Explainable AI via Argumentation: Theory & Practice

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https://www.argument-theory.com/

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Lecture 4

raison : working with real-world projects

raison platform presentation

- Development in expert mode
- An innovation: working with groups
- Hands-on Development
 - Lab-session: work on student projects in raison

Developing in expert mode

□ A seller agent

"If I do not have enough quantity of the product in my warehouse I cannot sell. If I have it, then my primary choice is to sell at regular price. However, if the customer spent more than 200 euros in my store during the last month then I will sell at a promotional price. An exception to this is that during the high season I will still sell at regular price."

• Options: sell at regular price, sell at promotional price, cannot sell

Working with groups

Buy a game for my kid (Personal Policy)

- Based on their age, If they are 6 or less years old, I will buy one of the games chess, connect 4, chutes and ladders, monopoly. If they are only for two players I would prefer to buy chess, connect 4. If there are more than 2 players I would buy one of the others. If they are more than 6 years old, I will buy one of chess, battleship, carcassonne, catan, taboo, munchkin, mysteries in beijing, ticket to ride, cluedo. If they are for two players I would buy chess, battleship, or, if for more players, I would buy one of the others.
- Options: buy chess, buy connect 4, buy chutes and ladders, buy battleship, buy carcassonne, buy catan, buy taboo, buy munchkin, buy mysteries in beijing, buy ticket to ride, buy cluedo, buy monopoly

Hands on project

□ You developed your projects on raison in class.

Submit a short update report by emailing us with subject "Hands on – day 4"

