

File komega-v08e.py

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#####

TOPIC OF NEW CHANGE

""

Rebuilt the structure of the simulation cycle using a modified PV-state (8b) and a modified rule state (8c) with new Simulation (8d,e)

""

#####

Execution Environment of my local machine:

(venv) gerd@gerd-ub2:~/env/komega/tst\$ python3 komega-v01d.py

#

#####

GITHUB

#

We use a github repository at:

<https://github.com/szmt/komega.git>

#

I am working from a unix-shell using the following github-commands:

<https://git-scm.com/docs/git>

#####

BACKGROUND THEORY

#

This code is a translation of a theory described in the blog

<https://www.uffmm.org>

#

There exists meanwhile additionally a German webpage with a comprehensive text including

epistemology, theory of shared knowledge generation with simulation as well

as assessment of goals within this process:

""

URL: <https://www.cognitiveagent.org/2020/10/02/mensch-mensch-computer-gemeinsam-planen-und-lernen-erste-notizen/>

""

This German text covers only a subpart of the uffmm.org website

#####

HMI - CLASS PUBLISH and STORAGE

#

""

The intended interaction of the user with the system will be realized through an interactive web page. In this experimental program there is no web page but a normal console. Therefore (proposal from Tobias Schmitt) we have a special class 'Publish' which handles all console input and output and the other classes interact with this class Publish. In the context of the web server we can then replace the class Publish by appropriate libraries for HTML web pages.

```

'''
#####
# ACTOR STORY
#
# In the specifications an actor story [AS] has been specified. This AS requires # some basic states
which are dedicated for certain tasks to do:

'''
ACTOR STORY

S1: START
S2: EDIT P and V (Problem and Vision description)
S3: EDIT S (actual state)
S4: EDIT X (change rules)
S5: SIMULATION (Applying X to S)
S6: EVALUATION (After the simulation)
S7: STOP

'''

# MAIN IDEA
'''
According to the above mentioned actor story the user will be sitting in front of a system interface
[SI] which works first only as a console.
In the beginning the user is placed in a start state S1 showing all options available.
The user can select one of these options and can from start state S1 reach all other states S2-S7.
'''

#####
# IMPORTS

#####
# SUPPORTING FUNCTION
#

# No isolated funtions yet, only functions as part of classes.

# CLASSES
#
'''
For every state there exists one working class to do the job.
'''

import kcv8e as kc    #The theory-related classes

#####
# Main Programm
#

#####
# Start main loop

```

```

#
# The loop will work as long as the value of the variable 'loop' is different to 'N'

loop='Y'
while loop=='Y':

#####
# STATE 1 : START
# Show available options
# Get feedback for selection
# Confirm the selection
# Move to different states

# SHOW ALL AVAILABLE OPTIONS

    kc.ast.menushow()

# Ask back for selection number
    message='Enter a Number [1-7] for Menu Option \n'
    kc.pub.userinput(message)

# Evaluate the selection

    opt=kc.pub.opt
    kc.ast.badoption(opt)

#####
# Call to state Edit Problem P and Vision V
#####
# STATE 2 : EDIT P and V
# Ask Questions related to P and V
# Collect all answers into one problem-vision document
#

    if opt=='2':
        # Where You are
        kc.pub.show(kc.ap)

        #Interaction with Problem Class
        # OVERVIEW ABOUT TOPICS

        message='You will be asked to the following topics:\n'
        kc.pub.useroutput(message)

        kc.app.menushow()

        # DOCUMENTS SO FAR
        kc.app.getpvlist()

        # ENTER PROBLEM

        message='\n Enter a NAME for your problem\n'

```

```
kc.pub.userinput(message)
inp=kc.pub.opt
kc.app.getpname(inp)
```

```
message='\n Enter your PROBLEM in plain text\n'
kc.pub.userinput(message)
inp=kc.pub.opt
kc.app.getproblem(inp)
```

```
message='\n Enter your VISION of a better state in the future in plain text\n'
kc.pub.userinput(message)
inp=kc.pub.opt
kc.app.getvision(inp)
```

```
message='\n Enter the NAME of the CITY or REGION you are in\n'
kc.pub.userinput(message)
inp=kc.pub.opt
kc.app.getregion(inp)
```

```
message='\n TIME model [From, Until,Cycleunit [Y or M or D or H]]\n'
kc.pub.userinput(message)
inp=kc.pub.opt
kc.app.gettime(inp)
```

```
message='\n Which kinds of PERSONS (individuals or roles) are important? Write a
list, comma separated please :\n '
kc.pub.userinput(message)
inp=kc.pub.opt
kc.app.getperson(inp)
```

```
#####
# Show final document as dictionary
```

```
kc.app.problemTotal()
```

```
#####
# Call to state Edit Actual State S
#####
# STATE 3 : EDIT S
# Collect single expressions
# Collect all expressions into one document describing S
# The document S is organized as a set of expressions!
# In the DB every S document is associated with a name.
```

```
elif opt=='3':
    # Where You are
    kc.pub.show(kc.ass)

    # Set document S to zero
    kc.aas.emptydocs()
```

```

# Actual list of state descriptions

kc.aas.getslist()

# Ask for a document S to be loaded
message="Do You want to load a document S? [Y,N]\n"
kc.pub.userinput(message)
inp=kc.pub.opt
if inp == 'Y':
    message='Enter the name of the wanted document:\n'
    kc.pub.userinput(message)
    fname=kc.pub.opt
    kc.aas.stateName=fname
    #####
    # LOAD
    docs=set()
    docs=kc.st.d[fname]
    message='This is the content of the document:\n'
    kc.pub.useroutput(message)
    kc.pub.useroutput(str(docs))
    kc.aas.stateAll=docs
else:
    message='Enter a NAME for the new state description:\n'
    kc.pub.userinput(message)
    fname=kc.pub.opt
    kc.aas.getsname(fname)

Sloop='Y'
while Sloop=='Y':
    # Interaction with actual state S document
    message='Enter an expression for your state description in plain text : \n'
    kc.pub.userinput(message)
    inp=kc.pub.opt
    kc.aas.getexpression(inp)
    message="STOP Editing S != Y', CONTINUE = 'Y' \n"
    kc.pub.userinput(message)
    inp=kc.pub.opt
    Sloop=inp

#####
# Keeping the document

message='Your final State Description document is now : \n'
kc.pub.useroutput(message)
docs=kc.aas.stateAll
kc.pub.useroutput(docs)

#####
# STORE DOCUMENT PERMANENTLY

kc.aas.storeSdocument()

```

```

#
#####
# Call to state Edit Change Rules X
#####
# STATE 4 : EDIT X
# Collect single expressions for change rules
# Collect all expressions into one document describing X
#
#####
# FORMAT OF A RULE WITHOUT ACTOR
#
# IF: CONDITION THEN: PROBABILITY - E-MINUS - E-PLUS
#####
#V0:.1 Expression.....[0,1].....1 Expression .1 Expression
#
# In the first version we assume the most simple case which is possible!

elif opt=='4':
    # Where You are
    kc.pub.show(kc.ax)

    # A list of all X-documents so far
    kc.axx.getxlist()

    # Ask for a document X to be loaded
    message="Do You want to load a document X? [Y,N]\n"
    kc.pub.userinput(message)
    fileinp=kc.pub.opt
    if fileinp == 'Y':
        message='Enter the name of the wanted document:\n'
        kc.pub.userinput(message)
        fname=kc.pub.opt
        kc.axx.ruleDocName=fname
        #####
        # LOAD
        kc.axx.getdocx(fname)
        message='Your Rules document is as follows :\n'
        kc.pub.useroutput(message)
        docx=kc.axx.rulesAll
        kc.pub.useroutput(docx)
    else:
        message='Enter the name of the new rules document:\n'
        kc.pub.userinput(message)
        fname=kc.pub.opt
        kc.axx.ruleDocName=fname

    # Set AllRules to zero
    if fileinp != 'Y':
        kc.axx.AllToZero()

    XAllLoop='Y'

```

```

while XAllLoop=='Y':

    # Set Rule to zero
    kc.axx.RuleToZero()

    # Set Condition to zero
    kc.axx.CondToZero()

    # Generate the Condition as a set
    XCondLoop='Y'
    while XCondLoop=='Y':
        message=kc.axx.rcat[0]+' : \n' #Shows CONDITION
        kc.pub.userinput(message)
        inp=kc.pub.opt
        kc.axx.getcond(inp)

        message="CONTINUE Editing Condition = 'Y', STOP != 'Y' \n"
        kc.pub.userinput(message)
        inp=kc.pub.opt
        XCondLoop=inp

    # Append Condition to rule
    kc.axx.rule.append(kc.axx.cond)

    # Get the Probability
    # Set Probability to Zero
    kc.axx.ProbToZero()

    # Generate Probability and Append to rule
    message="Enter a probability between 0.0 and 1.0 \n"
    kc.pub.userinput(message)
    inp=kc.pub.opt
    kc.axx.getprob(inp)

    # Set EMinus to zero
    kc.axx.EminusToZero()

    # Generate the set EMinus
    XEMinusLoop='Y'
    while XEMinusLoop=='Y':
        message=kc.axx.rcat[2]+' : \n' #Shows EMinus
        kc.pub.userinput(message)
        inp=kc.pub.opt
        kc.axx.geteminus(inp)
        message="CONTINUE Editing EMinus = 'Y', STOP != 'Y' \n"
        kc.pub.userinput(message)
        inp=kc.pub.opt
        XEMinusLoop=inp

    # Append EMinus to rule
    kc.axx.rule.append(kc.axx.eminus)

```

```

# Set EPlus to zero
kc.axx.EplusToZero()

# Generate the set EPlus
XEPlusLoop='Y'
while XEPlusLoop=='Y':
    message=kc.axx.rcat[3]+' : \n' #Shows EPlus
    kc.pub.userinput(message)
    inp=kc.pub.opt
    kc.axx.geteplus(inp)
    message="CONTINUE Editing EPlus = 'Y', STOP != 'Y' \n"
    kc.pub.userinput(message)
    inp=kc.pub.opt
    XEPlusLoop=inp

# Append EPlus to rule
kc.axx.rule.append(kc.axx.eplus)

# Convert the rule into a dictionary
ruledict=dict(zip(kc.axx.rcat, kc.axx.rule))

# Add the new rule-dictionary to rulesAll
kc.axx.rulesAll.append(ruledict)

# Shwo all rules so far
message='Your Rules document with name '+str(kc.axx.ruleDocName)+' is
now :\n'

kc.pub.useroutput(message)
docx=kc.axx.rulesAll
kc.pub.useroutput(docx)

# Asking for Continuation with another rule
message="CONTINUE Editing X = 'Y', STOP != 'Y' \n"
kc.pub.userinput(message)
inp=kc.pub.opt
XAllLoop=inp

#####
# Store the document

kc.axx.storeFinal(docx)

#
#####
# Call to state Simulation SIM
#####
# STATE 5 : Run the simulation
# PREPARATION
# (1) Take a state description S and an appropriate set of change rules X
# (either actually edited or from a file)
# SIMULATION CYCLE
# (2) Select all rules X* whose conditions are fulfilled by S.

```

```

# (3) For each rule x in X*:
# (3.1) Apply the E-Minus part and remove the E-Minus expression from S
# (3.2) Apply the E-Plus part and add th e-Plus expressions to S
# (3.3) Show the new version of S after applying X* to S
# (3.4) If no Stop then repeat from (2)

```

```

    elif opt=='5':
        kc.pub.show(kc.asim)

```

```

# PREPARATION

```

```

# (1) Take a state description S and an appropriate set of change rules X
# from a file
# Ask for a document S to be loaded

```

```

    message="Do You want to load a state description S? [Y,N]\n"
    kc.pub.userinput(message)
    inp=kc.pub.opt
    if inp == 'Y':
        kc.st.loaddata()
        message='Your State Description document is as follows :\n'
        kc.pub.useroutput(message)
        kc.assim.s=kc.aas.stateAll
        kc.pub.useroutput(kc.assim.s)

```

```

# Ask for a document X to be loaded

```

```

    message="Do You want to load a rule document X? [Y,N]\n"
    kc.pub.userinput(message)
    inp=kc.pub.opt
    if inp == 'Y':
        kc.st.loaddata()
        message='Your Rules document is as follows :\n'
        kc.pub.useroutput(message)
        kc.assim.x=kc.axx.rulesAll
        kc.pub.useroutput(kc.assim.x)

```

```

# SIMULATION CYCLE

```

```

s=kc.assim.s
x=kc.assim.x

```

```

XSimLoop='Y'
while XSimLoop=='Y':
    kc.assim.xapply(s,x)
    s=kc.aas.stateAll
    message='New set S : \n'
    kc.pub.useroutput(message)
    kc.pub.useroutput(s)

```

```

    # Asking for Continuation with the simulation
    message="CONTINUE Simulation = 'Y', STOP != 'Y' \n"
    kc.pub.userinput(message)
    inp=kc.pub.opt

```

XSimLoop=inp

```
#
#####
# Call to state Evaluation EV
#
    elif opt=='6':
        kc.pub.show(kc.aev)

#
#####
# Call to state Stop STP
#
    elif opt=='7':
        kc.pub.show(kc.astp)

#####
# End of Loop

# Clarify how to continue

    message="STOP MAIN LOOP != 'Y', CONTINUE = 'Y' \n"
    kc.pub.userinput(message)
    inp=kc.pub.opt
    loop=inp
```