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► **To cite this version:**

Alexandra Goultiaeva, Yves Lespérance. Incremental Plan Recognition in an Agent programming Framework. 2007. hal-00188975

HAL Id: hal-00188975

<https://hal.science/hal-00188975>

Preprint submitted on 19 Nov 2007

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Incremental Plan Recognition in an Agent Programming Framework

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Résumé :

Dans cet article, nous proposons un modèle formel de la reconnaissance de plans en vue de l'inclure dans un formalisme de programmation d'agent. Le modèle est basé sur le calcul des situations et le langage de programmation d'agent ConGolog. Ceci fournit un langage très riche pour la spécification des plans à reconnaître. Notre modèle supporte aussi la reconnaissance incrémentale, où l'ensemble des hypothèses de plans exécutés est filtré à mesure que les actions sont observées. Le modèle est spécifié en termes d'un système de transitions pour le langage de plans. Le modèle supporte aussi les plans structurés hiérarchiquement et reconnaît les relations entre un plan et les sous-plan qu'il contient.

Mots-clés : Reconnaissance de plans, raisonnement sur l'action, langages de programmation d'agent

Abstract:

In this paper, we propose a formal model of plan recognition for inclusion in a cognitive agent programming framework. The model is based on the Situation Calculus and the ConGolog agent programming language. This provides a very rich plan specification language. Our account also supports incremental recognition, where the set of matching plans is progressively filtered as more actions are observed. This is specified using a transition system account. The model also supports hierarchically structured plans and recognizes subplan relationships.

Keywords: Plan recognition, reasoning about action, agent programming languages

1 Introduction

The ability to recognize plans of others can be useful in a wide variety of applications, from office assistance (where a program might provide useful reminders, or give hints on how to correct a faulty plan),

to monitoring and aiding astronauts, providing assistance to people with cognitive or memory problems to allow them to live independently, etc.

There has been a lot of work in the area of plan recognition; see [4] for a recent survey. Some of this work develops symbolic techniques for identifying plans that match the observations. For instance, [1] uses a decision tree to match observations to plan steps and graph traversal to identify branches that represent consistent hypotheses. To deal with uncertainty and identify most likely hypotheses, some work uses probabilistic techniques; for instance [3], uses an extension of Hidden Markov Models for this. Other work combines symbolic and probabilistic approaches, e.g. [2]. Many approaches (including the ones just cited) support hierarchical task network-type plans, allowing methods to have several alternative decompositions, as well as looping tasks. However, these approaches do not support concurrently executing plans.

Our approach is based on the ConGolog agent programming language [5], which supports very rich plans, including concurrent processes. We think that developing a unified agent programming framework that supports plan recognition as well as plan synthesis and behavior specification would have a number of benefits, including ease of use, and reuse of domain specifications and reasoning methods. Our work is closely related to the plan recognition framework of [8], where plans are rep-

resented as Golog¹ programs, with two additional constructs: σ , which matches any sequence of actions, and $\alpha_1 - \alpha_2$, which matches an execution of plan α_1 as long as it does not also match an execution of α_2 . $\alpha_1 - \alpha_2$ is quite a useful and powerful construct, which allows one to specify plans in terms of what must not happen in addition to what can happen. This cannot be done in most other plan recognition frameworks.

In this paper, we provide an alternative formalization and implementation of the plan recognition framework of [8]. Plans are represented as procedures, which may include calls to other procedures. Because of this, the plan recognition framework provides additional information, such as the call hierarchy, which details the procedures that are in progress or have completed, which procedure called which, and what remains to execute.

Another major difference between our approach and that of [8] is that we support *incremental plan recognition*. Given a set of hypotheses about what plans may be executing and a new observed action, our formalization defines what the revised set of hypotheses should be. Plan recognition is specified in terms of a structural operational semantics (single-step transitions) in the style of [12] for the plan specification language. [8] used a different semantics where programs were mapped into complete executions.

We have implemented a plan recognition system based on this formalization. It can be executed “on-line” and constantly keeps track of what plans may be executing, without having to recalculate them for each new observed action. Focusing on procedures rather than complete plans allows plans to be hierarchical and modular, and the result of the recognition is more informative and meaningful.

¹Golog [9] is a precursor of ConGolog that does not support concurrency.

In the rest of the paper, we first give an overview of the Situation Calculus and ConGolog, and then present our formal model of plan recognition. Then, we give some examples to illustrate how the framework is used. Following this, we briefly describe our implementation of the model. We conclude the paper with a discussion of the novel features and limitations of our account, and provide suggestions for future work.

2 The Situation Calculus and ConGolog

The technical machinery that we use to define high-level program execution is based on that of [5]. The starting point in the definition is the situation calculus [11]. We will not go over the language here except to note the following components: there is a special constant S_0 used to denote the *initial situation*; there is a distinguished binary function symbol *do* where $do(a, s)$ denotes the successor situation to s resulting from performing the action a ; relations whose truth values vary from situation to situation, are called (relational) *fluents*, and are denoted by predicate symbols taking a situation term as their last argument. There is a special predicate $Poss(a, s)$ used to state that action a is executable in situation s .

Within this language, we can formulate domain theories which describe how the world changes as a result of the available actions. Here, we use action theories of the following form:

- Axioms describing the initial situation, S_0 .
- Action precondition axioms, one for each primitive action a , characterizing $Poss(a, s)$.
- Successor state axioms, one for each fluent F , which characterize the conditions under which $F(\vec{x}, do(a, s))$

holds in terms of what holds in situation s ; these axioms may be compiled from effects axioms, but provide a solution to the frame problem [13].

- Unique names axioms for the primitive actions.
- A set of foundational, domain independent axioms for situations Σ as in [14].

Next we turn to programs. The programs we consider here are based on the ConGolog language defined in [5], providing a rich set of programming constructs, including the following:

α ,	primitive action
$\phi?$,	wait for a condition
$\delta_1; \delta_2$,	sequence
$\delta_1 \mid \delta_2$,	nondeterministic branch
$\pi x. \delta$,	nondeterministic choice of argument
δ^* ,	nondeterministic iteration
if ϕ then δ_1 else δ_2 endif ,	conditional
while ϕ do δ endWhile ,	while loop
$\delta_1 \parallel \delta_2$,	concurrency with equal priority
$\delta_1 \gg \delta_2$,	concurrency with δ_1 at a higher priority
$\delta^!$,	concurrent iteration
$\langle \phi \rightarrow \delta \rangle$,	interrupt
$p(\vec{\theta})$,	procedure call

Among these constructs, we notice the presence of nondeterministic constructs. These include $(\delta_1 \mid \delta_2)$, which nondeterministically chooses between programs δ_1 and δ_2 , $\pi x. \delta$, which nondeterministically picks a binding for the variable x and performs the program δ for this binding of x , and δ^* , which performs δ zero or more times. Also notice that ConGolog includes constructs for dealing with concurrency. In particular $(\delta_1 \parallel \delta_2)$ denotes the concurrent execution (interpreted as interleaving) of the programs δ_1 and δ_2 .

In [5], a single step transition semantics in the style of [12] is defined for

ConGolog programs. Two special predicates *Trans* and *Final* are introduced. $Trans(\delta, s, \delta', s')$ means that by executing program δ starting in situation s , one can get to situation s' in one elementary step with the program δ' remaining to be executed. $Final(\delta, s)$ means that program δ may successfully terminate in situation s .

3 Formalizing plan recognition

Recognizing a plan means that given a sequence of observed actions, the system must be able to determine which plan(s) the user may be following. The framework described here relies on a plan library, which details the possible plans as procedures in ConGolog. Given the sequence of actions performed, the system should be able to provide the following information: the plan that the user is currently following; the stage in the plan that the user is following – what has already been done and what remains to be done; and which procedures that plan is part of – is the user doing it as part of a larger plan?

The framework is specified in terms of ConGolog, to which a few extensions are made. Note that what is described below could have alternatively been done by modifying the semantics of the language. The following formalization is designed to build on top of the existing framework as much as possible.

First, we introduce two special primitive actions: $startProc(name(args))$ and $endProc(name(args))$. These are *annotation actions*, present only in the plan library, but never actually observed. The two actions are used to represent procedure invocation and completion. It is assumed that every procedure that we want to distinguish in the plan library starts with the action $startProc(name(args))$ and ends with the action $endProc(name(args))$, where $name$ is the name of the procedure in which the actions occur, and $args$ are its

arguments. This markup can be generated automatically given a plan library.

Our transition system semantics for plans fully supports concurrency. Environments involving multiple agents can also be dealt with if we assume that the agent of each action is specified (say as a distinguished parameter of the action). However, if there is concurrency over different procedures run by the same agent, the annotated situation as currently defined is not generally sufficient to determine which thread/procedure an observed action belongs to. Additional annotations will need to be introduced to specify this. We leave this for future work.

After the inclusion of the annotation actions, for each sequence of actions there are two situations: the real (observed) situation, and the annotated situation, which includes the actions *startProc* and *endProc*. Given the annotated situation, it is straightforward to obtain the state of the execution stack (which procedures are currently executing), determine what actions were executed by which procedures, and determine the remaining plan. An action *startProc(proc)* means that the procedure *proc* was called, and should be added to the stack. The action *endProc(proc)* signals that the last procedure has terminated, and should be removed from the stack. Note that for a given real situation, there may be multiple annotated situations that would match it. Each of those situations would show a different possible execution path in the plan library. For example, if the plan library contained the following procedures:

```

proc p1
  startProc(p1); a; b; endProc(p1)
endProc
proc p2
  startProc(p2); a; c; endProc(p2)
endProc
    
```

then the real situation $do(a, S_0)$

would have two possible annotated situations that would match it: $do(a, do(startProc(p1), S_0))$ and $do(a, do(startProc(p2), S_0))$. In this context, the plan recognition problem reduces to the following: given the observed situation and a plan library, find the possible annotated situations.

The first two predicates defined for the new formalism are *aTrans* and *rTrans*. The predicate *aTrans* is a form of *Trans* that allows only a transition step that cannot be observed: either an annotation action or a test/wait action. The predicate *rTrans* is a form of *Trans* which only allows observable actions. The helper predicate *Annt* is true if and only if the action passed to it is an annotation action:

$$\begin{aligned}
 Annt(a) &\stackrel{\text{def}}{=} \exists n. a = startProc(n) \vee \\
 &\quad \exists n. a = endProc(n) \\
 aTrans(\delta, s, \delta', s') &\stackrel{\text{def}}{=} \\
 &\quad Trans(\delta, s, \delta', s') \wedge \\
 &\quad (\exists a. (s' = do(a, s) \wedge Annt(a)) \vee s' = s) \\
 rTrans(\delta, s, \delta', s') &\stackrel{\text{def}}{=} Trans(\delta, s, \delta', s') \wedge \\
 &\quad \exists a. s' = do(a, s) \wedge \neg Annt(a)
 \end{aligned}$$

We also define *aTrans** as the reflexive transitive closure of *aTrans*.

The transition predicate $nTrans(\delta, s_r, s_a, \delta', s'_r, s'_a)$ is the main predicate in our plan recognition framework. It holds when δ' is the program remaining from δ after performing any number of annotation actions or tests, followed by an observable action. Situation s_r is the real situation before performing those steps, and s'_r is the real situation after. Situation s_a is the annotated situation (which reflects the annotations as well as the real actions) before the program steps, and s'_a is the annotated situation after. Effectively, our definition below amounts to *nTrans* being equivalent to *aTrans** composed with *rTrans*:

$$\begin{aligned} nTrans(\delta, s_r, s_a, \delta', s'_r, s'_a) &\stackrel{\text{def}}{=} \\ &\exists \delta'', s''_a, a.aTrans^*(\delta, s_a, \delta'', s''_a) \\ &\wedge rTrans(\delta'', s_r, \delta', do(a, s_r)) \\ &\wedge s'_r = do(a, s_r) \wedge s'_a = do(a, s''_a). \end{aligned}$$

Just as $nTrans$ is the counterpart to $Trans$ which deals with annotation actions, $nFinal$ is the counterpart to $Final$, which allows any number of annotation actions or tests to be performed:

$$\begin{aligned} nFinal(\delta, s) &\stackrel{\text{def}}{=} \exists \delta', s'. \\ &aTrans^*(\delta, s, \delta', s') \wedge Final(\delta', s') \end{aligned}$$

As mentioned in [8], in many cases it would be useful for the procedures to leave some actions unspecified, or to place additional constraints on the plans. So they introduced two new constructs. The first is $anyBut(actionList)$, which allows one to execute an arbitrary primitive action which is not in its argument list. For example, $anyBut([b, d])$ would match actions a or c , but not b or d . It is a useful shorthand for writing general plans which might involve unspecified steps. For example, a plan might specify that a certain condition needs to hold for its continuation, but leave unspecified what action(s) was performed to achieve the condition. It is simply an abbreviation, included for convenience. Another shorthand construct, any , can be defined to match any action without exceptions. We can define these as follows:²

$$\begin{aligned} anyBut([a_1, \dots, a_n]) &\stackrel{\text{def}}{=} \\ &\pi a.(\mathbf{if}(a \neq a_1 \wedge \dots \wedge a \neq a_n) \mathbf{then} a \\ &\quad \mathbf{else} \mathit{False} \mathbf{endif}) \\ any &\stackrel{\text{def}}{=} anyBut(\square) \end{aligned}$$

The second construct is $minus(\delta, \hat{\delta})$. This matches any execution that would match

²When $n = 0$, by convention the condition is equivalent to $True$.

δ , as long as it does not match $\hat{\delta}$. This construct allows the plan to place additional constraints on the sequences of actions that would be recognized within a certain procedure. For example, the procedure that corresponds to a task of cleaning the house could include unspecified parts, and would match many different sequences of actions, but not if they involve brushing teeth. Assuming $cleanUp$ and $brushTeeth$ are procedures in the plan library, then it is possible to specify the above as $minus(cleanUp, brushTeeth)$.

To define this construct, we need to define what a step of execution for this construct is, and the remaining program. Also, note that $\hat{\delta}$ must match all observable actions performed by δ , but might do different annotation and test actions; those differences should be ignored.

An additional axiom is added to specify $Trans$ for the $minus$ construct:

$$\begin{aligned} Trans(minus(\delta, \hat{\delta}), s, \delta', s') &\equiv \\ &\exists \delta'', aTrans(\delta, s, \delta'', s') \wedge \\ &\quad \delta' = minus(\delta'', \hat{\delta}) \vee \\ &\exists \delta'', a.rTrans(\delta, s, \delta'', do(a, s)) \wedge \\ &\quad s' = do(a, s) \wedge \\ &\quad (\neg \exists \hat{\delta}' s'_i.nTrans'(\hat{\delta}, s, s, \hat{\delta}', do(a, s''), s_i) \\ &\quad \wedge \delta' = \delta'' \vee \\ &\quad \exists \hat{\delta}' s''_i.nTrans'(\hat{\delta}, s, s, \hat{\delta}', do(a, s''), s_i) \\ &\quad \wedge \neg nFinal'(\hat{\delta}', do(a, s'')) \\ &\quad \wedge \delta' = minus(\delta'', \hat{\delta}')). \end{aligned}$$

This says the following: if the next step of the plan δ is not an observable action, then the remaining program is what remains of δ minus $\hat{\delta}$; if δ performs an observable action, and $\hat{\delta}$ cannot match that action, then the remaining program is what remains of δ ; if $\hat{\delta}$ can match the observable action performed by δ but it is not final, then the remaining program is what remains of δ minus what remains of $\hat{\delta}$.

Note that whether $Trans$ holds for $minus(\delta, \hat{\delta})$ depends on whether $nTrans$

holds for $\hat{\delta}$ and the latter depends on $aTrans^*$ and ultimately $Trans$, so the definition might not appear to be well founded. We ensure that it is well founded by imposing the restriction that no *minus* can appear in the second argument $\hat{\delta}$ of a *minus*. So in the axiom, we use $nTrans'$ which is defined just like $nTrans$, except that it is based on a version of $Trans$, $Trans'$, that does not support the *minus* construct and does not include the $Trans$ axiom for the *minus* construct. So $Trans'$ is just the existing $Trans$ from [5], which is well defined, and $nTrans'$ is defined in terms of it. Then we can define the new $Trans$ that supports *minus* in terms of $nTrans'$ and we have a well founded definition. The same approach is used to define $Final$ for *minus*. The construct *minus* is considered finished when δ is finished, but $\hat{\delta}$ is not:

$$Final(minus(\delta, \hat{\delta}), s) \equiv \\ Final(\delta, s) \wedge \neg nFinal'(\hat{\delta}, s).$$

We use \mathcal{C}' to denote the extended ConGolog axioms: \mathcal{C} together with the above two. Note that recursive procedures can be handled as in [5].

The above definition relies on a condition imposed on the $\hat{\delta}$ that may appear as second argument in a *minus*: for any sequence of transitions involving the same actions, $\hat{\delta}$ should have only one possible remaining program. More formally:

$$Trans^*(\hat{\delta}, s, \hat{\delta}_1, s_1) \wedge \\ Trans(\hat{\delta}_1, s_1, \hat{\delta}', do(a_1, s_1)) \wedge \\ Trans^*(\hat{\delta}, s, \hat{\delta}_2, s_2) \wedge \\ Trans(\hat{\delta}_2, s_2, \hat{\delta}'', do(a_2, s_2)) \wedge \\ do(a_1, s_1) = do(a_2, s_2) \\ \supset \hat{\delta}' = \hat{\delta}''$$

This restriction seems quite natural because $\hat{\delta}$ is a model of what is not allowed.

If there are many possibilities about what is not allowed after a given sequence of transitions, then the model seems ill formed or at least hard to work with. An example of what is not allowed as $\hat{\delta}$ would be the program $(a; b)|(a; c)$, because after observing the action a , there could be two possible remaining programs: b or c . Then we have $Trans(minus((a; c), (a; b)|(a; c)), s, minus(c, b), do(a, s))$ which is wrong because $a; c$ is also ruled out. If rewritten as $a; (b|c)$, this program is allowed.³

Based on the above definition, to get the annotated situation from an observable one, we only need to apply $nTrans$ a number of times, until the observable situation is reached. We define $nTrans^*$ as the reflexive transitive closure of $nTrans$. The predicate $allTrans(s_r, s_a, \delta_{rem})$ means that s_a denotes a possible annotated situation that matches the observed situation s_r , and δ_{rem} is the remaining plan:

$$allTrans(s_r, s_a, \delta_{rem}) \stackrel{\text{def}}{=} \\ nTrans^*(planLibrary, S_0, S_0, \delta_{rem}, s_r, s_a)$$

where S_0 is the initial situation and $planLibrary$ is a procedure that represents the plan library.

The set of all the remaining programs δ and their corresponding annotated situations S_a for a given real situation S can be defined as follows:

$$allPlans(S) \stackrel{\text{def}}{=} \\ \{(\delta, S_a) \mid \mathcal{D} \cup \mathcal{C}' \models allTrans(S, S_a, \delta)\}$$

where \mathcal{D} is the action theory for the domain.

³We could try to drop this restriction and collect all the remaining $\hat{\delta}$, but it is not clear that these can always be finitely represented, e.g. $\pi n.(PositiveInteger(n)?; a; b(n))$.

As mentioned earlier, our account also allows incremental calculation of the set of plans that the agent may be executing. If $(\delta', S'_a) \in \text{allPlans}(S)$ and $\mathcal{D} \cup \mathcal{C}' \models \text{nTrans}(\delta', S, S'_a, \delta, \text{do}(A, S), S_a)$, then $(\delta, S_a) \in \text{allPlans}(\text{do}(A, S))$. The converse is also true under some conditions that typically hold.

4 Examples

The main example described here is a simulation of activities in a home. There are four rooms: the bedroom, kitchen, living room, and bathroom. There are also four objects: the toothbrush, book, spoon, and cup. Each object has its own place, where it should be located. The toothbrush should be in the bathroom, the book in the living room, and the spoon and cup in the kitchen.

Initially, all objects are where they are supposed to be, except for two: the book is in the kitchen, and the toothbrush is in the living room. The location of the monitored agent is originally in the bedroom.

There are four possible primitive actions:

- *goTo(room)*: changes the location of the agent to be *room*;
- *pickUp(object)*: only possible if the agent is in the same room as the object; this causes the object to be held;
- *putDown(object)*: only possible if the agent holds the object; puts the object down;
- *use(object)*: only possible if the agent holds the object.

We use the following fluents:

- *loc*: the room in which the agent is;
- *loc(thing)*: the room in which the thing is;

- *Hold(thing)*: true if the agent holds the thing, false otherwise.

We also use the following non-fluent predicates:

- *Room(r)*: *r* is a room;
- *Object(t)*: *t* is an object;
- *InPlace(thing, room)*: holds if *thing* is in its place when it is in *room*.

There are five procedures in the plan library:

- *get(thing)*: go to the room where thing is, and pick it up;
- *putAway(thing)*: go to the room where the thing should be, and put it down;
- *cleanUp*: while there are objects that are not in their places, get such an object, or put it away;
- *brushTeeth*: get the toothbrush, use the toothbrush, and either put away the toothbrush, or put it down (where the agent is);
- *readBook*: get the book, use the book, and either put away the book, or put it down.

The procedures are defined below. We also use the following procedure:

```

proc getTo(r)
  Room(r)?;
  if loc ≠ r then goTo(r) endif
endProc

```

getTo checks if the current location is already the destination room *r*. If not, the action *goTo* is executed. It is a helper procedure, which was only introduced for

convenience, and was not deemed important enough to appear in the annotations. Hence, it does not have *startProc* and *endProc* actions. So, when the program is executed, the procedure *getTo* will not appear in the stack.

The definition of most of the other procedures is straightforward:

```

proc get(t)
  startProc(get(t));  $\neg$ Hold(t)?;
  getTo(loc(t)); pickUp(t);
  endProc(get(t))
endProc;
proc putAway(t)
  startProc(putAway(t)); Hold(t)?;
   $\pi$  r.InPlace(t, r)?;
  getTo(r); putDown(t);
  endProc(putAway(t))
endProc;
proc brushTeeth
  startProc(brushTeeth);
  get(toothbrush); use(toothbrush);
  (putAway(toothbrush) |
   putDown(toothbrush));
  endProc(brushTeeth)
endProc;
proc readBook
  startProc(readBook);
  get(book); use(book);
  (putAway(book) | putDown(book));
  endProc(readBook)
endProc;

```

Procedures *brushTeeth* and *readBook* have options: either the agent might put the thing away in its place, or it might put the thing down wherever it happens to be. In practice, a person might do either, and both executions should be recognized as part of the procedure.

Perhaps the most complex procedure in this example is *cleanUp*. The main idea is that when executing this procedure, the agent will, at each iteration, get a thing that is not in its proper place, or put away something it already holds.

```

proc cleanUp
  startProc(cleanUp);
  while  $\exists t$ .Object(t)  $\wedge$   $\neg$ InPlace(t, loc(t))
    do  $\pi$  t.Object(t)  $\wedge$ 
       $\neg$ InPlace(t, loc(t))?;
      (get(t) | putAway(t))
    endWhile;
  endProc(cleanUp)
endProc

```

The main plan library chooses some procedure to execute nondeterministically and repeats this zero or more times:

```

proc planLibrary
  (cleanUp | brushTeeth |
   readBook | ( $\pi$ t.get(t)))*.
endProc

```

Let's look at an execution trace for the above example. Suppose that the first action was *goTo(kitchen)*. The following possible scenarios are then output by the system:

```

proc get (book) -> goTo (kitchen)
proc get (cup) -> goTo (kitchen)
proc get (spoon) -> goTo (kitchen)
proc readBook -> proc get (book)
-> goTo (kitchen)
proc cleanUp -> proc get (book)
-> goTo (kitchen)

```

The system is trying to guess what the user is doing by going to the kitchen. It lists the five plans from the library that might have this first action. Note that the possibilities of doing *cleanUp* by getting a cup or a spoon are not listed. This is because both the spoon and cup are already in their places, so if the agent picked them up, it would not be cleaning up.

Now suppose that the next action is *pickUp(book)*. Then, the system can discard some of the above possibilities, namely those which involve taking something else. The new possible scenarios are:

```

proc get (book)
  -> goTo (kitchen); pickUp (book)
proc readBook -> get (book)
  -> goTo (kitchen); pickUp (book)
proc cleanUp -> proc get (book)
  -> goTo (kitchen); pickUp (book)

```

The next action is *use(book)*. The plan *get(book)* is finished, but there is no plan in the library that could start with the action *use(book)*. So, this possibility can be discarded. The next action of *cleanUp* cannot match the observed actions as well. Thus the only remaining possible plan is *readBook*:

```

proc readBook -> proc get (book)
  -> goTo (kitchen); pickUp (book);
  use (book)

```

Now, let us consider a different scenario. In order to demonstrate the use of the *minus* and *anyBut* constructs, we can define two variants of *cleanUp*. In the first one, *cleanUp_u*, an arbitrary action is allowed at the end of every iteration of the loop. The second one, *cleanUp_m*, together with the optional arbitrary action, introduces a constraint: a sequence of actions will not be matched if it involves the execution of procedure *brushTeeth*. This is achieved by using the *minus* construct.

```

proc cleanUpu
  startProc(cleanUpu);
  while ∃t.Object(t) ∧ ¬InPlace(t, loc(t))
    do π t.Object(t) ∧
      ¬InPlace(t, loc(t));
      (get(t)|putAway(t)); (any|nil)
  endWhile;
  endProc(cleanUpu)]
endProc

```

```

proc cleanUpm
  startProc(cleanUpm);
  minus(
    while ∃t.Object(t) ∧
      ¬InPlace(t, loc(t)) do
      π t.Object(t) ∧
        ¬InPlace(t, loc(t));
        (get(t)|putAway(t)); (any|nil);
    endWhile;
    [brushTeeth]);
  endProc(cleanUpm)
endProc

```

Suppose that the sequence of observed actions starts with the two actions *goTo(livingRoom)* and *take(toothbrush)*. All three variants of *cleanUp* would match those actions, and produce the same scenario:

```

proc cleanUpk ->
  proc get (toothbrush) ->
    goTo (livingRoom);
    pickUp (toothbrush)

```

where *k* is either nothing, or *u* or *m*, depending on the version of the procedure used.

Now suppose that the next action is *use(toothbrush)*. The original version of *cleanUp* does not match the observed action. The other two variants, *cleanUp_u* and *cleanUp_m*, would still match the situation, because the new action matches the unspecified action at the end of the loop.

If the next action is *goTo(bathroom)*, then both remaining procedures match this as well:

```

proc cleanUpk ->
  proc get (toothbrush) ->
    goTo (livingRoom);
    pickUp (toothbrush);
    use (toothbrush);
  proc putAway (toothbrush) ->
    goTo (bathroom)

```

where *k* can only be *u* or *m*.

Now, if the next step is *putDown(toothbrush)*, then *cleanUp_u* matches it. However, *cleanUp_m* does not. That is because *cleanUp_m* has the minus construct, and the observed actions matched the exception part of it. The action *putDown(toothbrush)* can be considered the last action of *brushTeeth*, which was ruled out by the *minus* in *cleanUp_m*. So, *cleanUp_m* cannot match this sequence of actions. *cleanUp_u*, which is identical to *cleanUp_m* except for the *minus* construct, does match the action, and produces the following scenario:

```
proc cleanUp_u ->
  proc get(toothbrush) ->
    goTo(livingRoom);
    pickUp(toothbrush);
  use(toothbrush);
  proc putAway(toothbrush) ->
    goTo(bathroom);
    putDown(toothbrush)
```

Another example that the system was tested on is that from [8] involving aircraft flying procedures. There is a single procedure called *fireOnBoard*. It involves three actions, performed sequentially, with possibly other actions interleaved. The three actions are *fuelOff*, *fullThrottle*, and *mixtureOff*. The only restriction is that while executing this procedure, the action *fuelOn* must not occur. In our framework, this example can be represented as follows:

```
proc fireOnBoard
  startProc(fireOnBoard),
  minus([fuelOff; any*; fullThrottle;
        any*; mixtureOff],
        [(anyBut([fuelOn])*)*; fuelOn]);
  endProc(fireOnBoard)
endProc
```

The above examples are kept simple to illustrate how the various constructs work. The system was tested on both of the above examples, and more complicated ones. All of the above traces were generated by the implementation.

5 Implementation and Experimentation

Our plan recognition system was implemented using a Prolog-based version of IndiGolog, an extension of ConGolog introduced in [6]. The implementation closely follows the definitions, without any optimization for performance. The implementation assumes that the axioms specifying the initial situation are represented as Prolog clauses and makes the closed world assumption.

The system uses a user-defined domain specification and plan library. All procedures in the library need to satisfy some restrictions. Each procedure P that is to be reflected in the scenario has to start and end with actions *startProc(P)* and *endProc(P)*, respectively. The procedures can also use constructs *anyBut* and *minus*.

The implementation can be used in interactive mode. Then the user is expected to enter the observed actions one by one. Also, at any point the user can issue one of the following commands: *prompt* - list all current hypotheses, *reset* - forget the previous actions and start fresh, and *exit* - finish execution.

We ran some experiments on the home activities domain discussed above, with a slight modification: the last option in the plan library is now $(\pi t.[get(t), putDown(t)])$ instead of $(\pi t.get(t))$. This was done ensure that there are arbitrarily long executions of the plan library. For each n , where n is the length of an observed action sequence, we randomly selected 200 sequences of n actions that could be generated by the plan library. We then ran the plan recognition system on all of those and averaged the running time. The results appear in Figure 1. We can see that our system can identify matching plans for a sequence of 80 observed actions in less than one second

on average in this test domain. As well, for this domain the running time seems to grow linearly with the length of the observed action sequence.

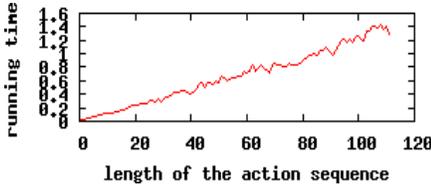


Figure 1: Average runtime (seconds) versus the length of the action sequence

6 Discussion

In this paper, we have described a framework for plan recognition in the Situation Calculus. The ConGolog programming language is used to specify plans. The system matches the actions of the monitored agent against the plan library and returns some scenarios, representing the execution paths that the agent may have followed.

The main differences between our account of plan recognition and the one described by [8] are that ours is able to model procedure calls within plans and that it is incremental. Because our approach to plan recognition concentrates on procedures, it is able to distinguish sub-procedures from each other as well as from top-level plans. This allows the scenarios to be fairly detailed both as to how and why a certain plan was being executed.

Because our formalism is incremental, it does not need to know the whole sequence of actions to interpret the next step; nor does it need to re-compute matching scenarios from scratch whenever a new action is made. It would be well-suited for real-time applications or continuous monitoring.

The framework described here is easily extended with new annotations to specify, for example, the goals and preconditions of

each plan and/or possible reactions to it by the monitoring system. As mentioned earlier, to fully support the recognition of concurrent executions of plans, additional annotations to track which process performed each action should be introduced. Another possible extension would be to assign probabilities to actions and plans, similarly to what was done in [7]. This would make it possible to rank the possible execution hypotheses, select the most probable ones and use this to predict which actions the agent is more likely to execute next. One could also look at qualitative mechanisms for doing this. More experimental evaluation of our system is also needed.

There has already been work on home care applications for a plan recognition system. For example, [10] describes a plan recognition system that includes strategies for monitoring and obtaining actions, as well as using learning to modify the plan libraries. Both of those techniques can potentially work with our system.

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