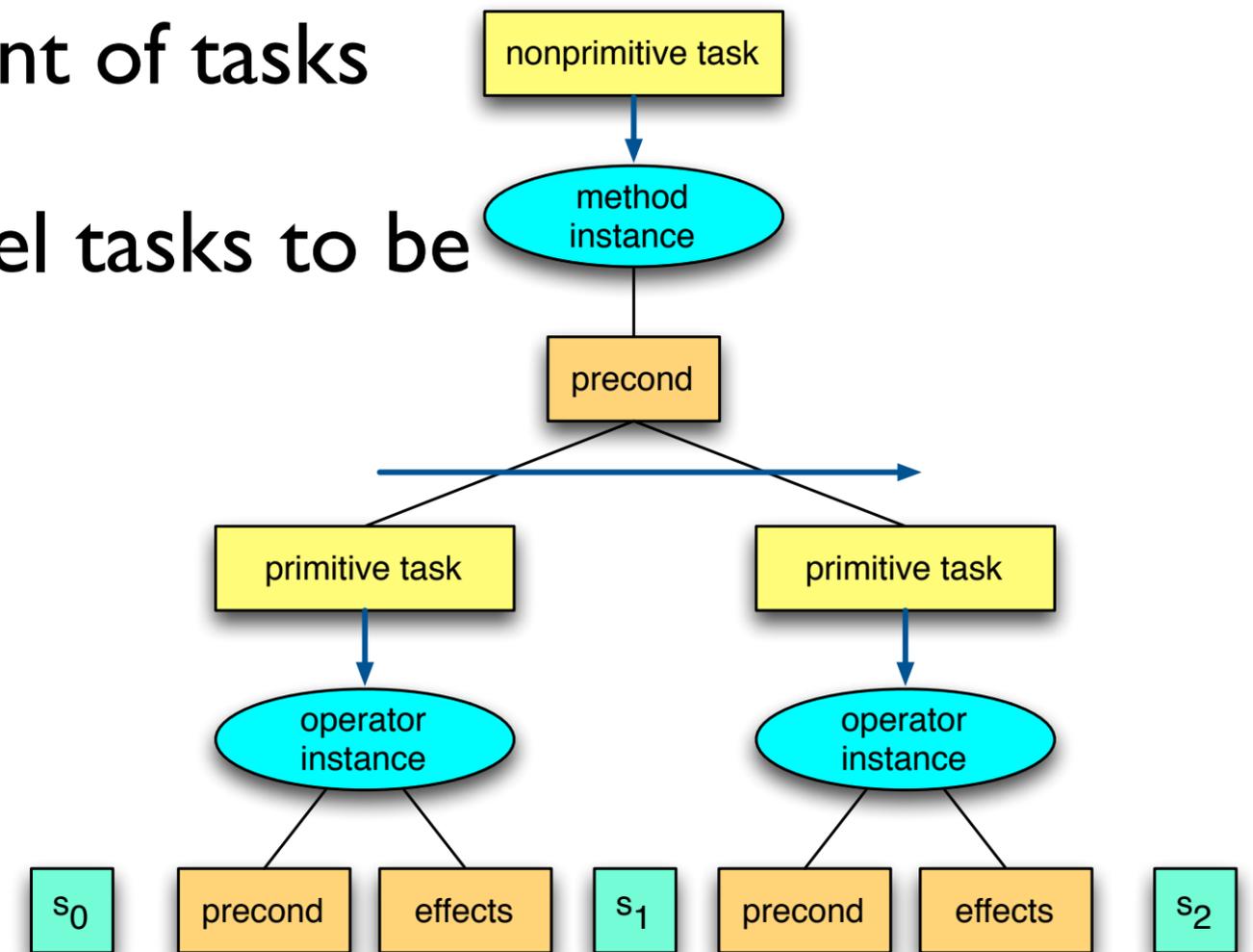
- Formally
 $G(\text{Agent}, p, g, s, f)$
- E.g.
 $G(\text{buyer}, \text{needsgoods}, \text{goods}, \text{deadline})$

Relating Commitments and Goals

- Practical Rules relating commitments and goals
 - Let $G = G(\text{buyer}, \top, \text{goods}, \perp)$
and $C = C(\text{buyer}, \text{seller}, \text{goods}, \text{pay})$
 - **Entice Rule:** If G is active and C is null, buyer creates C
$$\frac{\langle G^A, C^N \rangle}{\text{create}(C)}$$
 - Motivation: *Buyer* can achieve its goals of goods by creating the commitment to pay for them to *Seller*

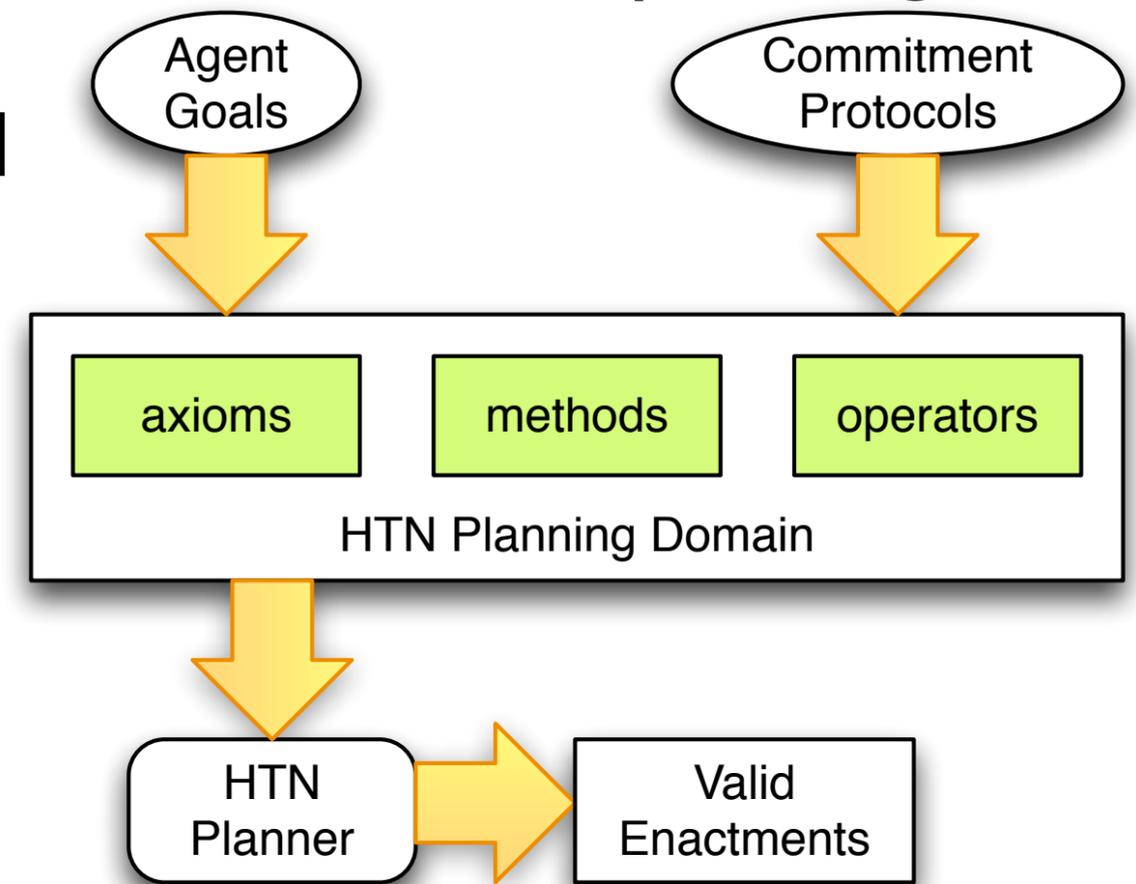
Hierarchical Task Network Planning

- Generates a plan by successive refinement of tasks
- Non-primitive Tasks - abstract, high-level tasks to be decomposed
- Primitive Tasks - cannot be further decomposed (operators)
- Multiple implementations (e.g. JSHOP2, SHOP2)
- Abstraction of choice for agent programming languages



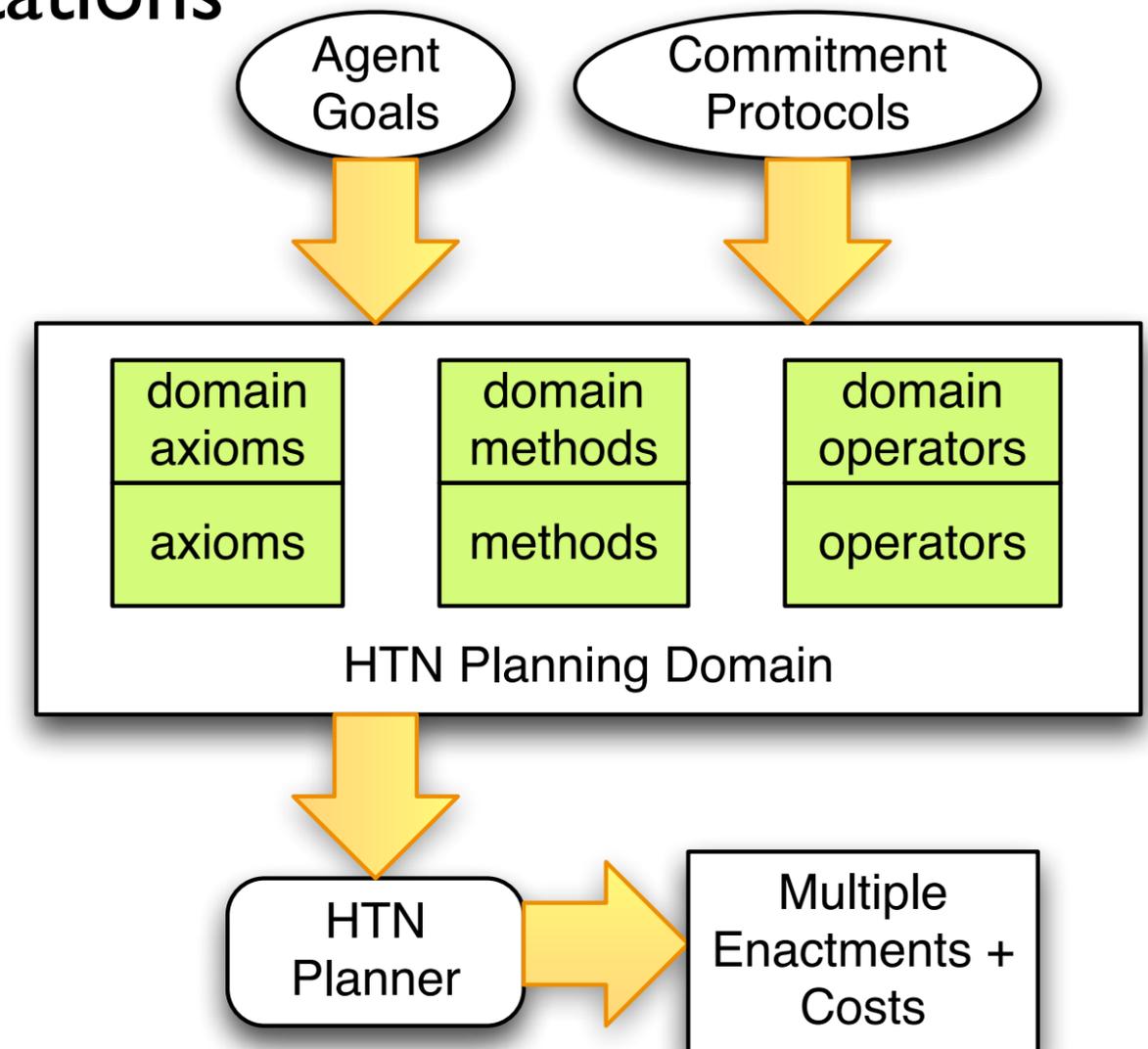
HTN Planning for Commitments and Goals

- Formalization of commitment protocols in terms of HTN planning
- Axioms enforcing state transition model for goals and commitments
- Planning Operators describing transitions (e.g. create, suspend, etc.)
- HTN Methods for practical rules (e.g. entice, negotiate, etc.)
- Allows HTN planner to be used to validate commitment protocols



A first-order formalization

- Propositional formalization had several limitations
 - Limited expressivity
- New First-order formalization:
 - Domain independent axioms, methods and operators
 - Domain dependent axioms, costs, methods and operators
 - Useful patterns of behavior



Domain Independent Axioms & Operators

Commitment Axioms

$null(C, Ct, \vec{Cv}) \leftarrow \neg var(C, Ct, \vec{Cv})$
 $conditional(C, Ct, \vec{Cv}) \leftarrow active(C, Ct, \vec{Cv}) \wedge \neg p(C, Ct, \vec{Cv})$
 $detached(C, Ct, \vec{Cv}) \leftarrow active(C, Ct, \vec{Cv}) \wedge p(C, Ct, \vec{Cv})$

Commitment Operators

$\langle \text{operator !create}(C, Ct, De, Cr, \vec{Cv}),$
 $\text{pre}(\text{commitment}(C, Ct, De, Cr) \wedge null(C, Ct, \vec{Cv})),$
 $\text{del}(), \text{add}(var(C, Ct, \vec{Cv})) \rangle$
 $\langle \text{operator !suspend}(C, Ct, De, Cr, \vec{Cv}),$
 $\text{pre}(\text{commitment}(C, Ct, De, Cr) \wedge active(C, Ct, \vec{Cv})),$
 $\text{del}(), \text{add}(pending(C, Ct, \vec{Cv})) \rangle$

Goal Axioms

$null(G, Gt, \vec{Gv}) \leftarrow \neg var(G, Gt, \vec{Gv})$
 $inactiveG(G, Gt, \vec{Gv}) \leftarrow \neg null(G, Gt, \vec{Gv})$
 $\wedge \neg f(G, Gt, \vec{Gv}) \wedge \neg s(G, Gt, \vec{Gv})$
 $\wedge \neg terminalG(G, Gt, \vec{Gv}) \wedge \neg suspendedG(G, Gt, \vec{Gv})$
 $\wedge \neg activeG(G, Gt, \vec{Gv})$

Goal Operators

$\langle \text{operator !consider}(G, Gt, X, \vec{Gv}),$
 $\text{pre}(\text{goal}(G, Gt, X) \wedge null(G, Gt, \vec{Gv}) \wedge pg(G, Gt, \vec{Gv})),$
 $\text{del}(), \text{add}(var(G, Gt, \vec{Gv})) \rangle$
 $\langle \text{operator !activate}(G, Gt, X, \vec{Gv}),$
 $\text{pre}(\text{goal}(G, Gt, X) \wedge inactiveG(G, Gt, \vec{Gv})),$
 $\text{del}(), \text{add}(activatedG(G, Gt, \vec{Gv})) \rangle$

Domain Dependent Definitions

- Axioms plus Domain-dependent operators

- **Commitment Axioms**

$$p(C, Ct, \vec{Cv}) \leftarrow \text{commitment}(C, Ct, De, Cr) \wedge \varphi$$

$$q(C, Ct, \vec{Cv}) \leftarrow \text{commitment}(C, Ct, De, Cr) \wedge \varkappa$$

- **Goal Axioms**

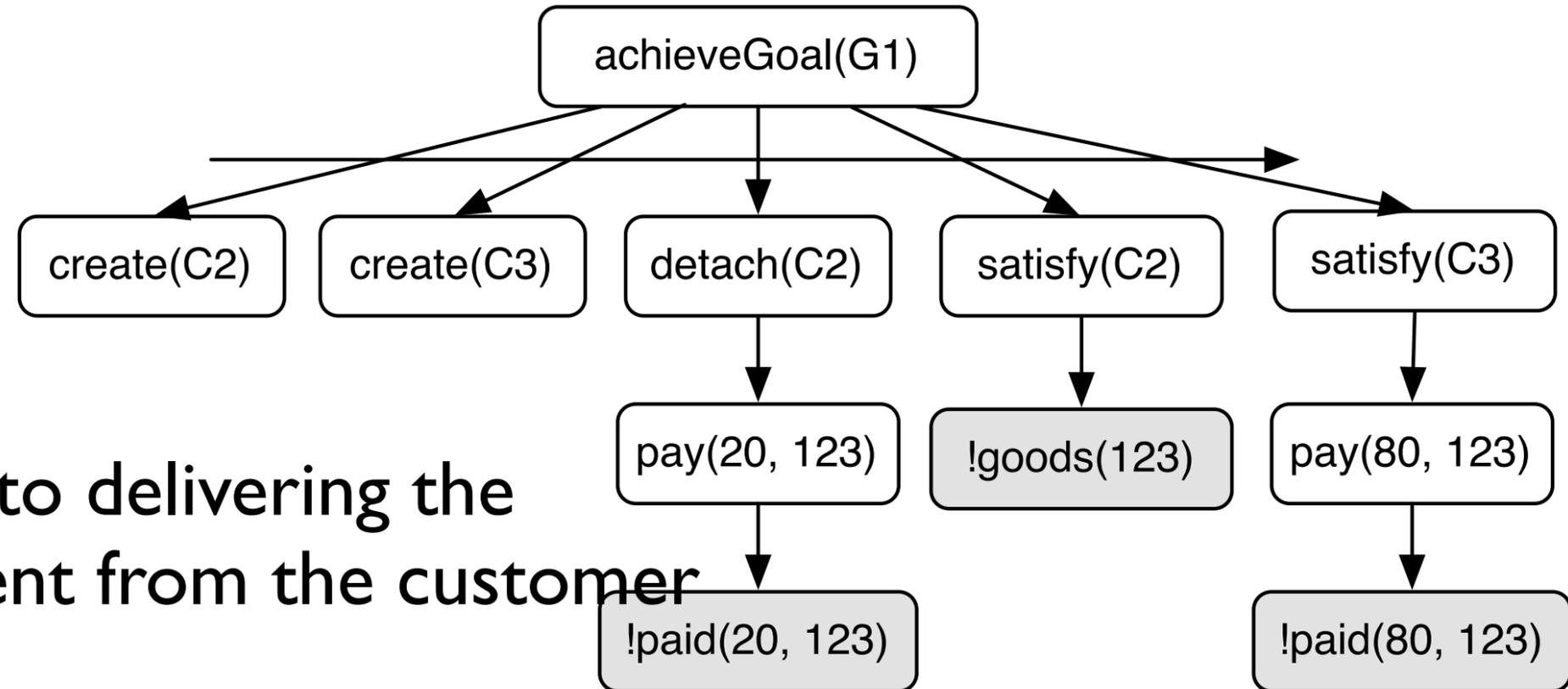
$$pg(G, Gt, \vec{Gv}) \leftarrow \text{goal}(G, Gt, X) \wedge \varpi$$

$$s(G, Gt, \vec{Gv}) \leftarrow \text{goal}(G, Gt, X) \wedge \varsigma$$

$$f(G, Gt, \vec{Gv}) \leftarrow \text{goal}(G, Gt, X) \wedge \vartheta$$

- Axioms Generated automatically using a compilation tool
- Plus any domain-specific operators (e.g. purchase, ship, etc)

Patterns of Behavior



- Concession Pattern
2 commitments
- C2 - merchant commits to delivering the goods upon a \$20 payment from the customer
- C3 - customer commits to pay \$80 upon receiving the goods
- By creating commitments C2 and C3, the customer has one possible way of achieving its goal

Conclusions and Future Work

- A FO formalization of goals and commitment protocols
 - Multiple interacting instances of the same goals and commitments
 - Piecemeal progress, concession, consolidation and compensation
- Future Work
 - Reasoning about probabilities
 - Modelling non-cooperative partners

Questions?