Thinking Lifecycle as an implementation of machine understanding in software maintenance domain

Alexander Toschev[1], Maxim Talanov[2], and Andrey Krekhov[3]

[1] Kazan State University, Chebotarev Research Institute of Mathematics and Mechanics
Universitetskaya 17, 420008 Kazan, Russia
{alexander.toschev@gmail.com}
[2] Kazan State University, Higher Institute for Information Technology
Universitetskaya 17, 420008 Kazan, Russia
{max.talanov@gmail.com}
[3] Fujitsu GDC Russia,
Sibirskii trakt 34, 420029 Kazan, Russia
{andrey.krekhov@ts.fujitsu.com}

Abstract. IT Infrastructure maintenance domain is a labour intensive process and contains many tools that help to solve a lot of every-day problems to support business operations. IT Infrastructure maintenance domain has a lot of primitive incidents that seems to be easy to automate. However there is still the gap to run business, operating support is provided by human specialists understanding and making decision how to implement even primitive incidents. One of the key factors in automation and in entire process is to understand input request consigned by human support specialist with cover functions this thinking processes: correlation, simulation, reformulation. Using this model in 2006 Marvin Minsky has published his book "Emotion Machine" [3] which was our inspiration and the base of implementation described below.

Keywords: AI, machine understanding, it outsourcing

1 Introduction

We have been translated an ontology of the types of reflections that a system mind might make of itself. Our focus in particular on the negativewhat are the ways that system criticizes its own activities. We have implemented a mental critics that we envision as populating the upper reflective levels of the system.

This implementation contains machine understanding model based on thinking model because human understanding is also based on human thinking.
In 2006 year Marvin Minsky has published his book The Emotion Machine where he describes model of human thinking dividing all actions into 3 categories:

1. Critic
2. Selector
3. Way To Think

1.1 Critic

Critic could be understood as probabilistic predicate. In real world when human faces the problem several critics are activated. In IT DID model[4] there is Direct Instruction Critic (described below) that activates when direct instruction incident has been received. After activating critic returns Selector request.

Critic examples:

1. Learned Reactive Critics.
2. Deliberative Critics.
3. Reflective Critics.
4. Self-Reflective Critics.
5. Self-Conscious Critics.

1.2 Selector

Selector is capable of retrieving Resources (Critic or Way to think) from memory. Is the main component for memory(see below) processing.

1.3 Way to think

In our approach, a commonsense reasoning involves indirect mechanism for inferencing, but a vast of specialized ways-to-think and suited for certain problem-types in IT Infrastructure domain problem solving strategies, such as:

1. Knowing How System doesnt see most problems as problems at all, because its already know how to solve them (by calling to domain Knowledge Base).
2. Analogy Adapt a method have been used before (taken from work instructions, reports and etc).
3. Reformulation When previous methods are fail, system tries to find a new way to describe the problem.
4. Correlation Matches inbound concepts with already known.
5. Cry for Help If none of methods do not give a pass result, address for helping hand.

Our architecture is designed to keep updating multiple representations of knowledge in parallel. This enables it to quickly switch between different ways-to-think. This means that the system will not get stuck because those alternate ways-to-think will be ready to take over when the present one runs into trouble. This is related to Minskys idea, where many views of an object are linked by their common parts to together form a more realistic or complete model than any individual view could form.

Practical example 1, If incident is an automatically generated, system should process it using instruction book A. *Practical example 2*, If the problem symptoms already stored in the system knowledge base, use analogy to solve it.Way To Think in current implementation is a worker that modifies short term memory.

[4] IT DID - IT Dynamic Infrastructure Domain - domain of IT services like remote Infrastructure support

Worker components that actually changes the contents of short term memory(see below).

Way to think examples:

- Simulation
- Correlation
- Reformulation
- Thinking by analogy
-

Practical example 1, If incident is an automatically generated system should process it using instruction book A. *Practical example 2*, If the problem symptoms already stored in the system knowledge base, use analogy to solve it.

1.4 Thinking levels

Minsky proposes six thinking level. Every thinking level has its own major functionality. Every next level is a more complex than previous.

1. Instinctive
2. Learned
3. Deliberative
4. Reflective
5. Self-Reflective
6. Self-Conscious

First level contains inborn instincts and there are highest ideals and personal goals on the top level.

1.5 Facts and statistics

We have been inspired by the study of Incident Dump of Fujitsu GDC Russia Company[5]. Study indicates that there are at lest 60% of typical incidents that can be automated.

2 Emotion machine prototype

This implementation based on triple *Critic-Selector-Way to think*. There are several critics, way-to-think and selector has been created:

1. Natural language processing based on RelEx.
2. Incident classification critics.
3. Simulation.
4. Reformulation.
5. Correlation.
6. Solution search.

[5] Russia, Kazan, Fujitsu GDC Russia, http://ru.fujitsu.com

2.1 Implemented thinking levels

1. Learned
2. Deliberative
3. Reflective
4. Self Reflective
5. Self Conscious

Instinctive level is planned for future use as acceleration of automatically generated incidents.

3 Thinking life cycle (TLC)

The central idea behind our architecture is: using one method of solution, system can rapidly elevate to another. Thus, at the top level, our architecture is organized as follows. When the system encounters a problem, it first uses some knowledge about problem-types to select some way-to-think that might work. The system TLC is capable of noticing problems in it's own activities. Our current architectural design also includes reflective levels beyond the deliberative level. Each reflective level(Reflective, Self Reflective, Self Concious) responding to problems in the levels beneath and includes:

– Reflective Reasoning about the recent deliberations of deliberative level, such as whether a subgoal has gotten the system closer to a supergoal or further away for processing.
– Self-Reflective Reasoning about its activities with respect to large-scale thinking models of its abilities and limits, for example, what kinds of IT domain objectives the system knows, how it typically behaves in similar situations, and so forth.
– Self-Conscious Reasoning about itself in relation to others entities. Emotional and feelings control.

TLC controls prototype thinking levels, short term memory, long term memory.

Typical workflow described in following steps:

– Incident processing starts
– Suitable critic activates and returns selector request
– According to selector request Selector retrieves suitable Way to think
– Way To Think modifies data in Short term memory
– Process repeats until all the goals(see below) are satisfied

Thinking Lifecycle(TLC) run different resources simultaneously like a human specialists do. This way, different thinking levels are activated in parallel.

3.1 Short Term Memory

We present a general cognitive design based on reflective and deliberative level that uses distributed associative memories. The type of architecture we present is based on the interaction between an "attribute-object selector" and an "critic filter of successive evoked objects, with the intermediation of a working (short-term) memory. Ways to think actively operates with common data that are stored in short term memory or a context. Short term memory contains a set of current processing data required for every component of the Selector -¿ Critic -¿ Way to think triple: domain model, last processing result e.t.c.

3.2 Long Term Memory

In contrast of Short Term Memories, Long Term Memories are viewed as I/O units responsible for translating data of short term memory processed result and reflected into previously remembered states, and vice-versa. After several thinking cycles data from short term memory is merged with data in long term memory.

3.3 Domain model

Domain model is a set of current knowledge for specific scope: known problems, solutions, existing concepts, existing how-tos, critics, way to think.

4 Thinking Model

The picture below shows Thinking process example

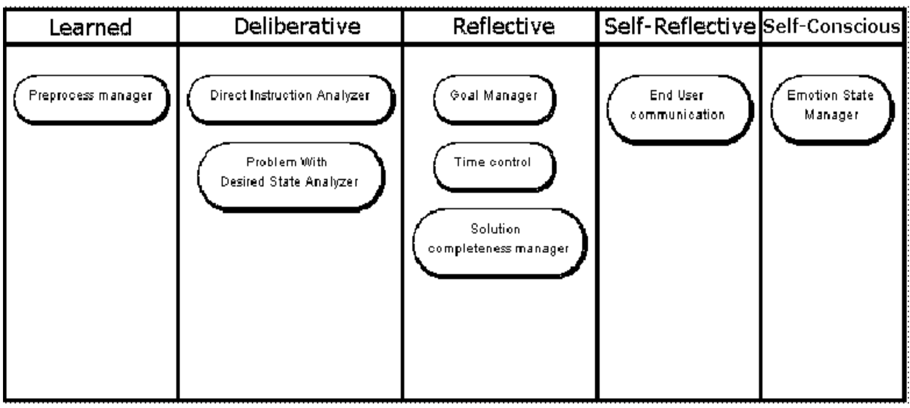

Fig. 1. Thinking process example

In our view human-level learning requires a not standard architectural approach that is tightly connected to the rest of thinking. Beside resolution problem as a functional goal of the system it also is focused on the credit assignment problem system could decide how to improve itself, especially as problems for resolution gets more complicated. As the system grows, that requires a more and more elaborate self-model implementation, so that the reflective layers of the system can try to predict the effects of changes it might make to itself. Powerful learning is enabled by a powerful ability to reflect.

4.1 Learned

Process manager. This manager activates several Way To Think to perform initial incident processing. The goal of this critic is to produce semantic network of the incident. There are several Way To Think:

- Auto Correction of spelling
- Synonymic search
- Annotation finding existing concepts in Knowledge Base

4.2 Deliberative

Incident processing on the deliberative level main activities: select suitable analyzers from memory for learned level and search proper solutions.

Direct Instruction Analyzer. This Critic activates when direct instruction detected in incoming request. For example, Please install MS Office 2012 is a direct instruction for system.

Problem With Desired State Analyzer. Critic activates when problem with desired state detected by the system. For example, I have Internet Explorer 8 installed, but finance department requested Internet Explorer 7.

4.3 Reflective

System sets processing goals, performs time control, runs solution completeness manager.

Goal manager. Processing goals mechanism is used to increase performance of incident processing. Goals are links between critics and way to think. Main goal is to Help User. Other goals, that derived from it, for example:

- Resolve incident
- Understand incident type
- Model Direct Instruction

Goal manager links way to think with actions(critics or way to think) and finds required for current goal processing way to think.

Time control. Time control tracks time of a incident processing. (SLA[6] in terms of IS domain)

Solution completeness manager. This manager runs solution analysis to check if solution found is complete.

4.4 Self-reflective

System controls actions of lower levels like: initialize short term memory or start time control. All communication with user is also managed on this level, for example by Do Not Understand Manager.
Practical example: System doesn't know concept "Opera software". Using the clarification request system learns new concept.

Dialog mode. Important part of prototype implementation is an ability to work in Dialog mode with end user. When system faces with problem (e.g. unknown concept) it solves this issue asking help from human specialist.

4.5 Self-conscious

This level is a top in hierarchy. On this level system tracks and sets the Emotional State. For example reacting for long incident processing system changes emotional state to anxious to allocate more resources for processing.

4.6 Training

System trains during operation via communication with human specialist. However, current prototype works in separate training mode. System perceives all input data as training requests in it.

5 Initial processing results

According to initial processing results approx. 61% of incidents can be understood.

6 Conclusions

The main goal of described prototype is feasibility study of application of "Emotion Machine" [3] in IT Maintenance Domain in boundaries of the cycle from processing incident in natural language(English) up to machine understood request. In future: found and applied solution. Prototype is capable of evolving during the operation via training option.

[6] SLA-Service Layer Agreement, the period of time while incident should be processed

References

1. Liu H., Lieberman H.: Metafor: Visualizing Stories as Code. Cambridge, MIT Media Laboratory (2005).
2. Russel S., Norvig P.: Artificial Intelligence. A Modern approach. Pearson (2010).
3. Minsky M.: The Emotion Machine. Simon & Schuster Paperbacks (2006).