

Modeling Culturally & Emotionally Affected Behavior

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Acknowledgments



Outline

- Bilateral negotiations (BiLAT)
- Culturally Affected Behavior (CAB)
- EMotion and Adaptation (EMA)
- CEMA = CAB + EMA
- Future work

SASO-ST: Negotiating with Virtual Humans

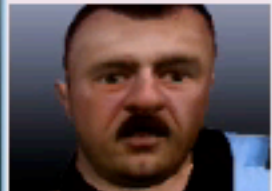
Outline

- Bilateral negotiations (BiLAT)
- Culturally Affected Behavior (CAB)
- EMotion and Adaptation (EMA)
- $CEMA = CAB + EMA$
- Future work

Cultural Effects in BiLAT

MEETING PARTNER

Farid



TRUST -5

OBJECTIVE

Learn why market is not being used

Get Police Cooperation

PREPARATION

OBJECTIVE REVIEW

MEETING PARTNER

INTENDED OUTCOME

RESEARCH

PREP SHEET

REQUISITIONS

REHEARSAL

REHEARSAL

MEETING

MEETING

NEGOTIATION

AAR

AAR

FOLLOW-UP

Help

Options

Info

TIME

4 D 00:00

Plan Text

Accuse of helping insurgents

Assure Farid that he has the final word regarding Iraqi police matters within his jurisdiction

Assure of influence with U.S. commanders

Assure of good U.S. intentions

NEGOTIATION

Discuss insurgent attack on the bridge

Explain to Farid why the U.S. built the market

Tell Farid the U.S. wants to cooperate and work with the Iraqi police

Accuse Farid of Iraqi police abuse in the new market

Plan

Say

Ask

Do

Give

Keyword Search

Negotiation

Leave meeting



Social Science underpinnings

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- **Schemas:** frameworks for organizing knowledge and actions such as scripts, stereotypes and worldviews. [DiMaggio 97]
 - Conventionalized cultural behaviors
 - Cultural norms, Biases

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 - Cultural awareness
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 - Cultural awareness
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- **Shared Symbols:** members of a culture share a common mapping from perceived symbols (objects, gestures, words...) to internal concepts. [Warner 1959, Shweder & Levine 2003]
 - Culturally-specific perception
 - Cross cultural misperception

Examples of Socio-Cultural States

agent is threatened

participant
is respectful

agent is
observant of Islam

agent is respectful
of modesty

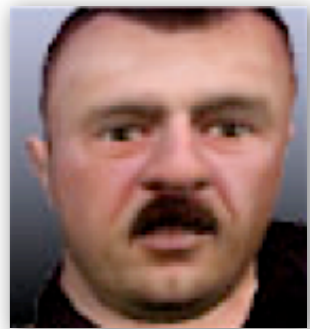
agent is familiar
with participant

CAB in a nutshell

- Agent is selecting among alternative courses of action (i.e., plans)
- The plan with the highest utility wins
- Utility of a plan is a sum of utilities of its states
- Utility of a state is belief * state utility

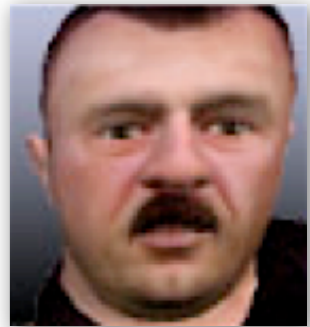
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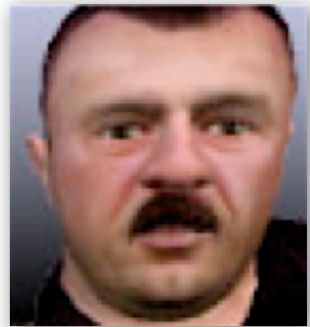


CAB: Example

Plan A



perform normal
police duties



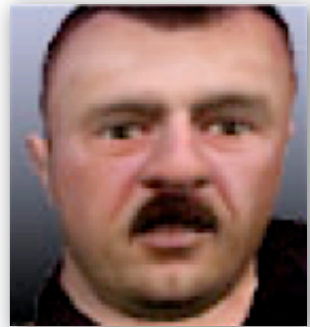
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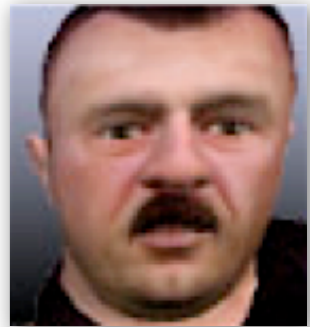
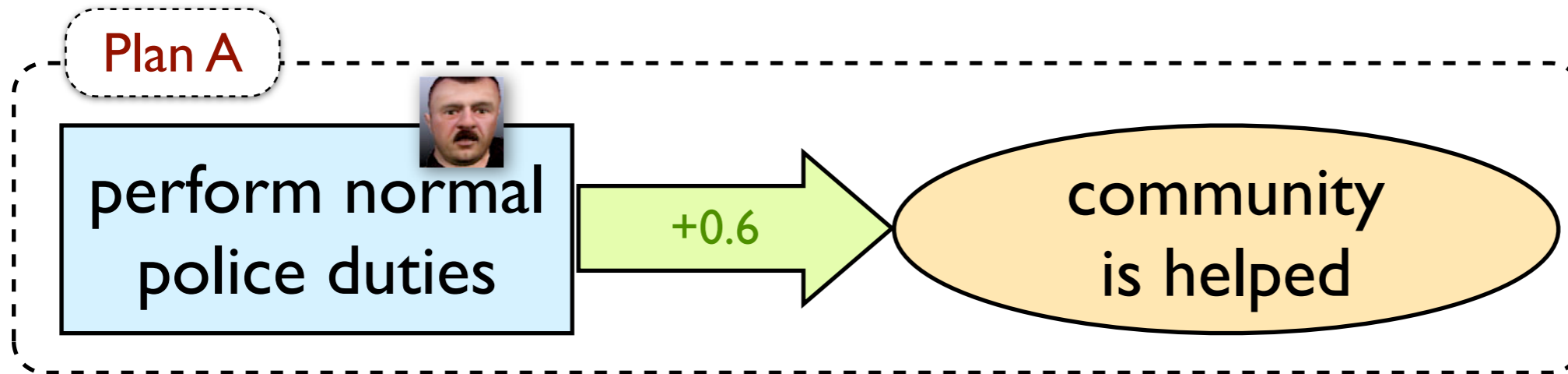


perform normal
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+0.6

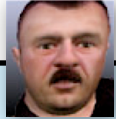


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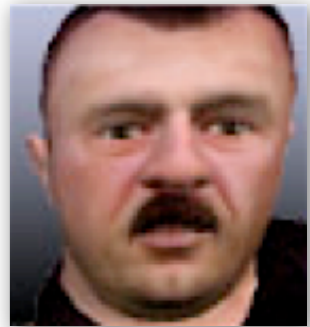


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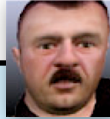
community
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Plan B



CAB: Example

Plan A



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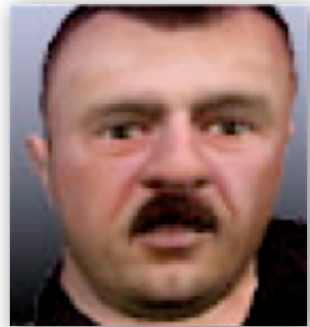
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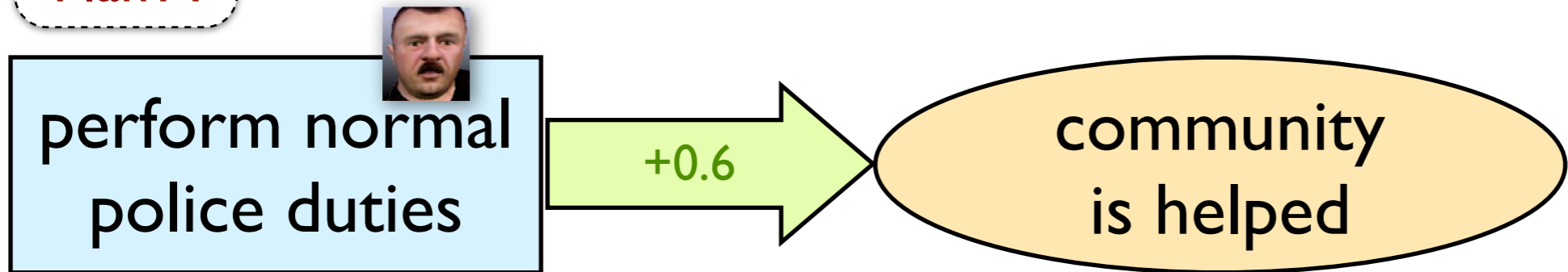


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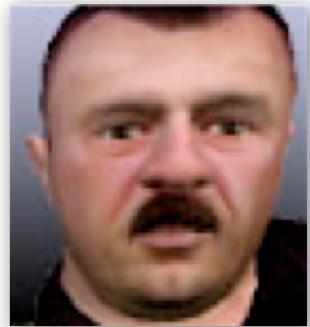


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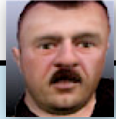


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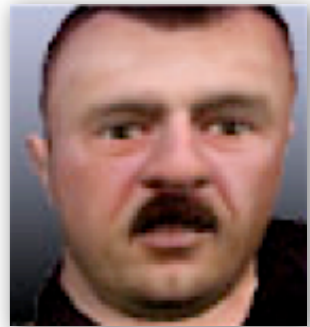
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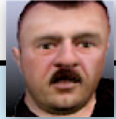
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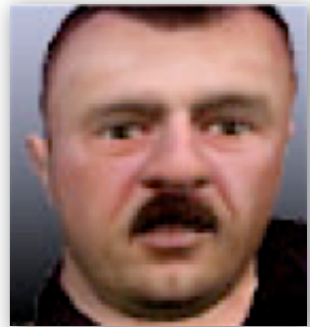
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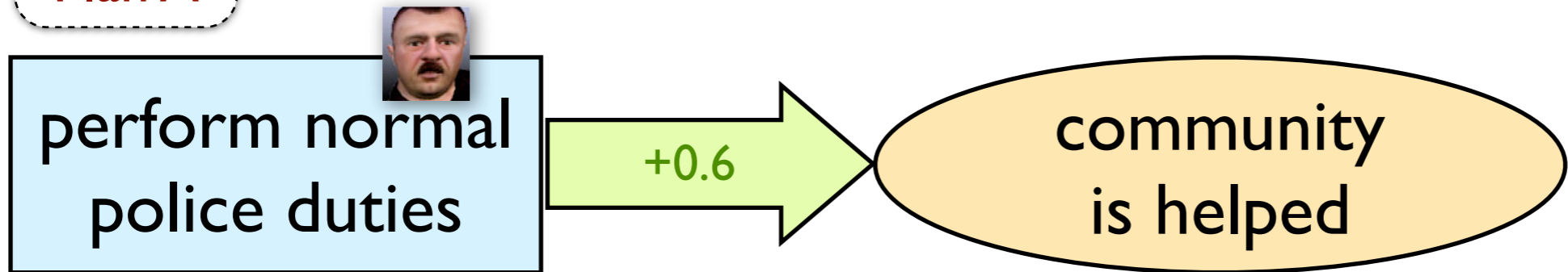


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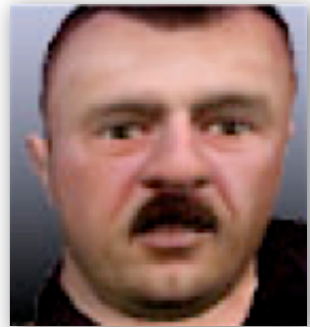
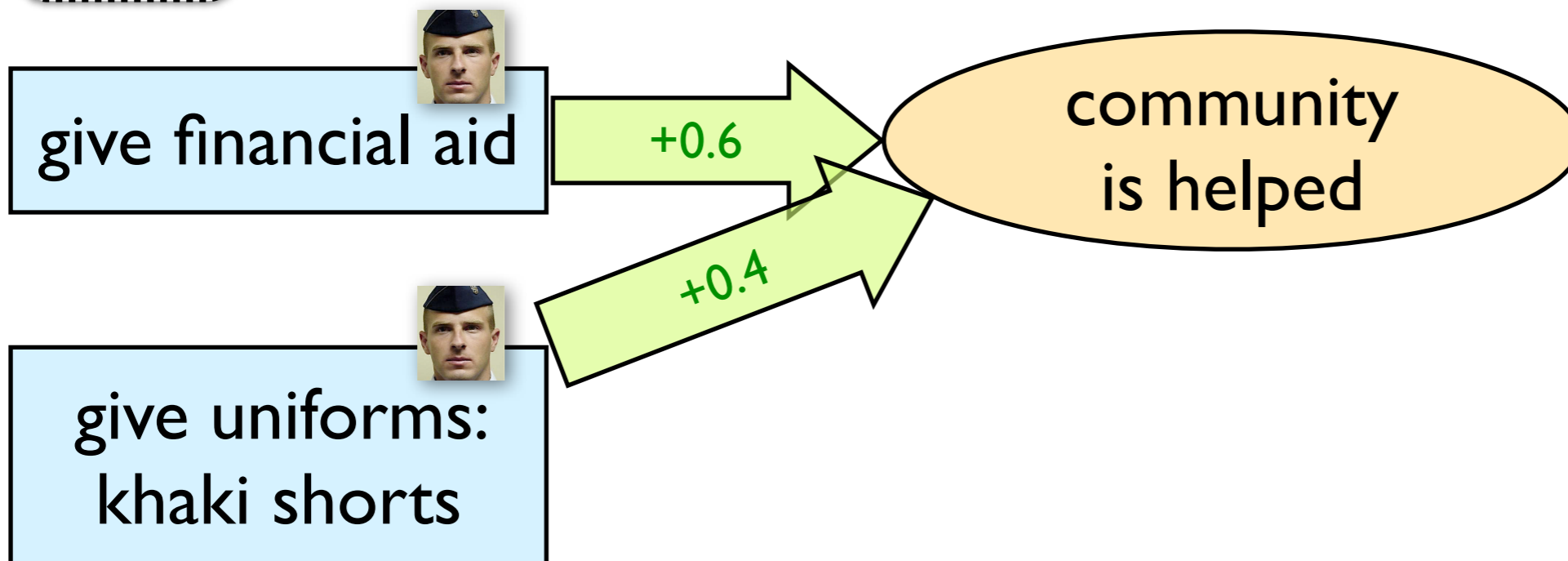


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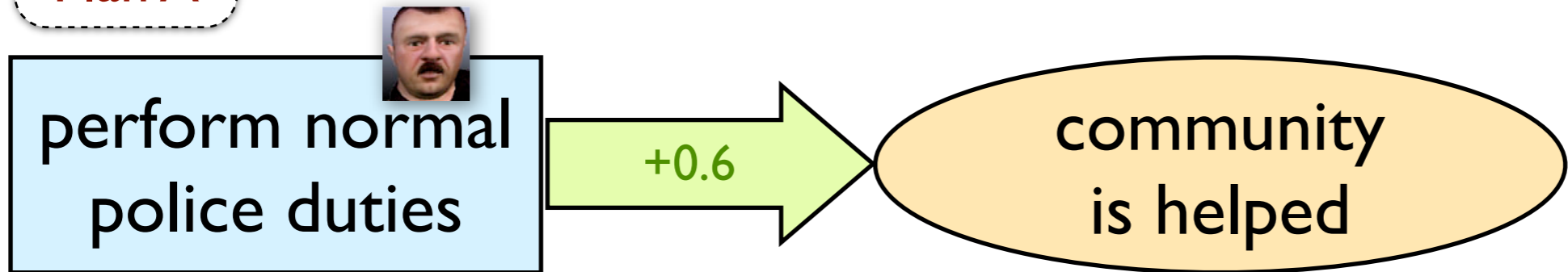


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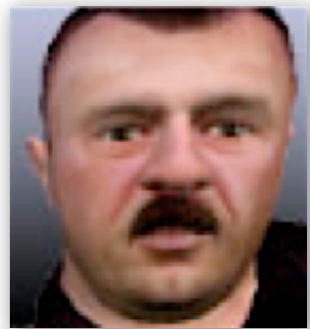
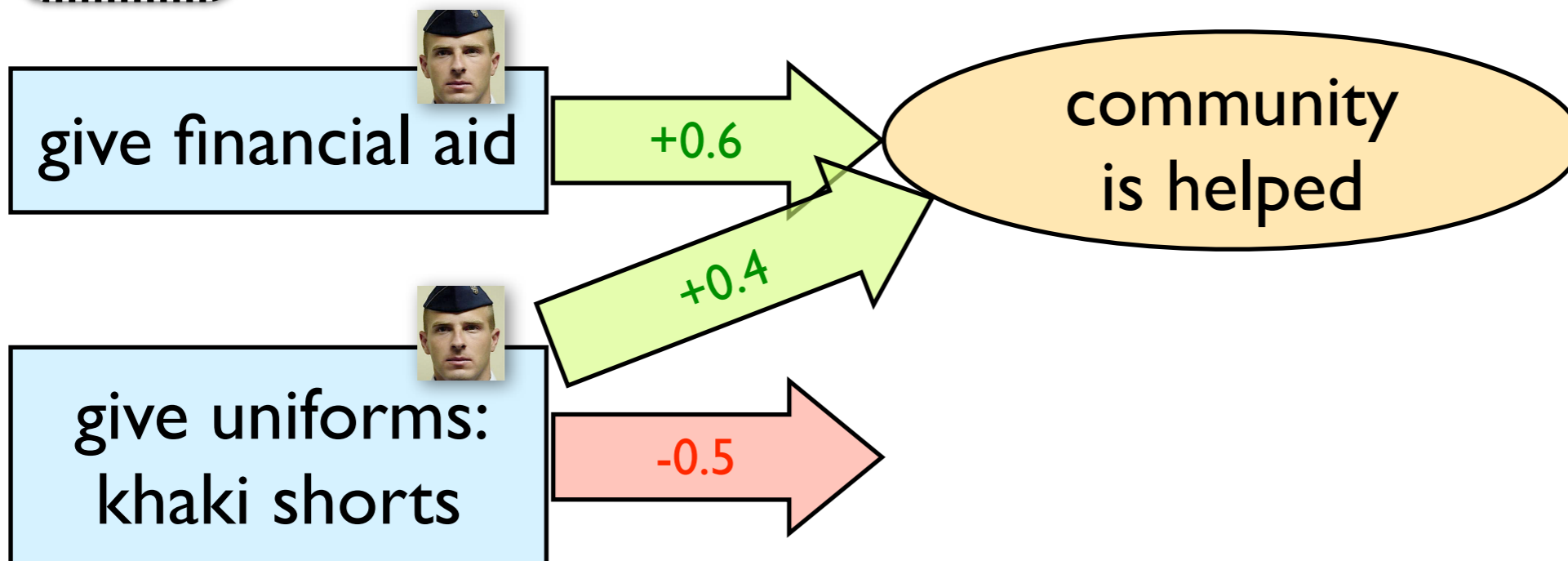


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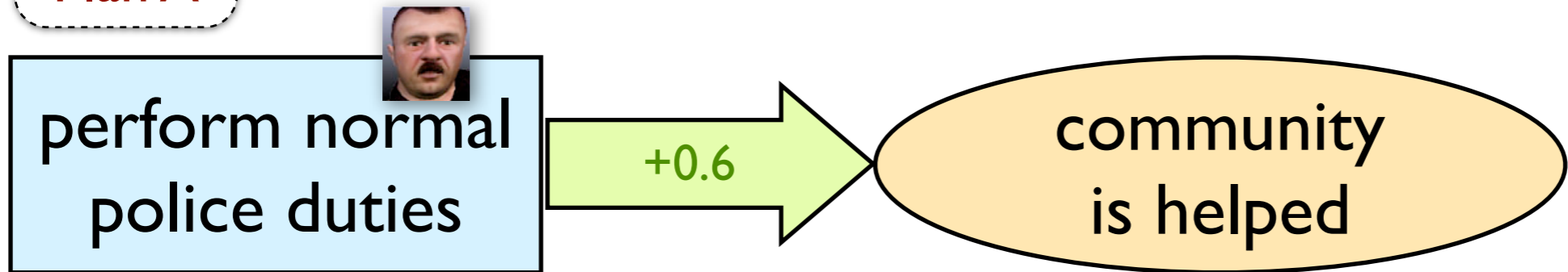


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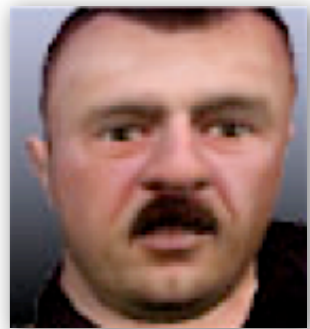
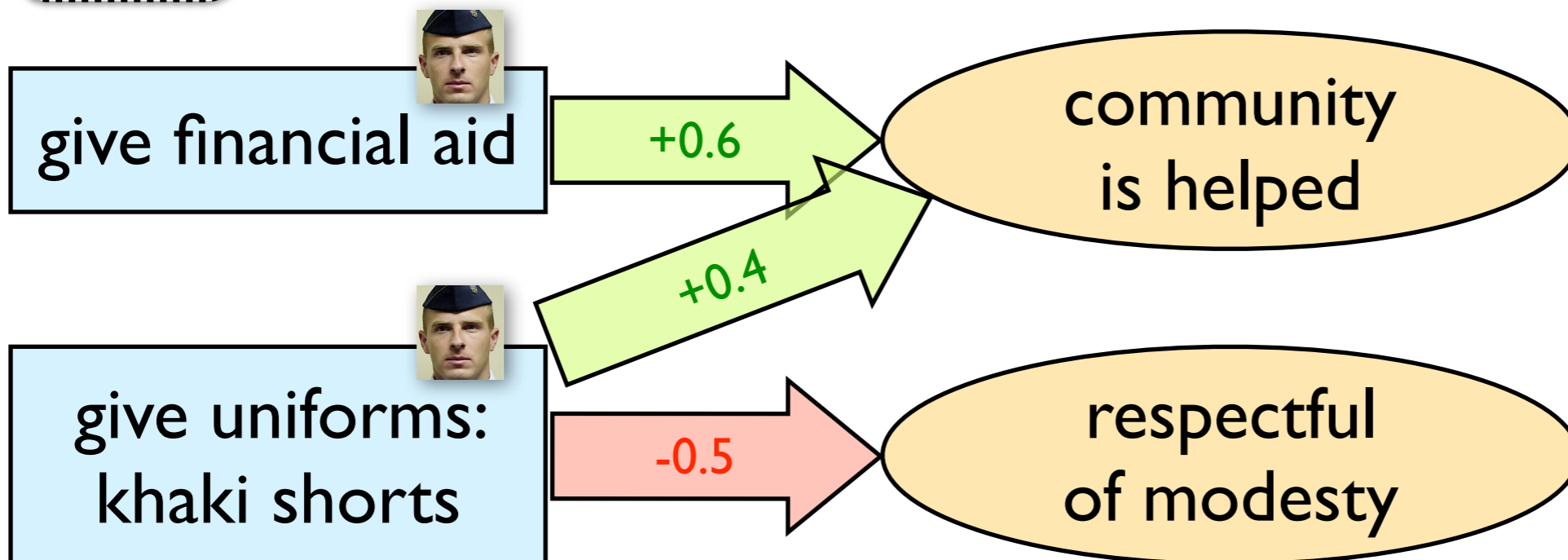


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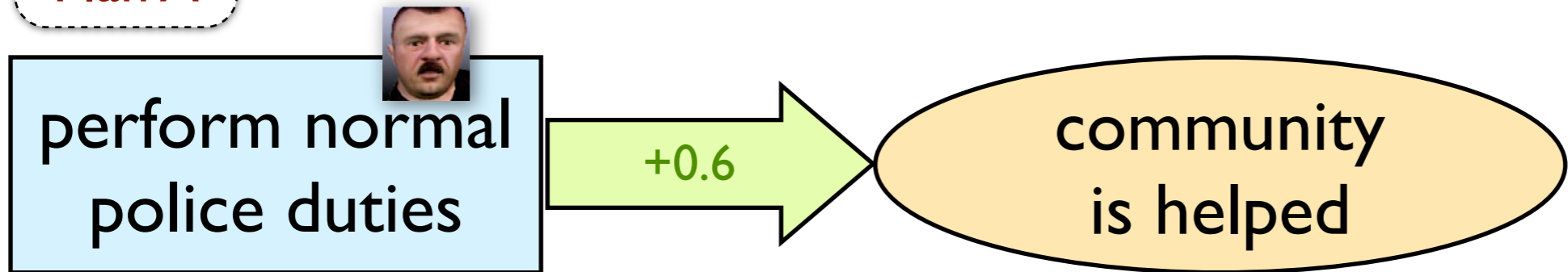


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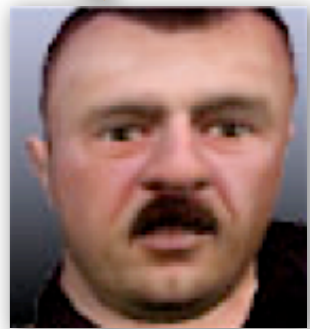
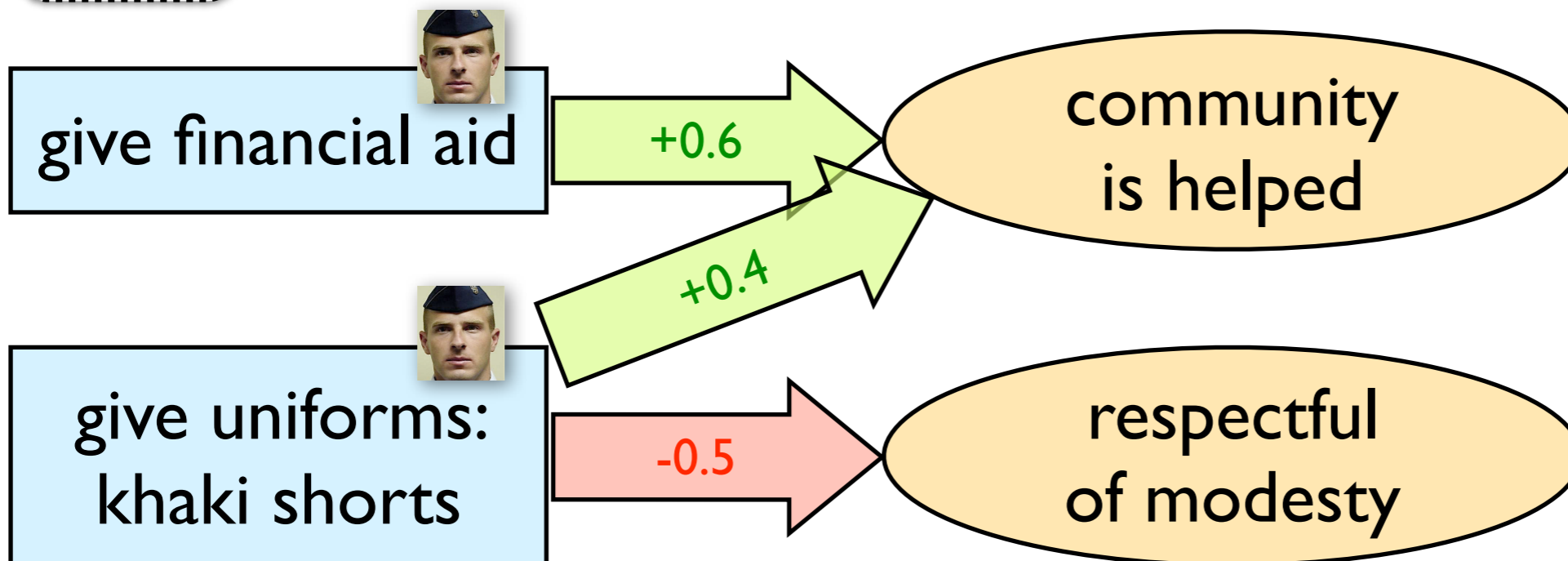


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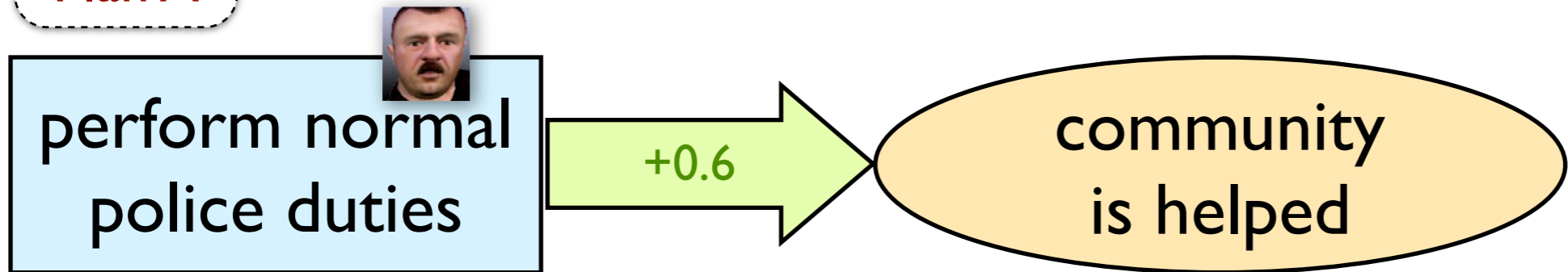


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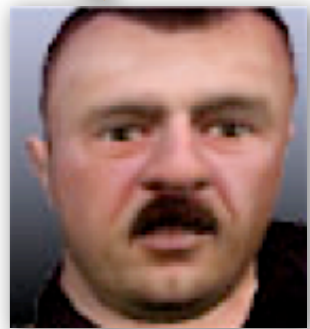
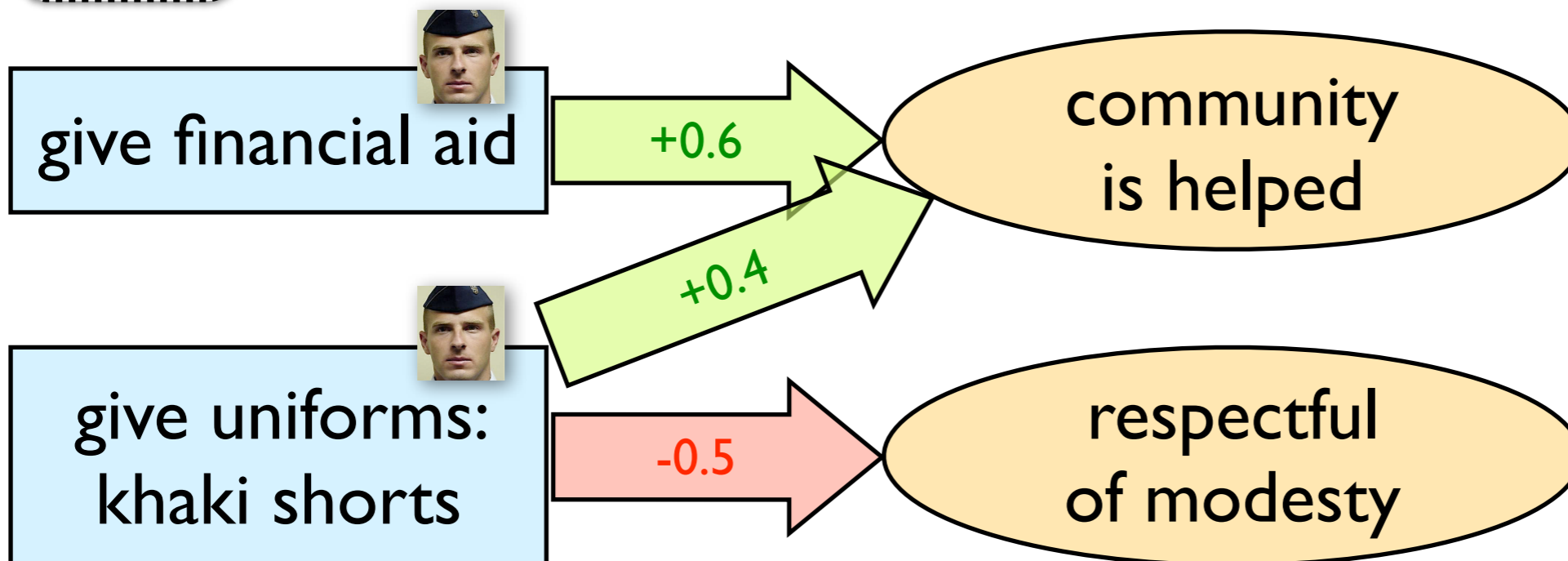


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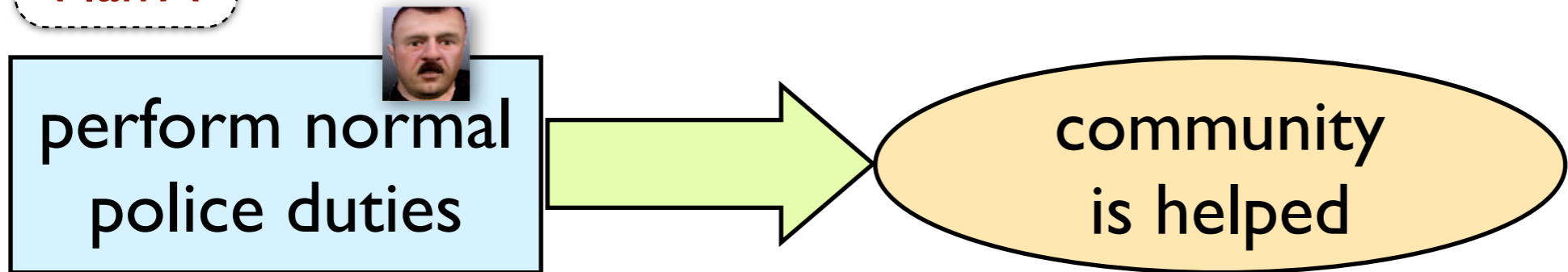


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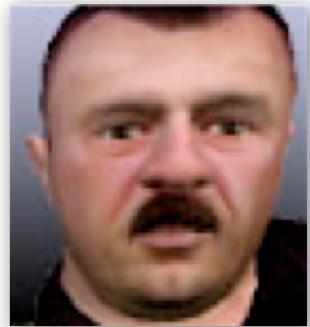
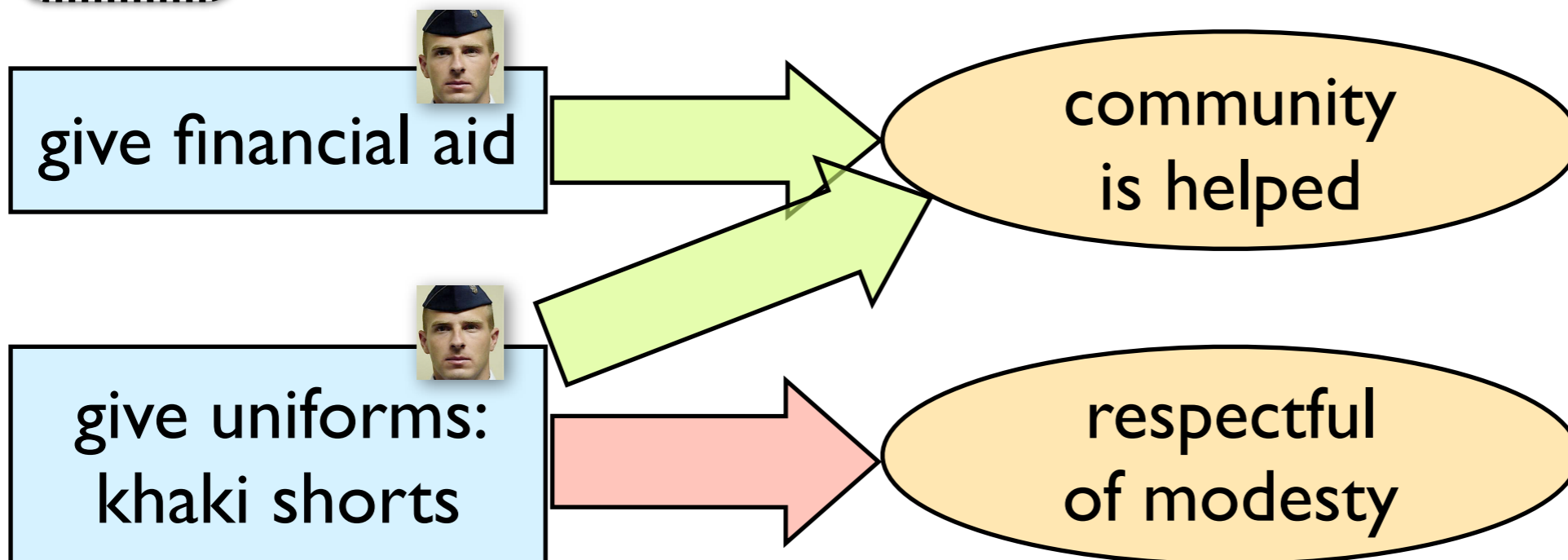


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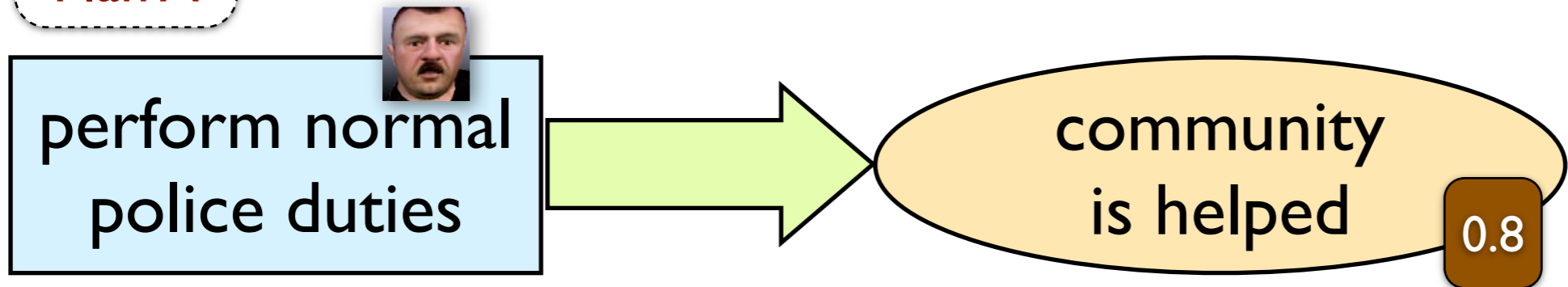


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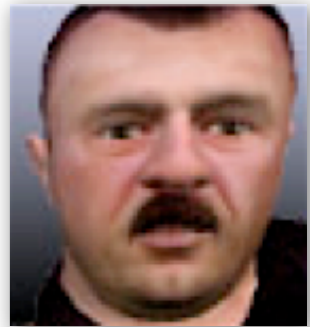
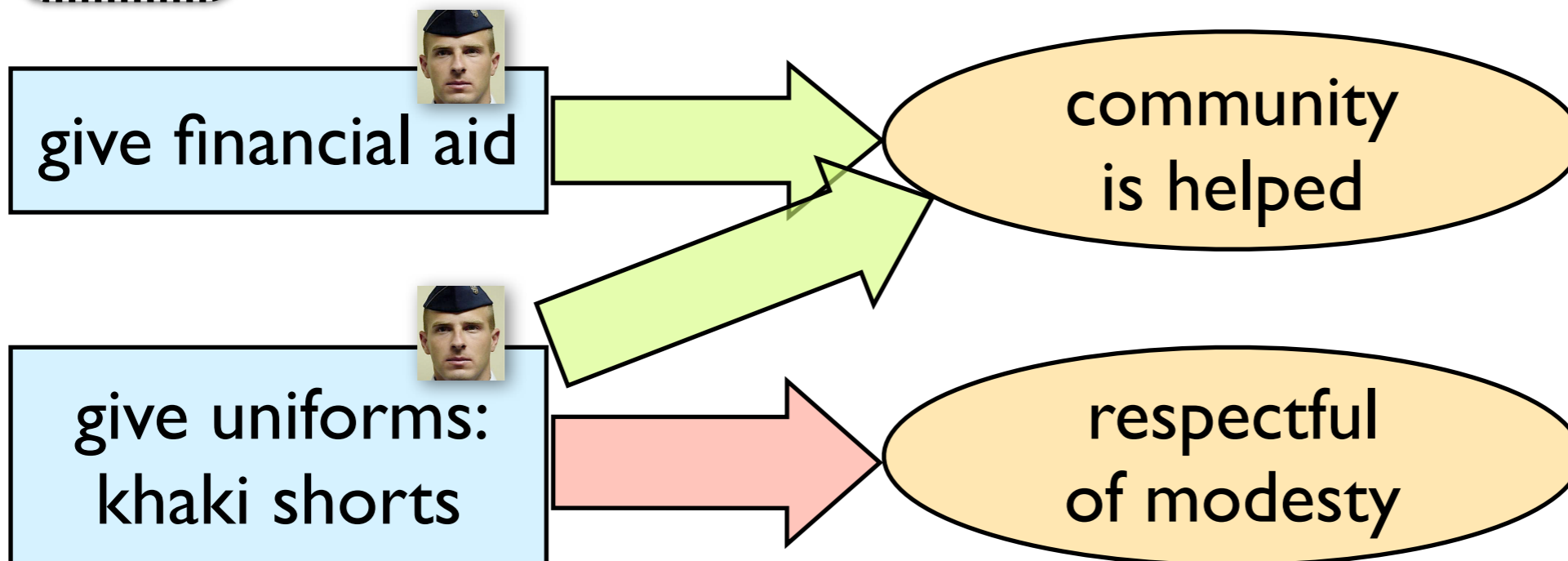


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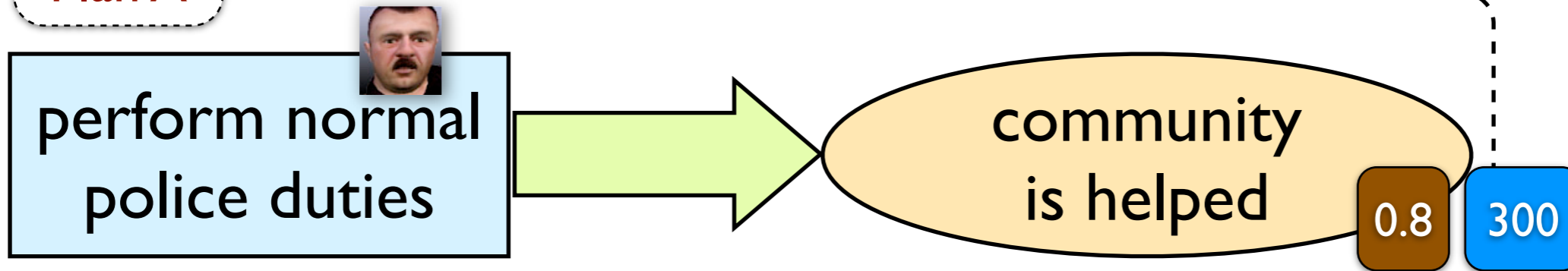


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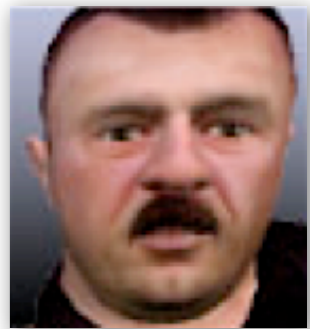
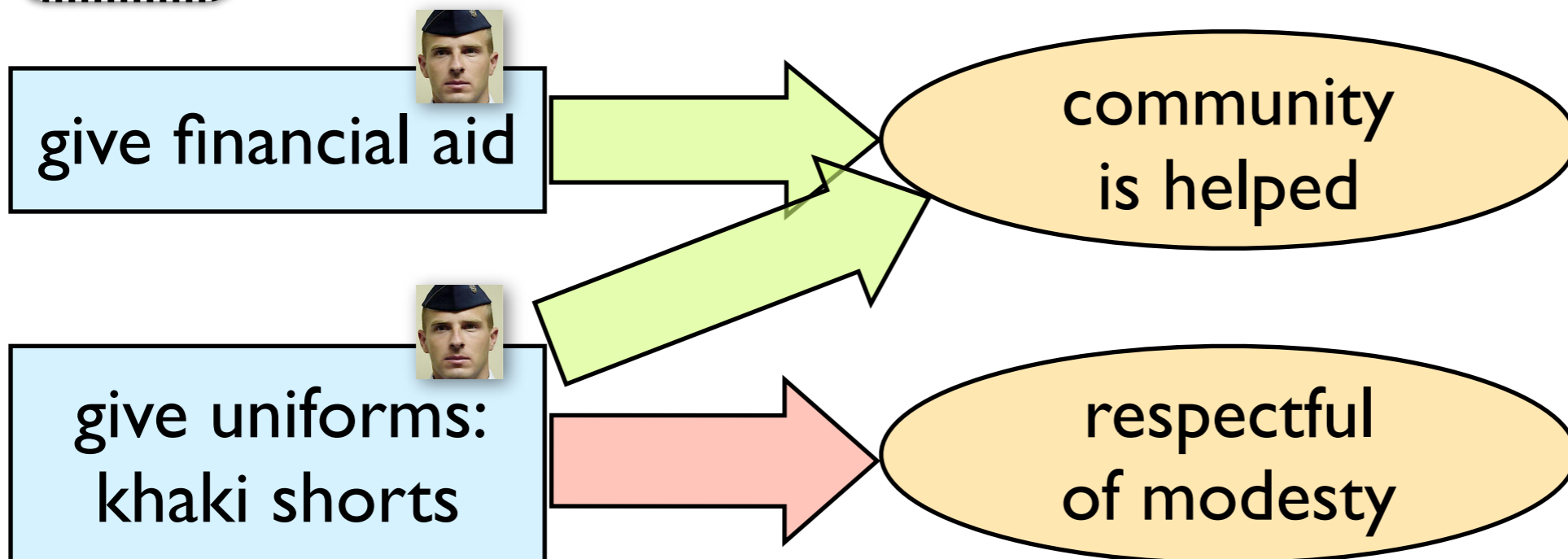


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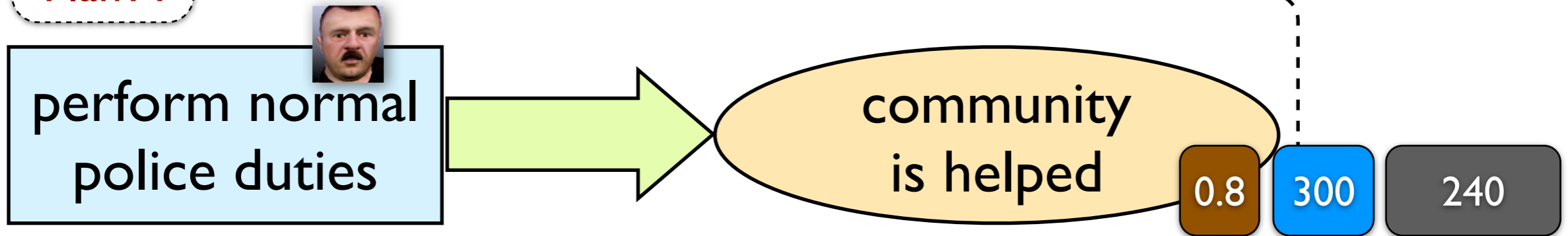


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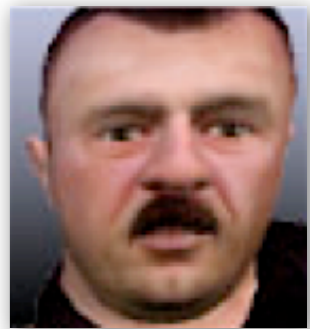
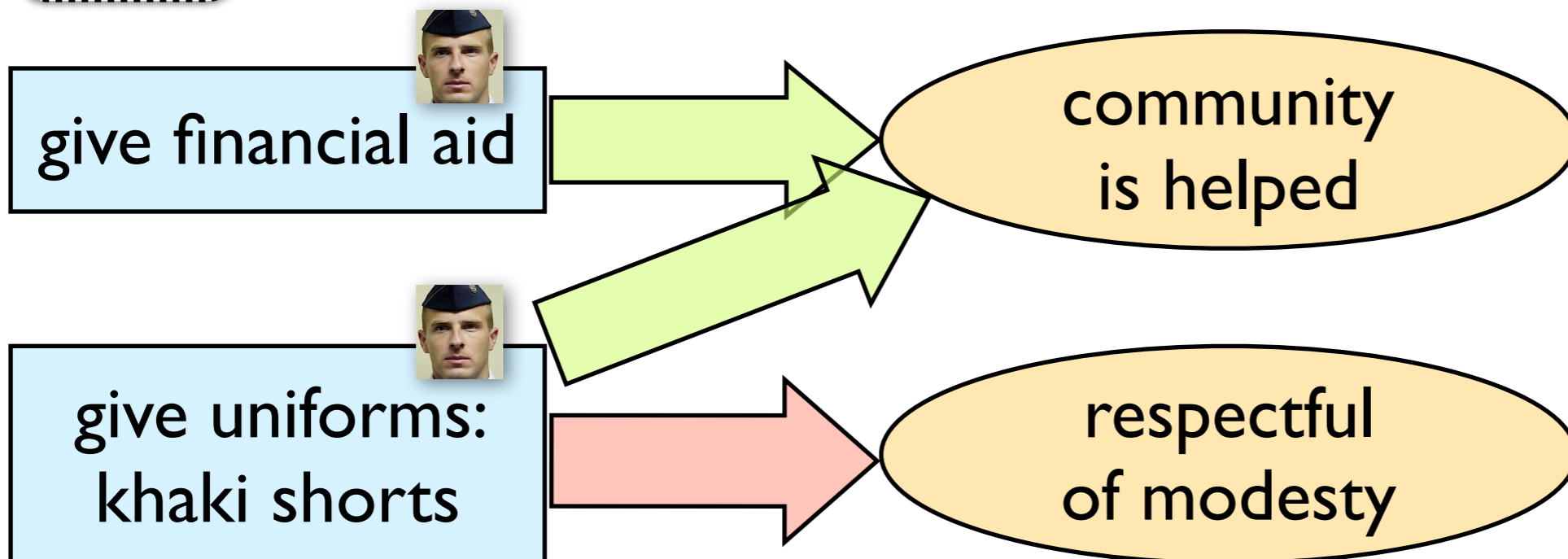


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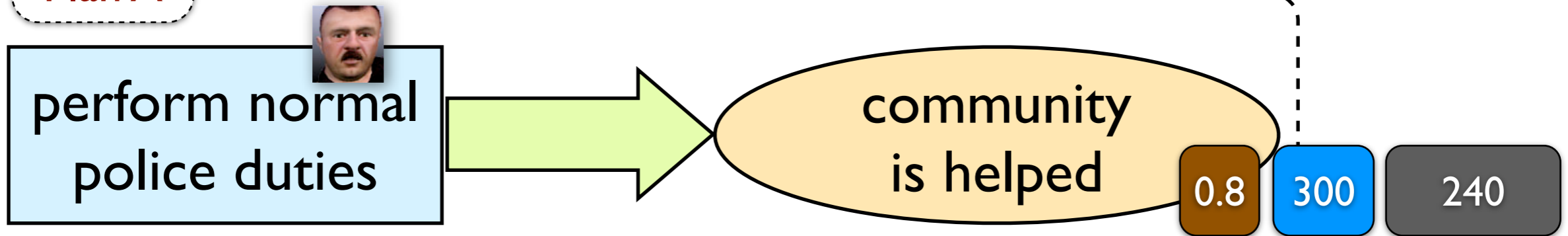


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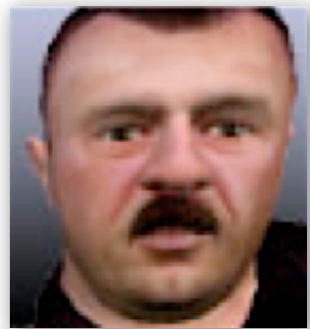
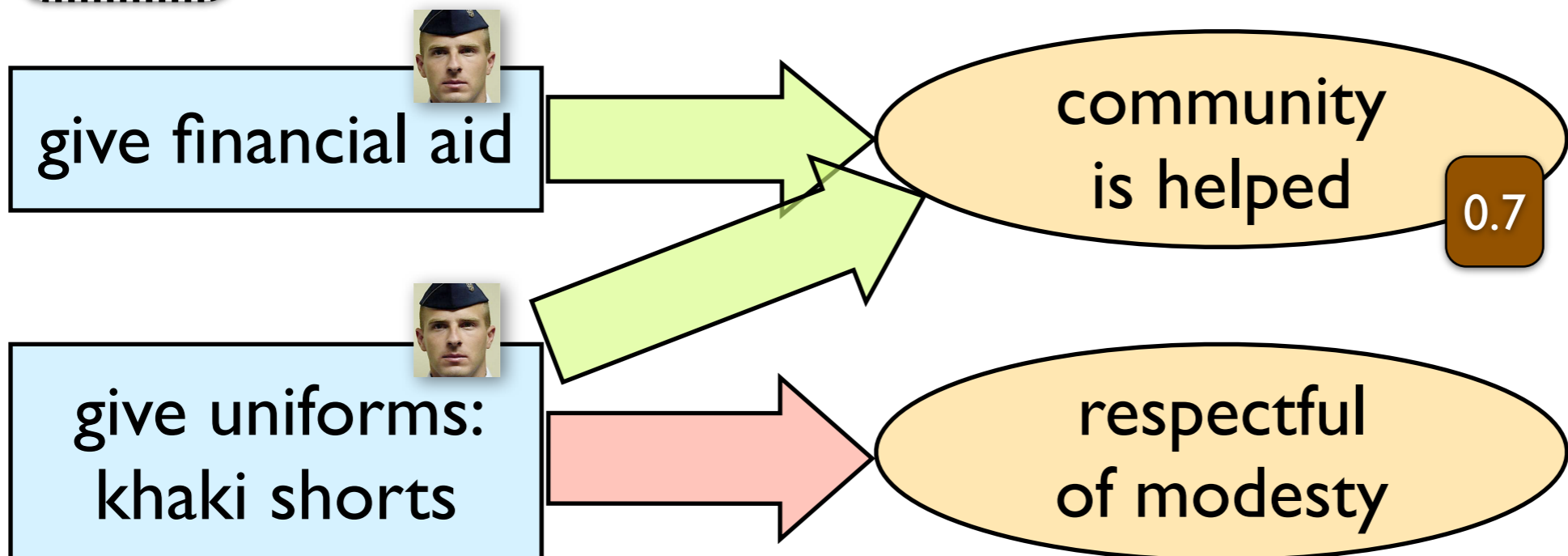


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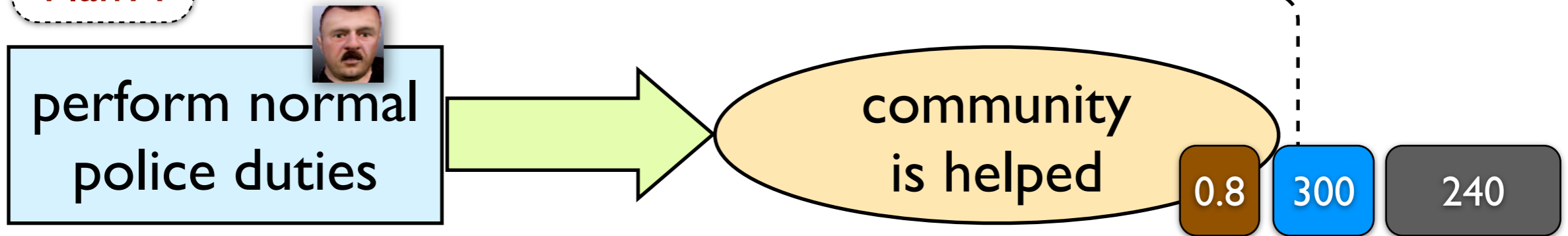


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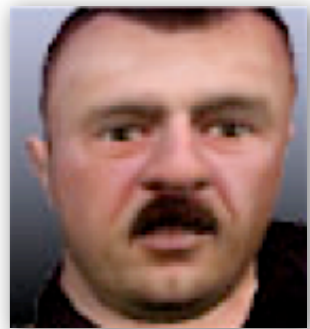
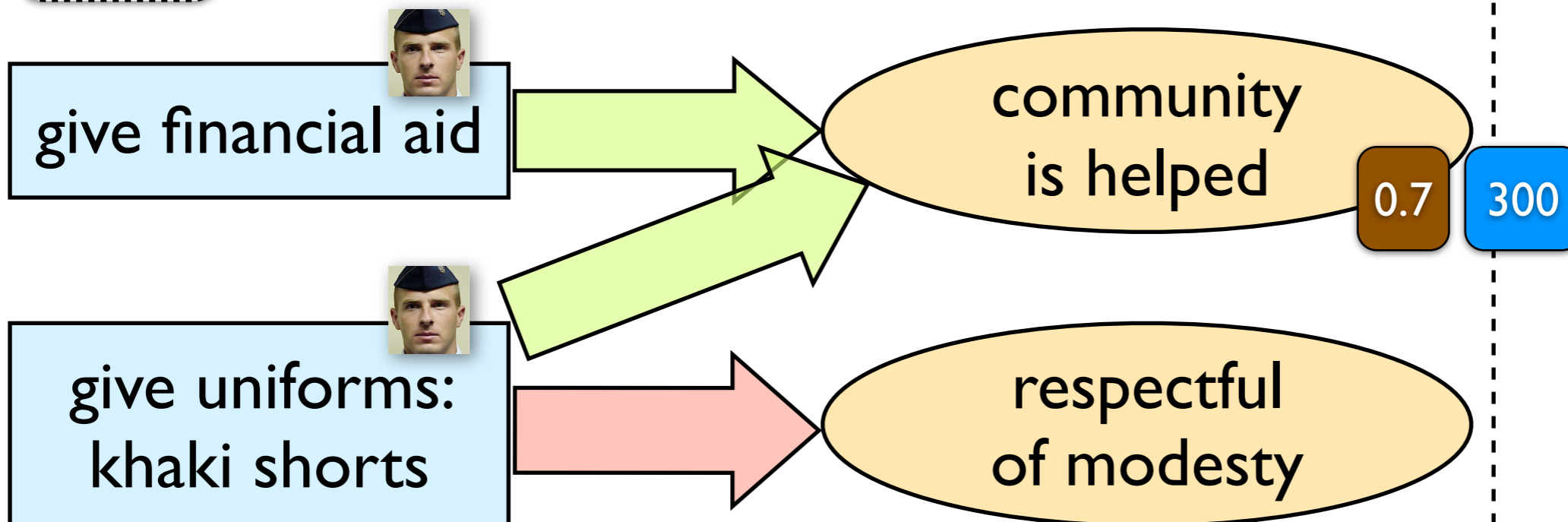


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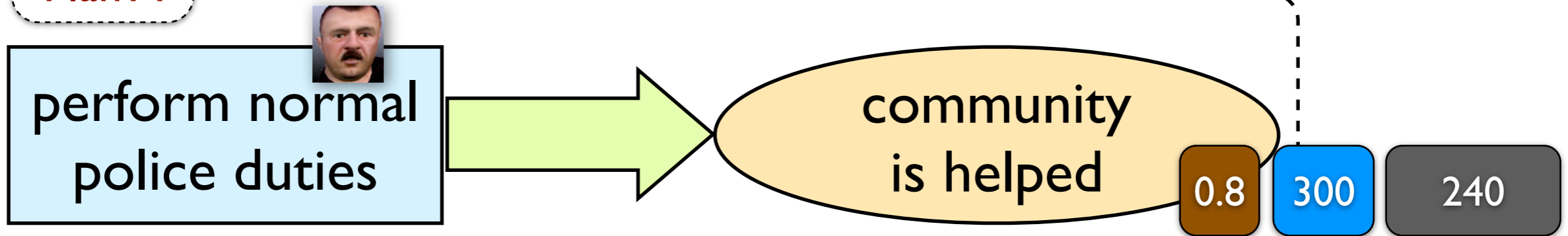


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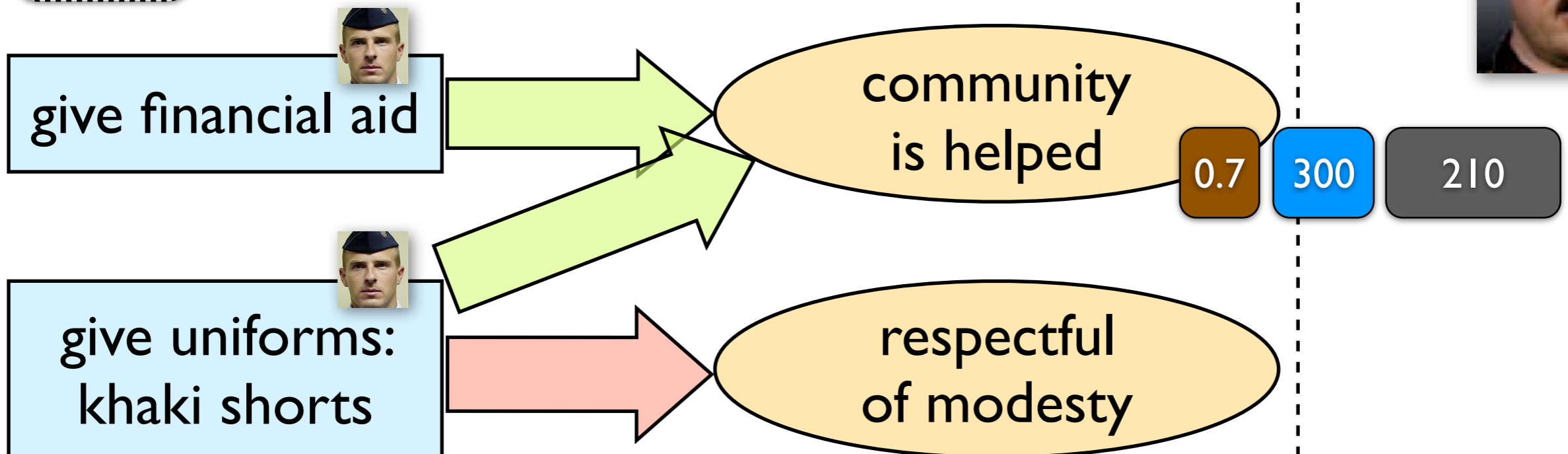


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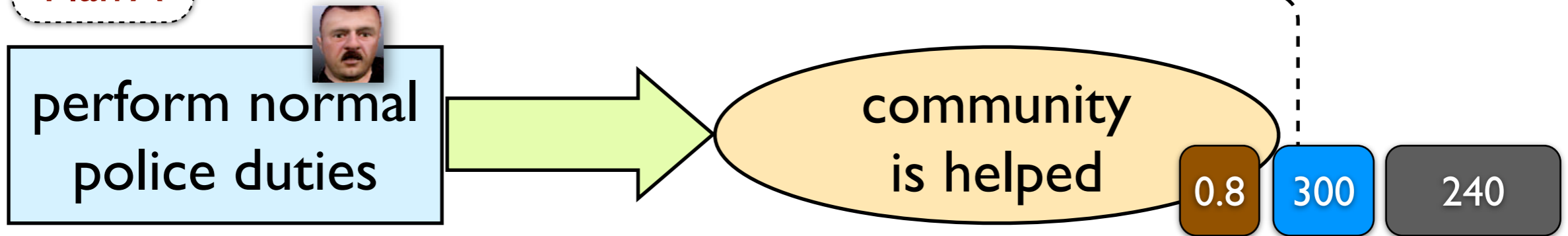


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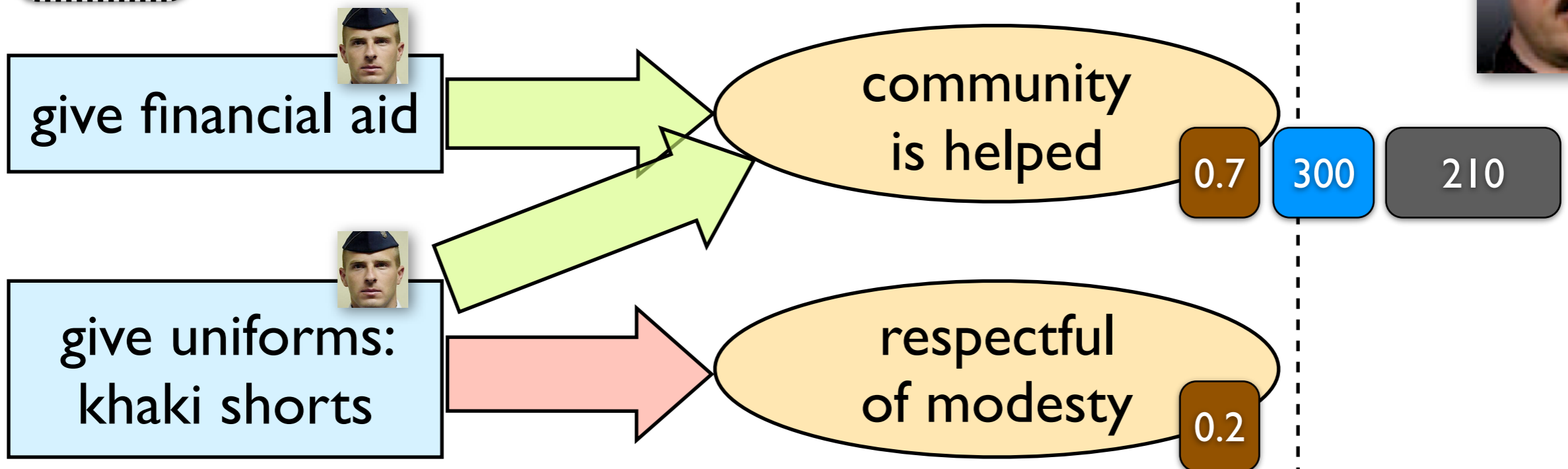


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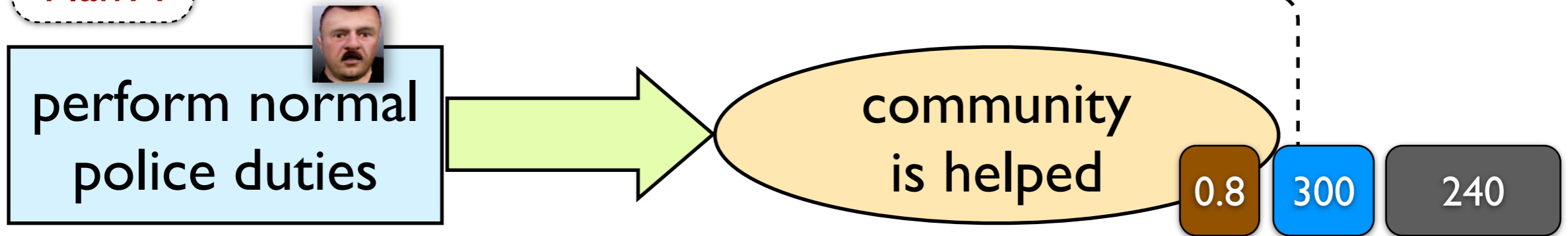


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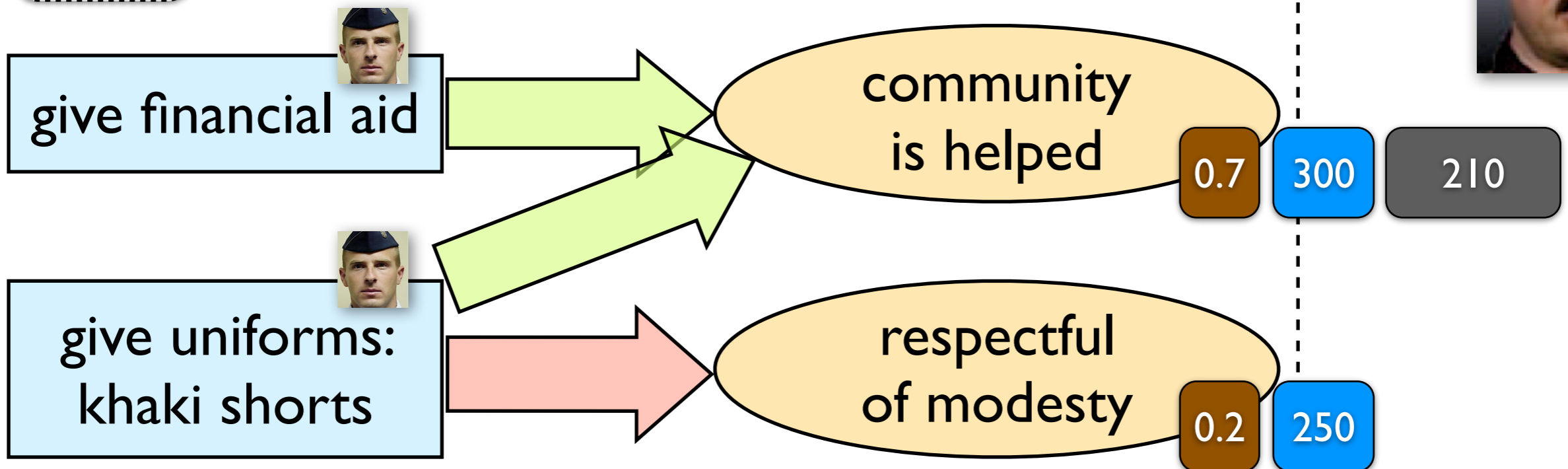


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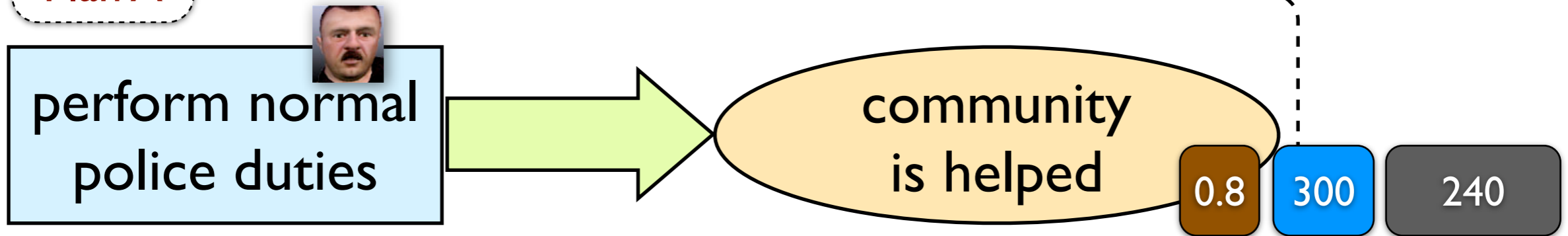


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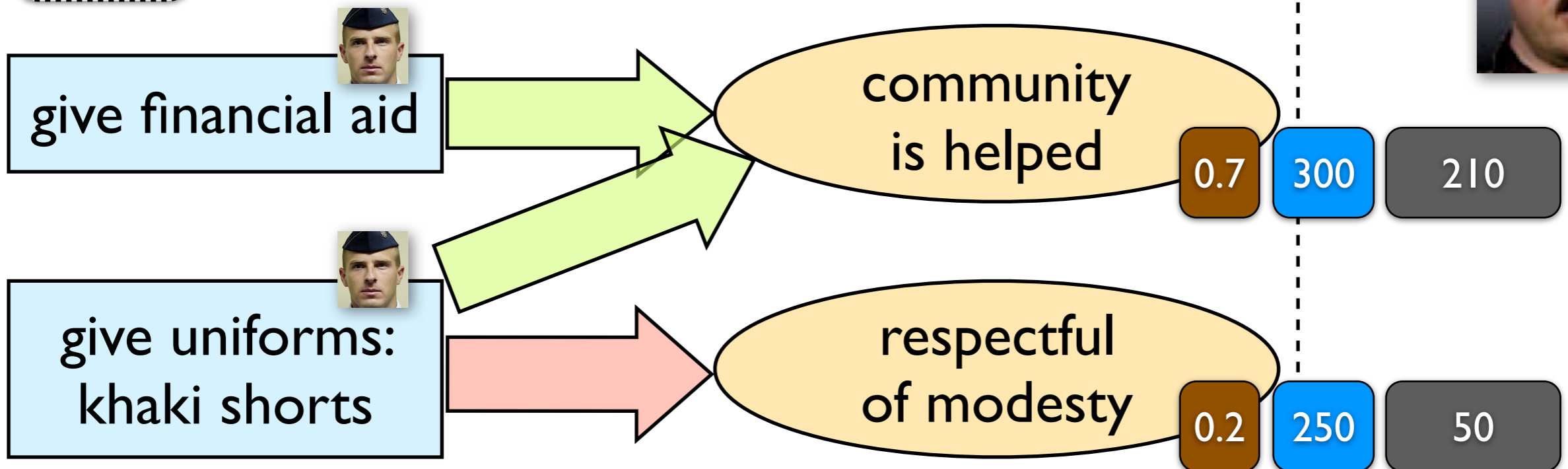


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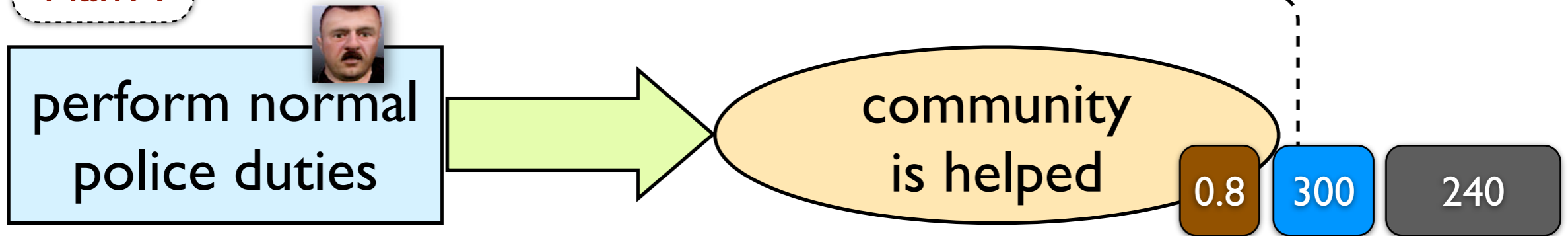


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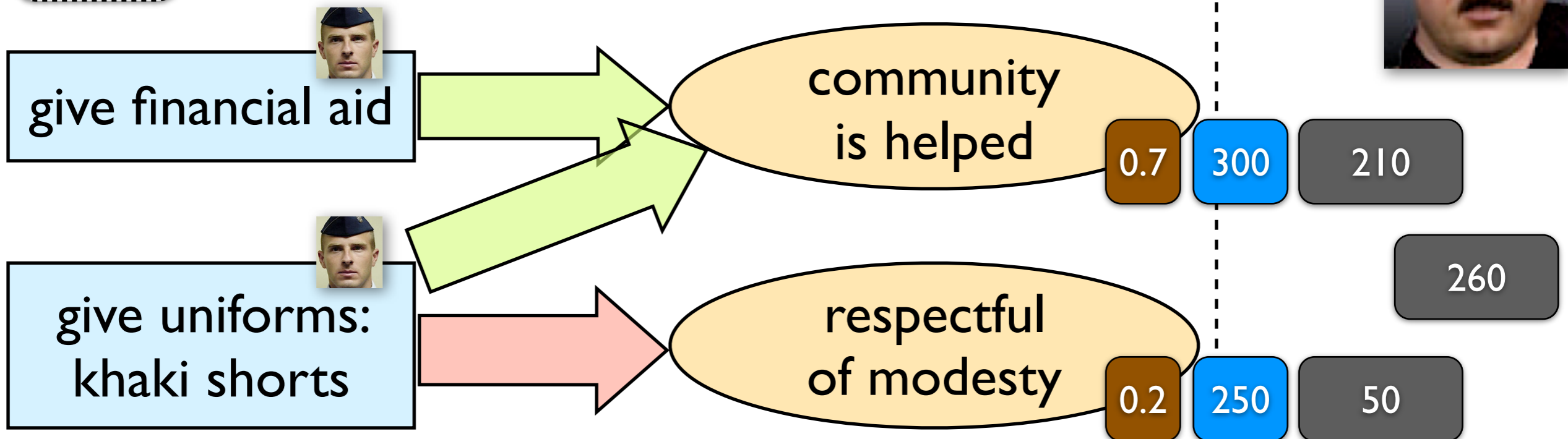


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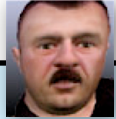


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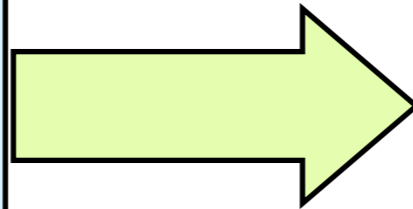


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Plan A




perform normal
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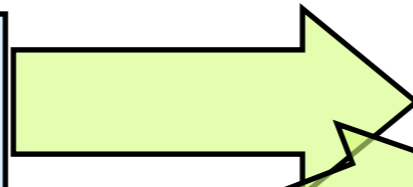
community
is helped

240


Plan B



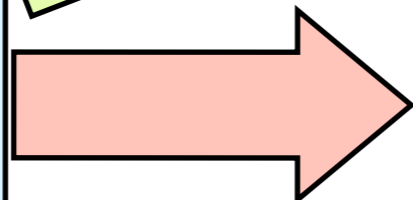
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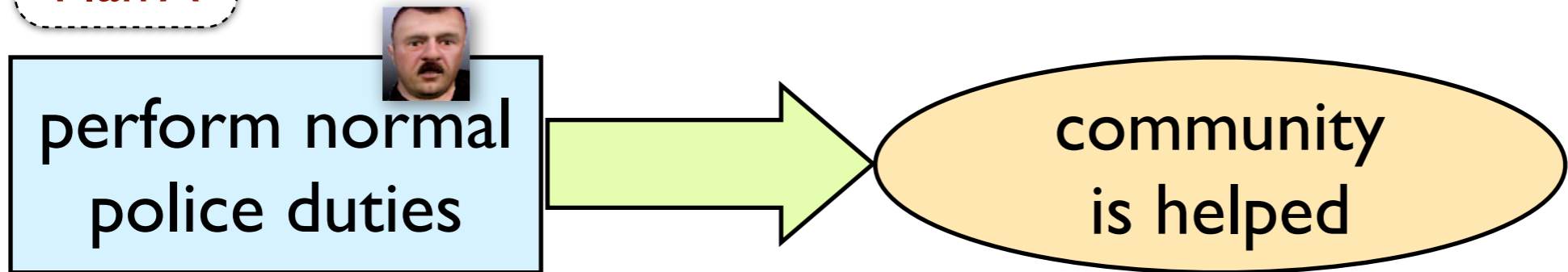


respectful
of modesty

260

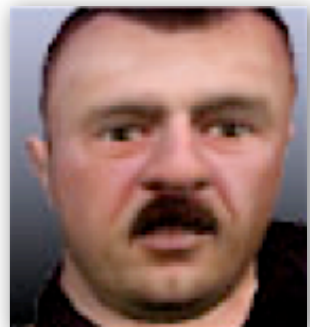
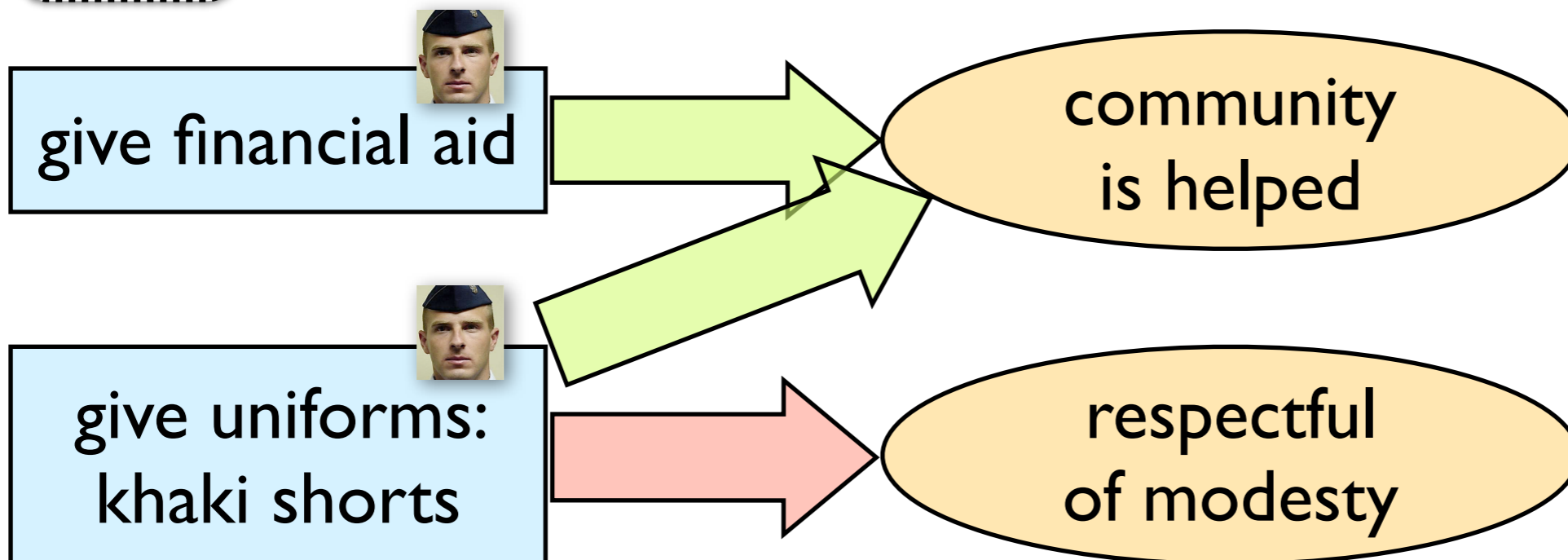
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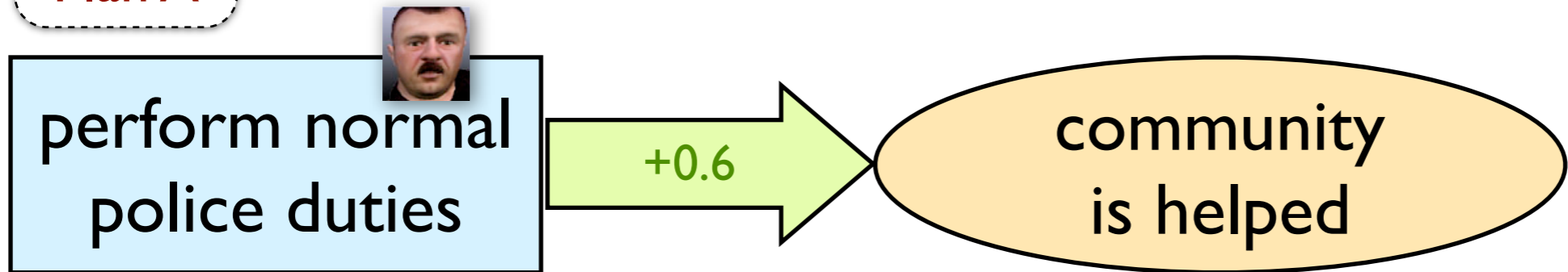
Plan B



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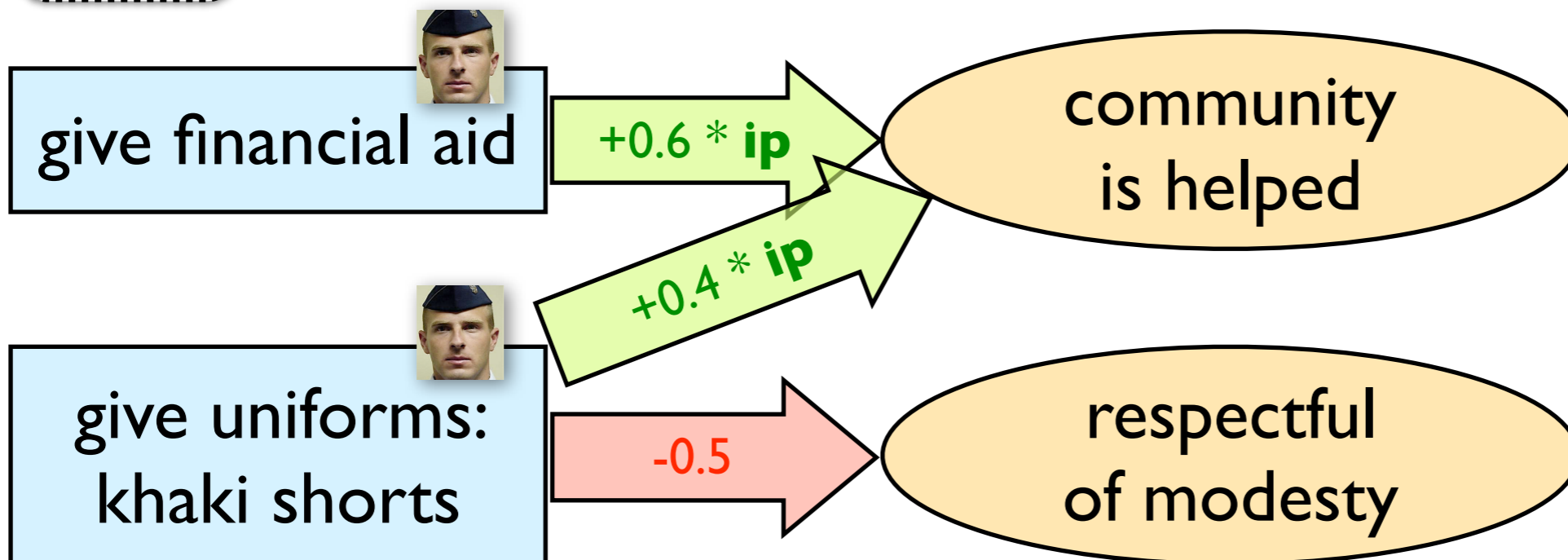
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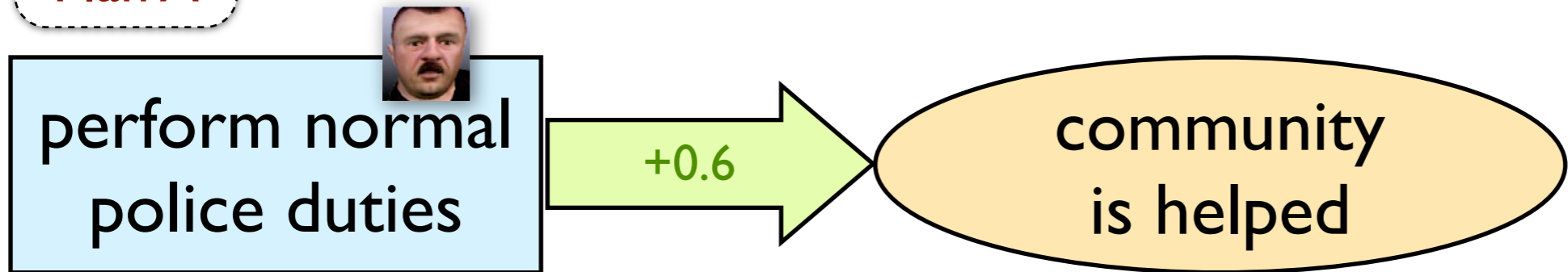
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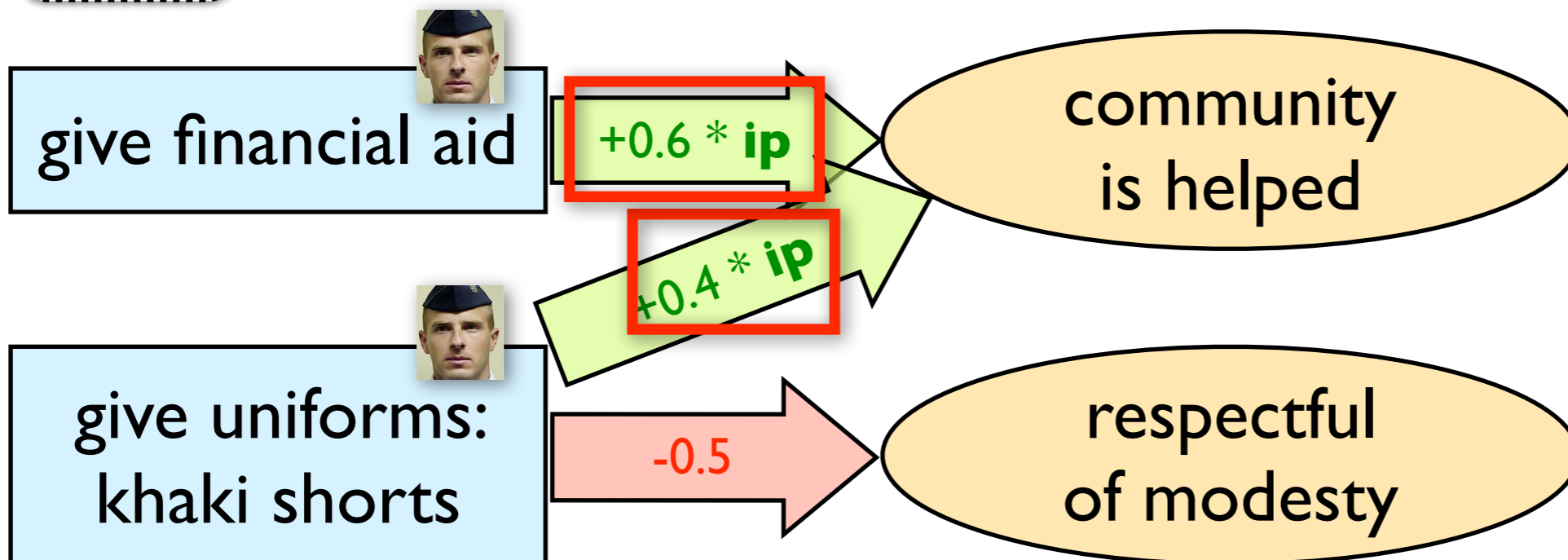
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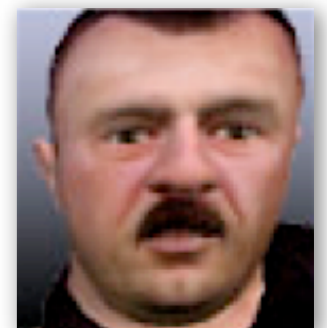
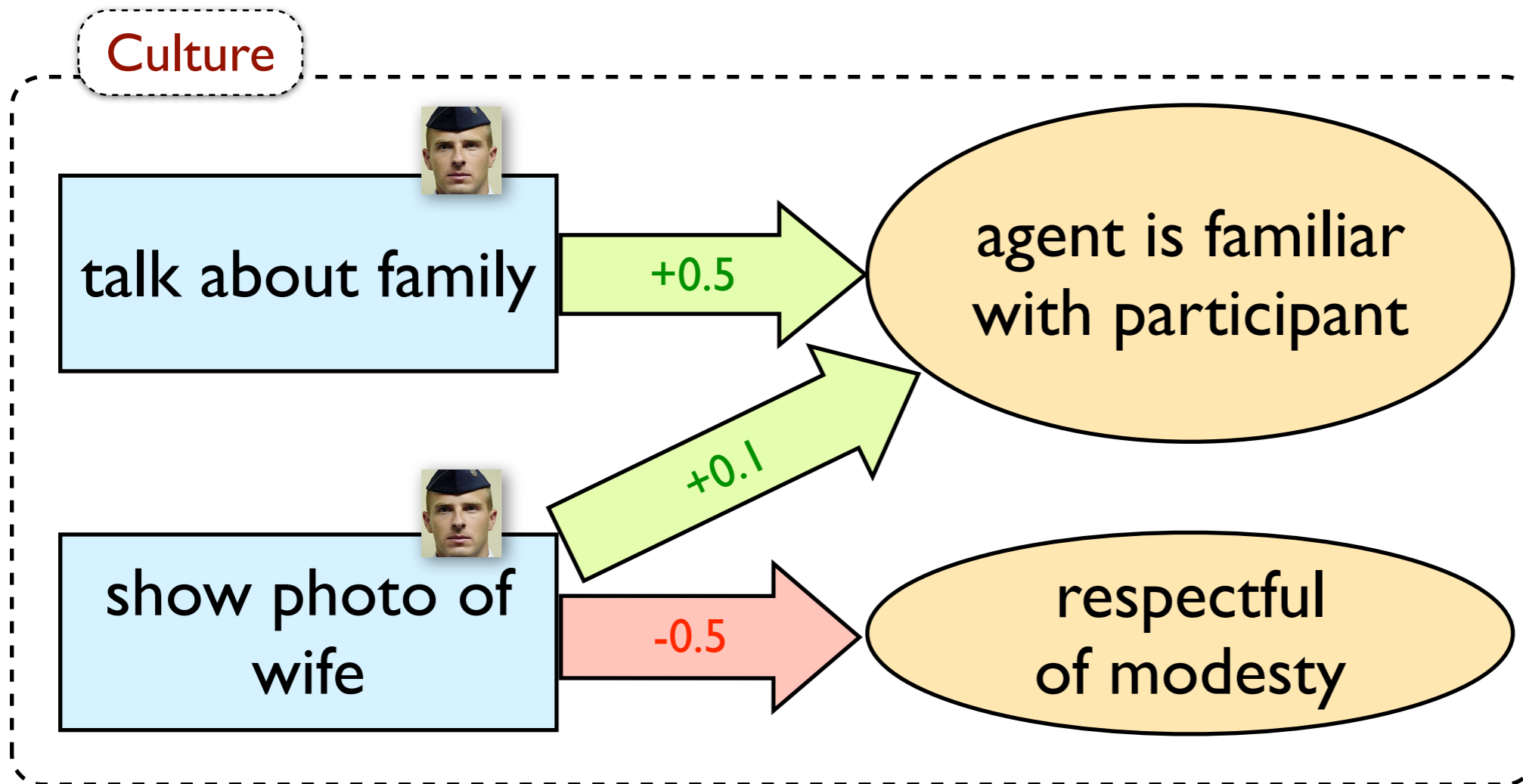
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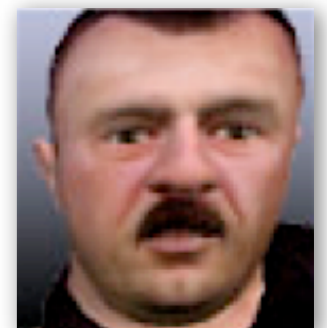
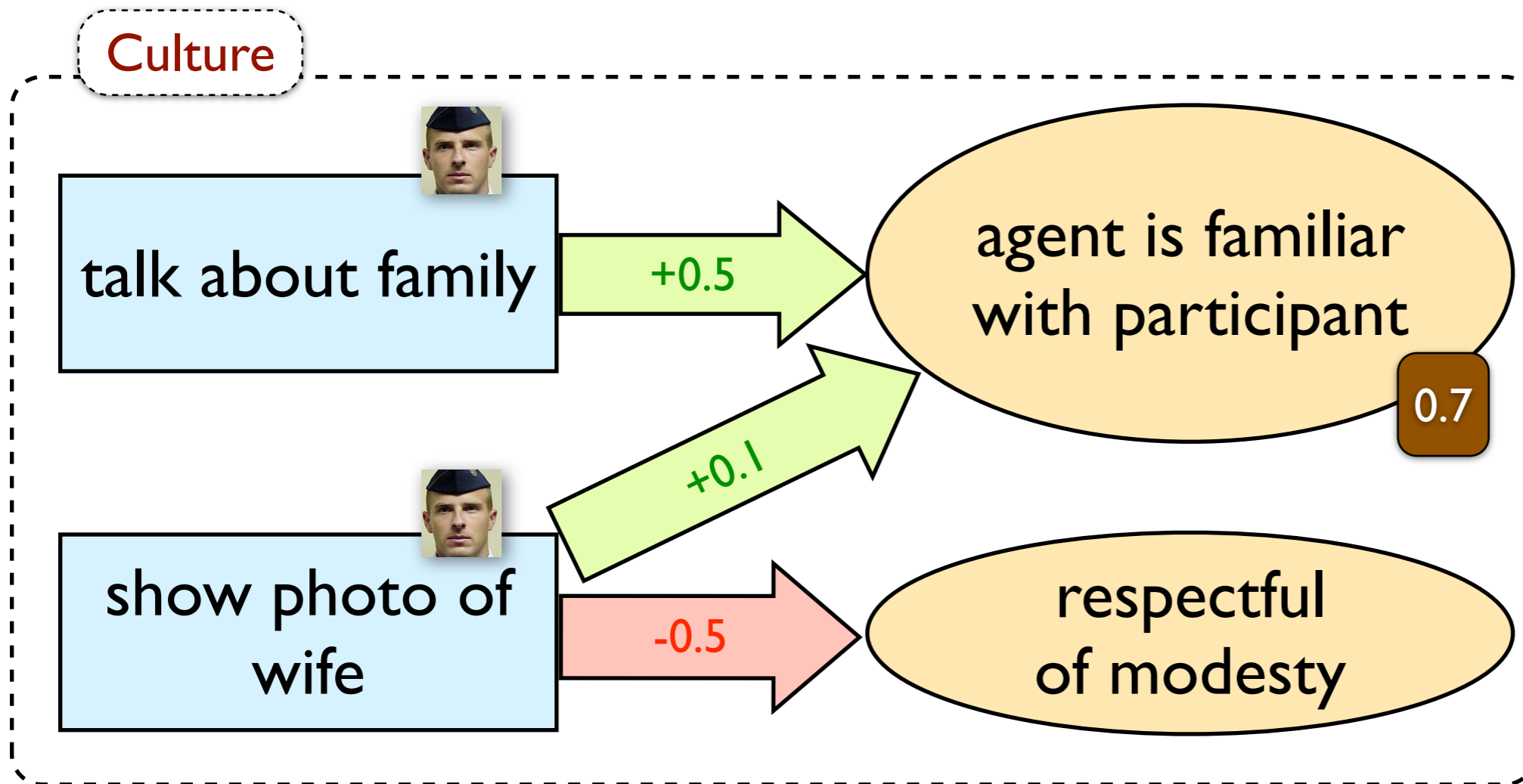


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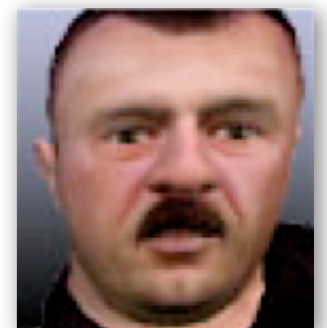
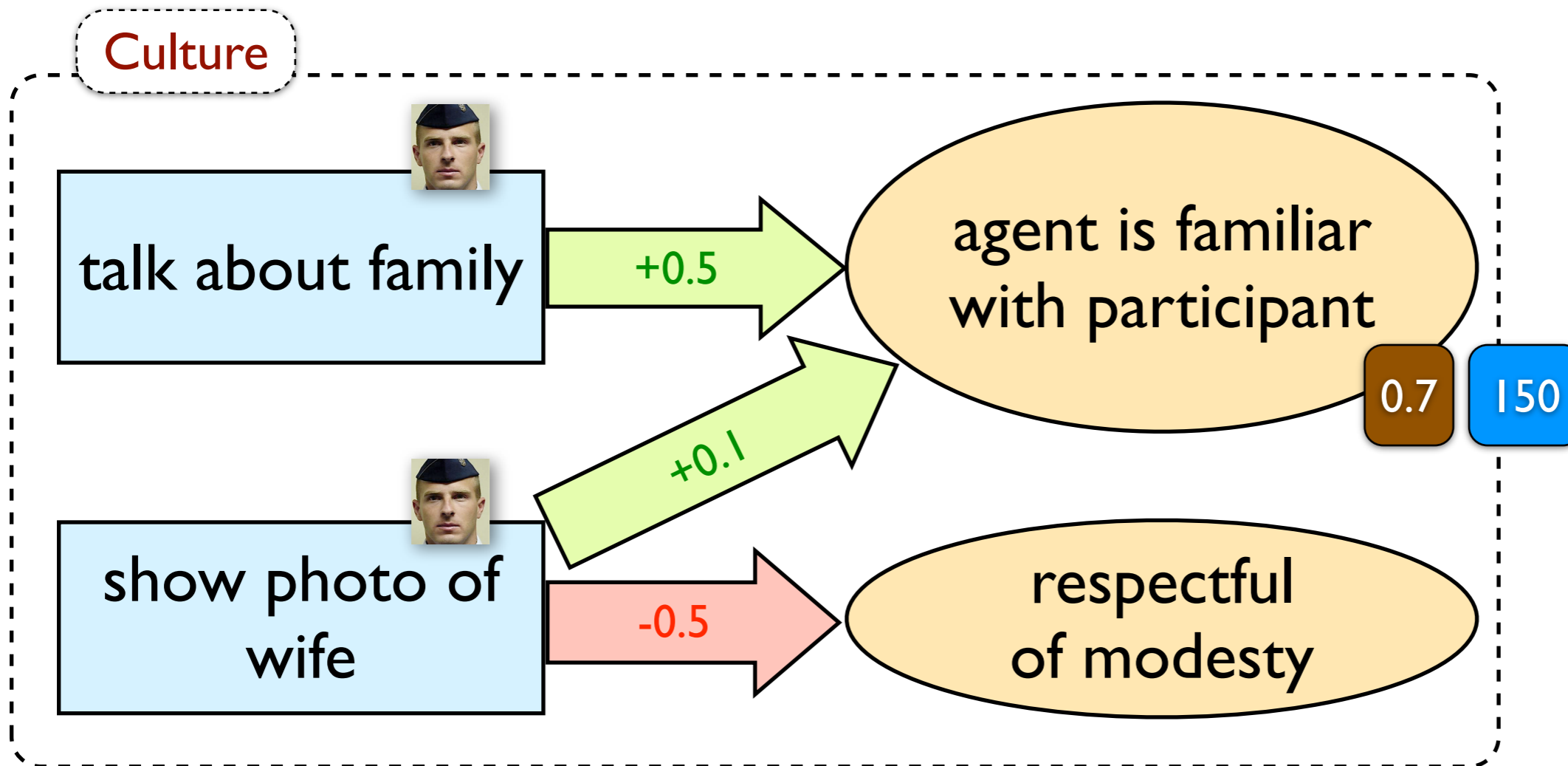
CAB: Example



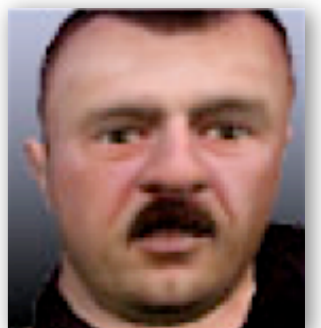
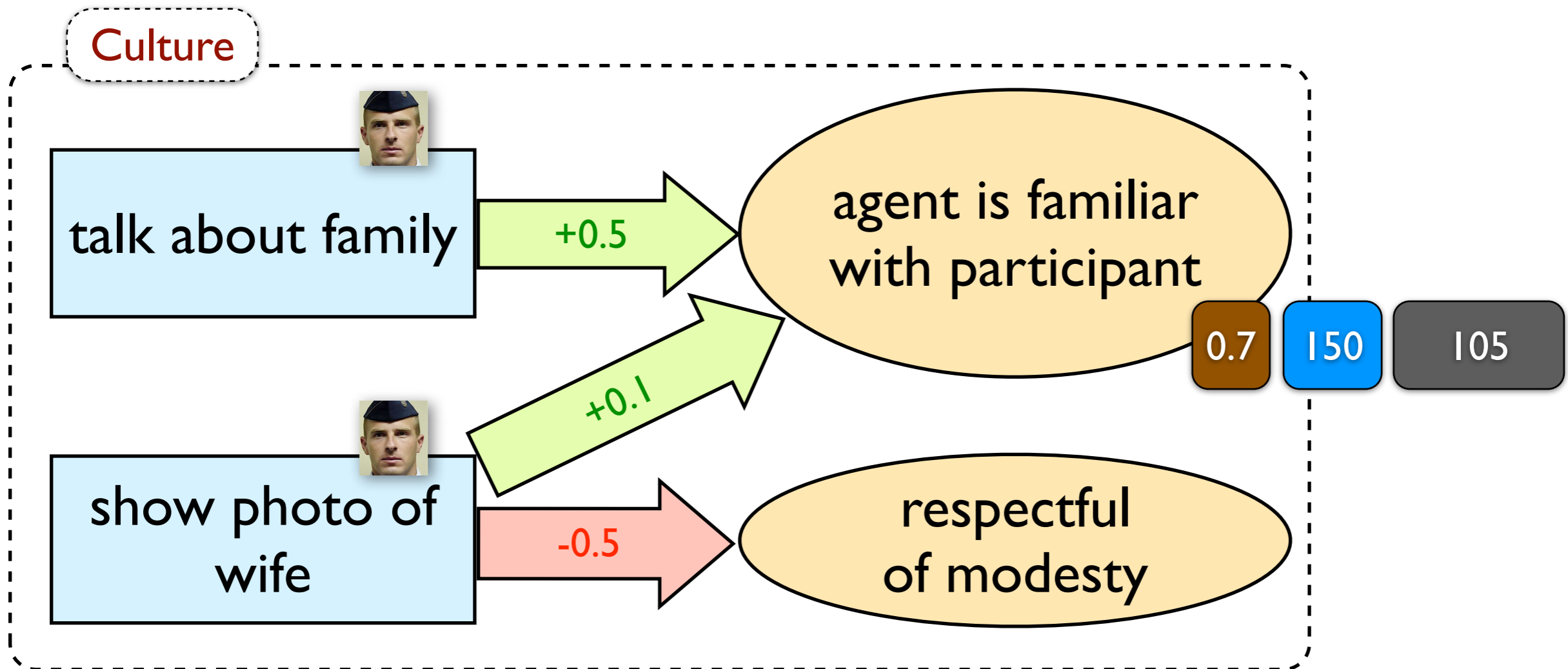
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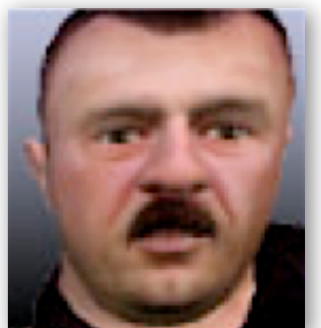
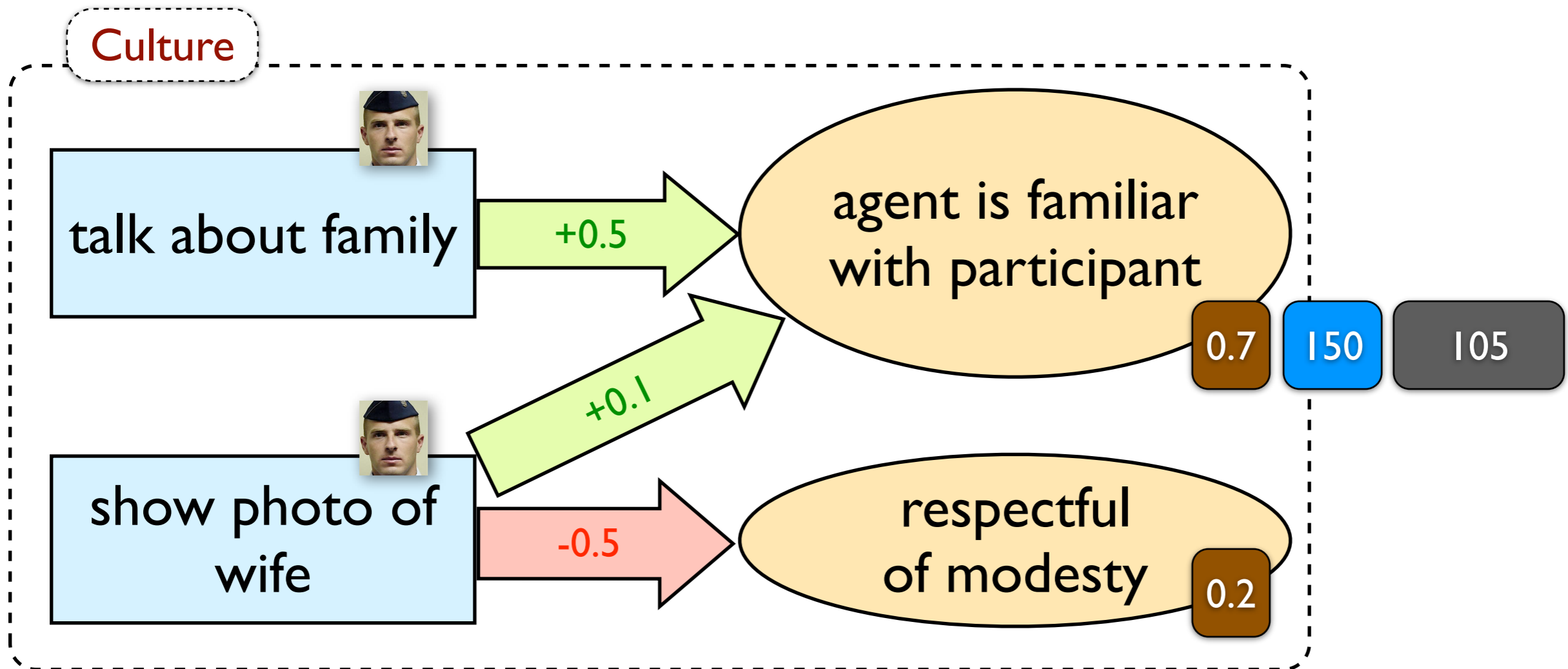
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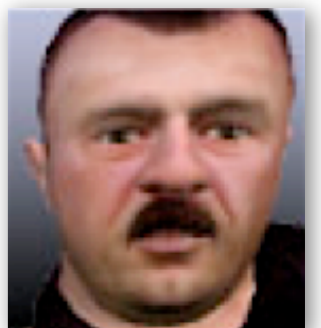
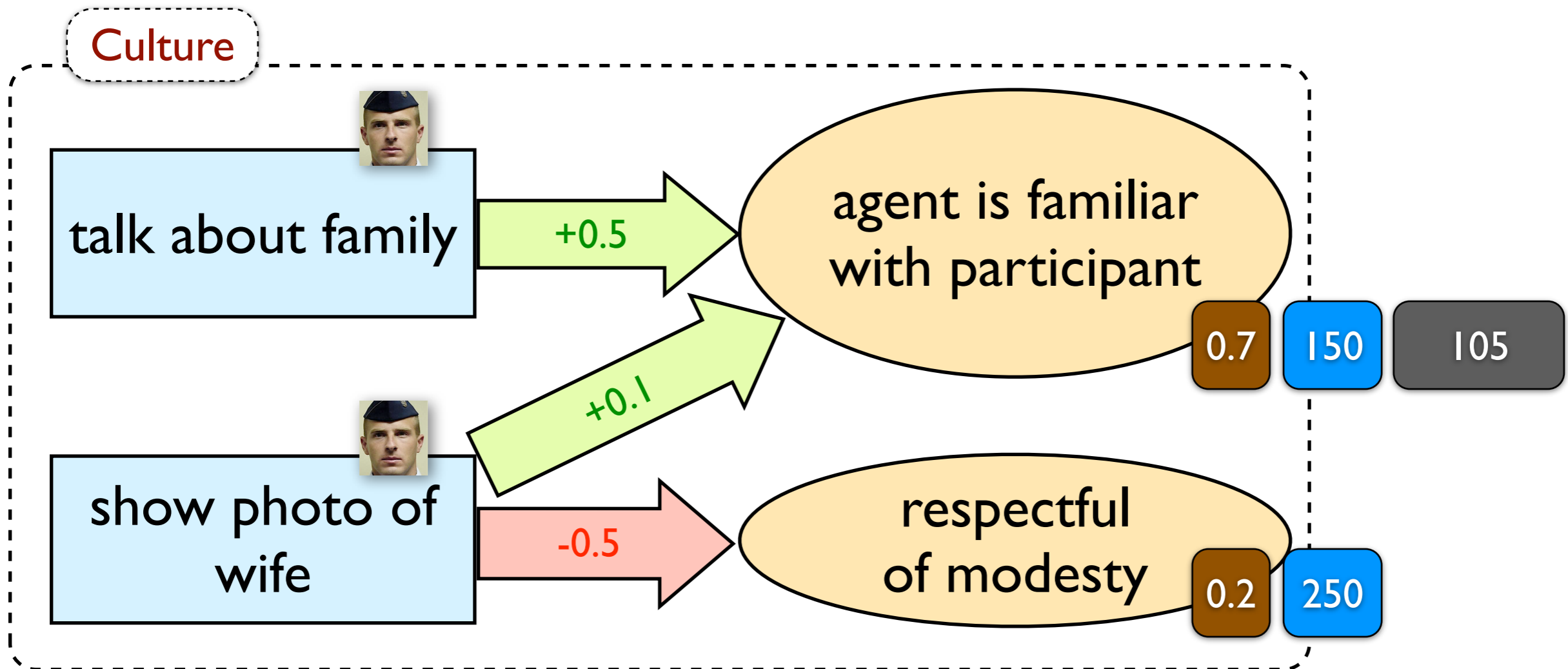
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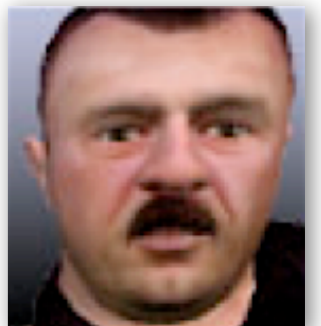
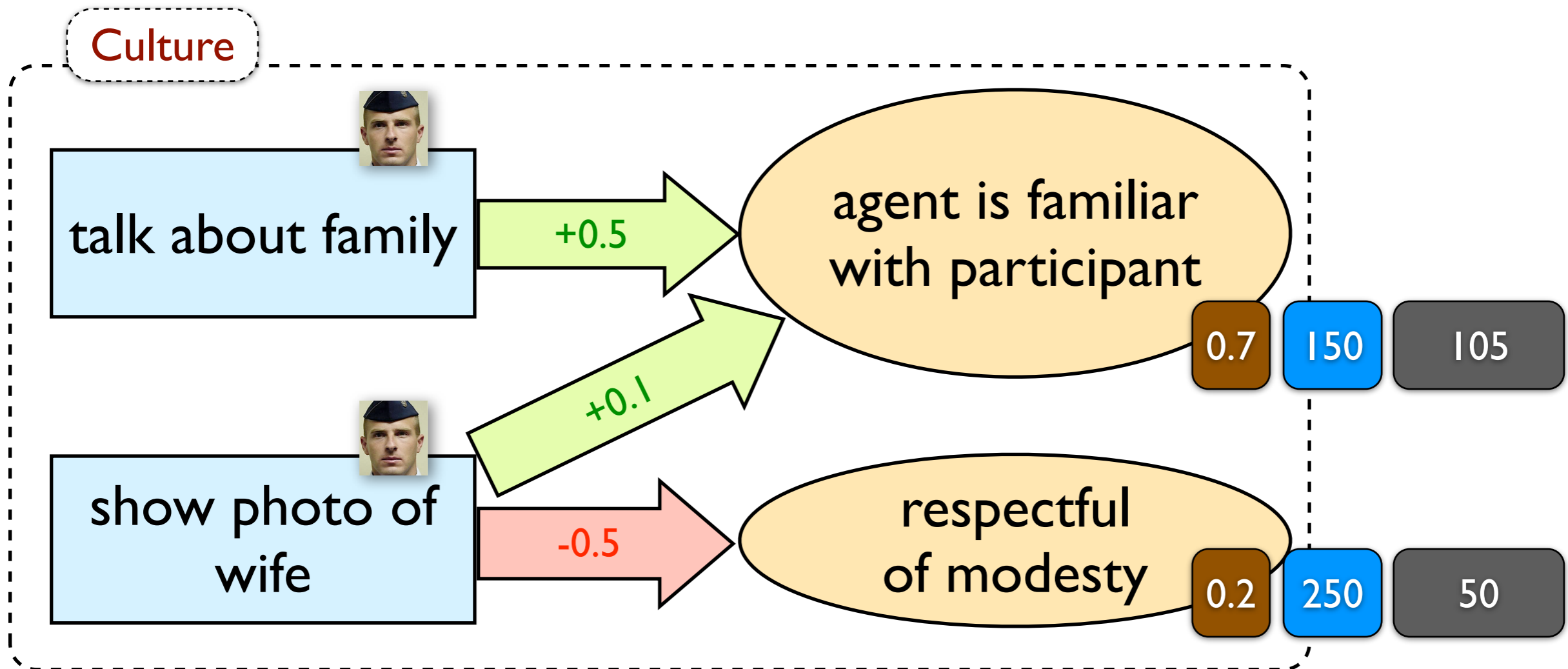
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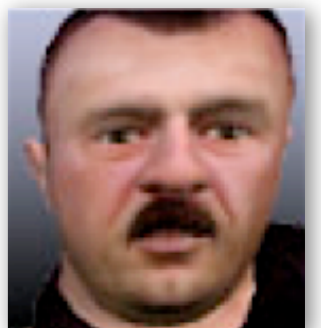
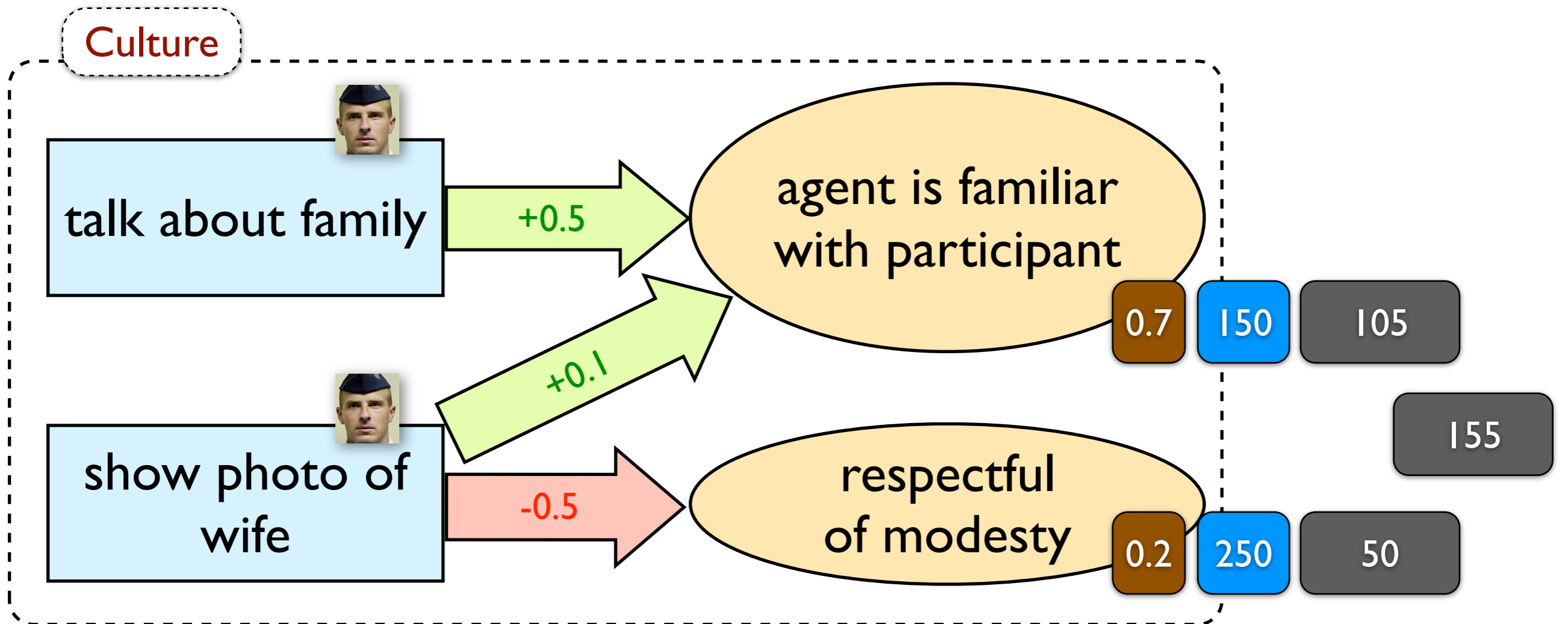
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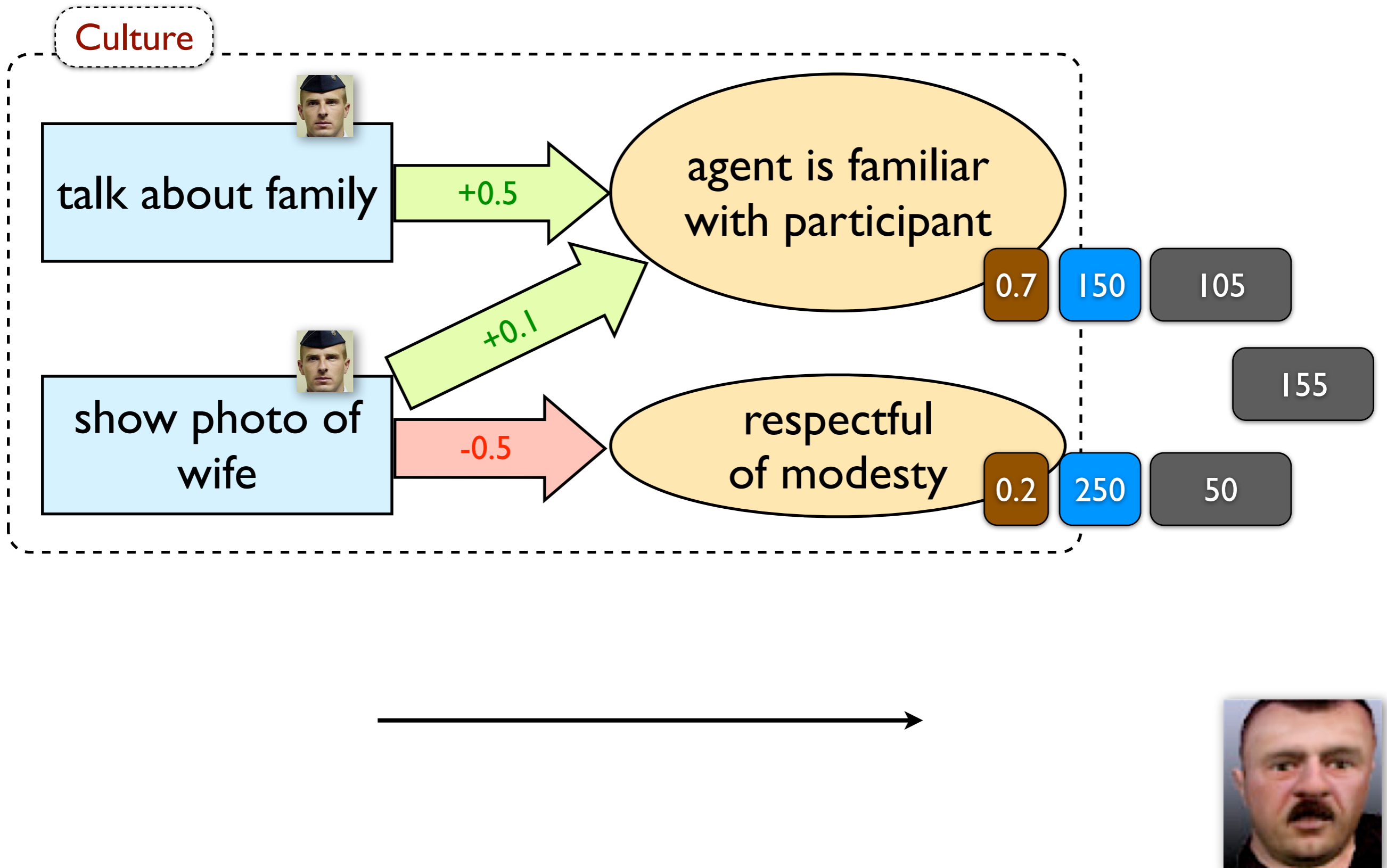
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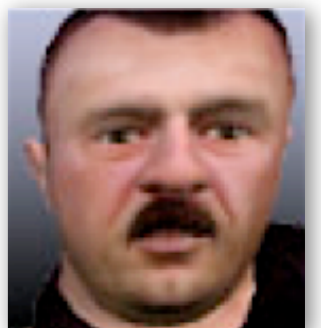
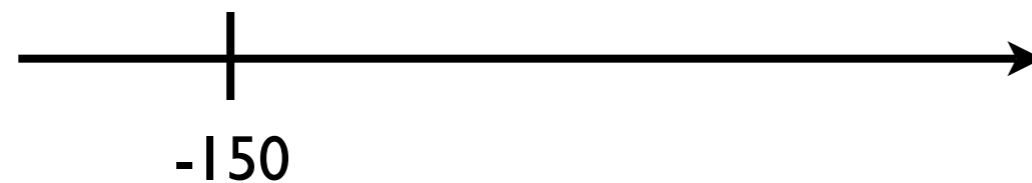
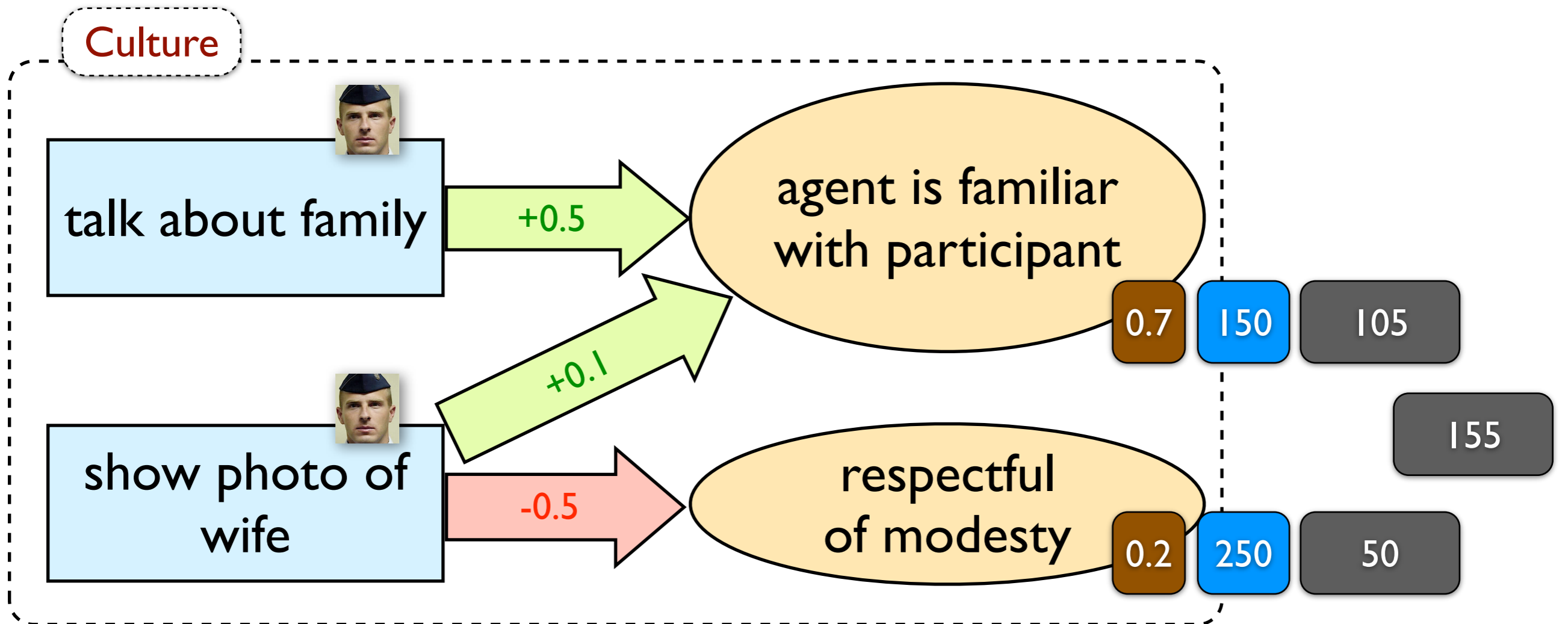
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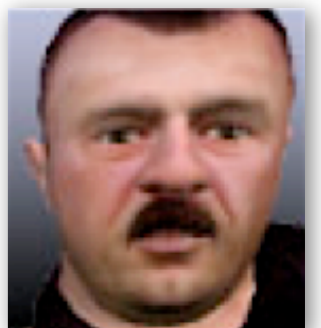
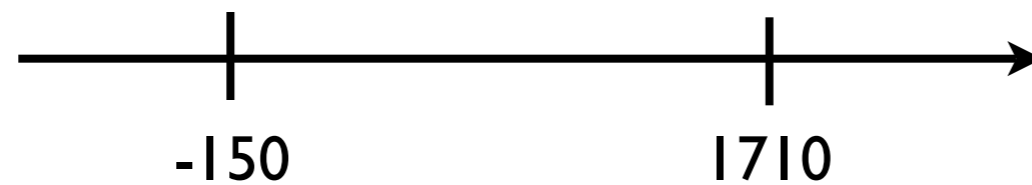
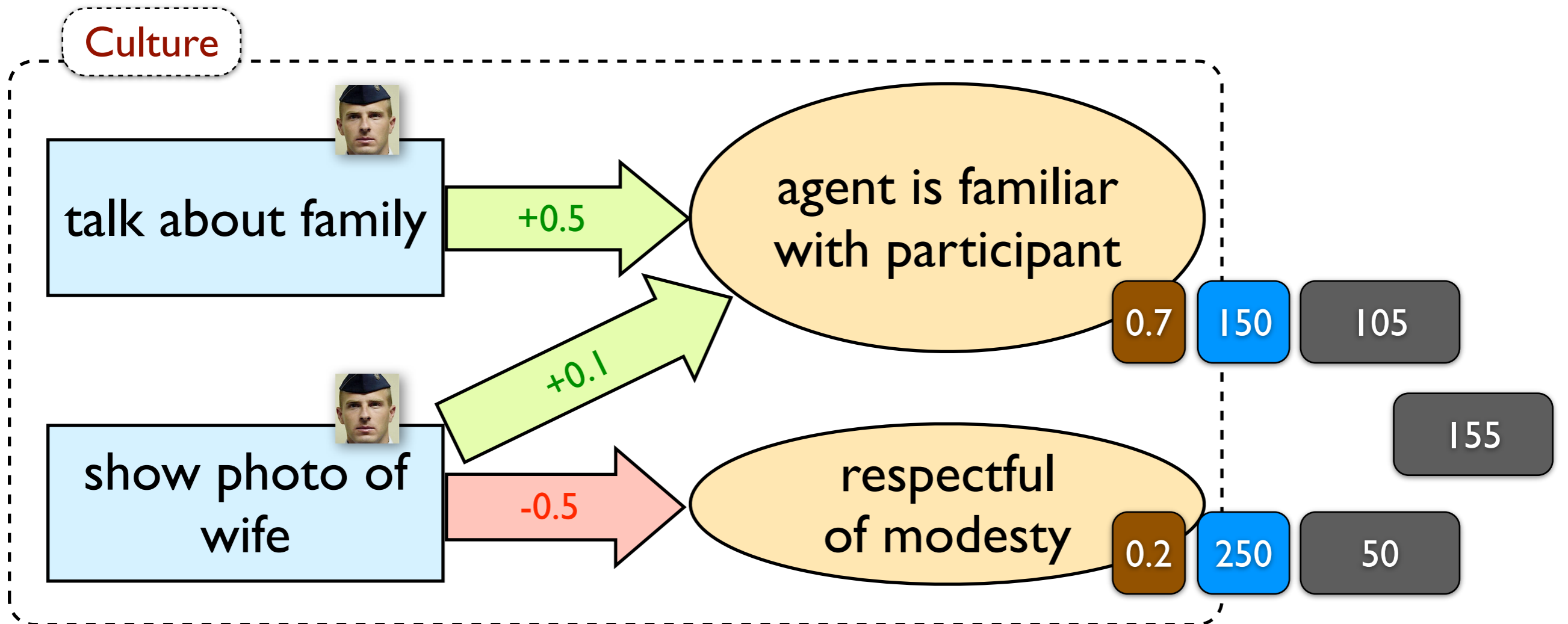
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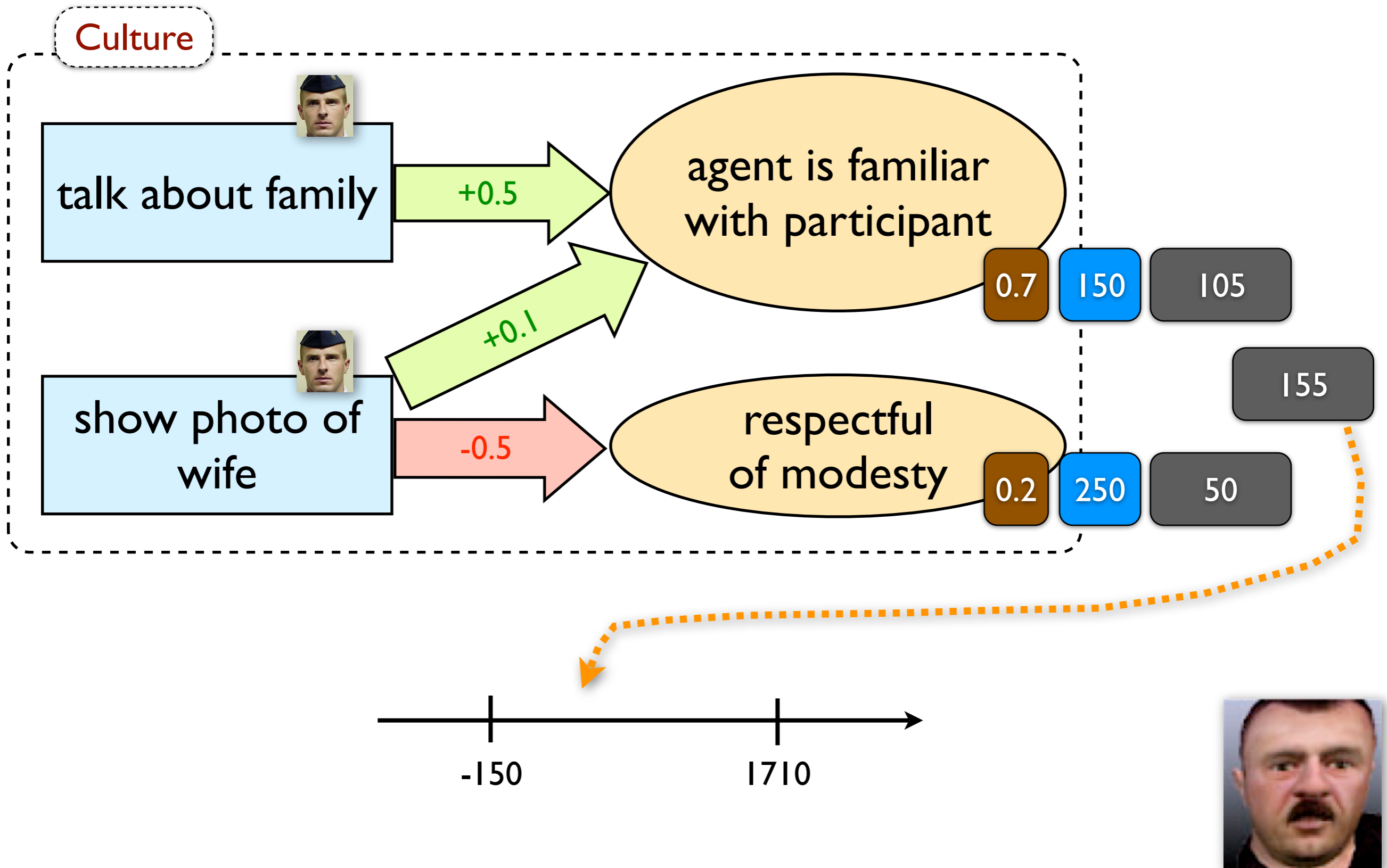
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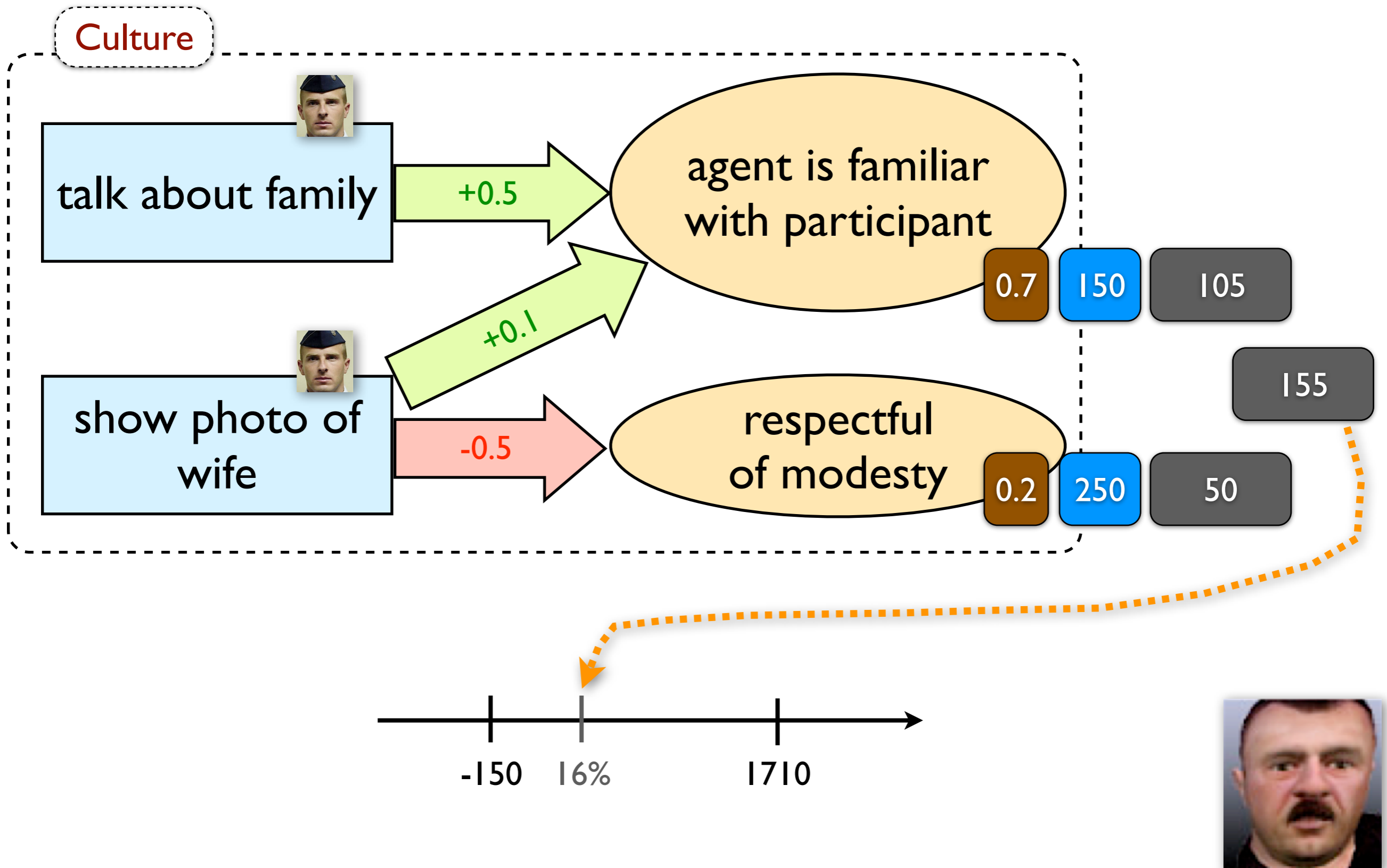
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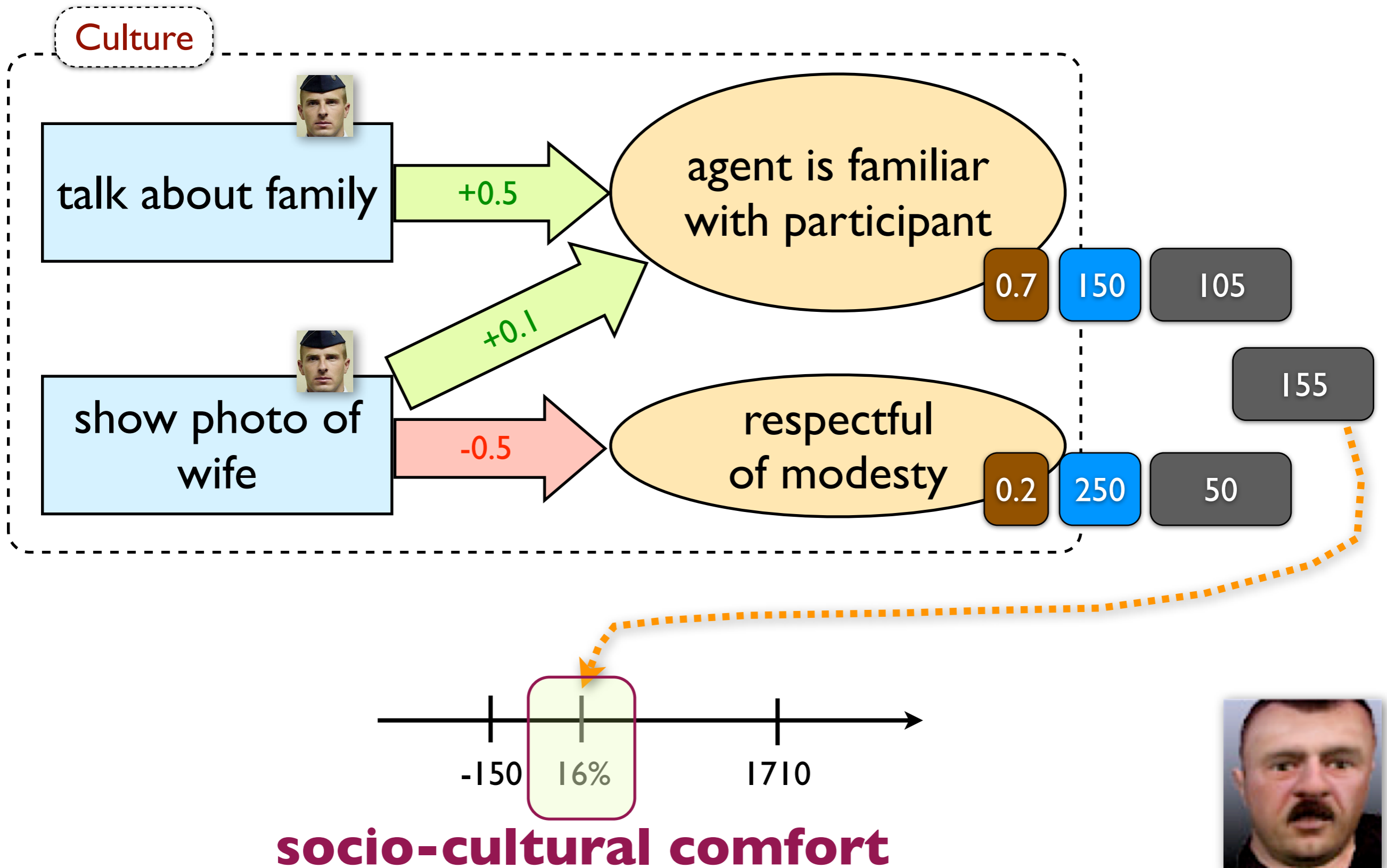
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CAB: Example

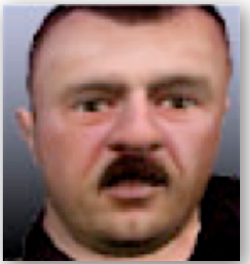


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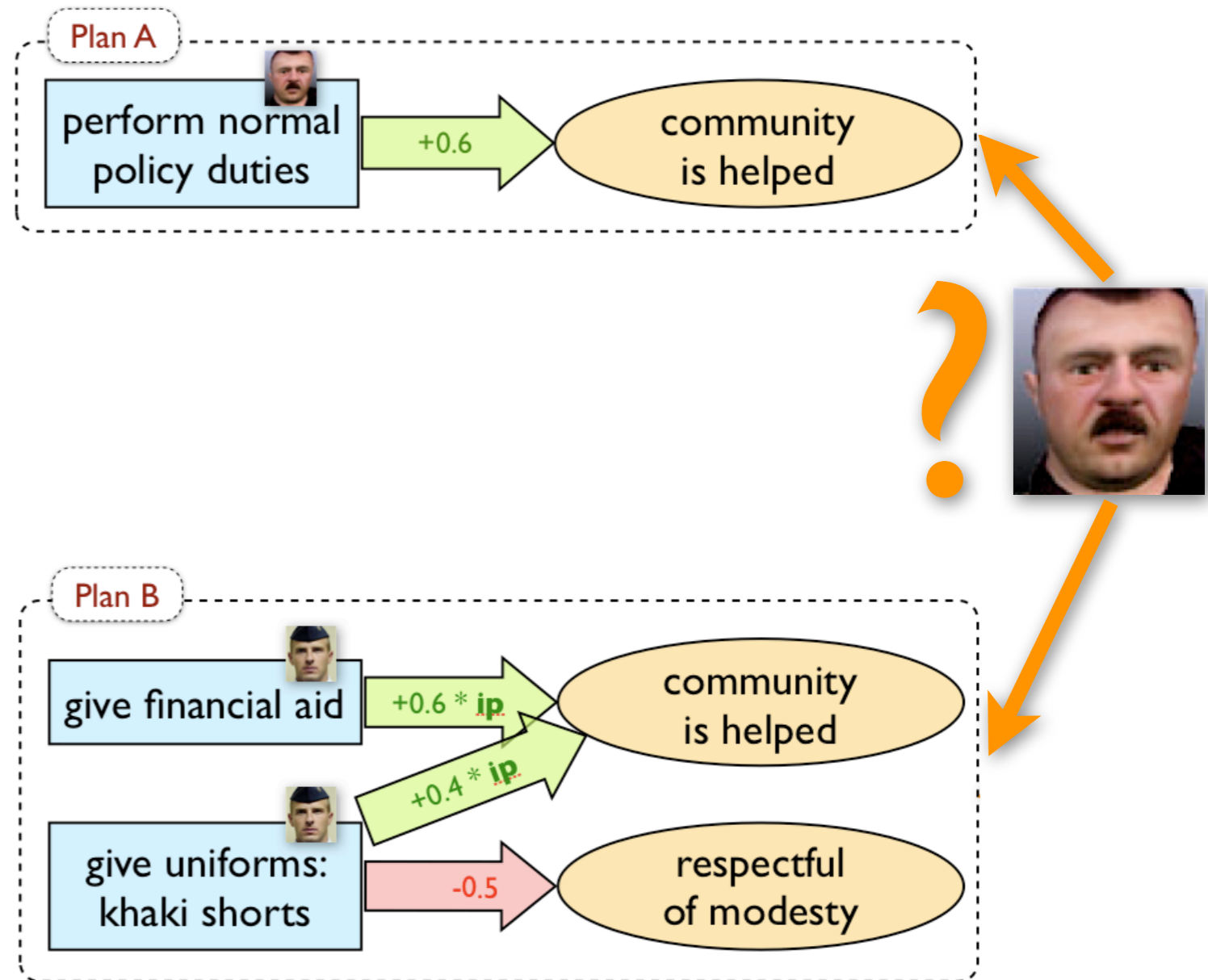


CAB: Summary

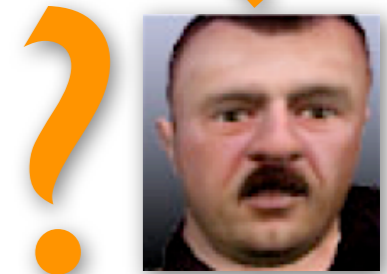
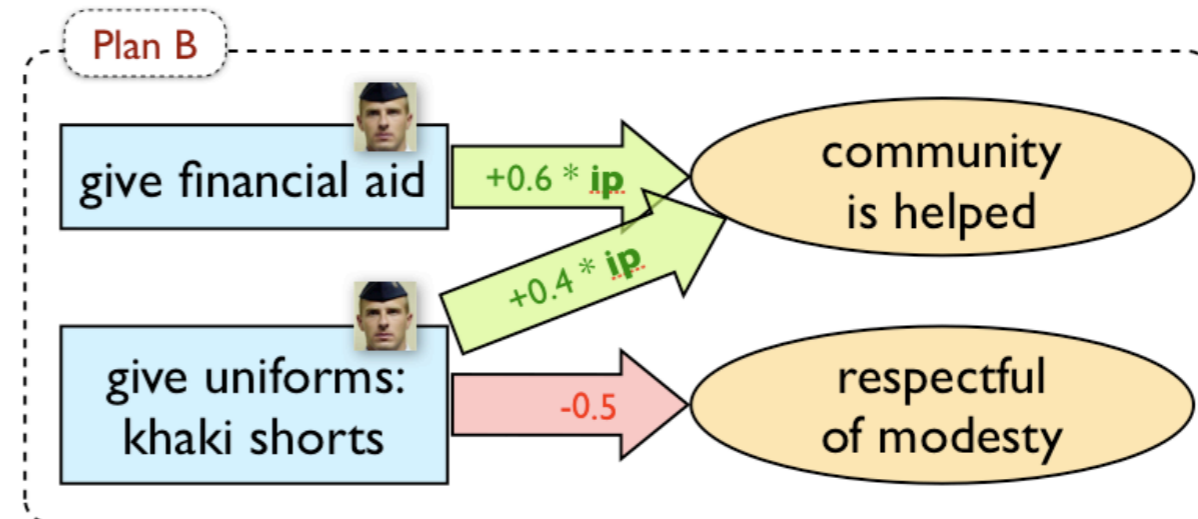
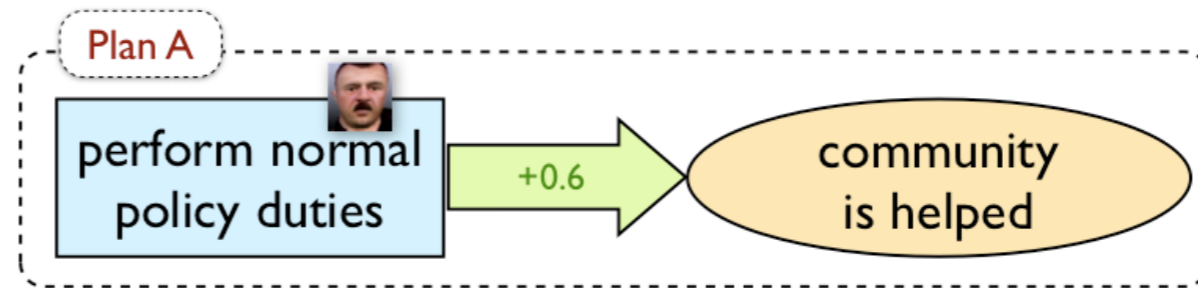
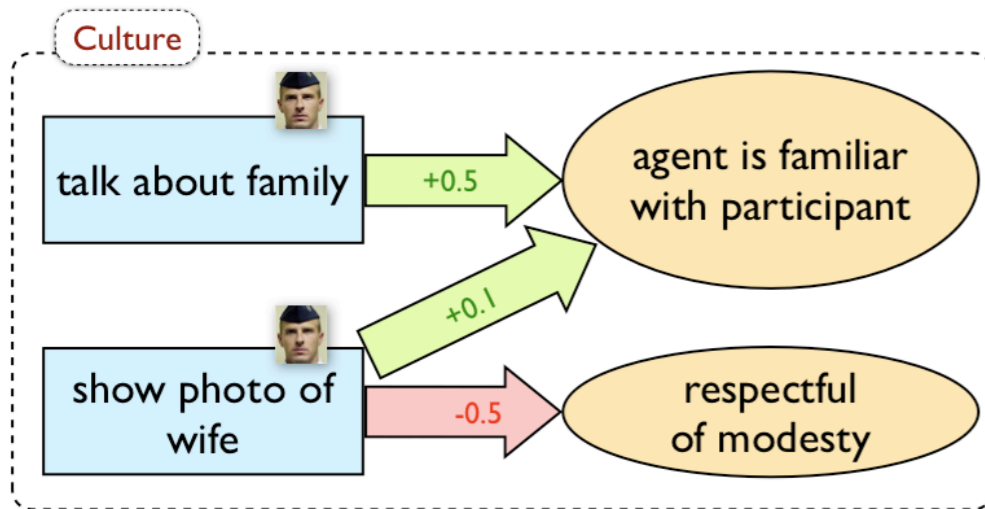
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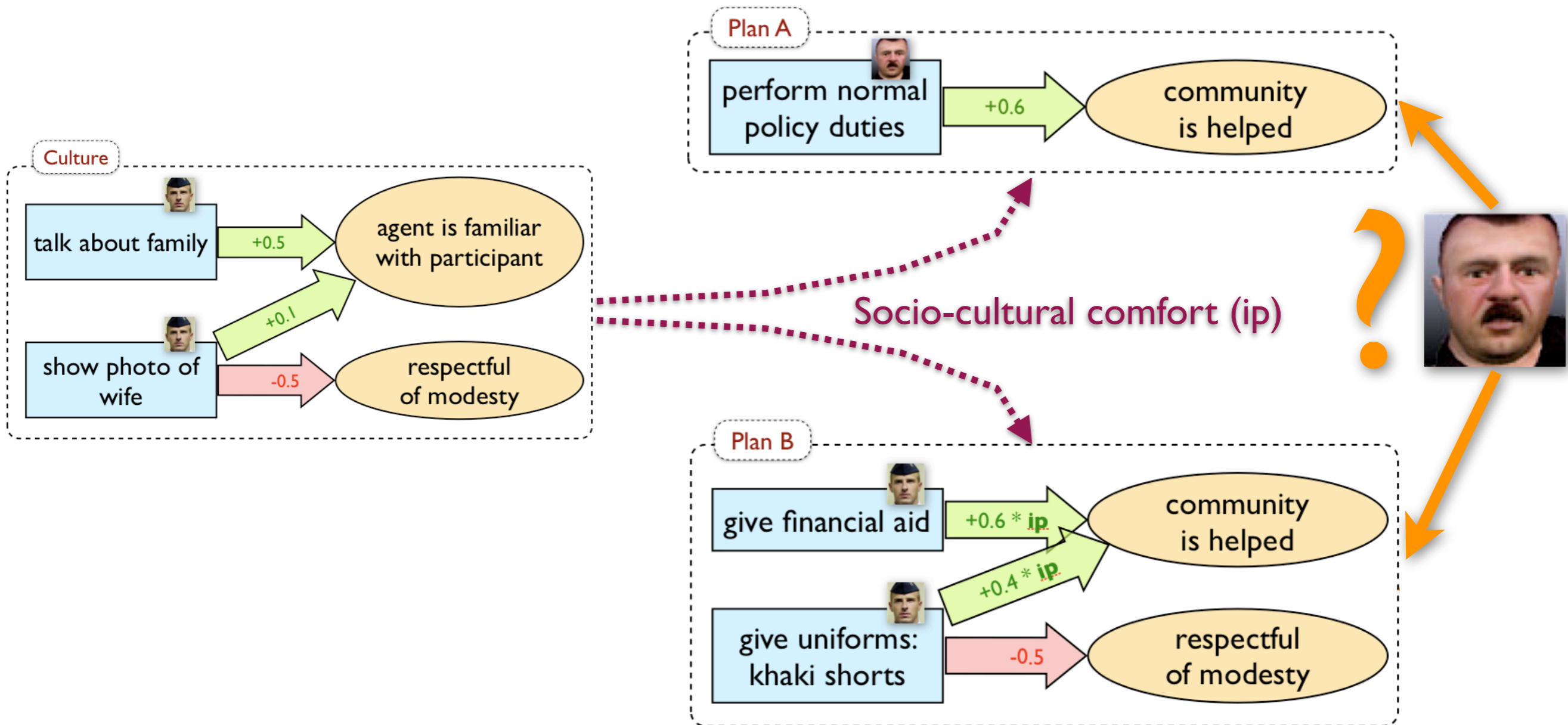
CAB: Summary



CAB: Summary



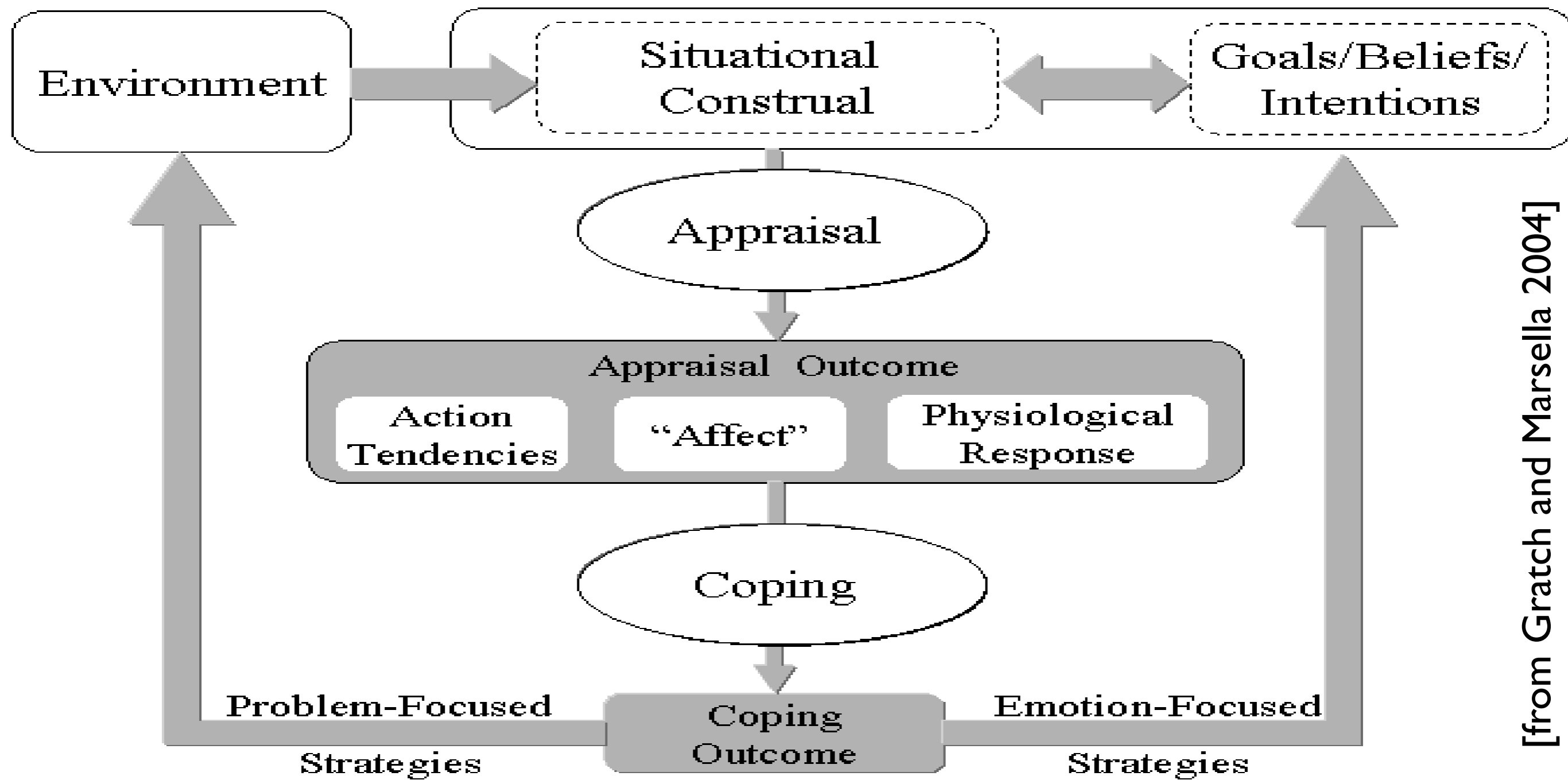
CAB: Summary



Outline

- Bilateral negotiations (BiLAT)
- Culturally Affected Behavior (CAB)
- **EMotion and Adaptation (EMA)**
- **CEMA = CAB + EMA**
- **Future work**

Psychological Underpinnings



[from Gratch and Marsella 2004]

Figure 1: The cognitive-motivational-emotive system. Adapted from Smith and Lazarus' (1990)

Appraisals

Table 1: Appraisal Variables		
Relevance		Does the event require attention or adaptive reaction
Desirability		Does the event facilitate or thwart what the person wants
Causal attribution	Agency	What causal agent was responsible for an event
	Blame and Credit	Does the causal agent deserve blame or credit
Likelihood		How likely was the event; how likely is an outcome
Unexpectedness		Was the event predicted from past knowledge
Urgency		Will delaying a response make matters worse
Ego Involvement		To what extent does the event impact a person's sense of self (social esteem, moral values, cherished beliefs, etc.)
Coping potential	Controllability	The extent to which an event can be influenced
	Changeability	The extent to which an event will change of its own accord
	Power	The power of a particular agent to directly or indirectly control an event
	Adaptability	Can the person live with the consequences of the event

[from Gratch and Marsella 2004]

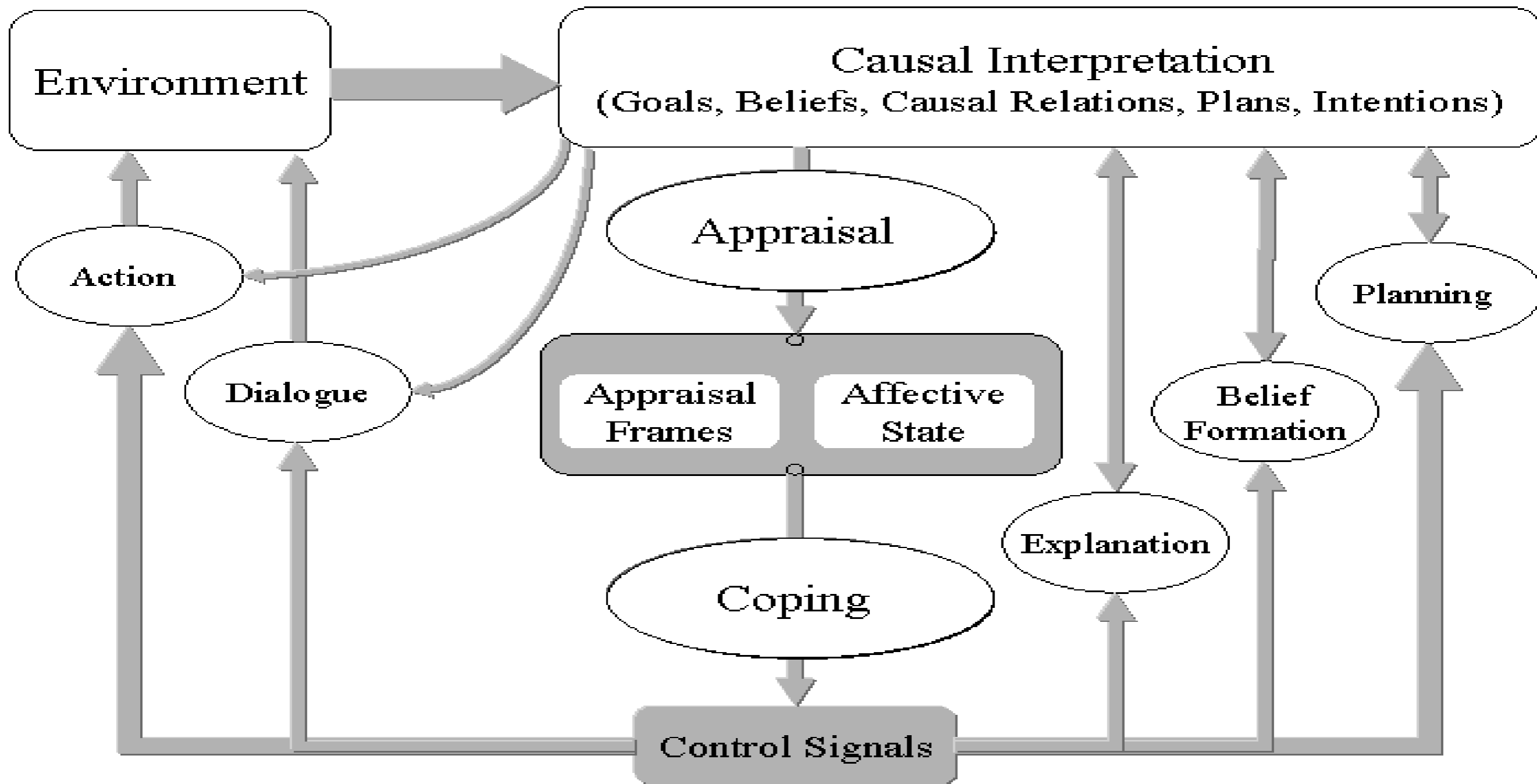
Emotions

Table 3: Emotion categorization and intensity rules

Appraisal Configuration	Emotion	Intensity
$\text{Desirability}(p) > 0, \text{Likelihood}(p) < 1.0$	Hope	$\text{Desirability}(p) \times \text{Likelihood}(p)$
$\text{Desirability}(p) > 0, \text{Likelihood}(p) = 1.0$	Joy	$\text{Desirability}(p) \times \text{Likelihood}(p)$
$\text{Desirability}(p) < 0, \text{Likelihood}(p) < 1.0$	Fear	$ \text{Desirability}(p) \times \text{Likelihood}(p) $
$\text{Desirability}(p) < 0, \text{Likelihood}(p) = 1.0$	Distress	$ \text{Desirability}(p) \times \text{Likelihood}(p) $
$\text{Desirability}(p) < 0, \text{causal attribution}(q) = \text{blameworthy}$	Anger	$ \text{Desirability}(p) \times \text{Likelihood}(p) $
$\text{Desirability}(q \neq p) < 0, \text{causal attribution}(p) = \text{blameworthy},$ $\text{causal agent} = p$	Guilt	$ \text{Desirability}(q) \times \text{Likelihood}(p) $

[from Gratch and Marsella 2004]

EMotion & Adaptation



[from Gratch and Marsella 2004]

“Macro-EMA”

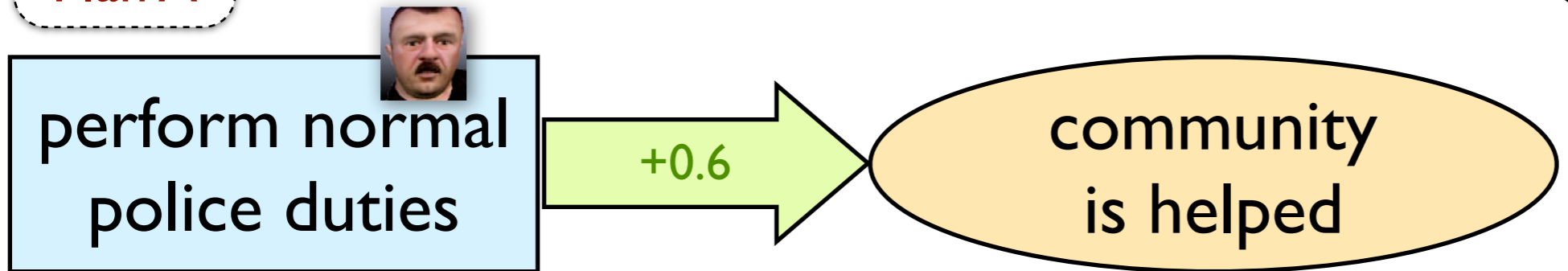
- In the following, we are not covering
 - mood
 - some emotions
 - causal attributions
 - coping

EMA in Virtual Humans

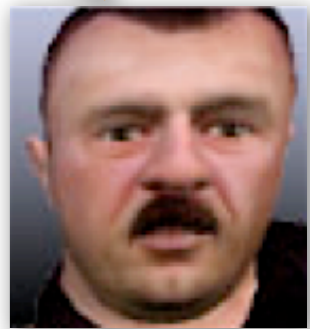
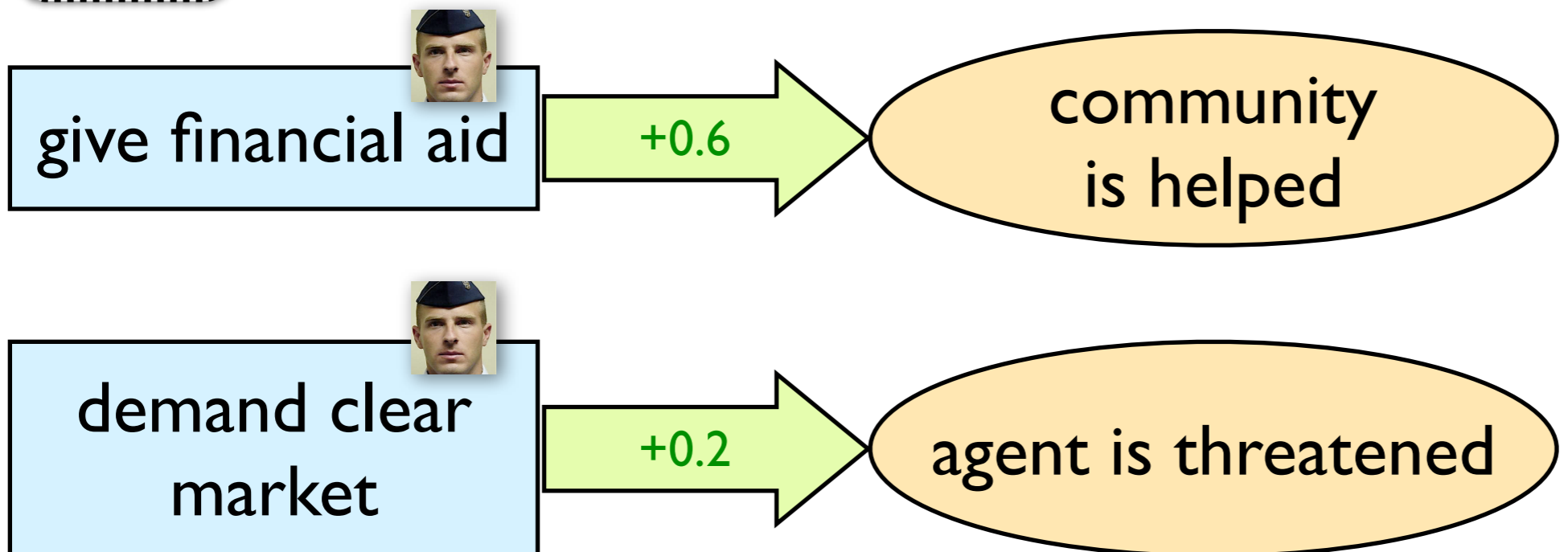
- Agent is selecting among alternative courses of action (i.e., plans)
- The plan with the highest utility wins
- Utility of a plan is cumulative weighted utility of emotions elicited by appraisals of the plan

EMA: Example

Plan A

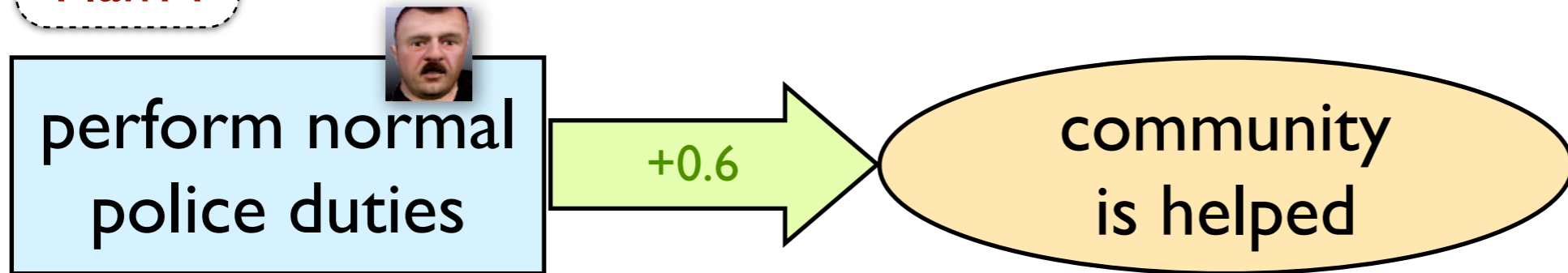


Plan B

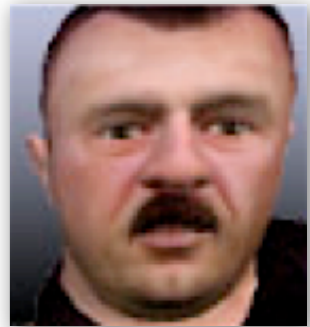
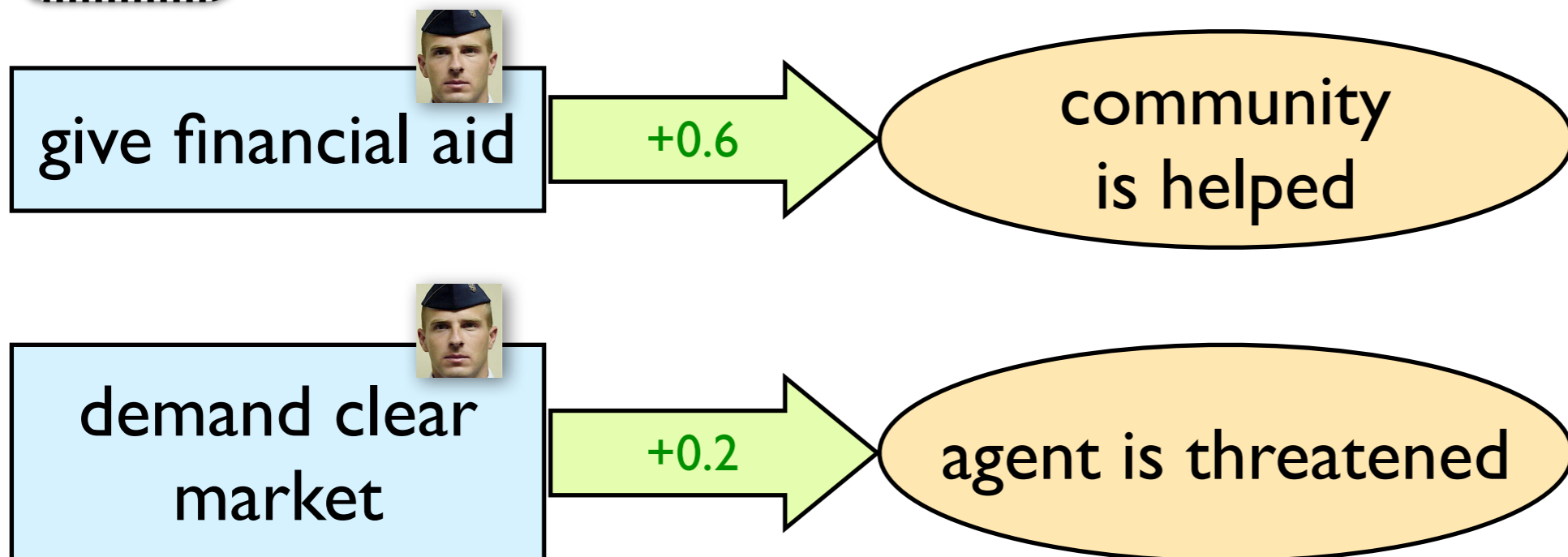


EMA: Example

Plan A

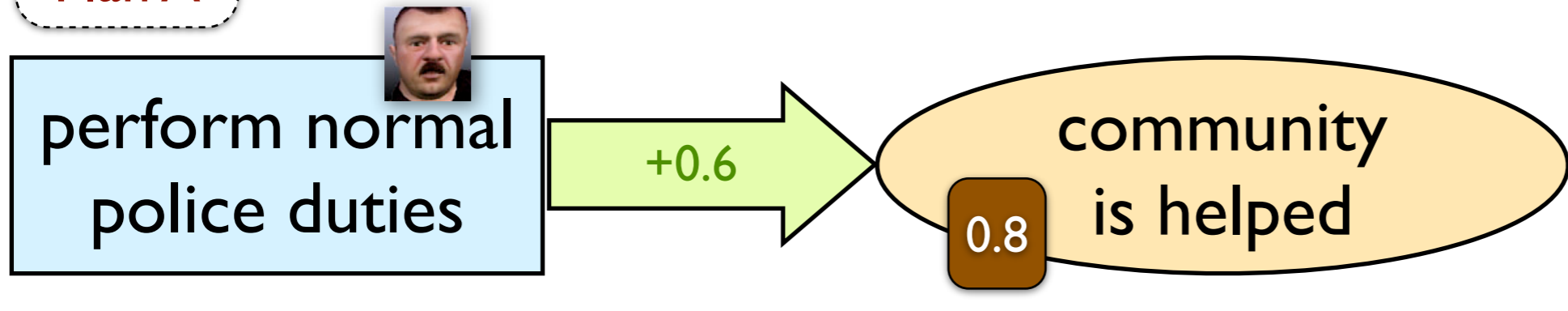


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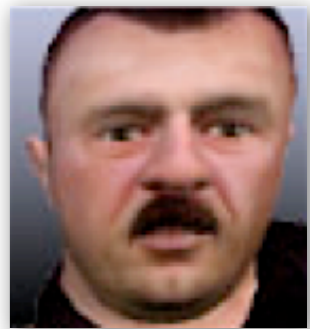
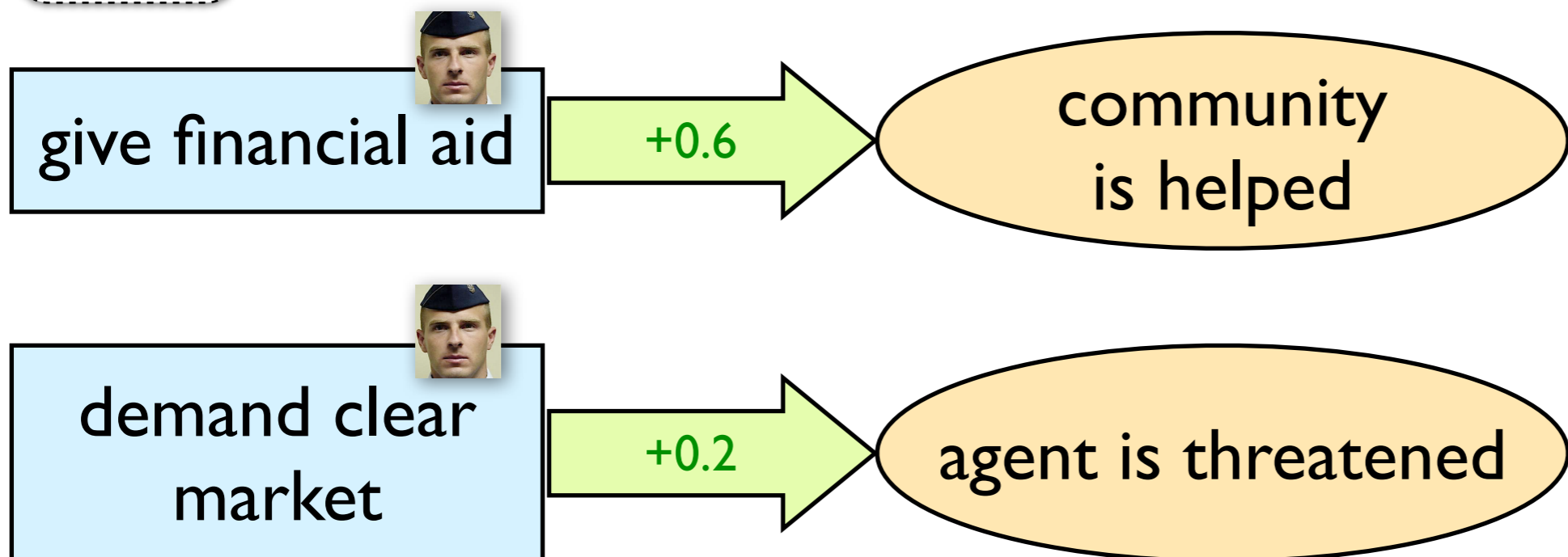


EMA: Example

Plan A

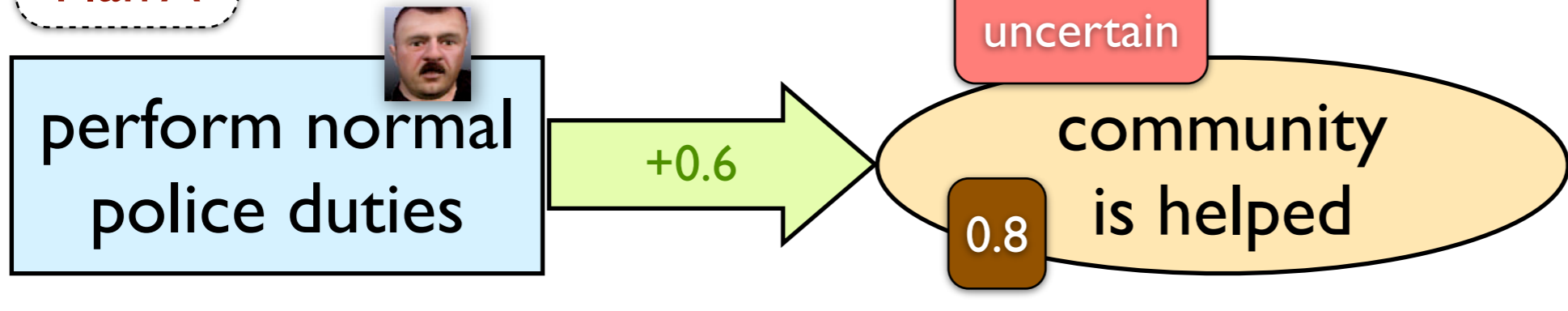


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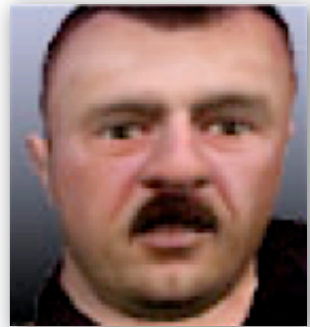
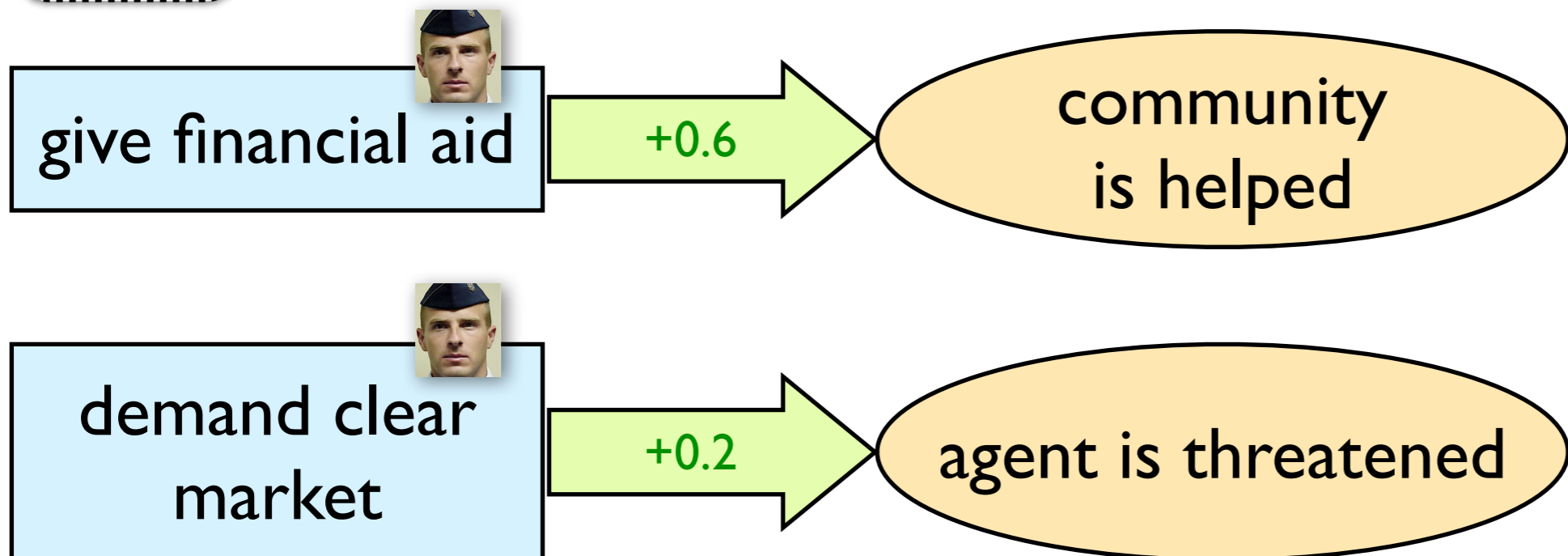


EMA: Example

Plan A

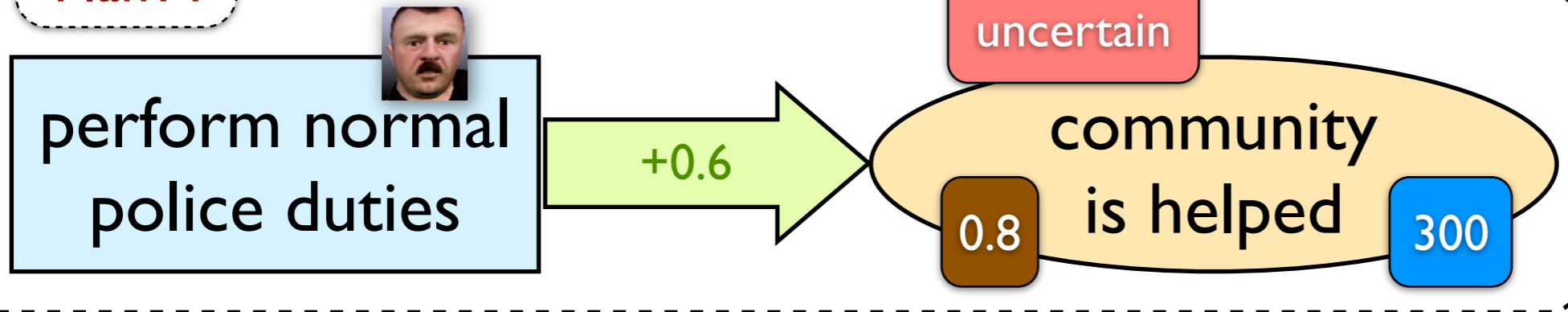


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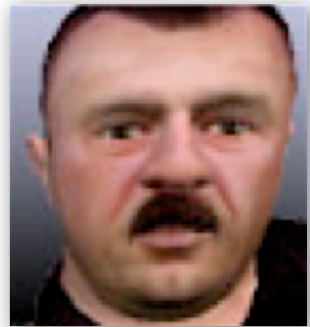
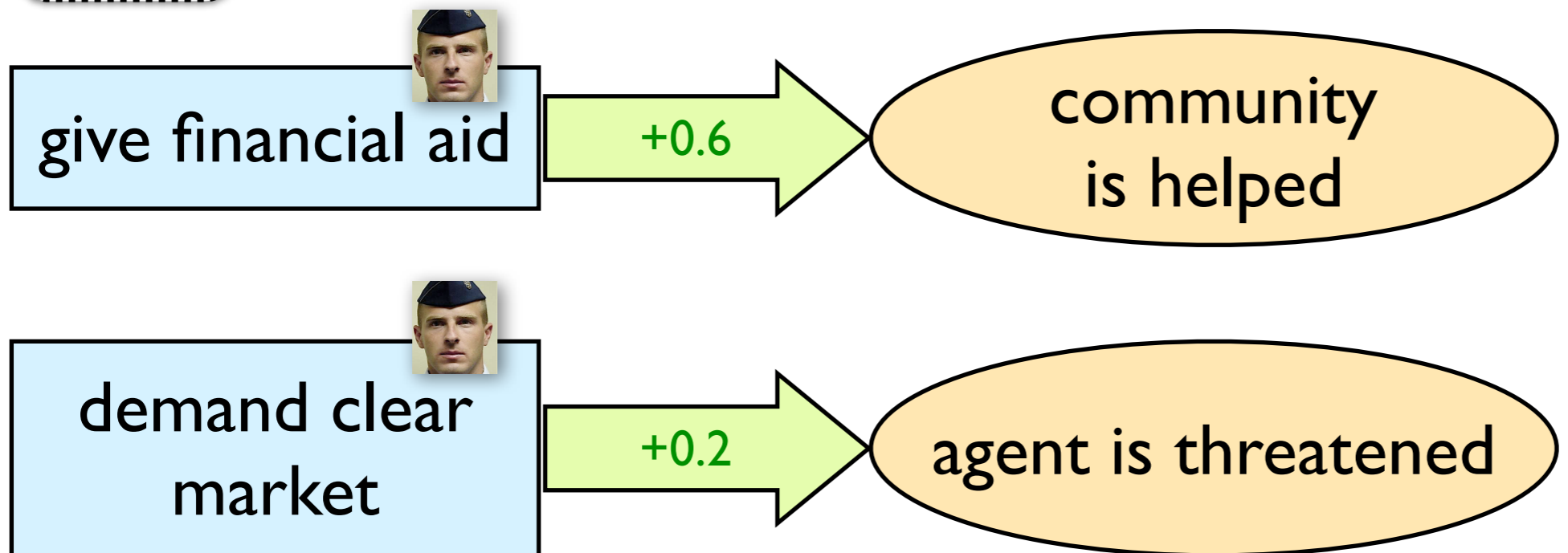


EMA: Example

Plan A

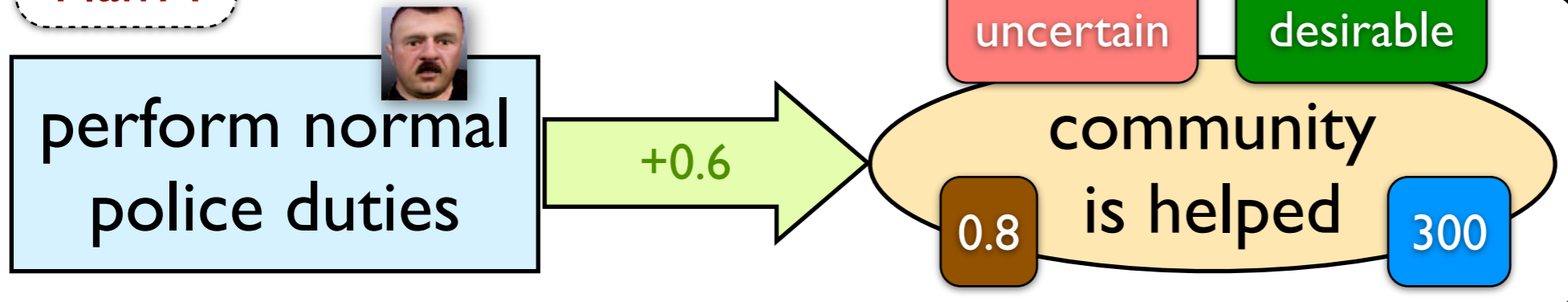


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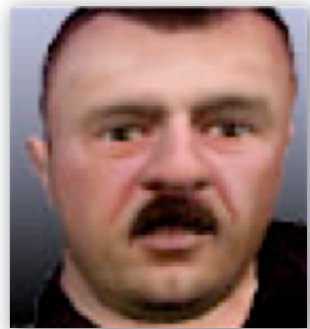
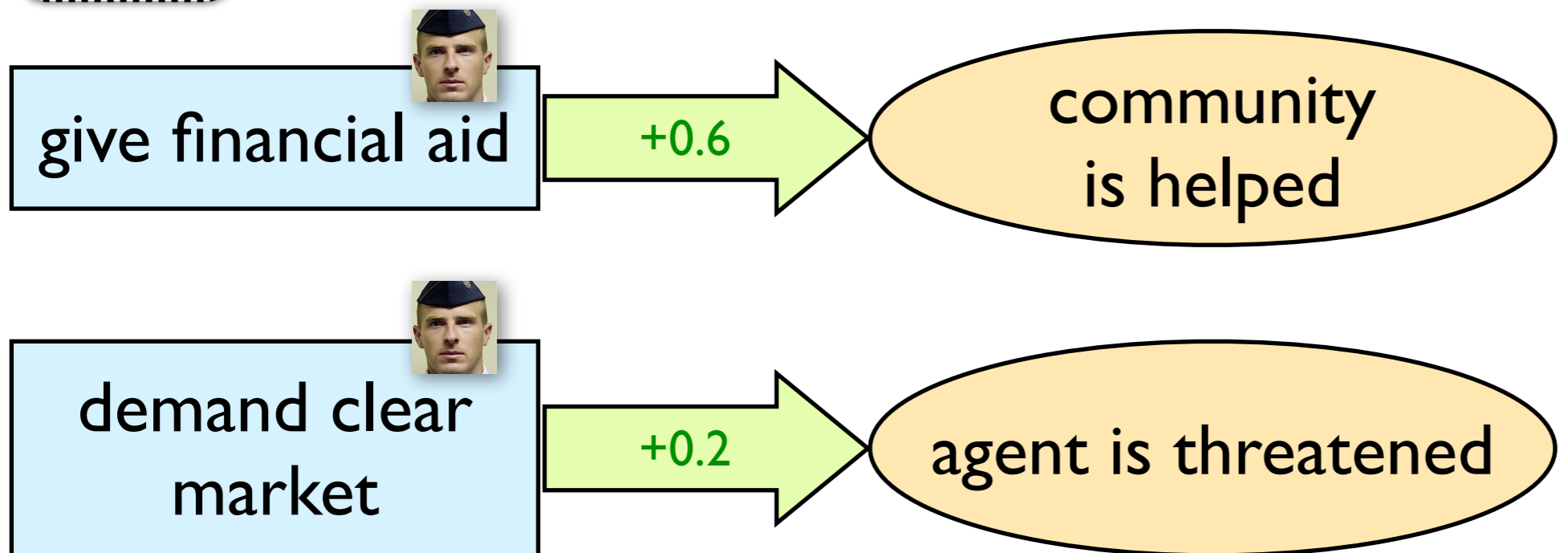


EMA: Example

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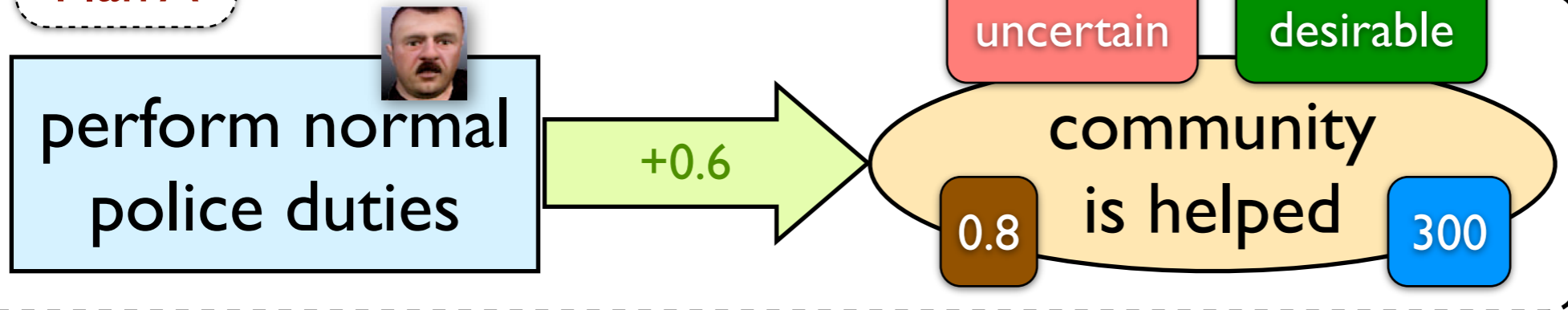


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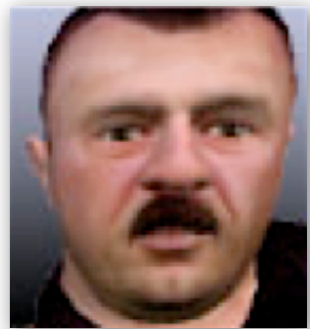
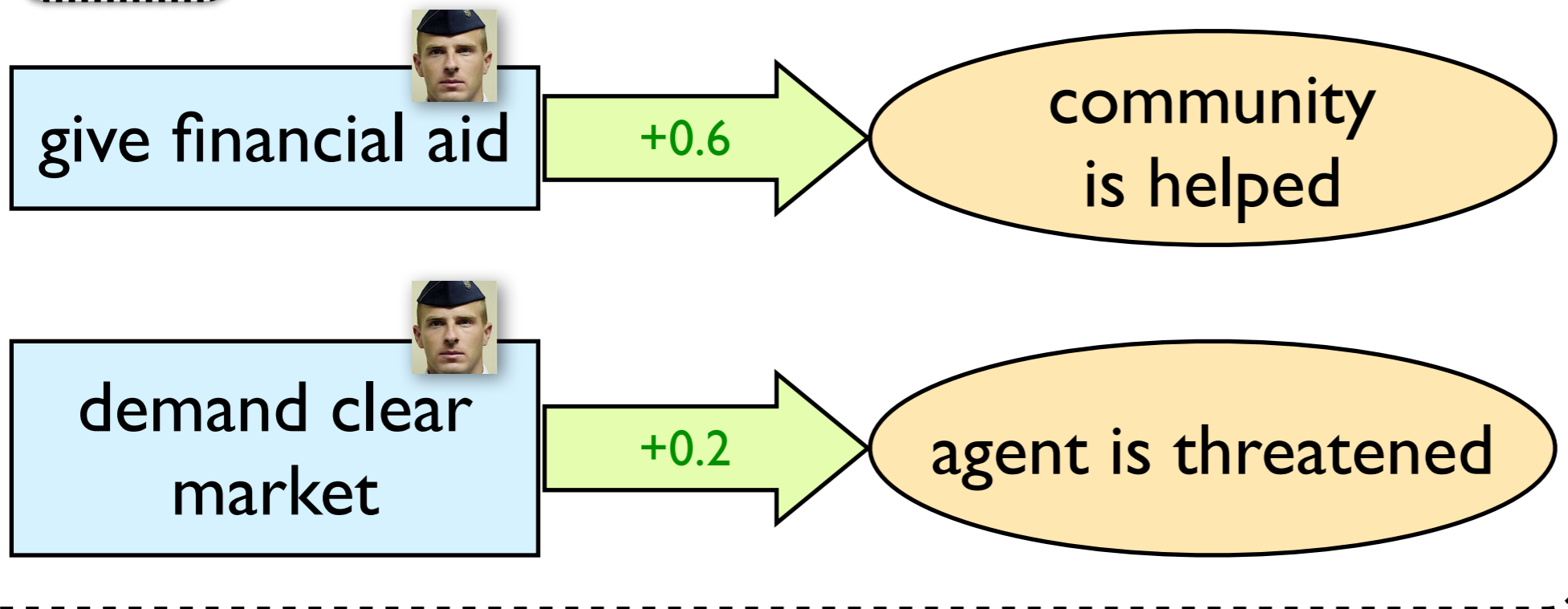
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Plan A



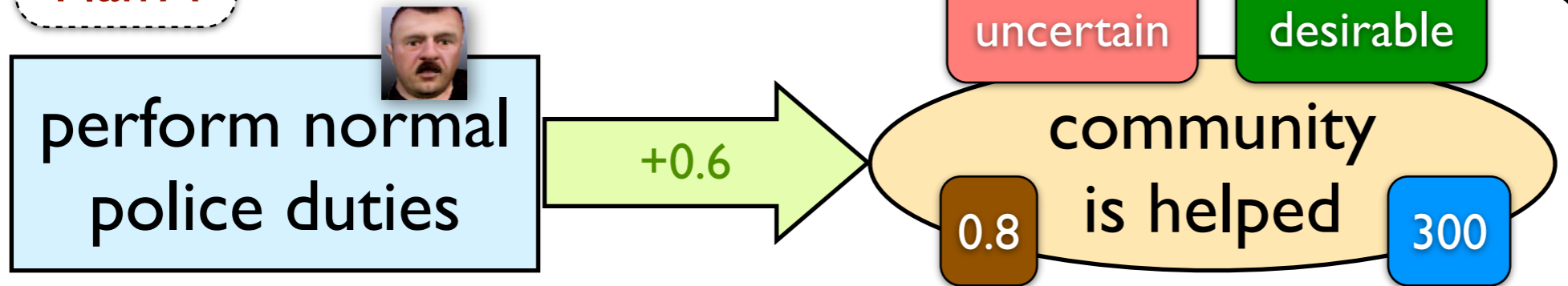
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Plan B



EMA: Example

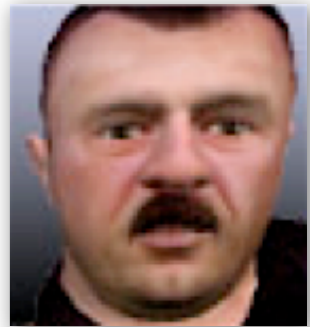
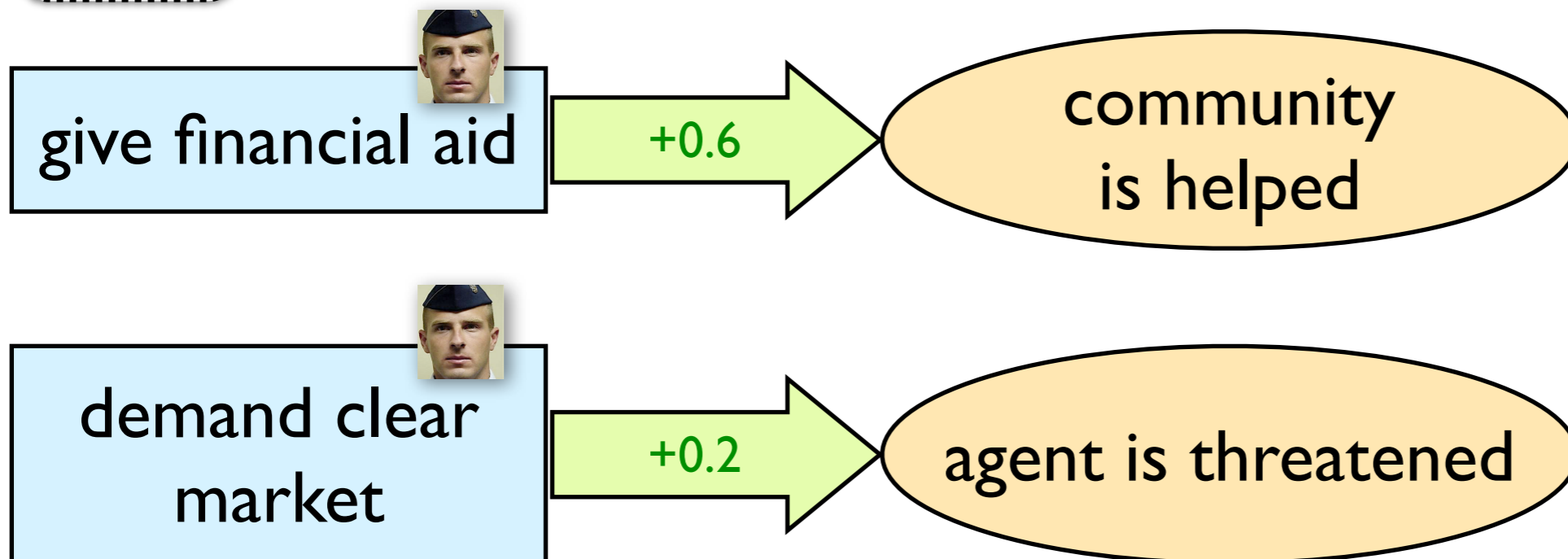
Plan A



hope

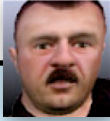
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Plan B



EMA: Example

Plan A



perform normal
police duties

+0.6

uncertain

desirable

community
is helped

0.8

300

hope

240

Plan B



give financial aid

+0.6

community
is helped

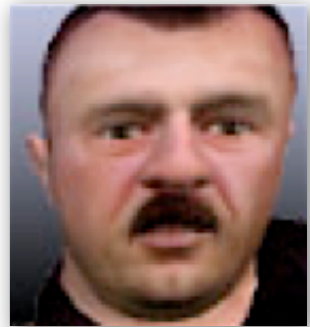
0.7



demand clear
market

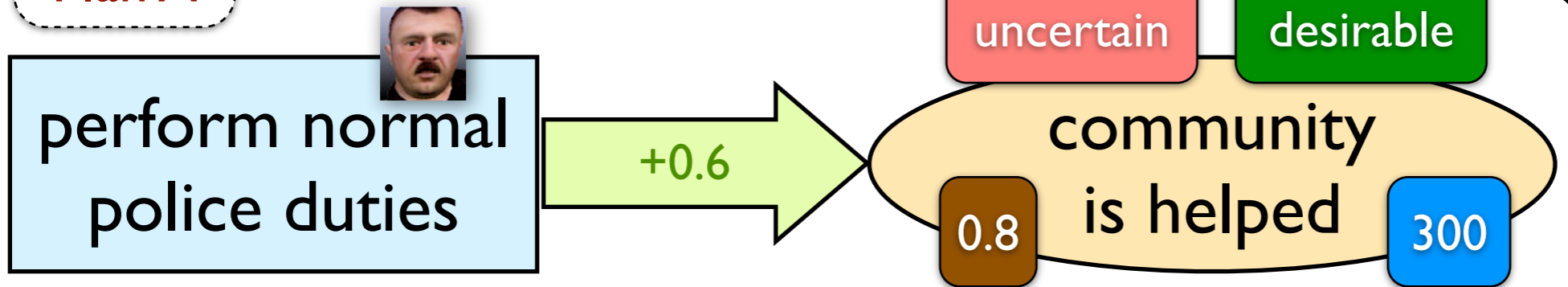
+0.2

agent is threatened



EMA: Example

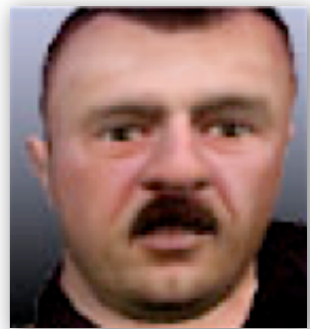
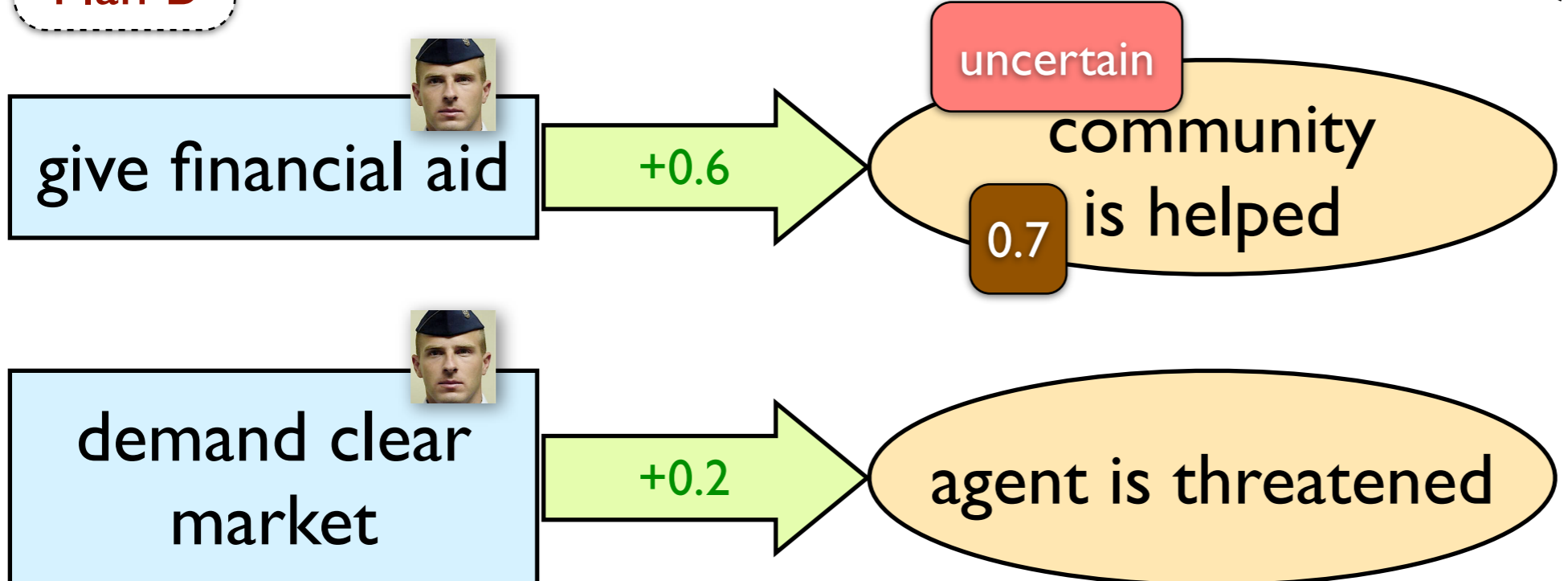
Plan A



hope

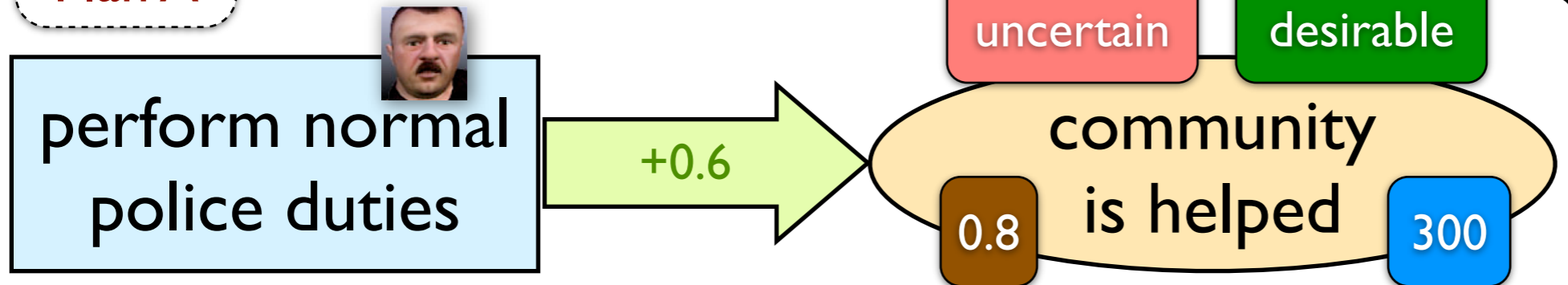
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Plan B



EMA: Example

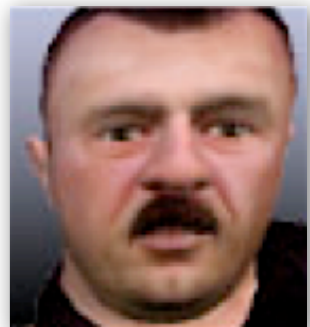
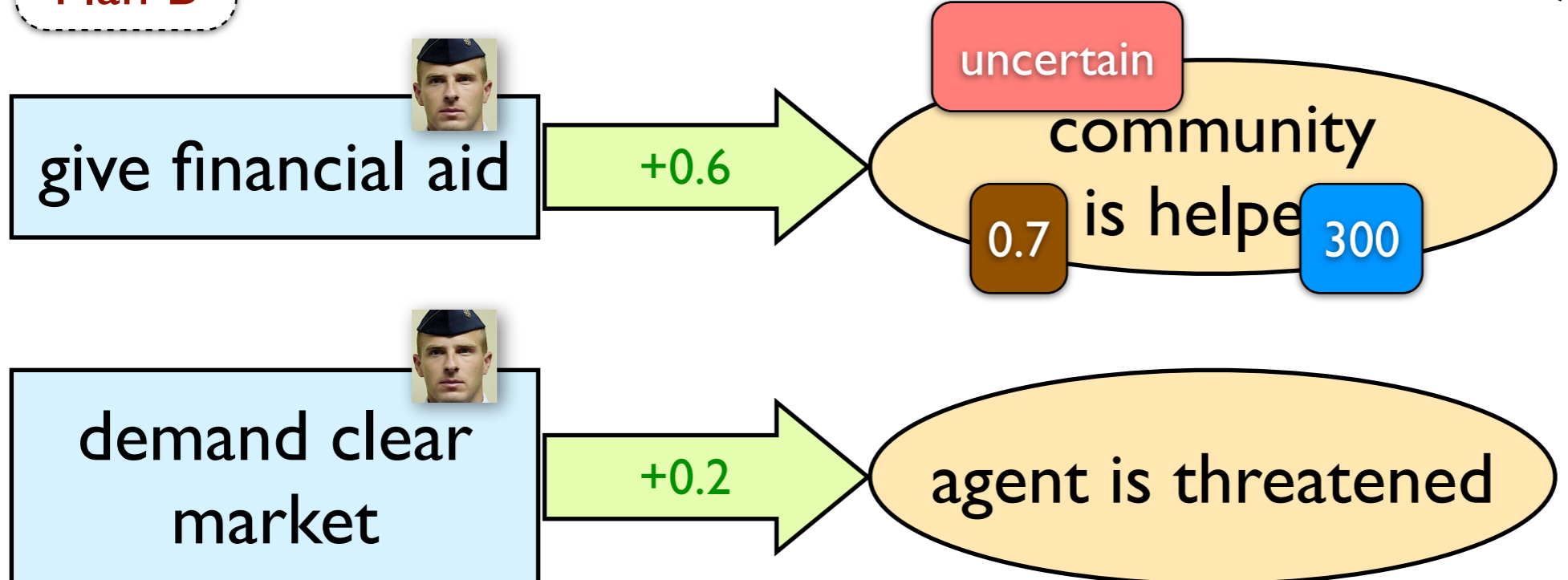
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hope

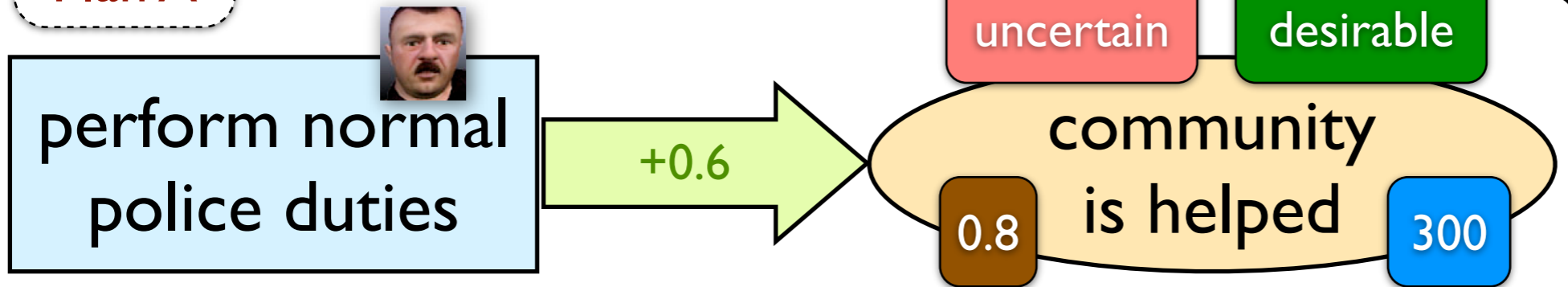
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Plan B



EMA: Example

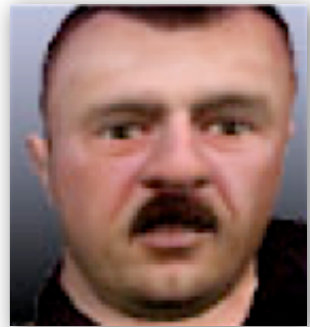
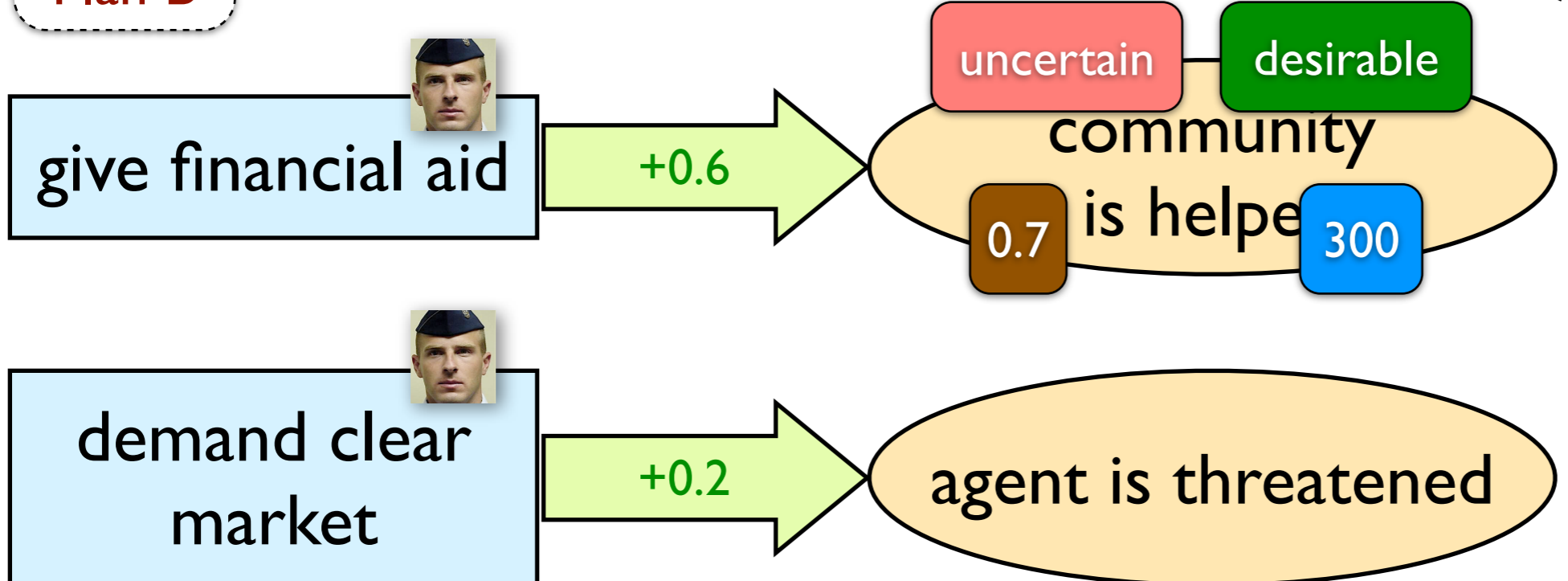
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hope

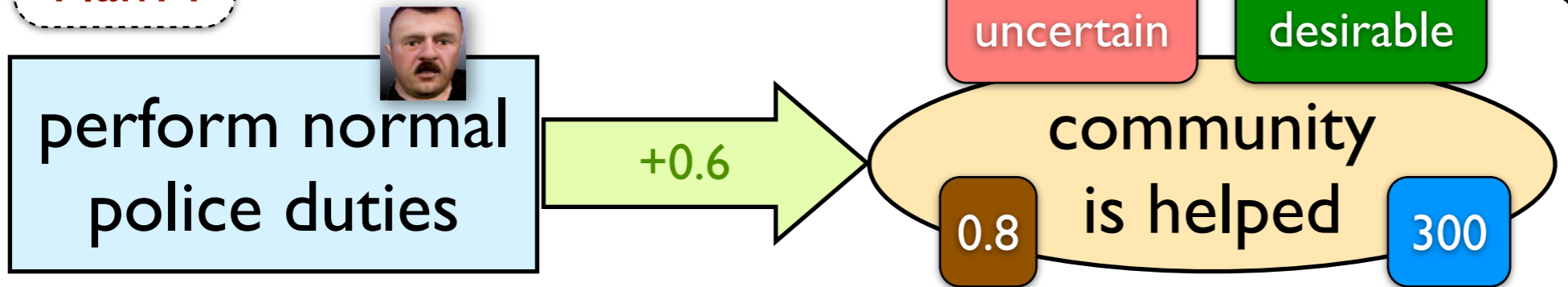
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Plan B



EMA: Example

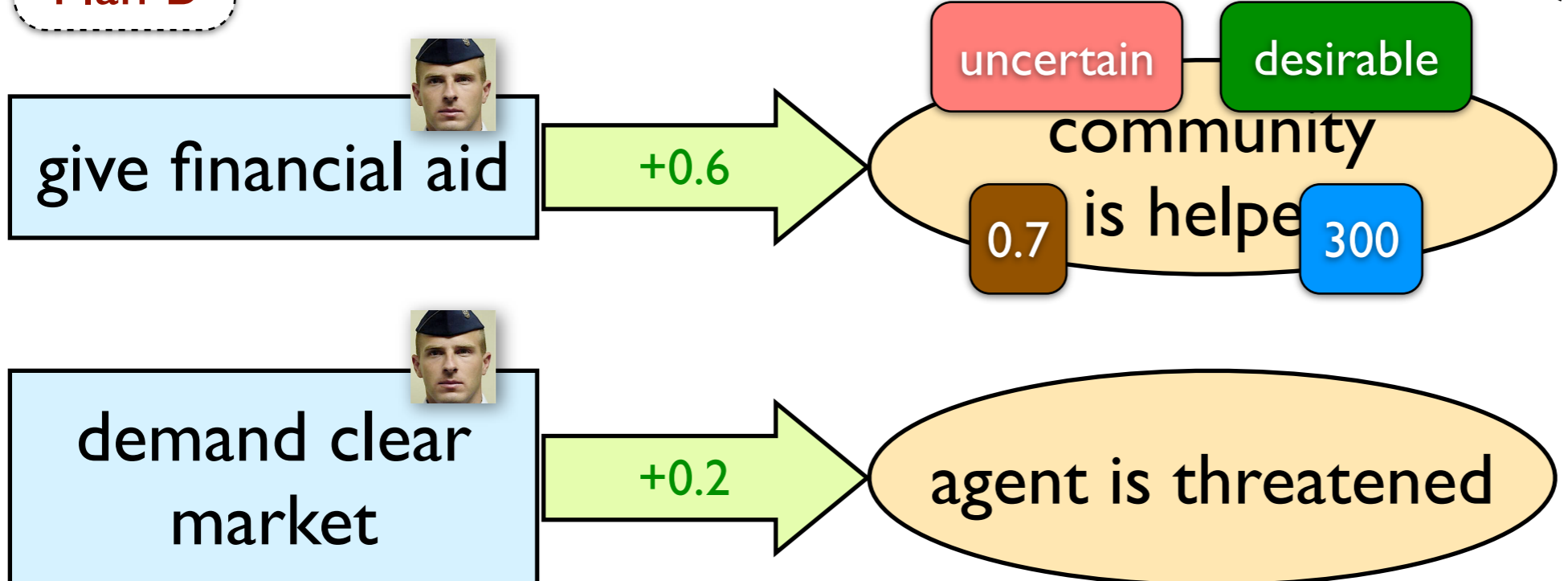
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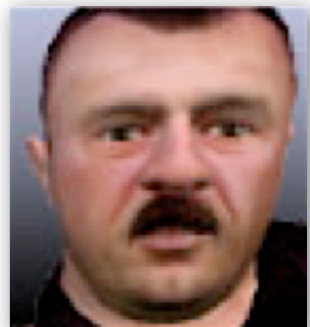
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Plan B

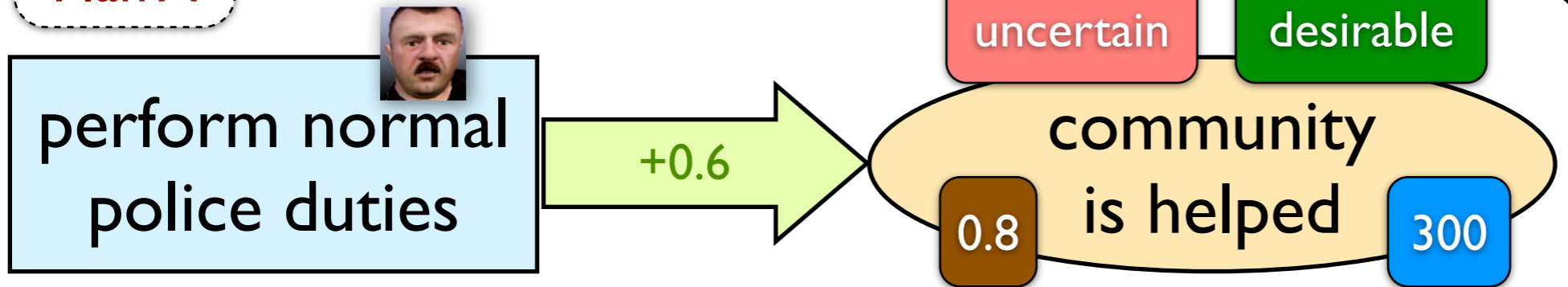


hope



EMA: Example

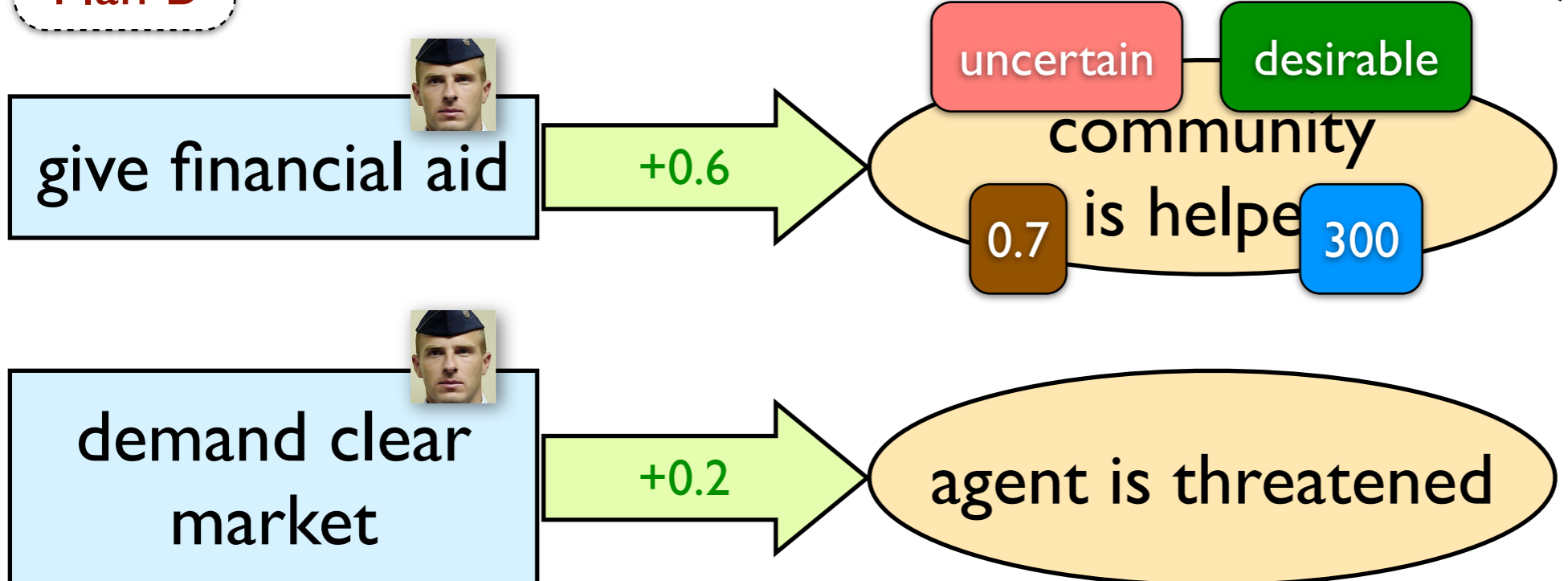
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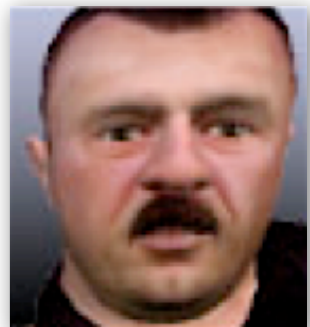
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Plan B



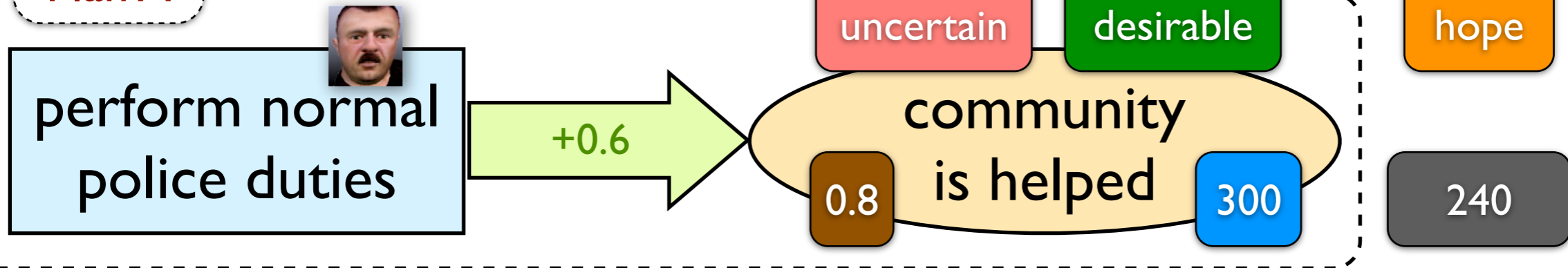
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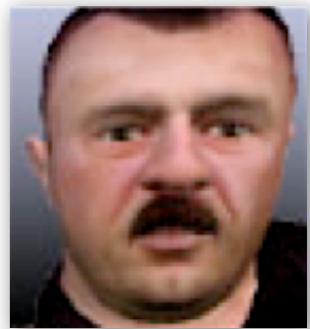
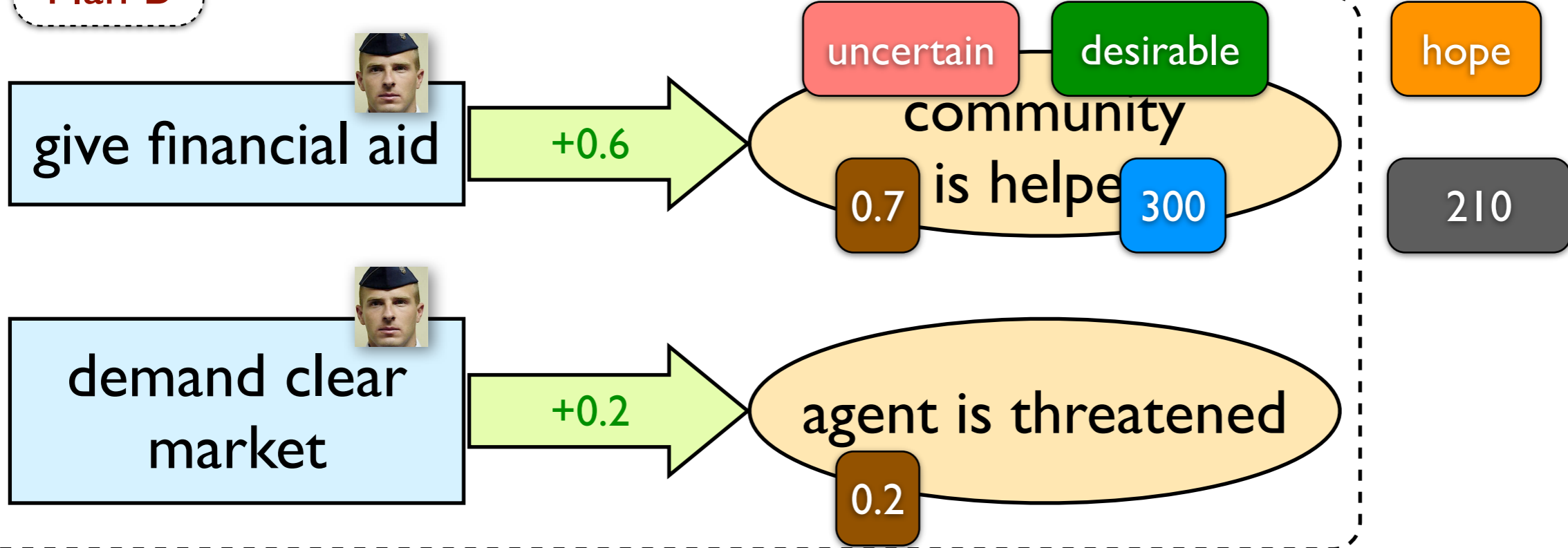


EMA: Example

Plan A

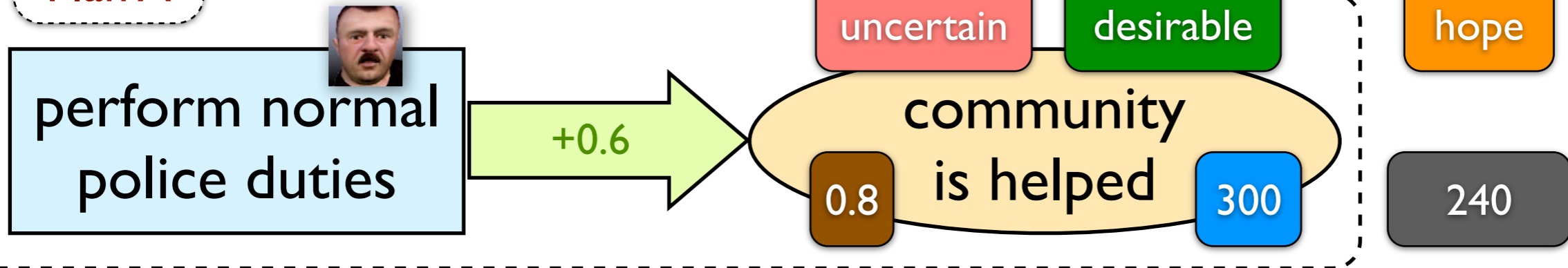


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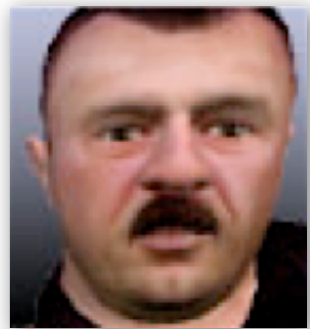
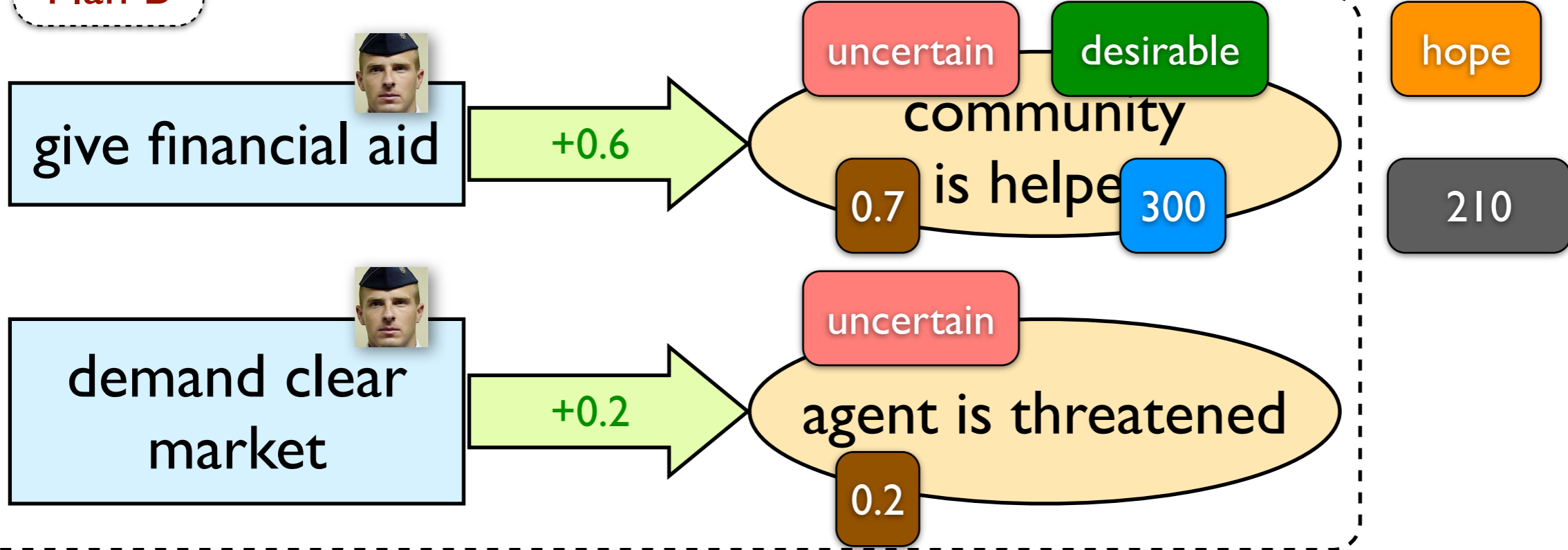


EMA: Example

Plan A

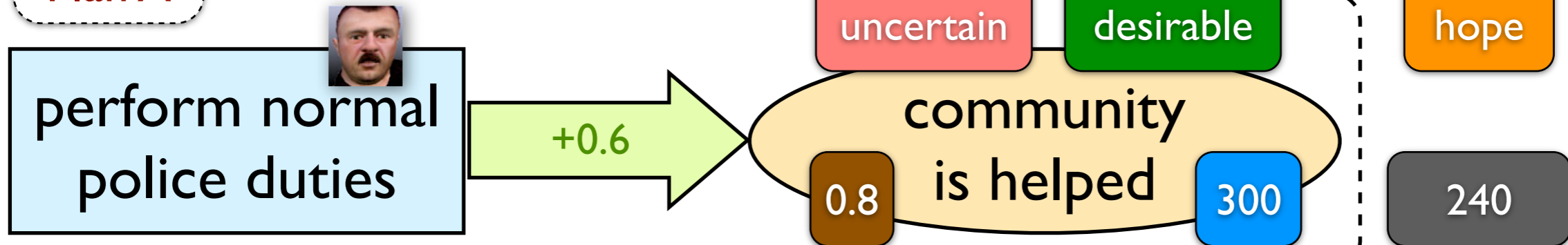


Plan B

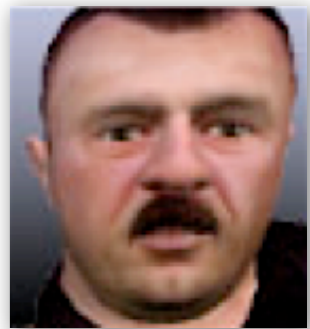
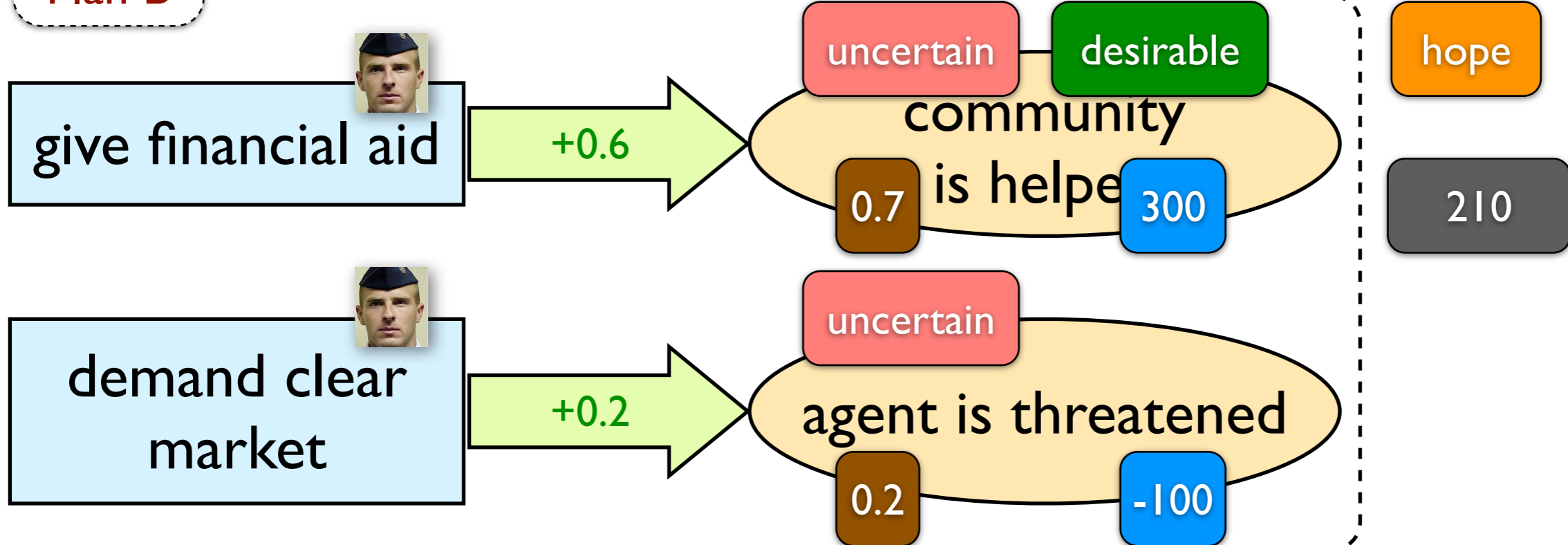


EMA: Example

Plan A

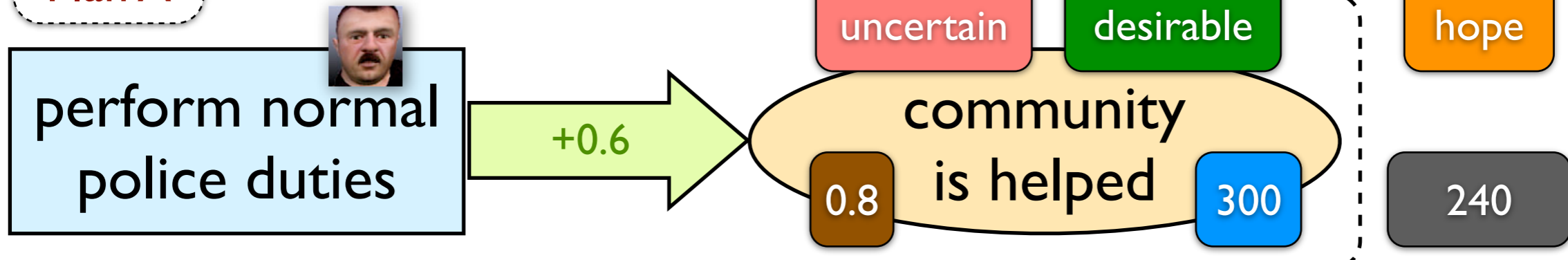


Plan B

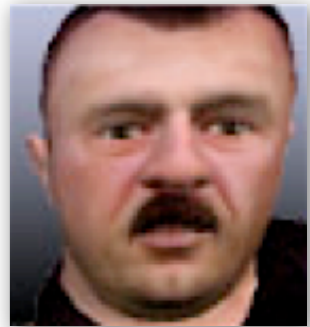
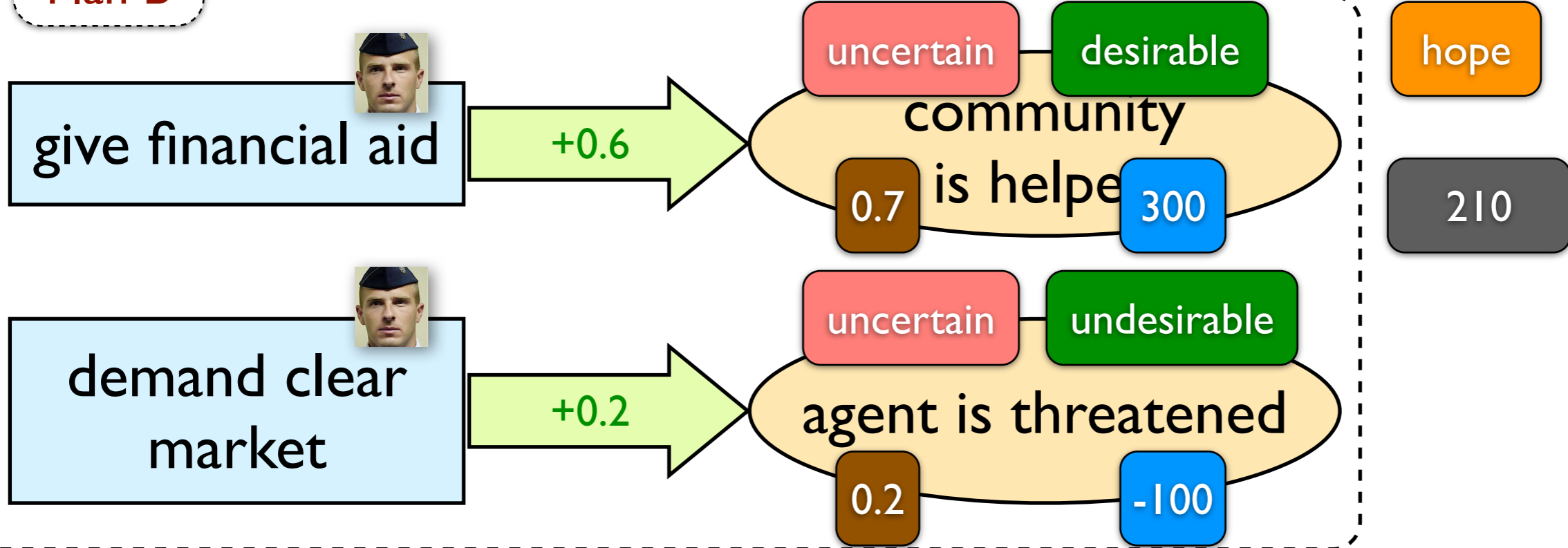


EMA: Example

Plan A

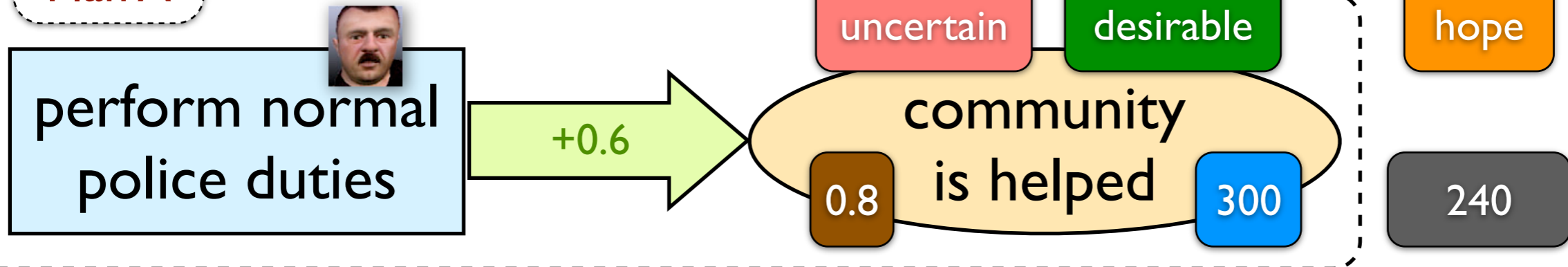


Plan B

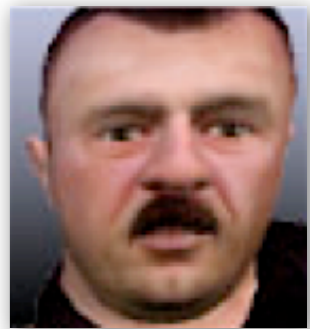
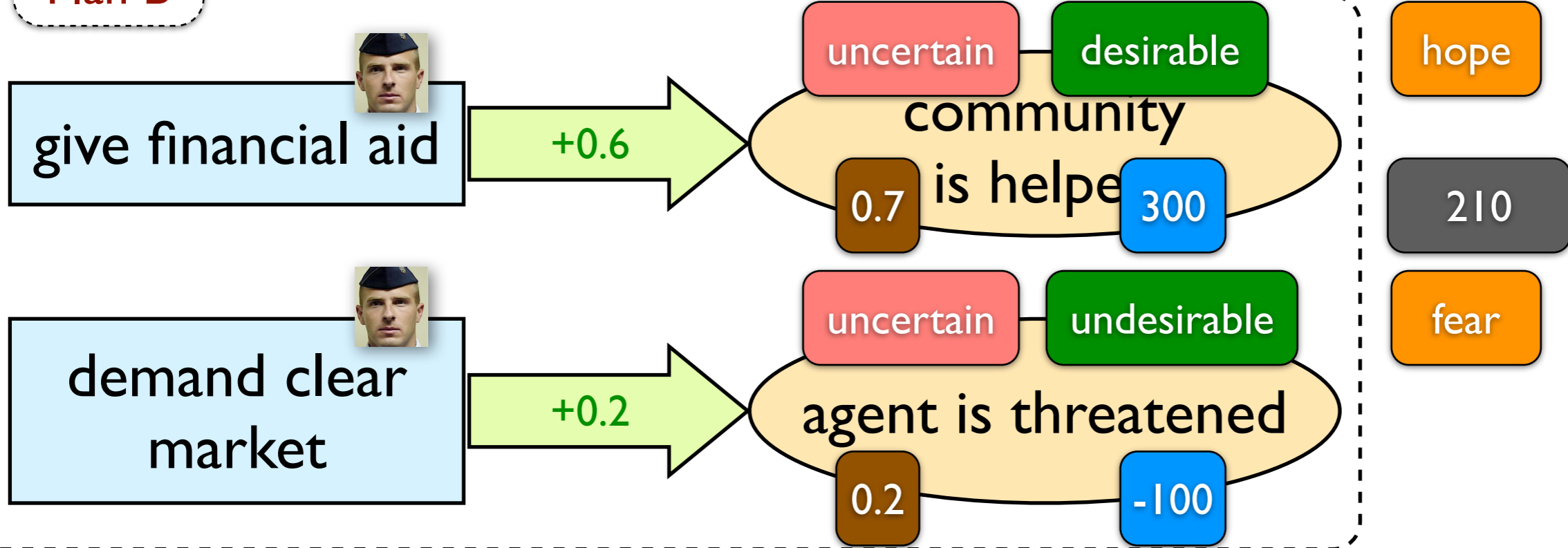


EMA: Example

Plan A

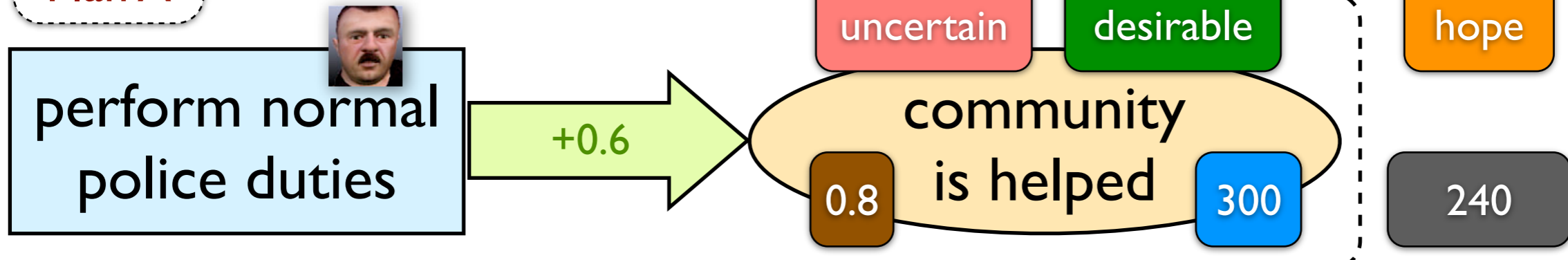


Plan B

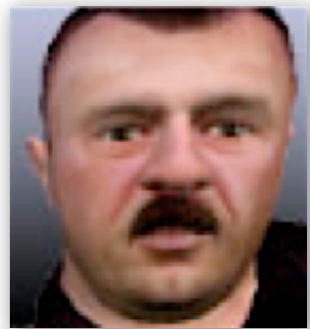
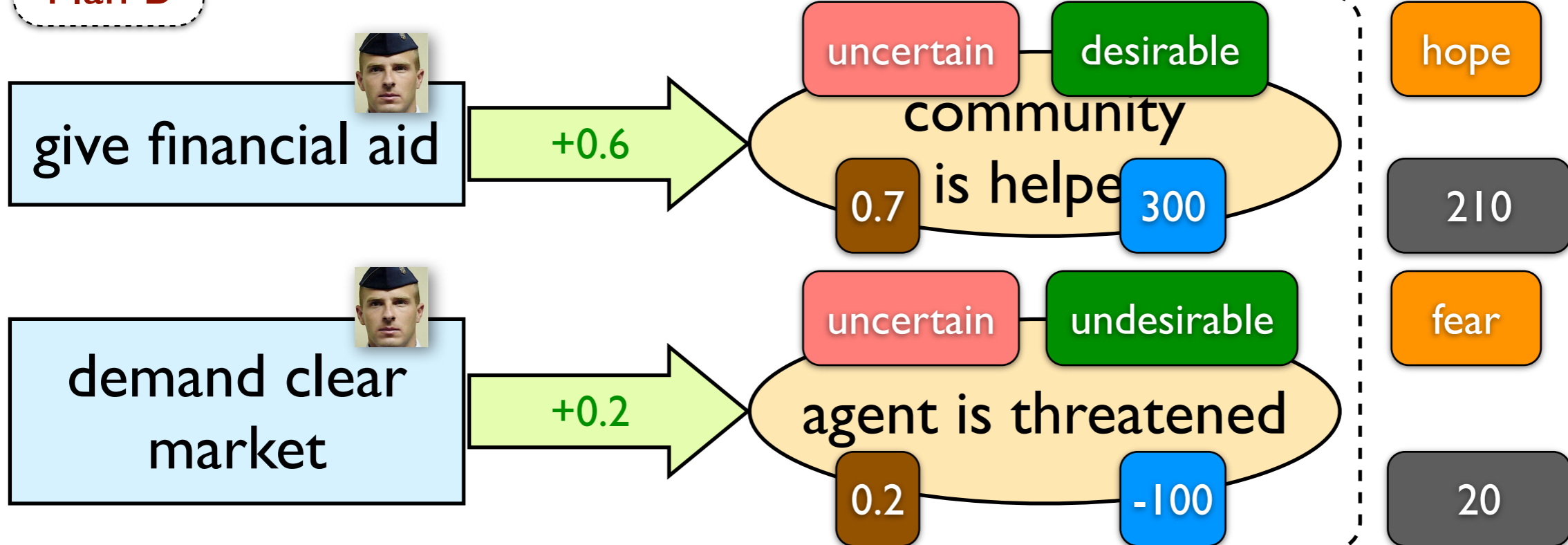


EMA: Example

Plan A



Plan B



EMA: Example

Plan A

hope

240

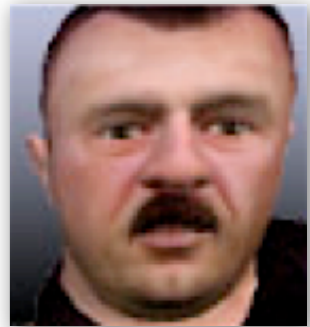
Plan B

hope

210

fear

20



EMA: Example

Plan A

(Hope 240, Joy 0, Fear 0, Distress 0)

hope

240

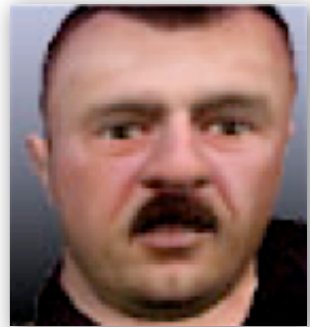
Plan B

hope

210

fear

20



EMA: Example

Plan A

(Hope 240, Joy 0, Fear 0, Distress 0)

hope

240

Plan B

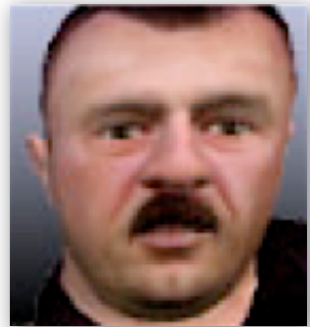
(Hope 210, Joy 0, Fear 20, Distress 0)

hope

210

fear

20



EMA: Example

Plan A

(Hope 240, Joy 0, Fear 0, Distress 0)

(Hope +1, Joy +1, Fear -1, Distress -1)

hope

240

Plan B

(Hope +1, Joy +1, Fear -1, Distress -1)

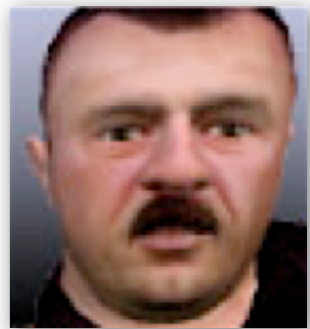
(Hope 210, Joy 0, Fear 20, Distress 0)

hope

210

fear

20



EMA: Example

Plan A

(Hope 240, Joy 0, Fear 0, Distress 0)

(Hope +1, Joy +1, Fear -1, Distress -1)

240

hope

240

Plan B

(Hope +1, Joy +1, Fear -1, Distress -1)

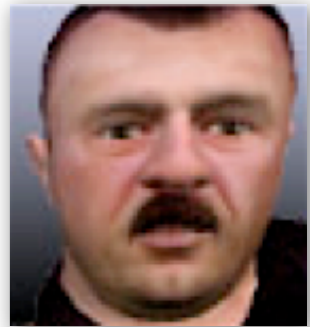
(Hope 210, Joy 0, Fear 20, Distress 0)

hope

210

fear

20



EMA: Example

Plan A

(Hope 240, Joy 0, Fear 0, Distress 0)

(Hope +1, Joy +1, Fear -1, Distress -1)

hope

240

240

Plan B

(Hope +1, Joy +1, Fear -1, Distress -1)

(Hope 210, Joy 0, Fear 20, Distress 0)

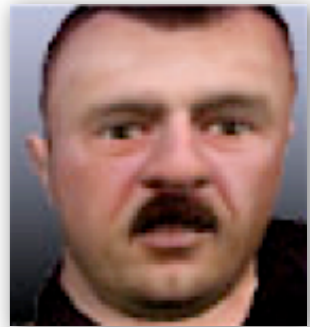
hope

210

190

fear

20



EMA: Example

Plan A

(Hope 240, Joy 0, Fear 0, Distress 0)

(Hope +1, Joy +1, Fear -1, Distress -1)

240

hope

240

Plan B

(Hope +1, Joy +1, Fear -1, Distress -1)

(Hope 210, Joy 0, Fear 20, Distress 0)

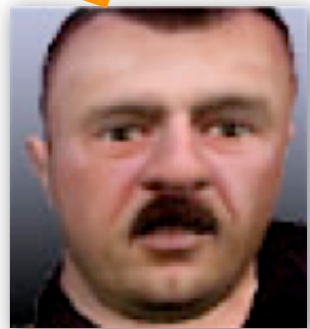
190

hope

210

fear

20

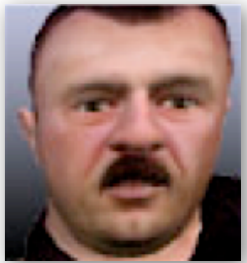


Outline

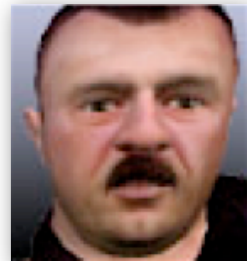
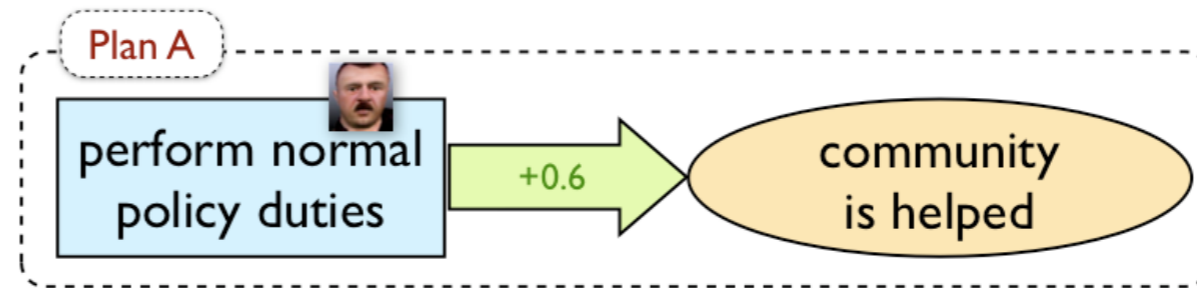
- Bilateral negotiations (BiLAT)
- Culturally Affected Behavior (CAB)
- EMotion and Adaptation (EMA)
- **CEMA = CAB + EMA**
- **Future work**

CEMA: combining CAB & EMA

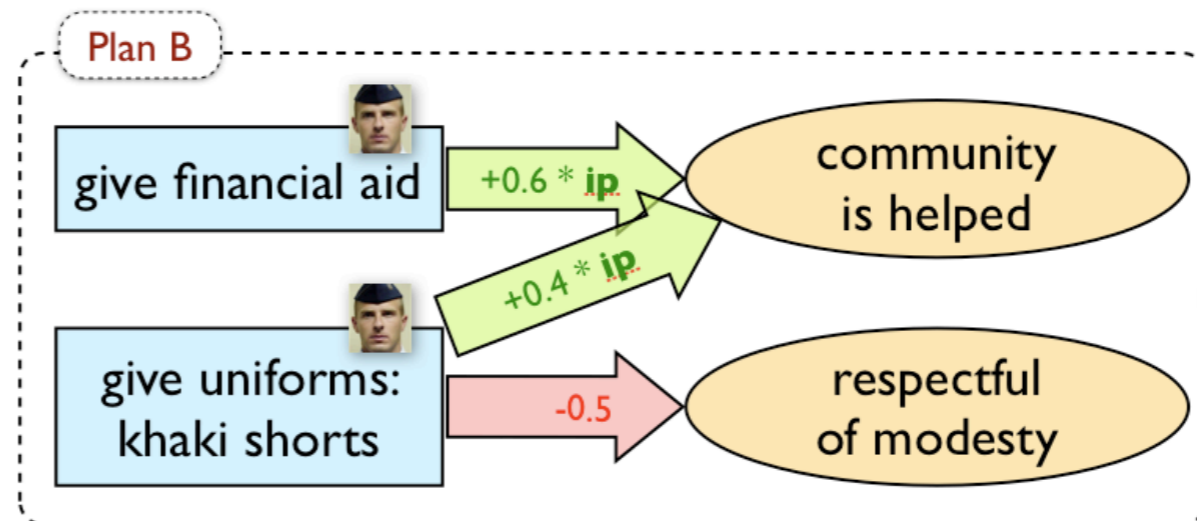
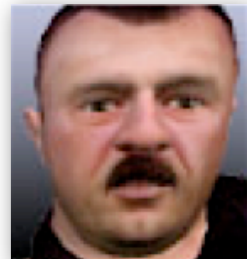
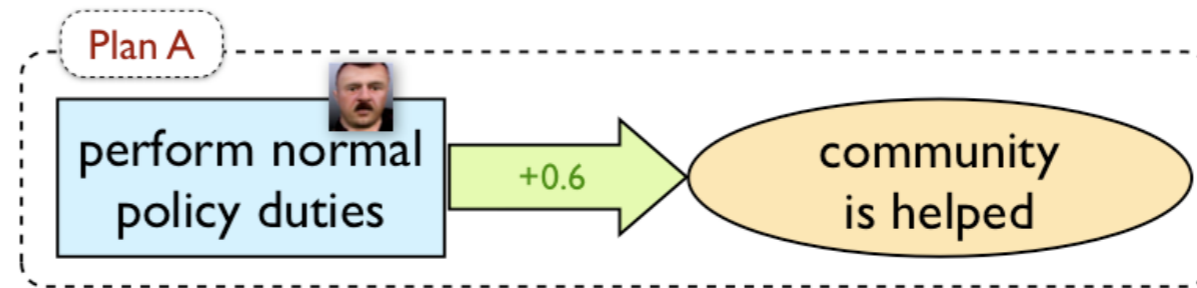
CEMA: combining CAB & EMA



CEMA: combining CAB & EMA

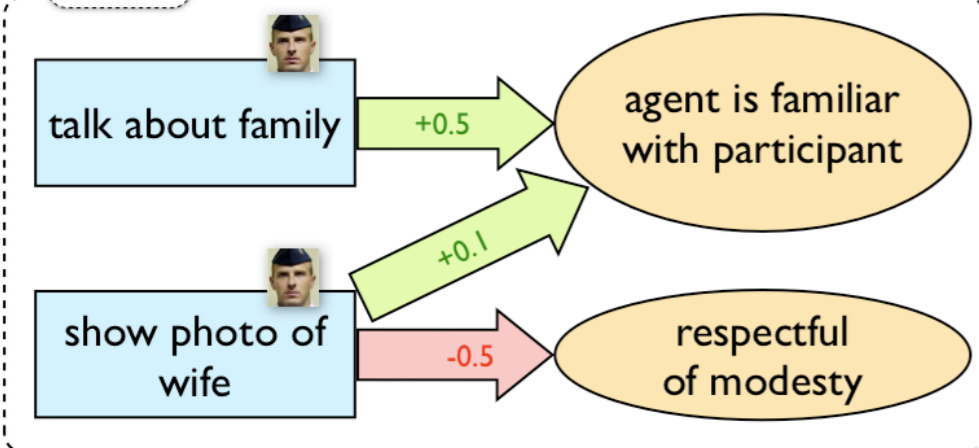


CEMA: combining CAB & EMA

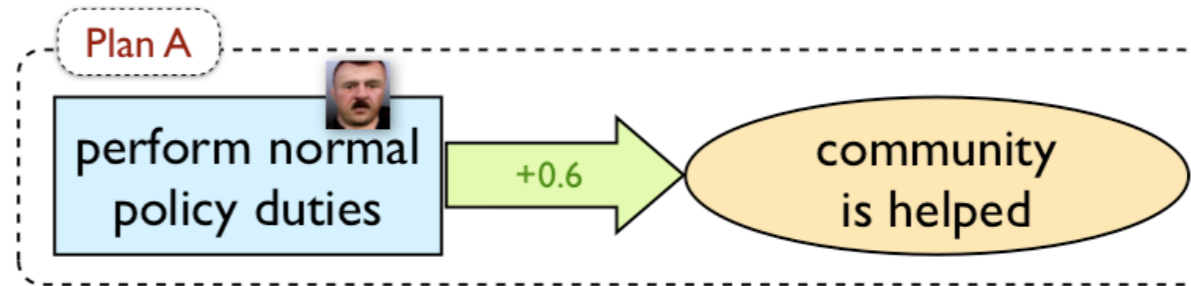


CEMA: combining CAB & EMA

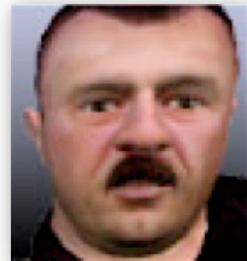
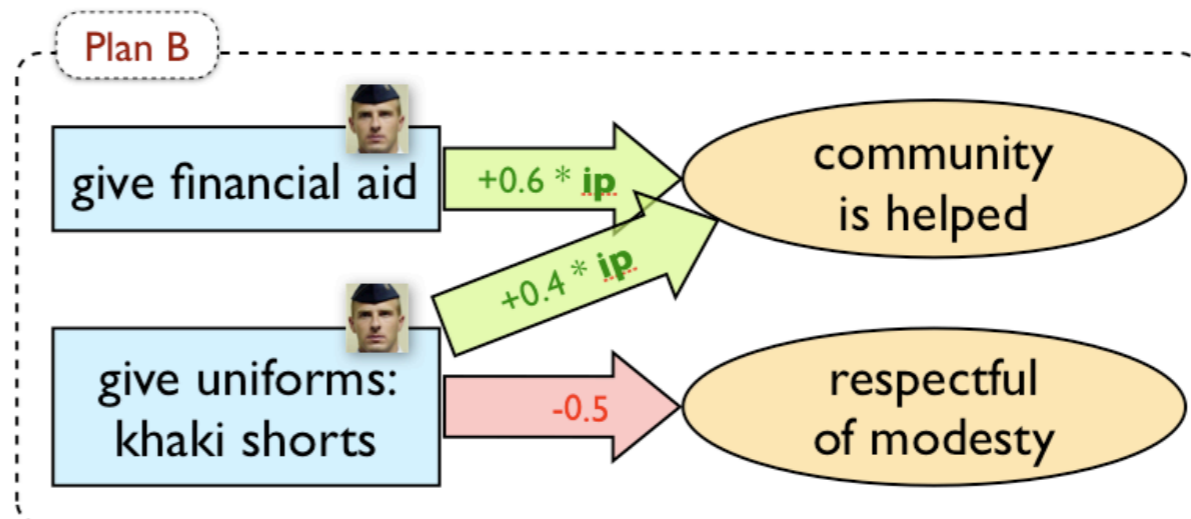
Culture



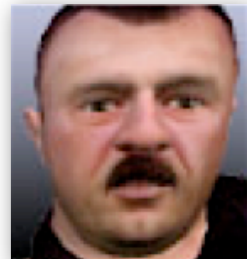
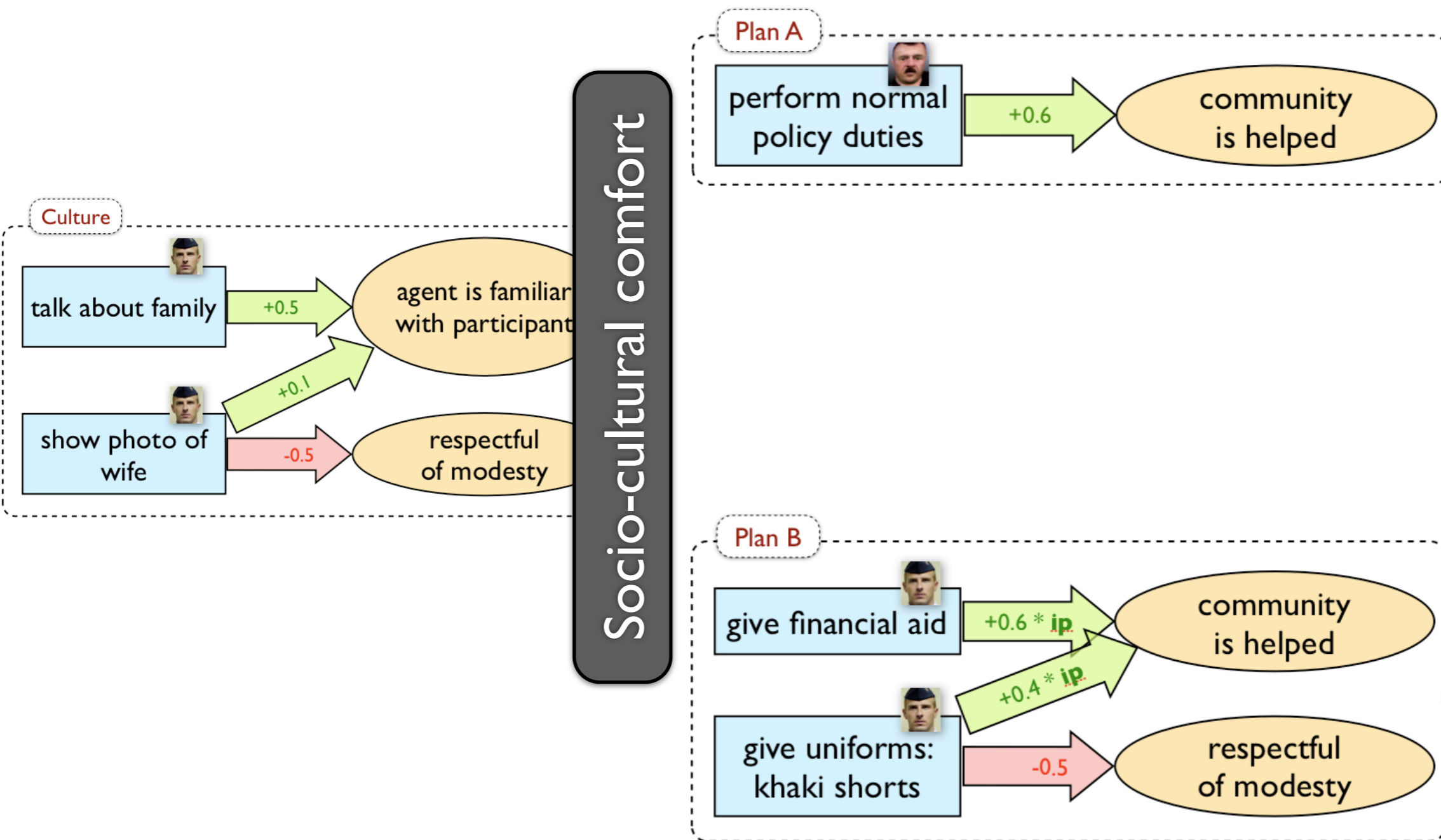
Plan A



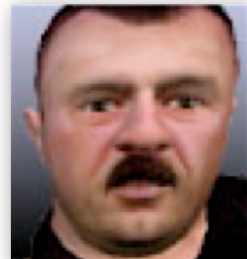
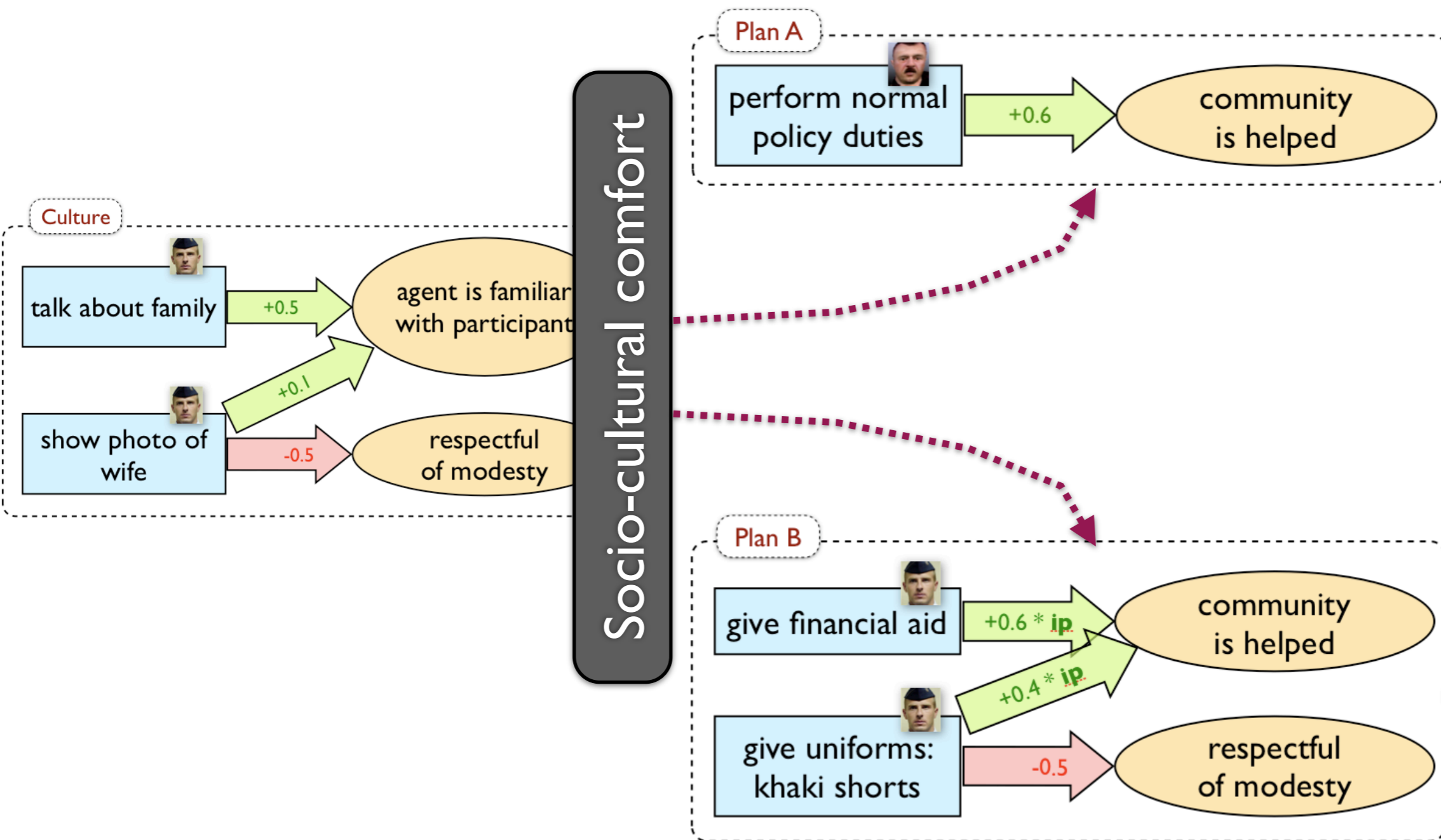
Plan B



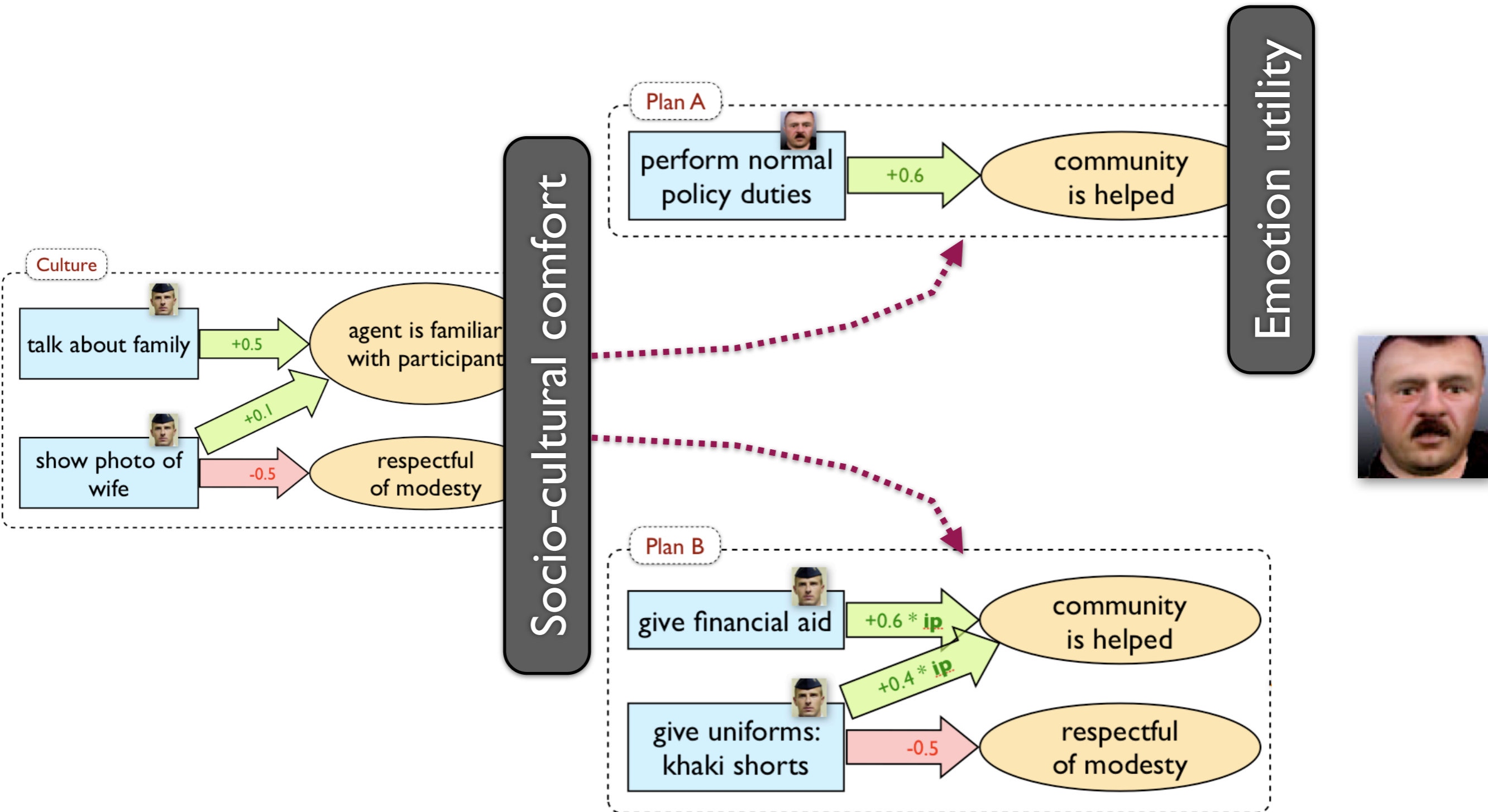
CEMA: combining CAB & EMA



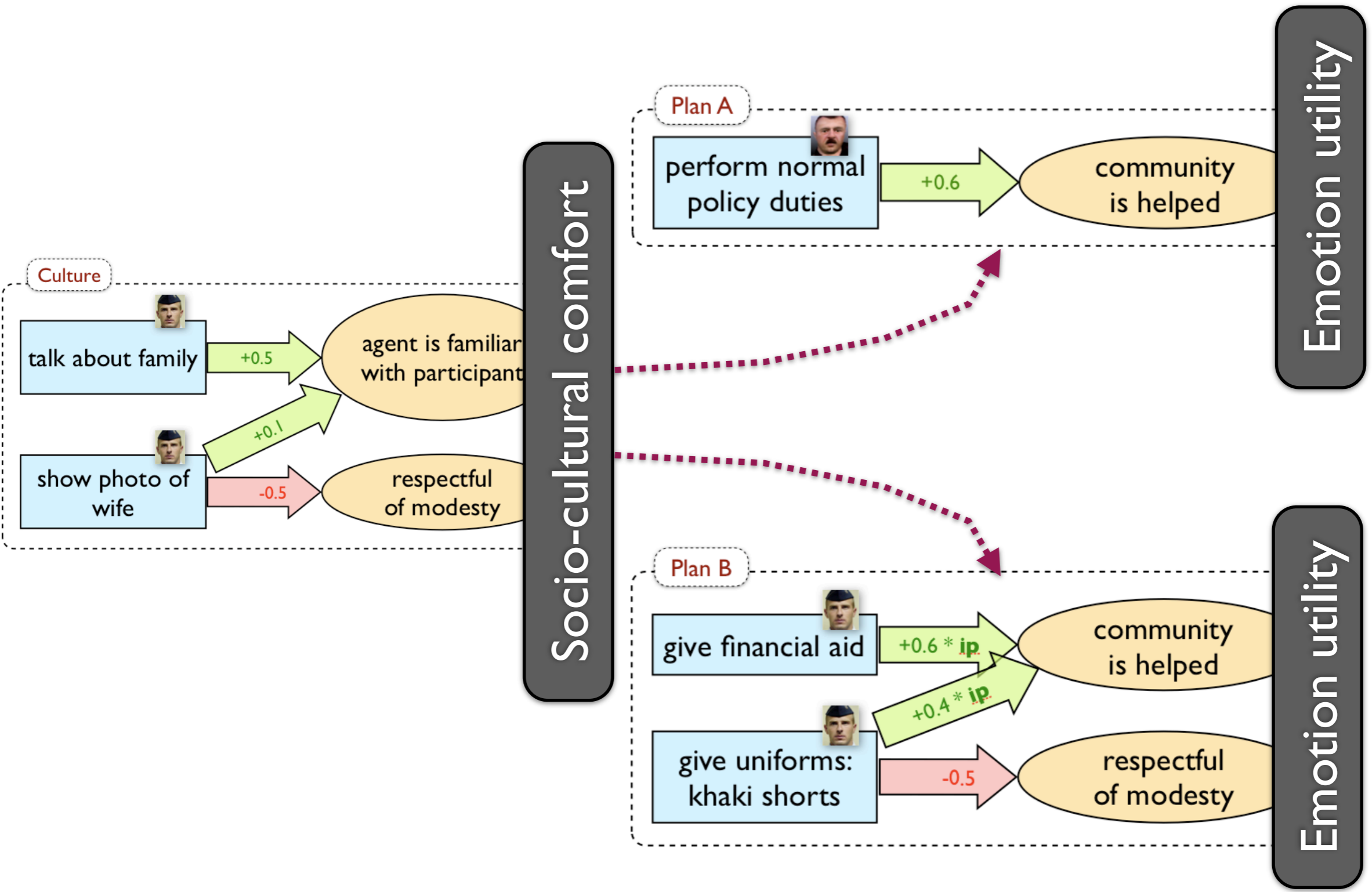
CEMA: combining CAB & EMA



CEMA: combining CAB & EMA

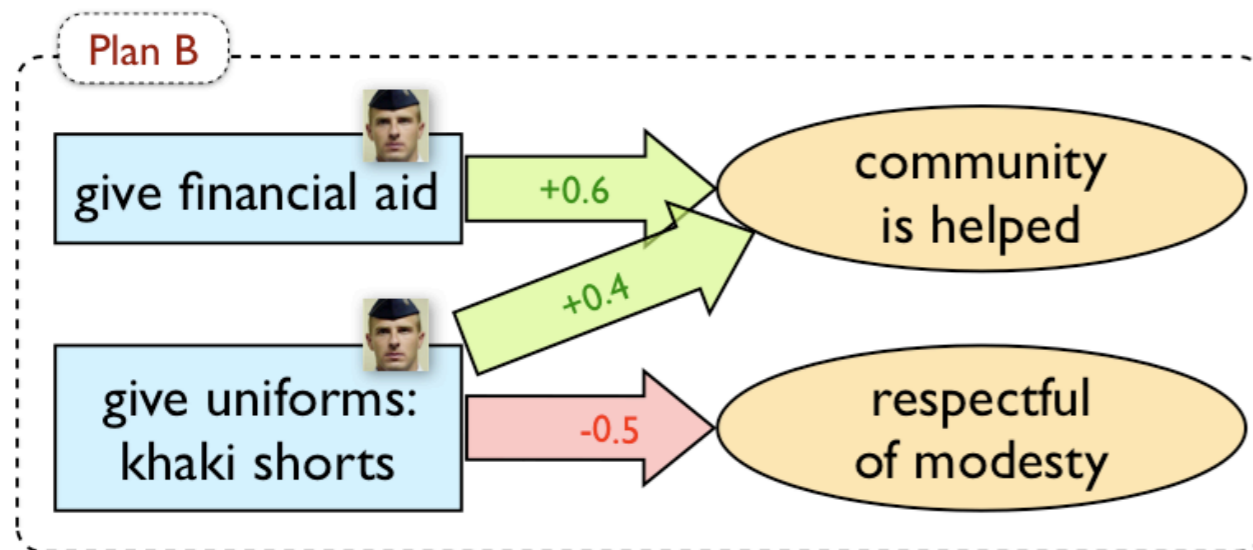


CEMA: combining CAB & EMA



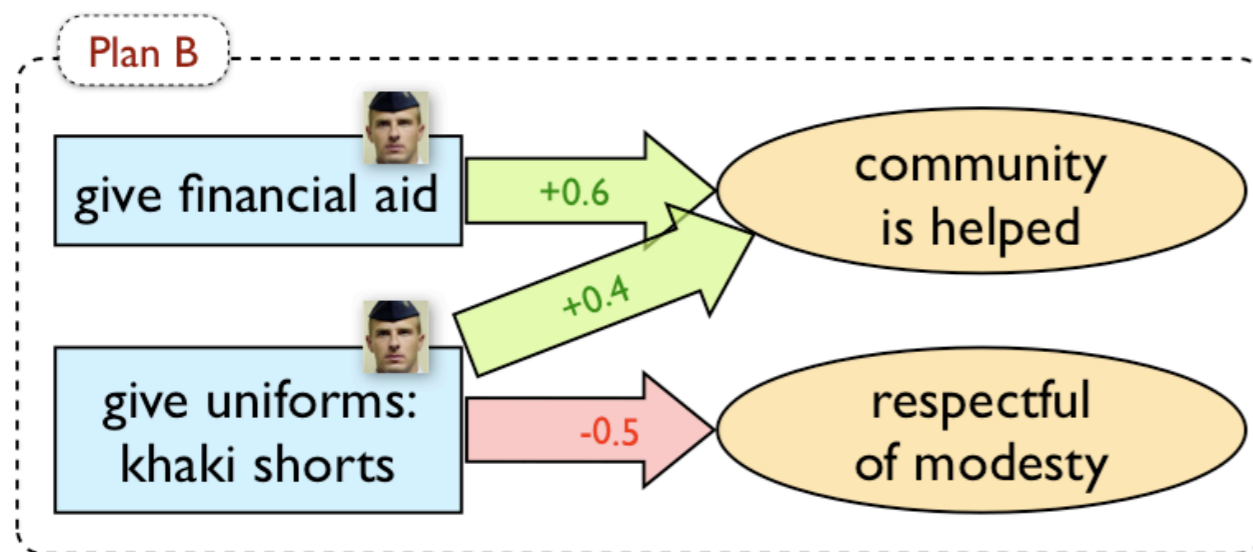
Matrix CEMA

- It turns out that CEMA can be encoded in matrix algebra



Matrix CEMA

- It turns out that CEMA can be encoded in matrix algebra



	give financial aid	give uniforms : shorts
community is helped	+0.6	+0.4
respectful of modesty	0.0	-0.5

Matrix CEMA

- First, compute action effects

	give financial aid	give uniforms : shorts
community is helped	+0.6	+0.4
respectful of modesty	0.0	-0.5

Matrix CEMA

- First, compute action effects

	give financial aid	give uniforms : shorts
community is helped	+0.6	+0.4
respectful of modesty	0.0	-0.5

x

Matrix CEMA

- First, compute action effects

	give financial aid	give uniforms : shorts
community is helped	+0.6	+0.4
respectful of modesty	0.0	-0.5

selector

x

give financial aid	0
give uniforms: shorts	1

Matrix CEMA

- First, compute action effects

	give financial aid	give uniforms : shorts
community is helped	+0.6	+0.4
respectful of modesty	0.0	-0.5

x

selector

give financial aid	0
give uniforms: shorts	1

=

Matrix CEMA

- First, compute action effects

	give financial aid	give uniforms : shorts
community is helped	+0.6	+0.4
respectful of modesty	0.0	-0.5

x

selector

give financial aid	0
give uniforms: shorts	1

=



community is helped	0.4
respectful of modesty	-0.5

Matrix CEMA

- Second, update beliefs:



community is helped	0.4
respectful of modesty	-0.5

Matrix CEMA

- Second, update beliefs:



community is helped	0.4
respectful of modesty	-0.5

+

Matrix CEMA

- Second, update beliefs:



current beliefs

community is helped	0.4
respectful of modesty	-0.5

+

community is helped	0.2
respectful of modesty	0.9

Matrix CEMA

- Second, update beliefs:



current beliefs

community is helped	0.4
respectful of modesty	-0.5

+

community is helped	0.2
respectful of modesty	0.9

=

Matrix CEMA

- Second, update beliefs:



current beliefs

new beliefs

community is helped	0.4
respectful of modesty	-0.5

+

community is helped	0.2
respectful of modesty	0.9

=

community is helped	0.6
respectful of modesty	0.4

Matrix CEMA

- Third, compute plan utility

new beliefs

community is helped	0.6
respectful of modesty	0.4

Matrix CEMA

- Third, compute plan utility

new beliefs

x

community is helped	0.6
respectful of modesty	0.4

Matrix CEMA

- Third, compute plan utility

state utilities

community is helped	300
respectful of modesty	250

new beliefs

community is helped	0.6
respectful of modesty	0.4

x

Matrix CEMA

- Third, compute plan utility

state utilities

community is helped	300
respectful of modesty	250

new beliefs

community is helped	0.6
respectful of modesty	0.4

x

=

Matrix CEMA

- Third, compute plan utility

state utilities

community is helped	300
respectful of modesty	250

new beliefs

community is helped	0.6
respectful of modesty	0.4

plan utility

utility	280
---------	-----

/

x

=

Matrix CEMA

- Intention probability
 - Agent's actions conditional on state degrees
 - Appraisals
 - Emotion elicitation
 - ...
-
- *Can all be encoded in the matrix form*

Appraisal + Elicitation: Hope

- `hopeMask = (degrees < 1.0) .* (utilities > 0);`
 - `intensity = abs(degrees .* utilities);`
 - `hopeInstances = hopeMask .* intensity;`
 - `hope = sum(hopeInstances);`
-
- Actual 4 lines of code in MATLAB

Matrix Advantages

- code becomes a series of one-liners
- transparent and easy to follow
- complete separation of data and code
- cultures and personalities are just matrices
- machine learning of culture and personality parameters

Outline

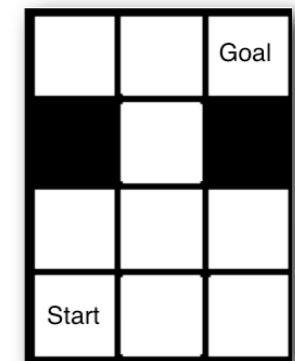
- Bilateral negotiations (BiLAT)
- Culturally Affected Behavior (CAB)
- EMotion and Adaptation (EMA)
- CEMA = CAB + EMA
- **Future work**

Future Work: Machine Learning

- Both CAB and EMA have a large number of parameters:
 - action add/delete effects
 - concern values
 - intention probability function
- Where do they come from?
- Machine learning using historic data?

Future Work: Learning Heuristic Search

- Lots of (recent) work in learning in heuristic search:
 - Korf, Ishida, Russell, Wefald, Shue, Zamani, Barto, Shimbo, Koenig, Furcy, Shang, Bulitko, Hernandez, Mesequer, Sigmundarson, Bjornsson, Likhachev, Rayner, Lu, Anderson, Lustrek, et al.
- Powerful methods
- Search does not have to happen in gridworlds or 15-puzzles
- Can be in negotiation space in BiLAT
- *Links to both culture and emotions*



Future Work: Emotions from Culture

- Can there be situations where culture or emotions by themselves do not model the right behavior?
- Example:
 - agent's cultural norms are threatened or jeopardized → causes fear or distress
 - agent is fearful of being viewed as unobservant of Islam
 - i.e., appraising and eliciting emotions over a socio-cultural network

Contributions

- Simultaneous modeling of emotions and culture
 - provisions for modeling emotions from cultural states
- Formal re-write of CAB and EMA in matrix form
 - computationally effective
 - transparent/simple representation/implementation
 - easy ways to add personality and religion
 - provisions for easier machine learning
 - provisions for learning real-time heuristic search