





Cyber-Social-Learning-Systems

Jim Spohrer (IBM)

August 29, 2016

http://www.slideshare.net/spohrer/csls-20160821-v1











Today's Talk: Cyber-Social-Learning-Systems

- What is the impact of Artificial Intelligence (AI) on CSLS?
 - Augmented Intelligence (IA) via digital cognitive systems
 - White House OSTP Response(s)
- Other topics to think about:
 - What are more of the implications of digital cognitive systems?
 - Tool > Assistant > Collaborator > Coach > Mediator
 - Transformation > Experience > Data > Software > Hardware
 - What does social intelligence require? Episodic Memory?
 - What is the impact of augmented reality on CSLS?
 - What are possible connections to service systems science (SSME+DAPP)?
 - What type of adaptive innovator with growth mindset needed (T-shapes)?

Augmented Intelligence

- Tool
- Assistant
- Collaborator
- Coach
- Mediator





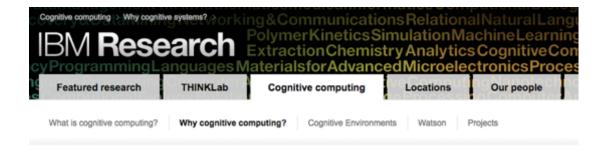






White House OSTP Response(s)

- Al for public good
- Social & economic implications
- Education to harness Al
- Research questions and gaps
- Data sets and model sets
- Multidisciplinary research
- Role of incentives and prizes
- Safety and control protocols
- Legal and governance issues

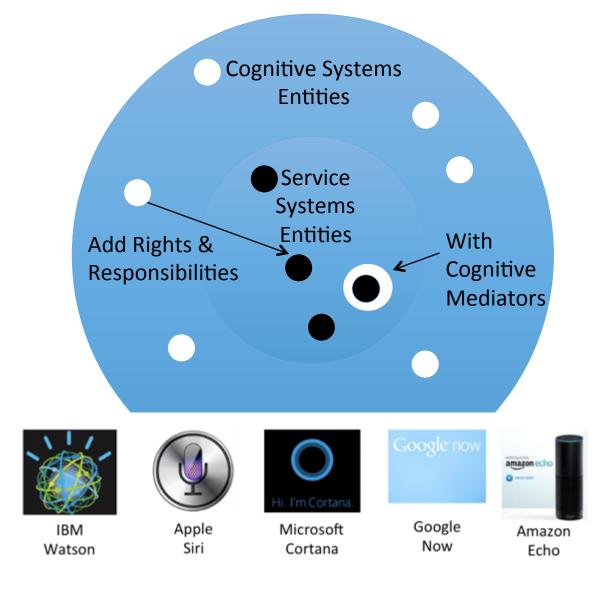


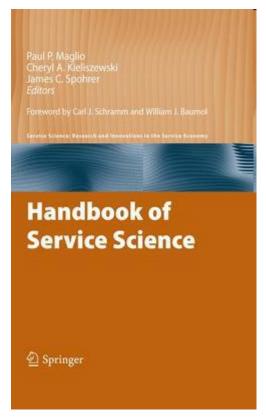
Response to - Request for Information Preparing for the Future of Artificial Intelligence

Introduction

IBM has been researching, developing and investing in AI technology for more than 50 years. The public became aware of a major advance in 2011, when IBM Watson won the historic Jeopardyl exhibition on prime time television. Since that time, the company has advanced and scaled the Watson platform, and applied it to various industries, including healthcare, finance, commerce, education, security, and the Internet of Things. We are deeply committed to this technology, and believe strongly in its potential to benefit society, as well as transform our personal and professional lives.

In Summary





"A service science perspective considers the evolving ecology of service system entities, their value co-creation and capability co-elevation interactions, and their capabilities, constraints, rights, and responsibilities."

Backup Slides

Understanding Cognitive Systems









Understanding Cognitive Systems

Jim Spohrer (IBM), August 25, 2016

CSIG (Cognitive Systems Institute Group) Speaker Series

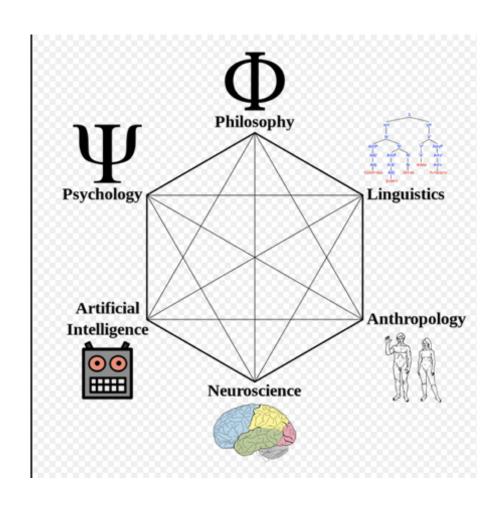
http://www.slideshare.net/spohrer/understanding_20160825_v3

Today's Talk: Understanding Cognitive Systems

- What is a cognitive system (entity)?
 - biological
 - technological
 - types of digital cognitive systems
- How to...
 - build them?
 - understand them?
 - work with them?
- Steps toward a next generation cognitive curriculum...

But first.... Cognitive Science, a young field

- Society
 - cognitivesciencesociety.org
- People
 - Founders: Roger Schank, Donald Norman, Allan Collins
 - Others: David Rumelhart, Herbert Simon, Allen Newell
 - Today: Patrick Langley, Wayne Gray, Kenneth Forbus, Ashok Goel, Paul Maglio, etc.
- Systems Conference
 - cogsys.org
 - (JCS wishes this was part of HICSS)



Advances in Cognitive Systems - cogsys.org

ADVANCES in COGNITIVE SYSTEMS Home Journal Conference FAQ Instructions Account

Welcome!

About the Journal

Advances in Cognitive Systems (ISSN 2324-8416) publishes research articles, review papers, and essays on the computational study of human-level intelligence, integrated intelligent systems, cognitive architectures, and related topics. Research on cognitive systems is distinguished by a focus on high-level cognition, reliance on rich, structured representations, a systems-level perspective, use of heuristics to handle complexity, and incorporation of insights about human thinking. Advances in Cognitive Systems reviews submissions within approximately three months and publishes accepted papers on the journal Web site immediately upon receipt of final versions. Articles are distributed freely over the internet by the Cognitive Systems Foundation.

About the Conference

Advances in Cognitive Systems also organizes a meeting for research on the initial goals of artificial intelligence and cognitive science, which aimed to explain the mind in computational terms and to reproduce the entire range of human cognitive abilities in computational artifacts. Many researchers remain committed to this original vision, and Advances in Cognitive Systems provides a place to present recent results and pose new challenges for the field. The meetings bring together researchers with interests in human-level intelligence, complex cognition, integrated intelligent systems, cognitive architectures, and related topics.

- The Fourth Annual Conference on Advances in Cognitive Systems took place in Evanston, Illinois, in June 2016.
- The Third Annual Conference on Advances in Cognitive Systems took place in Atlanta, Georgia, in May 2015.
- The Second Annual Conference on Advances in Cognitive Systems took place in Baltimore, Maryland, in December 2013.
- The First Annual Conference on Advances in Cognitive Systems took place in Palo Alto, California, in December 2012.
- The 2011 AAAI Fall Symposium on Advances in Cognitive Systems took place in Arlington, Virginia, in November 2011.

Google Search: August 26, 2016

About 2,570,000 results (0.72 seconds)

Welcome To The Cognitive Era. - Outthink Boundaries - ibm.com

Ad www.ibm.com/Cognitive/Outthink ▼

3.7 ★★★★ rating for ibm.com

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A **cognitive system** is a one that performs the **cognitive** work of knowing, understanding, planning, deciding, problem solving, analyzing, synthesizing, assessing, and judging as they are fully integrated with perceiving and acting.

what is a cognitive system - Cognitive Systems Design

www.cognitivesystemsdesign.net/Papers/What%20is%20a%20Cognitive%20System.pdf

About this result . Feedback

Why cognitive systems? - IBM Research

www.research.ibm.com/cognitive.../why-cognitive-systems.shtml ▼ IBM Research ▼ A description for this result is not available because of this site's robots.txt

Learn more

What is cognitive system? definition and meaning ...

www.businessdictionary.com/definition/cognitive-system.html >

Definition of cognitive system: Mental system consisting of interrelated items of assumptions, beliefs,

Enterprise cognitive system - Wikipedia, the free encyclopedia

https://en.wikipedia.org/wiki/Enterprise_cognitive_system • Wikipedia •

Enterprise Cognitive Systems (ECS) are part of a broader shift in computing, from a programmatic to a probabilistic approach, called Cognitive computing.

Cognitive architecture - Wikipedia, the free encyclopedia

https://en.wikipedia.org/wiki/Cognitive_architecture - Wikipedia -

A cognitive architecture can refer to a theory about the structure of the human mind. One of the ... It proposes (artificial) computational processes that act like certain cognitive systems, most often, like a person, or acts intelligent under some ...

What is cognitive computing? - Definition from WhatIs.com

whatis.techtarget.com > ... > Business intelligence - business analytics ▼

Cognitive computing is the simulation of human thought processes in a computerized model. Cognitive computing involves self-learning systems that use data mining, pattern recognition and natural language processing to mimic the way the human brain works.

[PDF] what is a cognitive system - Cognitive Systems Design

www.cognitivesystemsdesign.net/.../What%20is%20a%20Cognitive%20System.pdf ▼ is a Cognitive System and in what sense can we characterize the airspace as a cognitive ... cognition and joint cognitive systems offer considerable leverage for ...

Cognitive Systems Institute Group – to augment and scale human ...

cognitive-science.info/ ▼

The Cognitive Systems Institute, a new set of IBM university programs launched in conjunction with IBM Research and the Watson Business Unit, focuses faculty ...

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Advances in Cognitive Systems

www.cogsys.org/ *

Advances in Cognitive Systems (ISSN 2324-8416) publishes research articles, review papers, and essays on the computational study of human-level ...

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Welcome to the Era of Cognitive Systems « A Smarter Planet Blog

Today's Talk: Understanding Cognitive Systems

- What is a cognitive system (entity)?
 - biological
 - technological
 - types of digital cognitive systems
- How to...
 - build them?
 - understand them?
 - work with them?
- Steps toward a next generation cognitive curriculum...

What is a cognitive system (entity)?



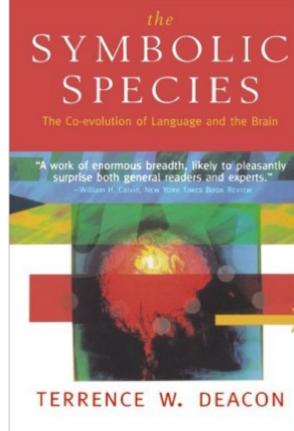






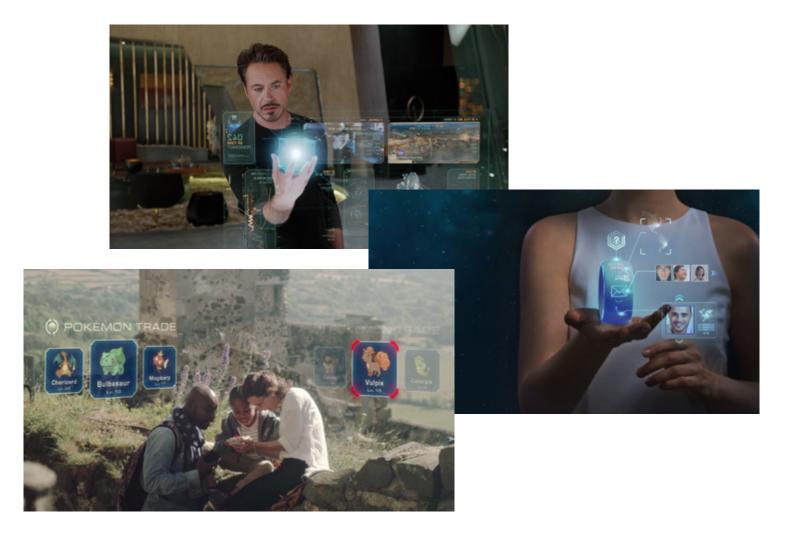






What is a digital cognitive system (entity)?





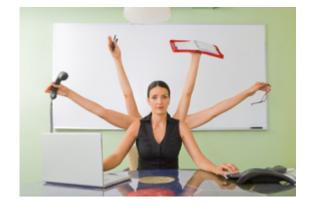
What types of digital cognitive systems?

- Cognitive Build: Outthink Challenge (250K people)
 - Imagine a digital cognitive system to help you do something important in your personal or professional lives
 - Team to design it and advocate for it, and then everyone votes
 - Winners: reduce waste and human suffering, screen for health issues and safety threats, learn life skills and make better choices, find what you are looking for, move around more effectively, provide emotional support, provide IT support, learn about important public policy goals and make better choices
- Types: Tool, Assistant, Collaborator, Coach, Mediator



Types

- Tool
- Assistant
- Collaborator
- Coach
- Mediator









Types: Progression of models and capabilities

	Task & World Model/ Planning & Decisions	Self Model/ Capacity & Limits	User Model/ Episodic Memory	Institutions Model/ Trust & Social Acts
Tool	+	-	-	-
Assistant	++	+	-	-
Collaborator	+++	++	+	-
Coach	++++	+++	++	+
Mediator	++++	++++	+++	++



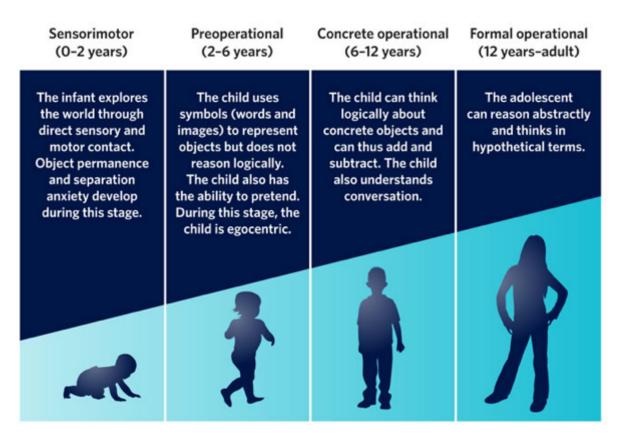


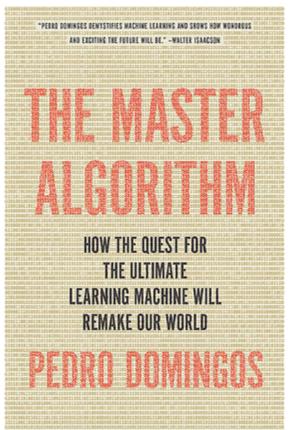


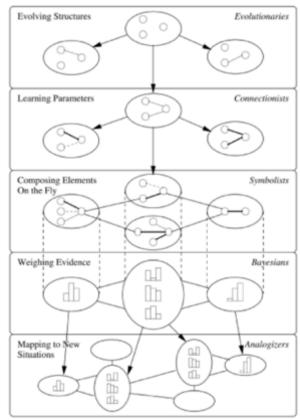




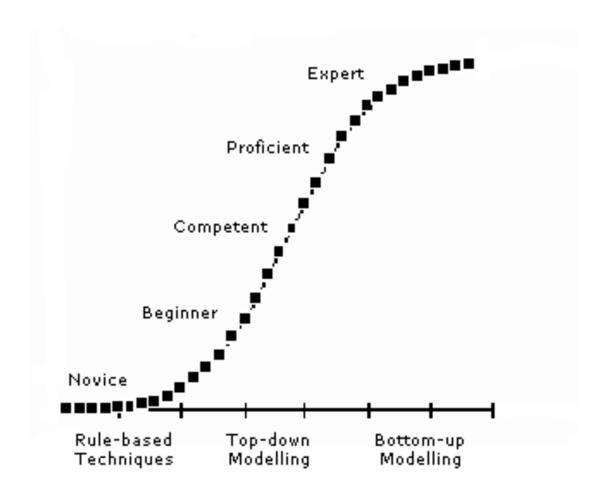
Build: 10 million minutes of experience

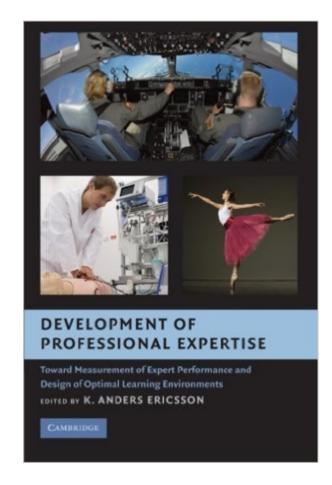






Build: 2 million minutes of experience







Build: Hardware < Software < Data < Experience

The Human Speechome Project

Deb Roy, Rupal Patel*, Philip DeCamp, Rony Kubat, Michael Fleischman, Brandon Roy, Nikolaos Mavridis, Stefanie Tellex, Alexia Salata, Jethran Guinness, Michael Levit, Peter Gorniak

Cognitive Machines Group, MIT Media Laboratory
*Communication Analysis and Design Laboratory, Northeastern University

©Cognitive Science Society, to be presented at the 28th Annual Conference of the Cognitive Science Society, July 2006

Abstract

The Human Speechome Project is an effort to observe and computationally model the longitudinal course of language development for a single child at an unprecedented scale. The idea is this: Instrument a child's home so that nearly everything the child hears and sees from birth to three is recorded. Develop a computational model of language learning that takes the child's audio-visual experiential record as input. Evaluate the model's performance in matching the child's linguistic abilities as a means of assessing possible learning strategies used by children in natural contexts. First steps of a pilot effort along these lines are described including issues of privacy management and methods for overcoming limitations of fully-automated machine perception.

Stepping into the Shoes of Children

To date, the primary means of studying language acquisition has been through observational recordings made in laboratory settings or made at periodic intervals in children's homes. While laboratory studies provide many useful insights, it has often been argued that the ideal way to observe early child development is in the home

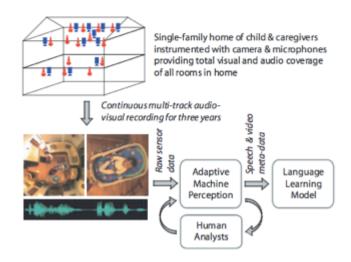
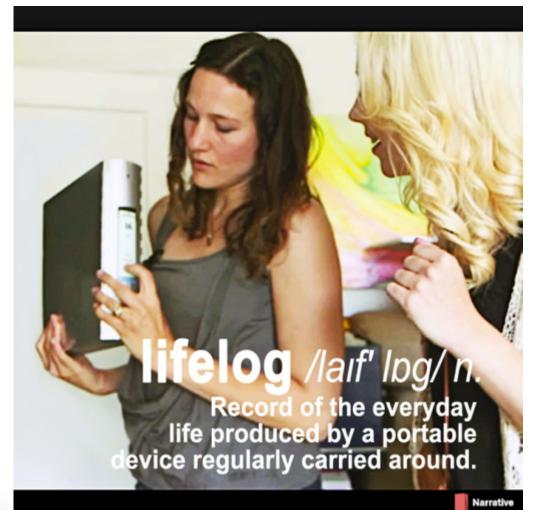
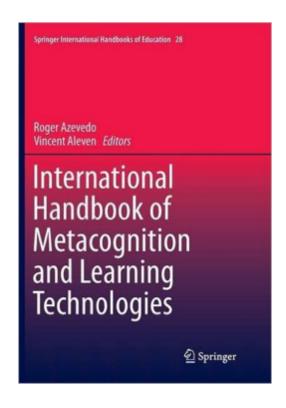


Figure 1: The goal of HSP is to create computational models of word learning evaluated on longitudinal *in vivo* audio-visual recordings.

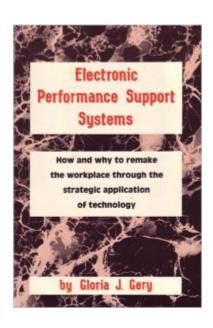


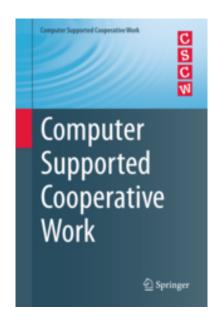
Understand them...



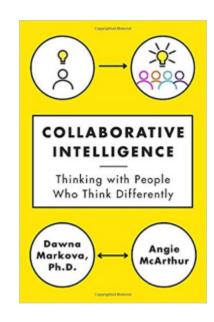


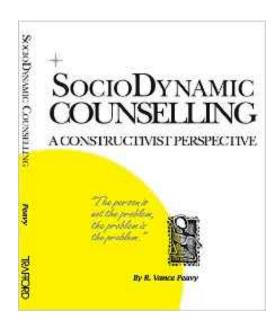
Work with...











Next generation cognitive curriculum



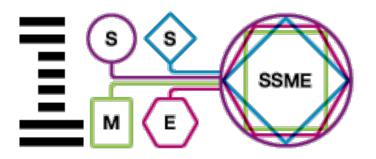
Name	Туре	Comments
Dan Klein, Pieter Abbeel	MOOC – Berkeley EdX	Intro AI (for Game Worlds)
Peter Norvig, Sebastian Thrun	MOOC – Stanford Udacity	Intro AI (Search with Applications)
Katie Malone, Sebastian Thrun	MOOC – Stanford Udacity	Machine Learning
Ashok_Goel, David_Joyner	MOOC – GaTech Udacity	Knowledge-Based AI
Dave Hortz, Cheng-Han Lee	MOOC – Google Udacity	Intro Data Science

Backup slides

• Service systems - http://service-science.info/archives/3368

What is service science?

- IBM initiated effort to establish a multidisciplinary field to study service systems ... with a focus on people-centered, IT-enabled service innovations for business and society
 - based on service-dominant logic
 - service = value co-creation
 - IT-enabled service architectures
 - service systems (socio-technical systems for win-win value co-creation)
- IBM helped establish
 - computer science (1945-present)
 - service science (2005-present)



Service systems are dynamic configurations of resources (people, technology, organizations, and information) interconnected by value propositions, internally and externally.

Examples:

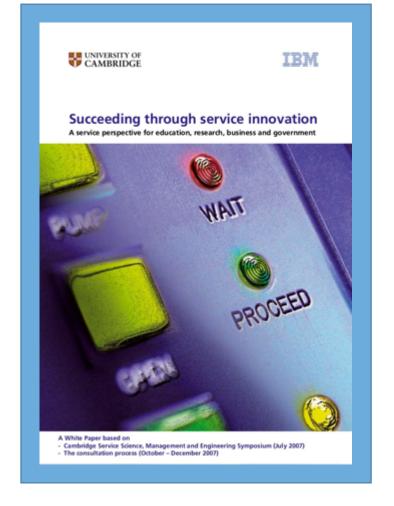
- macro: cities, states, nations
- meso: hospitals, universities, businesses
- micro: households, families, individuals

Reference:

Spohrer J, Maglio P, Bailey J, Gruhl D (2007) Steps toward a science of service systems. IEEE Computer Society. 40(3):71-77(January).

What is service science?

- Now over 500 universities globally teach a more multidisciplinary approach to service innovation, including:
 - Service management and marketing
 - Service engineering and operations
 - Service design and arts
 - Service public policy and economics
 - Service computing and informatics
- SSME + DAPP = Service Science Management Engineering + Design Arts Public Policy
 - People, technology, organizations, information interconnected by value propositions.



Reference:

IfM & IBM (2008). Succeeding through service innovation: A service perspective for education, research, business and government.

University of Cambridge Institute for Manufacturing, Cambridge, UK. 2008.

How to get involved?

- Weekly speaker series
 - Service innovation
 - Service education & research
 - Smart service/cognitive systems



- Opportunities
 - Institutional memberships
 - Leadership & ambassadors
 - Volunteer opportunities
 - Awards & sponsored conferences



The International Society of Service Innovation Professionals, ISSIP (pronounced iZip), is a professional

ISSIP.org is a non-profit society

International Society of Service Innovation Professionals

Membership:

Over 1000 professionals and students from 40+ countries, 50+ companies and 50+ universities.

How to get involved?

- Journals (INFORMS, etc.)
- Conferences (HICSS, etc.)
- Courses (MIT, etc.)
- Funding (NSF, etc.)
- Society (ISSIP, etc.)







MIT-NSF Workshop: Smarter Service Systems through Innovation Partnerships and Transdisciplinary Research

November 20-21, 2014 | Le Méridien Cambridge-MIT





Press Release 15-106

NSF invests \$10 million in smart, human-centered service systems

Awards to spur innovation for smart health, manufacturing and infrastructure



Robots can learn to help both nurses and patients. Credit and Larger Version

What are the hot topics?

- Smart Service Systems: Intelligence Augmentation
 - AI + AR UX (Artificial Intelligence + Augmented Reality User Experience)
 - Smartphones (mobile, social, secure, etc.)
- Collaborative Economy: Servitization
 - From assets to co-creation (e.g., Uber, AirBnB, etc.)
 - From product to capability/outcome-as-a-service
 - Manufacturing as a local recycling service
- Digital Transformation: Trust and Identity
 - Blockchain: Don Tapscott's TED Talk & book
 - Big Data: Service Analytics & HAT (Hub of All Things)







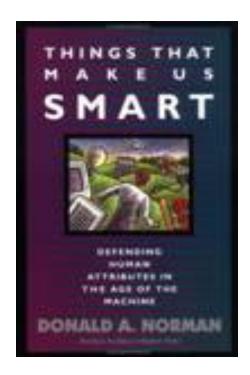
Backups

• T-shaped people

Some paths to becoming 64x smarter:

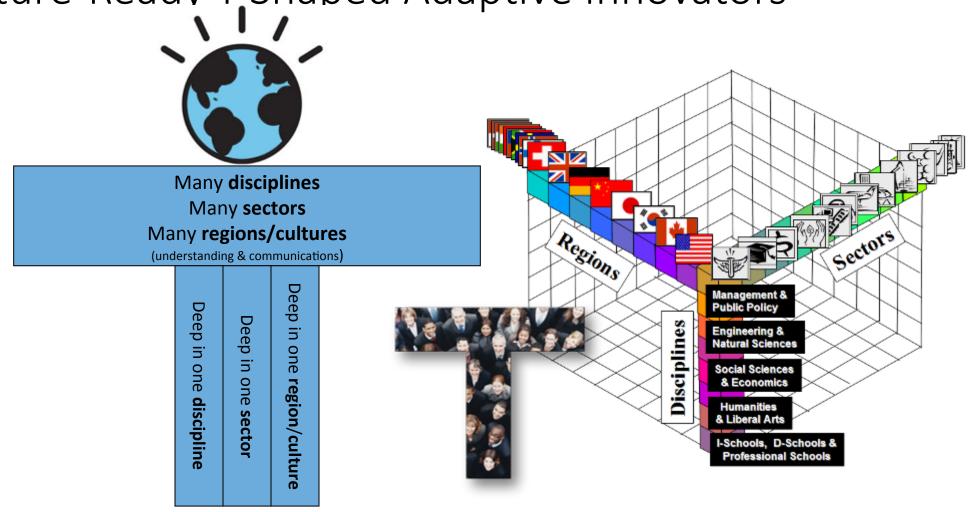
Improving learning and performance

- 2x from Learning sciences (methods)
 - Better models of concepts
 - Better models of learners
- 2x from Learning technology (tools)
 - · Guided learning paths
 - Elimination of "thrashing"
- 2x from Quantity effect (overlaps)
 - More you know, faster you go
 - Advanced organizers
- 2x from Lifelong learning (time)
 - Longer lives and longer careers
 - Keeps "learning-mode" activated
- 2x from Early learning (time)
 - Start earlier: Challenged-based approach
 - STEM-2D in K-12 (SSME+DAPP Design of Smart Service Systems)
- 2x from Cognitive systems (performance support)
 - Technology & Infrastructure Interactions
 - Organizations & Others Interactions

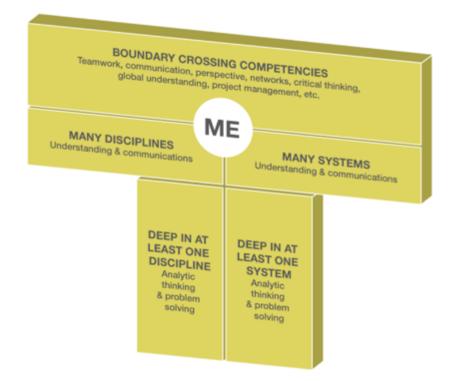


Next Generation:

Future-Ready T-Shaped Adaptive Innovators



Future-Ready T-Shapes



The ME in the T: Can-Do Attitude

Summary of Dweck's Mindset

Fixed vs Growh

ability is static		ability is developed
avoids challenges	3	embraces challenges
gives up easily	0	persists in obstacles
sees effort as fruitless	4	sees effort as necessary
ignores useful criticism	0	learns from criticism
threatened by others		inspired by others' success

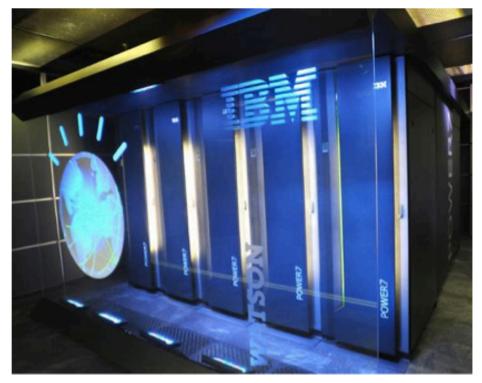
Brief History of Al

- 1956 Dartmouth Conference
- 1956 1981 Micro-Worlds
- 1981 Japanese 5th Generation
- 1988 Expert Systems Peak
- 1990 Al Winter
- 1997 Deep Blue
- 1997 2011 Real-World
- 2011 Jeopardy! & SIRI
- 2013 Cognitive Systems Institute
- 2014 Watson Business Unit &
- True North Brain Chip
- 2015 "Cognition as a Service"

on IBM Blu

Spohrer said:

Our view is that these new cognitive systems will accelerate progress immensely. Up until now we have been using cognitive shovels, but these new tools will be like cognitive bulldozers, enabling us to do a lot more in terms of decision support systems that augment human performance. And from the global university perspective they will also have profound implications regarding the ways we teach. Just as the calculator changed how students did math problems, cognitive computers will transform higher education.



IBM's Watson cluster supercomputer beat the human champions on the television quiz show Jeopardy.

Cognitive Assistants for all occupations are beginning to appear

bon appétit restaurants - travel entertaining - style drinks people events test

