

# Intelligent Systems: Reasoning and Recognition

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## Knowledge and Reasoning

What is knowledge? - Competence

Whatever enables the solution of problems.

Knowledge is defined by function and not by representation.

### Kinds of Knowledge

Cognitive Psychologists identify different categories of knowledge representation.

**Declarative:** A symbolic expression of competence.

Declarative knowledge is abstract

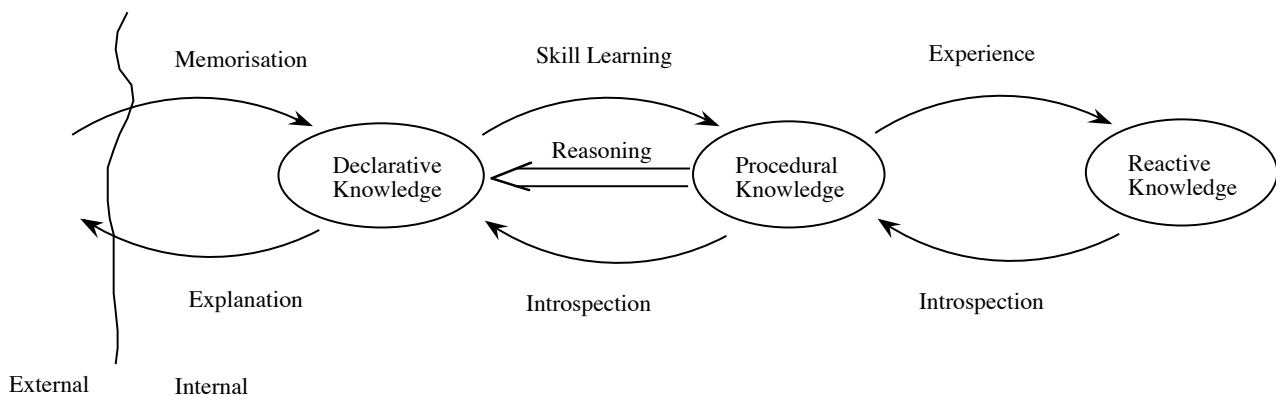
Declarative knowledge is used to communicate and to reason.

Declarative knowledge must be interpreted to be used.

**Procedural:** A series of steps to solve a problem.

A compiled expression of knowledge

**Reactive:** stimulus - response.



Newell proposes the distinction between "superficial" knowledge and "deep" knowledge.

**Superficial knowledge** provides reasoning without understanding. A common example of **superficial** reasoning is reasoning by symbol manipulation, without regard to the meaning of the symbols.

**Deep knowledge** requires the ability to predict and explain, and requires some form of model.

## What is Reasoning?

Generation of new knowledge.

Examples of types of inference using Symbolic Logic

Deduction :  $(p \wedge (p \rightarrow q)) \Rightarrow (q)$

Abduction :  $(q \wedge (p \rightarrow q)) \Rightarrow \text{Maybe}(p)$

Induction:  $p(A) \rightarrow q, p(B) \rightarrow q, \dots \Rightarrow \forall x (p(x) \rightarrow q)$

Today we will a system that uses abduction to diagnose problems and propose solutions.

## **Introduction to Expert Systems**

Expert systems are a class of software that is useful for domains that are

Subjective,

Poorly formalized, and

require manipulating large numbers of poorly related facts.

Examples include diagnosis, counseling, debugging, game playing, design in complex spaces and problem solving.

Expert system provides an alternative to algorithmic programming.

### **Expert System = Inference Engine + Domain Knowledge**

An expert system combines a domain independent "inference engine" with a database of domain knowledge. The domain knowledge is encoded symbolically as rules and facts.

Expert Systems are typically constructed by hand coding symbolic expressions of the expertise provided by a "domain expert". Such systems are typically constructed by iterative refinement through the collaboration of a programmer and a domain expert. The programmer "imitates" the system behavior, evoking corrections and advice by the expert. The programmer then encodes these as fact, rules and data structures.

The result is a system that proposes solutions to problems using superficial reasoning. Such systems may appear to understand but are in fact superficial. They tend to reason without regard to meaning. The system can make non-sense statements if applied outside their domain.

The technologies for "Expert Systems" are based on symbol manipulation, without regard for the meaning of the symbols. Thus Expert Systems are based on symbolic encoding of declarative and procedural knowledge from experts. The reasoning is syntactic. Thus it is shallow. The system cannot judge when it has been asked to solve a problem outside its domain.

While Expert Systems technologies provide useful solutions for many applications, there is a fundamental problem: Hand-crafting a knowledge base is generally a very expensive and difficult process.

## The MYCIN Expert System

In the 1970's, at Stanford University, Edward Feigenbaum directed a research group named the "Heuristic Programming Project". Their central thesis was

Intelligence = Large quantity of domain knowledge and a little bit of reasoning.

This led to an investigation into Knowledge Representation Techniques.

From 1970 to 1973 they sought to build a system that could interpret data from Mass Spectrograms.

A Mass Spectrograph is a device that uses electrical or magnetic fields to determine the masses of atoms or molecules in a sample. A beam of ions is passed through the electrical or magnetic field. The field deflects the ions at different angles depending on their masses, thereby breaking the beam into separate, identifiable bands.

The result of their project was a system named DENDRAL.

DENDRAL was an un-maintainable "hack". However, by 1973 the group had learned to express declarative knowledge as "rules". It was decided to start over, building a "rule based" system for "anti-biotic Therapy".

Penicillin was discovered in 1929 and came into widespread use as an antibiotic in the 1940's. During the 1950's and 1960's a variety of new antibiotics were discovered. Each had unique properties and uses. By the 1970s, most medical doctors required consultation with a specialized expert to prescribe antibiotics.

The Stanford University Medical School was a world famous center for research in antibiotics. The Medical School asked the Computer Science School for help. Feigenbaum proposed to construct an "Artificial Expert" antibiotic therapy advisor.

The MYCIN system was created in the doctoral research of Edward Shortliffe, under that direction of Bruce Buchanan in the HPP team at Stanford.

The system developed from 1973 to 1978. It evolved into the first true "Expert System". As such it became the model for a new class of systems. It also revealed the importance of reasoning with uncertainty and the knowledge acquisition problem.

## MYCIN: An Antibiotics Therapy Advisor.

By 1975, a large variety of Antibiotics were available. Each antibiotic was effective against a specific set of microbes, and triggered a specific set of side effects.

Patients were often allergic to certain families of antibiotics.

MYCIN was designed to be used by ordinary doctors who lacked the specialized training required to develop anti-biotic therapies.

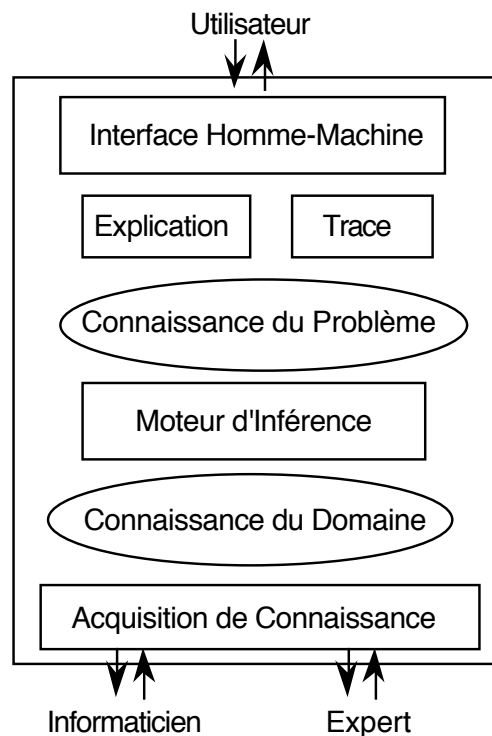
Specifications: The system was required to be:

- Easy to use
- Reliable
- Able to manipulate large numbers of unrelated facts.
- Able to use inexact and incomplete facts

Able to explain its advice.

MYCIN was composed of approximately 600 rules, manipulating a large base of structured facts. The rules provided procedural knowledge to

- 1) Request or infer the required information
- 2) Apply specialized knowledge to determine a therapy
- 3) Provide advice to doctors in the form of proposed therapy.
- 4) Respond to questions about its reasoning.



## **Facts**

All facts in MYCIN are represented by a "quadruple":

(CONTEXT, PARAMETER, VALUE, CF)

CONTEXTs structure reasoning and thus provide control.

For the MYCIN antibiotic therapy advisor, 10 contexts were required.

PERSON: Data about the patient, including age, sex and weight

OPERS: Past Medical procedures

CURCULS: Medical cultures taken from the patient

CURDRUGS: Current drug therapies for the patient

CURORGS: Known microbial infections in the patient

OPDRUGS: Drugs used during recent medical procedures

PRIORCULS: Past medical cultures

PRIORDRUGS: Past medical therapies

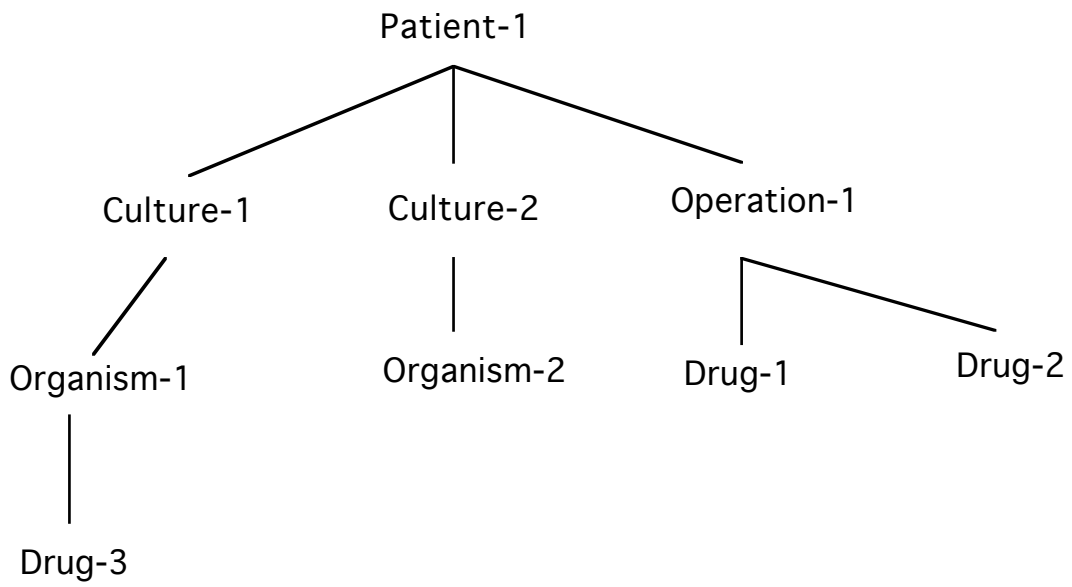
PRIORORGS: Past infections.

Contexts are organized in a tree.

MYCIN Context Tree was structured to respond to 4 questions.

- 1) What symptoms does the patient show
- 2) What microbes infect the patient
- 3) What antibiotics are effective against the microbes
- 4) What is the most appropriate antibiotic.

The context tree was called the "Dynamic Tree", and was composed of instances of each context.



The context tree served to focus reasoning.



## PARAMETERS

Each context was composed of a number of parameters. Each parameter was described by a data structure.

Attributes of Parameters included:

Expect : {Y/N, NUMB, ONE\_OF, ANY\_OF}

PROMPT : A sentence to ask for the value of the parameter.

LABDATA (Y/N) : Whether the parameter should be requested from the doctor or inferred automatically by the system.

(LABDATA was later renamed "ASK-FIRST")

LOOKAHEAD: A list of rules for inferring the value of a Parameter.

TRANS: An English language explanation of the parameter and the meaning of its values.

Extensive pre-coding of English sentences allowed the system to appear capable of intelligent dialog. The MYCIN system could almost pass the Turing Test!

PARAMETER Categories:

SingleValued: Parameter could take a single value. If multiple values are provided the most likely must be determined.

MultiValued: The parameter could have multiple values. A fact was created for each value.

Binary: A Boolean value; A single value that can be Yes or No

Reasoning between alternative single valued parameters required some form of evidential reasoning. For this, the MYCIN team invented a "Confidence Factor".

### The MYCIN Confidence Factor

ALL facts in MYCIN are labeled with a confidence Factor  $CF \in [-1, 1]$

ALL rules in MYCIN are labeled with a FORCE:  $CF \in [-1, 1]$ .

## RULES

MYCIN reasons with goal directed backward chaining rules.

Rules in MYCIN implement a form of "ABDUCTION".

$$A \wedge B \xrightarrow{\text{CF}_R} C$$

At any instant, MYCIN is trying to PROVE a GOAL (C).

The goal is the conclusion part of a rule. For this MYCIN attempts to prove the condition part of the rule,  $A \wedge B$

$$A \wedge B \xrightarrow{\text{CF}_R} C = \text{To prove } C, \text{ try to prove } A \text{ and } B.$$

Allowed Rule Structures:

$$A \wedge B \wedge C \rightarrow D$$

$$A \wedge (B \vee C) \rightarrow D$$

$$(A \vee B \vee C) \wedge (D \vee E) \rightarrow F$$

Disjunctions of conjunctions are not formally required. However, doctors to explain reasoning often use them.

Not allowed

$$A \vee B \vee C \rightarrow D$$

$$A \wedge (B \vee (C \wedge D)) \rightarrow E$$

MYCIN contains templates that allow it to interpret the chain of reasoning as English language sentences

## Evidential Reasoning and combining Hypotheses :

Given two hypotheses  $H_1$  and  $H_2$

$$H_1 \wedge H_2 \rightarrow H_3$$

Conjunction: The confidence for  $H_1 \wedge H_2$  is :

$$CF(H_1 \wedge H_2) = \min\{ CF(H_1), CF(H_2) \}$$

Disjunction : Confidence for  $H_1$  or  $H_2$

$$CF(H_1 \vee H_2) = \max\{ CF(H_1), CF(H_2) \}$$

Rules apply a force "CF<sub>R</sub>"

$$A \wedge B \xrightarrow{CF_R} C \quad CF_C = CF_R * \min\{ CF_A, CF_B \}$$

$$A \wedge (B \vee C) \xrightarrow{CF_R} D \quad CF_D = CF_R * \min\{ CF_A, \max\{CF_B, CF_C\}\}$$

An important case is when two independent paths reach the same hypothesis:

The MYCIN team invented a rule called COMBINE

Combine(  $CF_1, CF_2$  ) =

$$CF_1 + CF_2 ( 1 - CF_1 ) \quad \text{Si } CF_1 \geq 0 \text{ et Si } CF_2 \geq 0$$

$$\frac{CF_1 + CF_2}{1 - \min\{ |CF_1|, |CF_2| \}} \quad \text{Si } CF_1 \cdot CF_2 < 0$$

$$-\text{Combine}( -CF_1, -CF_2 ) \quad \text{Si } CF_1 \leq 0 \text{ et Si } CF_2 \leq 0$$

Alors :

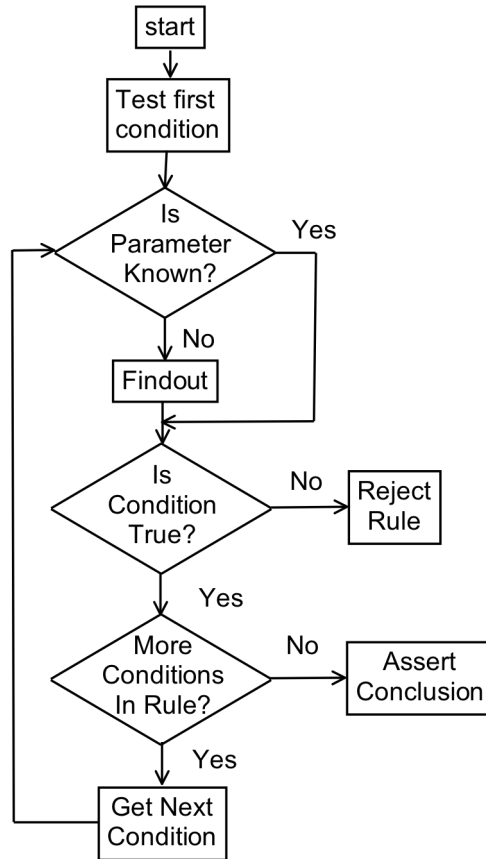
$$(H_1, CF_1) \text{ et } (H_2, CF_2) \text{ et } (H_1 = H_2) \rightarrow (H_1, CF_1 = \text{Combine}( CF_1, CF_2 ))$$

En MYCIN  $CF(\neg H) = -CF(H)$

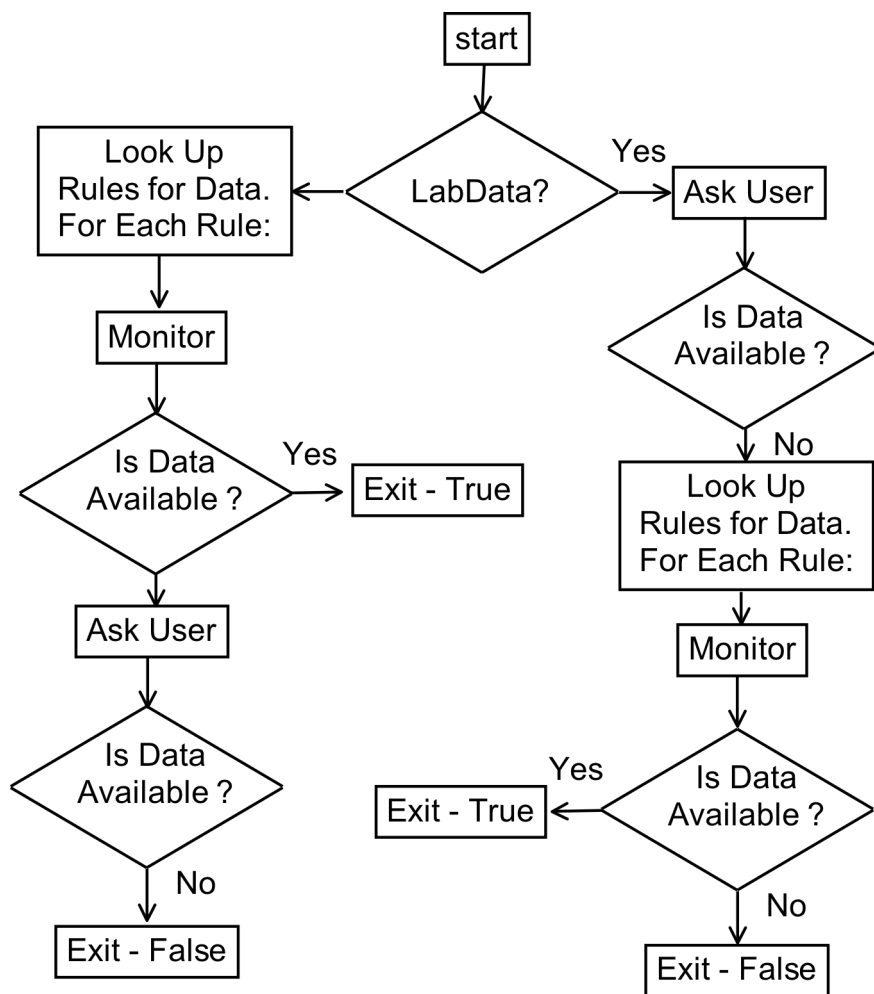
## Control

Two interleaved procedures are used:

MONITOR :



FINDOUT:



**Interactions :**

At any instant the user may ask

WHY? The system provide an interpretation of the trace of reasoning

HOW: The system provides the source for a fact.

Coupled with the extensive use of preprogrammed sentences, this made the system appear to be intelligent. However the knowledge was shallow.