

T11

Cognitive Systems

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PSI 3560 – COGNITIVE SYSTEMS

class T11

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COGNITIVE ARCHITECTURES

Cognitive Architectures

Session T11

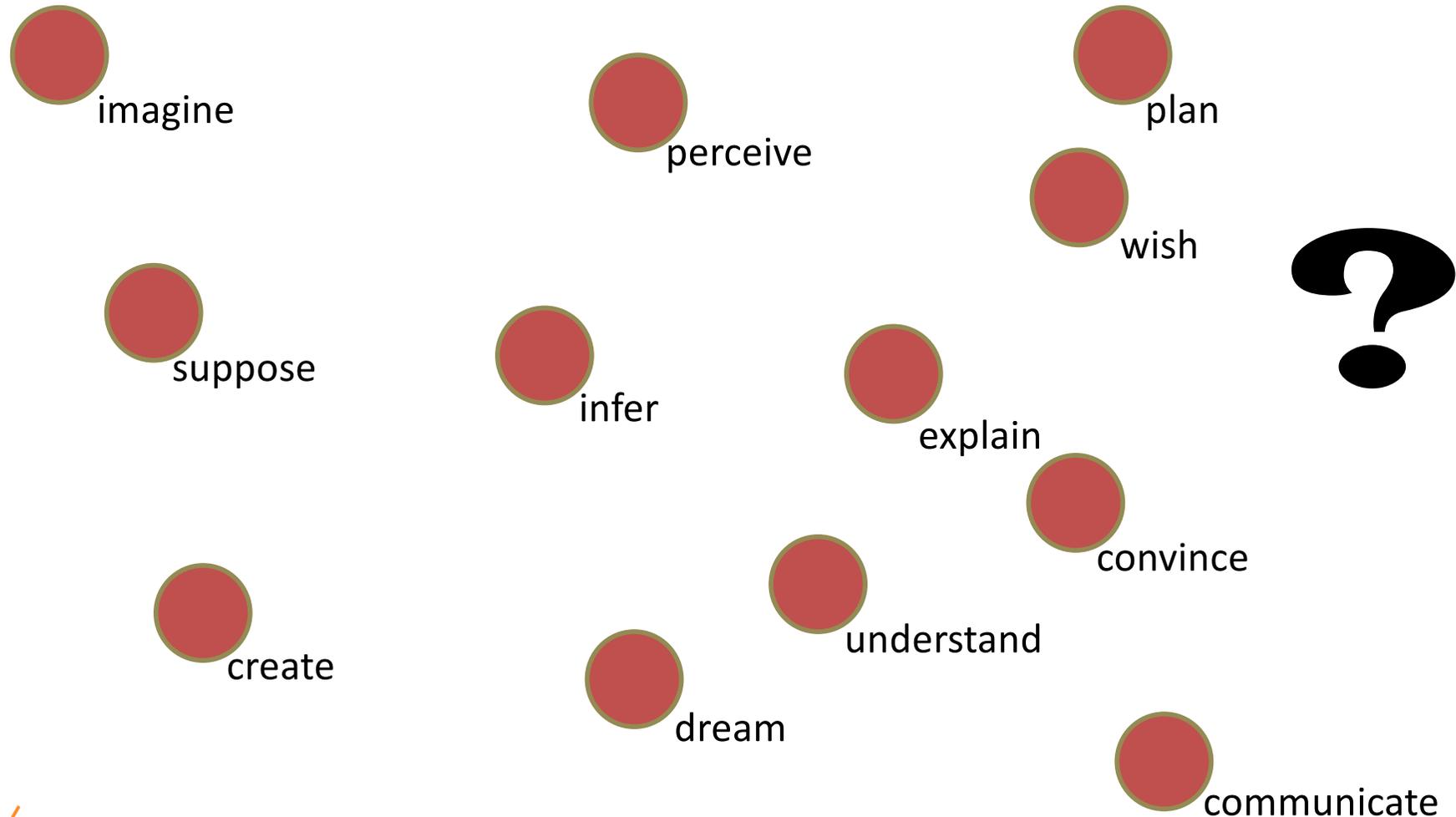
Cognitive architectures

- Architectures of Cognitive Systems
 - Contain cognitive modules
 - Establish their relationships
- Typical modules
 - Perception
 - Reasoning
 - Communication
 - Action
 - Learning
 - Memories

SECTION 1

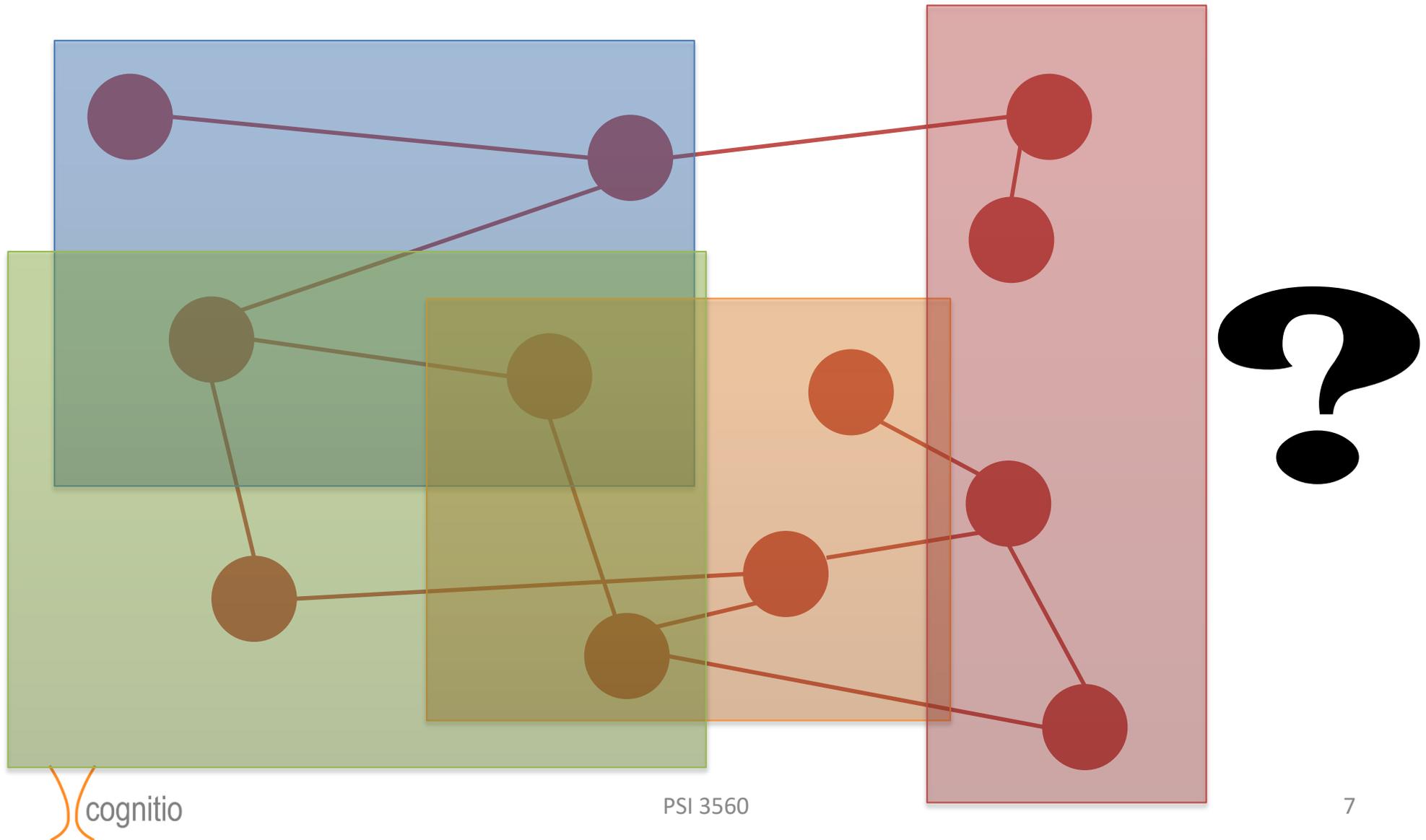
Cognitive Architecture

which are cognitive *faculties*?



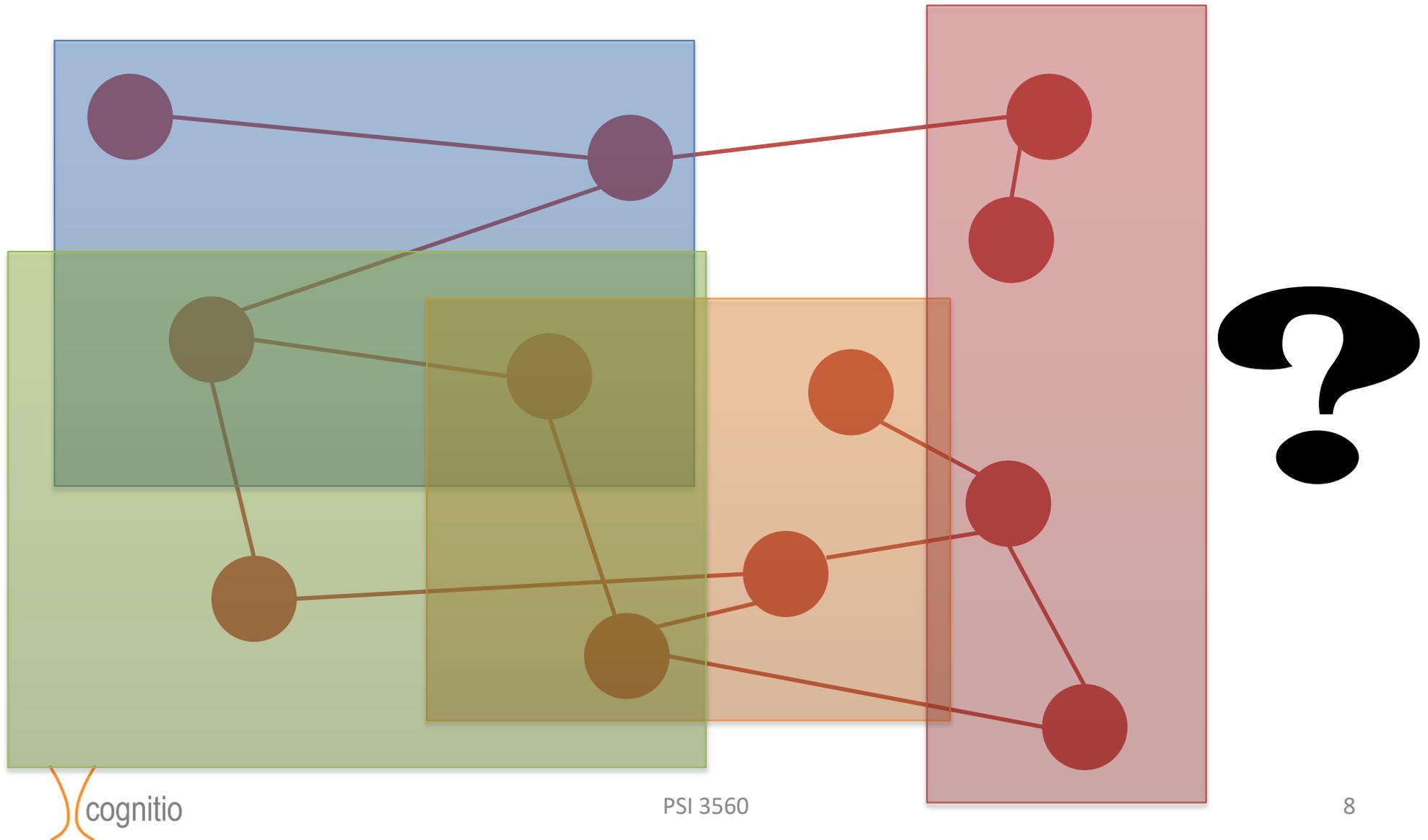
Cognitive Architecture

how are they clustered?



Cognitive Architecture

how are established the relationships?



Cognitive Architecture cognition theory?

- In particular, a cognitive architecture represents any attempt to create what is referred to as a unified theory of cognition. This is a theory that covers a broad range of cognitive issues, such as attention, memory, problem solving, decision making, and learning.

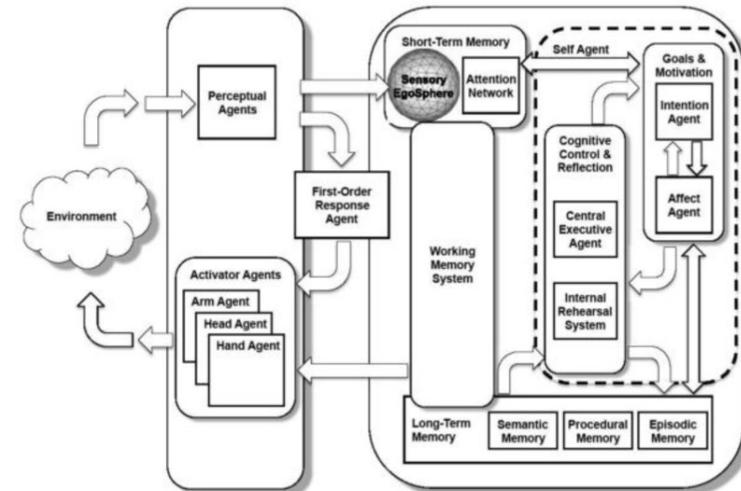
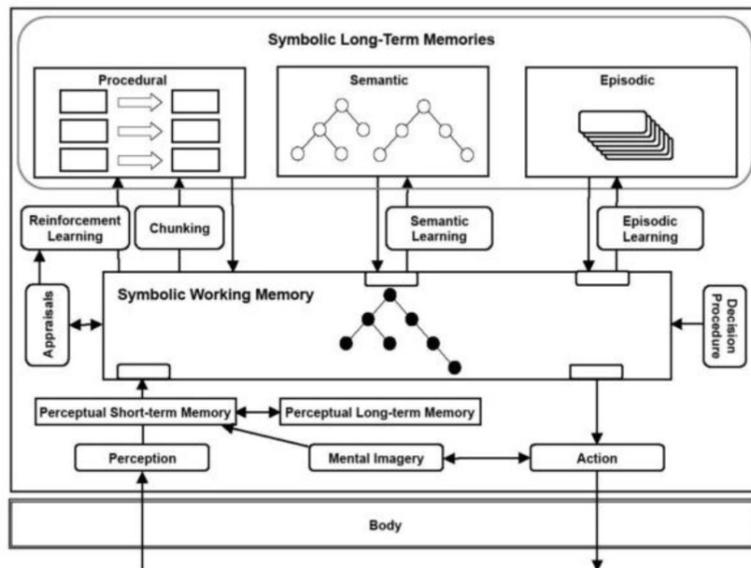
David Vernon. Artificial Cognitive Systems (MIT Press) Kindle

Cognitive Architecture

- Typical candidates for unified theories of cognition.
- Approaches
 - Cognitivism
 - Allen Newell's and John Laird's Soar architecture
 - Emergent
 - John Anderson's ACT-R5 architecture
 - Hybrid
 - Ron Sun's CLARION architecture

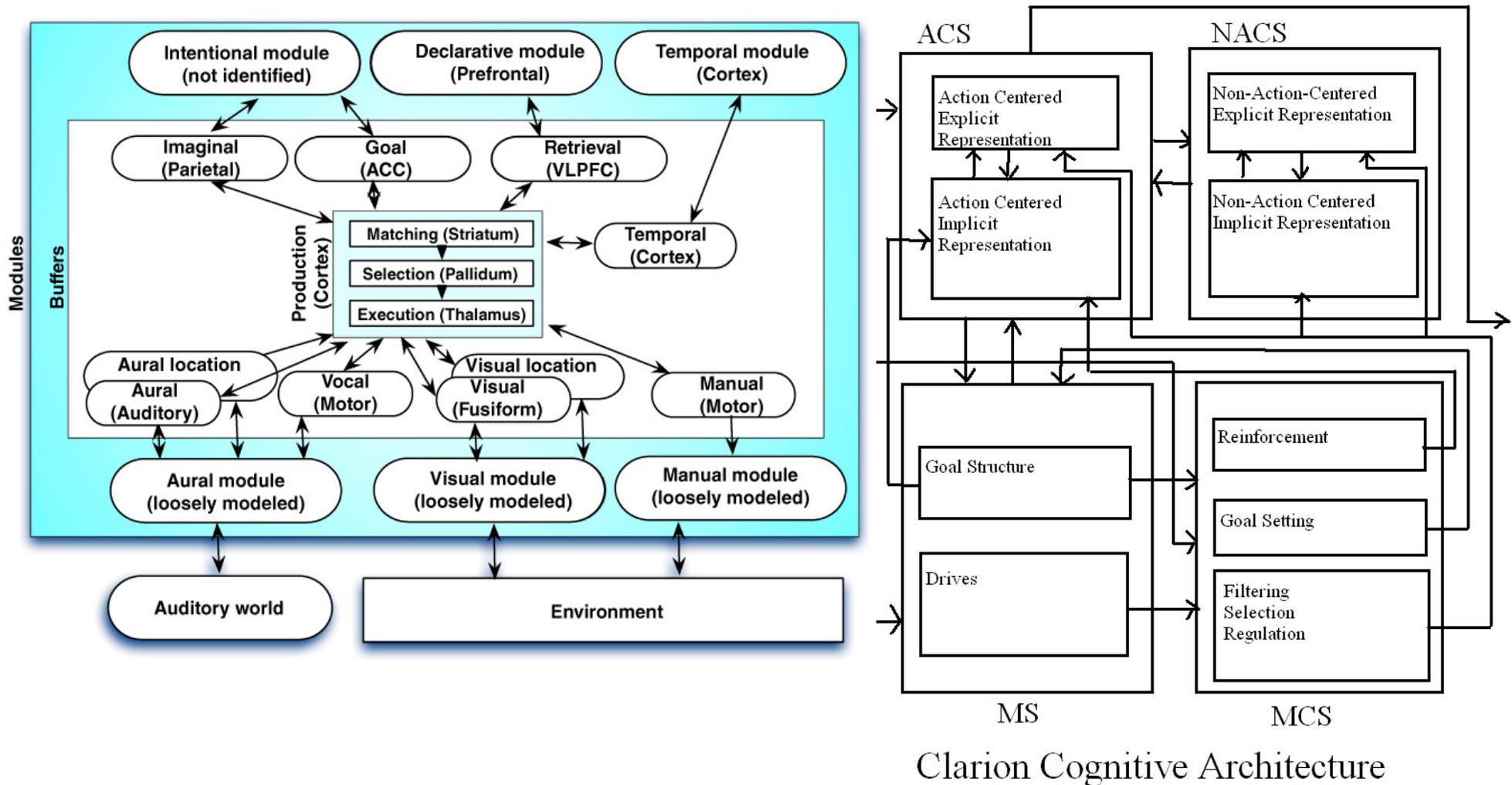
Cognitive Architectures

SOAR (cognitivism) & ISAC (hybrid)



Cognitive Architectures

ACT-R (emergent) & CLARION (hybrid)



SECTION 2

Cognitive Architecture

- Processor architecture
 - How tasks are organized and performed
- Data / Information / Knowledge Architecture
 - How data is organized and transformed, acquiring progressively higher value
- How to mix both?

Cognitive Architecture

- "a cognitive architecture is a broadly-scoped domain-generic computational cognitive model, capturing the essential structure and process of the mind, to be used for broad, multiple-level, multiple-domain analysis of behavior."

David Vernon. Artificial Cognitive Systems (MIT Press) Kindle.

Cognitive Architecture

- Behavioral Characteristics
- Cognitive Characteristics
- Functional Capabilities

Cognitive Architectures

Functional Capabilities

- 1. Recognition and categorization
- 2. Decision making and choice
- 3. Perception and situation assessment
- 4. Prediction and monitoring
- 5. Problem solving and planning
- 6. Reasoning and belief maintenance
- 7. Execution and action
- 8. Interaction and communication
- 9. Remembering, reflection, and learning

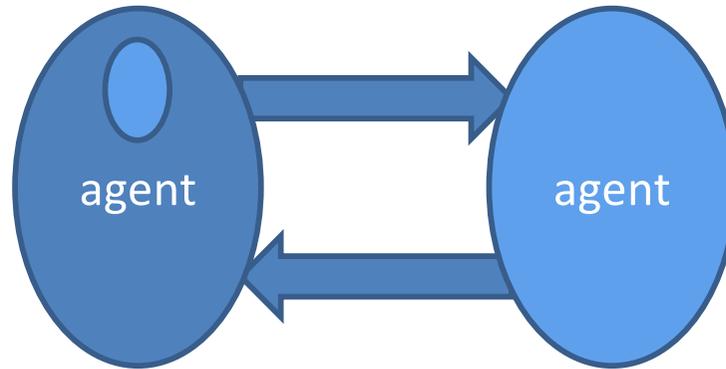
David Vernon. Artificial Cognitive Systems (MIT Press) Kindle.

Cognitive Architecture

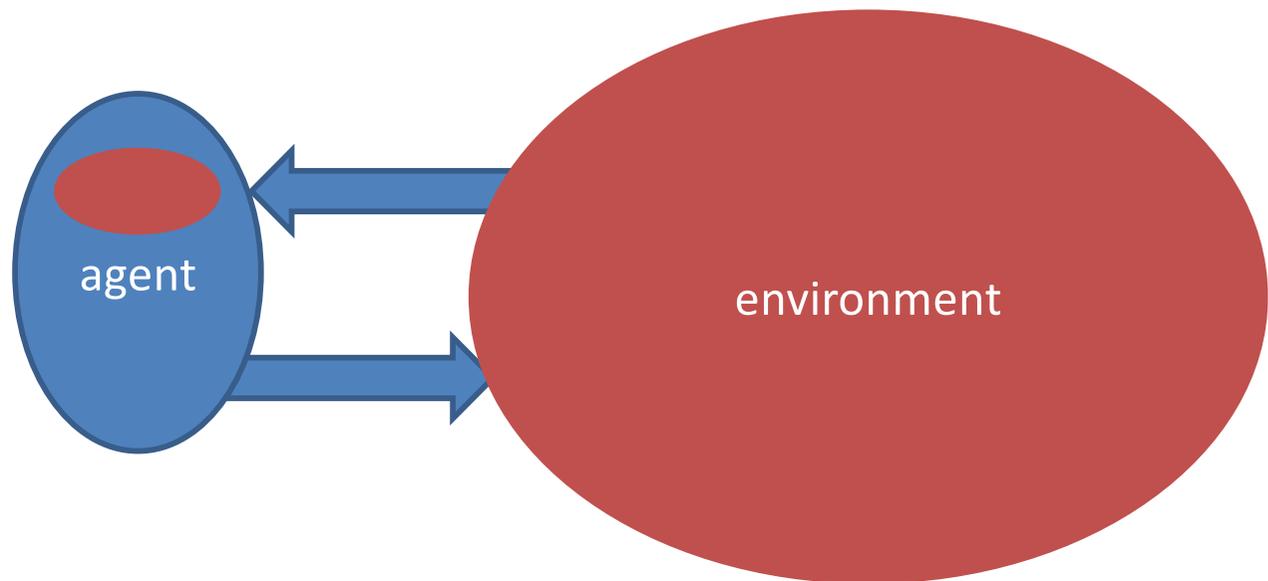
- Presume knowledge handling abilities
 - Producing knowledge (from previous knowledge)
 - Transferring knowledge
 - Refining knowledge
 - Acting by properly using knowledge

Cognitive Architecture

Inter-agent
relationship
Communication



Agent Environment
Relationship
Perception & Action



Cognitive Architecture

- A way of describing a cognitive system
 - Structure (components, modules, parts & connections)
 - Properties / Features
 - Functionalities
 - Abilities (What / When / Where / How)
- Proposing how
 - Information is handled
 - The system evolves acquiring and refining its own view of the living environment

SECTION 3

Cognitive Architecture

- What is unique on a cognitive system?
 - Its autonomy and survival sense
 - The way it learns from the surroundings
 - The environment and other beings/agents
 - How it performs the embodiment of acquired knowledge
 - How it re-organizes itself as consequence of these achievements (learned)

Cognitive Architecture

- Considering the expectations for the cognitive system
- We should propose a way to make them happen
- A good architecture should be flexible and complete to allow the manifestation of all expected things

Cognitive Architecture

- A cognitive system is typically a changing / adapting system
- This turns the conception task of a GS more difficult, but more challenging / interesting

Cognitive Architecture

- We need to find a way to combine multiple components allowing them to act on different data in various forms, dynamically and adaptively producing more and more meaningful data
- A system with such abilities should be closer to a cognitive one, able to understand and react properly to the environment it lives

Cognitive Architecture

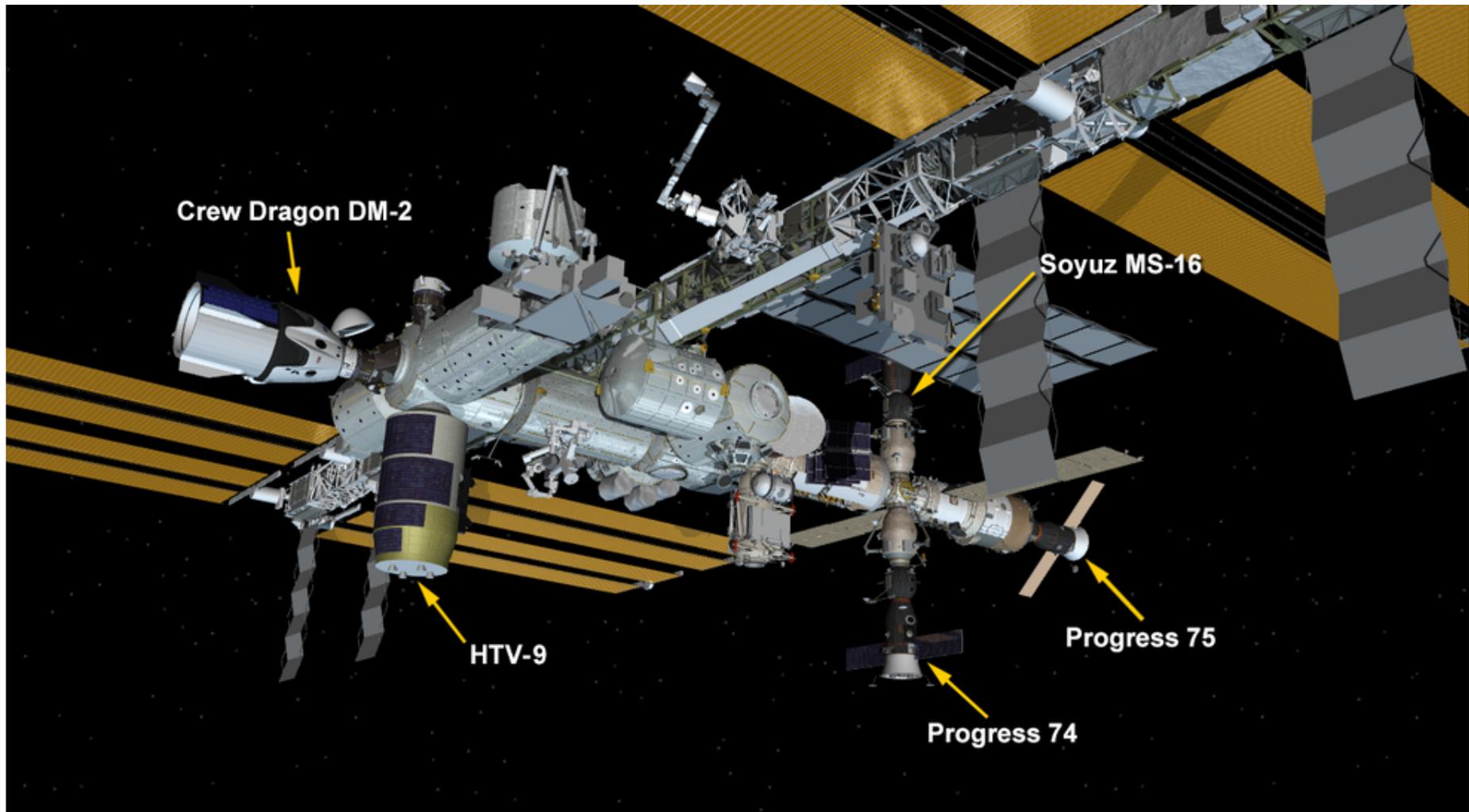
- We need to identify (by some criteria) a minimal set of basic components, that together may share contributions to perform the cognitive tasks
- And to search for finding mechanism to connect them all, allowing them to collaborate in such quest
- Recognizing the dynamicity of the system, and the fact that things may be achieved in different forms (combinations or sequences of actions, performed by different components)

Cognitive Architecture

- As the real biological cognitive system, an organic characteristic should be expected in the artificial one
- By organic I refer to structural and functional features and properties (plasticity in opposition to rigidity)

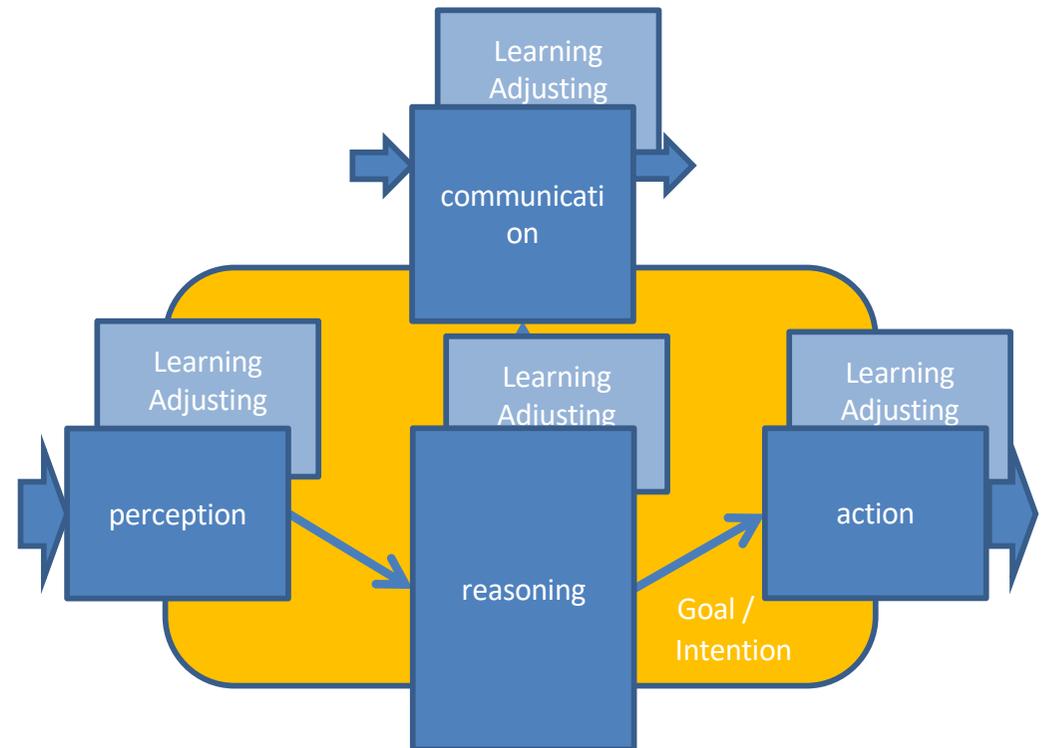
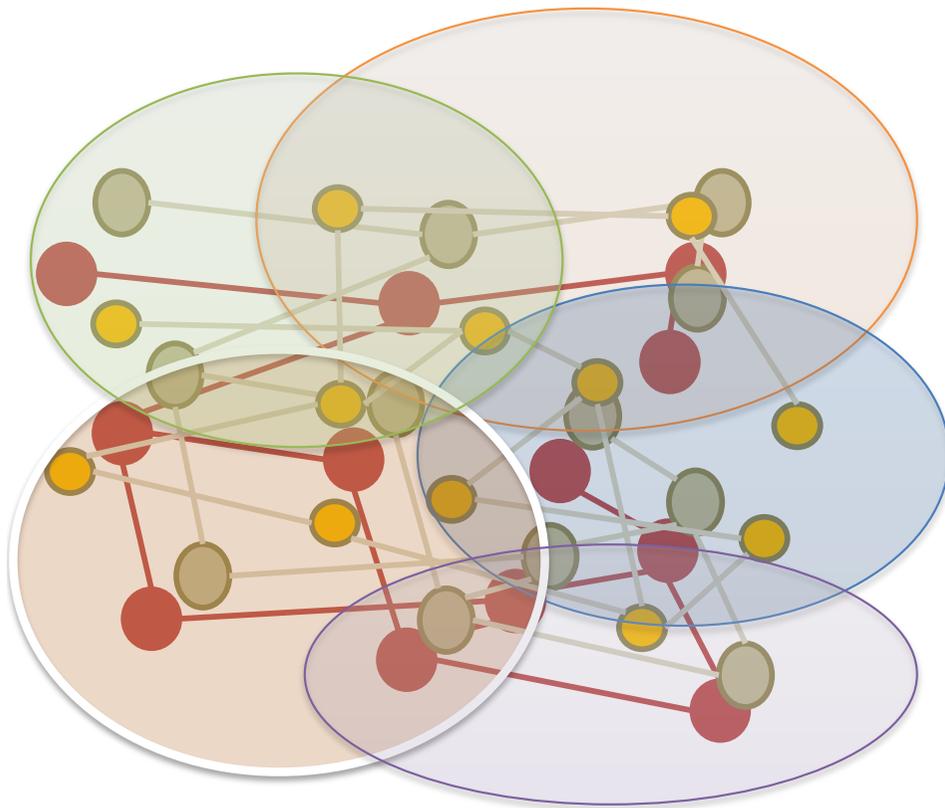
SECTION 4

Complex Engineered Systems International Space Station - ISS



Cognitive Architecture

how are established the relationships?



Cognitive Architecture learning (embedded in all modules)

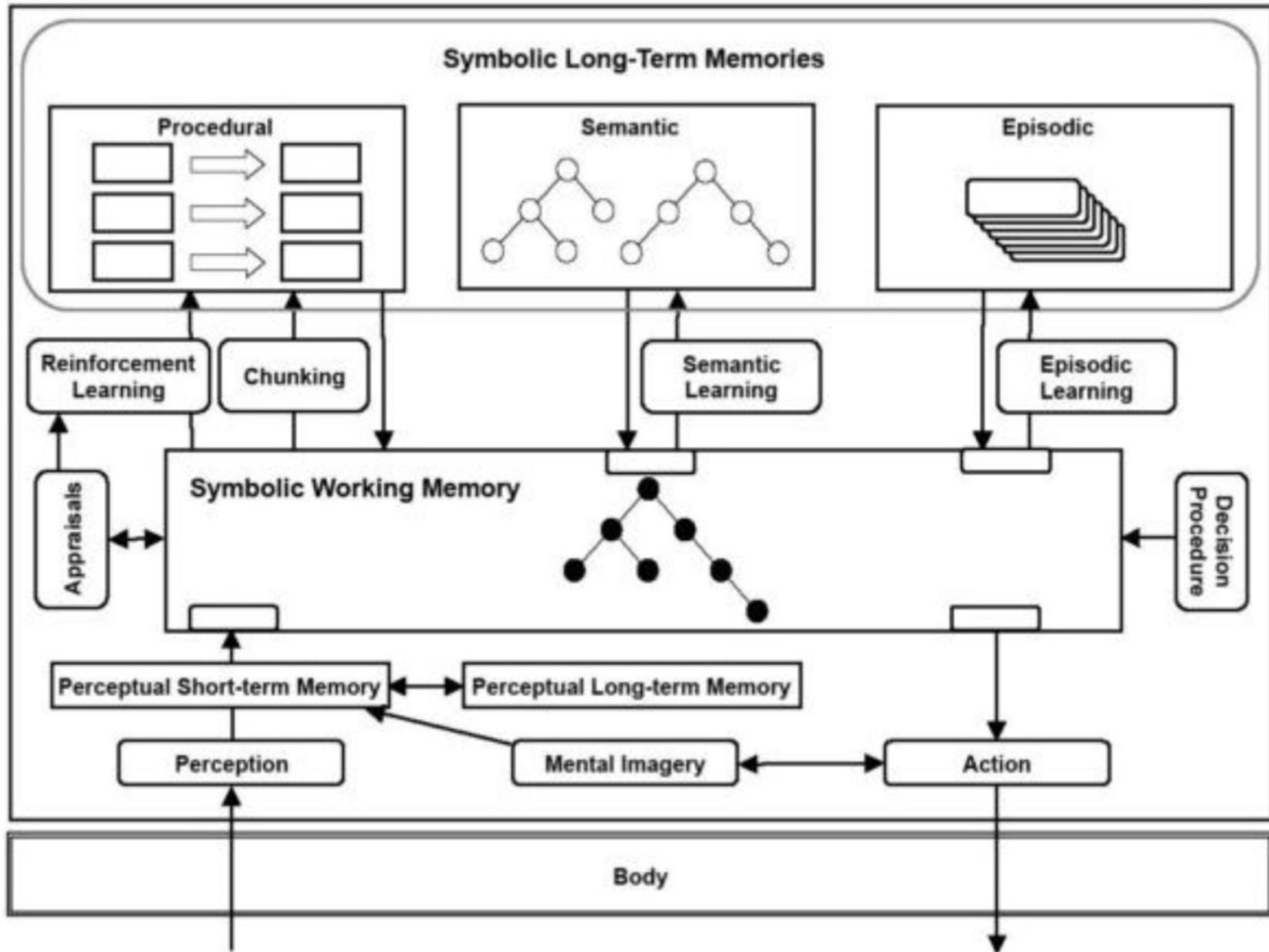
- Pervasive feature of cognitive systems
- At different (all) cognitive modules
- At different scales (spatial and temporal)

Cognitive Architecture

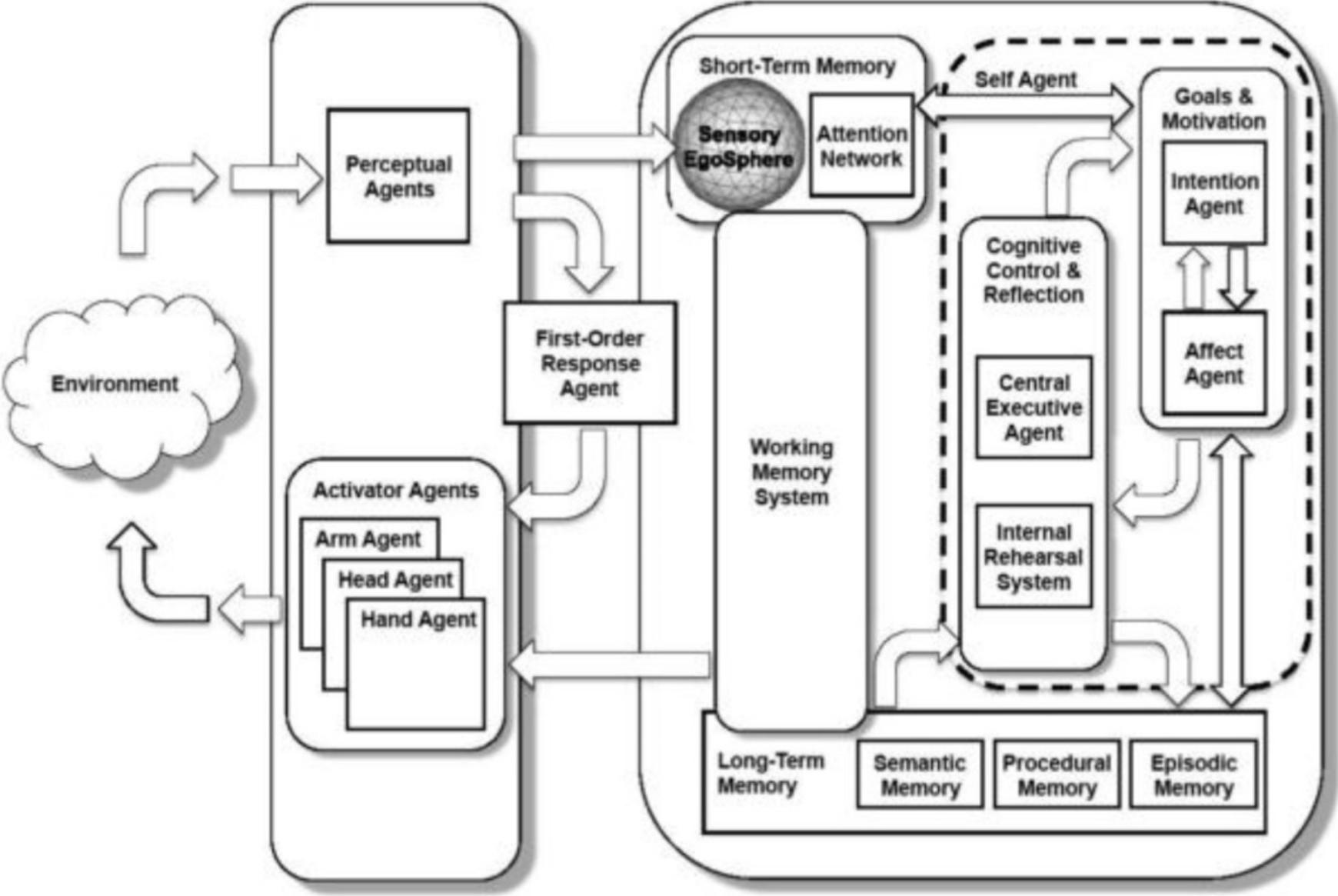
- Top-Down
 - Cognitivism
 - Engineered

- Bottom-Up
 - 4E: embodied, embedded, enacted, extended
 - Emergent

Cognitive Architecture: Soar



Cognitive Architecture: ISAC



Cognitive Architecture

- Some reflections
 - In fact all proposed architectures have been conceived by us, and so are engineered
 - Even those exploiting emergent concepts (as Woxbot) are also engineered.
 - Although engineered solutions impose some limitations, these can be weaker once we add learning and self adaptive features to the conceived system

Cognitive Architecture

- There is a huge open area to be exploited
- Take the chance and make your contributions

This is all for today.

See you next week !