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Human Behaviour Modelling for Gaming Using Agent Technology


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Final Dissertation submitted to the Faculty of Information Technology, University of Moratuwa, Sri Lanka for the partial fulfillment of the requirements of the Degree of MSc in Artificial Intelligence

November 2013

University of Moratuwa



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Declaration

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Dedication

“To the person who taught us not only the technical theories, but also many lessons to the real life – Professor Asoka S. Karunananda”

“To my soul, my life and my wife – Kavija Sachinthani Gunathilake”

Acknowledgements

Professor Asoka Karunananda, former dean- faculty of Information Technology, University of Moratuwa and my main supervisor of this research project for his tremendous support during the research work.

Dr. Romesh Ranawana, Managing Director – Simcentric Technologies and my co-supervisor for this research project. My gratitude for his endless support and invaluable advices throughout the research work. Apart from that, as my employer for the freedom he gave me in various ways to accomplish this research tasks one by one.

Mrs. Kavija Gunathilake, my wife for her all the sacrifices throughout the research period and priceless encouragements.

Mr Dimuthu and Ms. Nadeeka as the backup supporters from the faculty of information technology, University of Moratuwa.

All the office colleagues who helped me by playing the game scenario for me and for capturing the data. All the batchmates, school friends who supported me in various ways during this period.

Abstract

The incorporation of real human behaviour for non-player characters (NPCs) in games is a significant research challenge. The nature of events and actions within a game scenario is associated with temporal and spatial redundancies. Such data cannot be considered in isolation, and should be processed in sequence. Multi Agent Systems are proposed as a potential technology to model natural human behaviour into non player characters in game environments. A three phase solution is proposed for this purpose. During the first phase real data in a game are collected by letting a human player play the game unconditionally and naturally as possible. All objects around the player and each action executed by the player are recorded against the time. The second phase involves the cleaning and normalization of the noise present within data gathered during phase 1. Then for each sequence of data are modelled as HMM along with player current action. Rules are generated with these HMM and player actions.

The NPC decision making strategy, consequently are implemented by agents using these rules. HMMs are mapped as resource agents and the NPC in the game is mapped as a request agent. Based on the observation sequence that NPC receives, it broadcasts those information to the resource agents and bid for the best deal and try to find the most suitable state sequence (that is action sequence). Jade is used as the agent framework and Jahmm is used for HMM modelling. As the test bed (simulation platform) of this experiment, Virtual Battle Space2 (VBS2) along with the VBS2Fusion library is used to prototype the approach. The validity of the proposed method is verified by experiments in two major aspects. One is to check hiding of the facts that NPC behaviours are artificial. The other one is to check the time performance to achieve the target during the game. Experimental results show that difference of recognizing the artificial facts of NPC is comparatively low and it proves the proposed method of applying the human behaviours in a complex scenario like game can be proven statistically.

Contents

Chapter 1 Introduction	1
1.1. Prolegomena	1
1.2. Background and motivation	1
1.3. Aim and objectives	2
1.4. Proposed solution	2
1.5. Summary	3
Chapter 2 Current trends in human behaviour modelling	4
2.1. Introduction	4
2.2. Different Technologies	4
2.3. Different Test Beds	7
2.4. Summary	8
Chapter 3 Technologies for modelling human behaviours	9
3.1. Introduction	9
3.2. Hidden Markov Model	9
3.3. Agent Technology	11
3.3.1 Agent Concept	12
3.3.2 Characteristics of Agent	12
3.3.3 Rational Vs Logical	13
3.3.4 Agent Programs	14
3.4. Summary	18
Chapter 4 Agent based dynamic human behaviour modelling	19
4.1. Introduction	19
4.2. Proposed Approach	19
4.2.1 Hypothesis	19
4.2.2 Users	20
4.2.3 Input	20
4.2.4 Process	20
4.2.5 Output	20
4.3. Summary	20
Chapter 5 Design of dynamic human behaviour agent	21
5.1. Introduction	21
5.2. Data Record	21
5.3. Cleaning and Data Clustering	27
5.4. Apply the Behaviours	28
5.5. Summary	29



Chapter 6 Implementation	30
6.1. Introduction	30
6.2. Implementation	30
6.2.1 Data Recording	31
6.2.2 Data Processing	32
6.2.3 Apply Behaviours Through Communication	37
6.3. Summary	39
Chapter 7 Evaluation	40
7.1. Introduction	40
7.2. Human like NPC Behaviours	40
7.3. The Time Spent for Achieving the Target	43
7.4. Summary	43
Chapter 8 Conclusion and Further work	44
8.1. Introduction	44
8.2. General Discussion	44
8.3. Findings	45
8.4. Limitations	45
8.5. Further Work	46
8.6. Conclusion	46
References	48
Appendix A	51
Appendix B	63

List of Figures

	Page
Figure 3.1: Probabilistic parameters of a discrete hidden Markov model	10
Figure 3.2: Diagram of simple reflex agent	15
Figure 3.3: Diagram of model based agent	16
Figure 3.4: Diagram of goal based agent	17
Figure 3.5: Diagram of utility based agent	17
Figure 5.1 : Top level design diagram of the system	21
Figure 5.2 : Possible discrete states for the player	23
Figure 5.3 : 'Critical' observation status	23
Figure 5.4: Areas to be considered for observations	23
Figure 5.5: 'Covered' observation status	24
Figure 5.6: 'LeftCovered' observation status	24
Figure 5.7: 'RightCritical' observation status	24
Figure 5.8: 'RightCovered' observation status	24
Figure 5.9: Top level architecture for the phase 1	25
Figure 5.10 : Action transitions	26
Figure 5.11: Caclulate HMMs	26
Figure 5.12: Top level architecture for the phase 3	28
Figure 6.1: Main components of the implementation	30
Figure 6.2: Sequential data records at each time step	31
Figure 6.3: Representation of the data segment	31
Figure 6.4: NPC communicate and determine the actions based on the observations	38
Figure 6.5: Rule class in Java application	38

