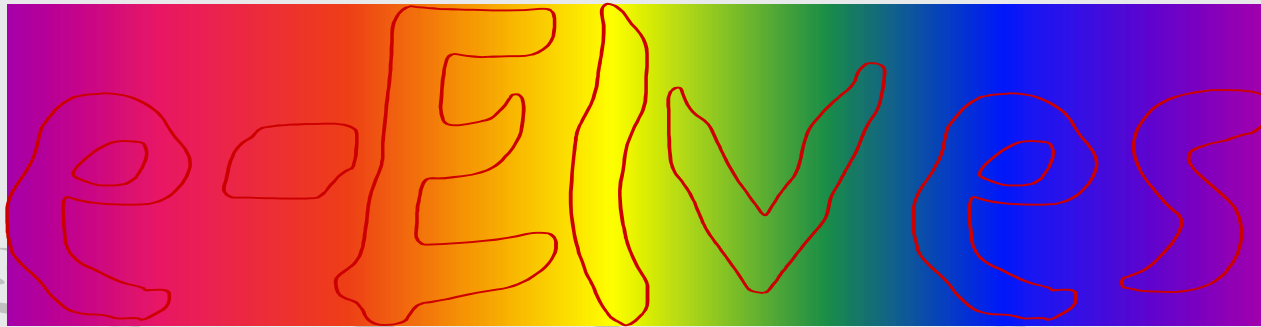


Revisiting Asimov's First Law: A Response to the Call to Arms

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Outline

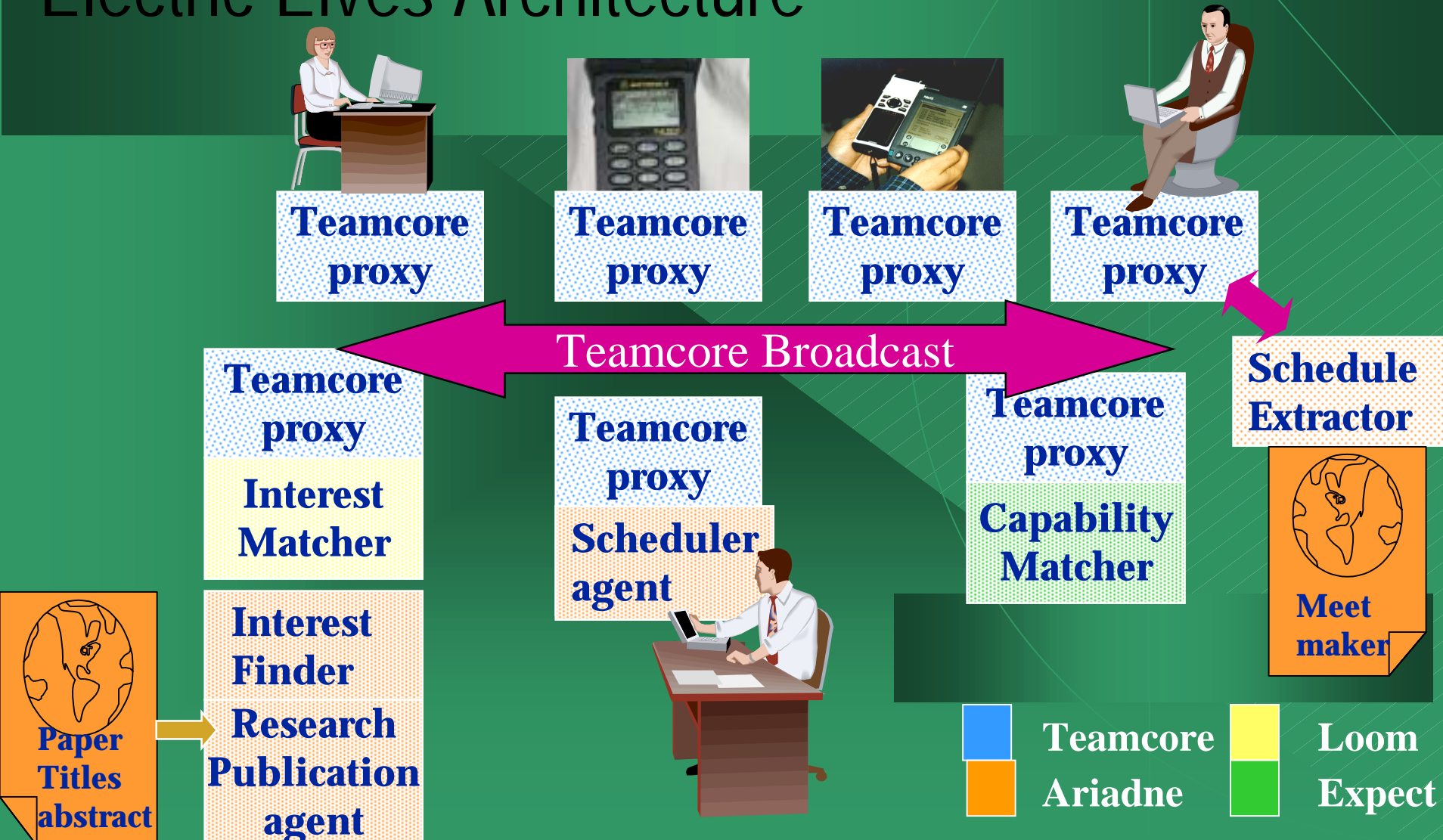
- ◆ Electric Elves
- ◆ MDPs for Adjustable Autonomy
- ◆ Safety Constraints for MDPs
- ◆ Results, Summary, Future Work

The logo for e-Elves features the text "e-Elves" in a stylized, rounded font. The letters are filled with a vibrant rainbow gradient, transitioning from red on the left to purple on the right. The text is set against a white rectangular background that has a subtle drop shadow on the green background below it.

e-Elves

- ◆ Deployed MAS supporting collaboration at USC/ISI
- ◆ We want autonomous agents to:
 - ◆ perform tasks humans cannot do
 - ◆ automate tasks that humans can do
- ◆ Agent proxies helping users in daily activities:
 - ◆ location tracking
 - ◆ rescheduling meetings when delayed
 - ◆ assigning presenters for research meetings
 - ◆ ordering lunch

Electric Elves Architecture



Monitoring Meetings

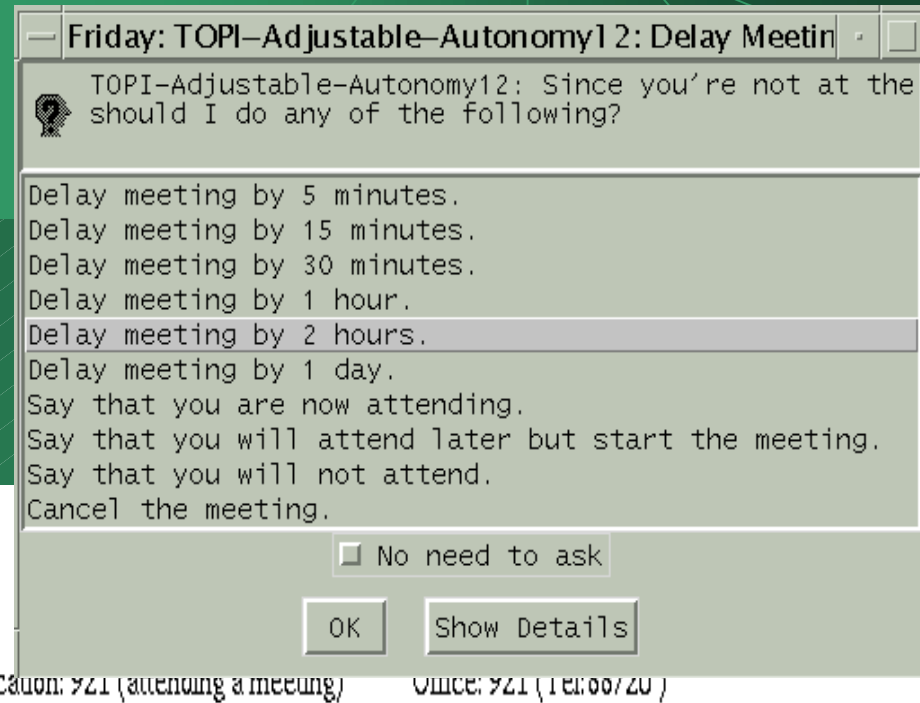


le Locator

[tambe](#)
[Pynadath](#)

- [Paul Scerri](#)
- [Jay Modi](#)
- [Takayuki Ito](#)
- [Hyunckchul Jung](#)
- [Ranjit Nair](#)
- [Shrinivas Kulkarni](#)

Milind
Tambe



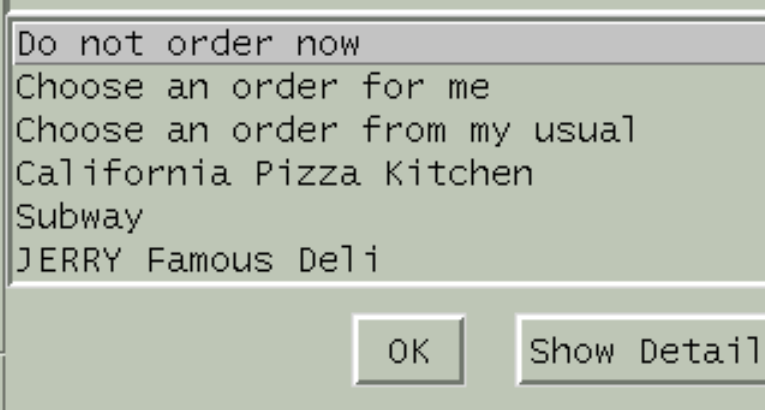
[Email: tambe@isi.edu](mailto:tambe@isi.edu)

15:00 on 08/01/00

Personal Information



Ordering Food



Assigning Presenters

TEAMCORE20		presenter	
team-team			
Agent	capability	willingness	Overall
Paul Scerri	1.0	1.0	1.0
David Pynadath	1.0	0.0	0.3
Milind Tambe	1.0	0.0	0.3
Jay Modi	1.0	0.0	0.3
Shriniwas Kulkarni			0.0
Hyuckchul Jung	0.0	0.0	0.0
Lei Ding		0.0	0.0
Takayuki Ito		0.0	0.0
Ranjit Nair		0.0	0.0
other-friday			0.0



Jay Modi

ASSian

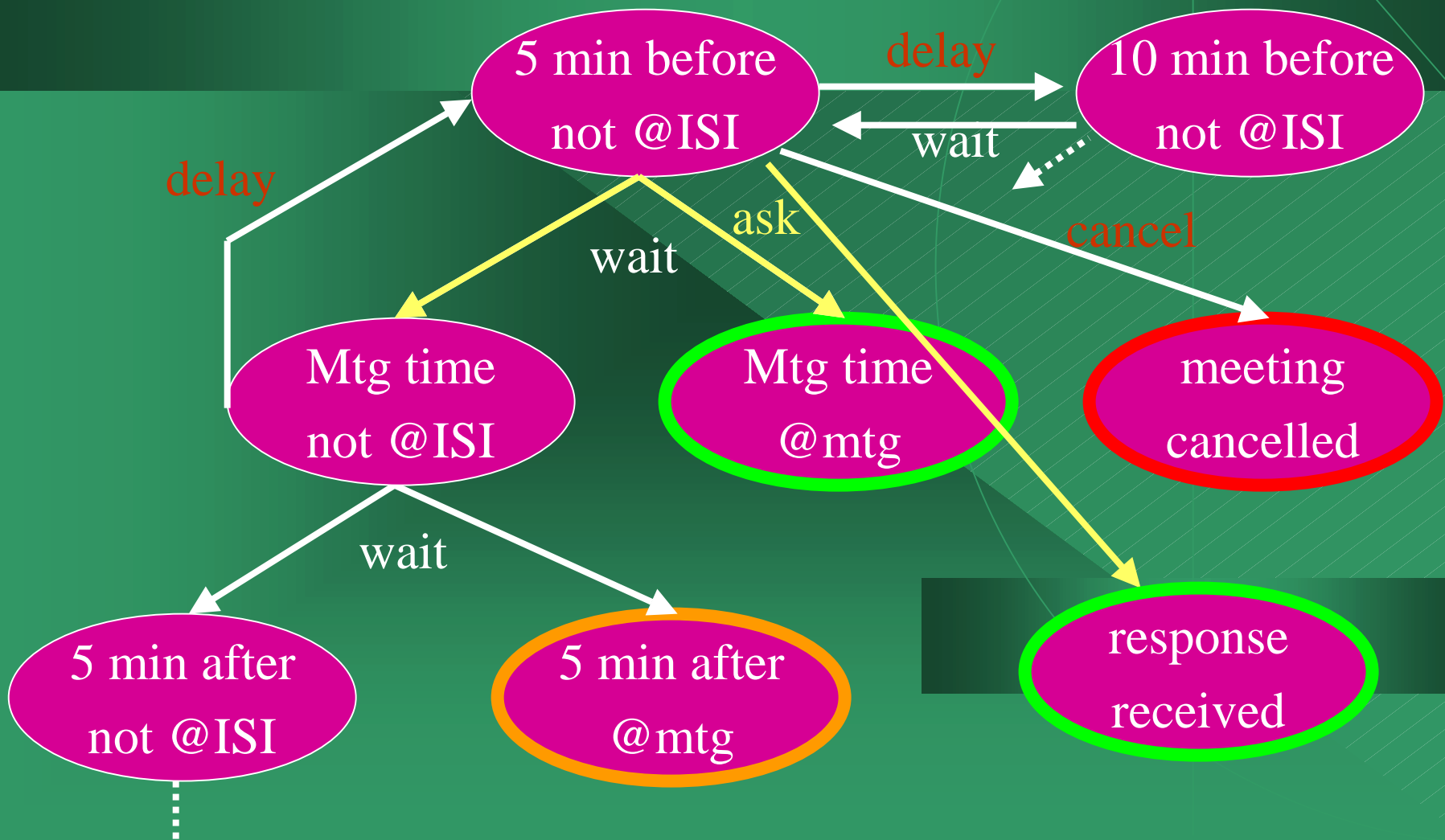
What is Adjustable Autonomy?

- ◆ Agents operating in a human organization:
 - ◆ act autonomously to save human effort
 - ◆ give up autonomy to avoid mistakes
- ◆ *Adjustable Autonomy (AA)*:
 - ◆ “*Dynamically adjusting the level of autonomy of an agent depending on the situation*” [AAAI Spring Symp CFP 99]
- ◆ Key question:
 - ◆ When to transfer control/responsibility for decisions

Novel Issues in Team Settings

- ◆ Effects extend beyond individual user
 - ◆ Uncertainty in individual model
 - ◆ Actions that have global cost/benefit
 - Decision theory
- ◆ Flexibility in transfer of control: coordination challenge
 - ◆ User may not always be available to respond
 - ◆ Agent cannot wait indefinitely for response
 - Planning

Meeting Delay MDP





Safety

- ◆ **Asimov's First Law of Robotics:** "A robot may not injure a human being, or, through inaction, allow a human being to come to harm."
- ◆ MDP Reward function can represent a notion of "safety", but...
 - ◆ No single reward function will satisfy all users
 - ◆ Learning personalized reward function may take a long time
- ◆ Instead, user provides agent with prior knowledge about safety
 - ◆ Must be easily expressed
 - ◆ Must have clear semantics

Constraints

- ◆ **Solution:** Individual users specify personalized **constraints**,
 - ◆ User expresses strong preferences over actions and states
 - ◆ Analogous to Soar's **prohibit** and **require** preferences

	Forbidden (~)	Necessary (!)
States	It's past 3PM, but I have not eaten lunch	My teammates are informed of my status
Actions	Cancel meeting	Recharge battery

Constraint Propagation

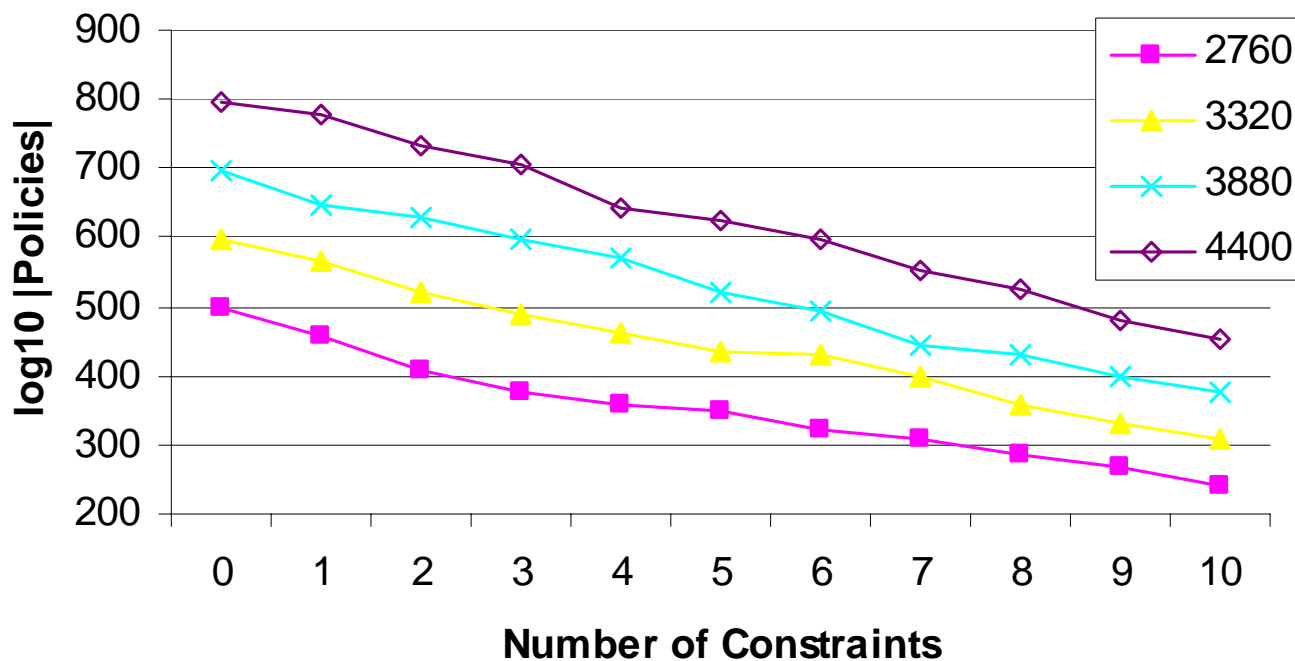
- ◆ Value of state = \langle expected value, violation of forbidding constraints, satisfaction of necessary constraints \rangle

$$V^{t+1}(s) \leftarrow \max_{a \in A} \left\langle \begin{array}{l} R_S(s) + R(s, a) + \sum_{V^t(s') = \langle U', F', N' \rangle, s' \in S'} M_{ss'}^a U', \\ \bigvee_{c \in C_{fs}} c(s) \vee \bigvee_{c \in C_{fa}} c(s, a) \vee \bigvee_{V^t(s') = \langle U', F', N' \rangle, s' \in S'} F', \\ \left\{ c \in C_{rs} | c(s) \right\} \cup \left\{ c \in C_{ra} | c(s, a) \right\} \cup \bigcap_{V^t(s') = \langle U', F', N' \rangle, s' \in S'} N' \end{array} \right\rangle$$

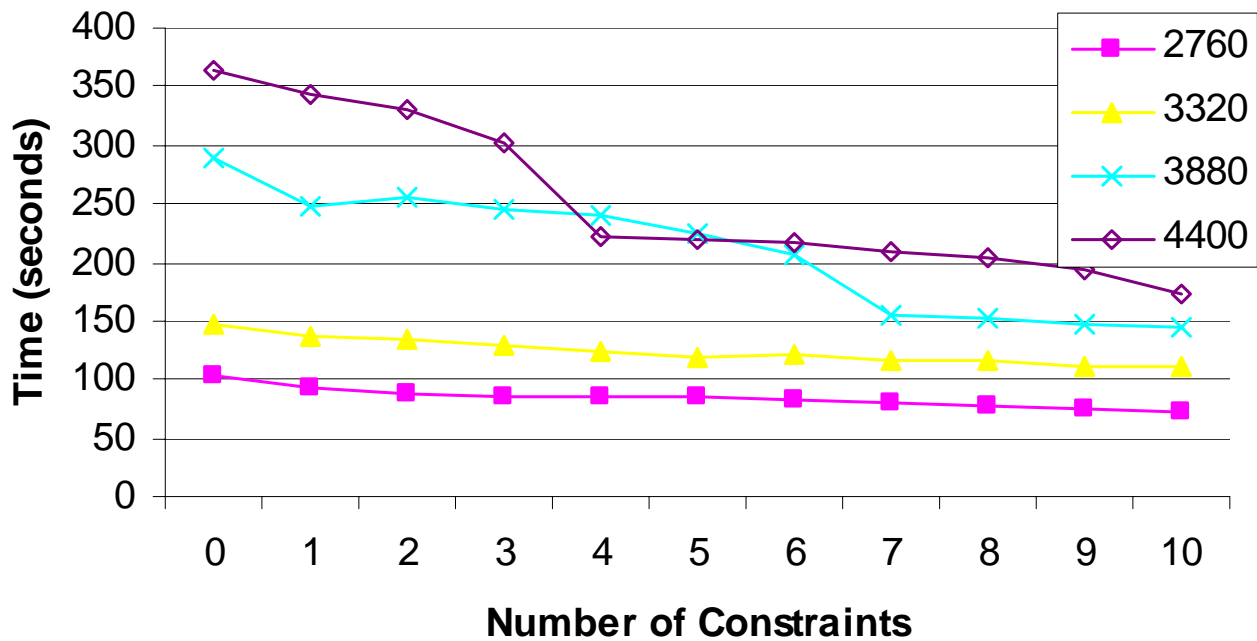
Expected Value
Forbidding Constraints
Necessary Constraints

- ◆ Standard value iteration
- ◆ Violated if state is forbidden or **ANY** child is forbidden
- ◆ Satisfied if state is necessary or **ALL** children are necessary

Elimination of Undesirable Behaviors



Policy Generation Time



Overall Electric Elves Results

- ◆ Multi-agent deployment in a real organization
 - ◆ Running 24/7 since June 1, 2000
 - ◆ **No catastrophic failures**
- ◆ Assists us in our daily activities
 - ◆ No emails about delays, cancels, etc.
 - ◆ No emails about scheduling talks at research meeting
 - ◆ Mobile devices extend interactions with agents
 - ◆ Fringe benefit: Friday is “active” reminder

Meetings Rescheduled

Meeting Resched	Unique meets	Person meets	Total resched	Auto resched	User resched
	387	642	346	208	138

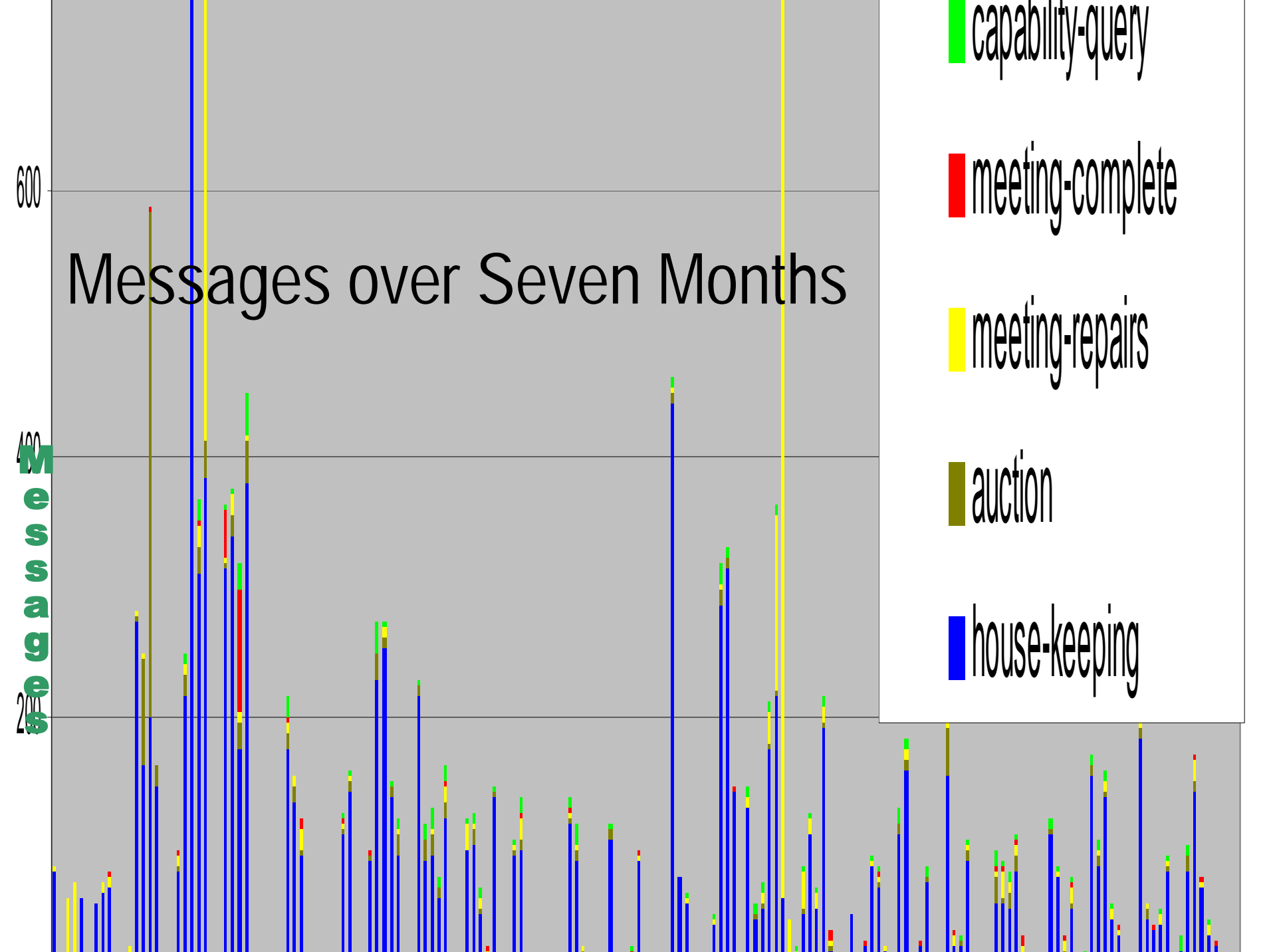
Presenters Assigned

Presenter decisions	# meet	Auto decisions	Max bids	Avg bids
	10	8	9	6

Ongoing & Future Work

- ◆ Formalize general MDP model across decisions
- ◆ Evaluation of optimality of decisions
- ◆ Constraints that express other types of preferences
- ◆ Translate MDP policy into Soar rules
- ◆ <http://www.isi.edu/agents-united>

Messages over Seven Months



capability-query

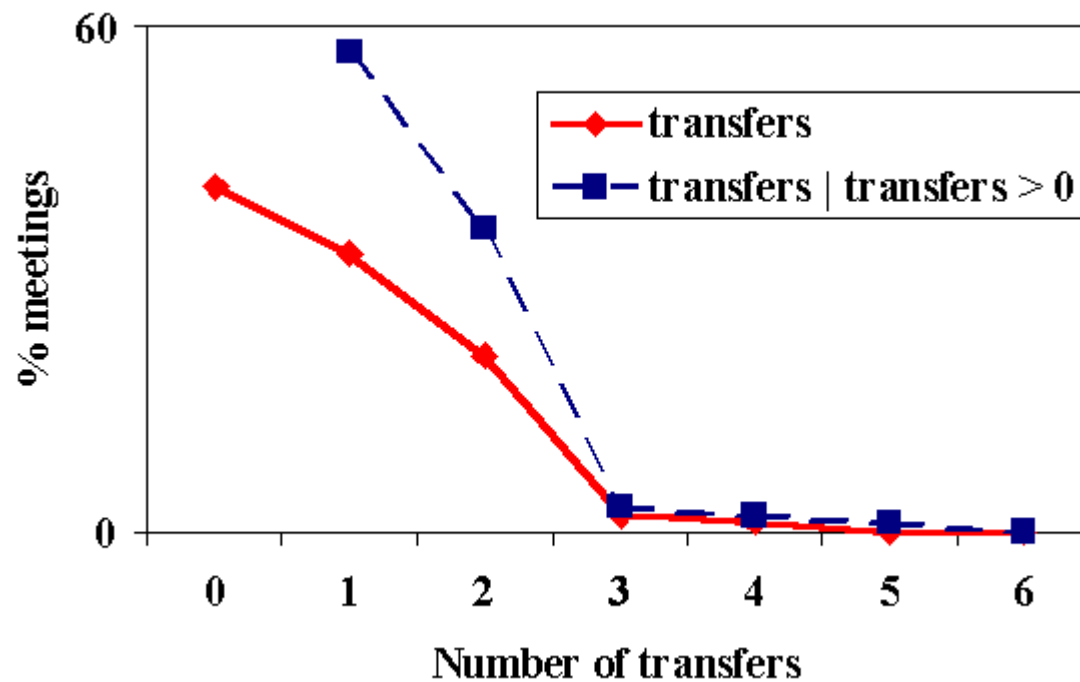
meeting-complete

meeting-repairs

auction

house-keeping

Flexible Transfers of Control



Are multi-step policies actually used?

