

DECISION-MAKING PLANNING & REASONING

LAB 5: planning

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AGENDA

- Answers from micro survey
- Planning tools
- Reasoning + planning



BEFORE START...

- Any question about topics of the previous lecture/lab?

Go to www.menti.com and use the code 60 11 33 4



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INTERACTIVITY IN SMART ENVIRONMENTS 2020

MICRO SURVEY: ANSWERS

Thank you!

Go to www.menti.com and use the code 59 99 89 8

MICRO SURVEY

Write keywords about interesting topics from previous lecture labs



modelling

mixed reality
new technology unity
visualization of data
missing shorter lectures
ontologies cooperative gaming
real life examples
serious games

4



MICRO SURVEY: ANSWERS

MICRO SURVEY

What is missing from previous lecture labs

answer keys

f abox tbox
real life applications
what we can do with this
more about ontologies
clear lab intentions

Thank you again!

QUICK RECAP ABOUT ONTOLOGIES



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UNFAIR ONTOLOGY VS DATABASE SCHEME

- **Ontology:**
 - Focus: meaning (shared understanding)
 - Defines a set of concepts and relationships
 - Represents content and structure
 - Core purpose: agents communication, interoperability, search, etc.
- **Database scheme**
 - Focus: Data
 - Defines structure of database
 - Core purpose: structure instances for efficient storage and querying



UNFAIR ONTOLOGY VS DATABASE SCHEME

Recap

Database:

- Closed world assumption (**CWA**)
 - Missing information treated as false
- Unique name assumption (**UNA**)
 - Each individual has a single, unique name
- Schema behaves as **constraints** on structure of data
 - Define legal database states

Ontology:

- Open world assumption (**OWA**)
 - Missing information treated as unknown
- **No UNA**
 - Individuals may have more than one name
- Ontology axioms behave like **implications** (inference rules)
 - Entail implicit information



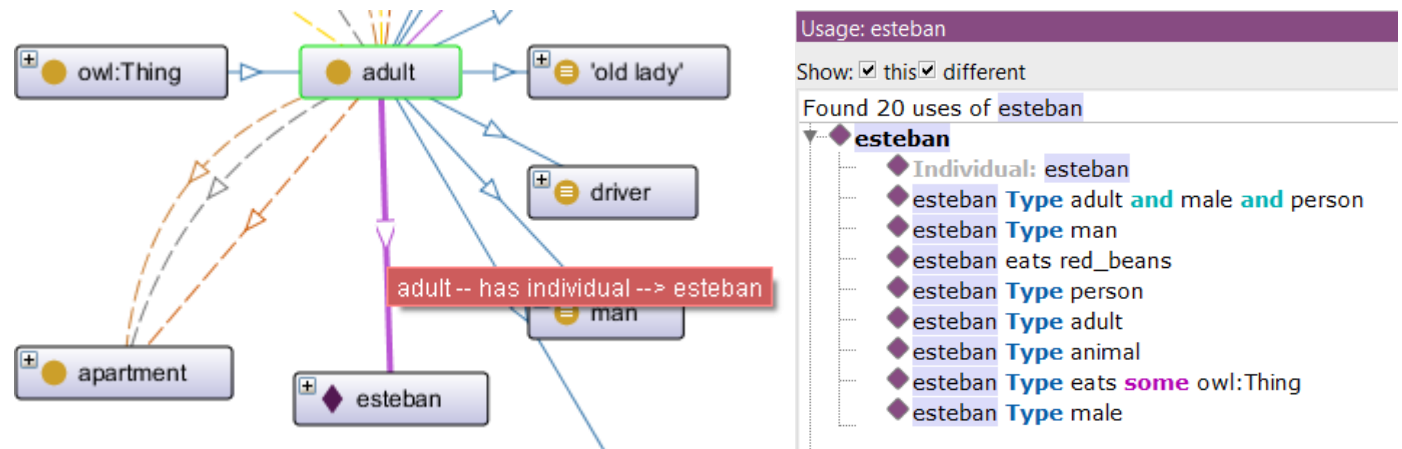
UNFAIR ONTOLOGY VS DATABASE SCHEME

Recap

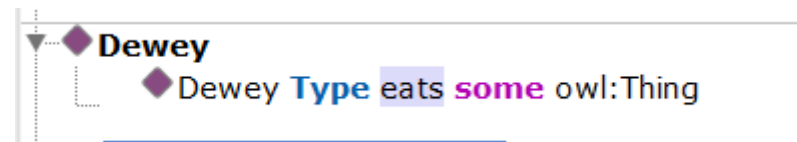
Database:	Ontology:
• Entities	• Classes
• Attributes, relations	• Properties
• Constraints	• Axioms
• No taxonomy	• Taxonomy is backbone
• Constraints for integrity, foreign key	• Constraints for meaning, consistency and integrity

A-BOX T-BOX

- A-box related to instances:
 - To define “taxonomical” relationships in an ontology “Esteban **is an** Adult” in PeopleOntology



- T-Box relates oriented to semantics relationships
 - To define specific relations among classes: “Dewey **eats**”



PLANNING TOOLS



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PLANNING PLATFORMS

1. JaCaMo

URL: <http://jacamo.sourceforge.net>

Language: AgentSpeak + Java

```
/* Plans */

//plan1 greetings to human
+!start : message(X) <- .print(X).
//+!start : message(X) <- printMsg(X).
//+!start : true <- .print("hello world.").
//"whenever I have the goal !start and I believe in message(X), I will achieve this goal by doing .print(X)

+!talkto : true <- .send(uicontroller,tell,givemevalue).
```



PLANNING PLATFORMS

1. DLV system

URL: <http://www.dlvsystem.com/>

Language: Disjunctive logic programs + Java



Demo: DLV system monkey banana

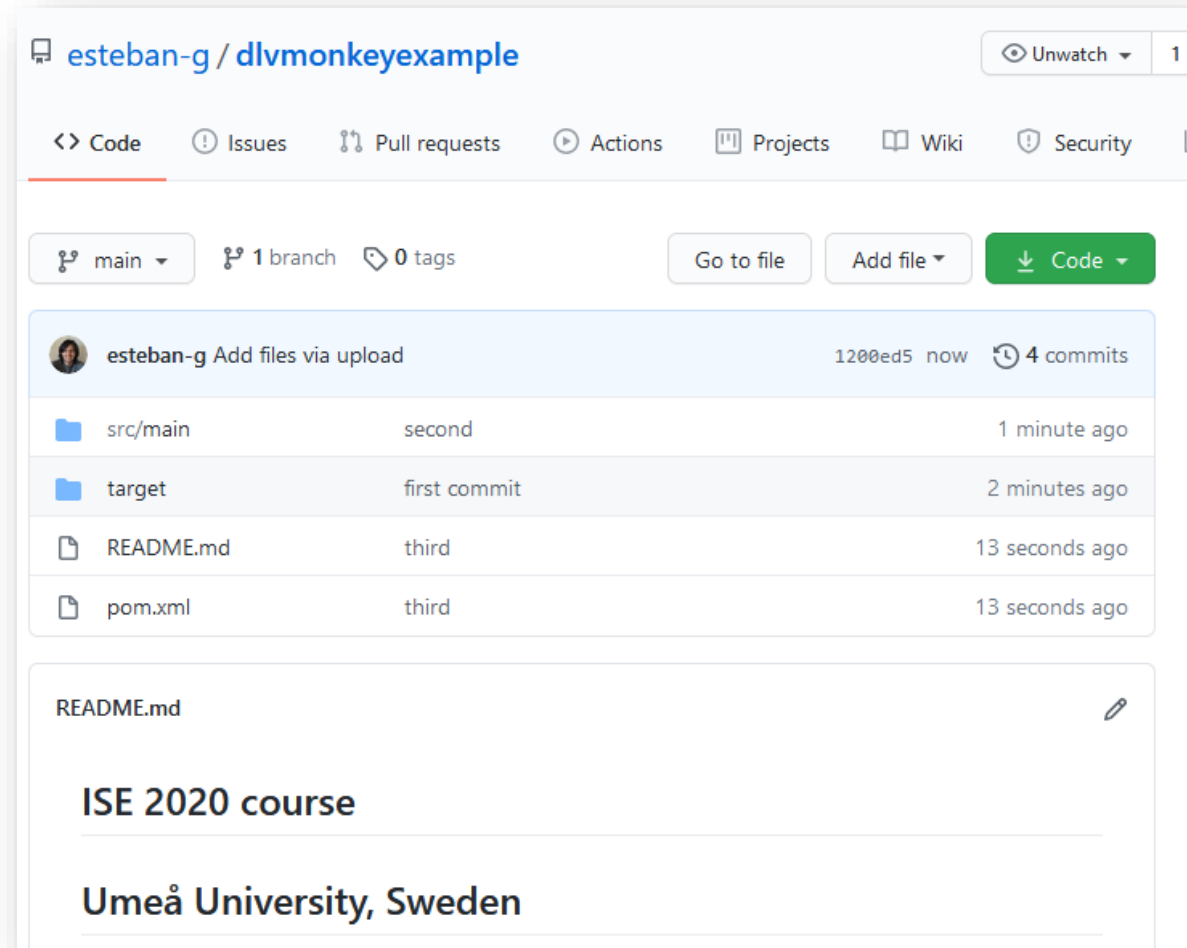
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```
monkey.dl  monkey.plan X
monkey.plan
1  fluents: at(0,L) requires object(0), #int(L).
2  |         onBox.
3  |         hasBanana.
4
5  actions: walk(L) requires #int(L).
6  |         pushBox(L) requires #int(L).
7  |         climbBox.
8  |         graspBanana.
9
10 always: caused at(monkey,L) after walk(L).
11 |         caused -at(monkey,L) after walk(L1), at(monkey,L), L<>L1.
12 |         executable walk(L) if not onBox.
13
14 |         caused at(monkey,L) after pushBox(L).
15 |         caused at(box,L) after pushBox(L).
16 |         caused -at(monkey,L) after pushBox(L1), at(monkey,L), L<>L1.
17 |         caused -at(box,L) after pushBox(L1), at(box,L), L<>L1.
18 |         executable pushBox(L) if at(monkey,L1), at(box,L1), not onBox.
19
20 |         caused onBox after climbBox.
21 |         executable climbBox if not onBox, at(monkey,L), at(box,L).
22
23 |         caused hasBanana after graspBanana.
24 |         executable graspBanana if onBox, at(monkey,L), at(banana,L).
25
26 |         inertial at(0,L).
27 |         inertial onBox.
28 |         inertial hasBanana.
29
30 initially: at(monkey,1).
31 |         at(box,2).
32 |         at(banana,3).
33
```

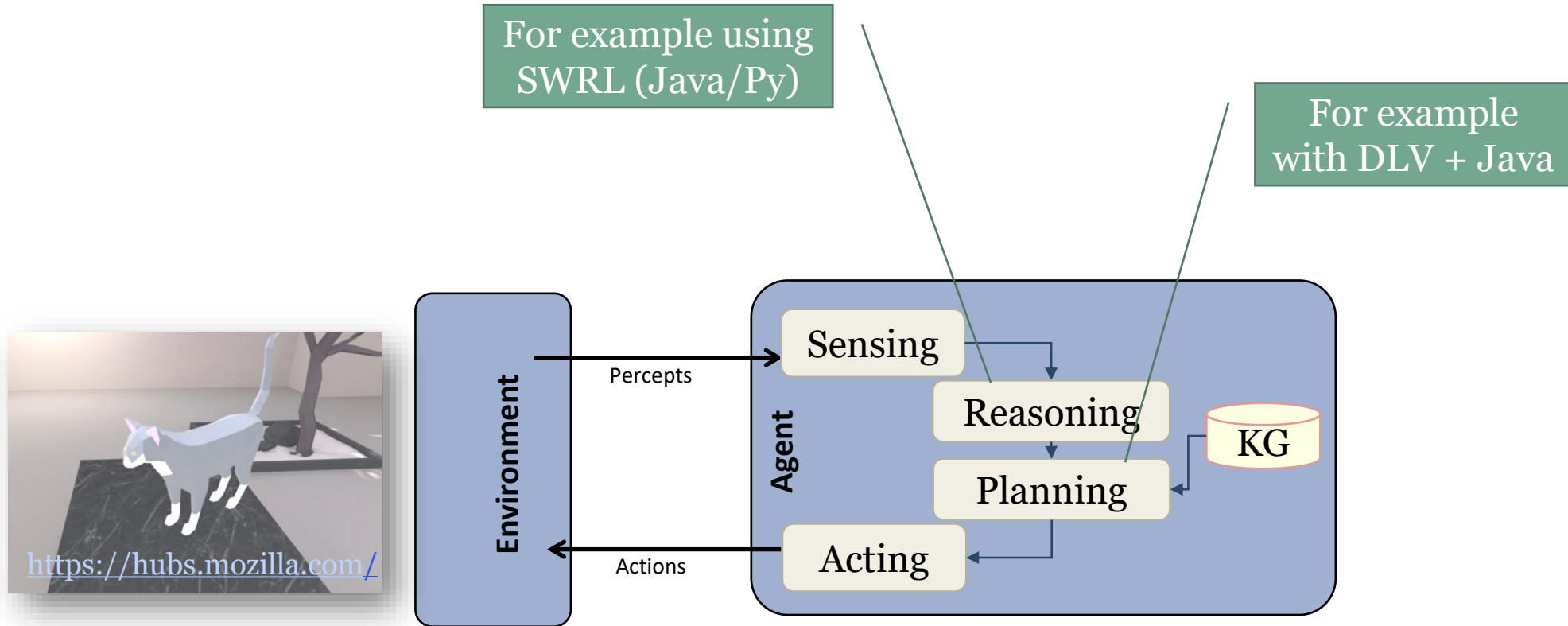
PLANNING PLATFORMS

1. Monkey banana planning with DLV system + Java wrapper
URL: <https://github.com/esteban-g/dlvmonkeyexample>



REASONING + PLANNING

Modular-based platform/agent



PROJECT MANAGEMENT



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PROJECT MANAGEMENT

- Modular
- Use iterations for prototypes (Agile-like software development methodologies)
- Web-oriented:
 - To work collaboratively
 - To present demonstration
- Establish good communication and fair task-assignments with your team

Seminar BIO.E.203 - Aula Biologica	19-Nov 13.15-16.00	Seminar and workshop: Kickoff for project work		H, JC, EH, AL
Workshop	14-16	Group work and meeting with stakeholders		
L6 ZOOM ROOM	23 Nov 13.15-15.00	Q & A - Projects		JC, HL, EG
L7 ZOOM ROOM	26 Nov 13.15-17.00	DELIVERABLE 1 - Project plan (DEADLINE- 10:00) Project plan template document Seminar: Presentations of Deliverable 1		JC, HL, EG
L8 ZOOM ROOM	03 Dec 13.15-17.00	DELIVERABLE 2 - Data models and reasoning model (DEADLINE- 10:00) Seminar: Presentations of Deliverable 2		JC, HL, EG
L8 ZOOM ROOM	07 Dec 13.15-15.00	Q & A - Projects		JC, HL, EG
	10 Dec	DELIVERABLE 3 - FINAL data models, reasoning model, and architecture of the system (DEADLINE - 23:59)		
Workshop TO BE DEFINED	17 Dec 12.00-18.00	Seminar: PROJECT DEMONSTRATION		JC, HL, EG,AL
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THANK YOU

