

DELPHIC: TOWARDS AN EFFICIENT POSSIBILITY-BASED EPISTEMIC PLANNING FRAMEWORK

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Epistemic planning is an enrichment of automated (multi-agent) planning where the concept of **knowledge/belief** is taken into account:

- Agents might do something depending on **what they know**
- Cooperative setting: agents want to reach a common goal
- Centralized setting: a single omniscient entity (the planner) is responsible for finding a solution

A Simple Running Example

Example (Coin in the Box)

Initial situation. Anne, Bob and Carl are in the same room. A coin placed inside a closed box. Everybody knows that the box is closed (c), but no one knows the position of the coin.

There are two possible situations:

- The coin lies heads up (h), and
- The coin lies tails up ($\neg h$).

Goals can include **epistemic conditions**:

- Anne knows/believes that h ,
- Bob knows/believes that Anne knows/believes whether h or not,
- Carl knows/believes that Anne does not know/believe whether h ,
- Both Bob and Carl do not know/believe whether h .

DYNAMIC EPISTEMIC LOGIC

The Language

Let \mathcal{P} be a finite set of **propositional atoms** and $\mathcal{AG} = \{1, \dots, n\}$ a finite set of **agents**.

Definition (Language $\mathcal{L}_{\mathcal{P}, \mathcal{AG}}^C$)

$$\varphi ::= p \mid \neg\varphi \mid \varphi \wedge \varphi \mid \Box_i\varphi \mid C_G\varphi,$$

Example (Coin in the Box)

Let $\mathcal{P} = \{c, h\}$ and $\mathcal{AG} = \{Anne, Bob, Carl\}$. We can state the conditions of our example as follows:

Initial conditions:

- $\bigwedge_{i \in \mathcal{AG}} (\neg\Box_i h \wedge \neg\Box_i \neg h)$
- $C_{\{Anne, Bob, Carl\}} c$

Goal conditions:

- $\Box_{Anne} h$
- $\Box_{Bob} (\Box_{Anne} h \vee \Box_{Anne} \neg h)$
- $\Box_{Carl} (\neg\Box_{Anne} h \wedge \neg\Box_{Anne} \neg h)$
- $\bigwedge_{i \in \{Bob, Carl\}} (\neg\Box_i h \wedge \neg\Box_i \neg h)$

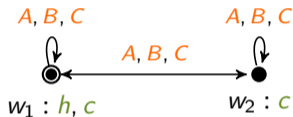


Figure: Initial state.

Epistemic states (pointed Kripke models):

- Worlds: possible situations
- Relations: what agents **consider to be possible**
- Valuation: what is considered to be **true** in each world
- Designated worlds: actual situations

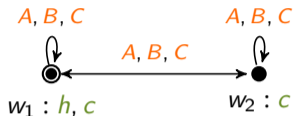


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Definition (Truth)

$(M, w) \models p$	iff	$w \in V(p)$
$(M, w) \models \neg\varphi$	iff	$(M, w) \not\models \varphi$
$(M, w) \models \varphi \wedge \psi$	iff	$(M, w) \models \varphi$ and $(M, w) \models \psi$
$(M, w) \models \Box_i\varphi$	iff	$\forall v$ if $wR_i v$ then $(M, v) \models \varphi$
$(M, w) \models C_G\varphi$	iff	$\forall v$ if $wR_G^* v$ then $(M, v) \models \varphi$

The Semantics

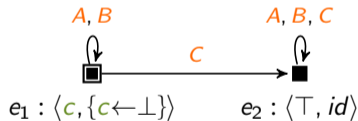
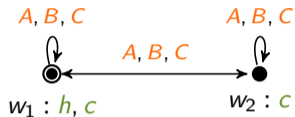
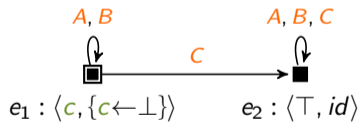
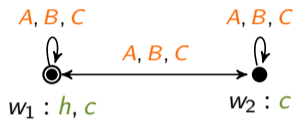


Figure: Anne opens the box while only Bob is looking (Carl is distracted).

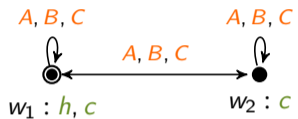
Actions (pointed event models):

- Events: what **might happen** relatively to some agents' perspective
- Relations: akin to those of epistemic models
- Preconditions: what is needed for an event to occur
- Postconditions: how an event **changes a world**
- Designated events: what actually happens

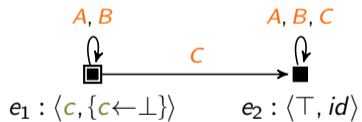
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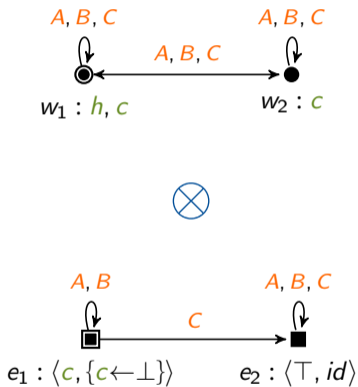
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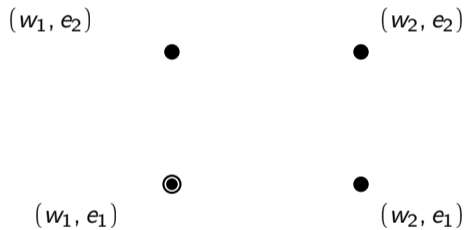
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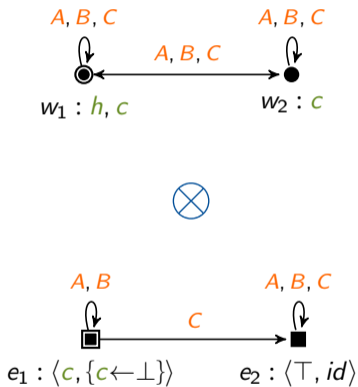
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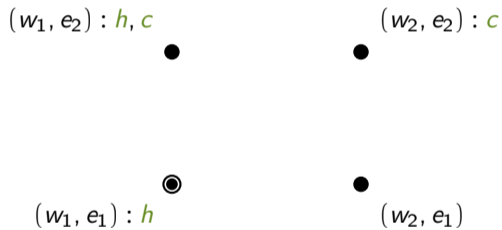
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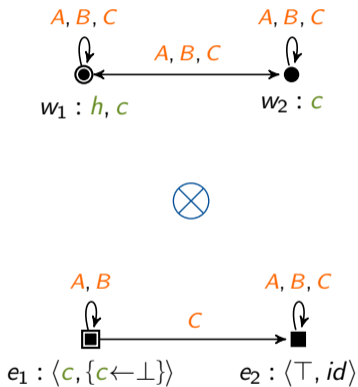
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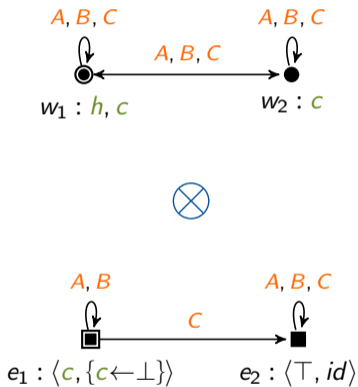
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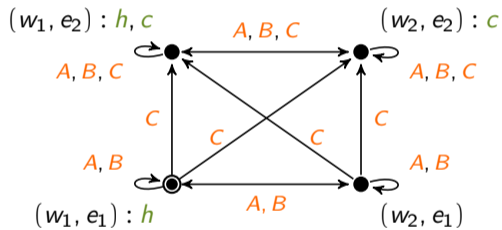
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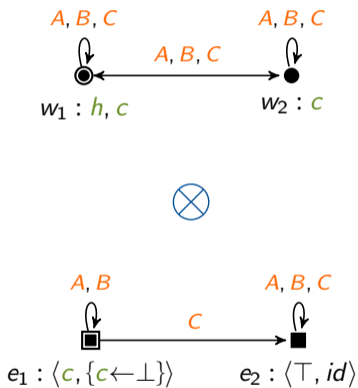
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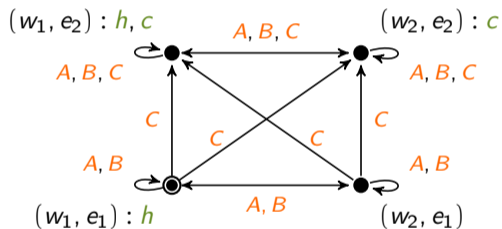
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The Semantics



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Notice that w_1 (resp., w_2) and (w_1, e_2) (resp., (w_2, e_2)) encode the **same information**, but they are **distinct objects**!

DELPHIC

DEL-planning with a **P**ossibility-based **H**omogeneous **I**nformation **C**haracterisation:

- Epistemic models represented by **possibilities**
- Event models represented by **eventualities**
- New semantics for actions: **union update**

Definition (Possibility [journals/jolli/Gerbrandy1997])

A **possibility** u is a function that assigns to each atom $p \in \mathcal{P}$ a truth value $u(p) \in \{0, 1\}$ and to each agent $i \in \mathcal{AG}$ a *set of possibilities* $u(i)$.

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Intuitively:

- $u(p)$ specifies the truth value of the atom p (plays the role of the valuation function)
- $u(i)$ is the set of all the worlds that agent i considers possible in u (plays the role of the accessibility relations)
- A possibility spectrum plays the role of the designated worlds

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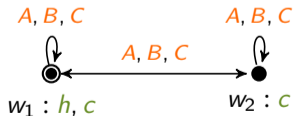
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Example

$U = \{w_1\}$, where:



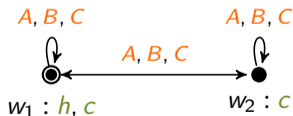
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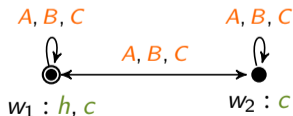
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$u \models \Box_i \varphi$	iff	$\forall v$ if $v \in u(i)$ then $v \models \varphi$
$u \models C_G \varphi$	iff	$\forall v$ if $v \in u^*(G)$ then $v \models \varphi$

Finally, $U \models \varphi$ iff $v \models \varphi$, for all $v \in U$.

Let $pre \notin \mathcal{P}$ be a fresh atom and let $\mathcal{P}' = \mathcal{P} \cup \{pre\}$.

Definition (Eventuality)

An **eventuality** e is a function that assigns to each atom $p' \in \mathcal{P}'$ a formula $e(p') \in \mathcal{L}_{\mathcal{P}, \mathcal{AG}}^C$ and to each agent $i \in \mathcal{AG}$ a *set of eventualities* $e(i)$.

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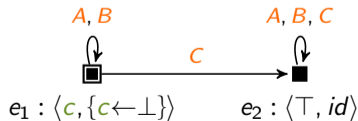
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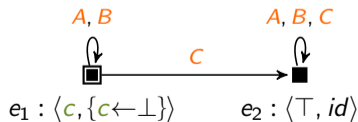
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$E = \{e_1\}$, where:

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- $e_1(A) = e_1(B) = \{e_1\}$ and $e_1(C) = \{e_2\}$

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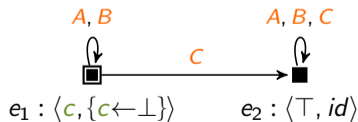
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- $e_2(pre) = \top$, $e_2(h) = h$ and $e_2(c) = c$
- $e_2(A) = e_2(B) = e_2(C) = \{e_2\}$

Definition (Union Update)

The **union update** of a possibility u with an eventuality e is the possibility $u' = u \boxtimes e$, such that if $u \not\models e(\text{pre})$, then $u' = \emptyset$; otherwise:

- $u'(p) = 1$ iff $u \models e(p)$
- $u'(i) = \{v \boxtimes f \mid v \in u(i), f \in e(i) \text{ and } v \models f(\text{pre})\}$

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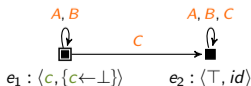
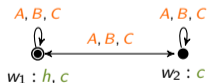
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Example

$$U \boxtimes E = \{w_1 \boxtimes e_1\} = \{w_1^1\}, \text{ where:}$$



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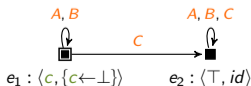
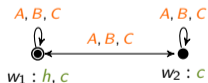
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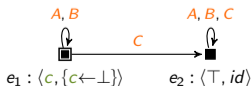
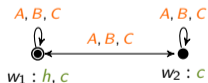
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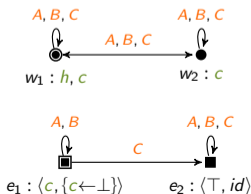
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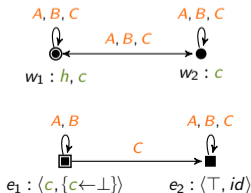
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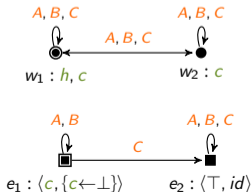
- $u'(p) = 1$ iff $u \models e(p)$
- $u'(i) = \{v \boxtimes f \mid v \in u(i), f \in e(i) \text{ and } v \models f(\text{pre})\}$

The **union update** of a possibility spectrum U with an eventuality spectrum E is the possibility spectrum $U \boxtimes E = \{u \boxtimes e \mid u \in U, e \in E \text{ and } u \models e(\text{pre})\}$.

Example

$U \boxtimes E = \{w_1 \boxtimes e_1\} = \{w_1^1\}$, where:

- $w_1^1(c) = 0$ and $w_1^1(h) = 1$
- $w_1^1(A) = w_1^1(B) = \{w_1^1, w_2^1\}$ and $w_1^1(C) = \{w_1^2, w_2^2\}$
- $w_2^1(c) = 0$ and $w_2^1(h) = 0$
- $w_2^1(A) = w_2^1(B) = \{w_1^1, w_2^1\}$ and $w_2^1(C) = \{w_1^2, w_2^2\}$
- $w_1^2 = w_1$ and $w_2^2 = w_2$ (we can **reuse old information!**)



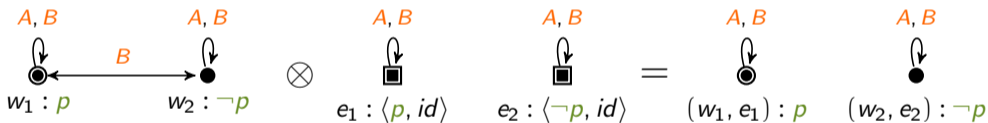
DISCUSSION

Why DELPHIC? – A Technical Standpoint

DELPHIC overcomes some Shortcomings of DEL:

- Does not reuse old information (as shown before)
- *Blind* cross-product: may result into unreachable information
 - World (w_2, e_2) is redundant: it is **not reachable** from a designated world

Example

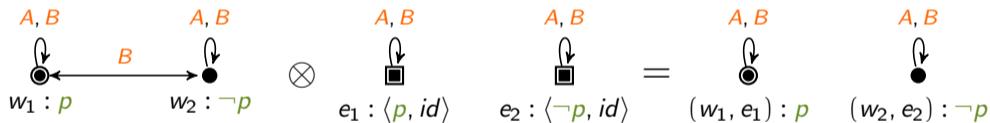


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Let $U = \{w_1\}$ and $E = \{e_1, e_2\}$, where:

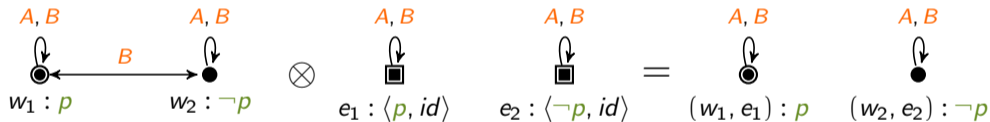
- $w_1(p)=1$ and $w_1(A)=w_1(B)=\{w_1, w_2\}$
- $w_2(p)=0$ and $w_2(A)=w_2(B)=\{w_1, w_2\}$
- $e_1(pre) = p$, $e_1(p)=p$ and $e_1(A)=e_1(B)=\{e_1\}$
- $e_2(pre) = \neg p$, $e_2(p)=p$ and $e_2(A)=e_2(B)=\{e_2\}$

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- $e_2(pre) = \neg p$, $e_2(p) = p$ and $e_2(A) = e_2(B) = \{e_2\}$

In DELPHIC every possibility is **reachable**: $U \boxtimes E = \{w_1 \boxtimes e_1\} = \{w_1\}$.

Why DELPHIC? – A Theoretical Standpoint

As shown by Gerbrandy [[journals/jolli/Gerbrandy1997](#)], possibilities and Kripke models are tightly related. In particular:

- To each Kripke model, we can associate a correspondent **equivalent** possibility (and vice versa)
 - We have already seen this intuitively
- We can study properties about possibilities by exploiting the extended literature on Kripke models

Why DELPHIC? – An Implementation Standpoint

Moreover, the relation between possibilities and Kripke models have interesting implications in terms of implementations:

- To each Kripke model, we can associate a correspondent **equivalent** possibility (and vice versa)
- If two Kripke models are bisimilar, they share the same correspondent possibility
- Thus, possibilities are minimal objects (w.r.t. bisimulation)
 - Possibilities allow for a **more compact representation**

Why DELPHIC? – An Implementation Standpoint

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- To each Kripke model, we can associate a correspondent **equivalent** possibility (and vice versa)
- If two Kripke models are bisimilar, they share the same correspondent possibility
- Thus, possibilities are minimal objects (w.r.t. bisimulation)
 - Possibilities allow for a **more compact representation**

We can exploit this property in **implementations of tools**:

- Possibilities have already been proved to provide more efficient implementations
- Epistemic planner **EFP 2.0** [conf/icaps/Fabiano2020]: relies on a framework called *mA** [journals/corr/Baral2015], which is a fragment of DEL

Why DELPHIC? – A Conceptual Standpoint

In DEL, a Kripke models represents information by means of different *heterogeneous* components: worlds, accessibility relations, valuation function.

In DELPHIC, a possibility represents a whole **possible situation**: what is **true** in that particular situation *and* what agents **consider possible**.

Why DELPHIC? – A Conceptual Standpoint

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In DELPHIC, a possibility represents a whole **possible situation**: what is **true** in that particular situation *and* what agents **consider possible**.

- In short, a **possibility** represents a *possibility*.
- Closer to how humans reason about situations

FUTURE WORKS

In the immediate future (X):

- Implement both DELPHIC and DEL to obtain empirical evidence
- Declarative encoding (ASP, Prolog, SMT, ...): transparent comparison

More in the future (F):

- Implement DELPHIC in the solver *EFP* [conf/icaps/Fabiano2020]

THANK YOU

Questions?