# INTRODUCING EQUIBEL

## AN IMPLEMENTATION OF CONSISTENCY-BASED BELIEF CHANGE

Paul Vicol<sup>1</sup> James Delgrande<sup>1</sup> Torsten Schaub<sup>2</sup> LPNMR - September 28, 2015

<sup>1</sup>Simon Fraser University

<sup>2</sup>University of Potsdam

#### MULTI-AGENT BELIEF CHANGE

- We have a network of agents
- Each agent has some initial beliefs about the state of the world
- Agents communicate and share information
- Goal: Determine what each agent believes after learning as much as possible from other agents
- How do we do this?



## A MOTIVATING EXAMPLE

#### Example: Drones looking for people in a disaster site

- Each drone has an initial belief:
  - Drone 1 believes that there is a person in the bookstore, and one in the atrium:  $b \wedge a$
  - Drone 2 believes that there *cannot* be missing people in *both* the atrium *and* the bookstore: ¬b∨¬a
  - Drone 3 just believes that there is a person in the cafeteria: c



- The drones communicate, and learn from one another
  - Each drone is willing to incorporate new information that *does not conflict with its initial beliefs*

- An agent starts out with initial beliefs that it does not want to give up, and then includes as much information as consistently possible from other agents
- We want to determine what *pieces of information* an agent can incorporate from others
- How is this done?
  - Agent *i* expresses its beliefs in a language L<sup>i</sup> over superscripted atoms P<sup>i</sup> = {p<sup>i</sup>, q<sup>i</sup>, r<sup>i</sup>, ...} (i.e. agent 1 believes p<sup>1</sup> ∧ ¬q<sup>1</sup>)
  - We "force" the *languages* used by adjacent agents to agree on the truth values of corresponding atoms *as much as consistently possible*
  - This yields one or more maximal sets of equivalences, *EQ*, between atoms in the languages of adjacent agents
  - These equivalences provide a means to *consistently translate* information from one agent to another

- **Purpose:** To make it easy for students and researchers to experiment with belief change
- Equibel is an implementation of the consistency-based framework, in ASP and Python
- Allows users to simulate belief sharing in arbitrary networks of agents
  - Users create a graph and assign formulas to nodes
- Supports standard belief change operations like revision and merging by automatically constructing *implicit graph topologies* 
  - Users specify a set of formulas and an operation to be performed
  - Behind the scenes, Equibel constructs a graph, finds the completion, and returns only the relevant formulas

## EQUIBEL ARCHITECTURE

- The main operation performed by Equibel is finding the completion of a *G*-scenario
- The steps to find the completion are:
  - 1. Find maximal sets of equivalences between atoms of adjacent agents
  - 2. Translate beliefs between the languages of adjacent agents
  - 3. Combine beliefs resulting from different maximal equivalence sets
- Two architectural layers:
  - The ASP layer performs the core maximization procedure
  - The Python layer post-processes answer sets and provides programmatic and interactive interfaces

#### EQUIBEL SYSTEM DESIGN



- The graph structure is encoded using node/1 and edge/2, and formulas are associated with nodes using formula/2
- Formulas are created using neg/1, and/2, or/2, implies/2, and iff/2

Example

```
node(1). node(2). node(3). node(4).
edge(1,2). edge(1,3). edge(2,3). edge(2,4).
formula(1, and(p,q)).
formula(2, or(q,neg(r))).
formula(3, implies(and(p,neg(q)),neg(r))).
formula(4, p).
```

## GENERATING EQ SETS IN ASP

- First, we break down formulas into subformulas and extract atoms
- We generate candidate equivalences p<sup>x</sup> ≡ p<sup>y</sup> with:
- { eq(P,X,Y) : atom(P), edge(X,Y), X < Y }.
  - Then we attempt to assign truth values to the atoms at each node:
- 1 { tv(N,P,1) ; tv(N,P,0) } 1 :- atom(P), node(N).
  - Such that atoms  $p^x$  and  $p^y$  that participate in an equivalence  $p^x \equiv p^y$  have the same truth value:
- :- eq(P,X,Y), edge(X,Y), tv(X,P,V), tv(Y,P,W), V != W.
  - We build up the original formulas from the bottom-up, checking satisfiability; all agents' original formulas must be satisfied:
- :- formula(N,F), not sat(N,F).

## TRANSLATION AND POST-PROCESSING IN PYTHON

- ASP gives us a collection of maximal equivalence sets
- In Python, we translate formulas between the languages of Ξ. connected agents based on the EQ sets
- An agent may obtain different information from different EQ sets
  - Each EQ set represents an equally plausible way to share information
  - So we take the disjunction of beliefs obtained from different EQ sets



#### Possible Propagation Scenarios

## EQUIBEL IS EASY

Equibel can be used interactively, by invoking the equibel prompt:

```
equibel (g) > add_nodes [1..4]
   nodes: [1, 2, 3. 4]
equibel (g) > add edges [(1,2), (2,3), (3,4)]
    edges: 1 <-> 2 2 <-> 3 3 <-> 4
equibel (g) > add_formula 1 p & q
   node 1: q & p
equibel (g) > add formula 4 ~p & r
   node 4: ~p & r
equibel (g) > completion
   node 1: g & p & r
   node 2: q & r
   node 3: g & r
   node 4: g & ~p & r
```

The following script simulates belief sharing in the drone scenario:

```
import equibel
G = equibel.complete_graph(3)
G.add_formula(0, 'a & b')
G.add_formula(1, '~a | ~b')
G.add_formula(2, 'c')
R = equibel.completion(G)
print(R.formulas())
```

python drones.py

{0: a & c & b, 1: c & ((a & ~b) | (~a & b)), 2: (a | b) & c}

### IMPLICIT GRAPH TOPOLOGIES: BELIEF REVISION

- **Belief revision** = Incorporating a new belief  $\alpha$  into a belief set K
- equibel.revise(['p', 'q | ~r'], 'r') constructs the graph:



- Agent 2 will incorporate as much information as possible from agent 1, while not giving up its initial belief
- The *revision* of K = {p, q ∨ ¬r} by α = r is the belief of agent 2 in the completion

## IMPLICIT GRAPH TOPOLOGIES: BELIEF MERGING

- Two types of merging: projection-based and consensus-based
- equibel.merge(['p&q', '~p|r', 'q->r'], type=equibel.PROJECTION) constructs a star graph:



- The input formulas are projected onto the central node
- The result is the formula at the central node in the completion

## CONCLUSION

## Equibel

- Is a software system for working with equivalence-based belief change
- Simulates belief sharing in multi-agent scenarios
- Supports standard belief change operations (revision and merging) by constructing implicit graphs
- Provides a Python package, as well as an interactive prompt
- Is open source, hosted at

www.github.com/asteroidhouse/equibel

Is available on PyPI, so it can be installed using pip:

## pip install equibel