

Towards Smart Cities at the Mental Level via Tentacular AI (TAI) Agents

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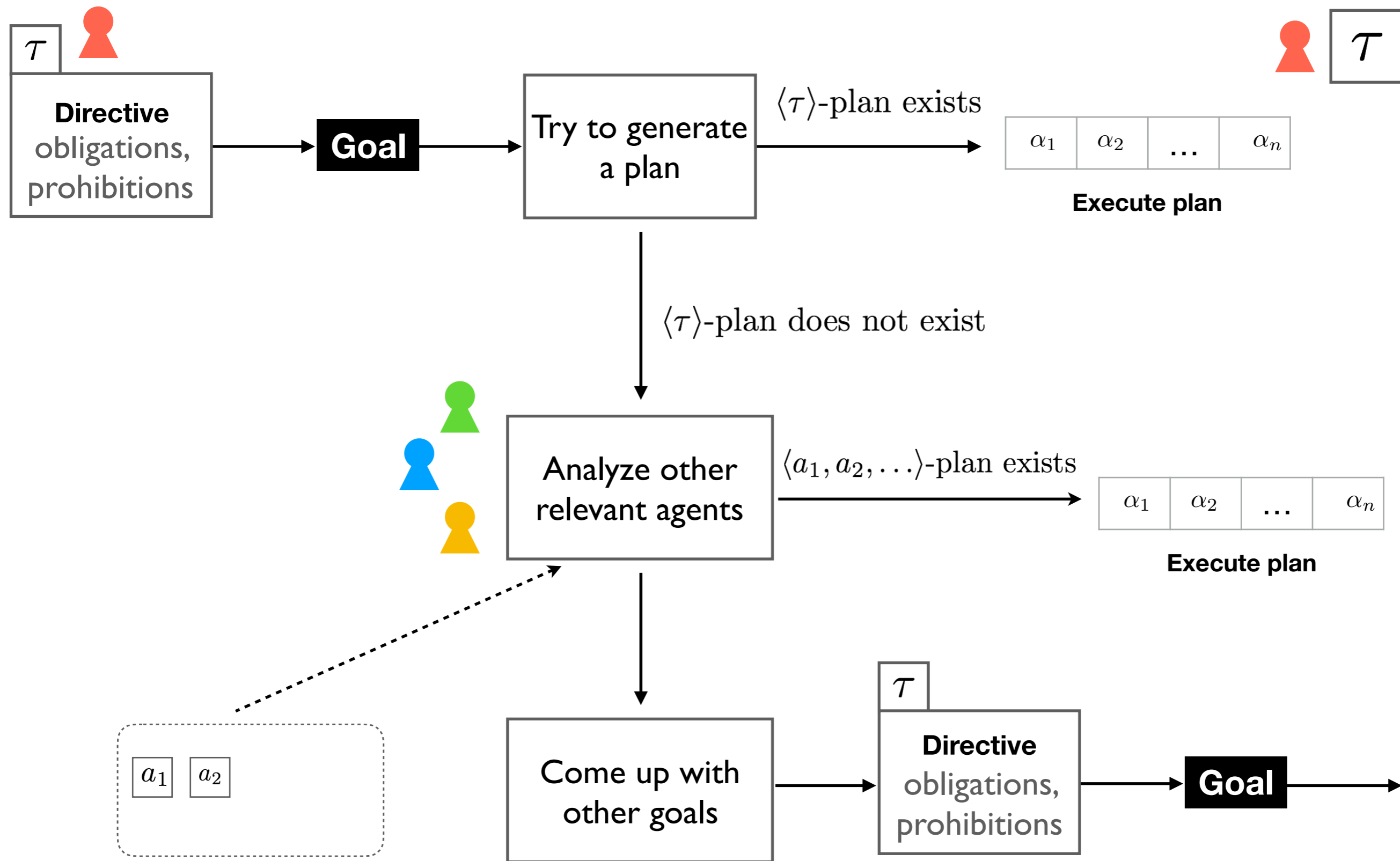
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INFORMAL OVERVIEW

TAI Agent



A TAI agent must be ...

1. capable of **problem-solving** via planning, reasoning, learning, communicating;
2. capable of solving at least important instances of problems that are at and/or “above” **Turing-unsolvable problems**;
3. able to supply justification, **explanation**, and certification of supplied solutions, how they are arrived at, and that these solutions are safe/ethical;
4. capable of **theory-of-mind-level** reasoning, planning, learning, and communicating;
5. capable of **creativity**, minimally to the level of so-called “MacGyveresque”, or *m-creativity*; and
6. in possession of “**tentacular**” power wielded throughout **I/IoT**, edge computing, cyberspace, etc.

Formal Background

- Deontic Cognitive Event Calculus *DCEC*
- First Order Multi-Operator Modal Logic
- Well-Defined Syntax & Inference Schemata
- Based on Natural Deduction

Sort	Description
Agent	Human and non-human actors.
Time	The Time type stands for time in the domain. E.g. simple, such as t_i , or complex, such as $birthday(son(jack))$.
Event	Used for events in the domain.
ActionType	Action types are abstract actions. They are instantiated at particular times by actors. Example: eating.
Action	A subtype of Event for events that occur as actions by agents.
Fluent	Used for representing states of the world in the event calculus.

Syntax

$$S ::= \text{Agent} \mid \text{ActionType} \mid \text{Action} \sqsubseteq \text{Event} \mid \text{Moment} \mid \text{Fluent}$$

$$f ::= \left\{ \begin{array}{l} \text{action} : \text{Agent} \times \text{ActionType} \rightarrow \text{Action} \\ \text{initially} : \text{Fluent} \rightarrow \text{Formula} \\ \text{holds} : \text{Fluent} \times \text{Moment} \rightarrow \text{Formula} \\ \text{happens} : \text{Event} \times \text{Moment} \rightarrow \text{Formula} \\ \text{clipped} : \text{Moment} \times \text{Fluent} \times \text{Moment} \rightarrow \text{Formula} \\ \text{initiates} : \text{Event} \times \text{Fluent} \times \text{Moment} \rightarrow \text{Formula} \\ \text{terminates} : \text{Event} \times \text{Fluent} \times \text{Moment} \rightarrow \text{Formula} \\ \text{prior} : \text{Moment} \times \text{Moment} \rightarrow \text{Formula} \end{array} \right.$$

$$t ::= x : S \mid c : S \mid f(t_1, \dots, t_n)$$

$$\phi ::= \left\{ \begin{array}{l} q : \text{Formula} \mid \neg\phi \mid \phi \wedge \psi \mid \phi \vee \psi \mid \forall x : \phi(x) \mid \\ \mathbf{P}(a, t, \phi) \mid \mathbf{K}(a, t, \phi) \mid \\ \mathbf{C}(t, \phi) \mid \mathbf{S}(a, b, t, \phi) \mid \mathbf{S}(a, t, \phi) \mid \mathbf{B}(a, t, \phi) \\ \mathbf{D}(a, t, \phi) \mid \mathbf{I}(a, t, \phi) \\ \mathbf{O}(a, t, \phi, (\neg)\text{happens}(\text{action}(a^*, \alpha), t')) \end{array} \right.$$

Inference Schemata (Fragment)

$$\frac{\mathbf{K}(a, t_1, \Gamma), \Gamma \vdash \phi, t_1 \leq t_2}{\mathbf{K}(a, t_2, \phi)} [I_{\mathbf{K}}]$$

$$\frac{\mathbf{B}(a, t_1, \Gamma), \Gamma \vdash \phi, t_1 \leq t_2}{\mathbf{B}(a, t_2, \phi)} [I_{\mathbf{B}}]$$

$$\frac{\mathbf{K}(a, t, \phi)}{\phi} [I_4] \quad \frac{t < t', \mathbf{I}(a, t, \psi)}{\mathbf{P}(a, t', \psi)} [I_{13}]$$

$$\frac{\mathbf{B}(a, t, \phi) \quad \mathbf{B}(a, t, \mathbf{O}(a, t, \phi, \chi)) \quad \mathbf{O}(a, t, \phi, \chi)}{\mathbf{K}(a, t, \mathbf{I}(a, t, \chi))} [I_{14}]$$

Differences from Prior Work

Differences from Prior Work

- Expressivity
 1. Can handle **states of minds** of other agents as goals.
 2. **Quantifiers** enable succinct representation of large (infinite) domains.
- Absence/scarcity of standardized domain knowledge.
 - Today's ML can't solve anomalous problems.

```
{:name      "The Purloined Letter"  
 :description "Dupin's reasoning as he goes through the case"  
  
:assumptions {1 (Believes! g (hide m elaborate))  
 2 (Believes! d (or (hide m elaborate) (hide m plain)))  
 3 (Believes! m (Believes! g (hide m elaborate)))  
 4 (if (Believes! m (Believes! g (hide m elaborate))) (hide m plain))  
 5 (if (Believes! m (Believes! g (hide m plain))) (hide m elaborate))  
 6 (Believes! m (Believes! g (hide m elaborate)))  
 7 (Believes! d (if (Believes! m (Believes! g (hide m elaborate))) (hide m plain)))  
 8 (Believes! d (if (Believes! m (Believes! g (hide m plain))) (hide m elaborate)))  
 9 (Believes! d (Believes! m (Believes! g (hide m elaborate))))}  
  
:goal (Believes! d (hide m plain))}
```

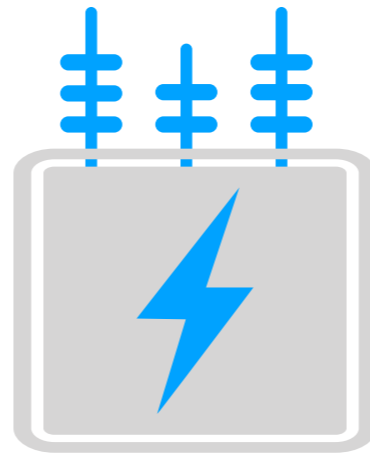
These model an infinite domain

$$\begin{aligned} &\forall x \exists y \mathbf{R}(x, y) \wedge \\ &\forall x, y \neg (\mathbf{R}(x, y) \wedge \mathbf{R}(y, x)) \wedge \\ &\forall x, y, z (\mathbf{R}(x, y) \wedge \mathbf{R}(y, z)) \rightarrow \mathbf{R}(x, z) \end{aligned}$$

Applications to Smart Cities

Scenario I: Power Outage

SCENARIO I: POWER OUTAGE



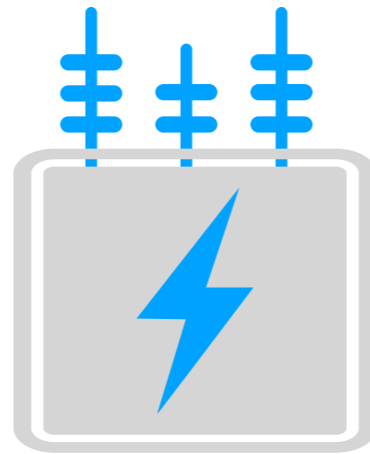
I hear loud noises
coming from the
substation



$\mathbf{B}(a_c, t_0, \textit{noisy}(\textit{substation}) \rightarrow \textit{unusual})$ \mathbf{f}_1

$\mathbf{P}(a_c, t_1, \textit{noisy}(\textit{substation}))$ \mathbf{f}_2

SCENARIO I: POWER OUTAGE



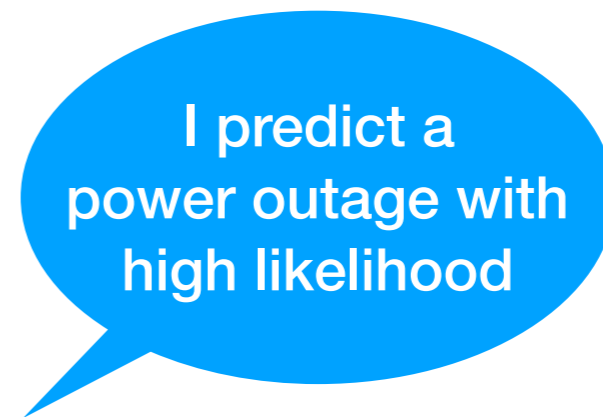
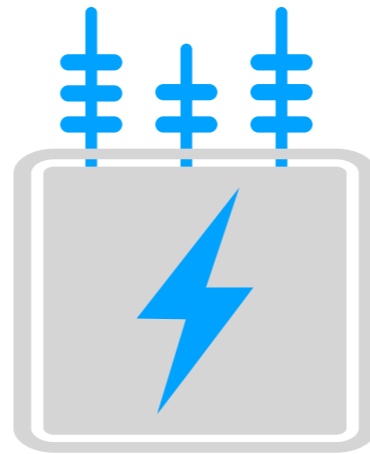
This is unusual.
Let me check with
the TAI agent in the
substation



$$\forall t : \mathbf{O} \left(a_c, t, unusual, \right. \\ \left. happens(action(a_c, consult(a_t)), t + 1) \right) \mathbf{f}_3$$

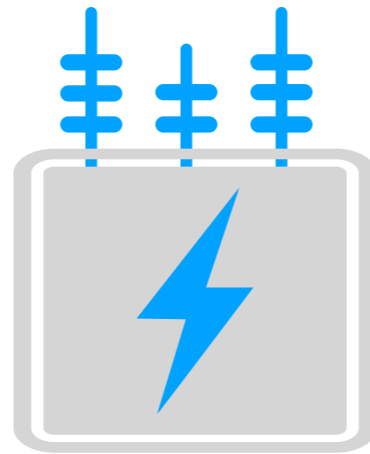
$$\forall t : \mathbf{B}(a_c, t, \mathbf{f}_3) \mathbf{f}_4$$

SCENARIO I: POWER OUTAGE



$$\forall a : \left(\begin{array}{l} \text{happens}(\text{action}(a, \text{consult}(a_t)), t_2) \\ \rightarrow \mathbf{B}(a, t_3, \text{outage}) \end{array} \right) \mathbf{f}_5$$

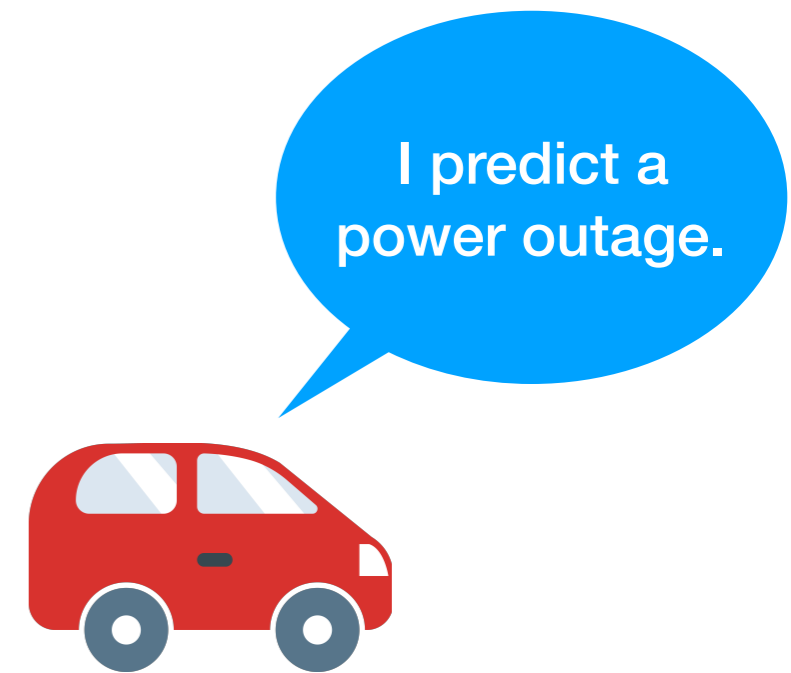
SCENARIO I: POWER OUTAGE



$$\forall t : \mathbf{O} \left(a_c, t, outage, \mathbf{S}(a_c, a_h, outage, t + 1) \right) \mathbf{f}_6$$

$$\forall t : \mathbf{B}(a_c, t, \mathbf{f}_6) \mathbf{f}_7$$

SCENARIO I: POWER OUTAGE



$$\mathbf{S}(a_c, a_h, outage, t_4) \quad \mathbf{f}_8$$



The house needs to be stocked today.

$$\forall t : \mathbf{O} \left(a_h, t, outage, \forall s : quantity(s) > 0 \right)$$

- Ask smart refrigerator which supplies are necessary
- Place an order online
 - If possible, request same-day drone delivery
 - If not, find a store along human's route home, request store pickup
 - Tell car to reroute human to store before returning home

Scenario II: Office Optimization

1. Scenario

1. A new employee (*eric*) has been in office for orientation for 3 days
2. Today, the boss (*bill*) has to assign *eric* a permanent desk
3. *bill* employs TAI to help him determine the best desk for *eric*.

2. Therefore, TAI's goal is

$$\exists d : \left[\begin{array}{l} \mathbf{I} (bill, t^*, happens(action(eric, assigned(d)), t^* + 1)) \\ \wedge \forall e \left[(happens(action(eric, assigned(d)), t^* + 1) \wedge pos_emotion(e, t^* + 1)) \right. \\ \quad \left. \rightarrow pos_emotion(e, t^* + 2) \right] \\ \wedge HighlyProductive(eric) \end{array} \right]$$

3. TAI determines, in a *tentacular* fashion, that desk 3 would be best for *eric*

1. The building's smart thermostat was set to a temperature that most employees found comfortable. However, *eric*'s smart watch indicated to TAI that *eric* was cold. Desk 3 is close to the heater.
2. The company's orientation software found that *eric* was most productive when at a desk away from loud-speaking employees. Desk 3 is in a quiet area (as determined by microphones in those areas).

A Comment on Ethics & Privacy

- Clearly could enable nefarious parties to
 - (Potentially unwittingly) influence humans
 - violate the privacy of humans, both consenting users and not
- Ethical/moral reasoning are at the forefront of DCEC/TAI
 - Include statements in TAI's contract to guarantee privacy of users' data
 - Utilize cutting-edge cryptographic methods for hiding sensitive data from TAI
 - homomorphic encryption
 - zero-knowledge proofs
 - differential privacy

Future Work

- Micro-domains and synthetic data in home automation, smart buildings and cities
- **Integration** of one more more common services with our reasoning systems and planners with a focus on:
 - Safety, Ethics, Efficiency
- Visual Question Answering (VQA) with Justifications
 - Human-understandable justifications from visual scenes

Thank You

Links

- TAI Project: <http://kryten.mm.rpi.edu/TAI/tai.html>
- Reasoner: <https://github.com/naveensundarg/prover>