ALLEGRO ≐ Belief-based Programming (Joint with H. Levesque; IJCAI-15) + HYPE ≐ Probabilistic Programming (Joint with D. Nitti, L. De Raedt; ECML-15) Vaishak Belle

<u>Poster</u>: Only-knowing + common knowledge + announcement = deductive solution to muddy children!

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- strong formal foundations \doteq semantics
- intuitive implementations realizing machinery
- tested on realistic robotic specifications

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- lots of success, e.g., diagnosis, cognitive robotics (museum robot)

Major criticism: action & knowledge specification very unrealistic for actual robots!

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- noise models use continuous distributions

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Need to <u>rethink</u> GOLOG, both at specification and implementation level

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- IJCAI-I3: a first-order framework for <u>subjective probability</u> and <u>noisy actions/sensors</u> over discrete / continuous distributions
- UAI-13: regression, KR-14: progression
- IJCAI-15: program model wrt basic action theory (w. initial beliefs, noise models, etc.)

ALLEGRO

until(Bel(
$$h \ge 3 \land h \le 5$$
) > θ)
until(Bel($|h - \hbar| \le \beta$) > η) sonar endUntil;
 $nfwd(\hbar - 4)$
endUntil



Nested belief terms, loops, etc.

(For semantics, cf. paper)

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Theorem: $BAT \models Bel(\phi, do(\sigma, S_0)) = u$ iff $\lim_{n\to\infty} INTERPRETER[(bel \phi), PROG, BAT_0] = u.$

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$\label{eq:probabilistic programming} \textbf{Probabilistic programming} \doteq \text{describe generative models}$

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Probabilistic programming \doteq describe generative models of random processes using formal languages

A modeling problem: place robot at the center of **this** room: describe its position to an unknown number of participants (view of the robot)

```
n \sim poisson(6).
pos(P) \sim uniform(1, 10) \leftarrow between(1, \simeq(n), P).
```

(view of the robot)

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```

- Semantics: distributions on Herbrand interps.
- HYPE = planning on such clauses
- task and motion planning, including tracking

- ALLEGRO = belief-based programs
- HYPE = planning via probabilistic programs

Motivation: bring **epistemic reasoning** and **probabilistic techniques** closer, both from specification and implementation perspective.

• modeling power, rich control structures, etc. for novel tasks and applications