

Static Input

Current state predicates (defState)

- Utilities,
- a prior probabilities,
- sim-object,
- default truth value,
- object/attr/value

Task definitions (defTask)

Pre, effects (and probabilities). Actor,
Probabilities

Authority (defAuthority)

Recipes (defPlan)

Entities (e.g., doctor, sgt)

- gender, rank, role, action

Executing tasks (defExecutingTasks)

Communicative constraints (defContact)

Dynamic input

Current beliefs (T/F in current state)

Current intentions (e.g. other intend)

Action observation (step initiated, effect observed)

Plan Output

Current state

Causal history

Sequence of executed actions, effects, causal chains

Current plan

Relevant and intended actions

Actions of self and other

Conflict resolution proposals

Step addition

confrontation

Establishment/Threat relations

Goal achievement probability

Meta-plans (maintains information for choosing between alternative COAs)

Utility

Probability

Stance

Potential probability

...

Emotion Output

Appraisals (input ??)

"mood" state

An emotion to associate w/ specific action

Action/coping tendencies

Intention posting

Utility bias

Probability bias
Attribution bias
Focus of attention input

Agent? (as distinct from a task)
Task representation
Plan generation
Belief update
Motivation
Attention (visual, dialogue, emotional/planning)
Appraisal
 (attribution?)
Coping
Coping history
Causal history
Social relationships

Link to dialogue

Input:

 Intentions
 Belief

Output:

 Negotiation stances
 Emotional dialogue
 Appraisals for reference resolution

Body

 Perception
 Of world
 Of body (Proprioception)
 insula
 Action/motor control

Inference