

COHEN AND LEVESQUE ON BDI

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Introduction - Main Features

- There are only two primitive BDI modalities: **GOAL** (desire) and **BEL** (belief). The intention modality, i.e. **INT**, is defined by imposing persistence conditions on **GOAL**.
- The language includes variables (and constants) ranging over agents.
- There are action modalities together with action connectives. Control structures (iterative and conditional) can be defined.
- Possible worlds in models are discrete linear orders (finite or infinite) with a least lower bound. Furthermore, the accessibility relations satisfy strong realism.
- No formal system is given.
- They can be called CL logics. In them, commitment is modelled in two different ways: blind-mindedness and open-mindedness.

Introduction – Desiderata

- Intentions provide a filter for adopting other intentions, which must not enter in conflict (coherency).
- Agents track the success of their intentions and are inclined to try again if their attempts fail.
- Agents believe their intentions are possible. They adopt intentions believe to be feasible.
- Agents need not hold their intentions forever. Only as long as they believe that the action purported has not, as yet, obtained.
- Intentions imply commitment to a certain action, which can be of various kinds.
- Agents need not intend all the possible consequences of their intentions.
- Agents may modify an intention due to belief-revision.
- Agents may adopt new intentions while planning.
- Commitment and intention is derived from the persistence, so to speak, of desires.

The Formal Language

Definition 1 *The set F' of CL formulae is recursively defined as follows:*

- $\langle numeral \rangle ::= 1 | \dots | k, k \geq 0.$
- $\langle object - var \rangle ::= x_0 | \dots | x_n, n \geq 0.$
- $\langle action - var \rangle ::= e_0 | \dots | e_m, m \geq 0.$
- $\langle agent - var \rangle ::= a_0 | \dots | a_p, p \geq 0.$
- $\langle pred \rangle ::= P_0^0 | \dots | P_l^s, l, s \geq 0.$
- $\langle var \rangle ::= \langle object - var \rangle$
 $| \langle event - var \rangle$
 $| \langle agent - var \rangle.$
- $\langle atom \rangle ::= \langle pred \rangle (\langle var \rangle, \dots, \langle var \rangle).$
- $\langle action - ex \rangle ::= \langle action - var \rangle$
 $| \langle action - exp \rangle; \langle action - exp \rangle$
 $| \langle action - exp \rangle | \langle action - exp \rangle$
 $| \langle form \rangle?$
 $| \langle action - exp \rangle^*.$
- $\langle time - prop \rangle ::= \langle numeral \rangle.$
- $\langle form \rangle ::= \langle atom \rangle$

$\neg < form >$
 $< form > \wedge < form >$
 $\exists < var > < form >$
Happ $< action - exp >$
Done $< action - exp >$
Ag $< agent - var > < action - var >$
Bel $< agent - var > < form >$
Go $< agent - var > < form >$
 $< time - prop >$
 $< action - var > \leq < action - var > .$

Remarks

We omit the definition of the derived operators (such as the temporal operators), because unessential to this short summary, except for the following. We send the reader to [4] for further details. We further remark that the following assertion is true: $\exists! e \forall e' (e \leq e')$. We name it thus **NIL** – the empty action or sequence (of actions).

Some Important Derived Operators

Definition 2 *We put:*

- $\Diamond A =_{df} \exists e(\mathbf{Happ} e; A?).$
- $\mathbf{Before} A B =_{df} \forall e(\mathbf{Happ} e; B?) \rightarrow \exists e'(e' \leq e) \wedge (\mathbf{Happ} e'; A?).$
- $\mathbf{Single} e =_{df} (e \neq \mathbf{NIL}) \wedge (\forall (e' \leq e) \rightarrow (e' = e) \vee (e' = \mathbf{NIL})).$
- $\mathbf{Done}_a e =_{df} (\mathbf{Done} e) \wedge (\mathbf{Ag}_a e).$
- $\mathbf{Happ}_a e =_{df} (\mathbf{Happ} e) \wedge (\mathbf{Ag}_a e).$

Formal Semantics - Models

Definition 3 A model is a structure $M = (\Theta, P, E, \text{Agt}, T, B, G, \Phi)$ where:

- Θ is a set of objects.
- P is a set of persons.
- E is a set of events.
- $\text{Agt} \in E \rightarrow P$ is a function specifying the agent of a given event.
- $T \subseteq \mathbb{Z} \rightarrow E$ is a set of worlds.
- $B \subseteq T \times P \times \mathbb{Z} \times T$ is a belief accessibility relation.
- $G \subseteq T \times P \times \mathbb{Z} \times T$ is a goal accessibility relation.
- $\Phi : \text{Pred}^k \times T \times \mathbb{Z} \rightarrow \Theta \cup P \cup E^*$ is an interpretation function for predicate symbols.

Formal Semantics – Domains

Definition 4 *Let M be a model. Then:*

- $D = \Theta \cup P \cup E^*$ *is called a domain.*
- $AGT \subseteq E^* \times P$ *is the set of agents.*

Formal Semantics – Satisfaction

Definition 5 *The satisfaction relation is defined by recursion on F' :*

- $MP(x_1, \dots, x_n)$ iff $(v(x_1), \dots, v(x_n)) \in \Phi(P, w, t)$.
- $M \neg A$ iff MA .
- $MA \vee B$ iff $M \models_{w_n}^v A$ or $M \models_{w_n}^v B$.
- $M \exists x A$ iff $M \models_{w_n}^{v^*} A$ for some $\theta \in D$.
- $M \exists e A$ iff $M \models_{w_n}^{v^*} A$ for some $e \in D$.
- $M \exists a A$ iff $M \models_{w_n}^{v^*} A$ for some $\pi \in D$.
- $M\nu$ iff $v(\nu) = n$ (for $n \in \mathbb{N}$).
- $Me \leq e'$ iff $v(e)$ is an initial segment of $v(e')$.
- $M\mathbf{Ag}_a e$ iff $\text{Agt}[v(e)] = \{v(e)\}$.
- $M\mathbf{Happ} \alpha$ iff for some $m \geq n$ such that $M, w, n[|\alpha|]m$.
- $M\mathbf{Done} \alpha$ iff for some $m \leq n$ such that $M, w, n[|\alpha|]m$.
- $M\mathbf{Bel}_a A$ iff for any w' such that $B(w, n, v(a), w')$ holds, we have that $M \models_{w'_n}^v A$.
- $M\mathbf{Go}_a A$ iff for any w' such that $G(w, n, v(a), w')$ holds, we have that $M \models_{w'_n}^v A$.

Formal Semantics – The Occurs Relation

Definition 6 *The occurrence of an action expression is defined by structural induction on action expressions as follows:*

- $M, w, m[|e|]n$ iff $v(e) = \epsilon_1 \dots \epsilon_{n-m}$ and $w_{n+i} = \epsilon_i$ for $1 \leq i \leq n - m$.
- $M, w, m[|\alpha|\beta|]n$ iff $M, w, n[|\alpha|]m$ or $M, w, n[|\beta|]m$.
- $M, w, m[|\alpha; \beta|]n$ iff for some $m \leq k \leq n$, $M, w, m[|\alpha|]k$ and $M, w, k[|\beta|]n$.
- $M, w, m[|A?|]n$ iff $M \models_{w_n}^v A$.
- $M, w, m[|\alpha^*|]n$ iff for some finite sequence $\langle n_1, \dots, n_k \rangle$ where $n = n_1$, $m = n_k$ and for every $1 \leq j \leq k$, $M, w, n_j[|\alpha|]n_{j+1}$.

General Remarks on the Semantics and the Syntax

- *Truth* and *validity* are defined in a manner analogous to that of *BDI* logics.
- Regarding proof theory, soundness and completeness, the same remarks we made on *BDI* logics hold for Cohen and Levesque's system.

CL Logics – General Axioms

We will not enter into details regarding the axioms characterizing accessibility in models. We remark only that we have the same axioms as in *BDI* logics. The following are more important:

Name	Axiom	Property
AX1	$\Diamond \neg (\mathbf{Go}_a(\mathbf{Later}A))$	Non infinite deferral
AX2	$\forall a \forall e [(\mathbf{Ag}_a e) \rightarrow \{(\mathbf{Done} e) \leftrightarrow (\mathbf{Bel}_a(\mathbf{Done} e))\}]$	Competence w.r.t. primitive actions
AX3	$\forall a \forall e [(\mathbf{Bel}_a(\mathbf{Happ}_a e; \alpha?)) \rightarrow (\mathbf{Bel}_a(\mathbf{Happ}_a e; (\mathbf{Bel}_a \alpha?)))]$	Beliefs about complex actions
AX4	$\forall a \forall e [(\mathbf{Ag}_a e) \wedge \mathbf{Single} e \rightarrow (\mathbf{Bel}_a(\mathbf{Happ} e)) \vee (\mathbf{Bel}_a \neg (\mathbf{Happ} e))]$	No doubts relative to a course of action

CL Logics – Intention with Fanatical Commitment

1. Persistent goals:

Definition 7

$$\mathbf{P}\text{-}\mathbf{Go}_a A =_{df} \left\{ \begin{array}{l} \mathbf{Go}_a(\mathbf{Later} A) \wedge (\mathbf{Bel}_a \neg A) \wedge \\ \{\mathbf{Before}((\mathbf{Bel}_a A) \vee (\mathbf{Bel}_a \Box \neg A)) \\ \neg(\mathbf{Go}_a(\mathbf{Later} A))\}. \end{array} \right.$$

2. Intention:

Definition 8

$$\begin{aligned} \mathbf{In}_a^1 \alpha &=_{df} (\mathbf{P}\text{-}\mathbf{Go}_a \{\mathbf{Done}_a(\mathbf{Bel}_a(\mathbf{Happ} \alpha))?; a\}). \\ \mathbf{In}_a^2 A &=_{df} \left\{ \begin{array}{l} (\mathbf{P}\text{-}\mathbf{Go}_a \exists e (\mathbf{Done}_a \{(\mathbf{Bel}_a \exists e' (\mathbf{Happ}_a e'; A?)) \\ \wedge \neg(\mathbf{Go}_a \neg(\mathbf{Happ}_a e; A?))\}?; e; A?)). \end{array} \right. \end{aligned}$$

CL Logics – Intention with Single-minded Commitment

1. Persistent relativized goals:

Definition 9

$$\mathbf{PR}\text{-}\mathbf{Go}_a A B =_{df} \begin{cases} \mathbf{Go}_a(\mathbf{Later} A) \wedge (\mathbf{Bel}_a \neg A) \wedge \\ \{\mathbf{Before}((\mathbf{Bel}_a A) \vee (\mathbf{Bel}_a \Box \neg A) \vee (\mathbf{Bel}_a \neg B)) \\ \neg(\mathbf{Go}_a(\mathbf{Later} A))\}. \end{cases}$$

2. Intention:

Definition 10

$$\begin{aligned} \mathbf{In}_a^1 \alpha A &=_{df} (\mathbf{PR}\text{-}\mathbf{Go}_a \{\mathbf{Done}_a(\mathbf{Bel}_a(\mathbf{Happ} \alpha)) ?; a\} A). \\ \mathbf{In}_a^2 A B &=_{df} \begin{cases} (\mathbf{PR}\text{-}\mathbf{Go}_a \exists e (\mathbf{Done}_a \{(\mathbf{Bel}_a \exists e' (\mathbf{Happ}_a e'; A?)) \\ \wedge \neg(\mathbf{Go}_a \neg(\mathbf{Happ}_a e; A?))\} ?; e; A?) B). \end{cases} \end{aligned}$$

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