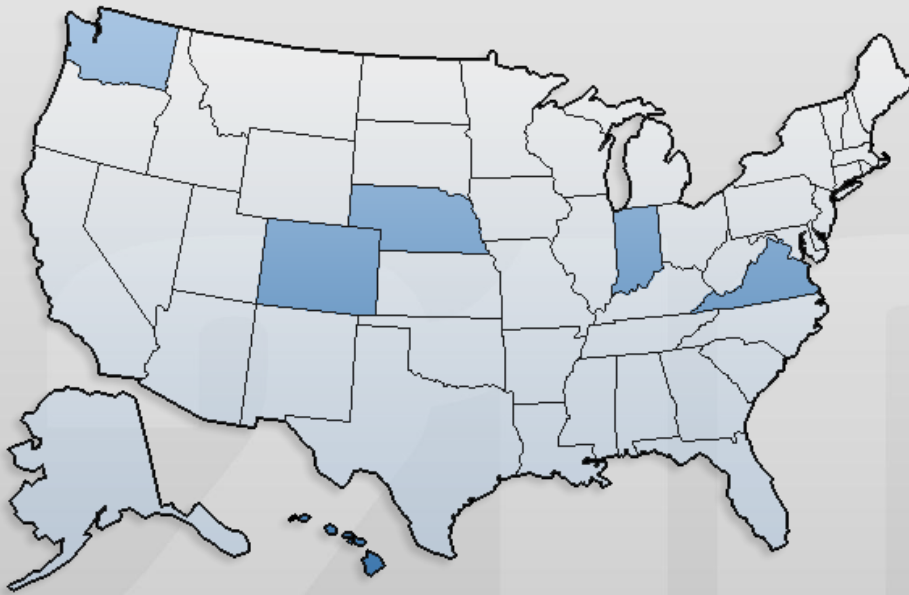


Mission Profiles and Evidential Reasoning for Estimating Information Relevancy in Multi-Agent Supervisory Control Applications

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(presented by Plamen Petrov, PhD)
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- Introduction
- Background
- Architecture
- Missions Goal Congruence
- Belief Fusion Engine
- Conclusions and Future Work



Advanced Decision Support Solutions

- Military Force Protection and Command & Control
- Undersea Warfare Planning
- Intelligence/Information Operations
- Incidence Response and Recovery

Professional / Technical Services

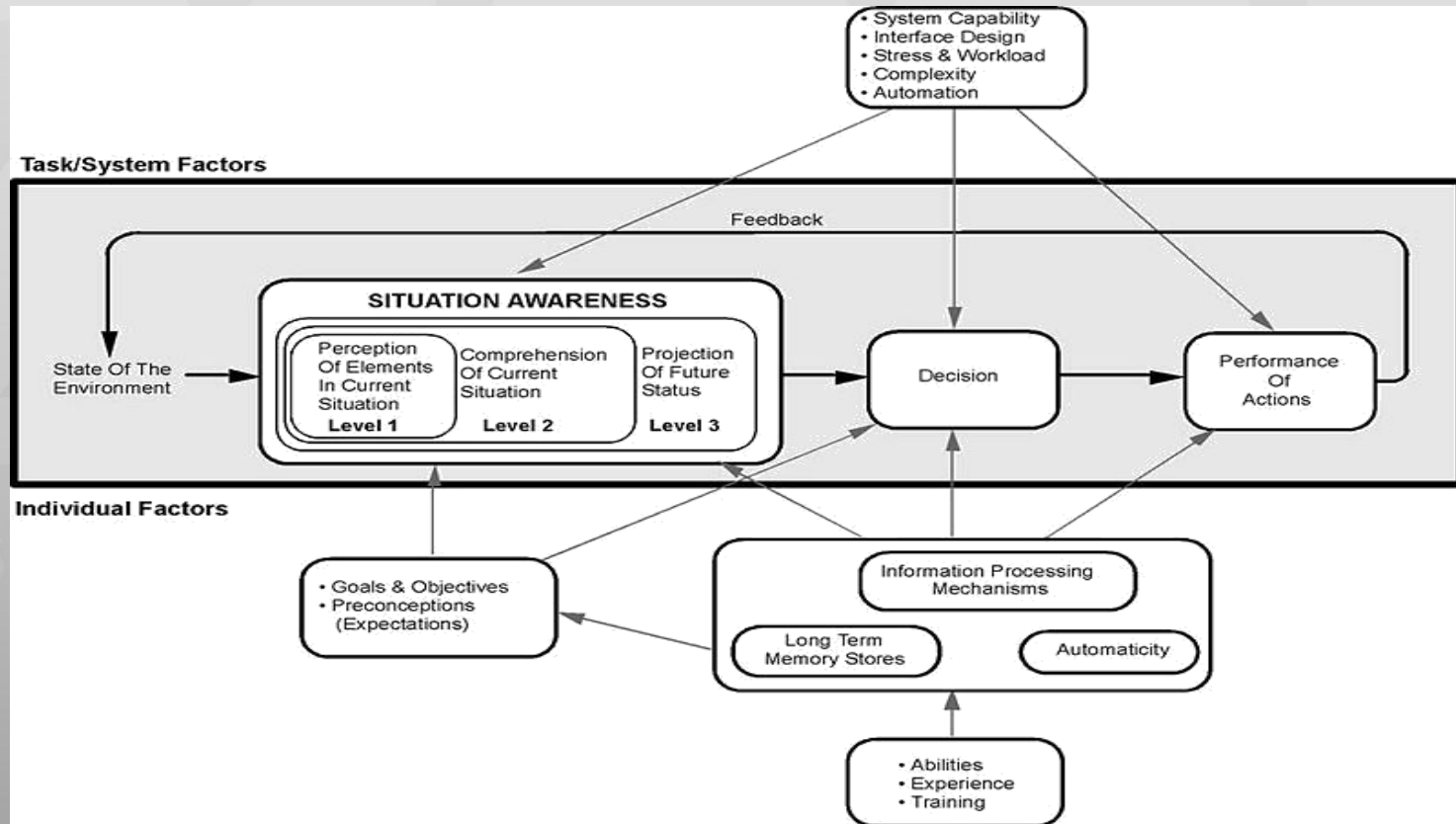
- Program management consulting
- Geospatial data reseller & specialist
- Casino surveillance consulting
- Security & Surveillance Integration

Over a Decade of Success in Innovation

- 21CSI[®] specializes in data-driven decision support systems for time- & mission-critical uses
- Privately held
- Founded in 1996
- ~100 employees, 7 offices nationwide
- Patented software technology with extensive, ongoing internal R&D
- 100+ Small Business Innovative Research (SBIR) awards
- 100% SBIR Commercialization Index

- Information overload → poor SA
- Needed: Mission-specific filtering
- Challenge prioritize/filter information congruent to mission goals
- Our approach: Multi-agent belief algebra combined with mission profiles & ontology

- Endsley's model
 - SA is a critical input in decision making



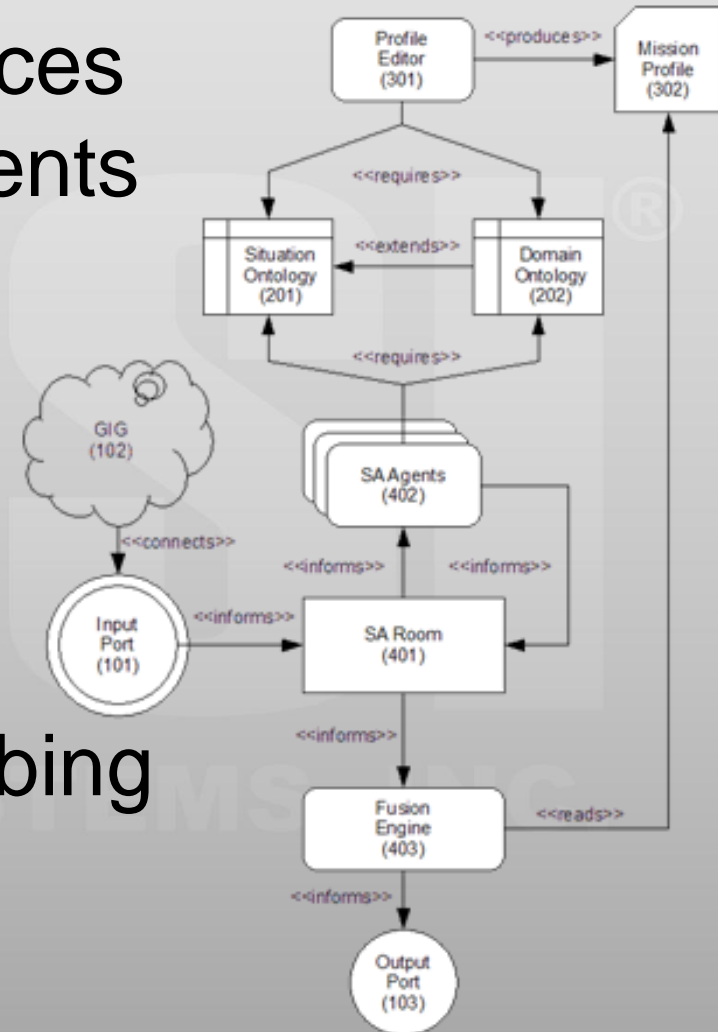
- Subjective Logic is an opinion algebra
 - *opinion* $\omega^A(x)$ about proposition X by authority A
 - *belief* (b_x^A), *disbelief* (d_x^A), *uncertainty* (u_x^A), and *relative atomicity* (a_x^A)
 - *consensus* (\oplus) and *discount* (\otimes) operators

$$\begin{aligned}
 K &= u_x^A + u_x^B - u_x^A u_x^B \\
 b_x^{A,B} &= \frac{b_x^A u_x^B + b_x^B u_x^A}{K} \\
 d_x^{A,B} &= \frac{d_x^A u_x^B + d_x^B u_x^A}{K} \\
 u_x^{A,B} &= \frac{u_x^A u_x^B}{K} \\
 a_x^{A,B} &= \frac{a_x^A u_x^B + a_x^B u_x^A - (a_x^A + a_x^B) u_x^A u_x^B}{K - u_x^A u_x^B}
 \end{aligned}$$

$$\begin{aligned}
 b_x^{A,B} &= b_B^A b_x^B \\
 d_x^{A,B} &= b_B^A d_x^B \\
 u_x^{A,B} &= d_B^A + u_B^A + b_B^A u_x^B \\
 a_x^{A,B} &= a_x^B
 \end{aligned}$$

- Agents and agency
 - Perceive, Reason, Act (autonomously)
 - Small, situated, social (interact with others)
- Multi-Agent Systems
 - Distributed cooperating collections of agents
 - Interaction & collaboration can occur through opinion sharing, using Subjective Logic

- Input: emulated GIG services through JC3IEDM statements
- Mission Profile & Editor
- SA Room and Agents
- Fusion Engine
 - Reasoning
- Output: statements describing the filtered situation



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- Situation (upper) ontology

- Entities, relations, statements, agents, situations, evidence, etc.

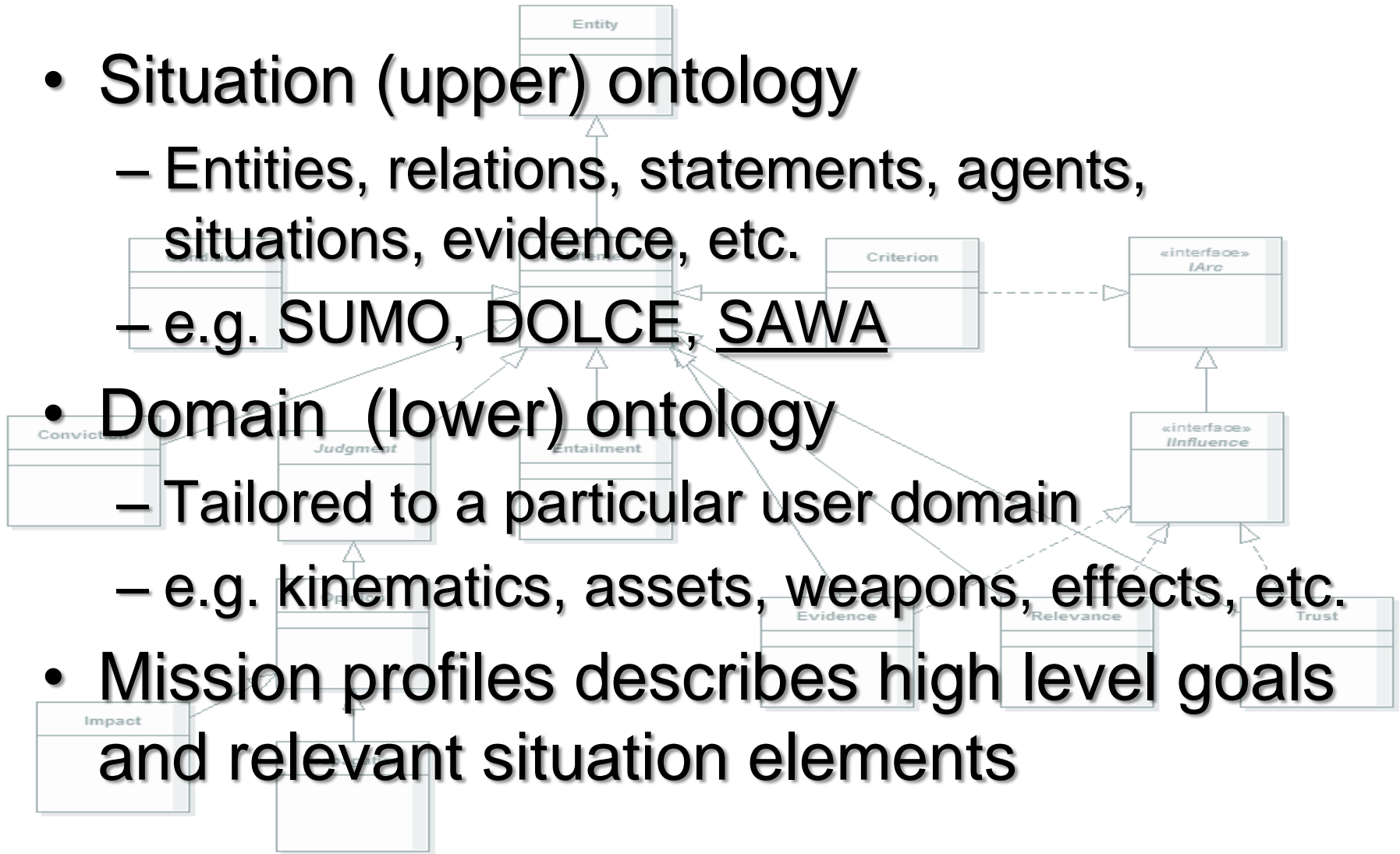
- e.g. SUMO, DOLCE, SAWA

- Domain (lower) ontology

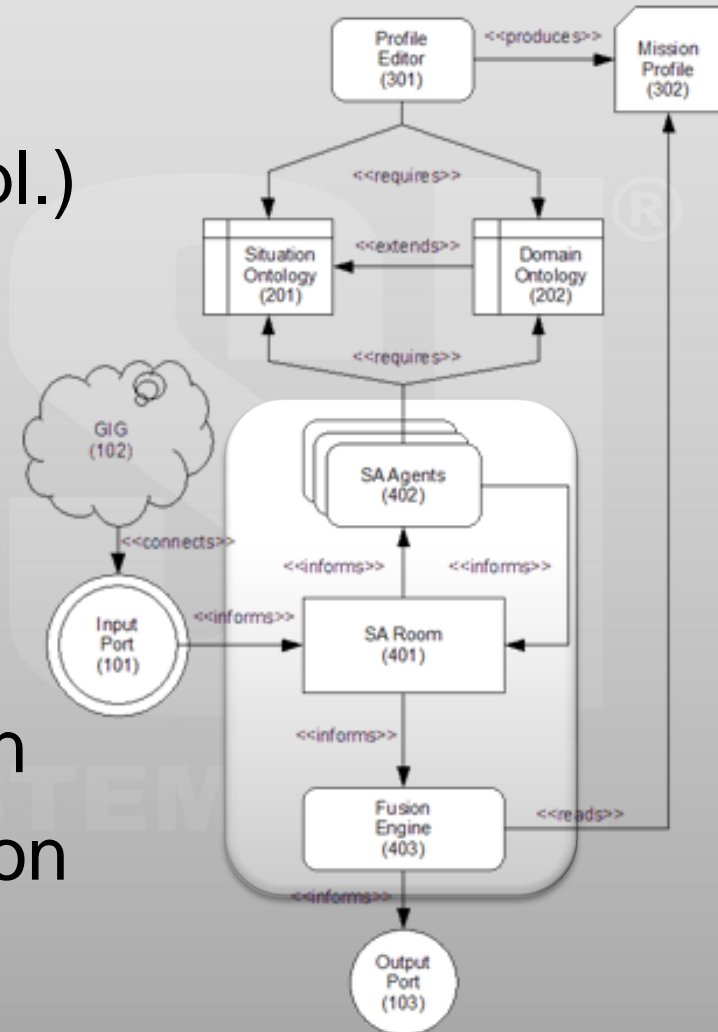
- Tailored to a particular user domain

- e.g. kinematics, assets, weapons, effects, etc.

- Mission profiles describes high level goals and relevant situation elements



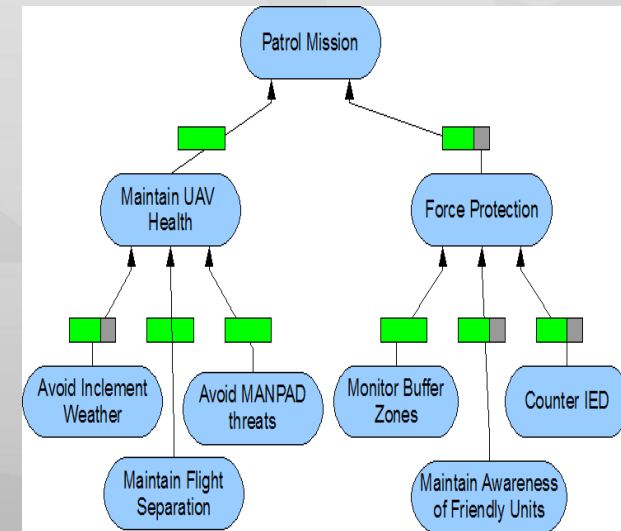
- Blackboard architecture
 - Situation Room (XMPP impl.)
- SA Agents → Reasoning
 - Entailments } Opinions
 - Belief
- Fusions Engine
 - Performs opinion unification
 - Assigns influence to situation elements



- A mission profile is a graph that captures commander's intent and mission goals

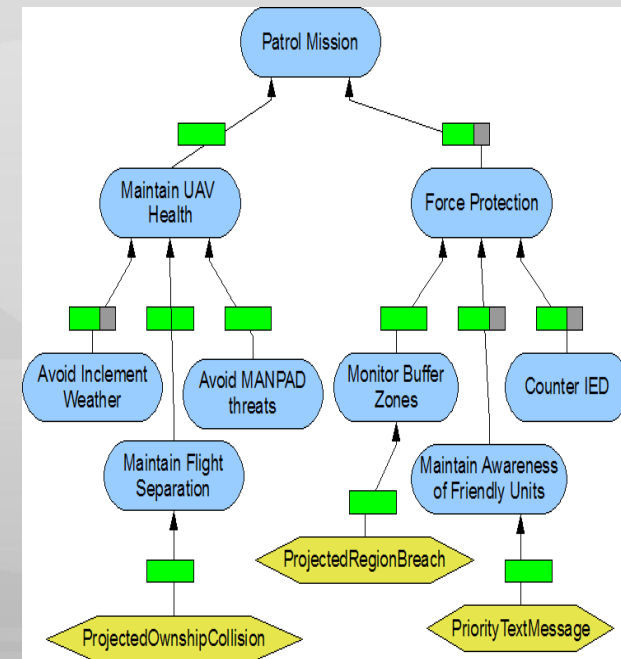
- Level 1 – Mission Goals

- Recursive goal decomposition
- Relevance indicated by weights
- Edited by the operator
- Example: UAV Mission →

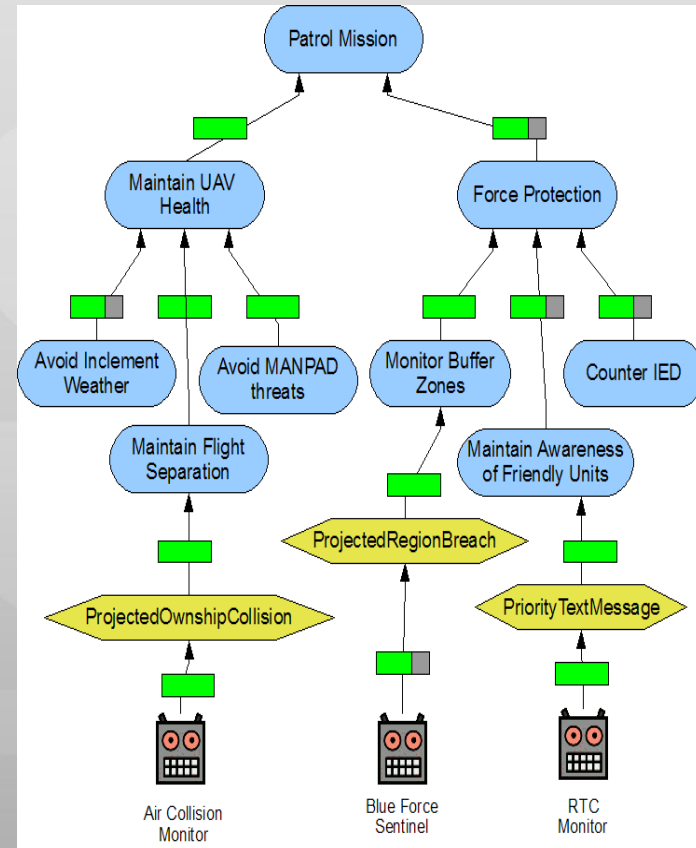


- Level 2 – Conditions, Relations, Relevance
- Level 3 – Trust and Relevance in Agents

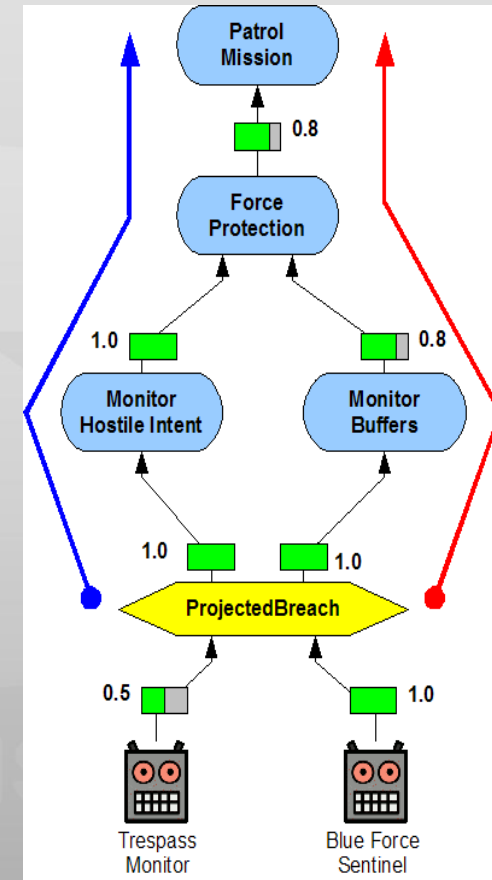
- Level 2: conditions & relevance of situation elements
 - Link mission elements with situation elements
 - Define the impact of situation elements on mission elements
 - Example: ProjectedOwnshipCollision impacts “Maintain flight separation” mission component



- Level 3: trust & relevance for contributing Agents
 - Agents produce judgments (opinions) on situation elements
 - Trust is derived from simulation exercises and can be modified by operator

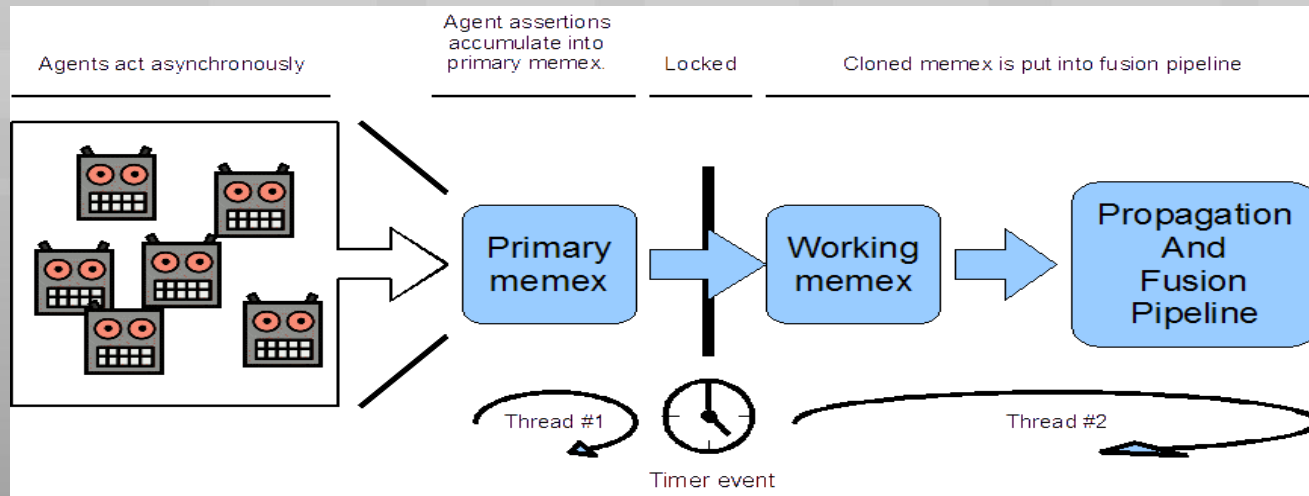


- Start with Agents issuing an opinion (belief) on evidence
- Apply Subjective Logic operators to Mission graph
 - Working set stored in a semantic network (memex)
- Use Evidential Reasoning Network (ERN[®]) Engine to propagate belief

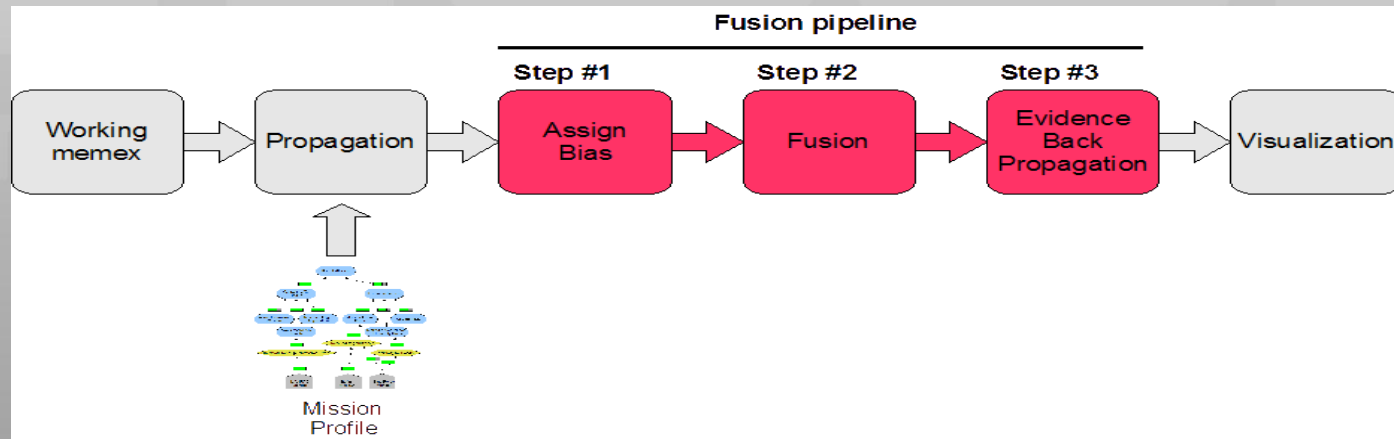


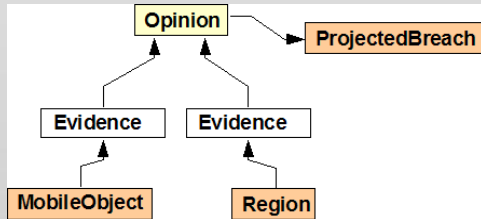
- Asynchronous Agents place judgments in SA Room
- Each Agent reasons opportunistically using heuristics
- Fusion Engine listens to SA room and builds local memory context (memex)
- At discrete time intervals*, working memex is sent to fusion pipeline

*Alternatively, a transactional logic implementation is possible

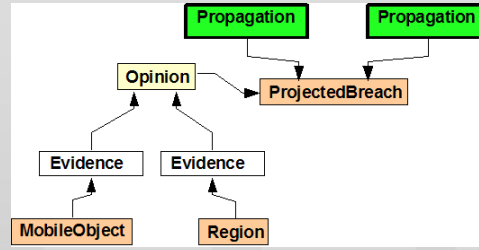


- Join working memex with mission profiles: captures propagation influence and inferred products
- Bias starts with total uncertainty then reallocating to belief or disbelief incrementally, as appropriate
- Fusion uses the SL consensus operator to collect Propagation nodes into Impact nodes
- Back propagation allows the reasoning products to flow down to the evidence elements that supported it

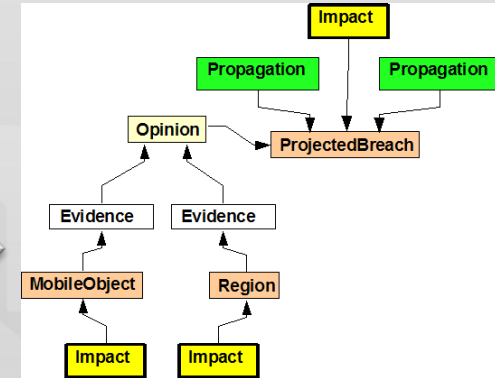




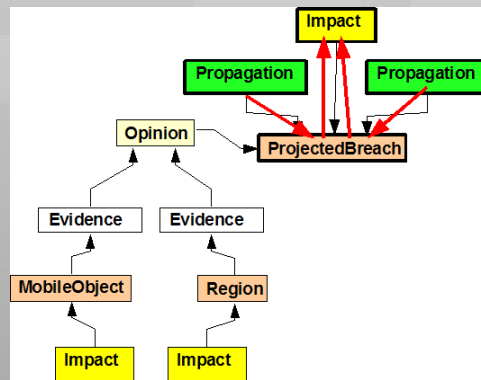
Initial memex state



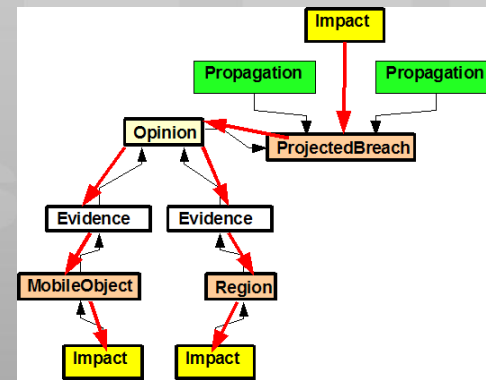
After computing propagations



After Fusion step #1



Accumulating propagations



Back propagation

- The system developed can increase SA by inferring higher-level relationships from lower-level information
- Contribution is a mission profile structure powered by an evidential reasoning network in a Multi-Agent environment
- The system was successful in a simulated environment for UAV command & control

- System improvement after simulation and testing
- Theoretical improvements of the back-propagation system
- Improvements in authoring mission profiles
- Research towards a more robust transaction-based fusion engine

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Questions?

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