


Model-based Reasoning

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Introduction

- Description of the Field
 - Motivations for development
 - Relevance of the Field
 - Objectives
 - Overview
 - Models  Background
-
- Recommended Text:
“Qualitative Reasoning”
Ben Kuipers, MIT Press 1994
£40 if you are really interested!

Model-based Reasoning

- Qualitative Reasoning
 - Symbolic, using no numbers
 - Structural though incomplete
 - Synonyms: Naive physics, Qualitative modelling, Qualitative simulation, Commonsense reasoning, Deep knowledge.
- Developments
 - Use of any models in the domain reasoning process
 - Numerical, Interval, Semi-quantitative, Fuzzy, Qualitative, Rule-based, Procedural

Systems

- Natural Systems
 - Physical: Fluid behaviour, Chemical reactions
 - Biological: Drug uptake, Cardiac performance, Renal operation, Photosynthesis
 - Ecological
- Artificial Systems
 - Physical: Electrical circuits, Mechanical systems, Chemical plant
 - Economic: Housing markets, Organisations

Motivations

- Problems with RBS
 - Reasoning from First Principles
 - Dangers with “nearest approximation”
- Modellers requirements
- Second Generation Expert Systems
 - Use deep knowledge
 - Provide explanations of reasoning process
- Commonsense reasoning
 - Capture how humans reason
 - Enable use of appropriate causality
- Model reuse
 - Improved ease of ES maintenance

Is MBR relevant? (1)

- Domains of Application
 - Modelling of ecological systems
 - Diagnosis of industrial plant
 - Training of process operators
 - Control of process plant
- Industrial Investment
 - Number of large collaborative projects involving industry (e.g. Unilever, Siemens, BG) and academia
- Eye to the future
 - Industrial rollout
 - Focus on the essence of ‘Modelling’
- Development methods
 - KADS - Expert Systems development
 - ARTIST, PRIDE - Model-based Diagnosis

Is MBR relevant (2)

- Communication infrastructure
 - European - Monet
 - National - R&R (UK), MQD (France)
- Commercialisation
 - Tiger - Diagnosis of Gas Turbines
 - FLAME (Autosteve) - FMEA and Diagnosis of car electrics

Objectives

- Understand basis of QR and MBR
- Awareness of modelling perspectives
- Understanding of QR ontologies
- Detailed knowledge of constraint approaches - development and application
- Awareness of domains of application
- Awareness of issues in model construction
- (Understanding of spatial models)

Overview

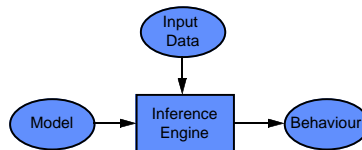
- Background and Basics
 - Ontologies, Quantity spaces, Qualitative arithmetic, Operations, Causality.
- Major methods of QR
 - Devices, Processes and Constraints
 - Focus on constraint based and developments
- Reasoning Domains
 - Explanation, Diagnosis, Training, Prediction, Spatial reasoning, Kinematics
- Modelling Methodologies
 - Teleological, Behavioural, Multimodelling, Multiple models

Basic Principles of QR

- Terminology and Concepts
 - new(ish) field: proliferation of terms
 - underlying concepts basis for all QR
- Symbolically represents the important (qualitative) distinctions in a system
 - increasing, steady, decreasing
 - high, medium, low
- Scales of Measurement
 - nominal, ordinal, interval, ratio
- Qualitative versus Quantitative?

What is a Model?

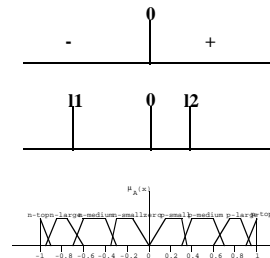
- Assume knowledge
 - You've all come across them.
- Physical
 - E.g. Doorlock mechanism
- Mathematical
 - Declarative Structure
 - Representation
 - Executable but distinct from inference mechanism.



- Prediction:
 - What value will it have?
- Explanation
 - Why did it happen that way?
 - Facilitates understanding of system

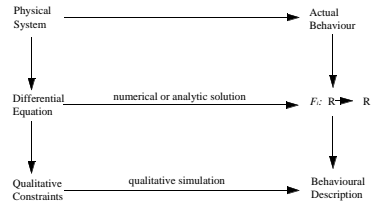
Qualitative Reasoning

- Components of a Qualitative Model
 - Ontology (a way of looking at the world)
 - Variables (things that change)
 - Quantity space (values variables take)
 - Relations (what variables do to each other)
- Quantity Spaces



Qualitative Relations

- Behavioural Abstraction



- Incompleteness

- Not the same as “Uncertainty”
 - but is related to “Precision”
- Known model structure (assumed)
- Imprecise knowledge of system functional relations

- Operators

- ADD, MULT, DERIV

Arithmetic Operations

- Sign Algebra

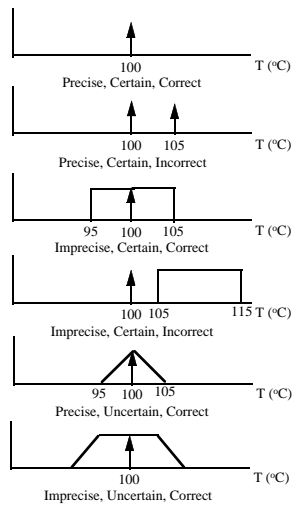
MULT

\otimes	+	0	–
+	+	0	–
0	0	0	0
–	–	0	+

DIV

\oslash	+	0	–
+	+	X	–
0	0	X	0
–	–	X	+

Precision and Uncertainty



Aritmetic Operations (2)

ADD

\oplus	+	0	–
+	+	+	?
0	+	0	–
–	?	–	–

SUB

\ominus	+	0	–
+	?	+	+
0	–	0	+
–	–	–	?

Arithmetic Operations (3)

$$A = B - C$$

where B & C both have value [+], A will be undefined










- Disambiguation
 - may be possible from other information
 - $A = [+]$ if $B > C$
 - $A = [0]$ if $B = C$
 - $A = [-]$ if $B < C$
- Functional Relations
 - $Y = \mathbf{M}+(X)$
 - $Y = \mathbf{M}\cdot(X)$

Qualitative Vectors

- Convenient representation of state and behaviour
- Consists of Magnitude and first n derivatives of a variable:
 - $x \rightarrow d^0$ (zeroth derivative)
 - $x' \rightarrow d^1$ (first derivative)
 - $x'' \rightarrow d^2$ (second derivative)
 - ...
$$[x] = (d^0, d^1, d^2 \dots)$$

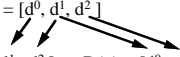
- Usually need at least two elements in a vector (three is better because curve shapes can be seen).

Qualitative Vectors (2)

$d^1 \backslash d^2$	+	0	-
+			
0			
-			

Qualitative Calculus

$$[x] = [d^0, d^1, d^2]$$

$$\text{Intg}(x) = [d^0_I, d^1_I, d^2_I] \quad D(x) = [d^0_D, d^1_D, d^2_D]$$


For Integration:

$$d^0_I = d^0 + d^1 = d^1 + d^2_I$$

(by Taylor's Theorem)

For Differentiation:

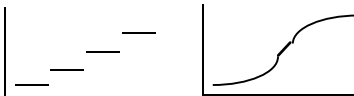
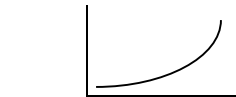
d^2_D : depends on what is known of the original function (or system in which it appears)

Model Types

- Static (Equilibrium)
 - algebraic equations only
 - $[A] = [B] + [C]$
 - $[X] = M + ([Y])$
 - $M = U * V$
- Dynamic
 - contains derivatives,
 - requires integration
 - $x' = k.x$
 - $y = \int x dt$
 - may also have algebraic parts
- **NB: Dynamic is not the same as time varying!!!**

Model Types (2)

- Continuous
 - no gaps in quantity space
 - no jumps allowed
 - focus of QR (mainly)
- Discontinuous/Discrete
 - finite number of gaps in quantity space
 - jumps can occur



Behaviour Types

- Results of Simulation/Inference are known as **ENVISIONMENTS**
- TOTAL ENVISIONMENT
 - All possible behaviours for all possible inputs
- COMPLETE ENVISIONMENT
 - All possible behaviours for a specific input
- ATTAINABLE ENVISIONMENT
 - All behaviours from a specified initial value and input ~ with a fixed quantity space
- PARTIAL ENVISIONMENT
 - All behaviours from a specified initial value and input ~ with landmark generation

Behaviour Types (2)

- Envisionments are represented as a graph or a tree
- BEHAVIOUR
 - Single path through an envisionment graph or behaviour tree
- HISTORY
 - Behaviour of a single variable removed from its envisioned context.

Ontology

- A way of representing what there is in the world (closed)
- Two (main) perspectives:
 - Functional: focuses on purpose (design)
 - Behavioural: focuses on operation
- Three Behavioural Ontologies:
 - Devices (Components): pipes, tanks valves
 - Processes: heating, reacting, decomposing
 - Constraints: relations between variables