

Revisiting Concept Learning in MAS

By: Arman Didandeh





What do we know so far?

- The formal definition of an agent
- Properties of agents:
 - Autonomy
 - Rationality
 - Reflectivity/Reactivity
 - Sociality
 - Ability to learn
- Multi Agent Systems

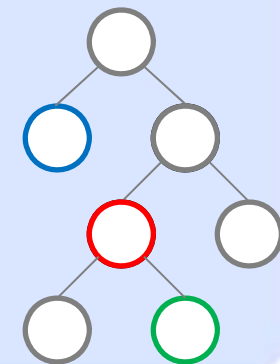



What do we know so far? (cont'd)

- Ability to learn in agents
 - mostly important in a MAS
 - concept vs. object
 - conceptualization
 - ontology & its formal definition
 - problems & proposed solutions
 - learning methods

What do we know so far? (cont'd)


- Multi Agent Systems:
 - positive vs. negative interaction
 - Cooperation
 - Collaboration
 - Competition
 - agent formal definition in a MAS
 - MAS formal definition
 - concept learning
 - partial access to environment
 - ontology learning
 - learning from objects: pex vs. nex





Collaborative Concept Learning in Multi Agent Systems

- Traditionally:
 - communication based on group commitment to **a common ontology**
 - often too strong or unrealistic
- In reality:
 - we prefer to enable agents to **exchange information** while they keep their own individual ontology
 - knowledge representation more independent
 - more flexibility
 - much more complexity of the communication



Collaborative Concept Learning in Multi Agent Systems (cont'd)

- Solution?!
- Agents can overcome this by using their **learning capabilities**
 - a concept you don't know but want to communicate about?!
 - learn that concept from other agents in MAS
- A general method for agents using ontologies, teaching other concepts
 - to improve communication
 - to improve cooperation abilities




The general method

- A particular agent understands a concept only ambiguously
- Intends to learn it by receiving **positive** and **negative** examples for that concept from the other agents
- Utilizes a known **concept learning method** to learn the concept in question
- Asks for **votes** from other agents to get involved in case of conflicts



The general method (cont'd)

- Allows agents not to share common ontologies
- Enables agents to establish common grounds on concepts known **only to some of them**
- Improves the **autonomy** of agents using them significantly
- Learner agent learns a concept from **a group of agents** rather than **one peer agent**



Collaborative Concept Learning in Multi Agent Systems (cont'd)

- Agents may differ in their ontologies in two dimensions:
 - the set of **features** representing the concepts
 - the set of **relations** that connect concepts to each other
- Agents should be able to learn each other's **conceptualization** despite:
 - using different but overlapping sets of features
 - different sets of relations that connect concepts to each other




Feature Diversity

- **Feature Vector** to represent objects
 - each feature has its domain (a set of values that defines possible values the feature)
 - an object is characterized by **a unique combination of the features**
 - a concept is denoted by a set of possible values for the features
- **Feature Diversity:**
 - there need not be any correspondence between the set of features representing an object or generally a concept in one conceptualization and the set of features in another




Feature Diversity (cont'd)

- Feature Diversity may cause:
 - each agent to have its own set of features to conceptualize the world
 - one agent's conceptualization of the world difficult or even impossible to be understood by another agent
 - RGB vs. Gray-Scale
 - Shape vs. RGB



Collaborative Concept Learning in Multi Agent Systems (cont'd)

- Basic assumptions:
 - agents come with different sets of features which are used by each to observe the world and conceptualize it
 - only some base features that are known, and respectively can be recognized by all agents with the same meaning



Collaborative Concept Learning in Multi Agent Systems (cont'd)

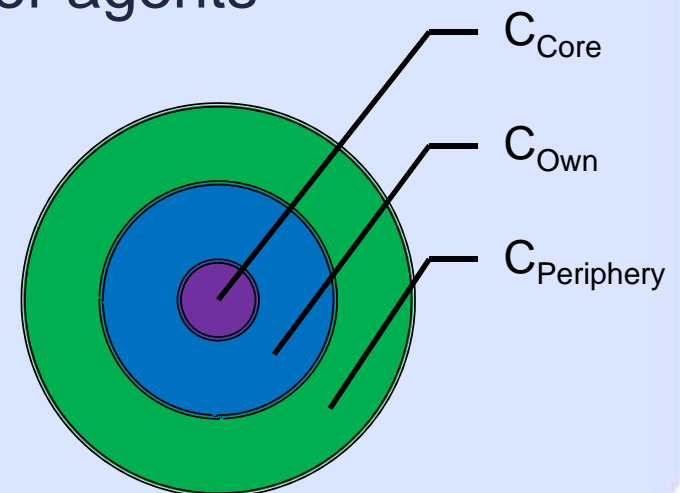
- Basic assumptions:
 - common knowledge:
 - base concepts that are known to all agents
 - names
 - feature values for base features
 - objects covered by them
 - teachers may not be unanimous on concepts:
 - different features (values)
 - different names for one concept
 - same name for different concepts
 - different relations in ontologies
 - a conflict resolution mechanism needed



Non-Unanimous Concepts

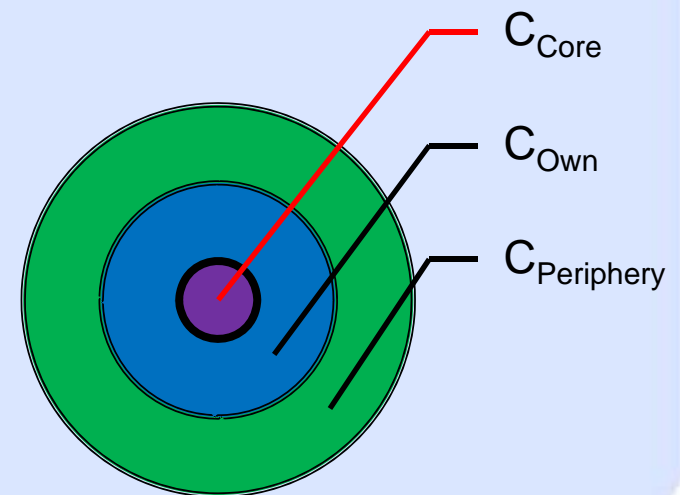
- Product of F.D. in a MA concept learning
- Allows us to express
 - different “*shades*” of agreements
 - on a particular concept
 - based on what an agent learns
 - from a group of teacher agents

$$\mathbf{C} = (C_{\text{Core}}, C_{\text{Own}}, C_{\text{Periphery}})$$



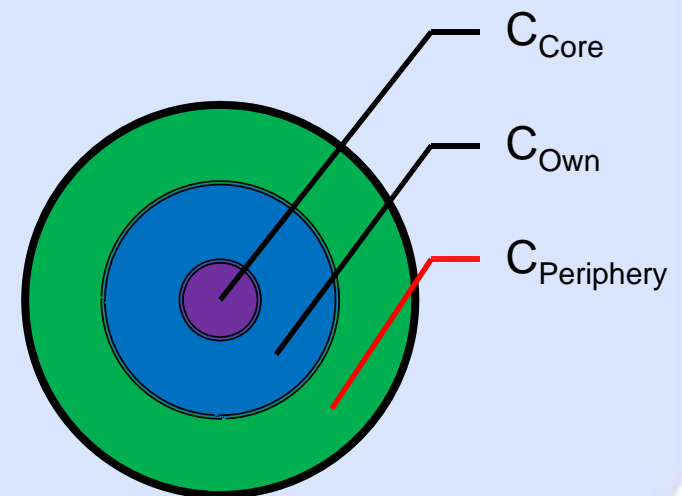
Non-Unanimous Concepts (cont'd)

- Core:
 - boundary around the area that there is **no conflict among agents regarding the objects in it**



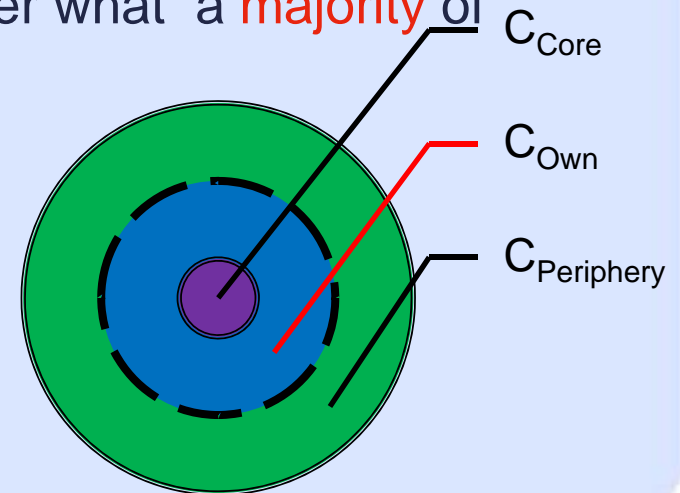
Non-Unanimous Concepts (cont'd)

- Periphery:
 - boundary around the area that covers **all teacher agents' viewpoints**
 - every objects that even only one agent thinks belongs to the concept is in this boundary

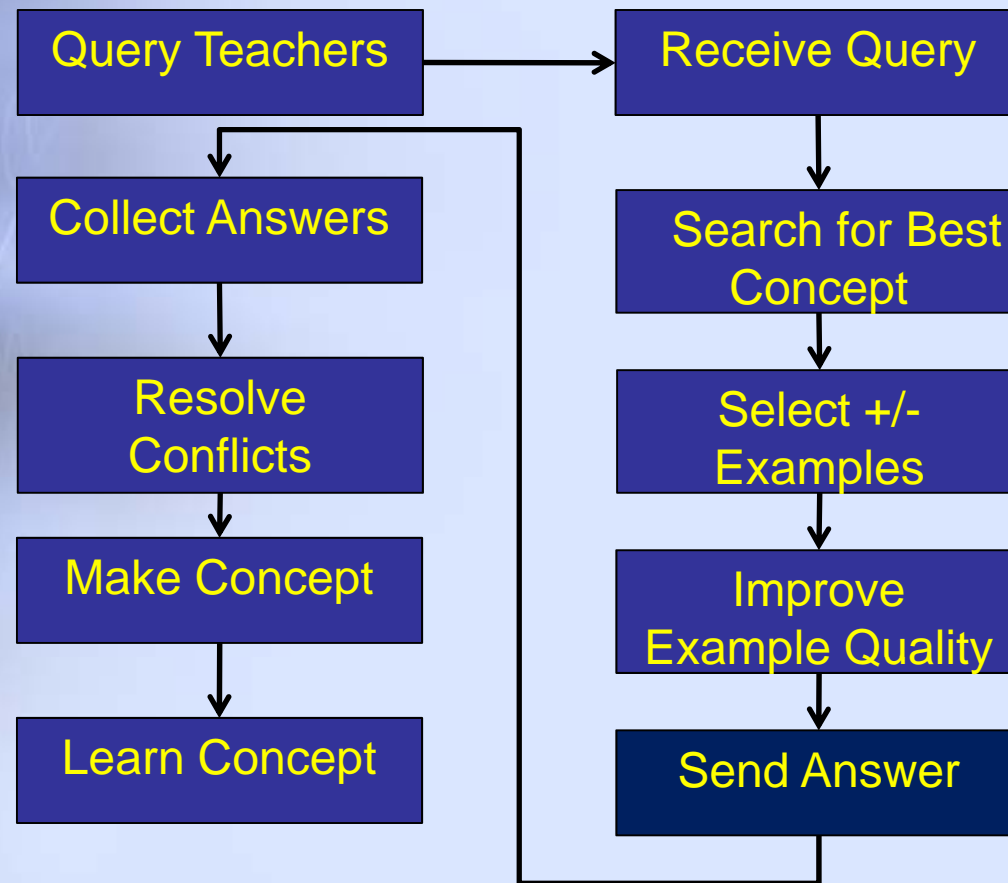


Non-Unanimous Concepts (cont'd)

- Own:
 - the learner agent itself then chooses a concept definition that:
 - encompasses the core
 - is itself encompassed by the periphery
 - a good candidate:
 - result of concept learner what a **majority** of teachers agree on



System overview



The Learner Agent

The Teacher Agent

Using N-U Concepts in group communication

Is zero a natural number?!?!?

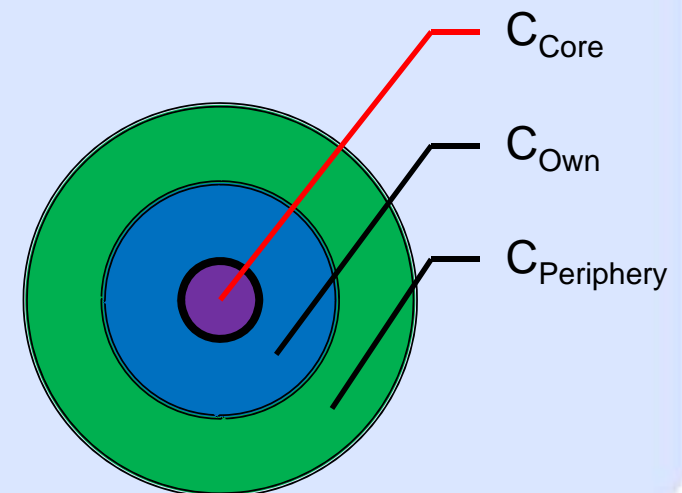
- Set theory:

YES

- Number theory:

NO

$$C_{\text{Core}} = \{1, 2, 3, \dots\}$$



Using N-U Concepts in group communication (cont'd)

Is zero a natural number?!?!?

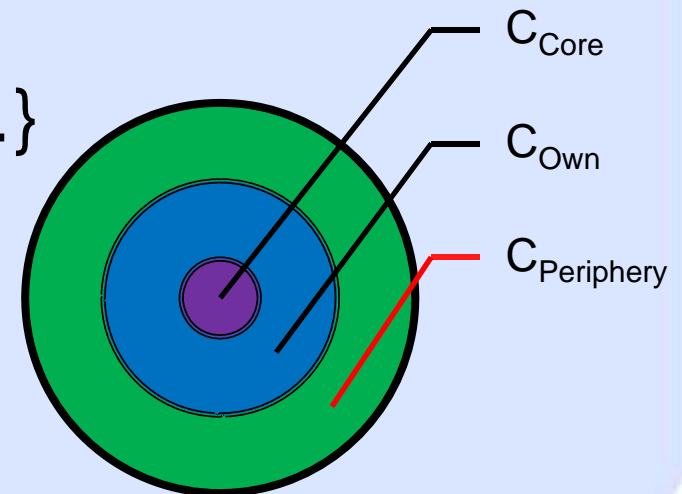
- Set theory:

YES

- Number theory:

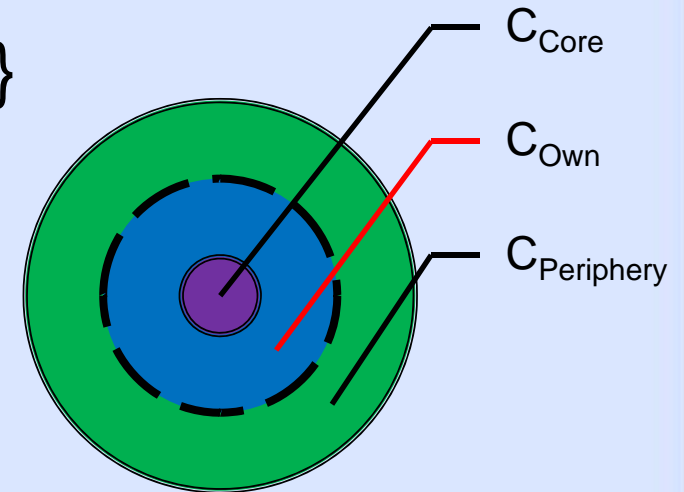
NO

$$C_{\text{Periphery}} = \{0, 1, 2, 3, \dots\}$$

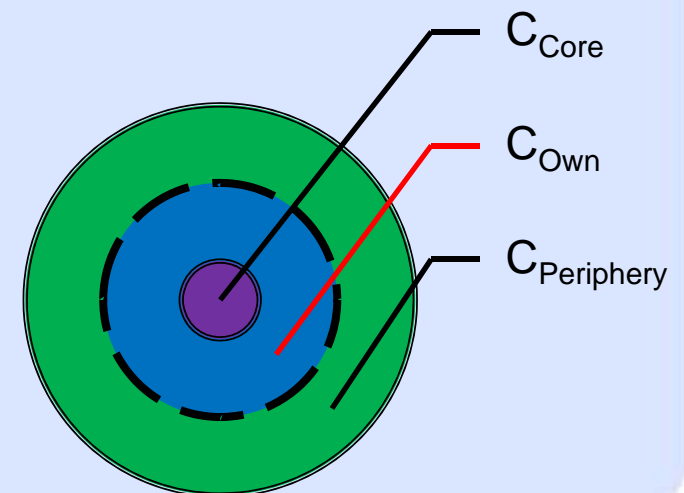



Using N-U Concepts in group communication (cont'd)

$$C_{\text{Own}}^{\text{Ag1}} = \{0, 1, 2, 3, \dots\}$$



$$C_{\text{Own}}^{\text{Ag2}} = \{1, 2, 3, \dots\}$$





Using N-U Concepts in group communication (cont'd)


Now what if these two agents want to communicate with a group of mathematicians, including both number and set theoreticians?!?!

- Ag1 decides:
 - $C_{Own} = C_{periphery}$
 - Zero is the sole element of $pex^{Own} - pex^{Core}$
 - Ag1 want to say something that holds for all natural numbers (inclusive manner)
 - Ag1's communication could be understood by everyone
 - Some redundancy may occur

Using N-U Concepts in group communication (cont'd)

Now what if these two agents want to communicate with a group of mathematicians, including both number and set theoreticians?!?!

- Ag2 decides:
 - $C_{Own} = C_{Core}$
 - Zero is the sole element of $pex^{Periphery} - pex^{Own}$
 - Ag1 want to say something that holds for no natural number (exclusive manner)
 - Ag1's communication could be understood by everyone
 - if she says that it also doesn't hold for zero



Problems to face in communication

- **Dynamically** establishing common grounds is needed
- Different members of a group will differ in their ontologies
- Impossible to learn ontologies of all agents in a large group
- When **talking to all agents at once**: what ontology to use?



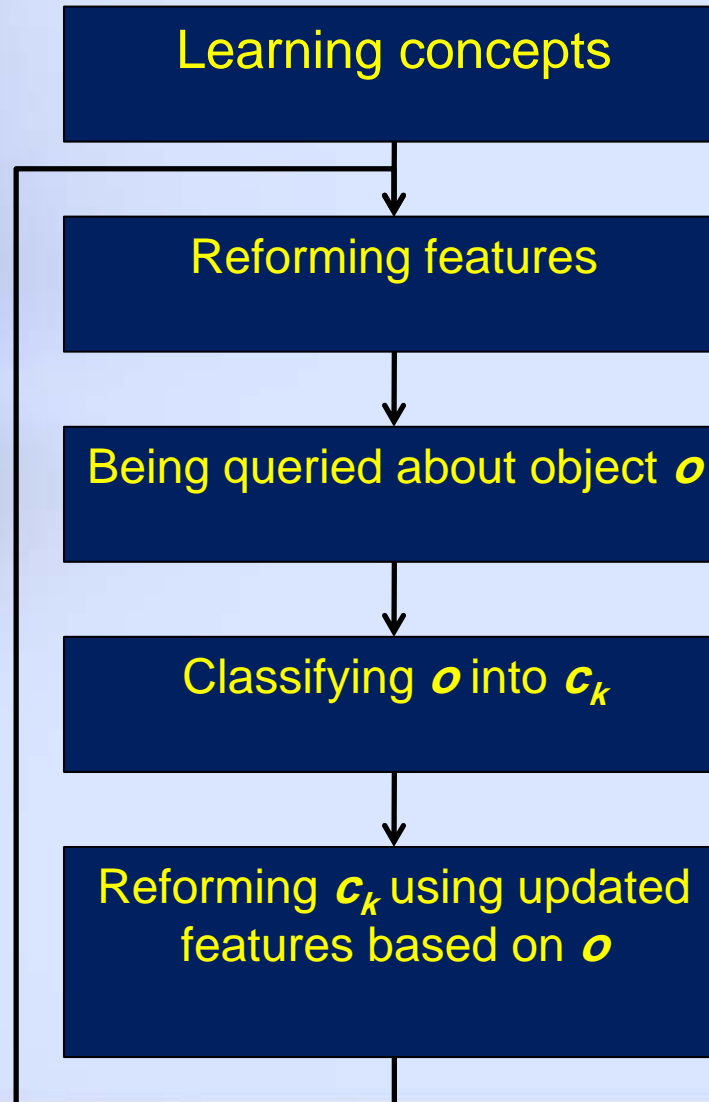


What have we done?

“Incremental Concept Reformation Through Queried Object Classification”

- New information that can help the agent to make the definition of a concept more concrete (*i.e. new objects*)
 - should be compatible with knowledge structure
 - keeping all objects not feasible
- Update concept definition by keeping the object in memory
- Feature-based representation of concepts (a modification to previous one)

ICRTQOC



General
Concept
Reform
Process



ICRTQOC (cont'd)

- Generally, learning of new concepts is happening from *scratch*
 - no place for concept in agent's ontology before the learning process
- Incrementally updating the understanding of an agent about a specific concept
- Defining for any feature f_i and value v_{ij} in any boundary a conditional probability
 - use objects that has been collected by agent during the learning process of c_k

ICRTQOC (cont'd)

- We have for each boundary of C_{Own} , C_{Core} and $C_{\text{Periphery}}$ **probabilities** assigned to every combinations of features and values, as:

$$P(f_i = v_{ij} | c_{bu_k}) = \frac{|\{(f_i, v_{ij}) | f_i = v_{ij} \wedge v_{ij} \in V_i\}|}{|\text{objects} \in c_{bu_k}|}$$

- The probability of object o being an instance of concept c_k is as:

$$P(c_k | o) = P(c_k) \prod_{f_i} P(f_i = v_{ij} / c_k)$$

ICRTQOC (cont'd)

Algorithm 1 Probabilistic incrementally update of agent understanding regarding a specific concept

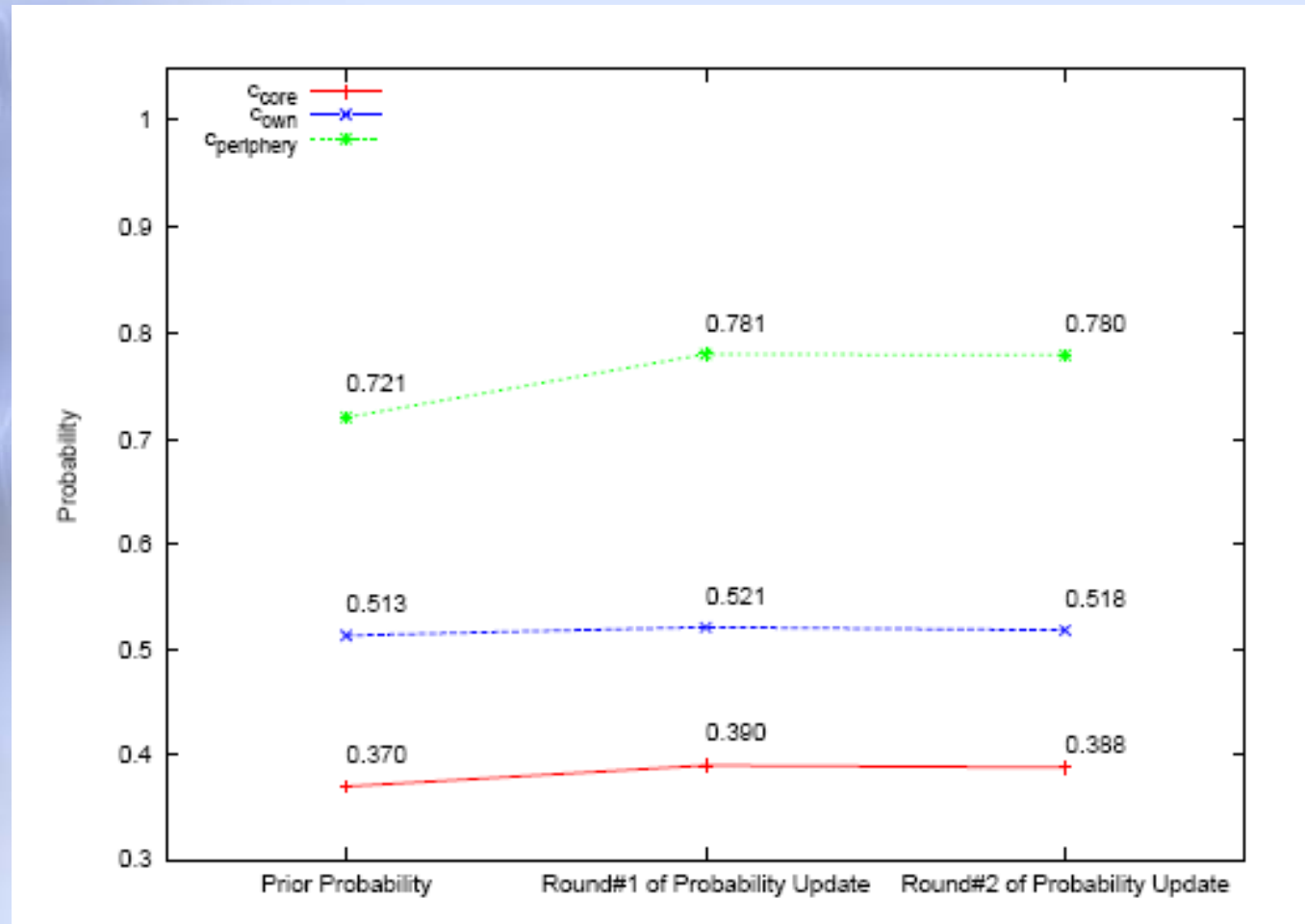
1. Observe an object o through a query
 2. **for all** concept c_i in agent's ontology **do**
 3. $k = \operatorname{argmax}_i P(c_i) \prod_{f_i} P(f_i = v_{ij}/c_i)$
 4. **end for**
 5. **for all** Boundary bu in *core, own* and *periphery* of c_k **do**
 6. $P(c_{bu_k}/o) = P(o/c_{bu_k}) \times P(c_{bu_k})$
 7. **for all** f_i and possible value v_{ij} **do**
 8. $P_{new}(f_i = v_{ij}/c_{bu_k}) = P_{old}(f_i = v_{ij}/c_{bu_k}) +$
 $\operatorname{sgn}(P(c_{bu_k}/o) - \operatorname{thr}_{bu_k}) \times \alpha \times P(c_{bu_k}/o) \times$
 $(1 - P_{old}(f_i = v_{ij}/c_{bu_k})) \times P_{old}(f_i = v_{ij}/c_{bu_k})$
 9. **end for**
 10. **end for**
- harsh change inhibitor*
increase/decrease decision

ICRTQOC (cont'd)

Border	features	prior	round #1	round #2
<i>C_{core}</i> →	<i>f_{web,algorithm,program}</i>	0.721	0.781	0.780
	<i>f_{design,processor,reliability}</i>	0.650	0.661	0.669
	<i>f_{performance,central,protocols}</i>	0.433	0.452	0.451
	<i>f_{proof,cryptography,undecidability}</i>	0.513	0.507	0.505
	<i>f_{power,image,electronic}</i>	0.303	0.297	0.301
	<i>f_{plasma,signal,circuit}</i>	0.257	0.246	0.251
<i>C_{own}</i> →	<i>f_{web,algorithm,program}</i>	0.513	0.521	0.518
	<i>f_{design,processor,reliability}</i>	0.461	0.470	0.475
	<i>f_{performance,central,protocols}</i>	0.392	0.393	0.388
	<i>f_{proof,cryptography,undecidability}</i>	0.480	0.472	0.469
	<i>f_{power,image,electronic}</i>	0.419	0.416	0.425
	<i>f_{plasma,signal,circuit}</i>	0.473	0.461	0.467
<i>C_{periphery}</i> →	<i>f_{web,algorithm,program}</i>	0.370	0.390	0.388
	<i>f_{design,processor,reliability}</i>	0.400	0.407	0.413
	<i>f_{performance,central,protocols}</i>	0.376	0.379	0.374
	<i>f_{proof,cryptography,undecidability}</i>	0.498	0.492	0.491
	<i>f_{power,image,electronic}</i>	0.721	0.700	0.711
	<i>f_{plasma,signal,circuit}</i>	0.619	0.601	0.610

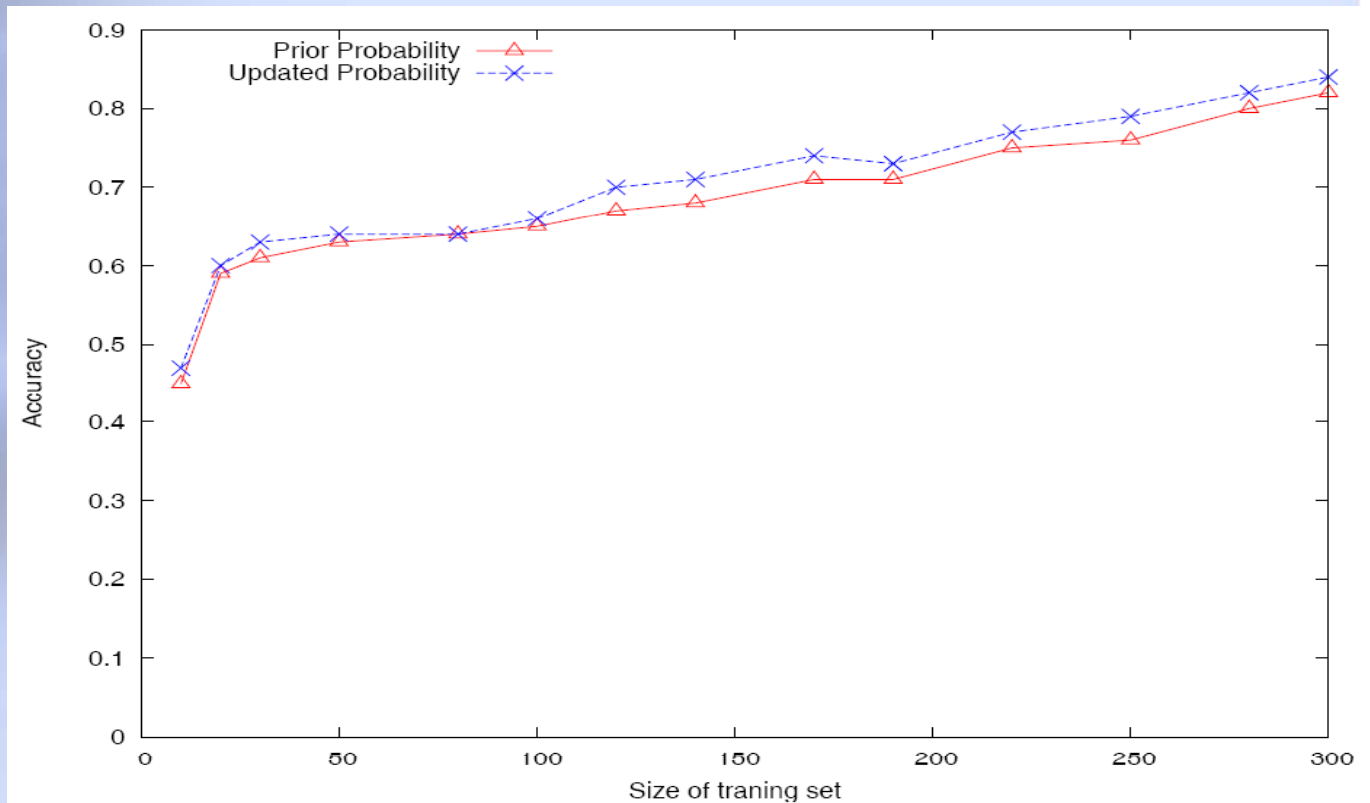
Sample features describing concept *computer science*

ICRTQOC (cont'd)



Updating the probability of feature $f_{web;algorithm;program}$

ICRTQOC (cont'd)



Two different set of features and their classification accuracy



Conclusion

- Non-Unanimous concepts allow us to make agents aware of possible misunderstandings when **communicating to a group of agents**
- New representation of **Non-Unanimous Concepts** enable us to incrementally update the agents understanding of a concept



References

1. **Mohsen Afsharchi**, *“Ontology-Guided Collaborative Concept Learning in Multi agent Systems”*, PHD Dissertation;
2. **Nima Mirbakhsh, Arman Didandeh, Mohsen Afsharchi**, *“Incremental Non-Unanimous Concept Reformation through Queried Object Classification”*, WI/IAT’09, Bicocca university, Milan, Italy;

A blue-tinted image of a computer keyboard is shown on the left side of the slide. The keys are visible, and the overall lighting is soft and diffused. The text 'Questions are welcome' is overlaid on the right side of the image in a bright green, sans-serif font. The text is arranged in two lines: 'Questions' on the top line and 'are welcome' on the bottom line.

Questions
are welcome