



CS 681 Fall 2008

Designing Expert Systems 7. Multistrategy Rule Learning

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Learning Agents Center and Computer Science Department George Mason University

Overview



Introduction

Multistartegy Rule Learning

Strategies for Explanation Generation

Demo and Hands-on

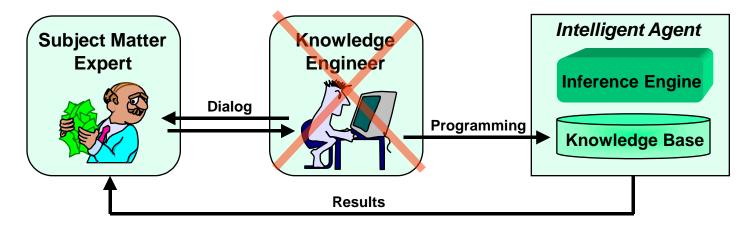
Explanations with Comparisons

Explanations with Functions

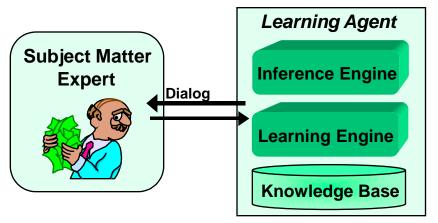
Reading

How Agents Are Built and Why It is Hard

Ed Feigenbaum (AAAI Address, 1993): Rarely does a technology arise that offers such a wide range of important benefits of this magnitude. Yet as the technology moved through the phase of early adoption to general industry adoption, the response has been cautious, slow, and "linear" (rather than exponential).



Another approach: Agent training directly by the subject matter expert



Bill Gates (NYT, 1 March 2004): If you invent a breakthrough in artificial intelligence, so machines can learn, that is worth 10 Microsofts.

Disciple Approach to Agent Development

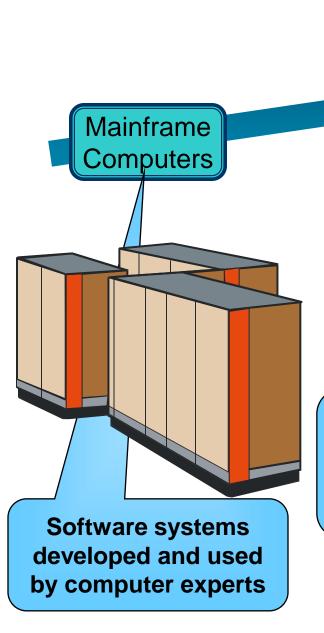
Develop learning and problem solving agents that can be taught by subject matter experts to become knowledge-based assistants.

The expert
teaches the agent
how to solve
problems in a way
that resembles
how the expert
would teach a
student,
an apprentice or
a collaborator.

The agent continuously develops and refines its knowledge base to capture and better represent expert's knowledge and problem solving strategies.

There is no longer a clear distinction between knowledge base development and its maintenance.

Vision: Evolution of Software Development and Use



Personal Computers

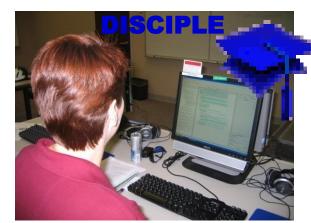


Software systems
developed by computer
experts and used by
persons who are not
computer experts

Learning Assistants



Software systems developed and used by persons who are not computer experts



Multidisciplinarity and Integration in Disciple

Intelligence analysis, Center of gravity determination, Course of action critiquing, Emergency response planning, Workaround reasoning, PhD advisor selection, Teaching higher order thinking skills.

Development of systematic approach to expert problem solving

Working closely
with subject
matter experts to
model their
reasoning



A STOOM SOUND STOOM STOOM SOUND STOOM SOUN **Disciple** Learning **Agents** Research

Development of the Disciple theory for agents teaching by non-computer experts

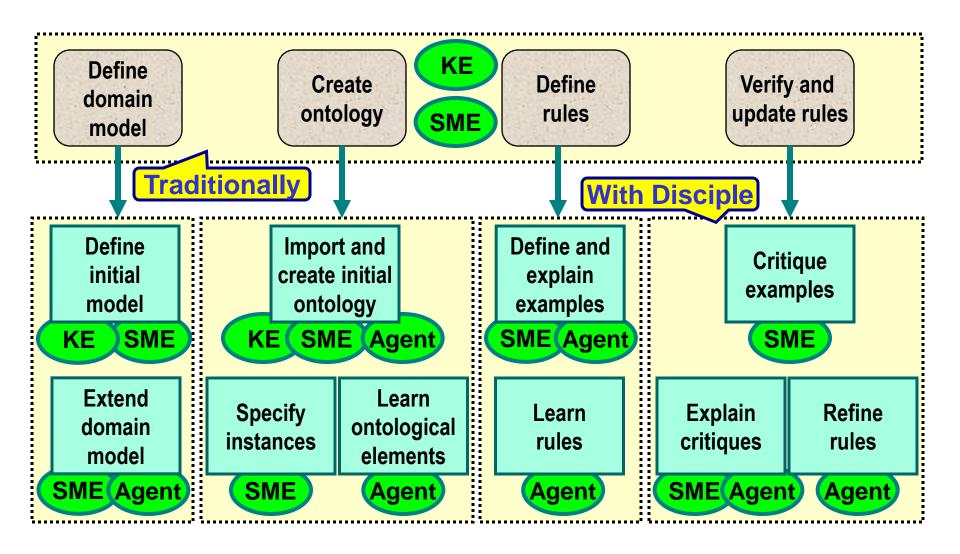
Army War College
Air War College
George Mason University

Development and application of Disciple agents

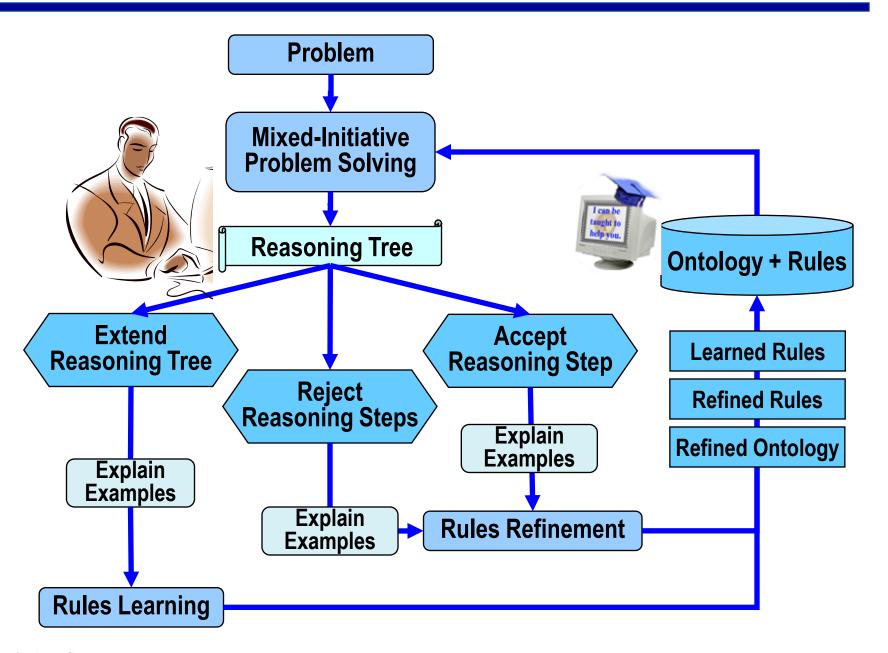
Working closely with end users to receive crucial and timely feedback



Knowledge Base Development Activities



Control of Modeling, Learning and Problem Solving



1. Modeling 2. Learning

The expert makes explicit how to solve a problem





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Multistartegy Rule Learning

Strategies for Explanation Generation

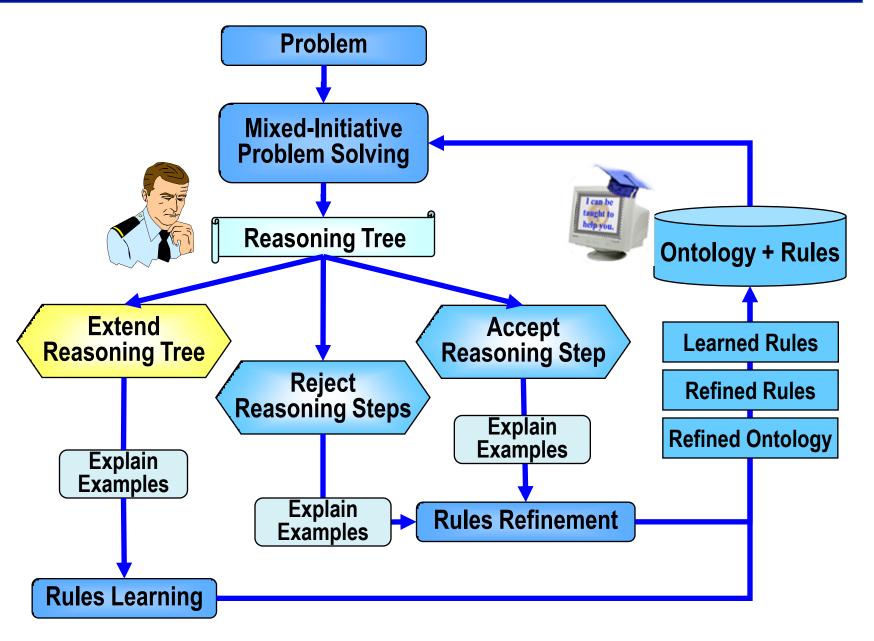
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Control of Modeling, Learning and Problem Solving



The Rule Learning Problem: Definition

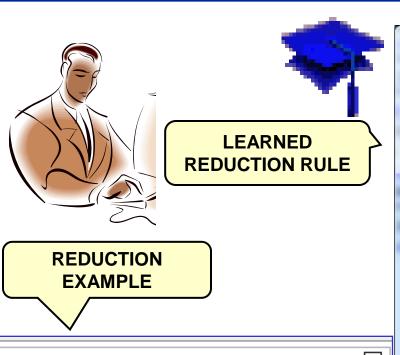
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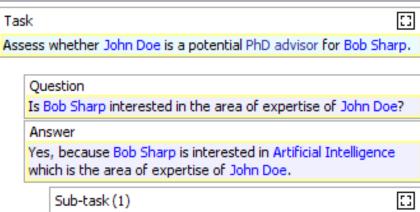
- an example of a problem reduction;
- a knowledge base that includes an object ontology and a set of problem reduction rules;
- an expert that understands why the given example is correct and may answer agent's questions.

DETERMINE:

• a plausible version space rule that is a plausible generalization of the specific problem reduction.

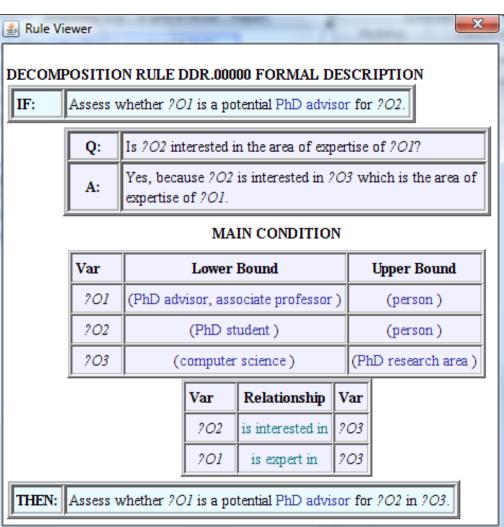
Rule Learning





Assess whether John Doe is a potential PhD advisor for

Bob Sharp in Artificial Intelligence.



Basic Steps of the Rule Learning Method

1. Find a formal explanation of why the example is correct. This explanation is an approximation of the question and the answer, in the object ontology.

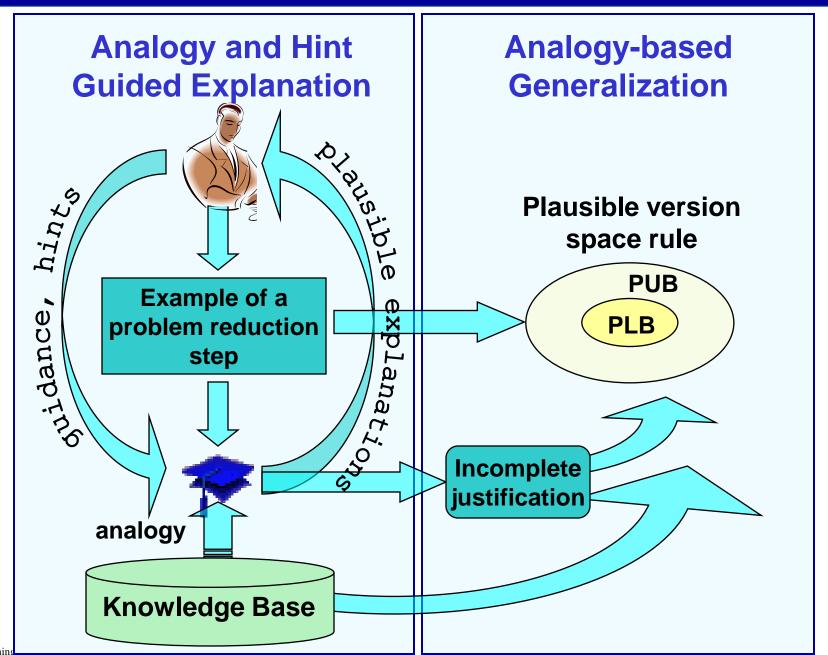
2. Generalize the example and the explanation into a plausible version space rule.

The Rule Learning Method: Details

- 1. Identify a formal explanation EX of why the example E is correct, through mixed-initiative interaction with the subject matter expert. The explanation is an approximation of the meaning of the question and answer, expressed with the objects and the features from the object ontology. During the explanation generation process, new objects and features may be elicited from the expert and added to the object ontology.
- 2. Generate a variable for each instance, number and string that appears in the example and its explanation. Then use these variables, the example, and the explanation, to create an instance IC of the concept representing the applicability condition of the rule to be learned. This is the concept to be learned as part of rule learning.
- 3. Generate the problems, question, and answer of the rule by replacing each instance or constant from the example E with the corresponding variable generated in step 2. Then generate the plausible version space of the applicability condition of the rule. The concept represented by this condition is the set of instances and constants that produce correct instantiations of the rule. The plausible lower bound of this version space is the minimally general generalization of IC determined in step 2, generalization which does not contain any instance. The plausible upper bound of this version space is the set of the maximally general generalizations of IC.
- 5. If there is any variable from the THEN part of a rule which is not linked to some variable from the IF part of the rule, or if the rule has too many instances in the knowledge base, then interact with the expert to extend the explanation of the example and update the rule if new explanation pieces are found. Otherwise end the rule learning process.

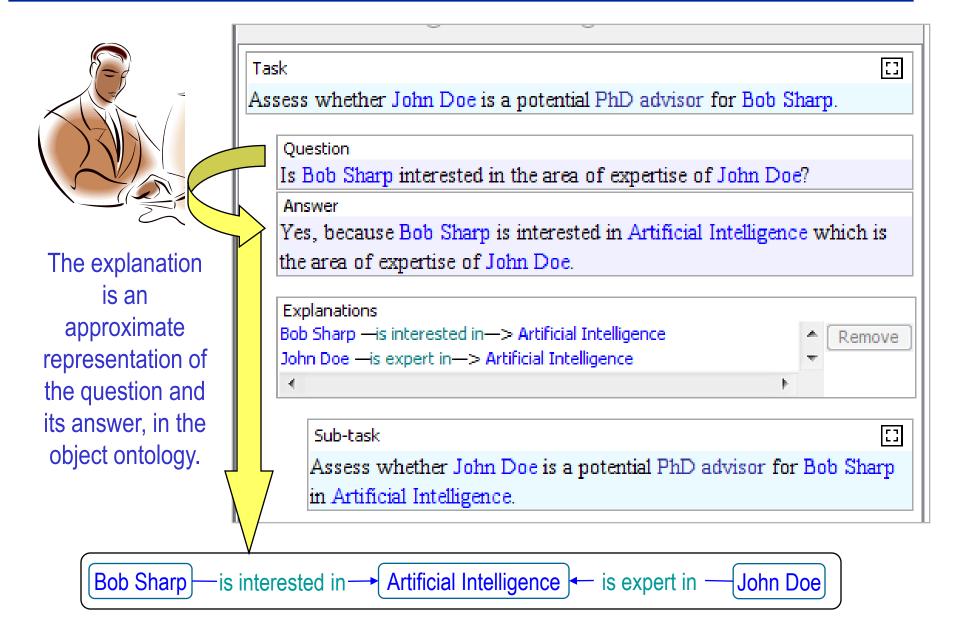
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The Rule Learning Method



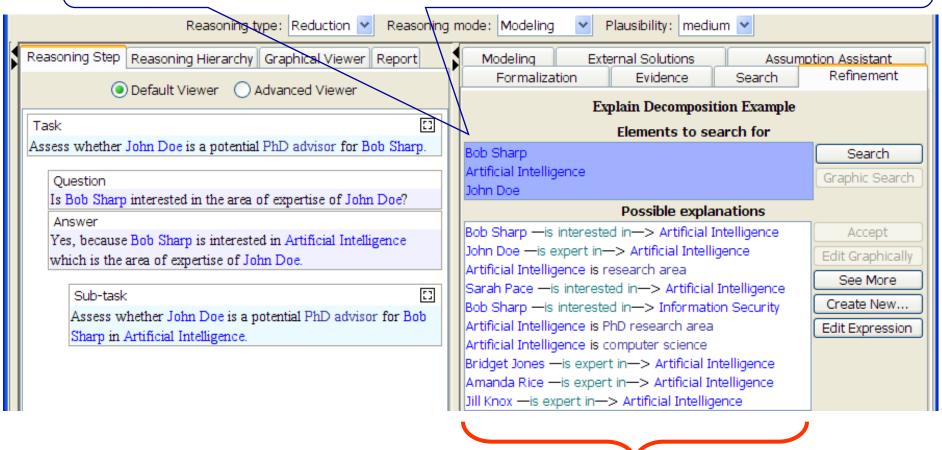
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Find an Explanation of Why the Example Is Correct



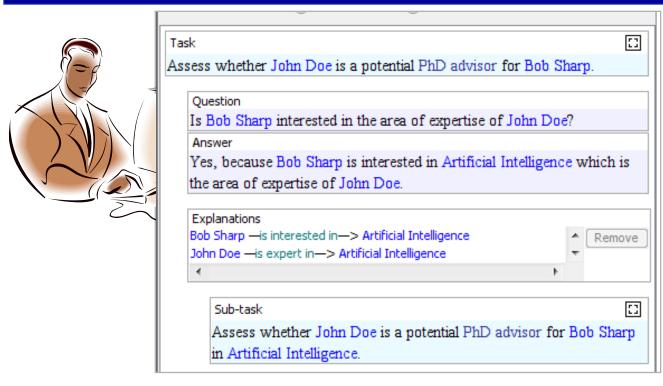
Explanation Generation

The expert can guide the agent in explanation generation by selecting the objects from the example for which explanation pieces will be proposed.



Plausible explanation pieces proposed by the agent. The expert has to select the correct ones.

Generate Rule's Condition



Task
Assess whether ?O1 is a potential PhD advisor for ?O2.

Is ?O2 interested in the area of expertise of ?O1 ?

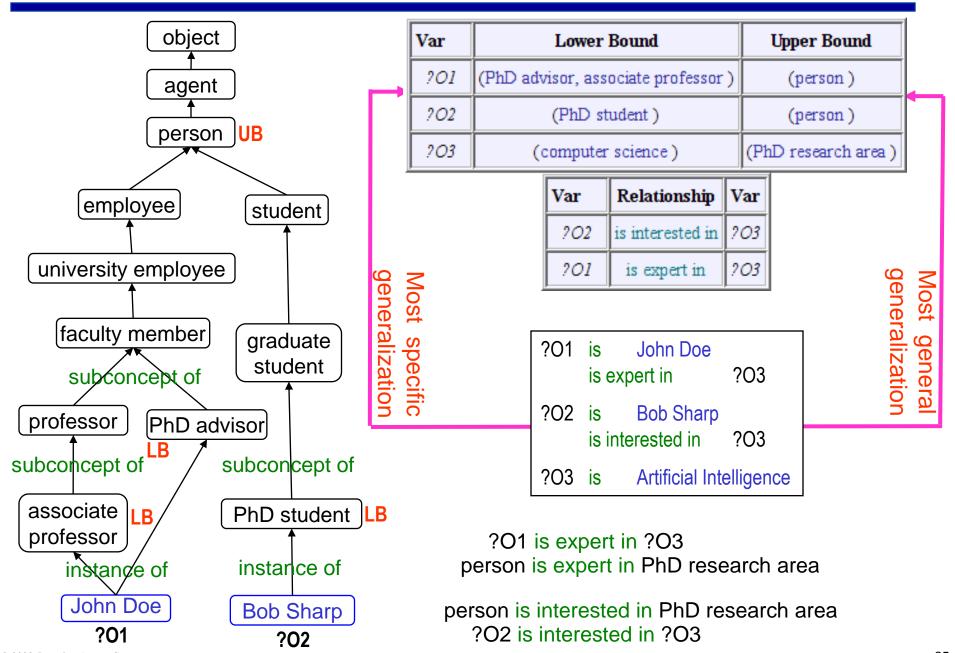
Yes, because ?O2 is interested in ?O3 which is the area of expertise of ?O1.

Sub-task
Assess whether ?O1 is a potential PhD advisor for ?O2 in ?O3.

Rewrite the objects from the example as an applicability condition

```
?O1 is John Doe
is expert in ?O3
?O2 is Bob Sharp
is interested in ?O3
?O3 is Artificial Intelligence
```

Generate Rule's Condition



Explanation

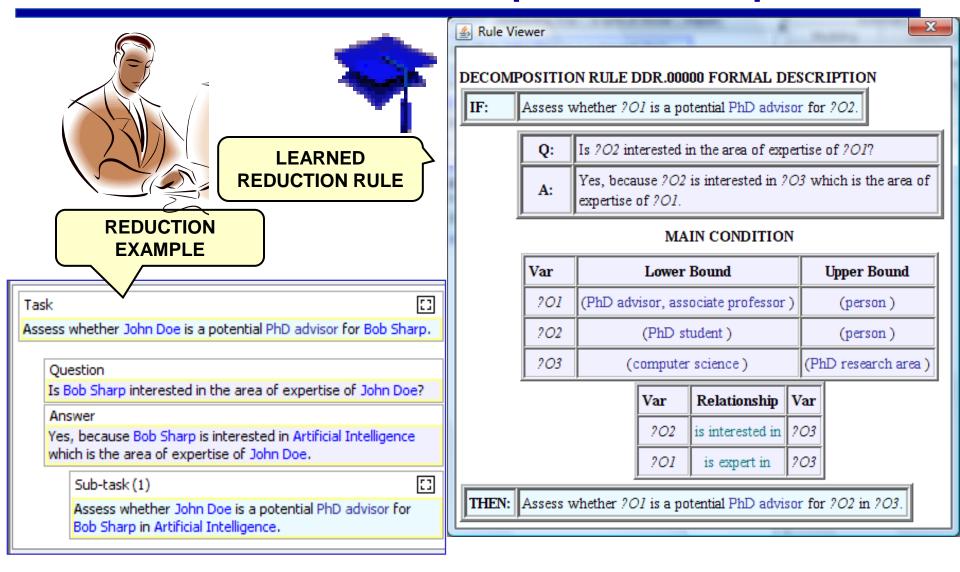
Notice that the explanation is first re-written as a condition, and then two generalizations of this condition are created: a most conservative one (the plausible lower bound condition) and a most aggressive one (the plausible upper bound condition).

The plausible lower bound is the minimal generalization of the condition from the left hand side of the slide.

Similarly, the most general generalization of the condition is the plausible upper bound.

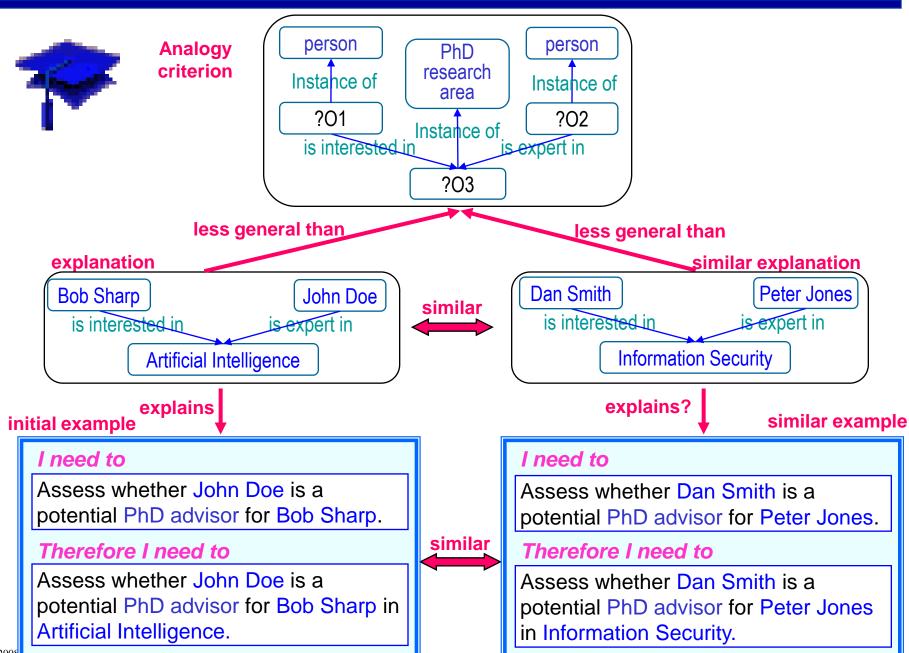
The agent uses various constraints from the knowledge base to restrict the values that the variables could take.

Rule Learned from an Example and its Explanation



Bob Sharp — is interested in — Artificial Intelligence ← is expert in — John Doe

Analogical Reasoning



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© 200

Explanation

The agent uses analogical reasoning to generalize the example and its explanation into a plausible version space rule. This slide provides a justification for the generalization procedure used by the agent.

Let us consider that the expert has provided to the agent the problem reduction example from the bottom left of this slide. This reduction is correct because

Now let us consider

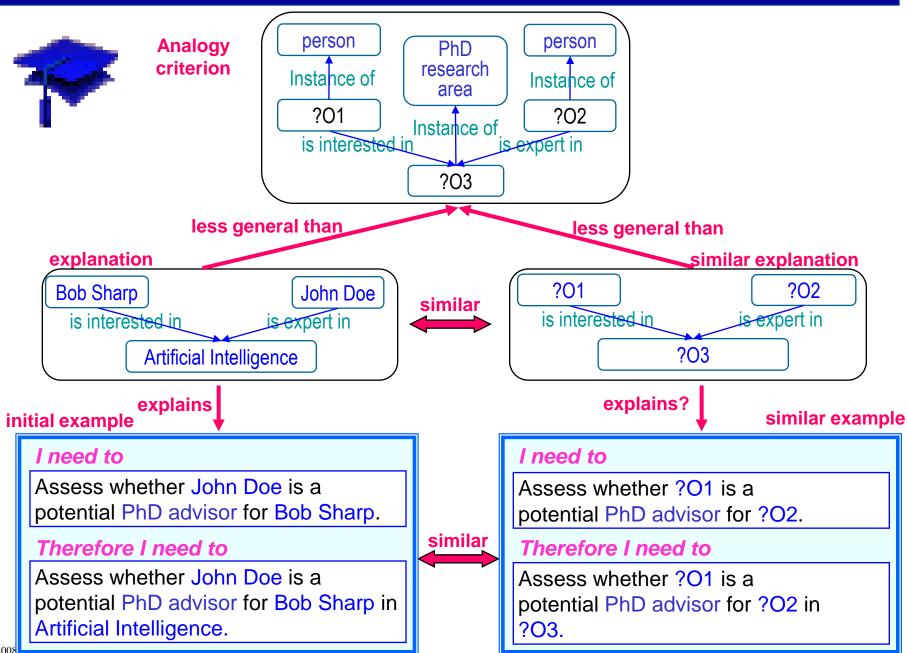
Dan Smith ├─ is interested in ── Information Security ├─ is expert in ── Peter Jones

Using the same logic as above, one can create the problem reduction example from the bottom right of the slide.

This is a type of analogical reasoning that the agent performs. The explanation from the left hand side of this slide explains the problem reduction from the left hand side. This explanation is similar with the explanation from the right hand side of this slide (they have the same structure, being both less general than the analogy criterion from the top of this slide). Therefore one could expect that this explanation from the right hand side of the slide would explain an example that would be similar with the initial example. This example is the one from the right hand side of the slide.

To summarize: The expert provided the example from the left hand side of this slide and helped the agent to find its explanation. Using analogical reasoning the agent can perform by itself the reasoning from the bottom right hand side of the slide.

Analogical Reasoning



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@ 20

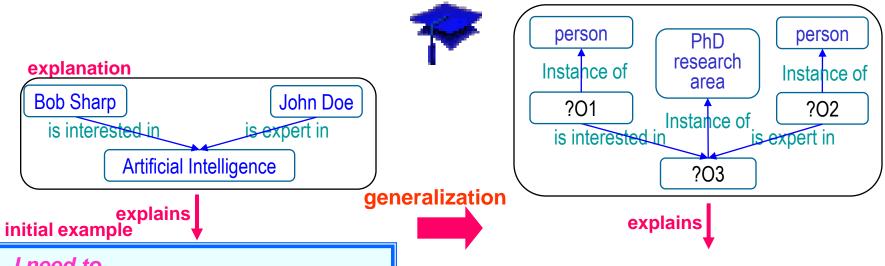
Explanation

Notice that in the previous illustration we could have used any other entities ?O1, ?O2 and ?O3 instead of Bob Sharp, Artificial Intelligence and John Doe. As long as ?O1 is interested in ?O3 and ?O2 is expert in ?O3, the agent would hypothesize that, in order to "Assess whether ?O1 is a potential PhD advisor for ?O2" then one would need to "Assess whether ?O1 is a potential PhD advisor for ?O2 in ?O3."

The agent uses various constraints from the knowledge base to restrict the values that the variables ?O1, ?O2 and ?O3 could take. For instance, ?O1 should have the feature "is interested in" and the domain of this feature (i.e. the set of objects that may have this feature) is person. Therefore ?O1 should be a person.

Using this kind of reasoning, the agent generalizes the example from the left hand side of this slide to the expression from the right hand side of this slide.

Generalization by Analogy



I need to

Assess whether John Doe is a potential PhD advisor for Bob Sharp.

Therefore I need to

Assess whether John Doe is a potential PhD advisor for Bob Sharp in Artificial Intelligence.

I need to

Assess whether ?O1 is a potential PhD advisor for ?O2.

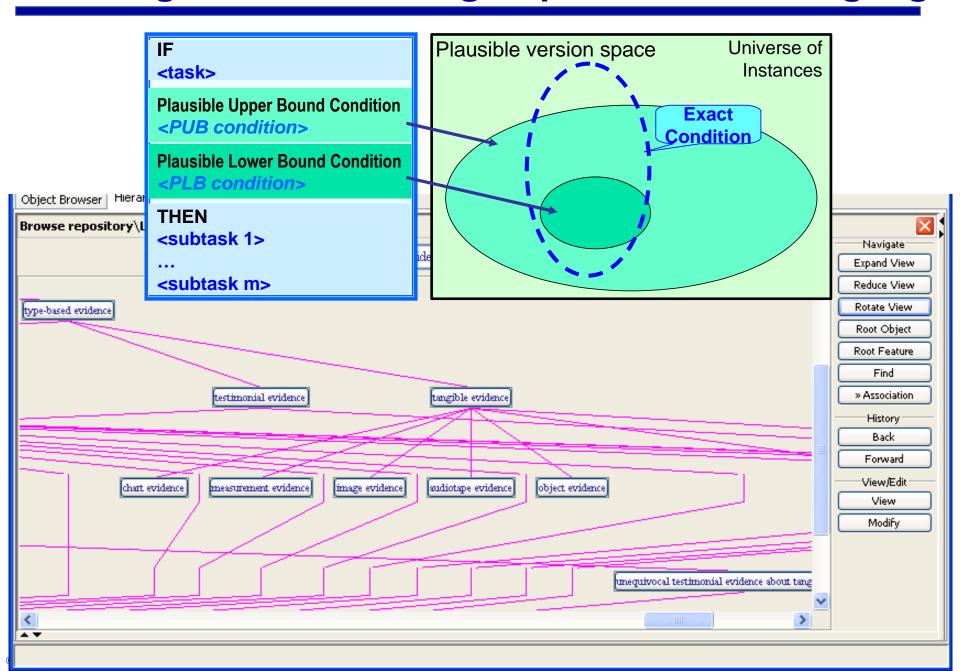
Therefore I need to

Assess whether ?O1 is a potential PhD advisor for ?O2 in ?O3.

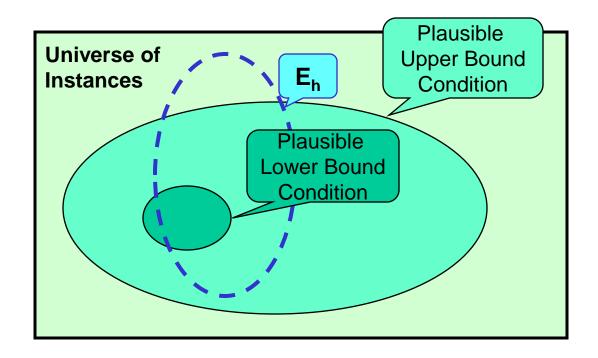
Knowledge-base constraints on the generalization: Any value of ?O1 should be an instance of: DOMAIN(is interested in) = person

Any value of ?O3 should be an instance of: RANGE(is interested in) = PhD research area

Learning with an Evolving Representation Language



Characterization of the Learned Rule



Explanation

The plausible upper bound condition of the learned rule is an analogy criterion that allows the agent to solve problems by analogy with the example from which the rule was learned. Because analogy is only a plausible reasoning process, some of the examples covered by the rule may be wrong. The plausible upper bound of the rule is therefore only an approximation of a hypothetical exact condition that will cover only positive examples of the rule. That is why it is called plausible upper bound.

The plausible lower bound condition of the rule covers the input example that is known to be correct. However, the bound is a minimal generalization performed in the context of an incomplete ontology (generalization hierarchy). Therefore it is also a plausible bound.

The previous slide shows the most likely relation between the plausible lower bound, the plausible upper bound and the hypothetical exact condition of the rule. Notice that there are instances of the plausible upper bound that are not instances of the hypothetical exact condition of the rule. This means that the learned rule could also generate wrong solutions to some problems, as already mentioned. Also, there are instances of the hypothetical exact condition that are not instances of the plausible upper bound. This means that the plausible upper bound does not cover all the cases in which the solution provided by the rule would be correct.

Similarly, there may be cases that are covered by the plausible lower bound, without being covered by the hypothetical exact condition. All these situations are a consequence of the fact that the explanation of the initial example might be incomplete, and that the representation language for learning (which is based on the object ontology) might also be incomplete. These results are consistent with what one would expect from an agent performing analogical reasoning.

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Multistartegy Rule Learning



Strategies for Explanation Generation

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Explanations with Functions

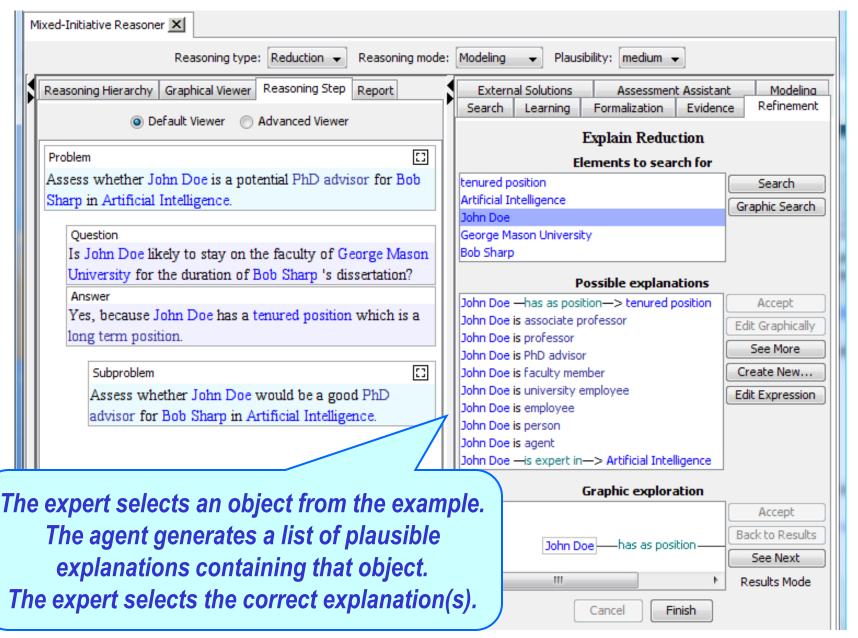
Reading

General Heuristics for Explanation Generation

Look for the relationships between the objects from the question and the answer.

Look for the relationships between an object from the IF problem and an object from the question or the answer.

User Hint: Selecting an Object from the Example



Analogical Reasoning Heuristic

- 1. Look for a rule R_k that reduces the current problem P_1 .
- 2. Extract the explanations E_g from the rule R_k .
- 3. Look for explanations of the current problem reduction that are similar with E_{α} .

Example to be explained:

IF the problem to solve is P_1 THEN solve P_{1a} ,... P_{1d}

Look for explanations that are similar with Eq

Previously learned rule R_k:

IF the problem to solve is P_{1g}

Explanation E_g

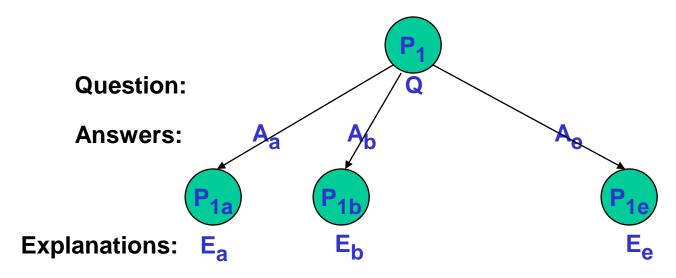
PUB condition

PLB condition

THEN accomplish P_{11g}...P_{1ng}

Justification of the Heuristic

This heuristic is based on the observation that the explanations of the alternative reductions of a problem tend to have similar structures. The same factors are considered, but the relationships between them are different.

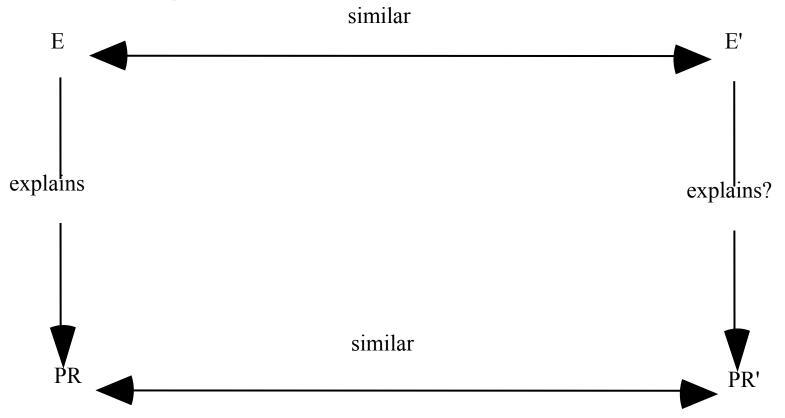


Another Analogical Reasoning Heuristic

- 1. Look for a rule R_k that reduces a similar problem to similar subproblems.
- 2. Extract the explanations E_g from the rule R_k .
- 3. Look for explanations of the current problem reduction that are similar with E_{α} .

Justification of the Heuristic

This heuristic is based on the observation that similar problem solving episodes tend to have similar explanations:

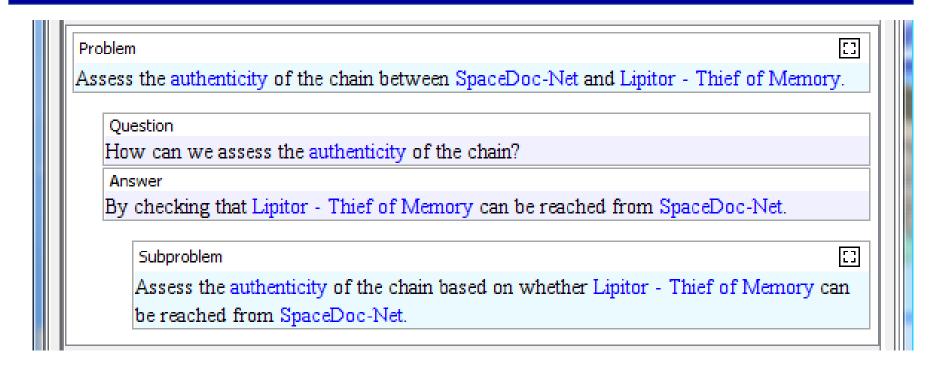


Yet Another Analogical Reasoning Heuristic

- 1. Look for a rule R_k that reduces a problem that is similar to the current problem even if the subproblems are not similar.
- 2. Extract the explanations E_g from the rule R_k .
- 3. Look for explanations of the current problem reduction that are similar with E_{α} .

The plausible explanations found by the agent can be ordered by their plausibility (based on the heuristics used).

No Explanation Necessary



Sometimes no formal explanation is necessary, as in the above example.

We need to invoke Rule Learning, but then quit it without selecting any explanation. The agent will generalize this example to a rule.

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Multistartegy Rule Learning

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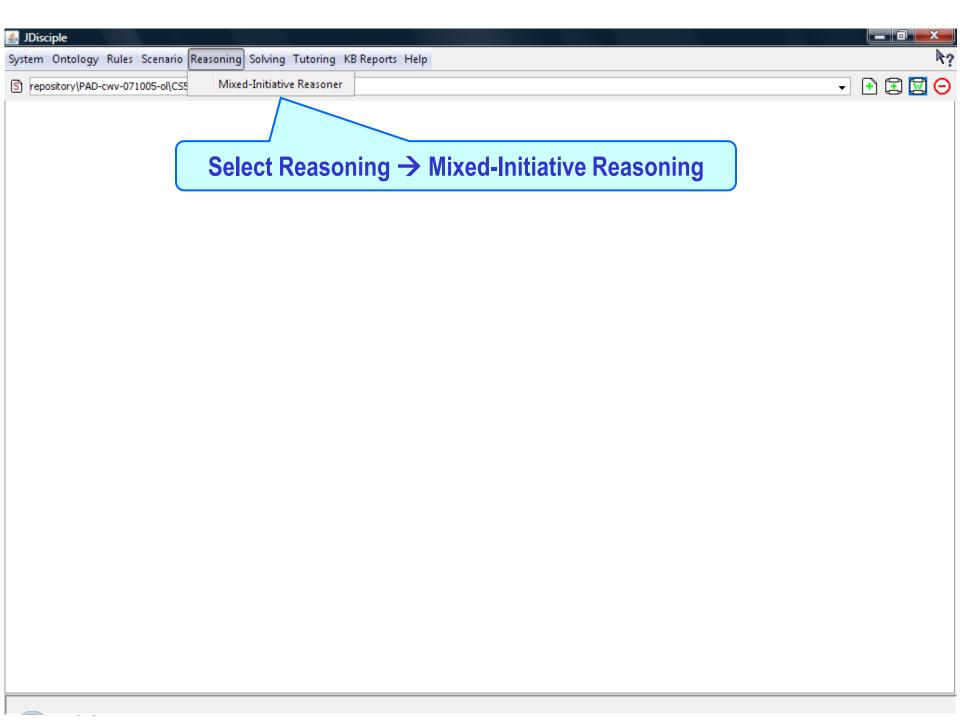


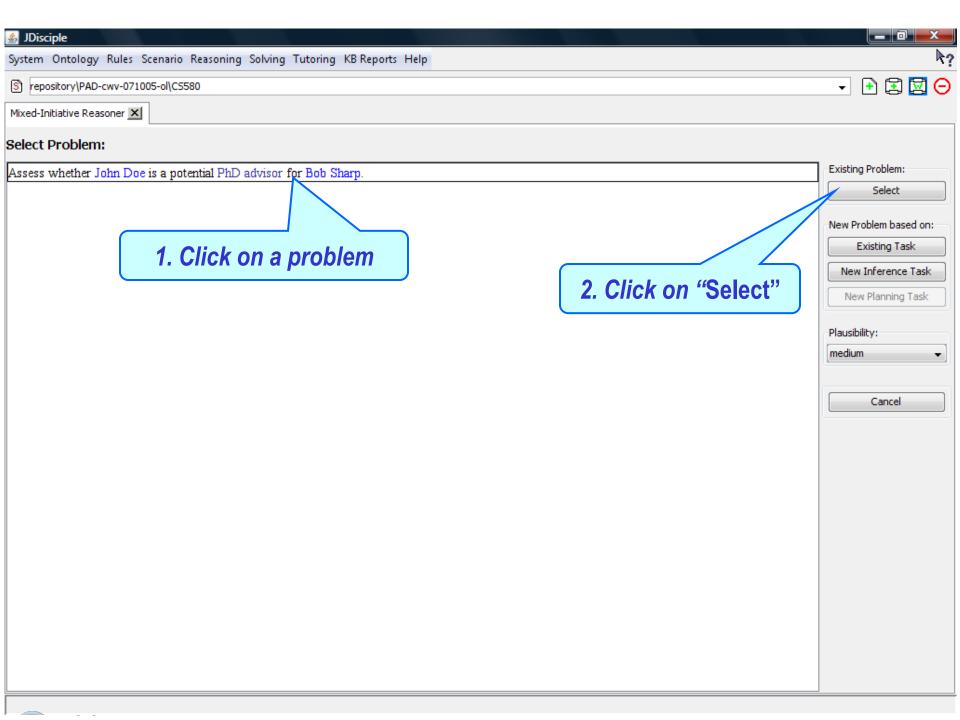
Demo and Hands-on

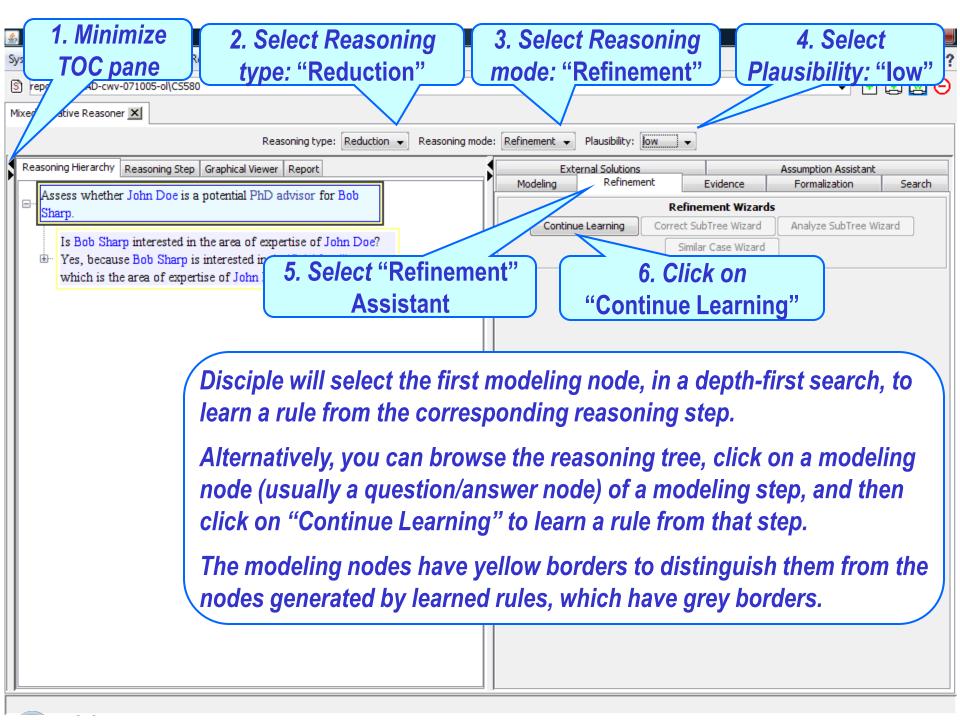
Explanations with Comparisons

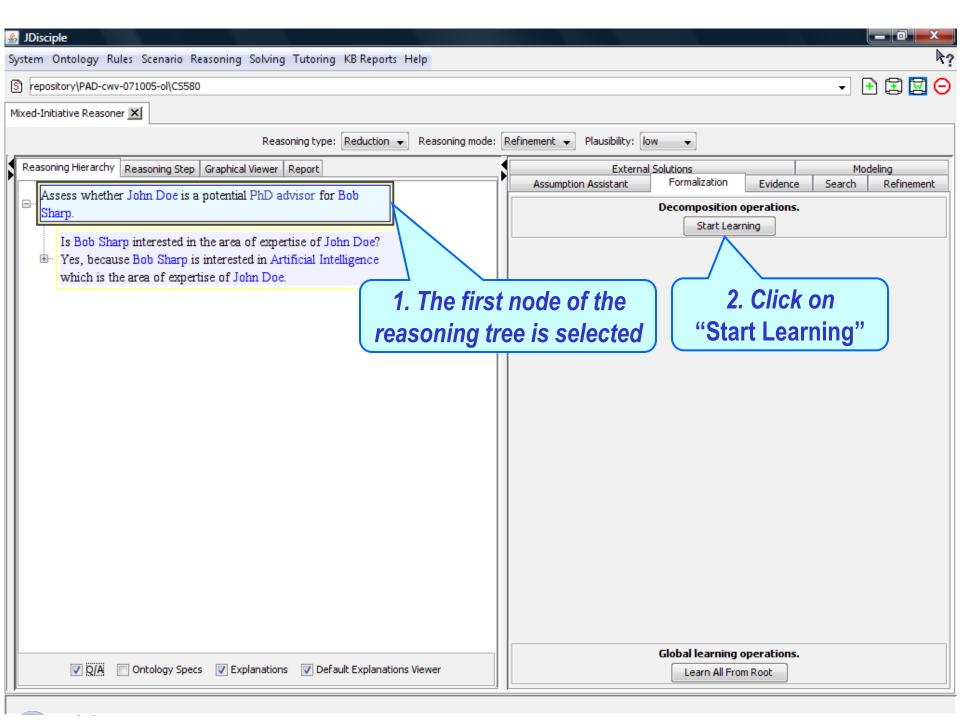
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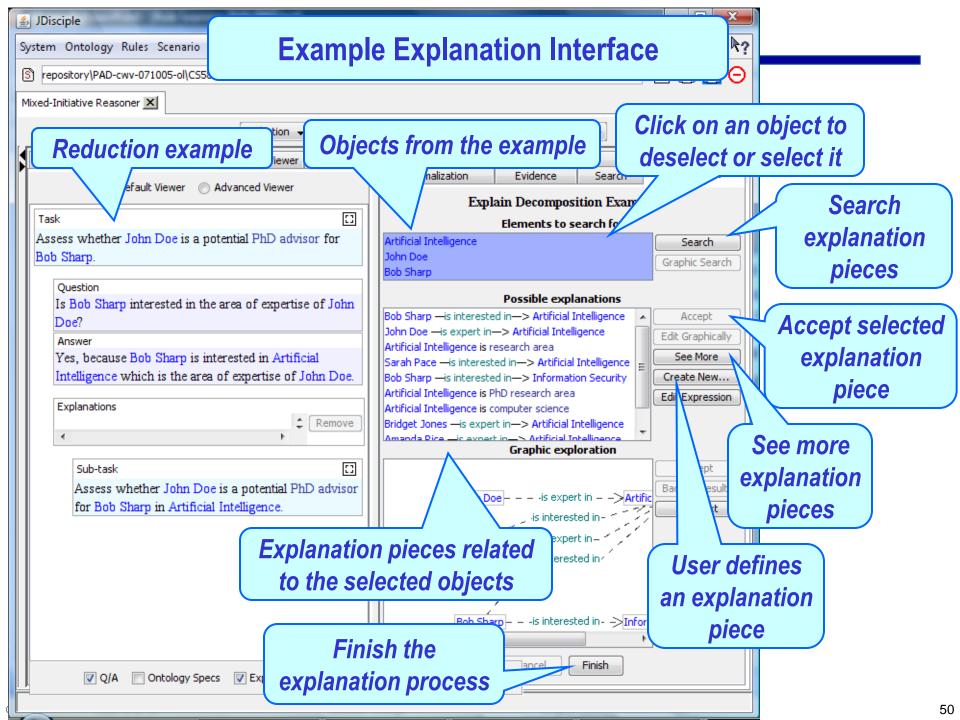
Reading

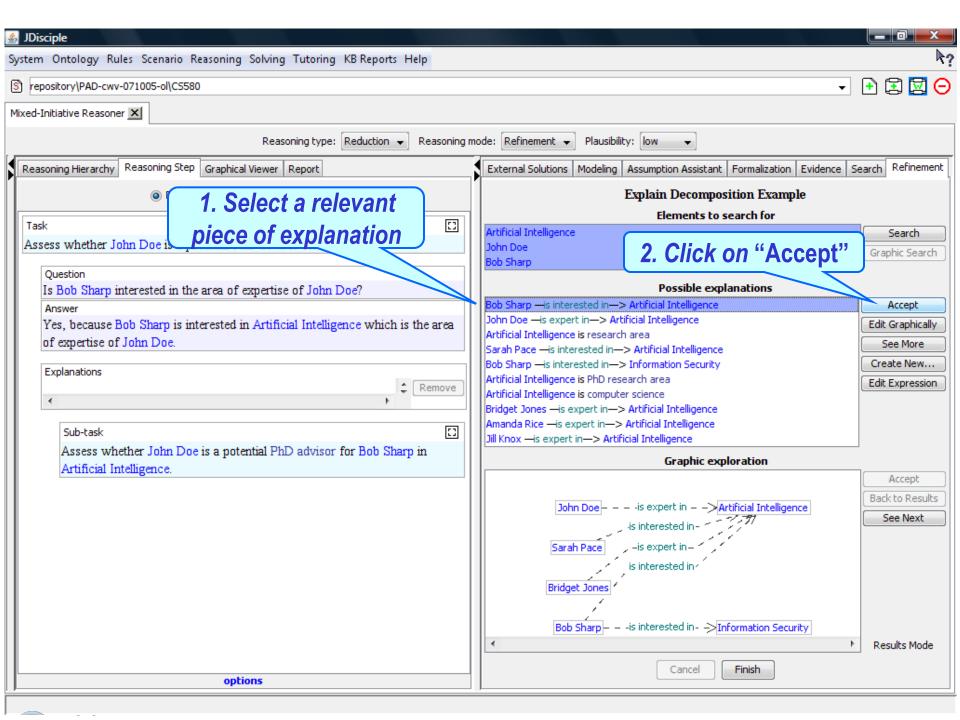


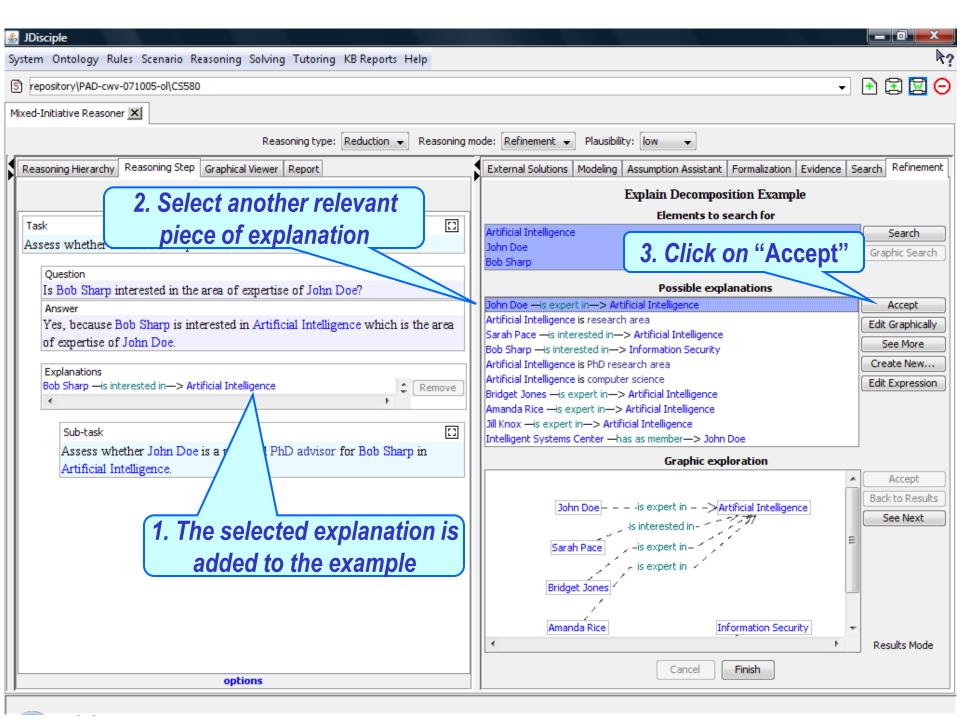


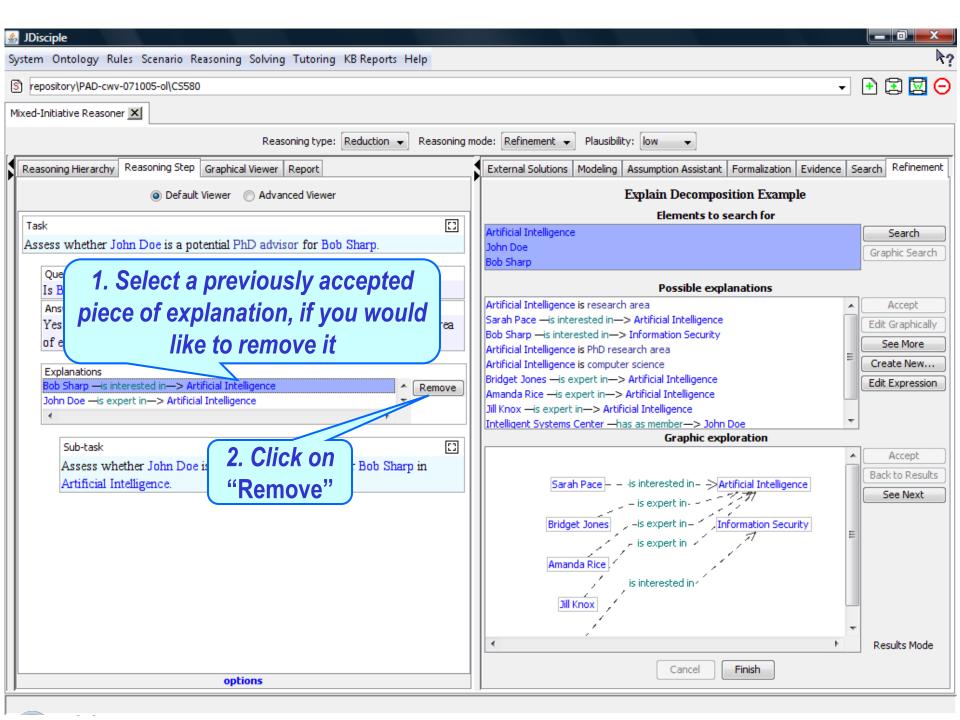


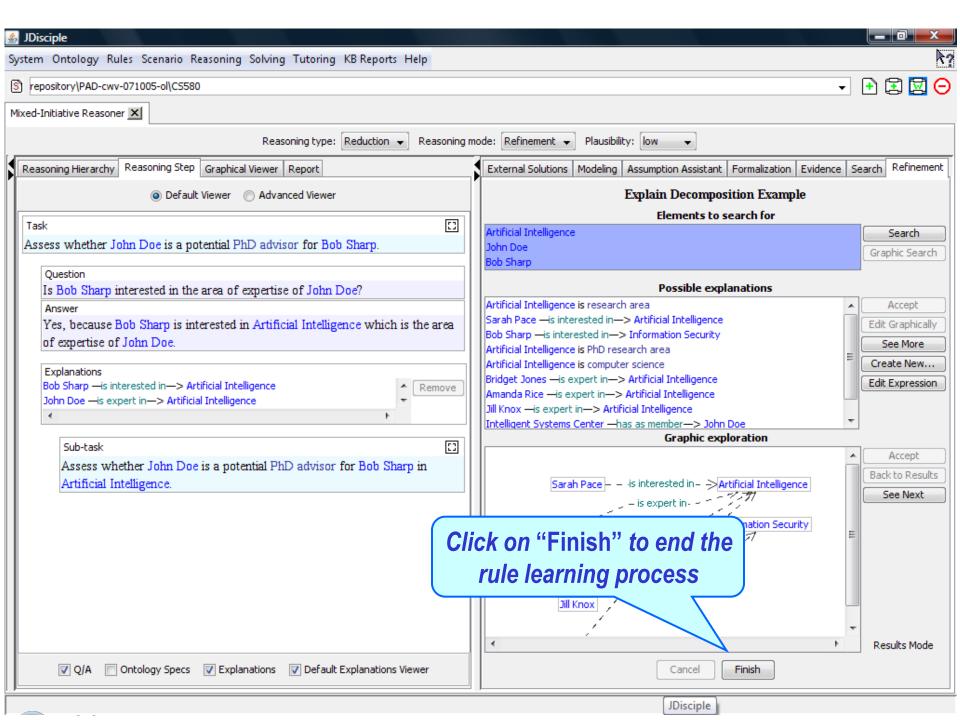


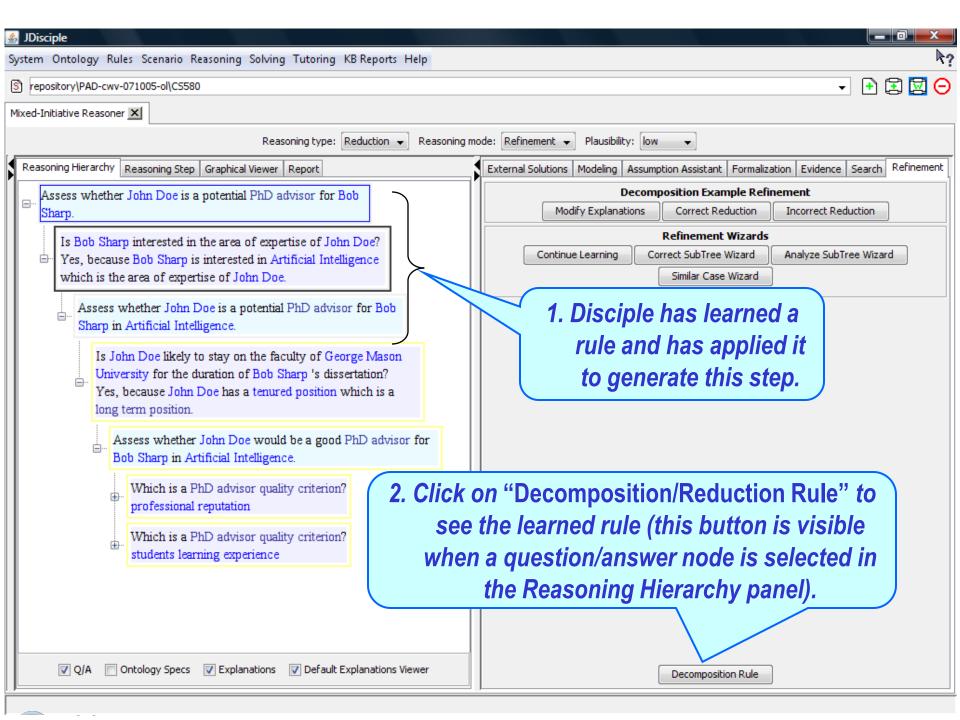


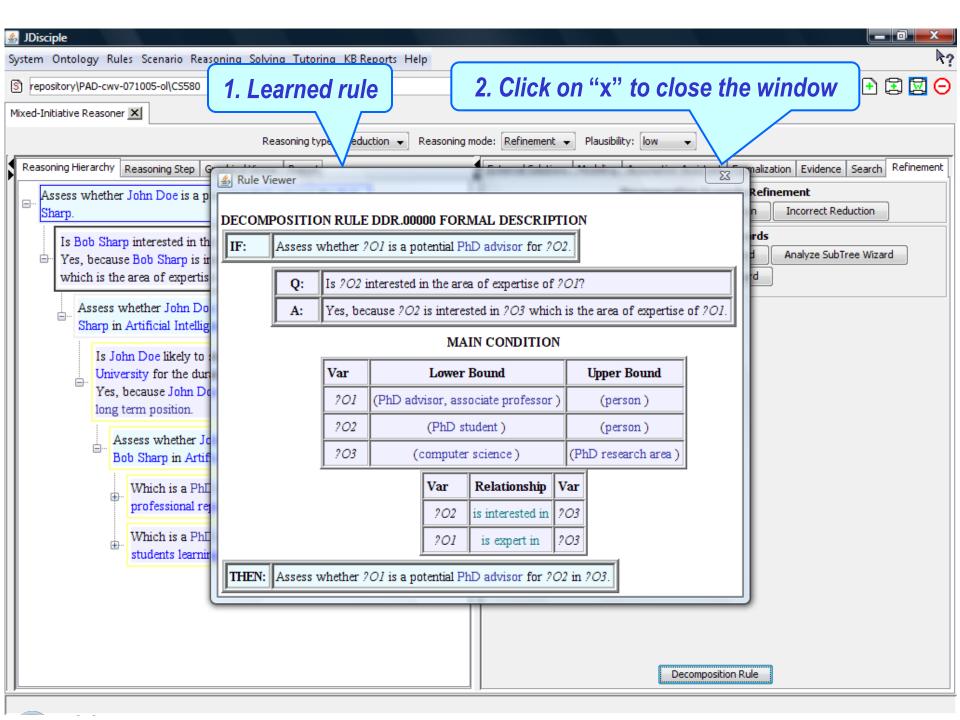


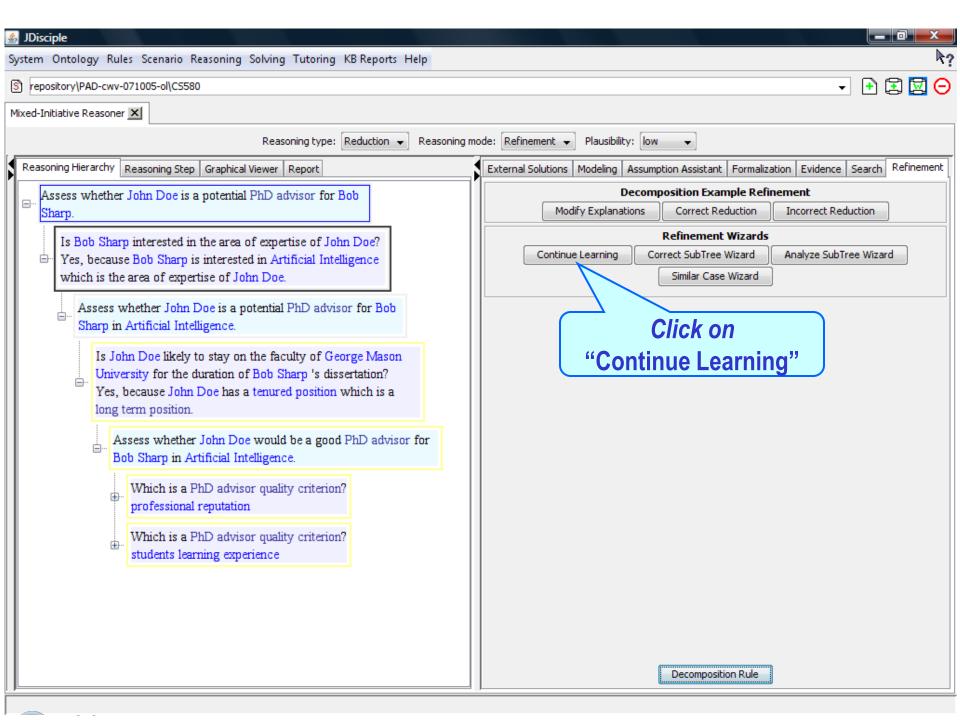


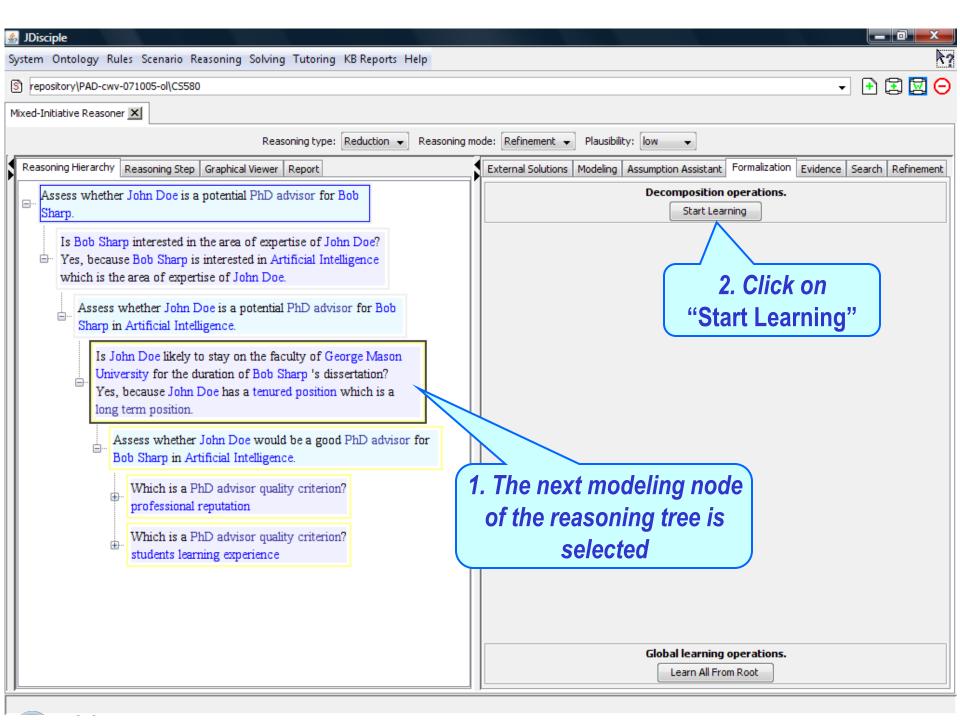


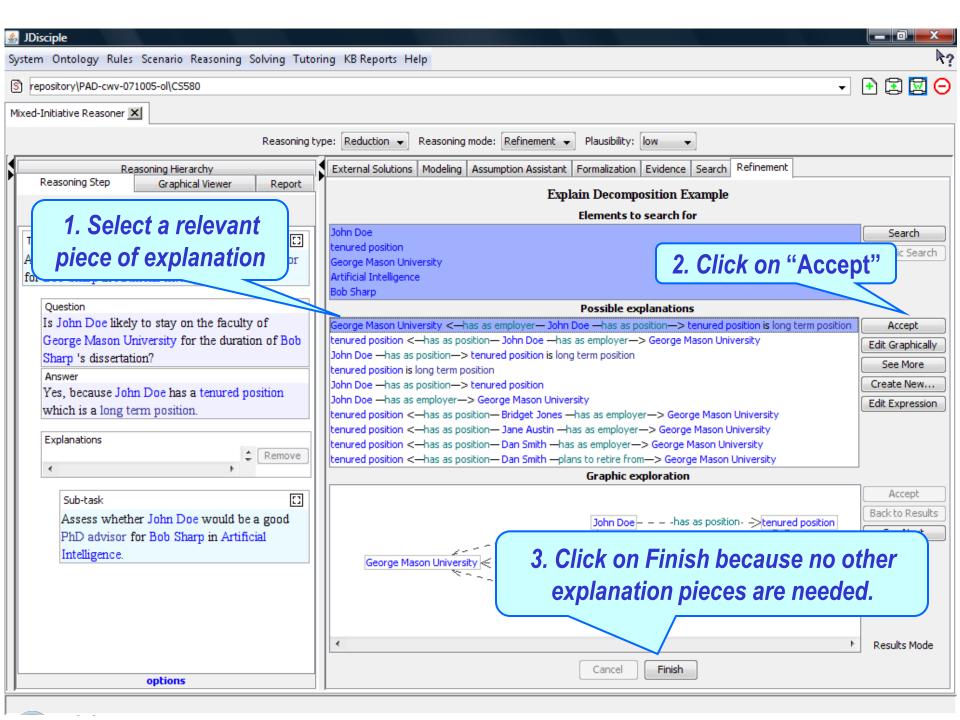


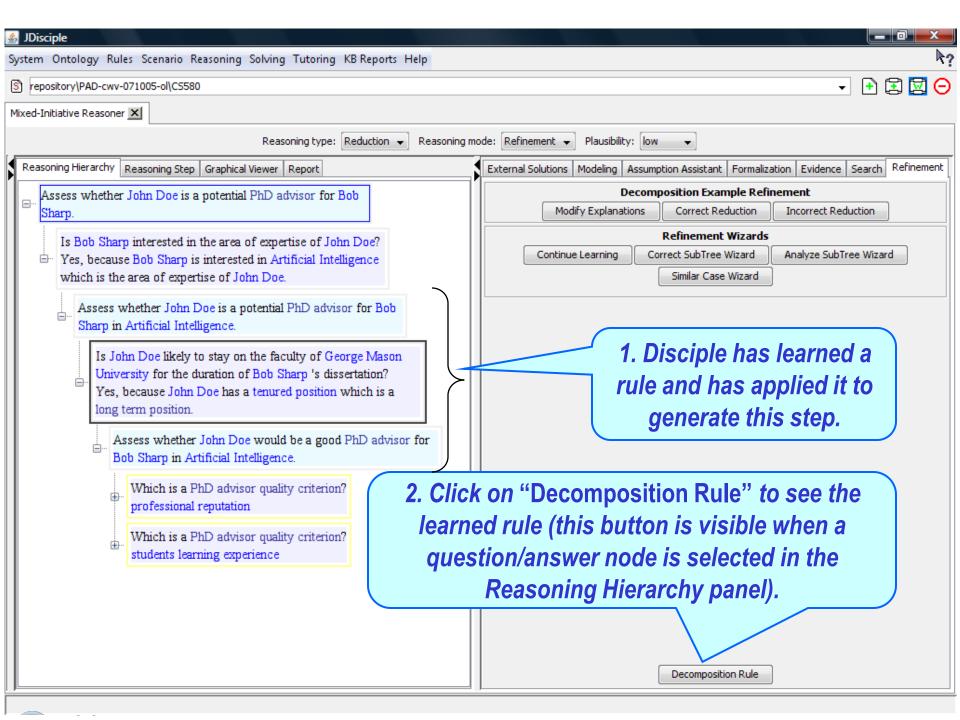


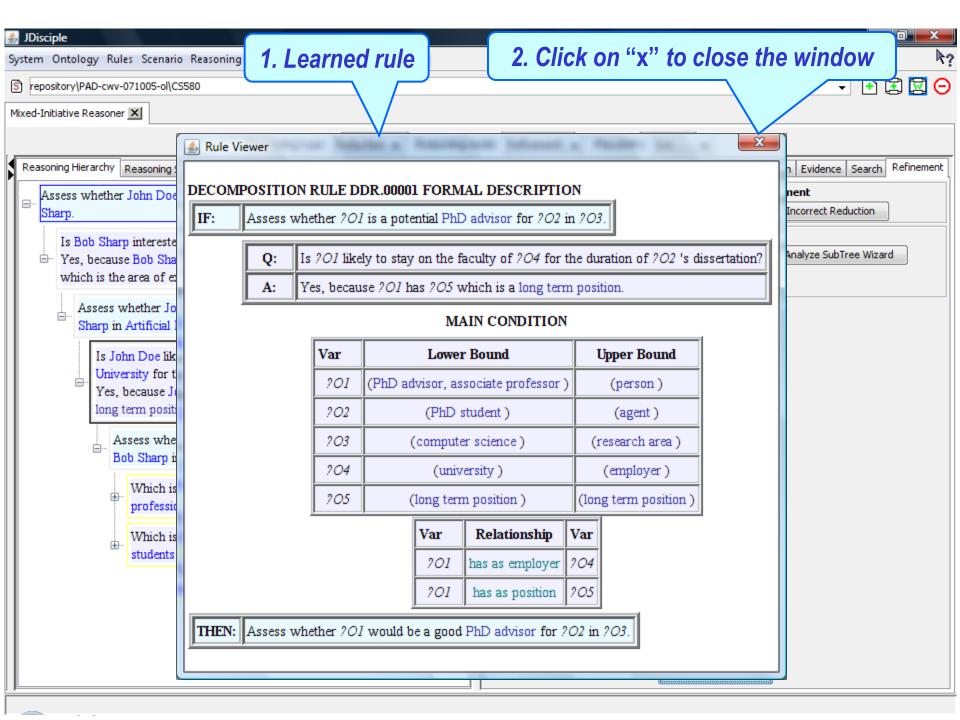


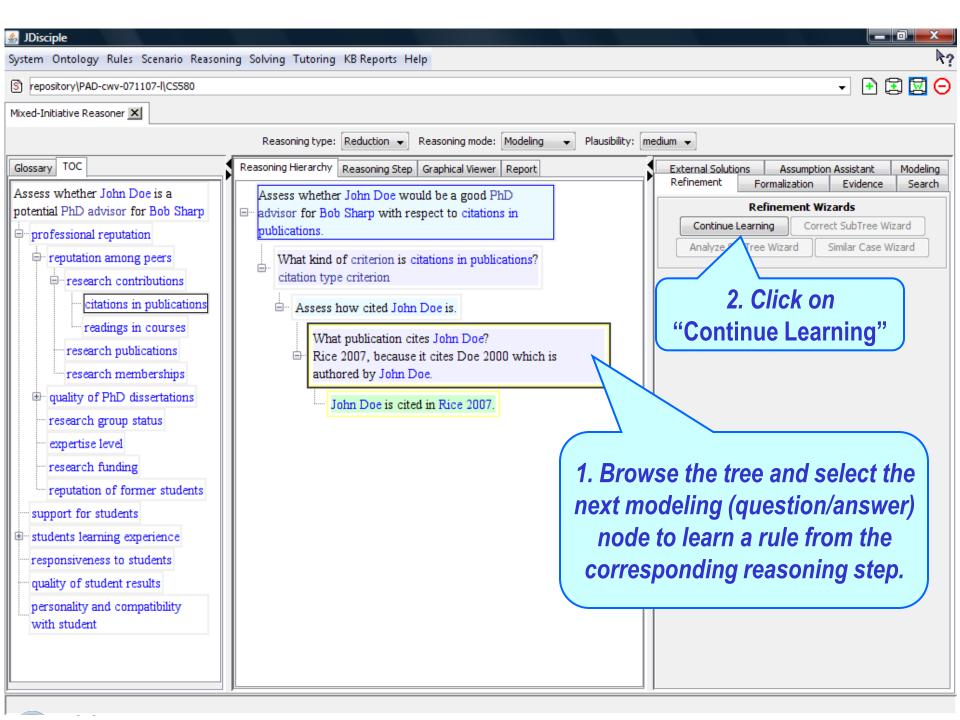


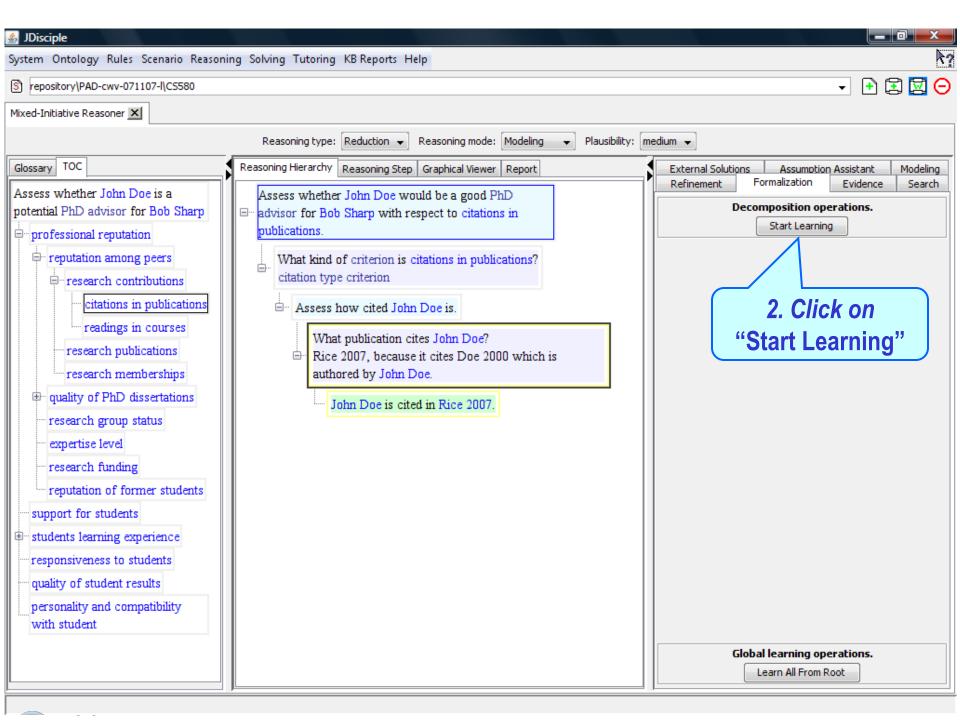


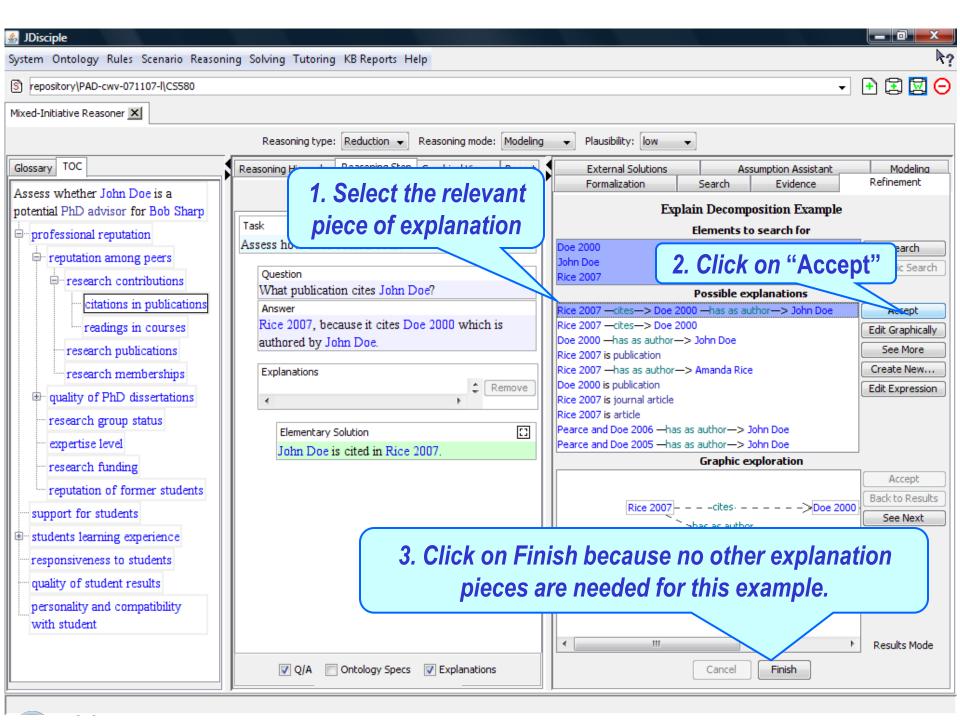


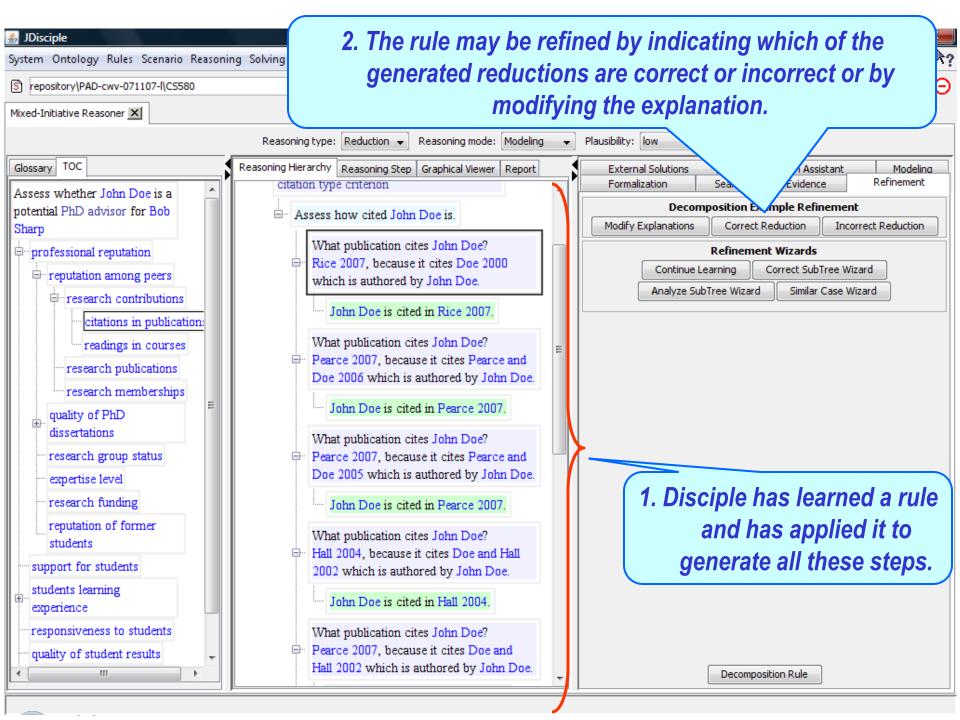


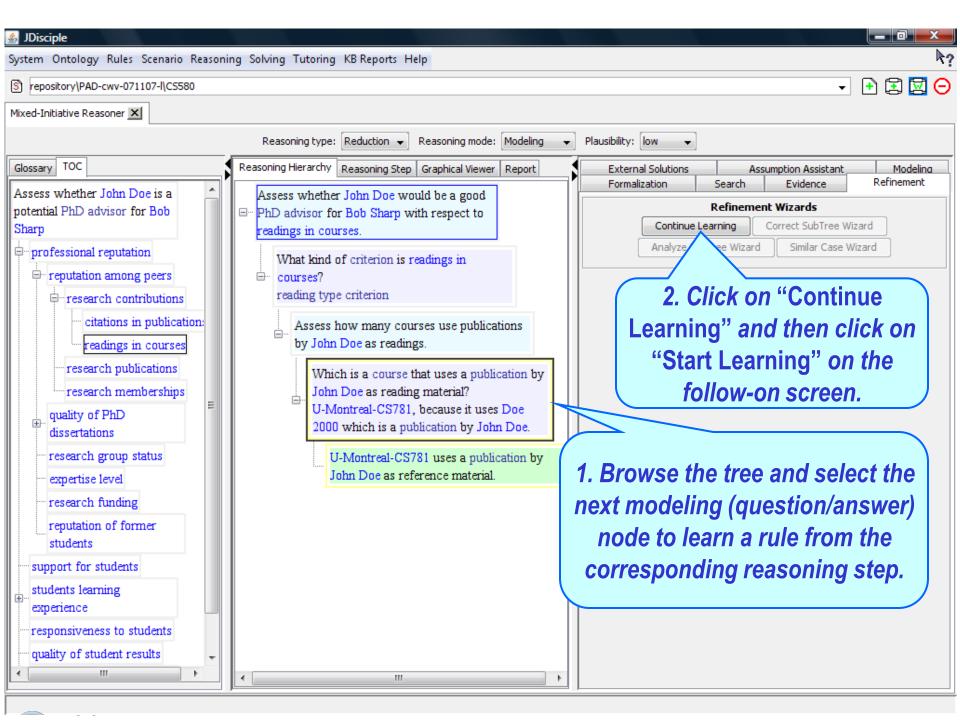


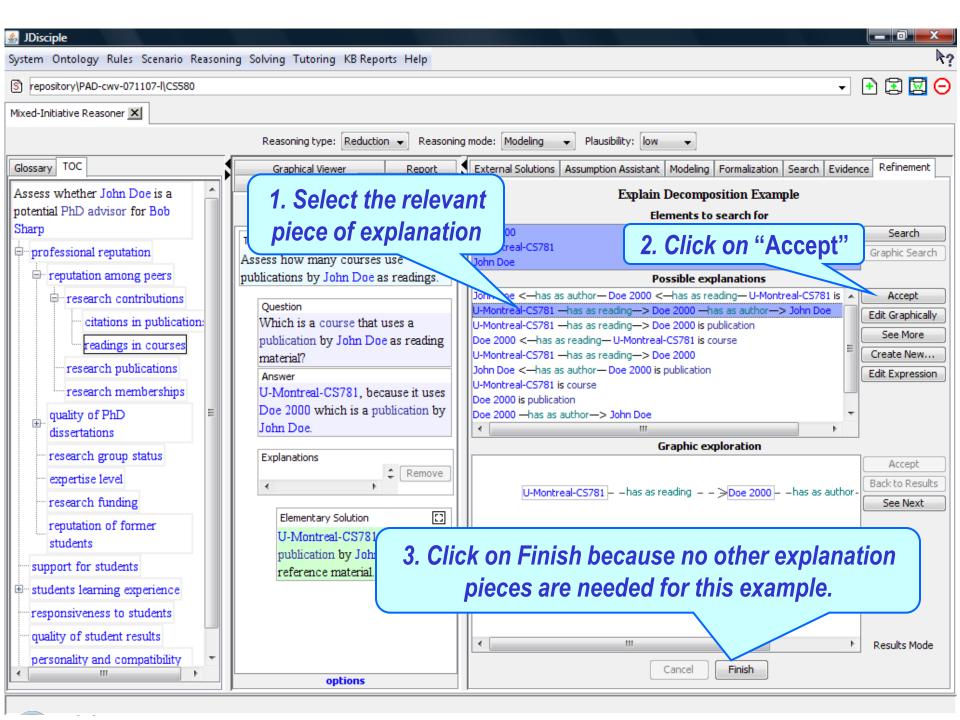


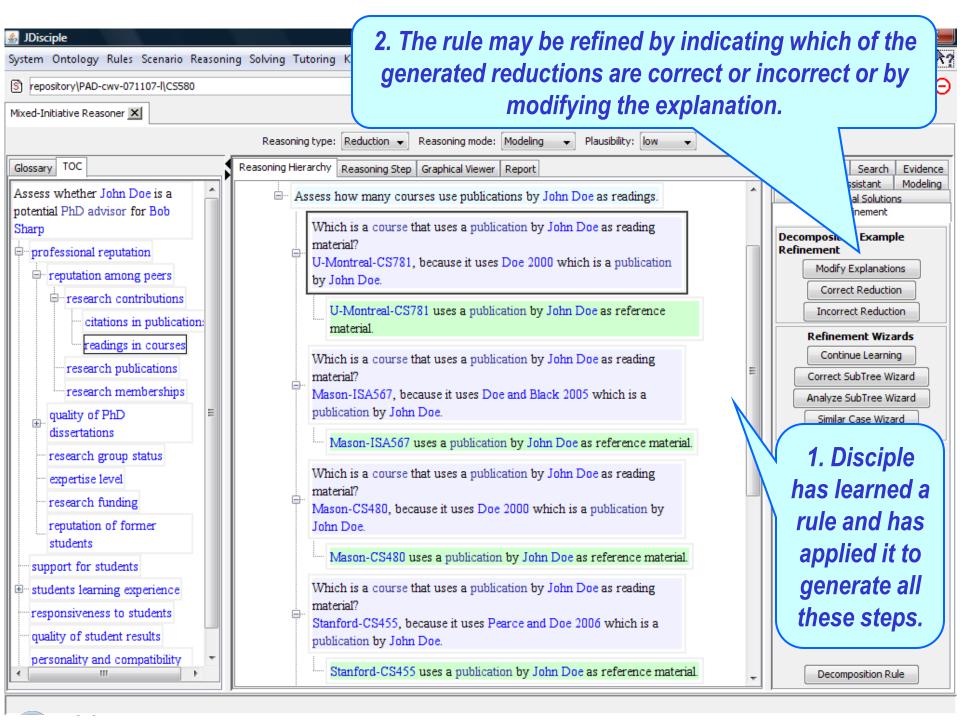




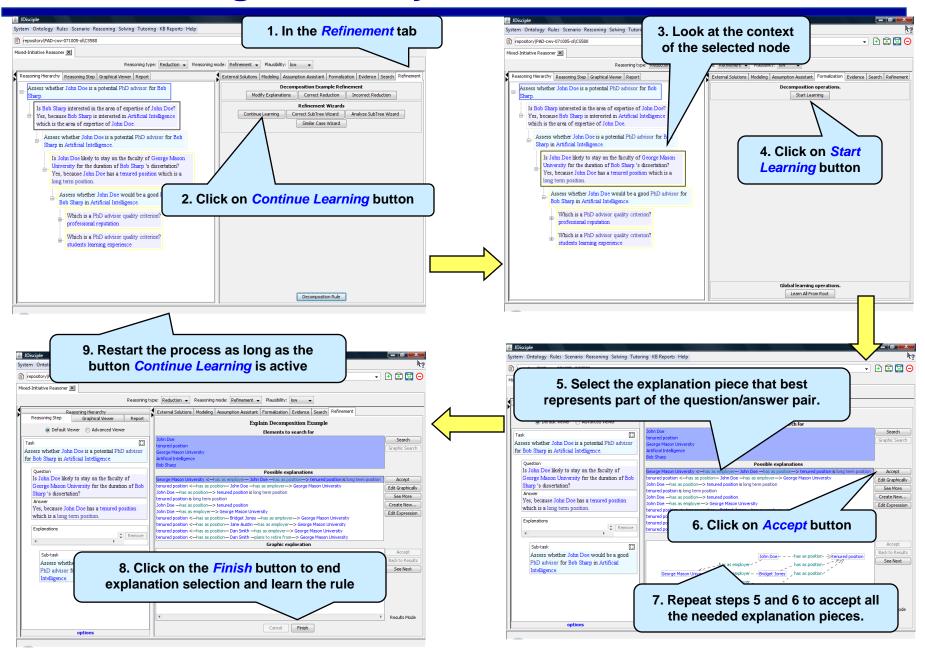






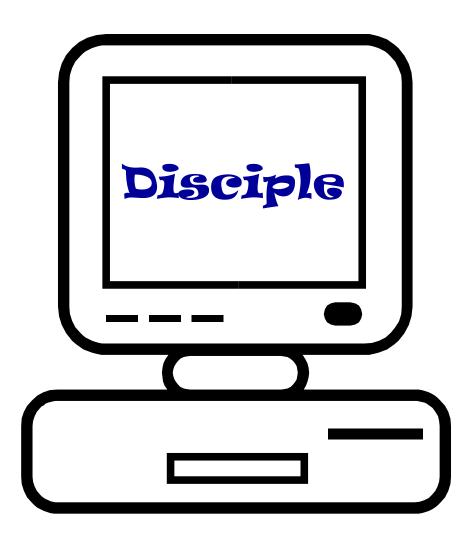


Rule Learning Summary



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Hands-on: Rule Learning

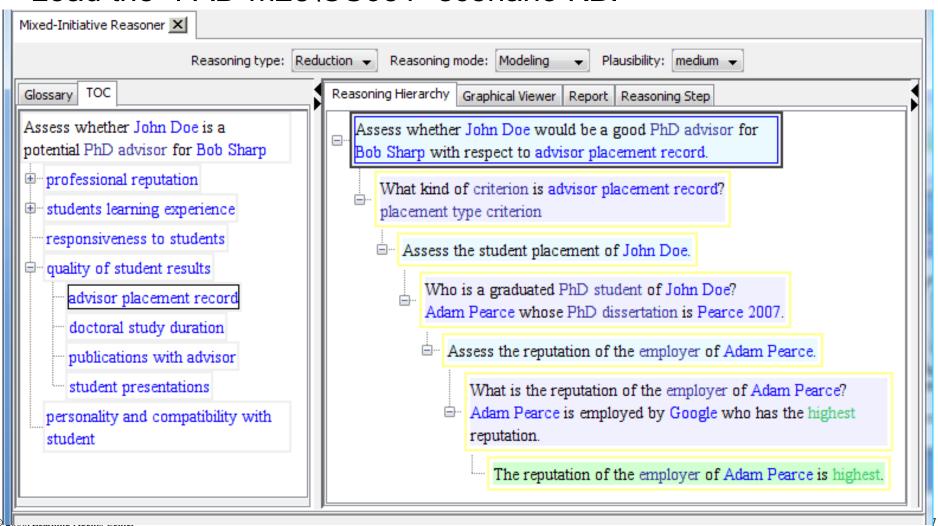


Hands On: Rule Learning

Install the system from:

http://129.174.113.212/wba/jdisciplesetup-v2008.11a-WBA.exe

Load the "PAD-m2o\CS681" scenario KB.



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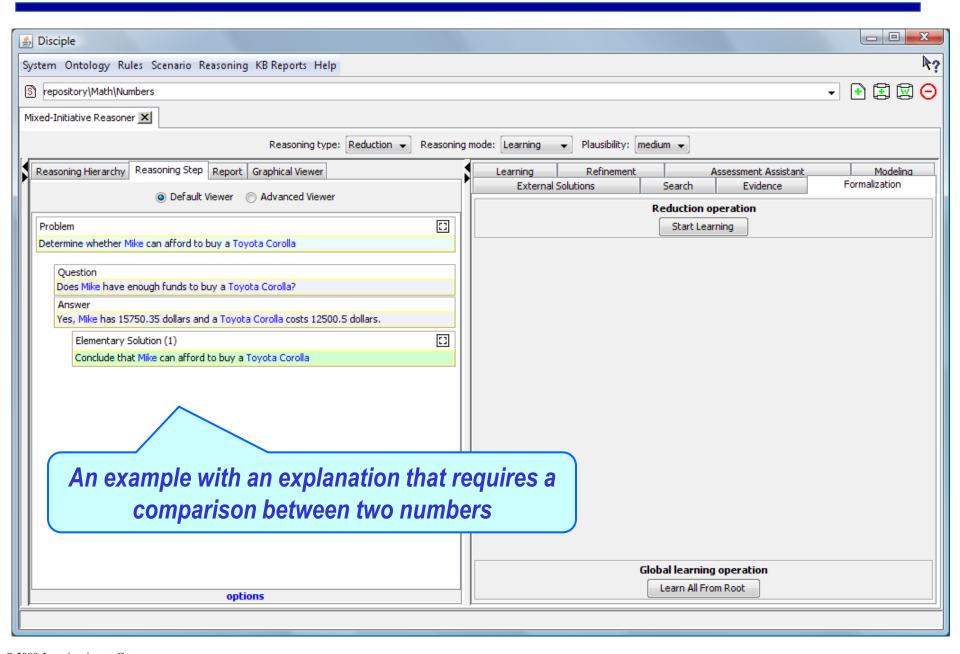


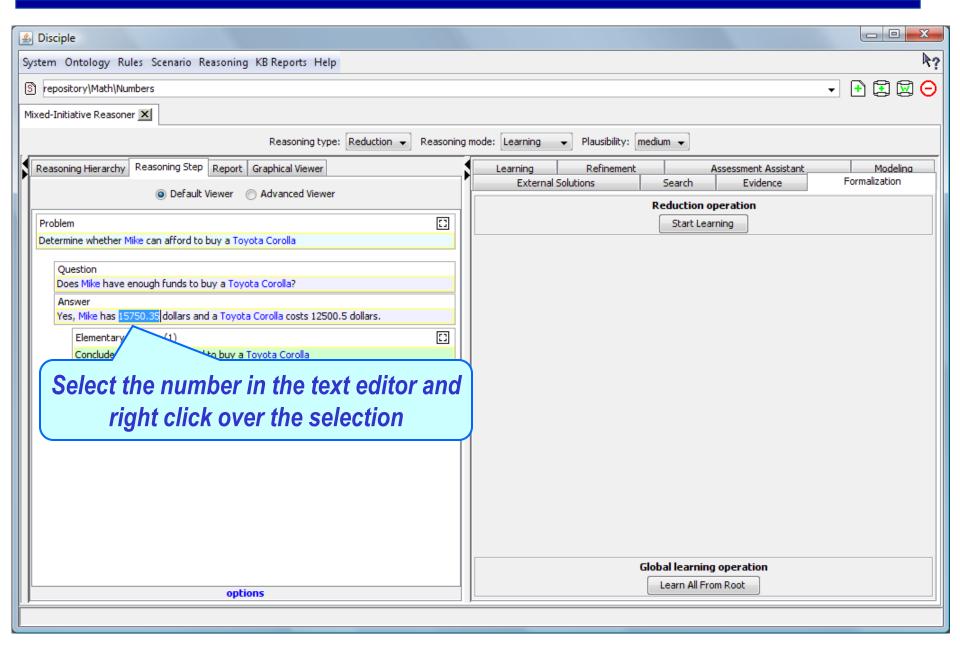
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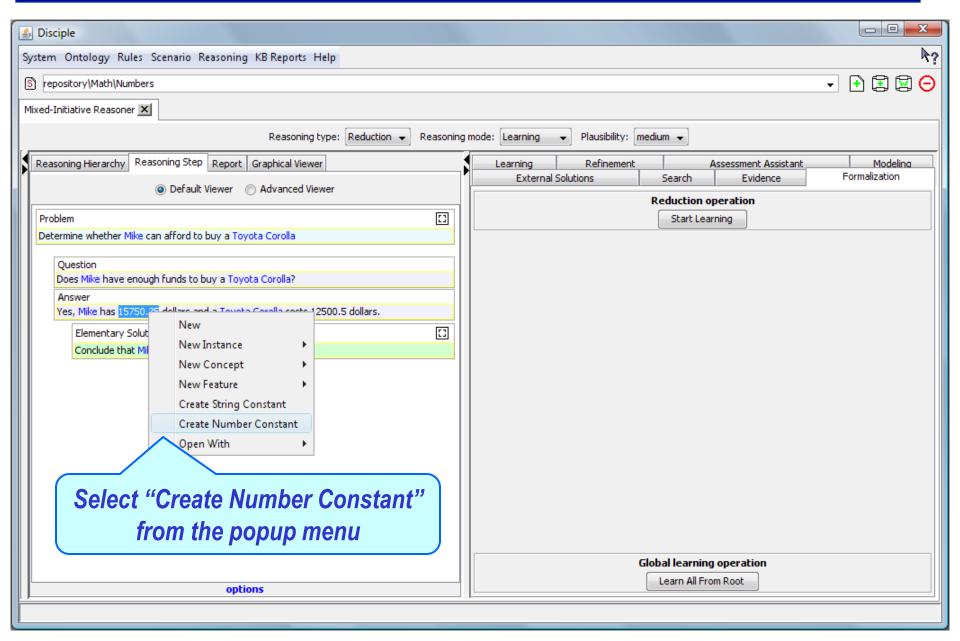
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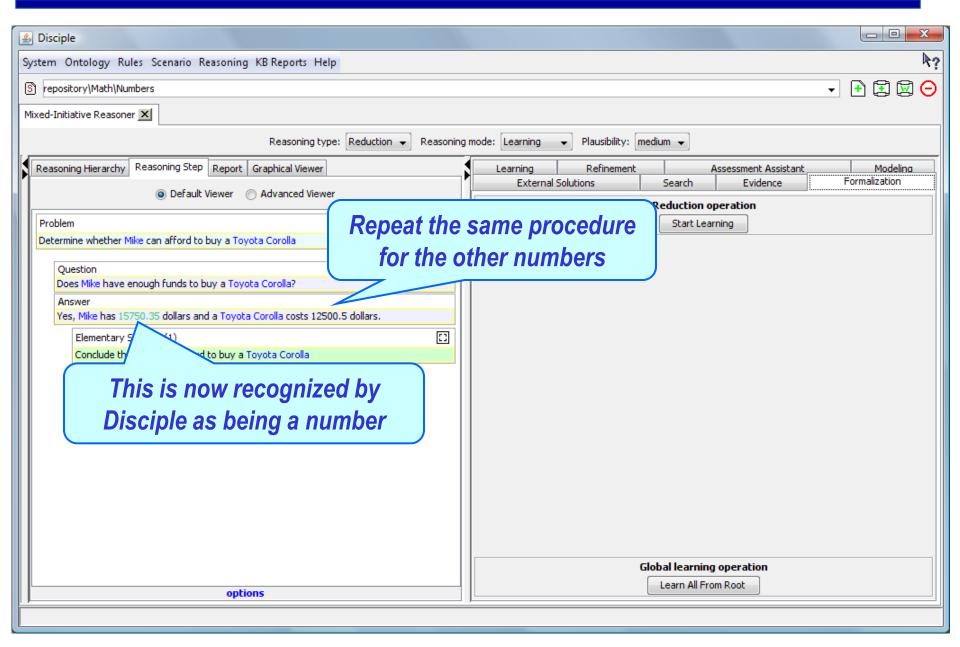
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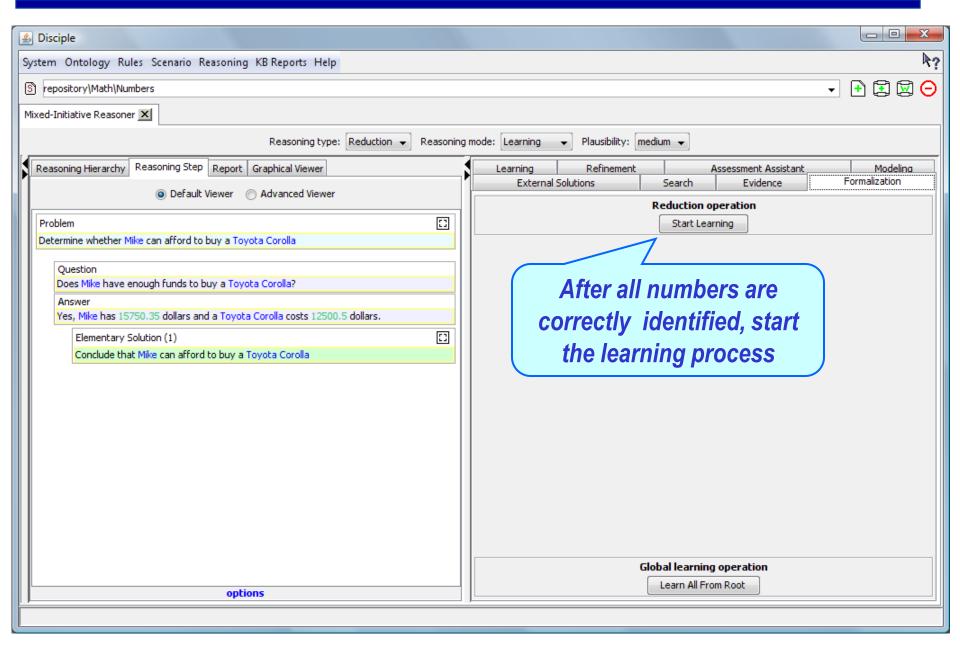
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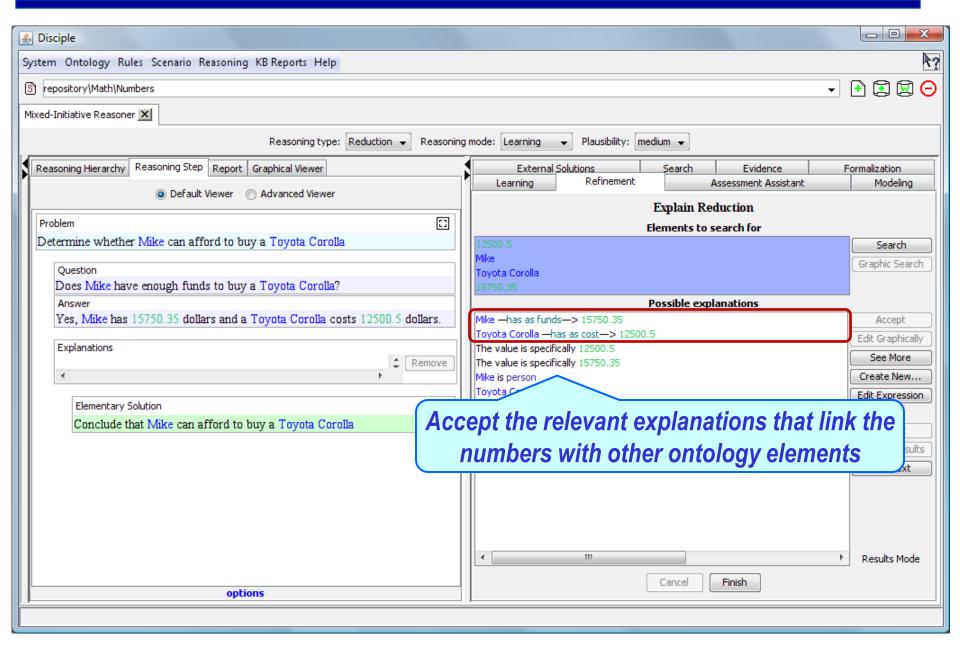


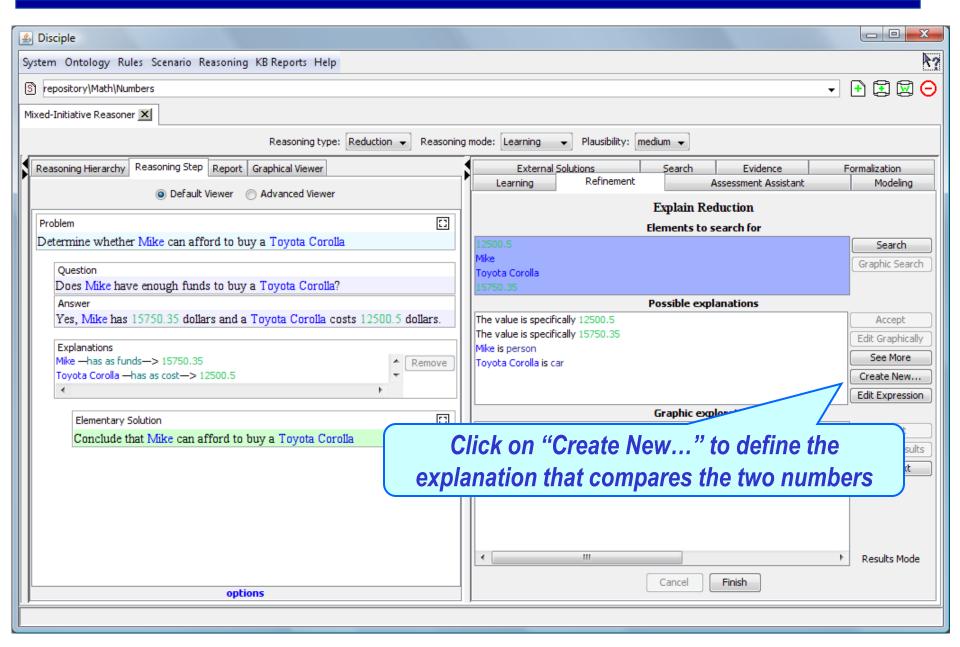


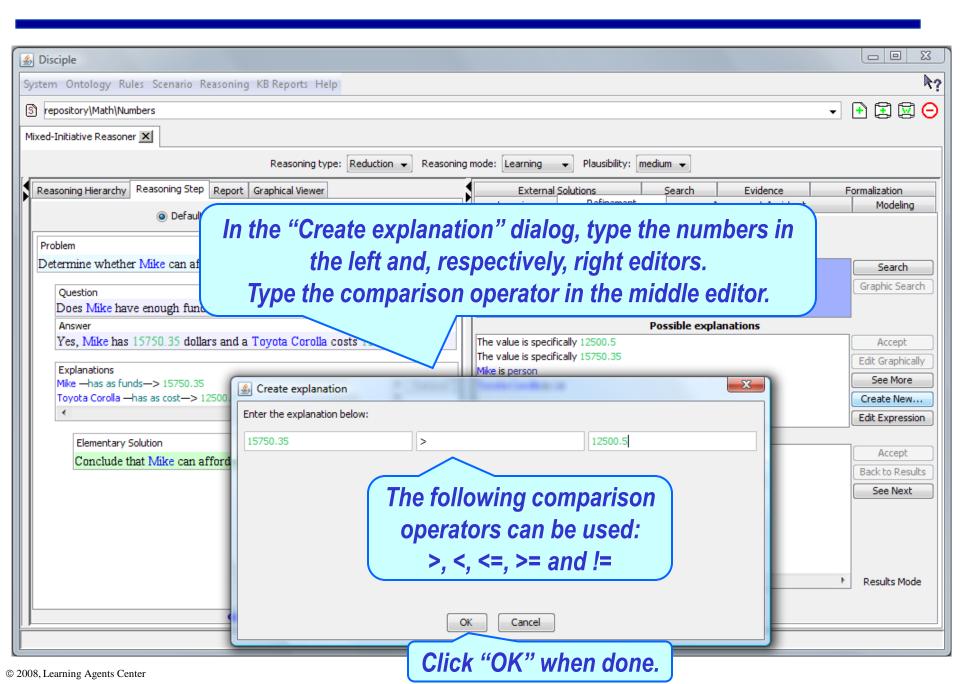


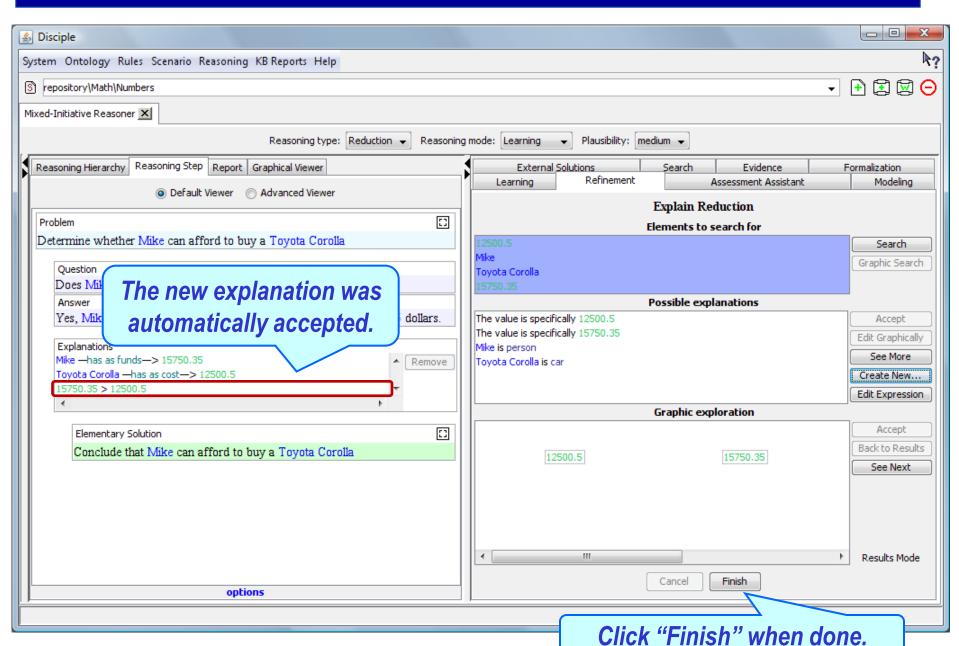


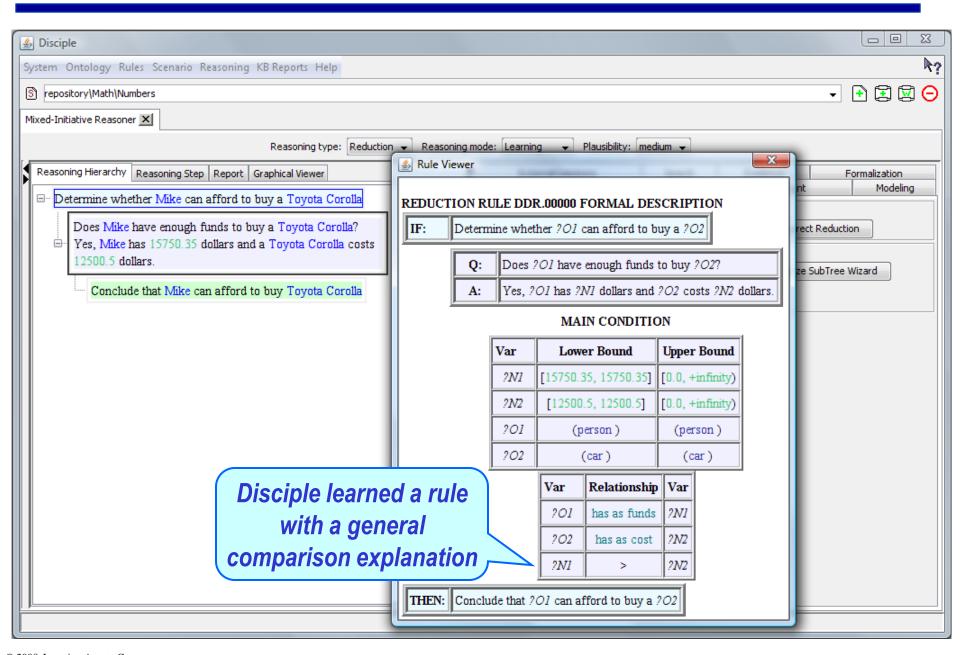












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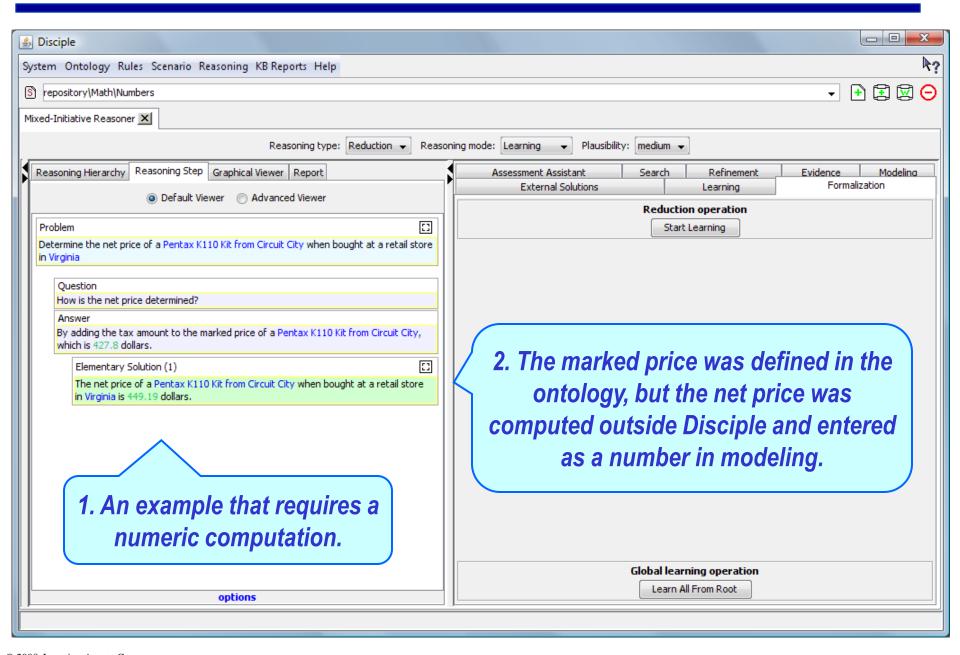
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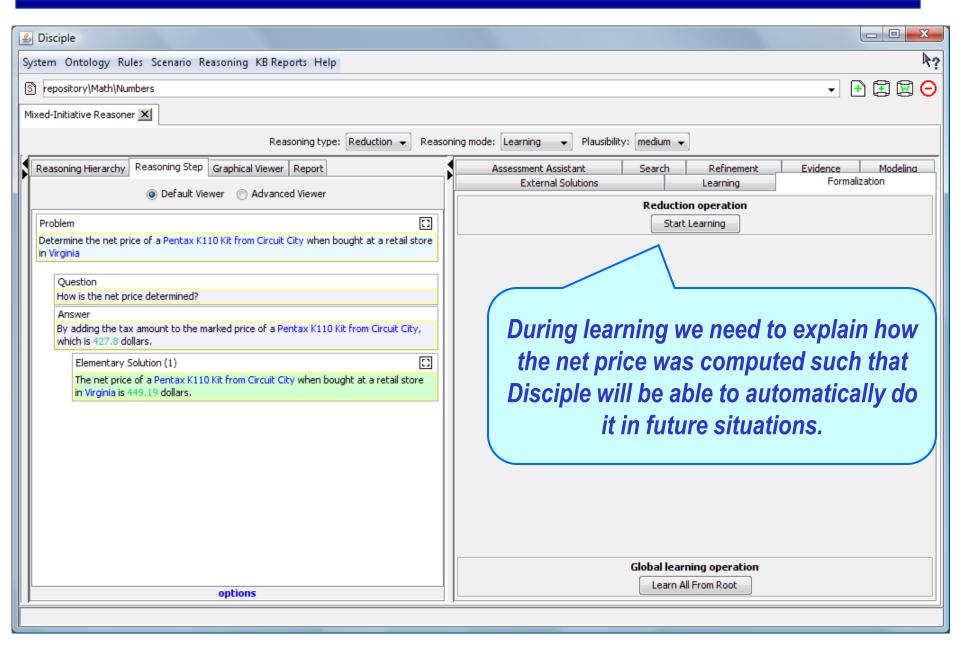


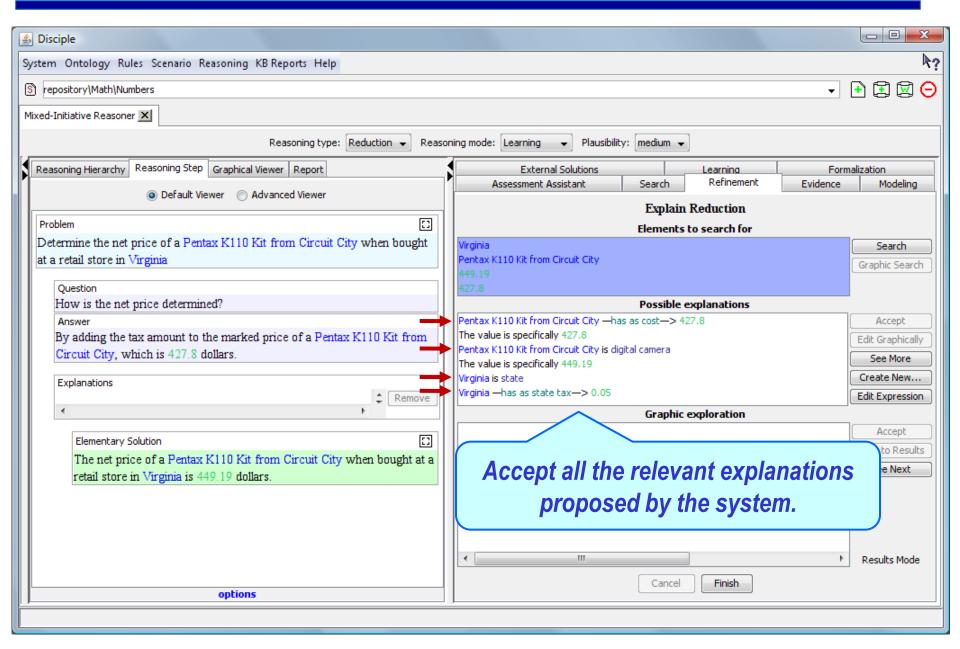
Explanations with Functions

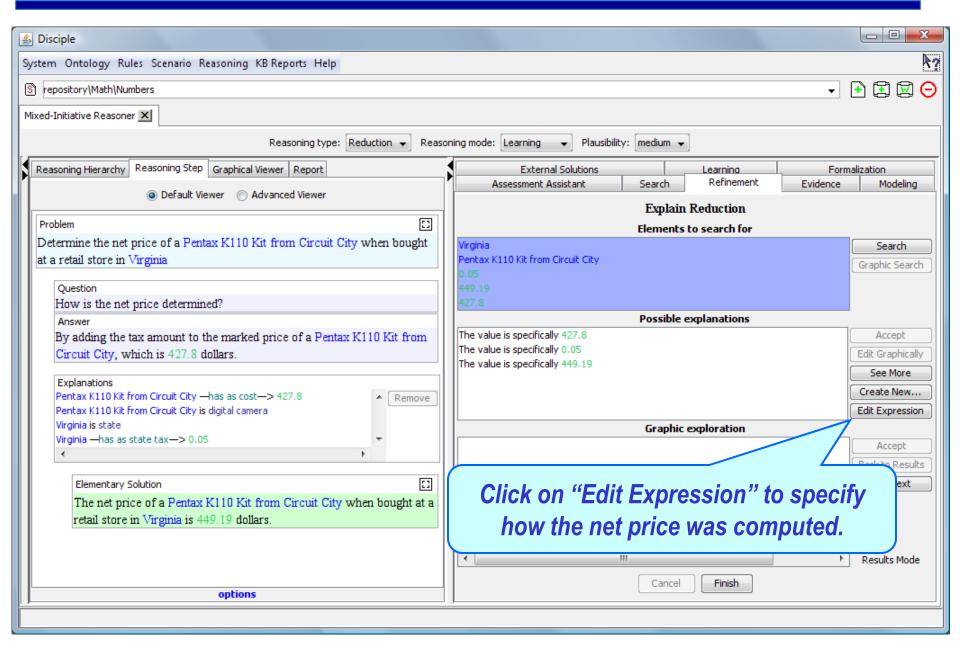
Reading

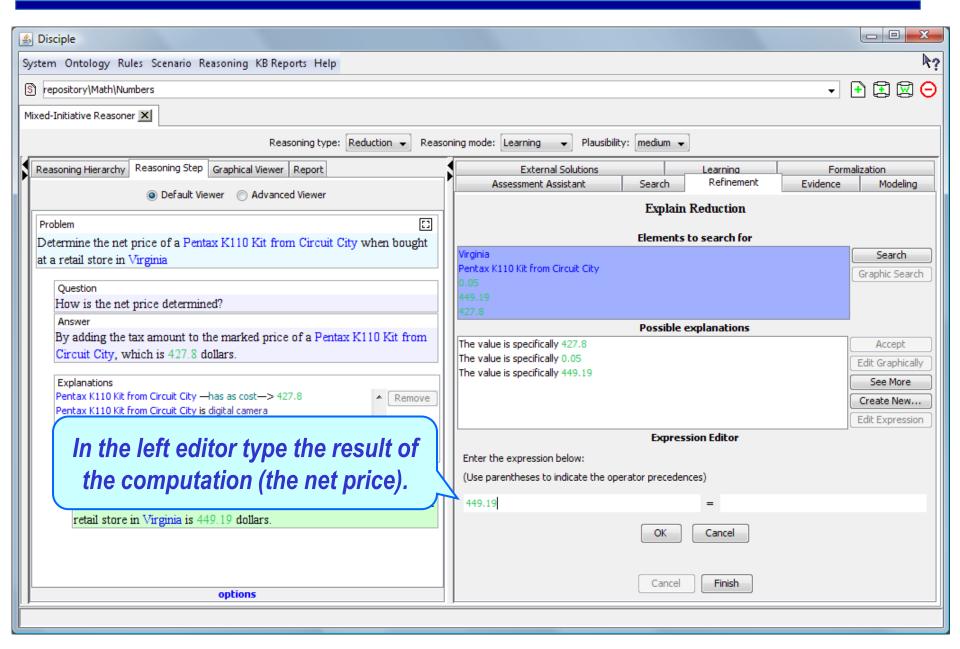
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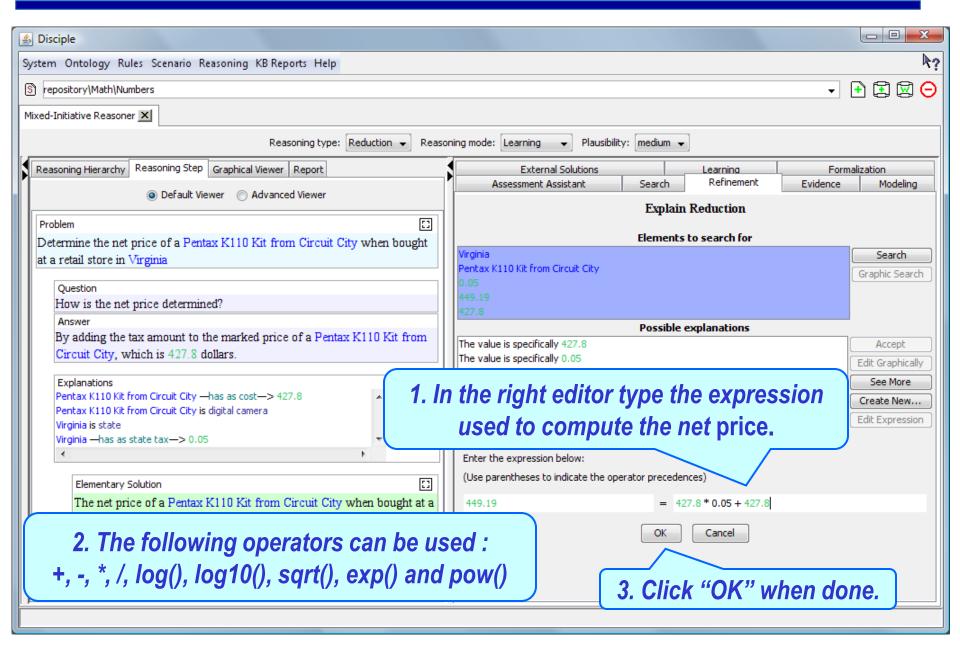


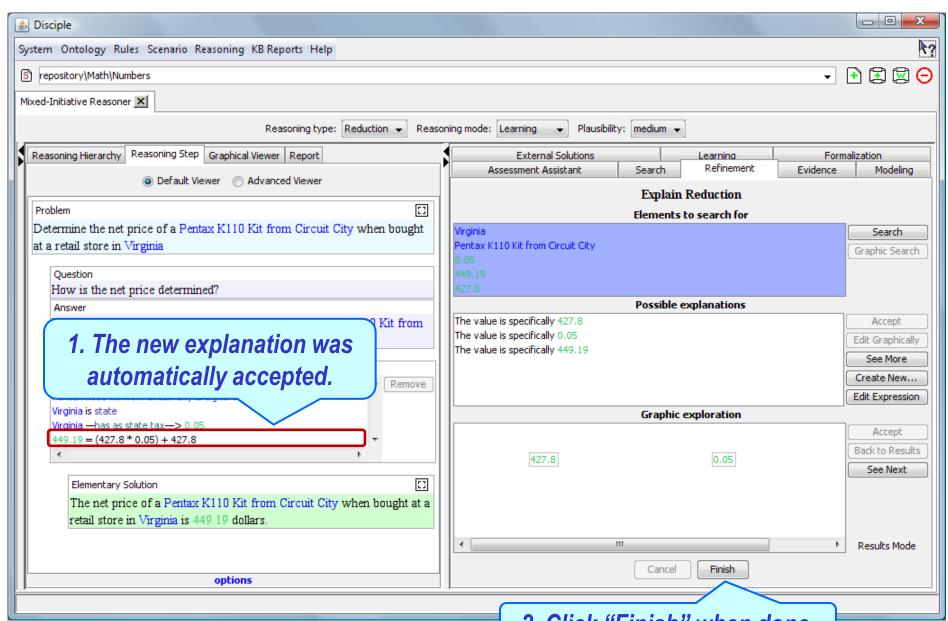






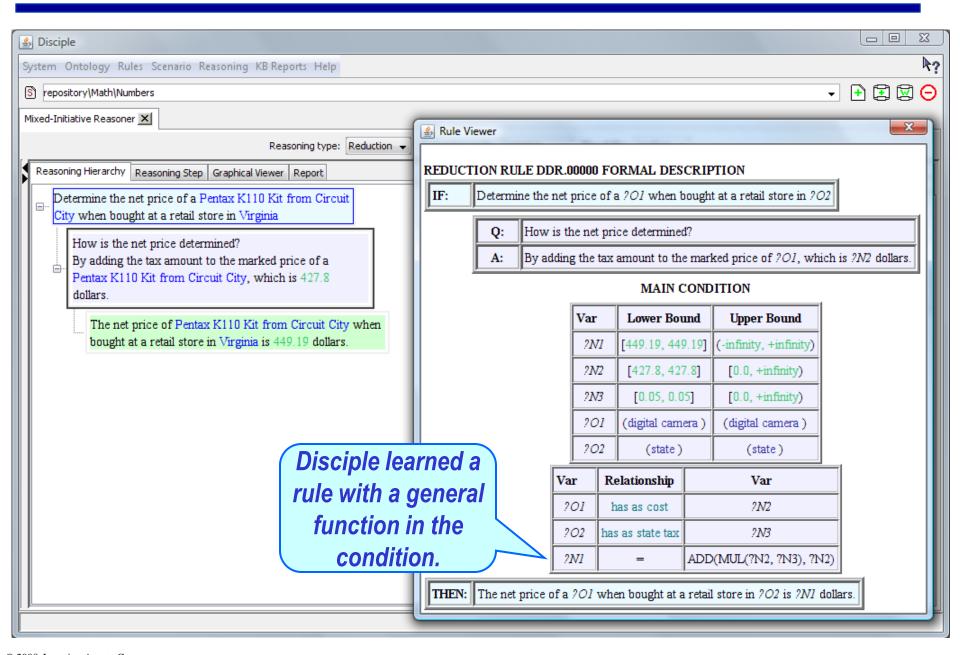


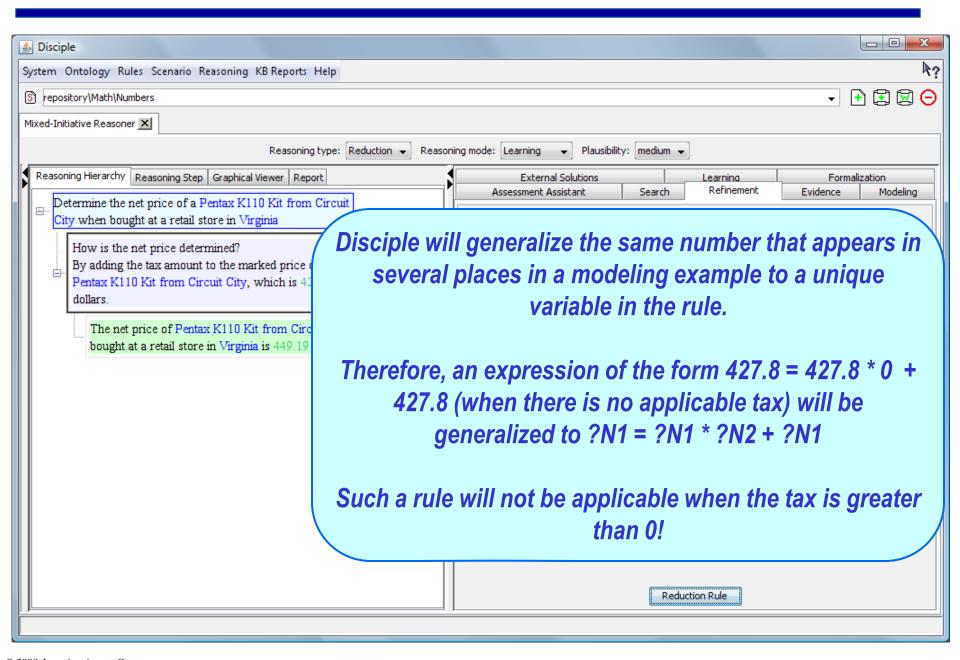




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2. Click "Finish" when done.





Reading

These Lecture Notes (required).

Tecuci G., Boicu M., Boicu C., Marcu D., Stanescu B., Barbulescu M., The Disciple-RKF Learning and Reasoning Agent, Computational Intelligence, Volume 21, Number 4, 2005, pp 1-15 (required). http://lac.gmu.edu/publications/2005/TecuciG_Disciple_RKF_CI.pdf

Tecuci G., Boicu M., Boicu C., Marcu D., Boicu C., Barbulescu M., Ayers C., Cammons D., Cognitive Assistants for Analysts, 2007 (required). http://lac.gmu.edu/publications/2007/TecuciG_Cognitive_Assistants.pdf

Tecuci, G., Boicu, M., Marcu, D., Stanescu, B., Boicu, C., Comello, J., Training and Using Disciple Agents: A Case Study in the Military Center of Gravity Analysis Domain, Al Magazine, 24, 4:51-68, AAAI Press, Menlo Park, California, 2002. Available at http://lac.gmu.edu/publications/data/2002/2002_Al-Mag.pdf

Tecuci, Building Intelligent Agents, Ch. 4 pp. 79-100 (rule learning in Disciple).