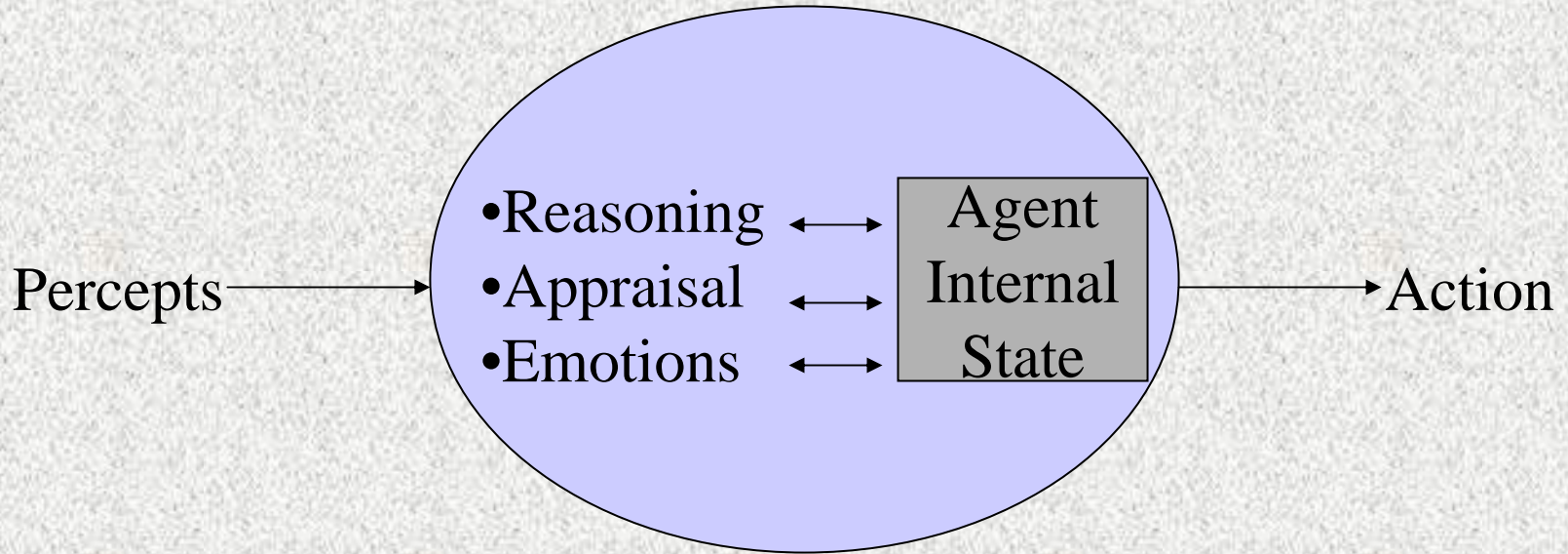


Agents that reason, plan, and have emotions

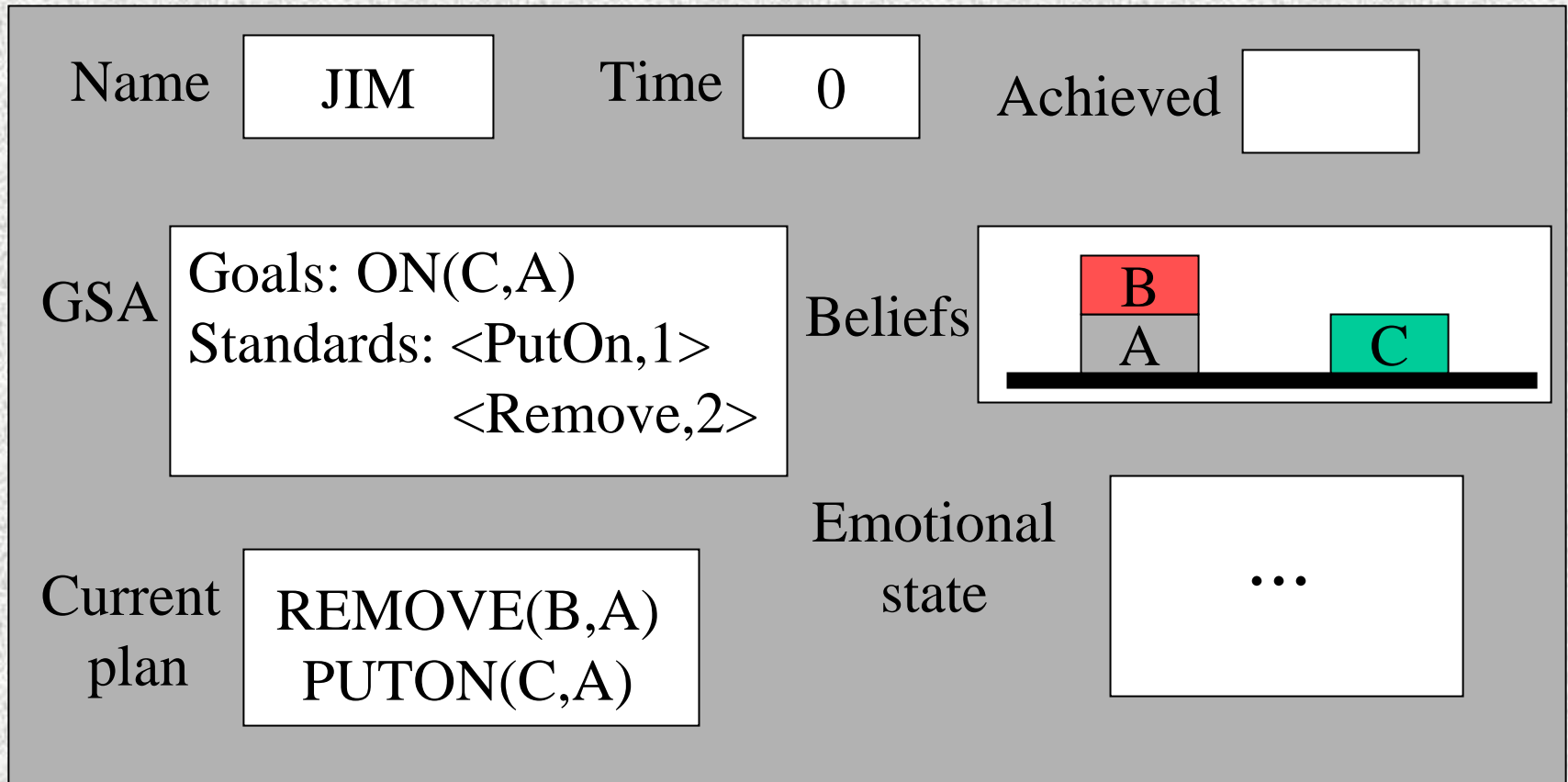
Maria R. Cravo
Ricardo Santos
Marco Nascimento
Énio Pereira
César Pimentel

Instituto Superior Técnico
Lisboa - Portugal

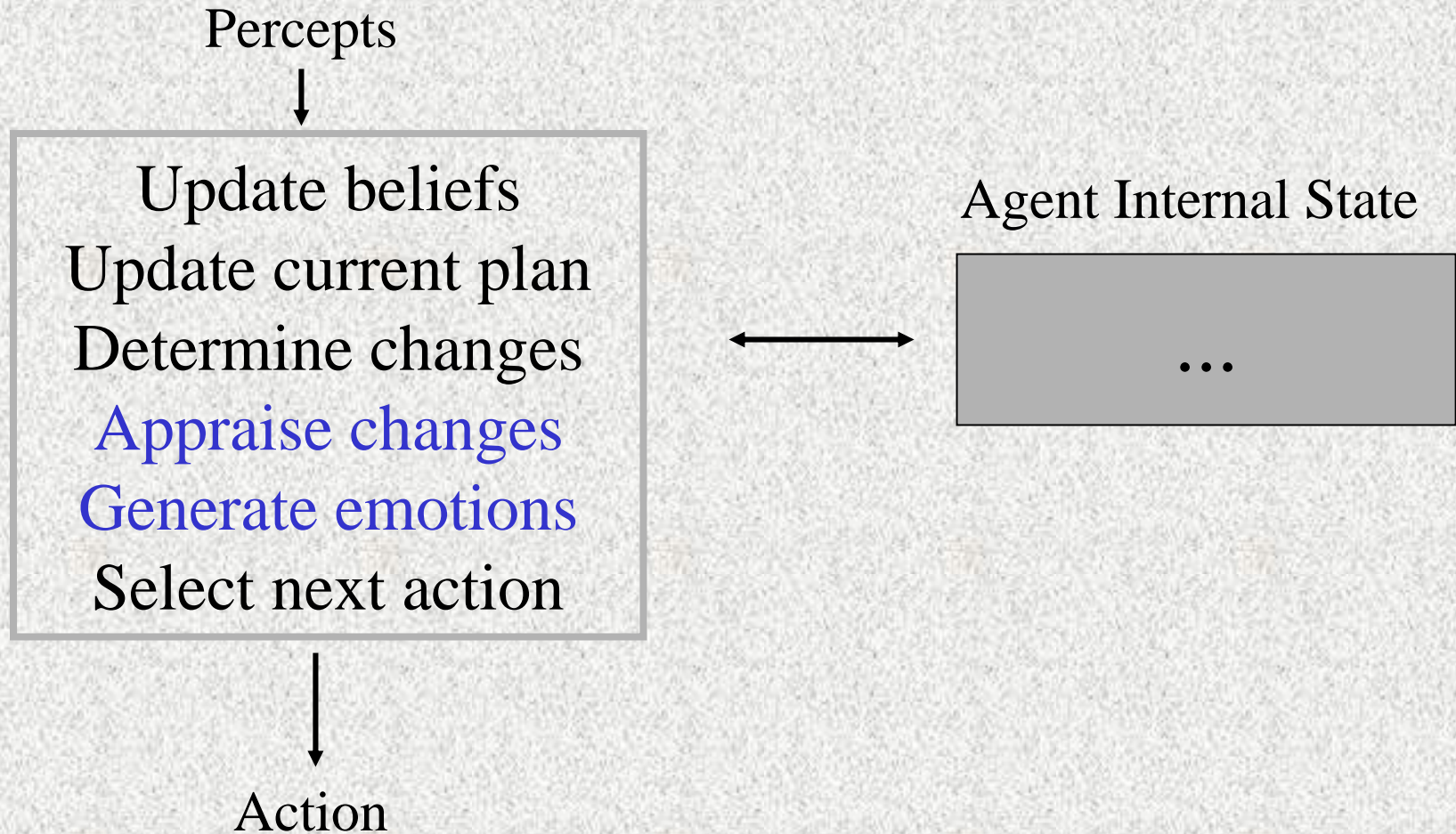
Agent



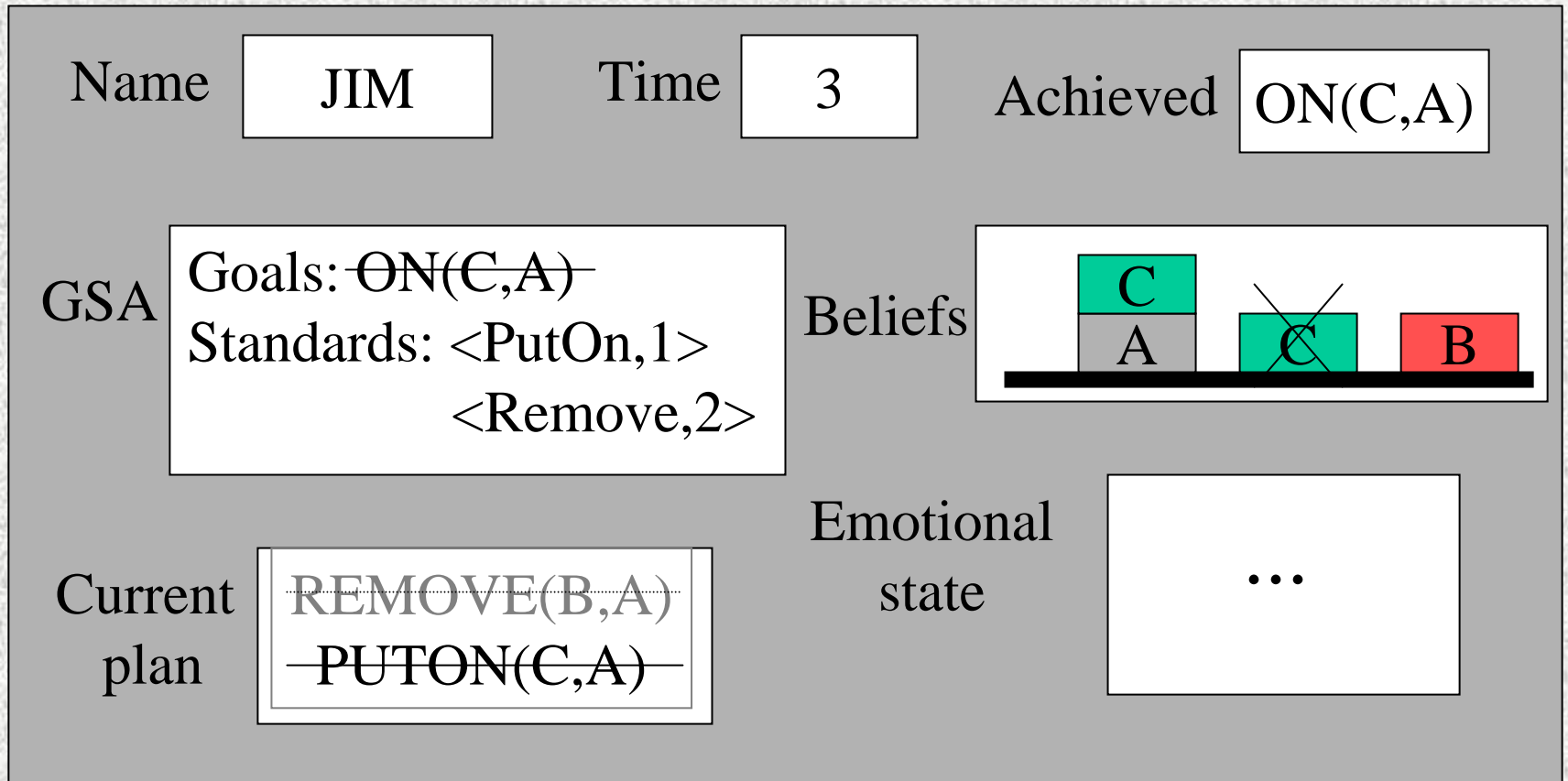
Agent Internal State



Reasoning



Percept: <Action, Joe, PutOn(c,a)>



Agent Emotional State

History of emotions	<input type="text"/>	Mood	<input type="text" value="0"/>
History of situations	<input type="text"/>		
Liking	<input type="text"/>	Praise	<input type="text"/>
Personality	O <input type="text" value="0.5"/>	C <input type="text" value="0.7"/>	E <input type="text" value="0.7"/> A <input type="text" value="0.5"/> N <input type="text" value="0.5"/>

APPRAISAL INPUT

Agent: JIM

Situation type: OCCURRED

Active agent: <JOE, PUTON(C,A)>

Affected goals: { • • }

Affected agent: JIM

Goal - importance: <ON(C,A),5>

Not needed: <PUTON(C,A),5>

Type of change: ATTAINED

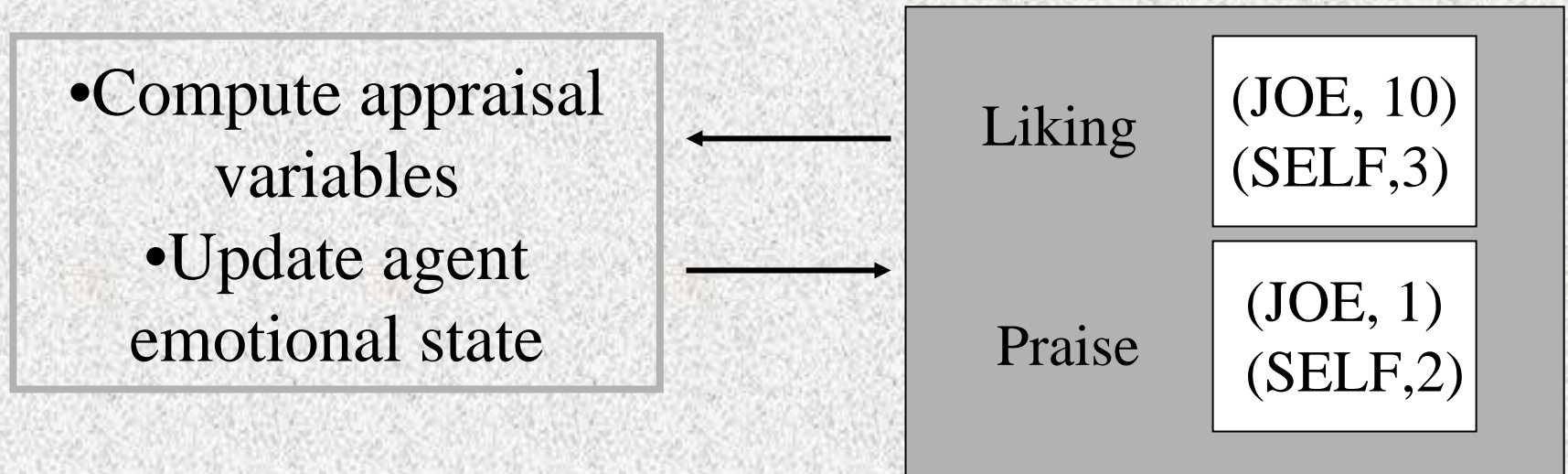
Affected agent: JOE

Goal - importance: <ON(C,A),5>

Not needed: <PUTON(C,A),5>

Type of change: ATTAINED

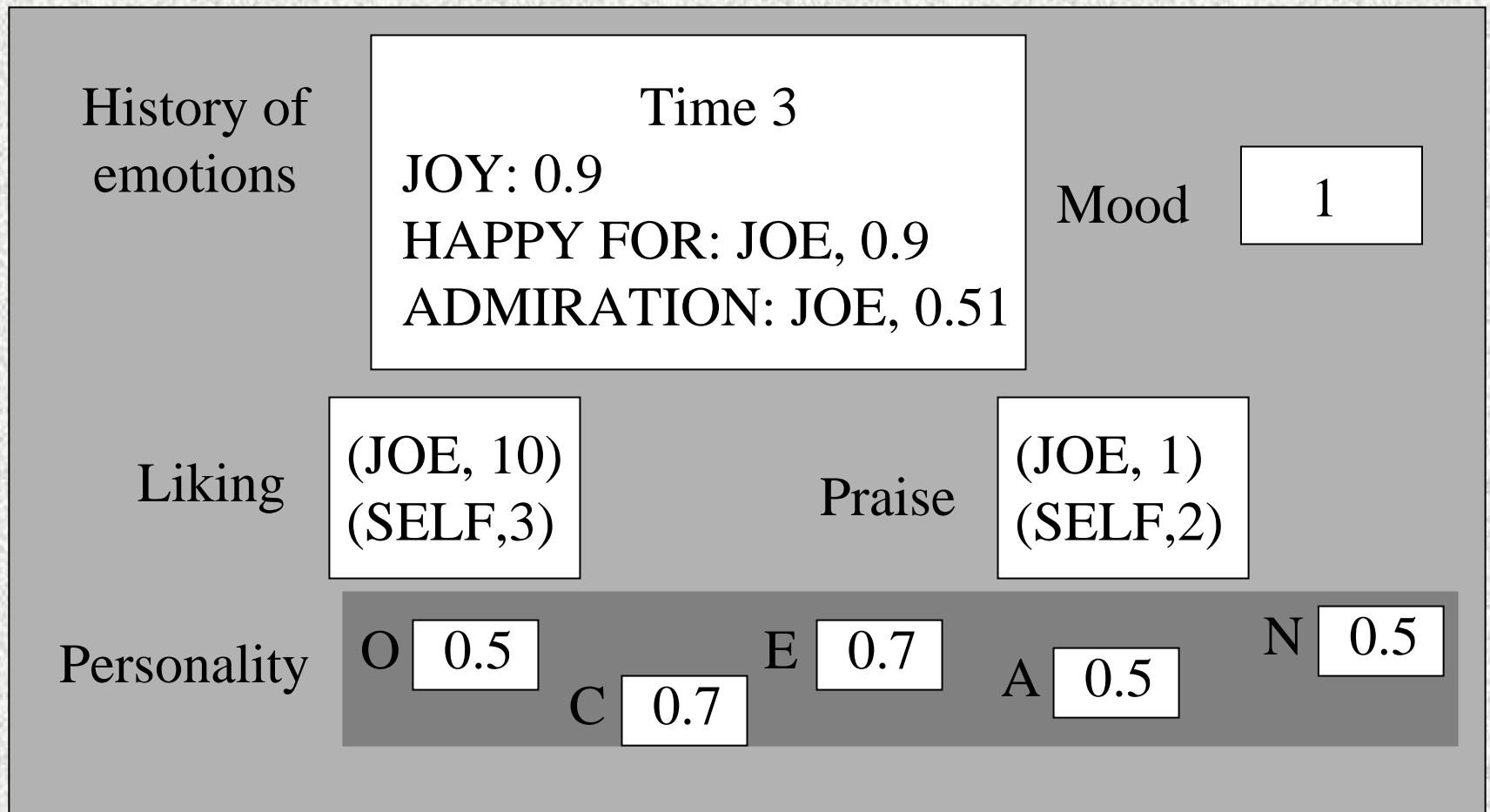
APPRAISAL



Appraisal variables:

(DESIRABLE JIM 10)
(DESIRABLE_FOR JIM JOE 10)
(PRAISE JIM JOE 1)

Generation of Emotions



SUMMARY AND FUTURE WORK

