



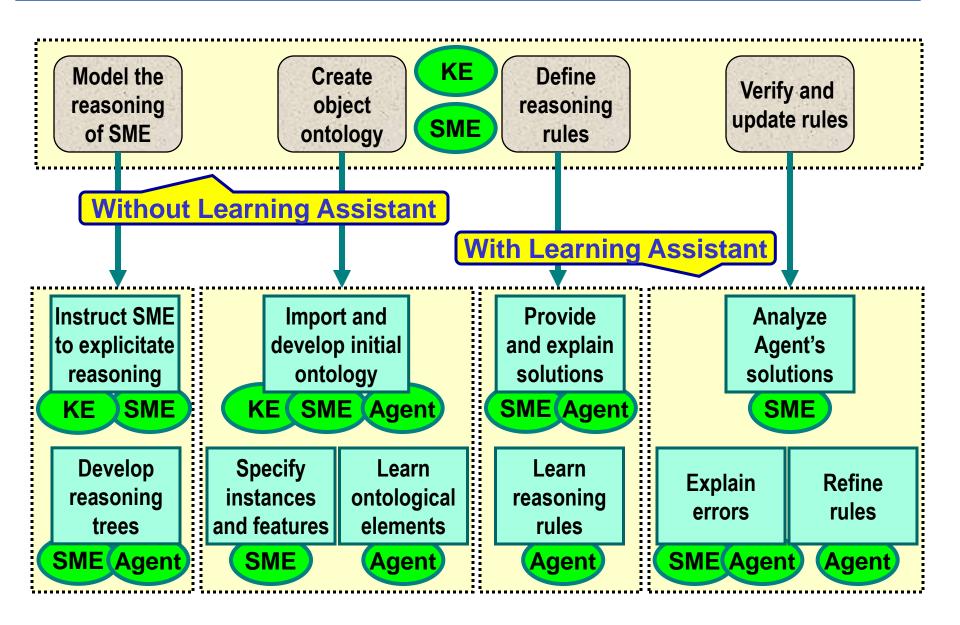
**CS 681 Fall 2008** 

# Designing Expert Systems 10. Design Principles for Learning Assistants

Gheorghe Tecuci tecuci@gmu.edu http://lac.gmu.edu/

Learning Agents Center and Computer Science Department George Mason University

#### **Agent Development Approaches**



#### **Overview: Design Principles**



Spiral Development with SMEs and End-Users

Problem Solving Paradigm for User-Agent Collaboration

Multi-Agent and Multi-Domain Problem Solving

Knowledge Base Structuring for Knowledge Reuse

Integrated Teaching and Learning

Multistrategy Learning

Learning with an Evolving Representation Space

Mixed-Initiative Modeling, Learning and Problem Solving

Plausible Reasoning with Partially Learned Knowledge

User Tutoring in Problem Solving

Agent Architecture for Generality-Power Tradeoff

#### P1. Spiral Development with SMEs and End-Users

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



Learning Agents Research

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



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

#### **Overview: Design Principles**

Spiral Development with SMEs and End-Users



Problem Solving Paradigm for User-Agent Collaboration

Multi-Agent and Multi-Domain Problem Solving

Knowledge Base Structuring for Knowledge Reuse

Integrated Teaching and Learning

Multistrategy Learning

Learning with an Evolving Representation Space

Mixed-Initiative Modeling, Learning and Problem Solving

Plausible Reasoning with Partially Learned Knowledge

User Tutoring in Problem Solving

Agent Architecture for Generality-Power Tradeoff

#### P2. Problem Solving Paradigm for User-Agent Collaboration

Problem Reduction Guided by

**Introspective Questions and Answers** 

#### Develop a general problem solving paradigm which is:

- natural for a human user;
- automated agent.

Question OR on the appropriate for an node problem solving Question 1 strategy to Answer 1.3 use Answer 1.1 Answer 1.2 Question "I Keep Six Honest..." on how to **AND** apply the I keep six honest serving-men nodes problem (They taught me all I knew); solving Their names are What and Why and When strategy Question 2 Question 2 Question 2 And How and Where and Who. Answer 2.1 Answer 2.3 Answer 2.2 Rudyard Kipling

#### **Solution Synthesis**

"One of the most highly developed skills in contemporary Western civilization is dissection; the split-up of problems into their smallest possible components. We are good at it. So good, we often forget to put the pieces back together again."

Alvin Toffler, Science and Change, Forward to Ilya Prigogine and Isabelle Stengers "Order Out of Chaos: Man's New Dialogue with Nature", Bantam Books, 1984.



**Alvin Toffler** 

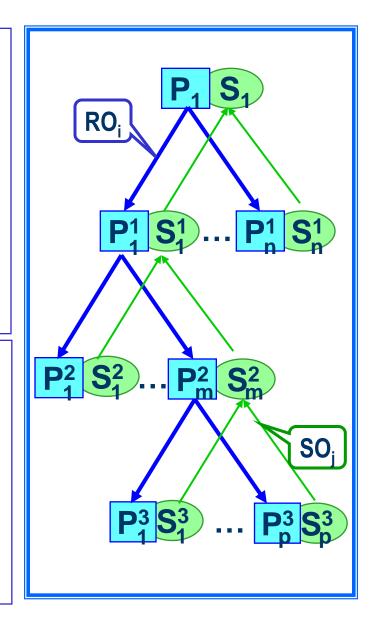
#### **Problem-Reduction/Solution Synthesis Paradigm**

The reduction representation of a class of problems is a quadruple (P, S, RO, OS) where:

- P class of problems;
- S solutions of problems;
- RO reduction operators, each reducing a problem to sub-problems and/or solutions,
- SO synthesis operators, each synthesizing the solution of a problem from the solutions of its sub-problems.

#### A problem P₁ is solved by:

- successively reducing it to simpler problems through the application of the reduction operators;
- finding the solutions of the simplest problems;
- successively combining these solutions through the application of synthesis operators until the solution of the initial problem is obtained.



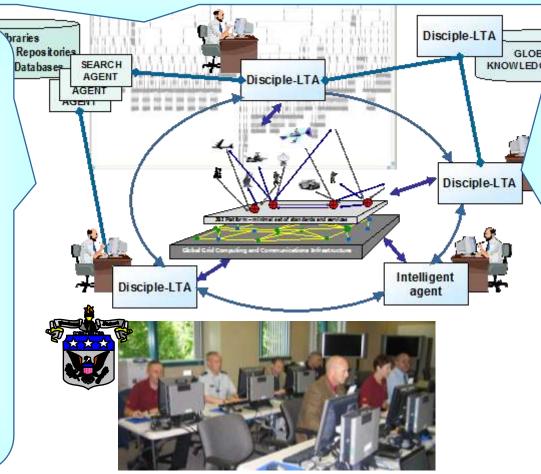
#### Sample Agent: Analyst's Cognitive Assistant

#### **Analytic Assistance**

Empowers the analysts through mixed-initiative reasoning for hypotheses analysis, collaboration with other analysts and experts, and sharing of information.

#### **Learning**

Rapid acquisition and maintenance of subject matter expertise in intelligence analysis which currently takes years to establish, is lost when experts separate from service, and is costly to replace.

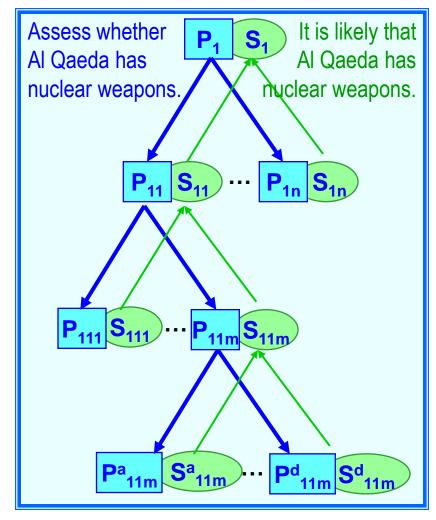


#### **Tutoring**

Helps new intelligence analysts learn the reasoning processes involved in making intelligence judgments and solving intelligence analysis problems.

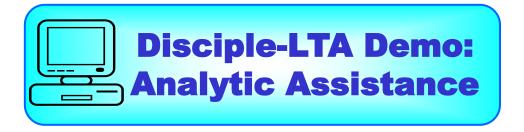
#### **Hypothesis Analysis through Problem Reduction**

- A complex hypothesis analysis problem is successively reduced to simpler problems that either have known solutions or can be solved through evidence analysis.
- 2) Potentially relevant pieces of evidence for the unsolved problems are identified.
- 3) The pieces of evidence are analyzed to obtain solutions for the unsolved problems.
- 4) The solutions of the simplest problems are successively combined to obtain the solution of the initial problem.



Remote	Unlikely	Even chance	Probably, Likely	Almost certainly
National Intelligence Council's standard estimative language				

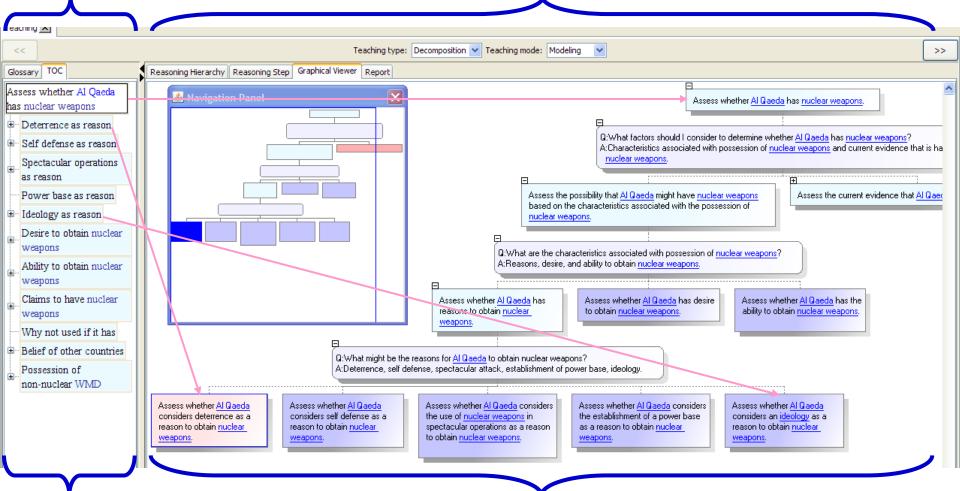
#### **Demo: Analytic Assistance**





#### **Problem Reduction: Abstract and Detailed Reasoning**

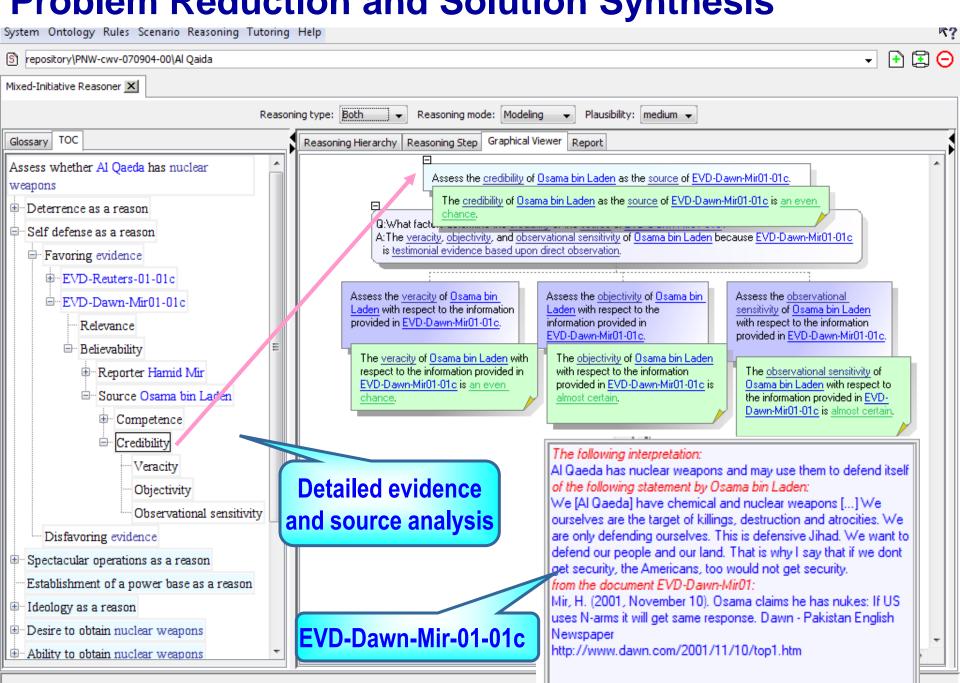
Main problems Reduction of a main problem to its main subproblems



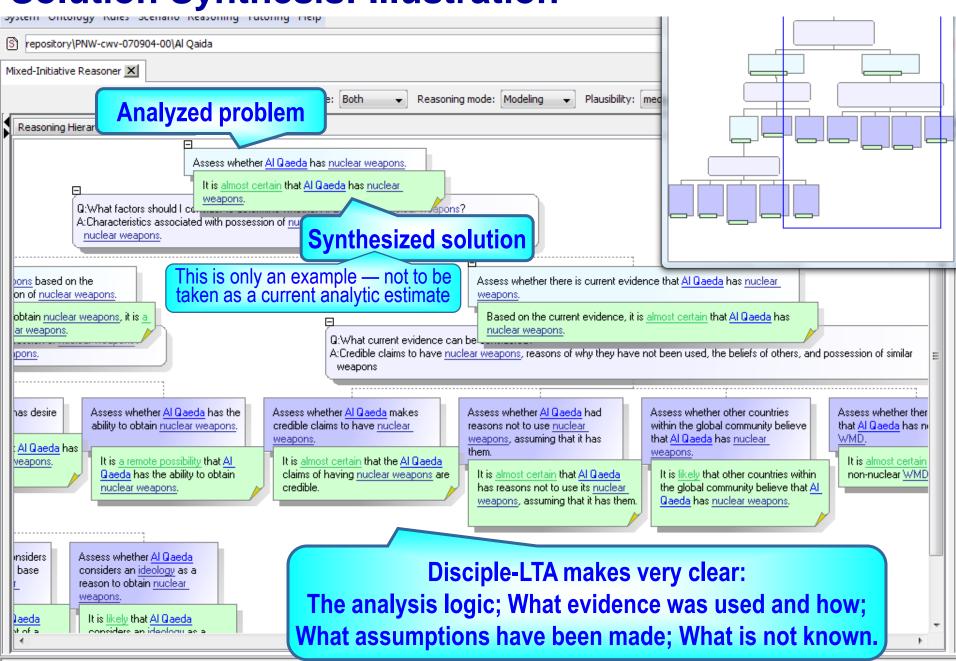
**Abstract tree** 

**Detailed tree** 

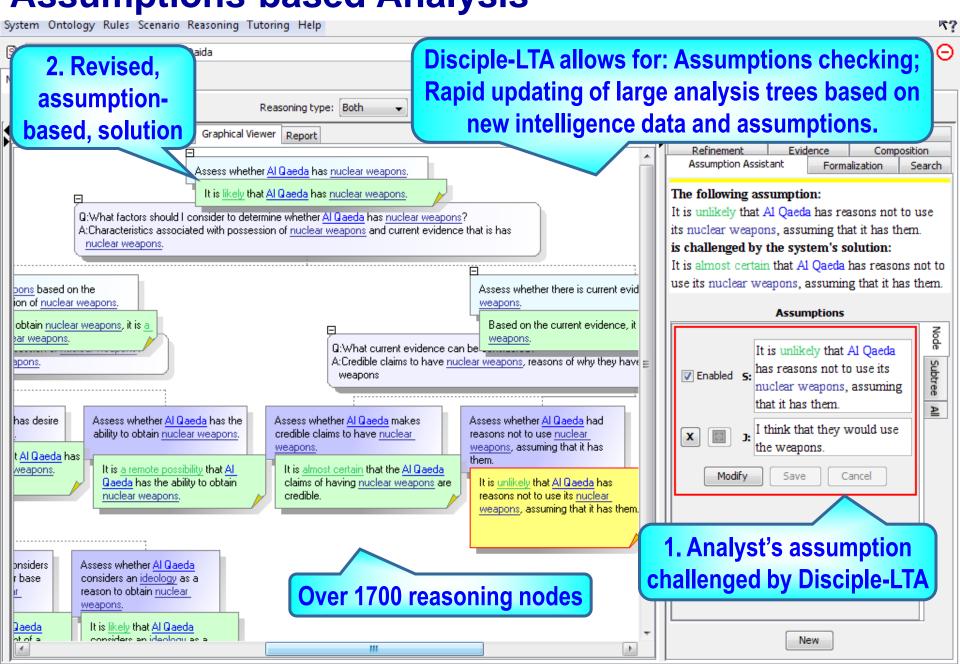
### **Problem Reduction and Solution Synthesis**



**Solution Synthesis: Illustration** 



### **Assumptions-based Analysis**



#### **Overview: Design Principles**

Spiral Development with SMEs and End-Users

Problem Solving Paradigm for User-Agent Collaboration



Multi-Agent and Multi-Domain Problem Solving

Knowledge Base Structuring for Knowledge Reuse

Integrated Teaching and Learning

Multistrategy Learning

Learning with an Evolving Representation Space

Mixed-Initiative Modeling, Learning and Problem Solving

Plausible Reasoning with Partially Learned Knowledge

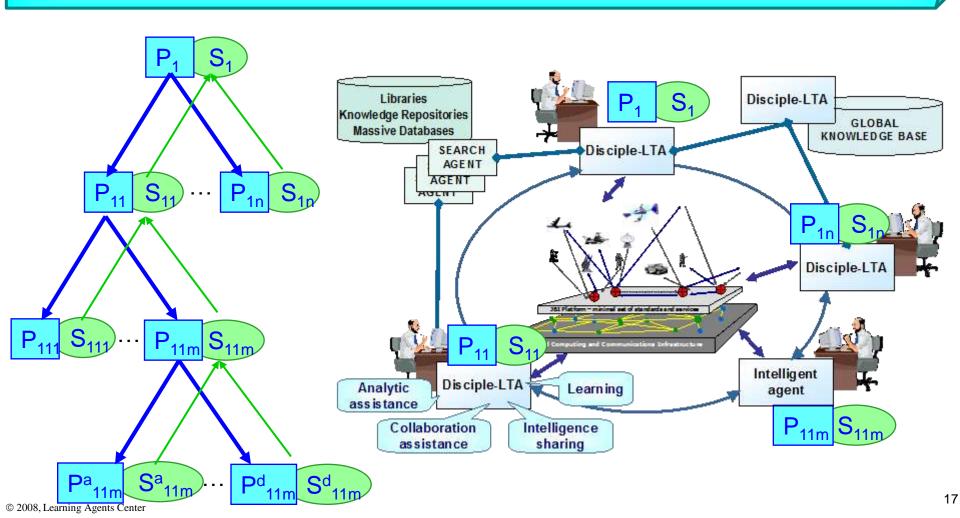
User Tutoring in Problem Solving

Agent Architecture for Generality-Power Tradeoff

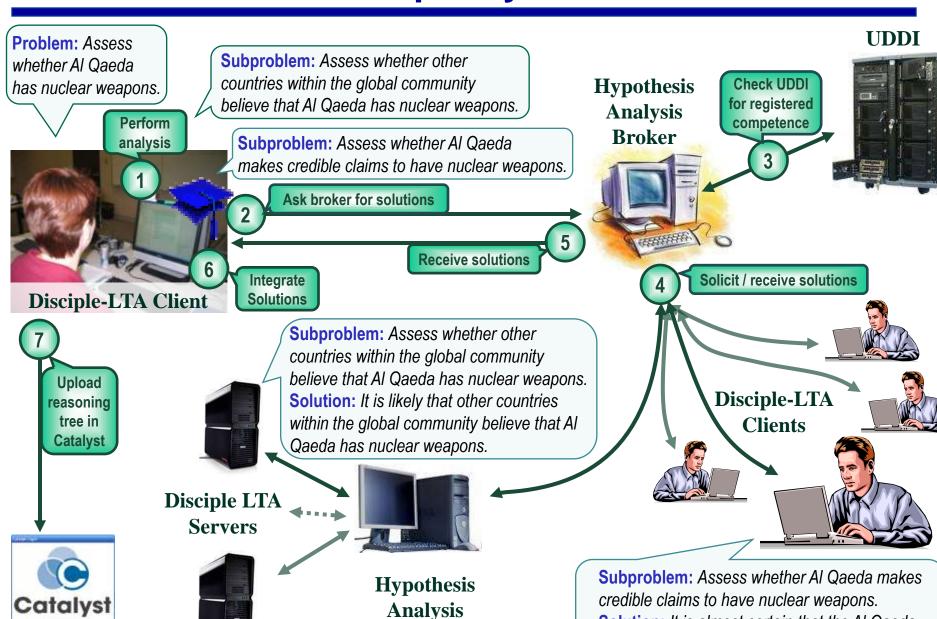
#### P3. Multi-Agent and Multi-Domain Problem Solving

#### Develop a general problem solving paradigm that facilitates:

- collaboration between users assisted by their agents;
- solving problems requiring multi-domain expertise.



#### **Service-Oriented Disciple Systems**



Web Service

Solution: It is almost certain that the Al Qaeda

claims of having nuclear weapons are credible.

#### **Overview: Design Principles**

Spiral Development with SMEs and End-Users

Problem Solving Paradigm for User-Agent Collaboration

Multi-Agent and Multi-Domain Problem Solving



Knowledge Base Structuring for Knowledge Reuse

Integrated Teaching and Learning

Multistrategy Learning

Learning with an Evolving Representation Space

Mixed-Initiative Modeling, Learning and Problem Solving

Plausible Reasoning with Partially Learned Knowledge

User Tutoring in Problem Solving

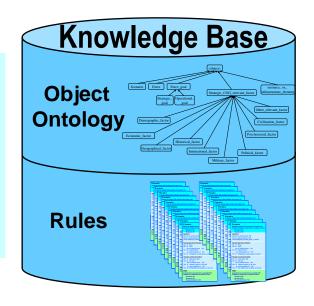
Agent Architecture for Generality-Power Tradeoff

#### P4. Knowledge Base Structuring for Knowledge Reuse

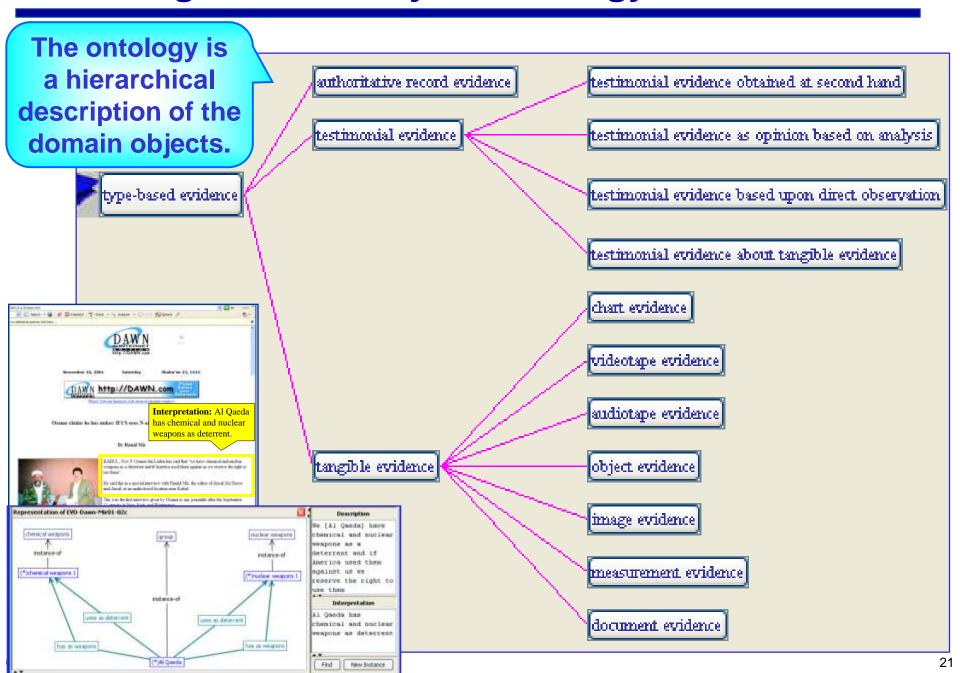
Structure the knowledge base into two parts: o its more general and reusable components; o its more specific components.

#### Disciple: Knowledge Base Structuring

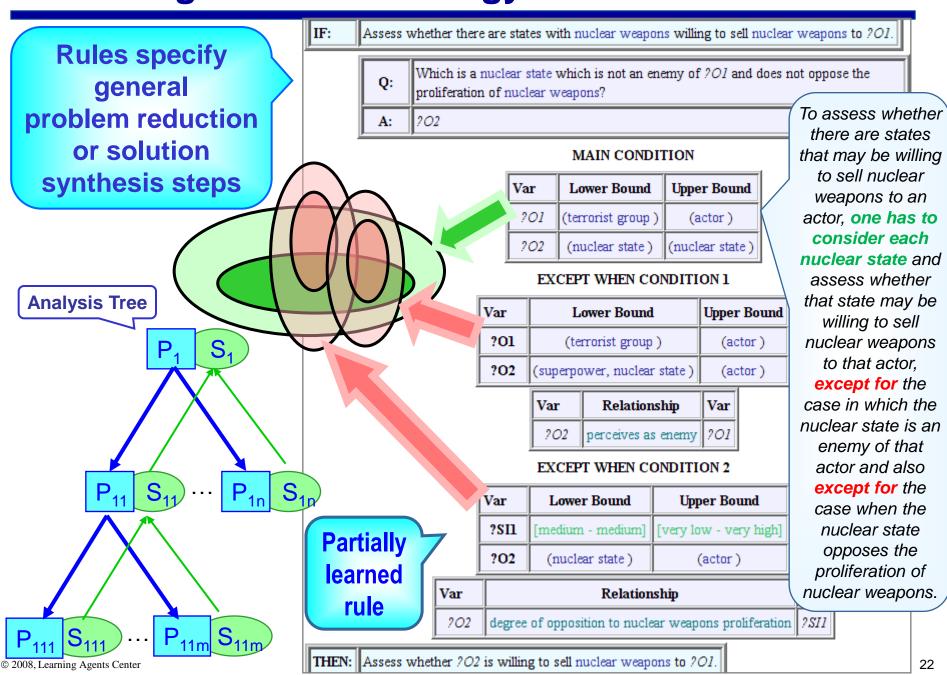
- The object ontology which may be reused from existing knowledge repositories;
- The problem solving rules which are learned from the subject matter expert.



#### **Knowledge Base = Object Ontology + Rules**



#### **Knowledge Base = Ontology + Rules**



#### **Overview: Design Principles**

Spiral Development with SMEs and End-Users

Problem Solving Paradigm for User-Agent Collaboration

Multi-Agent and Multi-Domain Problem Solving

Knowledge Base Structuring for Knowledge Reuse



Integrated Teaching and Learning

Multistrategy Learning

Learning with an Evolving Representation Space

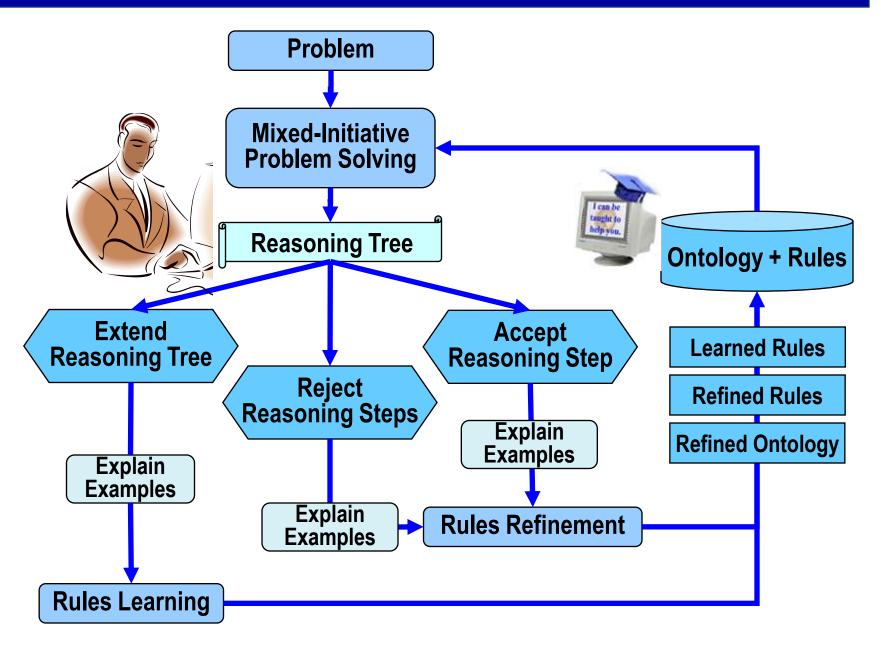
Mixed-Initiative Modeling, Learning and Problem Solving

Plausible Reasoning with Partially Learned Knowledge

User Tutoring in Problem Solving

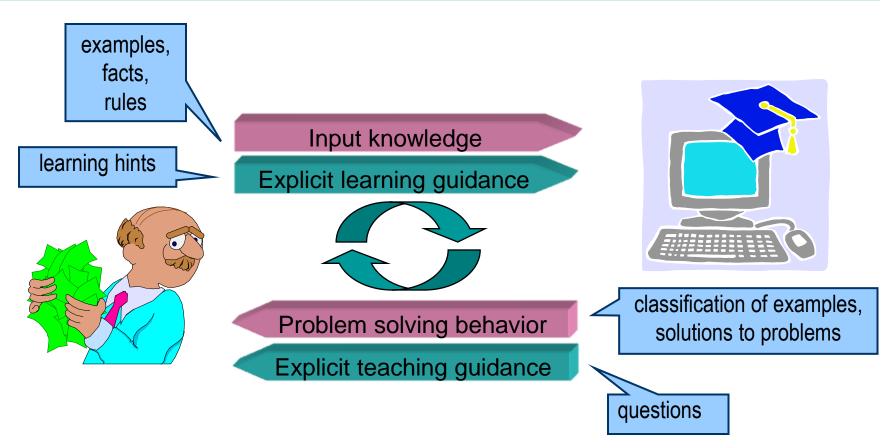
Agent Architecture for Generality-Power Tradeoff

#### Control of Modeling, Learning and Problem Solving

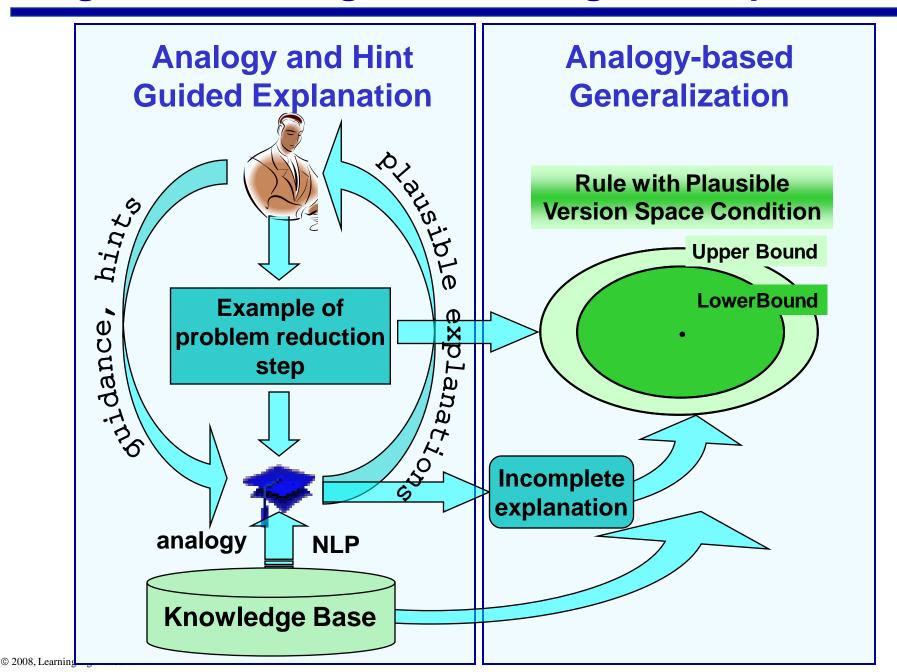


#### P5. Integrated Teaching and Learning

Develop agent teaching and learning methods where the subject matter expert helps the agent to learn (e.g. by giving examples, hints and explanations), and the agent helps the expert to teach it (e.g. by asking relevant questions).



#### **Integrated Teaching and Learning in Disciple**



26

#### Reasoning Rules Learned from Analyst's Solution

Learned Rule



Assess whether there are states with nuclear weapons that may be willing to sell nuclear weapons to Al Qaeda.

Which is a nuclear state? North Korea

Assess whether North Korea may be willing to sell nuclear weapons to Al Qaeda.

What might be a possible reason for North Korea to sell nuclear weapons to Al Qaeda?
United States is perceived as a common enemy of North Korea and Al Qaeda.

Assess to what extent the perception that United States is a common enemy of North Korea and Al Qaeda might be a good reason for North Korea to sell nuclear weapons to Al Qaeda.



Disciple

Agent KB

#### DECOMPOSITION RULE DDR.00104 FORMAL DESCRIPTION

F: Assess whether there are states with nuclear weapons that may be willing to sell nuclear weapons to ?OI.

(actor)

(nuclear state)

DECOMPOSITION RULE DDR.00105

Assess whether 701 may be v

701

202

703

(superpow

What might be a poss

203 is perceived as a

weapons to ?O2?

Q: Which is a nuclear state?

A: 202

MAIN CONDITION

Var Lower Bound Upper Bound

THEN: Assess whether 202 may be willing to sell m

Learned Rule

(terrorist group )

(nuclear state)

201

whether there are states that may be willing to sell nuclear weapons to an actor, one has to

To assess

consider each nuclear state and assess

whether that
state may be
willing to sell
nuclear weapons
to that actor.

Var Relationship Var

201 perceives as enemy 203

202 perceives as enemy 203

Assess to what extent the perception that 203 is a common enemy of 201 and 202 might be a good reason for 201 to sell nuclear weapons to 202.

#### **Overview: Design Principles**

Spiral Development with SMEs and End-Users

Problem Solving Paradigm for User-Agent Collaboration

Multi-Agent and Multi-Domain Problem Solving

Knowledge Base Structuring for Knowledge Reuse

Integrated Teaching and Learning



Multistrategy Learning

Learning with an Evolving Representation Space

Mixed-Initiative Modeling, Learning and Problem Solving

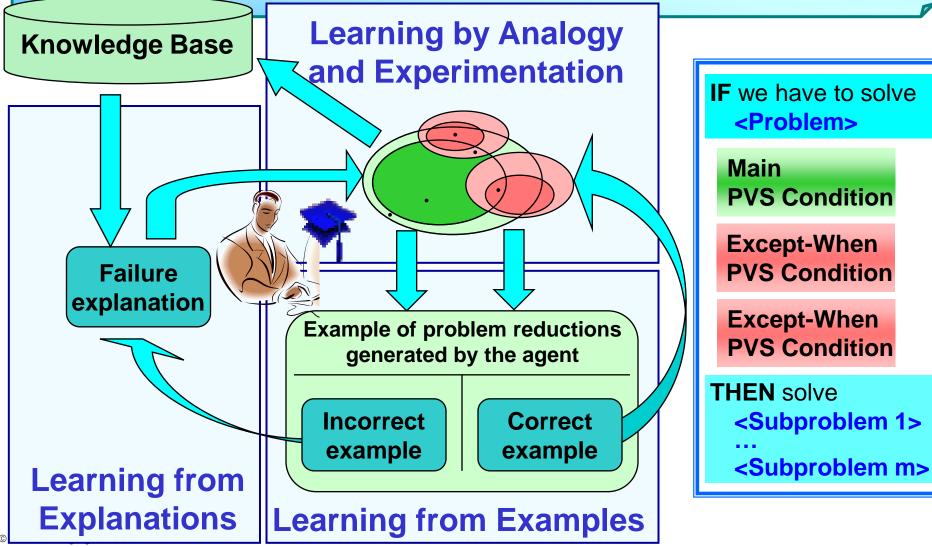
Plausible Reasoning with Partially Learned Knowledge

User Tutoring in Problem Solving

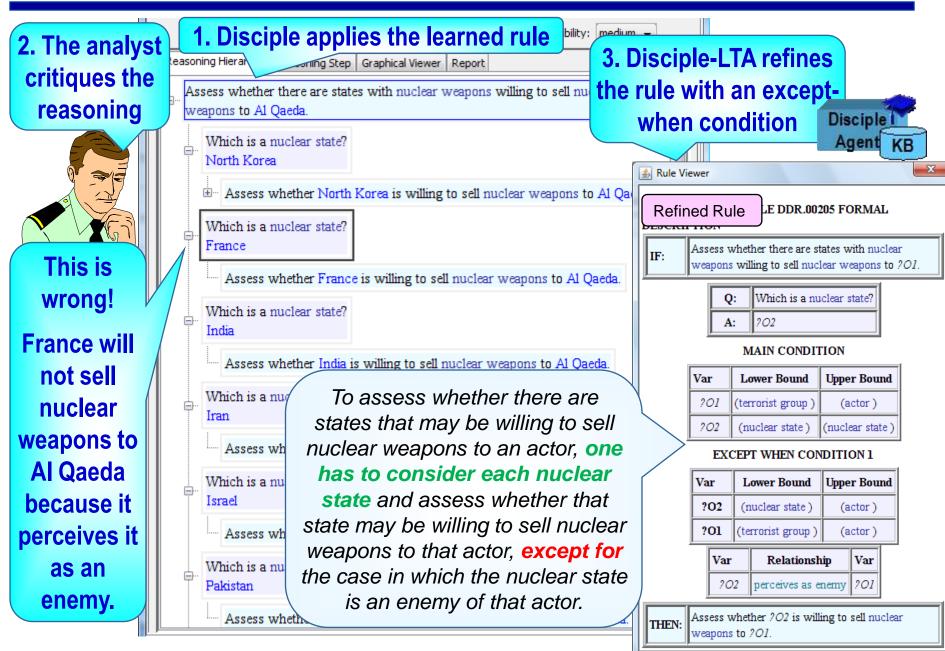
Agent Architecture for Generality-Power Tradeoff

#### P6. Multistrategy Learning

Develop multistrategy learning methods that integrate complementary learning strategies to take advantage of their strengths to compensate for each other's weaknesses



#### Rules Refined based on Analyst's Critique



#### Rules Refined based on Analyst's Critique

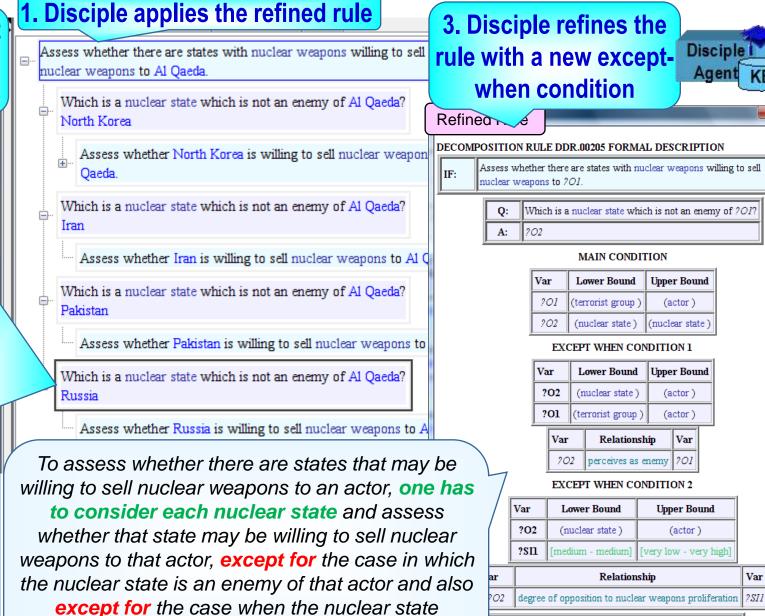
opposes the proliferation of nuclear weapons.

2. The analyst critiques the reasoning



This is wrong!

Russia will not sell nuclear weapons to Al Qaeda because it opposes the proliferation of nuclear weapons.

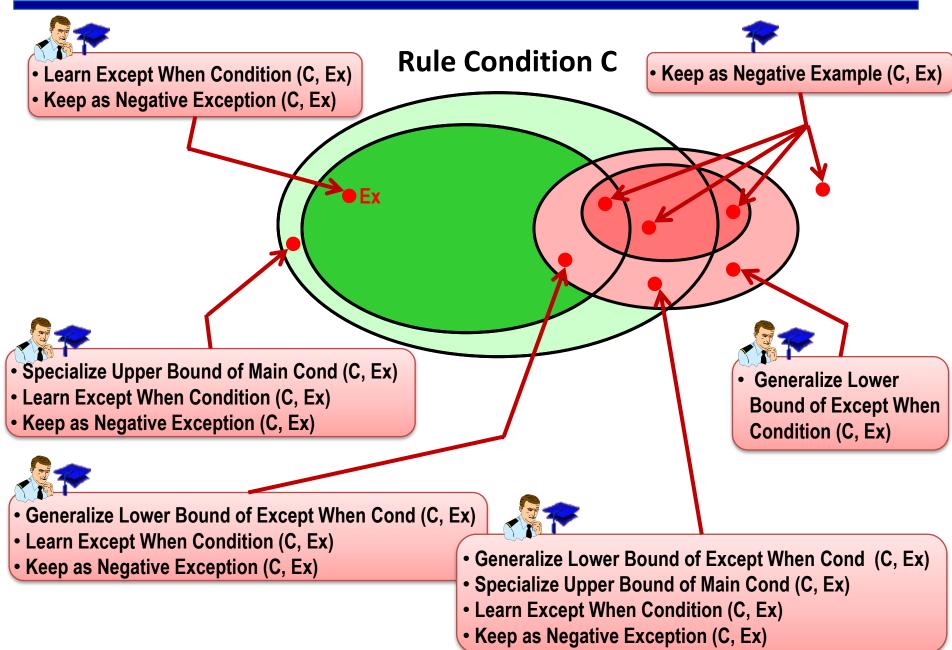


sess whether 202 is willing to sell nuclear weapons to 201.



## Disciple-LTA Demo: Solving, Modeling, and Learning

#### Discussion: Rule Refinement with Negative Example



#### **Overview: Design Principles**

Spiral Development with SMEs and End-Users

Problem Solving Paradigm for User-Agent Collaboration

Multi-Agent and Multi-Domain Problem Solving

Knowledge Base Structuring for Knowledge Reuse

Integrated Teaching and Learning

Multistrategy Learning



Learning with an Evolving Representation Space

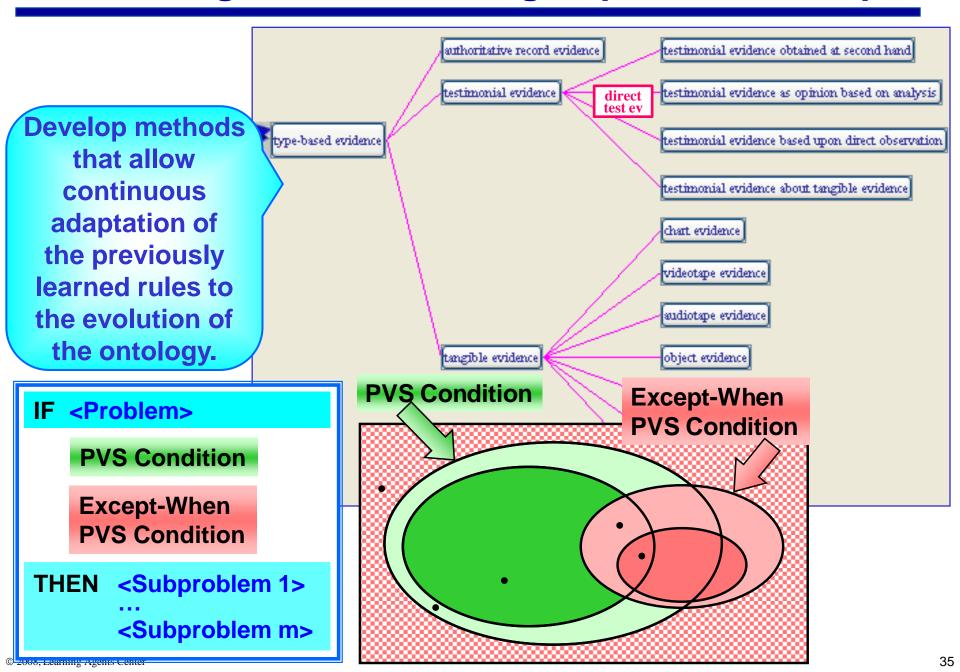
Mixed-Initiative Modeling, Learning and Problem Solving

Plausible Reasoning with Partially Learned Knowledge

User Tutoring in Problem Solving

Agent Architecture for Generality-Power Tradeoff

#### P7. Learning with an Evolving Representation Space



#### Characterization of the Disciple Learning Methods

Uses the explanation of the first positive example to generate a much smaller version space than the classical version space method.

Conducts an efficient heuristic search of the version space, guided by explanations, and by the maintenance of a single upper bound condition and a single lower bound condition.

Will always learn a rule, even in the presence of exceptions.

Learns from a few examples and an incomplete knowledge base.

Uses a form of multistrategy learning that synergistically integrates learning from examples, learning from explanations, and learning by analogy, to compensate for the incomplete knowledge.

Uses mixed-initiative reasoning to involve the expert in the learning process.

Is applicable to complex real-world domains, being able to learn within a complex and evolving representation language.

Spiral Development with SMEs and End-Users

Problem Solving Paradigm for User-Agent Collaboration

Multi-Agent and Multi-Domain Problem Solving

Knowledge Base Structuring for Knowledge Reuse

Integrated Teaching and Learning

Multistrategy Learning

Learning with an Evolving Representation Space



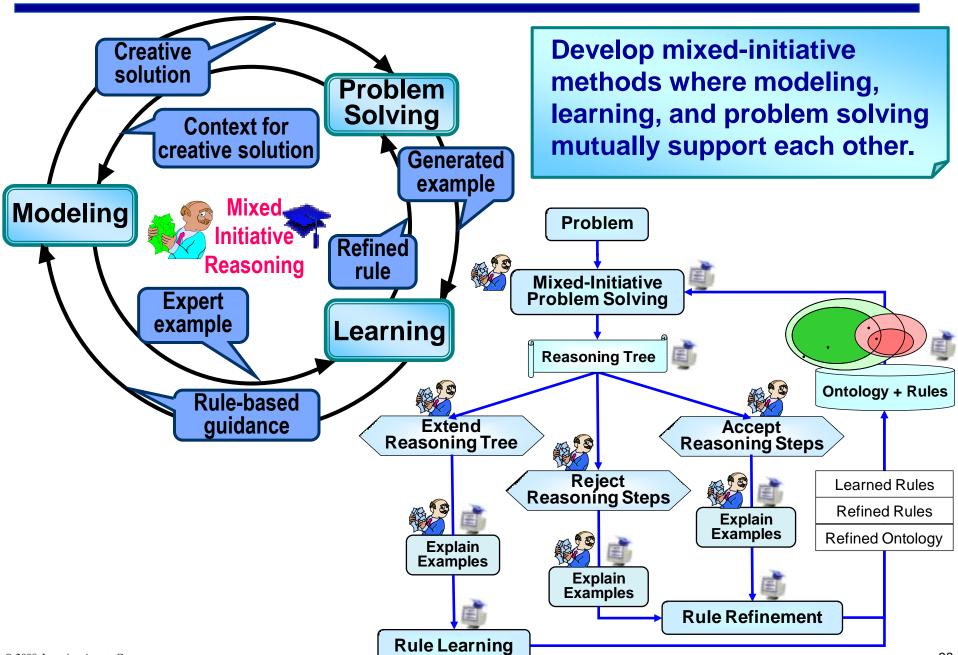
Mixed-Initiative Modeling, Learning and Problem Solving

Plausible Reasoning with Partially Learned Knowledge

User Tutoring in Problem Solving

Agent Architecture for Generality-Power Tradeoff

#### P8. Mixed-Initiative Modeling, Learning and Pb. Solv.



Spiral Development with SMEs and End-Users

Problem Solving Paradigm for User-Agent Collaboration

Multi-Agent and Multi-Domain Problem Solving

Knowledge Base Structuring for Knowledge Reuse

Integrated Teaching and Learning

Multistrategy Learning

Learning with an Evolving Representation Space

Mixed-Initiative Modeling, Learning and Problem Solving



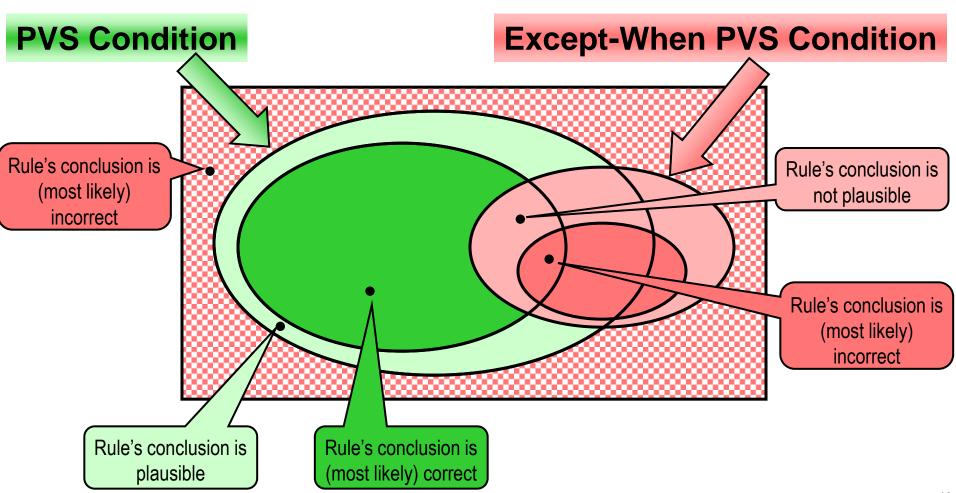
Plausible Reasoning with Partially Learned Knowledge

User Tutoring in Problem Solving

Agent Architecture for Generality-Power Tradeoff

#### P9. Plausible Reasoning with Partially Learned Knowledge

Develop reasoning methods based on confidence levels that allow efficient use of partially learned rules for modeling expert's reasoning, learning and problem solving.



Spiral Development with SMEs and End-Users

Problem Solving Paradigm for User-Agent Collaboration

Multi-Agent and Multi-Domain Problem Solving

Knowledge Base Structuring for Knowledge Reuse

Integrated Teaching and Learning

Multistrategy Learning

Learning with an Evolving Representation Space

Mixed-Initiative Modeling, Learning and Problem Solving

Plausible Reasoning with Partially Learned Knowledge



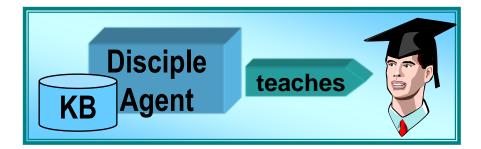
**User Tutoring in Problem Solving** 

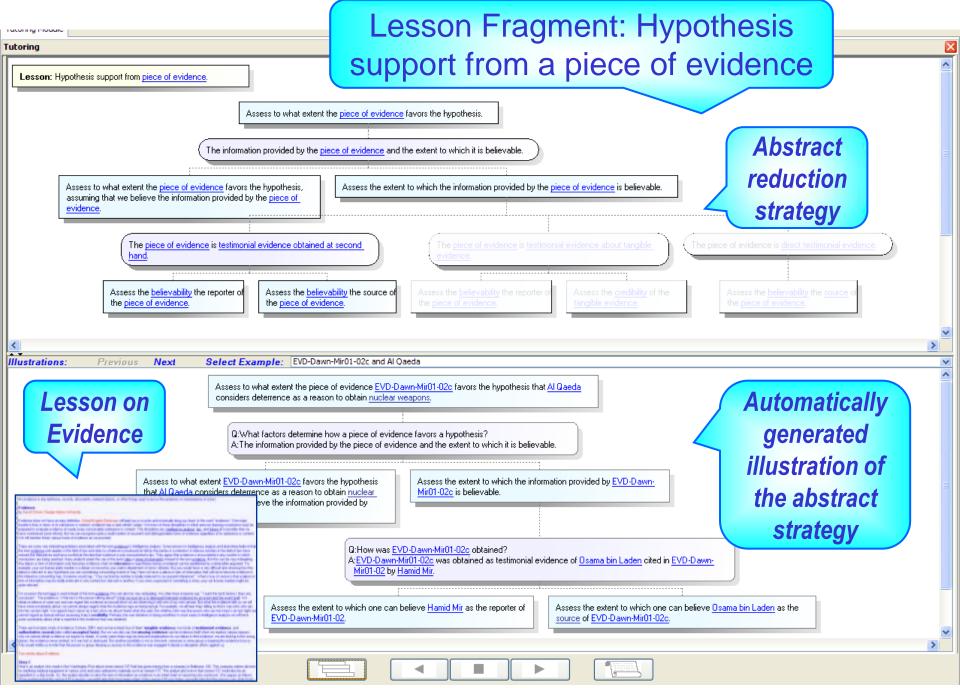
Agent Architecture for Generality-Power Tradeoff

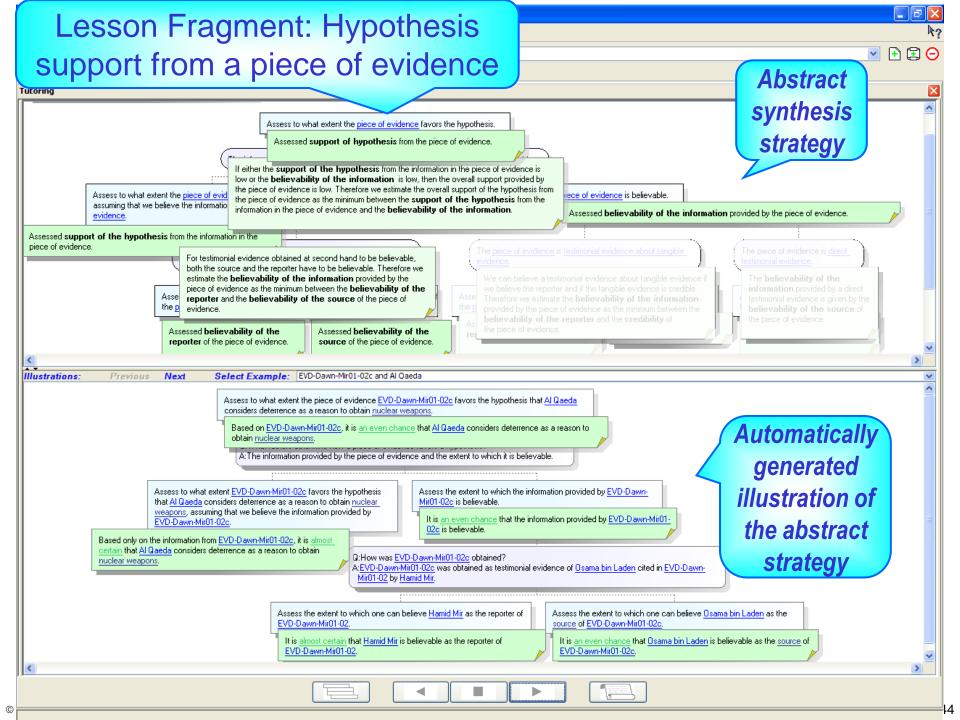
### P10. User Tutoring in Problem Solving

Develop approaches to user tutoring that allow the agent to easily and rapidly teach the user its problem solving paradigm, to facilitate their collaboration.









Spiral Development with SMEs and End-Users

Problem Solving Paradigm for User-Agent Collaboration

Multi-Agent and Multi-Domain Problem Solving

Knowledge Base Structuring for Knowledge Reuse

Integrated Teaching and Learning

Multistrategy Learning

Learning with an Evolving Representation Space

Mixed-Initiative Modeling, Learning and Problem Solving

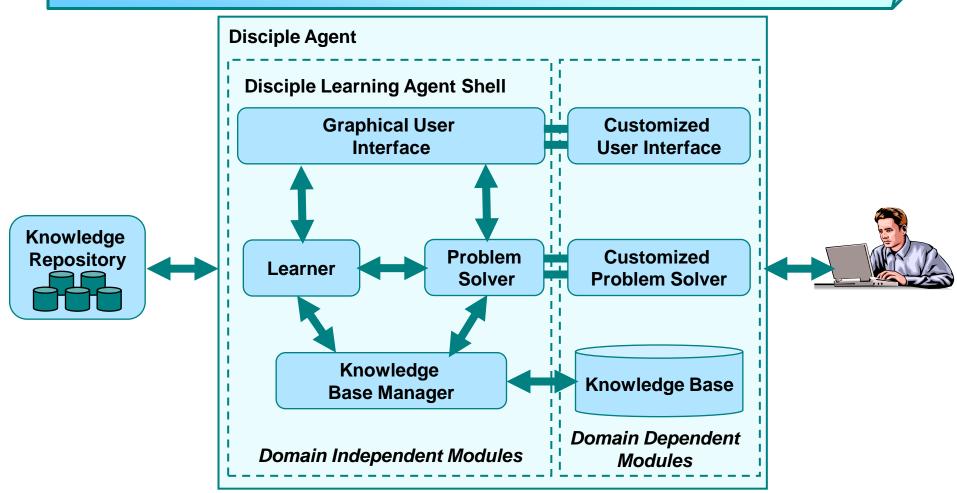
Plausible Reasoning with Partially Learned Knowledge

User Tutoring in Problem Solving

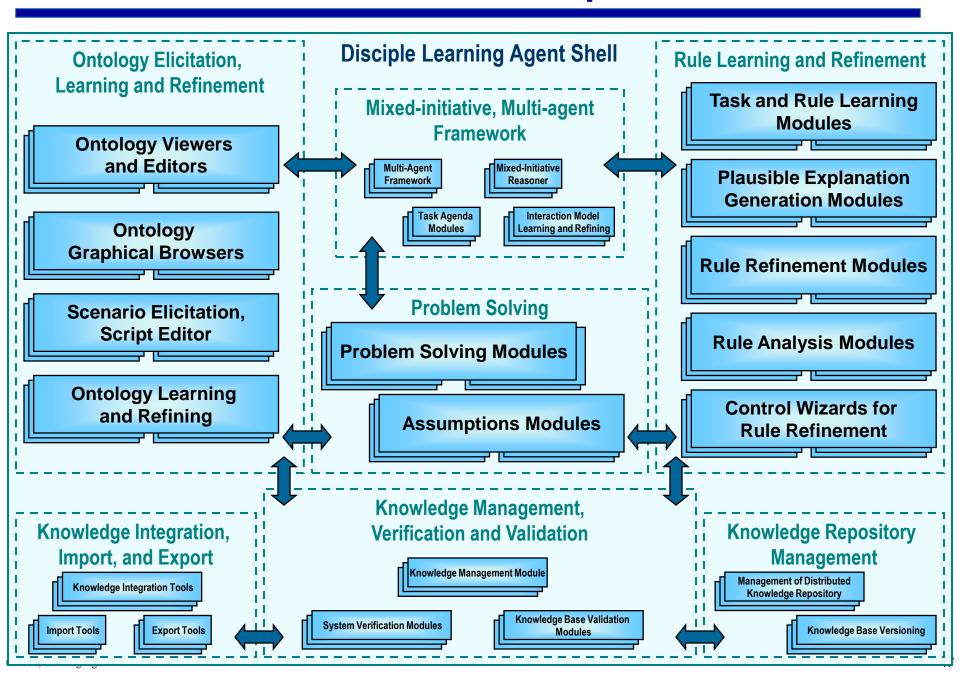
Agent Architecture for Generality-Power Tradeoff

### P11: Architecture for Generality-Power Tradeoff

Structure the architecture of the agent into two parts: o a reusable domain-independent learning agent shell; o domain specific modules.



## **Overall Architecture of the Disciple Shell**



#### **Customization of the Disciple Shell**

Customization for each type of user

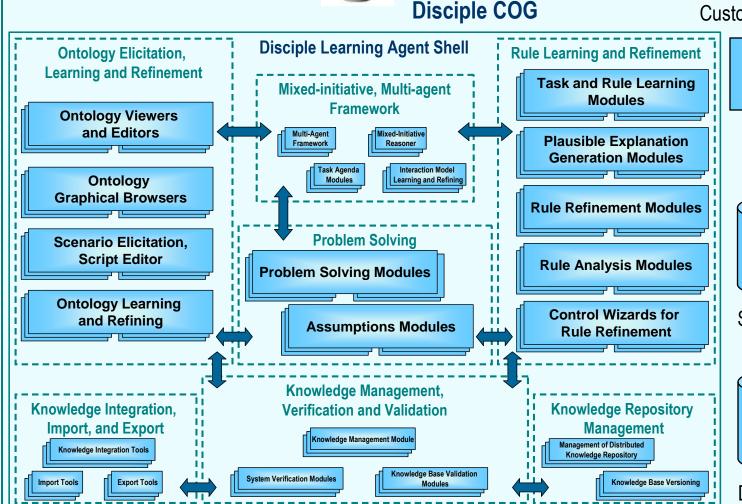








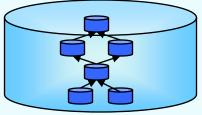
d Application Education and training



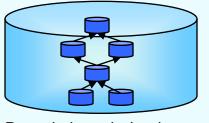
# Customization for each domain



**Dedicated modules** 



System knowledge base



Domain knowledge base

#### **Conclusion: Research Vision for Learning Assistants**

