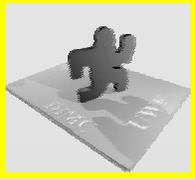


Concept Maps for Construction, Browsing, and Sharing of Knowledge

Alberto J. Cañas

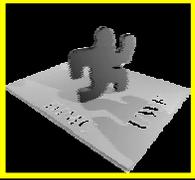
Institute for Human and Machine Cognition

University of West Florida



Content of presentation

- Current projects using Concept Maps-based technology between NASA Ames & IHMC
- Concept Maps
 - Description
 - Concept Map-based browser
 - Performance support systems
 - Distance learning
 - Collaboration: knowledge construction and sharing among scientists
 - Indexing



Mars & Astrobiology Project

NASA Ames Research Center

- Capture NASA's Mars expert's domain knowledge into browsable concept maps that will be made available to high-school students, and to the public, on a CD and on the Web
- Work on collaboration tools for knowledge construction and sharing with the Astrobiology Institute



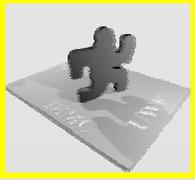


Case-Based Capture and Reuse of Aerospace Design Rationale

NASA Ames Research Center

- Use concept mapping tools to support the capture, representation and examination of how a designer conceptualizes a domain, to make this information available for indexing and retrieval in the Case Based Reasoning system.





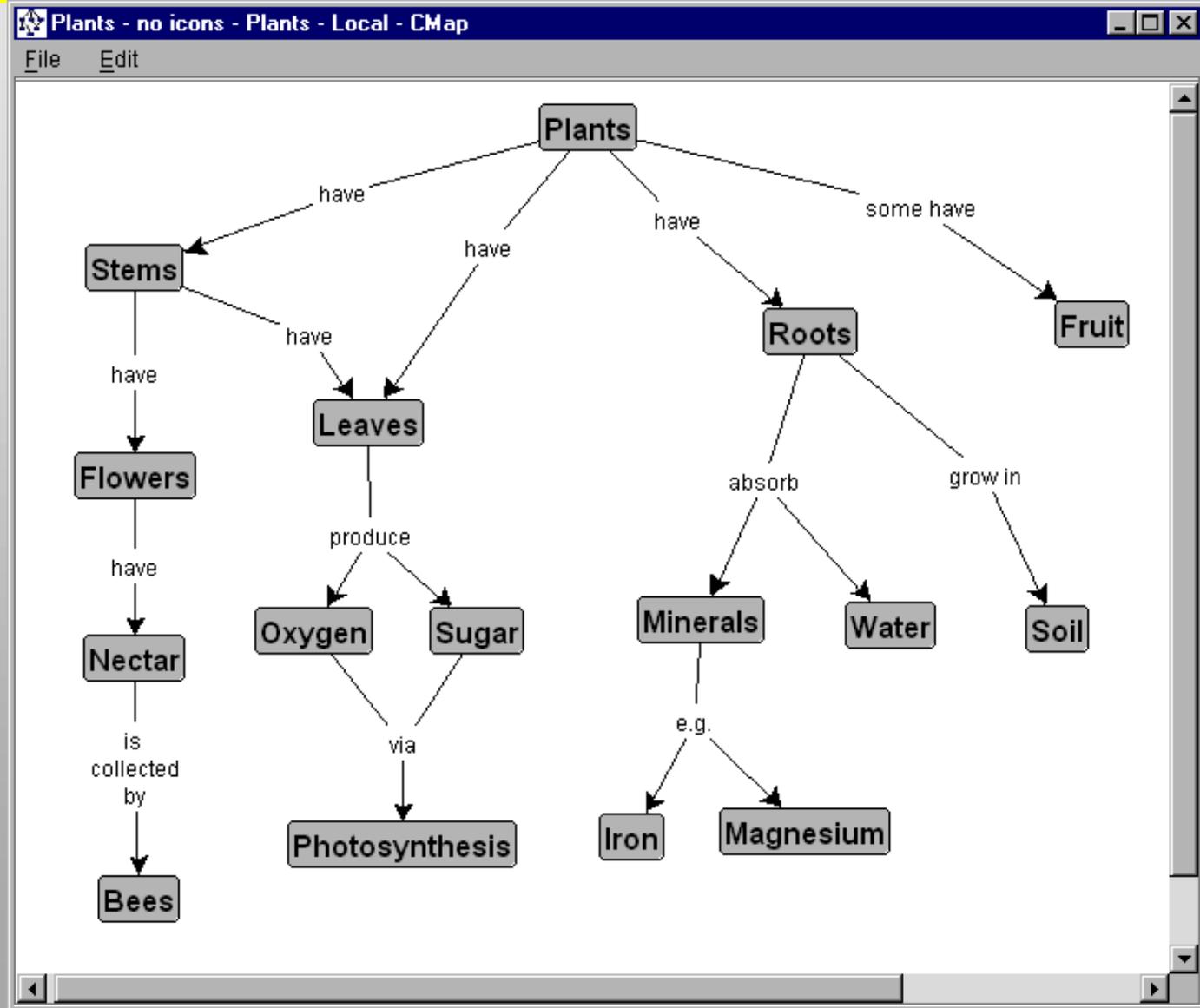
Projects Leverage on...

- Convergence of Technologies
 - Computer assisted instruction
 - Distance education
 - Expert systems
 - Performance support systems
 - WWW browsers
 - Just-in-time training
 - Collaboration tools

- Other IHMC projects with
 - IBM, NIMA, US Navy, State of Florida, ...

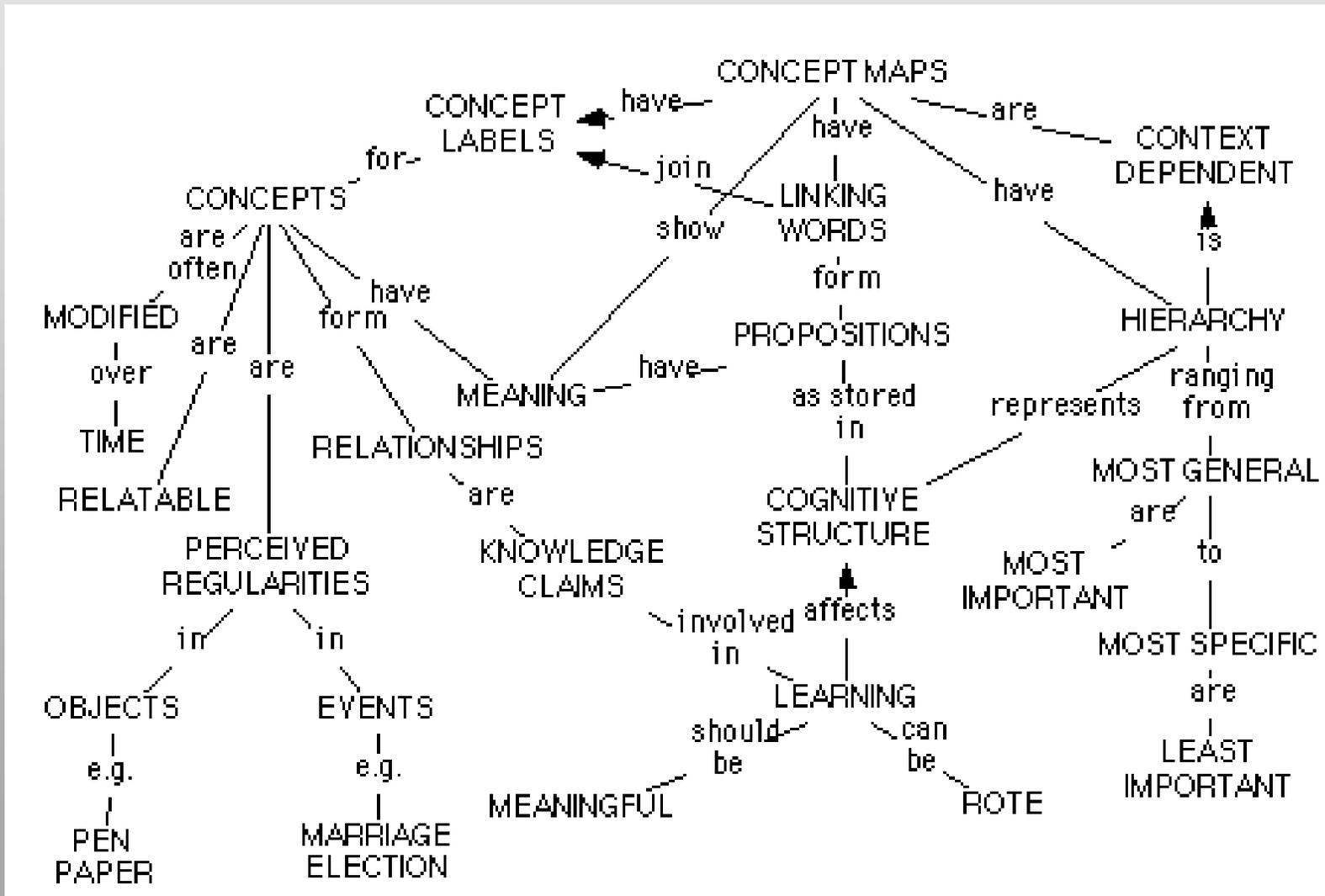


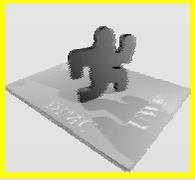
C-Maps in Knowledge Construction





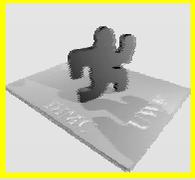
Concept Map about Concept Maps





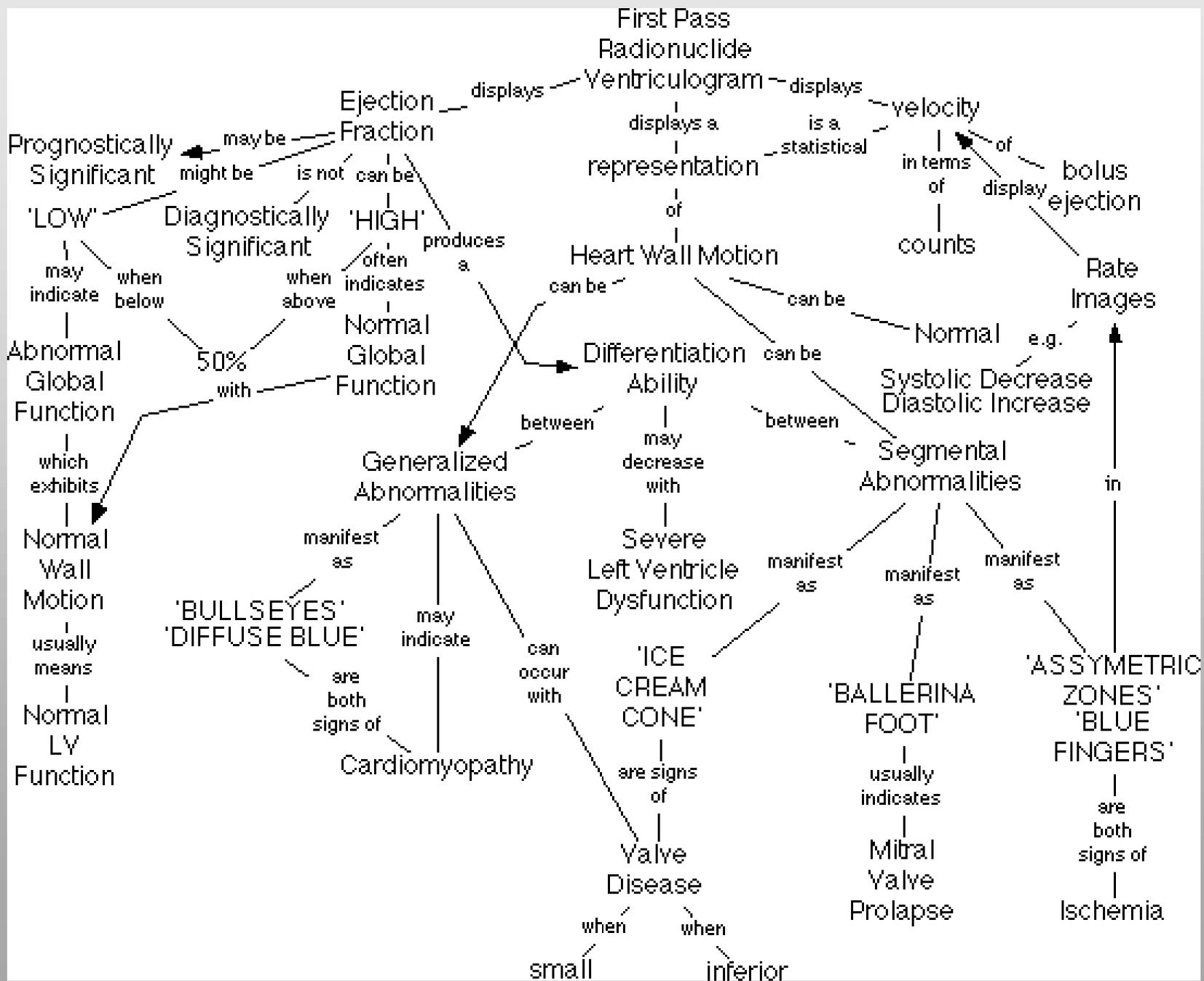
Concept Maps

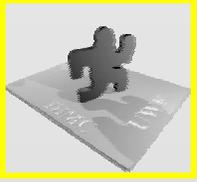
- Developed in an educational setting by Novak (1977)
- Used as the primary language for description and communication of concepts within Assimilation theory (Ausubel)
- A Concept map:
 - is a graphical display of concept names connected by directed arcs encoding propositions in the form of simplified sentences
 - in educational settings, concept mapping techniques have aided people of every age to examine many fields of knowledge
 - represents meaningful propositions in a hierarchical framework
 - is the principal interface and medium for model construction/sharing



From an AI Perspective

- Concept maps seem similar to semantic networks and conceptual graphs
- ...but concept maps:
 - are not “knowledge representations” in a computational or logical sense
 - are much more loosely defined, with no firm syntactic rules and no formal rules of interpretation or semantics
- Concept maps are a ...
 - pedagogic device for use by humans rather than
 - ... a formal device for use by reasoning engines

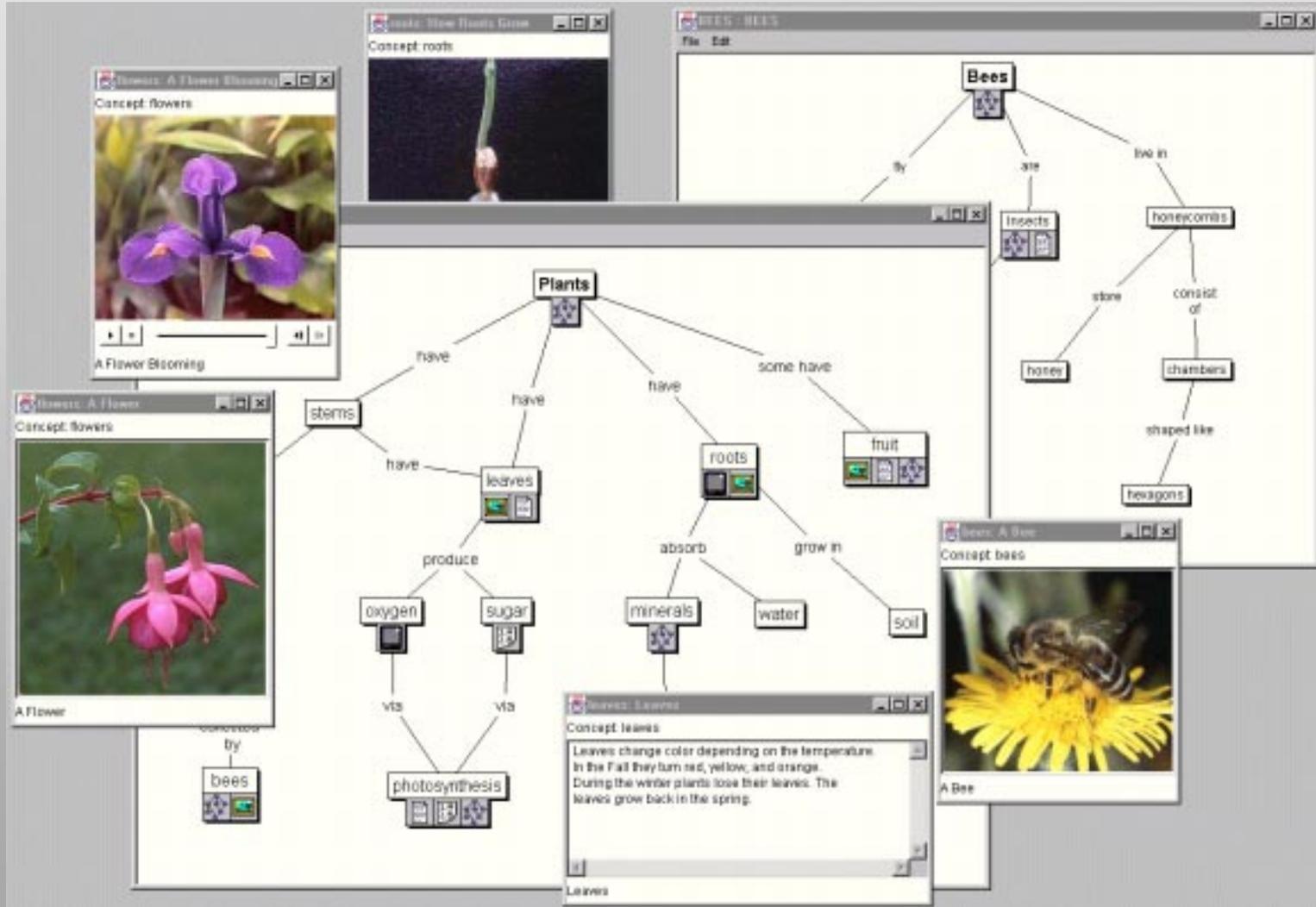


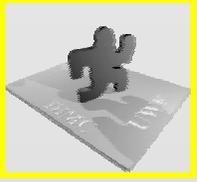


C-Maps as Navigational Tool



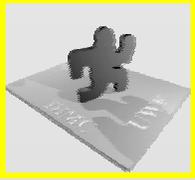
C-Maps as Navigational Tool





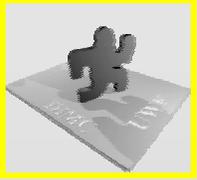
Browsable Model

- A concept map-based multimedia model elicited from a domain expert
- Allows hierarchical organization of knowledge from a general, top level, subsuming concept map, to highly detailed concept maps
- Concept maps are populated with icons that indicate other information sources - text, video, graphics, links to other maps, etc.



C-Maps as Navigational Tool

- Problems with browsers
 - ◆ where am I?
 - ◆ where do I want to go?
 - ◆ how do I get there?
- Advantages of C-Maps for navigation
 - ◆ navigation based on an expert's knowledge
 - ◆ links have semantics
 - ◆ concise representation



Complementing Projects: NUCES

NUCES: Nuclear Cardiology Expert System

- Grant from State of Florida
- Aid cardiologist and radiologist in diagnosis of heart disease -- interpretation of functional images of the heart
- Includes training component

File Edit Actions Display 1:19 PM

Concept Map

Diagnostically Significant is not Ejection Fraction
 Prognostically Significant may be Ejection Fraction
 Abnormal Global Function may indicate Ejection Fraction
 'LOW' when below Ejection Fraction
 'HIGH' when above Ejection Fraction
 First Pass Radionuclide Ventriculogram displays Ejection Fraction
 First Pass Radionuclide Ventriculogram displays a Movie
 Ejection Fraction produces a Text Window

Concept Map

ISCHEMIA seen in RATES IMAGES
 ISCHEMIA seen in EJECTION FRACTION
 RATES IMAGES usually causes decreased RATES IMAGES
 EJECTION FRACTION usually causes decreased RATES IMAGES
 RATES IMAGES taken at BLUE FINGERS
 BLUE FINGERS shape is BLUE FINGERS
 BLUE FINGERS may be BLUE FINGERS
 BLUE FINGERS may cause BLUE FINGERS

Text Window

BLUE FINGERS

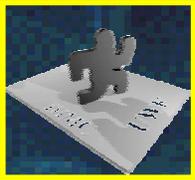
If a region of the ventricle contracts less than it should, that region will be seen on images as a blue region or blue finger. Regions that produce the rate images may cause blue fingers limited to the High Lateral and Inferior regions in basically normal patients. Distinct blue fingers limited to the High Lateral/Inferior region require explanation.

Hypertension or aortic stenosis in 10% of the general population in otherwise normal patients. Hypertension or aortic stenosis may cause blue fingers limited to the High Lateral/Inferior region of ischemia.

NUCES Model

Top Level Concept Map
 Normal Wall Motion Map
 Ischemia Concept Map
 Nonspecific Wall Motion Map
 Ischemia Text Concept Map
 Ischemia Picture Map
 Cardiac Wall Motion Map

Click on a box to select that



Complementing Projects: NASA LeRC

NASA Lewis Research Center

- Corporate Memory
- Preserve Senior Engineers' knowledge of launch vehicle systems integration with regard to the Centaur/RL-10 rocket system
- Prototype is a browsable, multimedia model of the experts' domain knowledge of the system

The RL-10 Rocket Engine

RL-10 rocket used for Centaur upper stage. Manufactured by Pratt and Whitney. Development started in 1957. First launch unsuccessful in 1962. First successful launch 1963. LeRC got the vehicle program from Marshall.

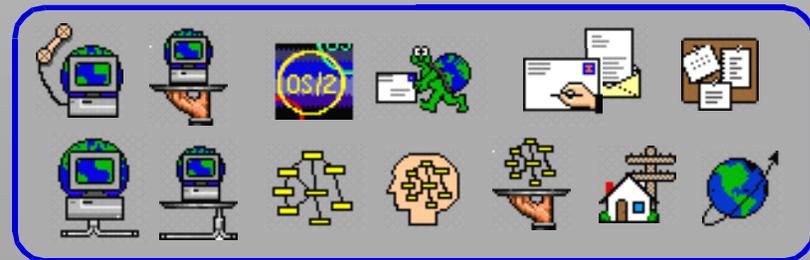
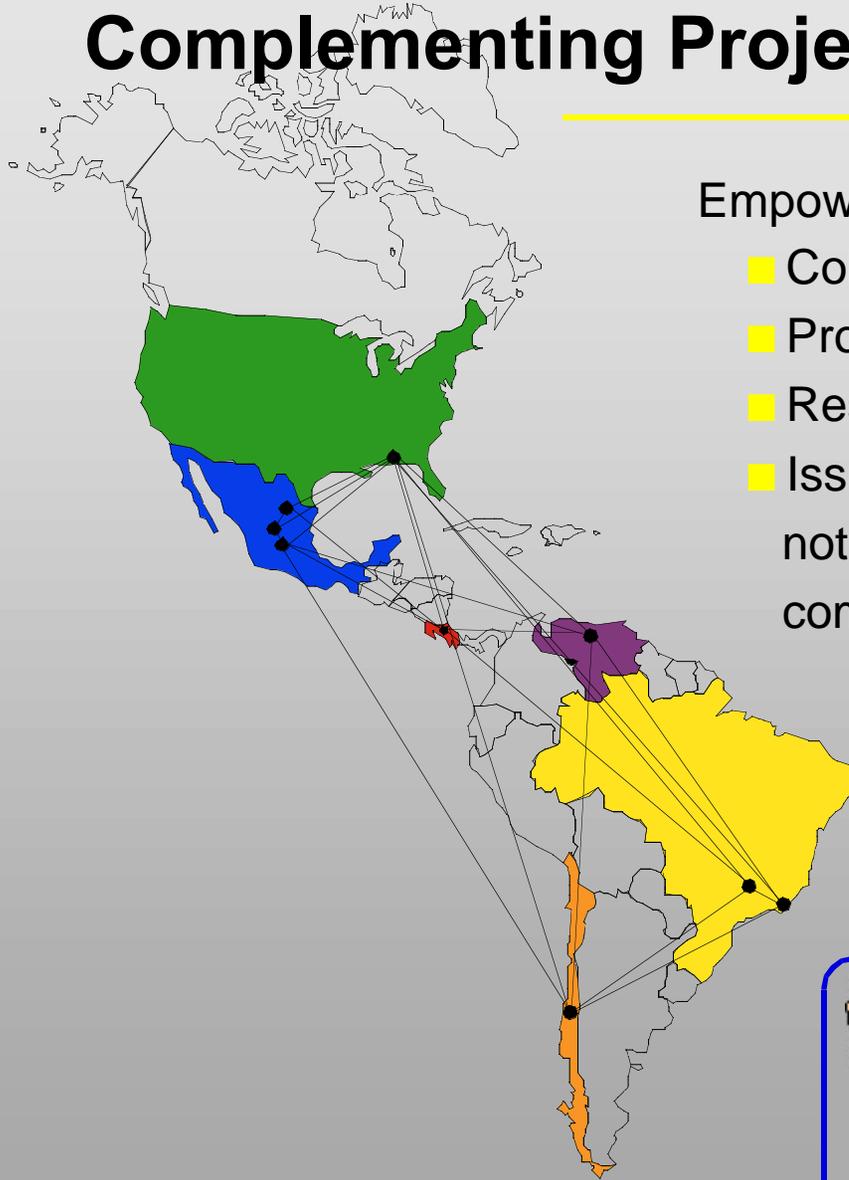
Operating configurations of the RL-10:

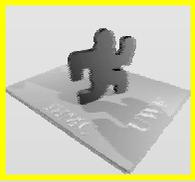
Model	Thrust	Ch. Pressure	Specific Imp
RL10A-1	15,000	300	422
RL10A-2	15,000	300	427
RL10A-3-1	15,000	300	431
RL10A-3-2	15,000	395	442
RL10A-3-3A	16,500	475	444
RL10A-4	20,900	570	449
RL10A-4-1	22,300	810	451

Complementing Projects: Quorum

Empower K-12 students of the region to:

- Collaborate in their projects
- Problem solving
- Research
- Issues that are global in nature, involving not only problems of their own communities, but also other communities

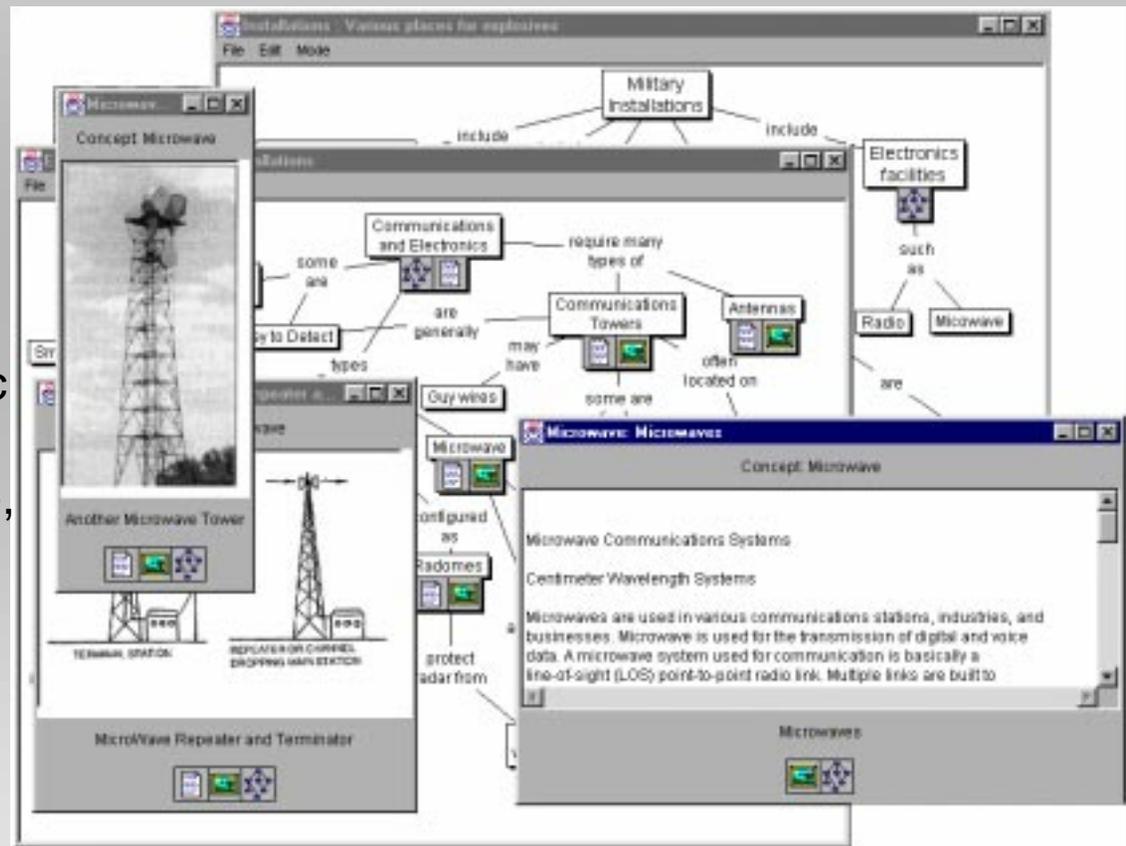


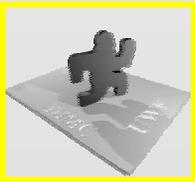


Complementing Projects: NIMA

Distributed Performance Support System with Embedded Training

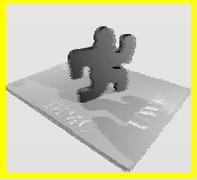
- Information sources for imagery analysts:
 - more diverse
 - more technically complex
 - multimedia oriented
- Provides domain-specific expertise to support the imagery analyst, anytime, anywhere





Complementing projects: Navy CNET

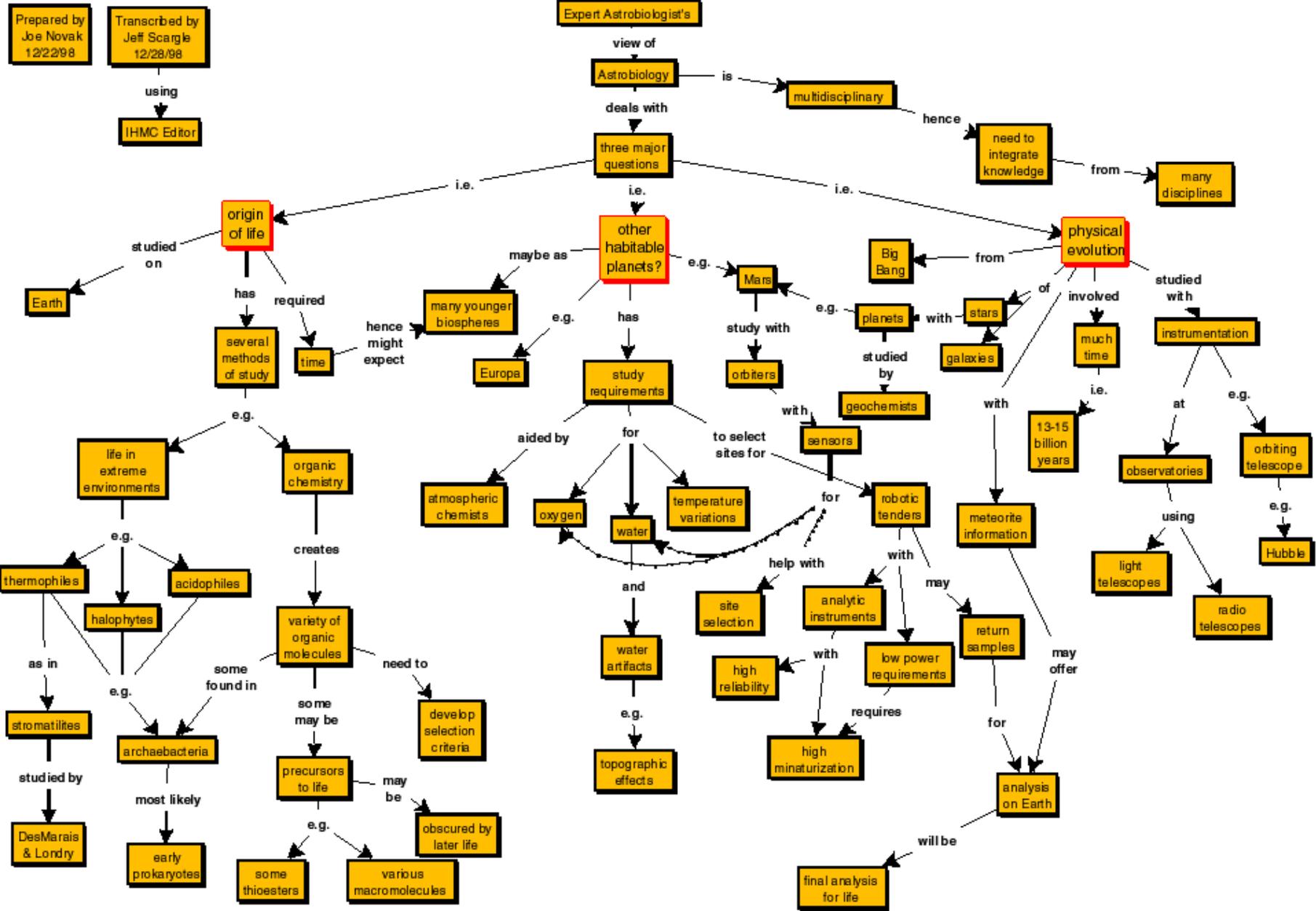
The screenshot displays the Navy CNET Expert system interface. At the top left is the 'CNET Expert' logo, which includes the text 'CHIEF OF NAVAL EDUCATION & TRAINING' and 'READINESS THROUGH TRAINING'. The main window is titled 'New Problems : Made up Description' and contains a flowchart for diagnosing 'Direct audio as malfunction indicator'. The flowchart starts with a 'Malfunctions' node, which leads to a 'Direct audio: Direct audio as malfunction indicator' node. This node contains the text: 'Direct Audio as Malfunction Indicator' and 'Direct Audio is common to the operation of both transports, prior to recording. It is an output of every audio record amplifier at pin 4. It is then routed to the meter amplifier on the monitor amplifier circuit card via SW204 in Direct. From there it goes to the VU meter.' Below this text is a 'Direct audio as malfunction indicator' node with a 'Back' button. The flowchart then branches into several categories: 'Transport wiring', 'System wiring', 'IRIG-E', 'Direct audio', 'Reproduce modes', and 'Proper changeover'. The 'Direct audio' node is highlighted with a 'Both transports' label and an 'affects' label. To the right of the flowchart is a video player window titled 'Mode check-out initiation: Demo' showing a man in a white uniform standing next to a rack of electronic equipment. At the bottom of the interface are four buttons: 'Restart', 'Back', 'Proceed', and 'Explain'.

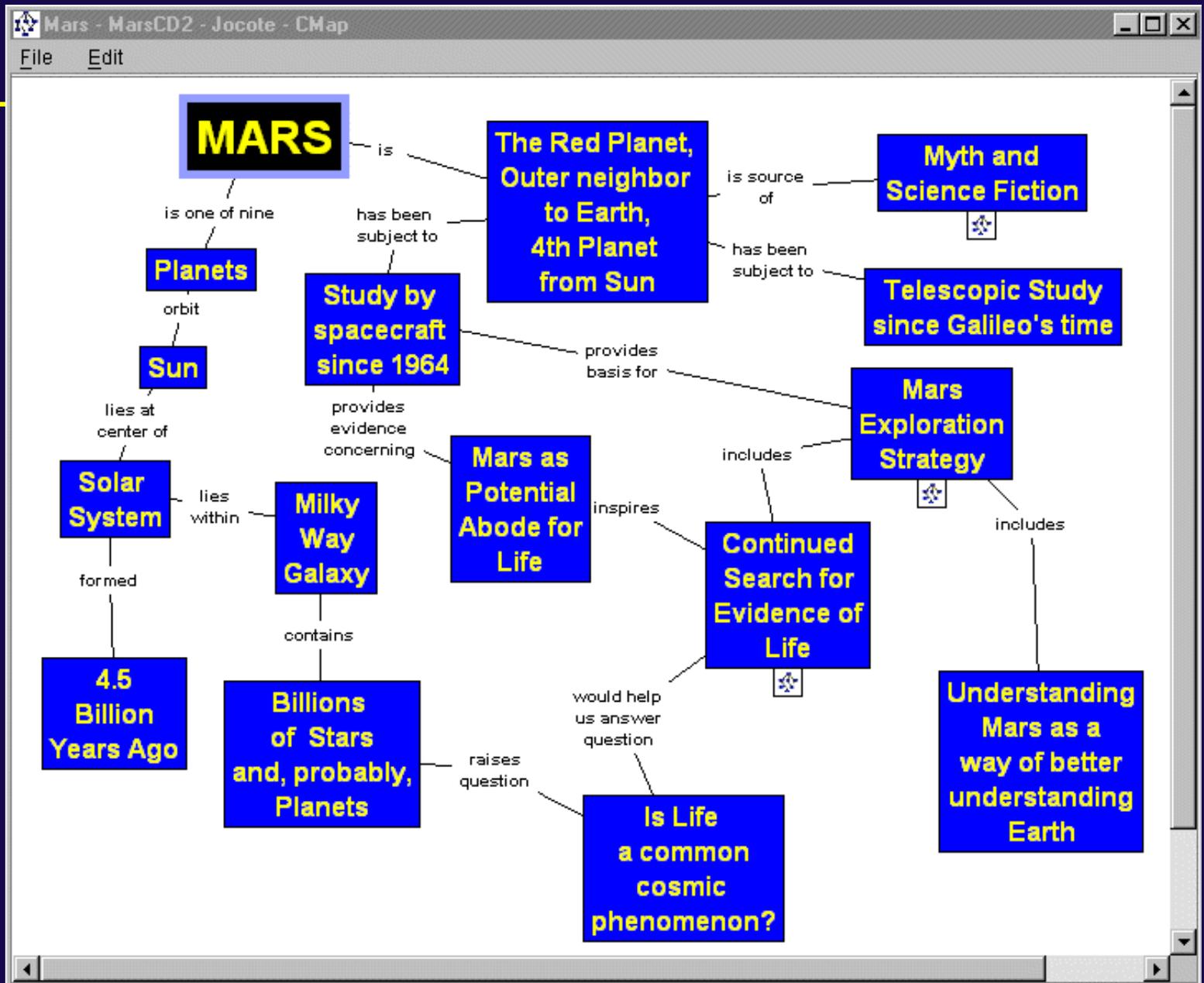


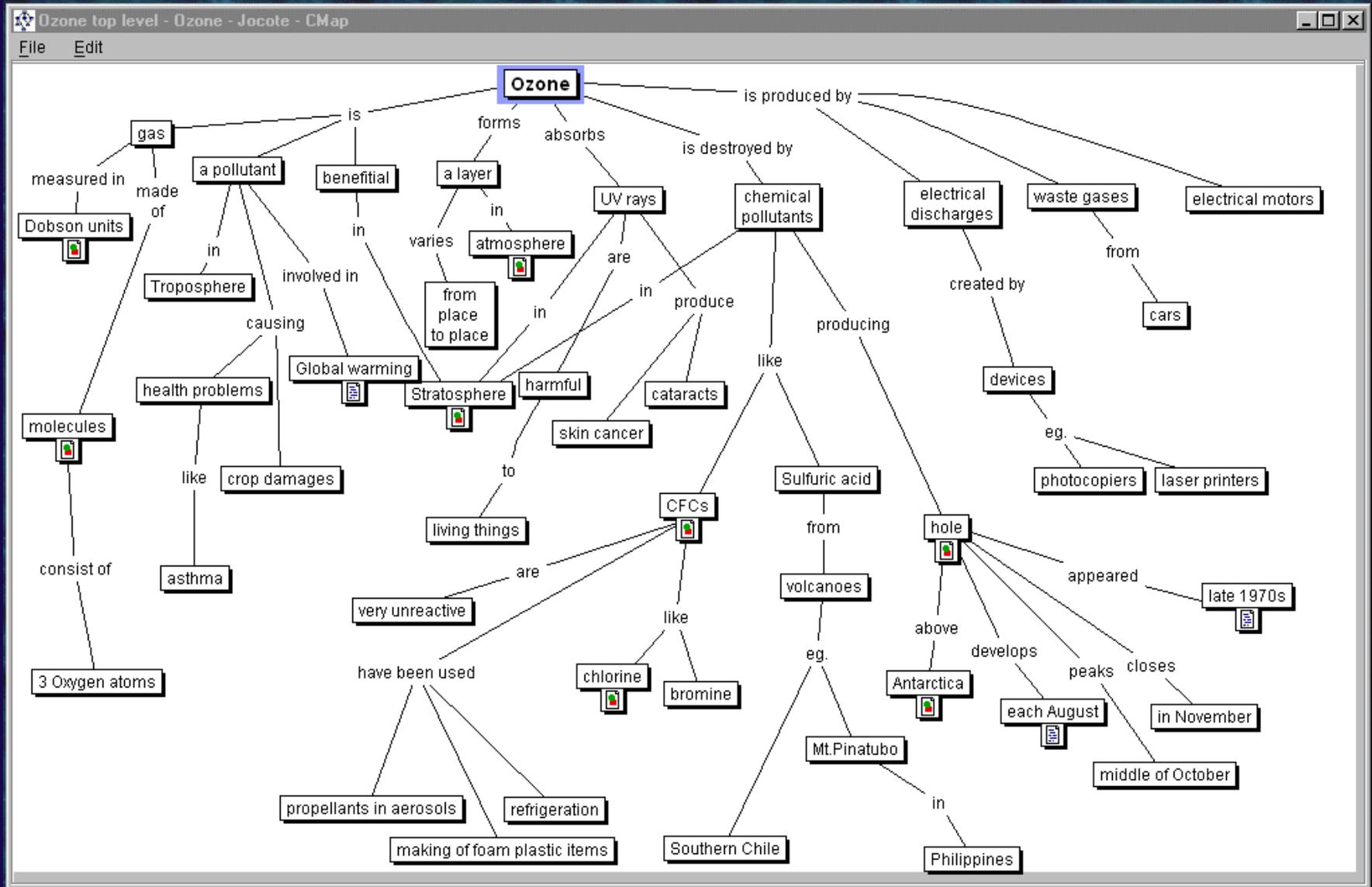
Development of software tools

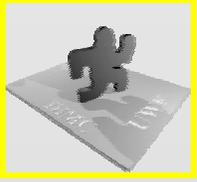
- Provide a methodological and technological foundation for collaboration
- Empower users to:
 - ◆ construct,
 - ◆ experiment with,
 - ◆ navigate,
 - ◆ criticize,
 - ◆ and share

...knowledge models about specific topics though concept maps



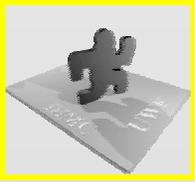






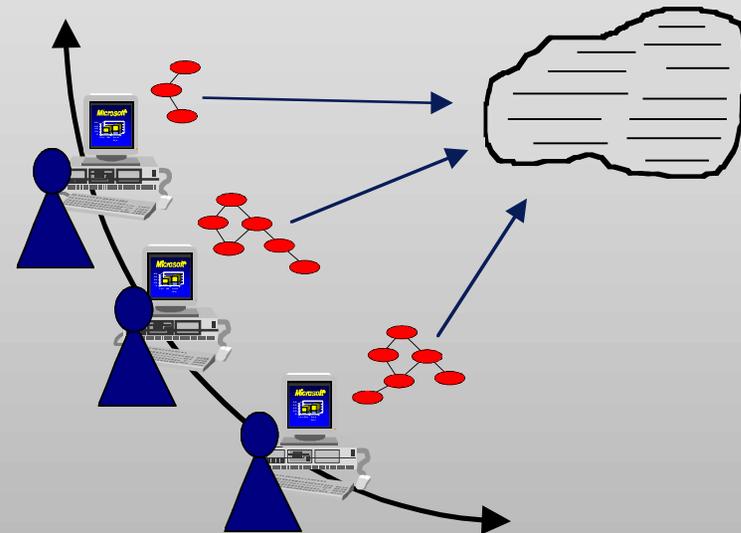
Collaboration Efforts / Intentions

- ◆ Criticism of concept maps, leading to discussion lists
- ◆ Collaboration in the construction of shared maps
- ◆ “Layers” of maps from various users
- ◆ Comparison and differences between concept maps
- ◆ Collaboration in the construction of individual concept maps (knowledge soups)



Knowledge Soups

- Automatic or manual extraction of propositions to the user's local workspace
- User can select propositions and "publish" all or some of them (hence make claims to the public)
- Published propositions / claims become part of the knowledge soup



- System searches claims in the knowledge soup and presents them on the user's workspace (remote claims)
- Only claims related to the user's own claims will be presented



Knowledge Soups

CMapEdit
File Project Window Help

Map1.CMP

```
graph TD
    plants -- have --> stems
    plants -- have --> leaves
    plants -- have --> roots
    plants -- some have --> fruits
    stems -- carry --> leaves
    stems -- carry --> flowers
    flowers -- have --> nectar
    nectar -- is gathered by --> bees
    leaves -- produce --> oxygen
    leaves -- produce --> sugar
    oxygen -- by doing --> photosynthesis
    sugar -- by doing --> photosynthesis
    plants -- have --> leaves
    leaves -- have --> oxygen
    leaves -- have --> sugar
    plants -- have --> roots
    roots -- absorb --> minerals
    roots -- absorb --> water
    minerals -- e.g. --> kalium
    minerals -- e.g. --> magnesium
    water -- e.g. --> magnesium
    roots -- grow into the --> soil
```

Claims

LOCAL

- flowers have nectar
- roots absorb minerals
- roots absorb water
- leaves produce sugar
- leaves produce oxygen
- stems carry flowers
- stems carry leaves
- plants some have fruits

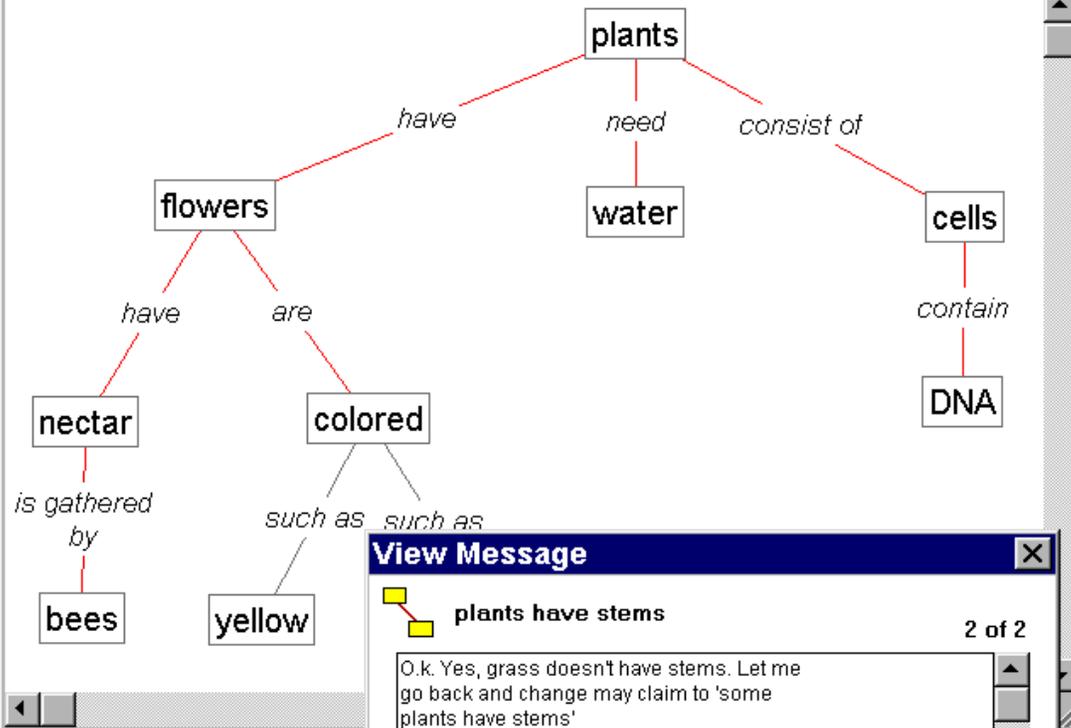
REMOTE

- roots absorb minerals
- plants have leaves
- plants have stems
- plants some have roots
- plants have stems
- stems carry leaves

Giant's Claims

- plants absorb sunlight
- magnesium is in the soil
- plants are eatable
- plants contain seeds

NUM



View Message [X]

plants have stems 2 of 2

O.k. Yes, grass doesn't have stems. Let me go back and change my claim to 'some plants have stems'

Plants like grass have no stems at all. Their leaves are directly connected to the roots.

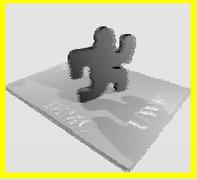
Prev Next Reply Done

LOCAL CLAIMS

- nectar is gathered by bees
- flowers are colored
- flowers have nectar
- cells contain DNA
- plants consist of cells
- plants need water
- plants have flowers

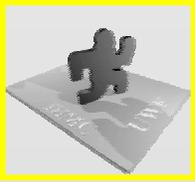
REMOTE CLAIMS

- plants have leaves
- plants have stems
- plants have seeds
- plants have roots



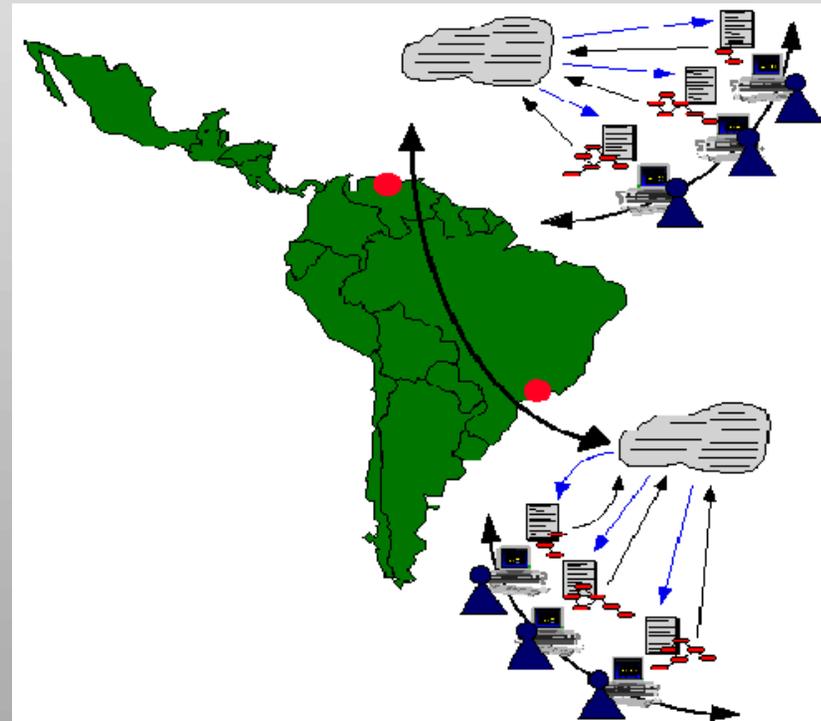
Publishing & Peer Review

- Public claims can be seen by others and can be utilized in their own map-building process
- User only sees claims that are directly related to the ones she contributed to the soup
- A user can query a claim submitted by another user, if she disagrees with it or finds it puzzling, and the originator of the claim can respond
- Discussion threads are attached to specific knowledge claims — users only see dialogs that are related to claims they themselves have published — and hence that they can contribute to



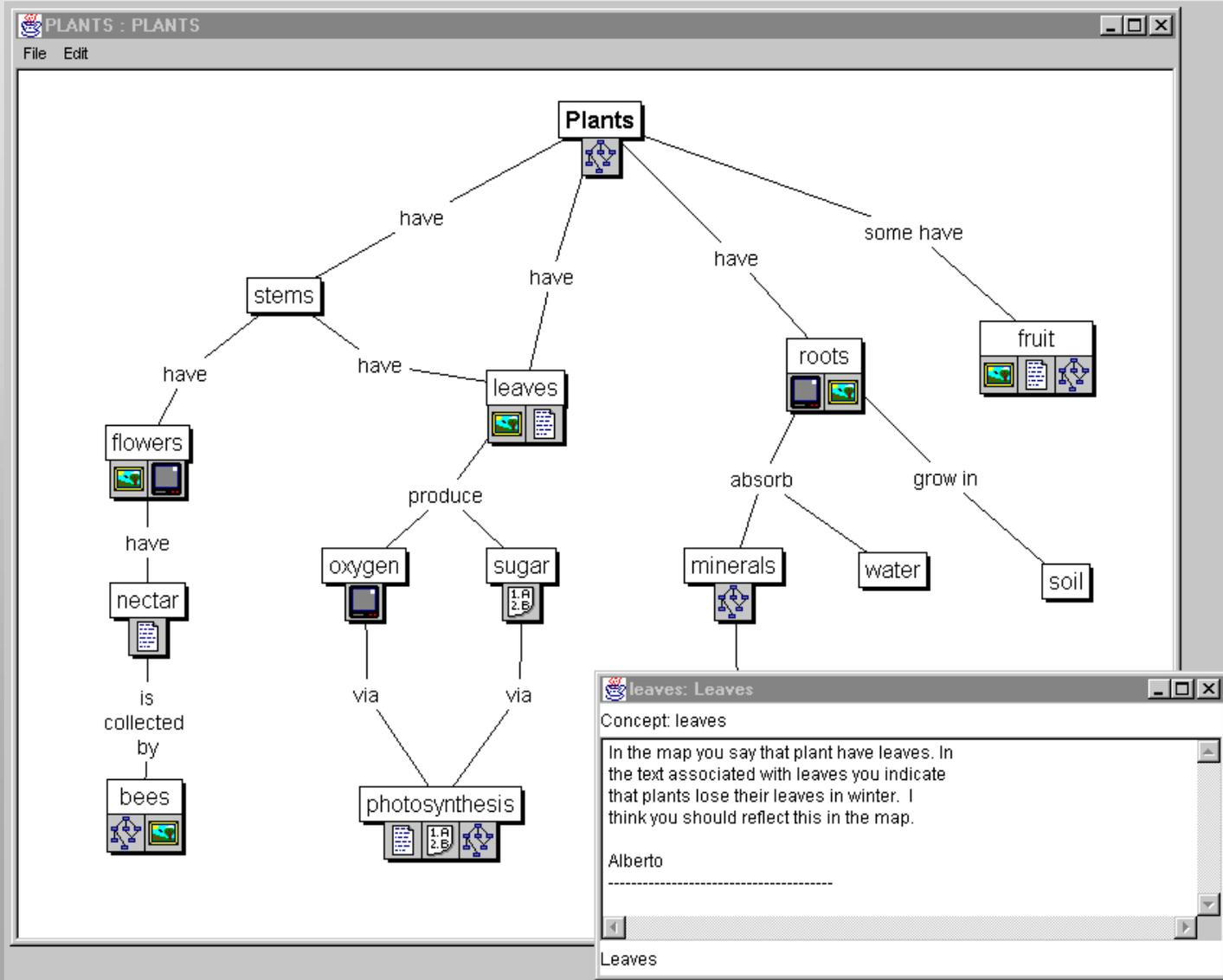
Soups from Distant Lands

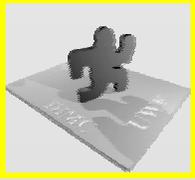
- Soups can be made public for access by students in other classrooms, regions, or countries
- A teacher can import a knowledge soup from another classroom (or school)
- Result:
 - A "kettle" of knowledge soups, collaboratively developed by students and available to other students for their use in their knowledge construction





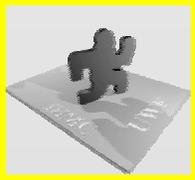
Constructive Criticism while Browsing



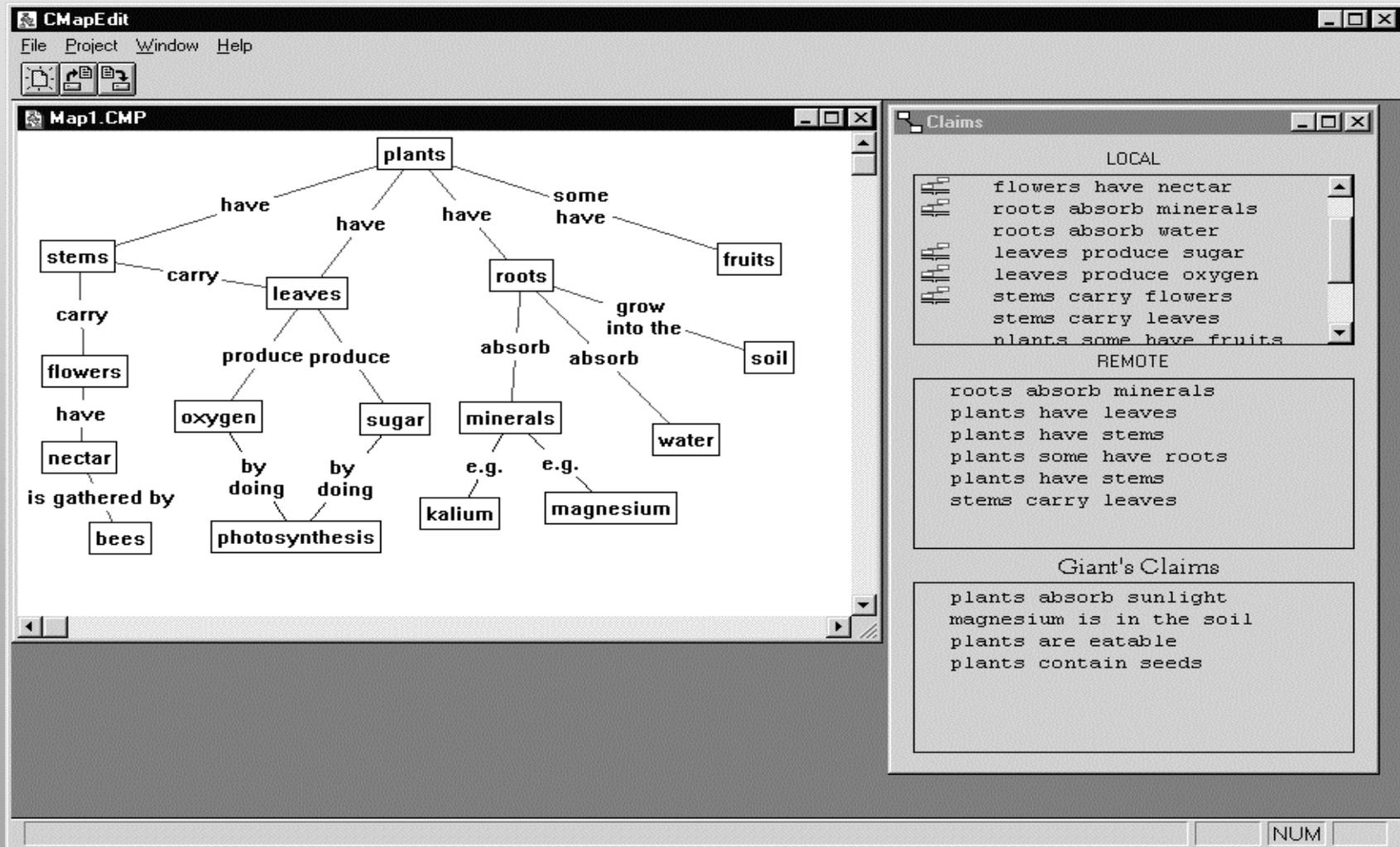


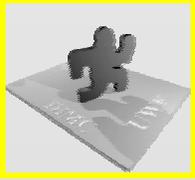
Giant: Artificial Idiot (AI)

- Goal: creating a tool that interacts with students
- Giant knows
 - claims of the student
 - concepts and links in the concept map
 - claims in the knowledge soup
- Giant's tasks include
 - comparing one student's claims with claims from the knowledge soup
 - drawing plausible conclusions using simple heuristics
 - using conclusions to create claims and questions



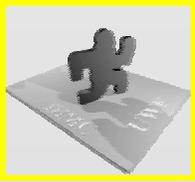
Giant's Environment





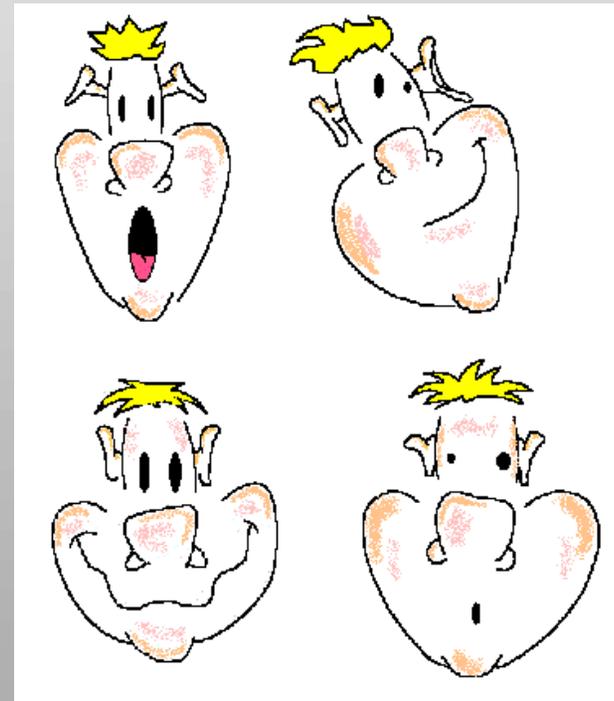
Giant's Behavior

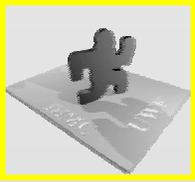
- Stimulates the student's work by
 - making new claims using the information in the soup
 - forcing student to reconsider claims
 - asking questions
- Is not judging the student's work
 - giant does not know if a claim is correct or not
- Knows a lot but still may act ignorant
 - giant can not distinguish between interesting and boring claims
 - giant selects claims from the soup randomly



Behavior and Appearance

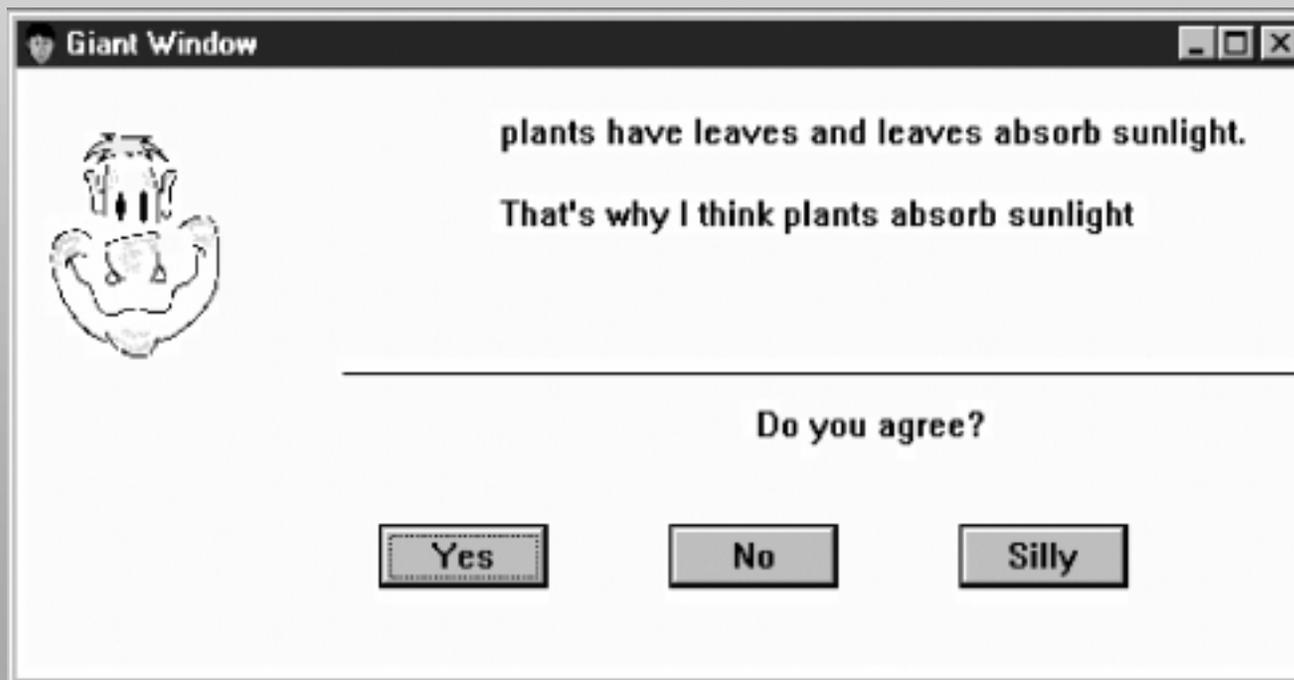
- Giant's artificial 'personality'
 - ◆ friendly, eager learner
 - ◆ does not intrude upon student
 - ◆ works in the background and generates own claims
 - ◆ displays own 'understanding' of the world
 - ◆ generates mostly interesting, but sometimes less intelligent, conceptually incorrect conclusions
 - ◆ 'knows' a lot but lacks common-sense

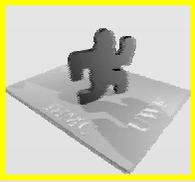




Giant's Reasoning

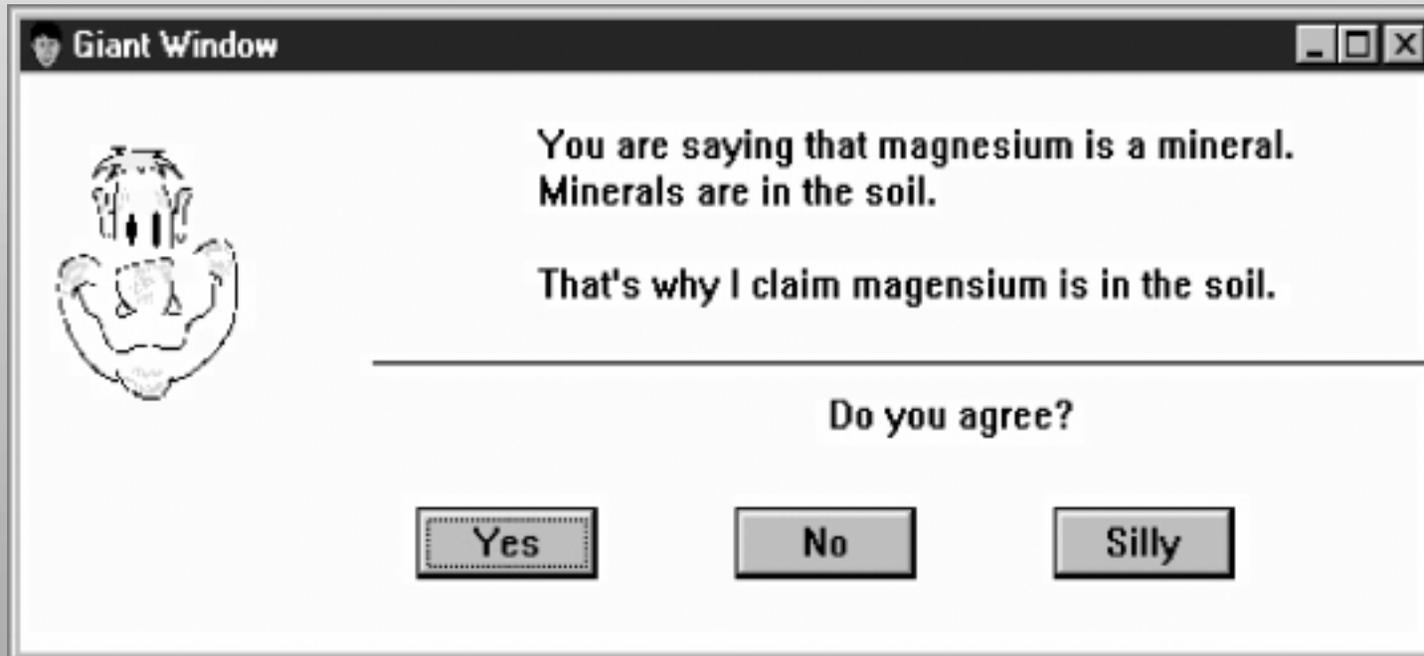
- Students can ask for an explanation of the giant's claim
- Giant explains reasoning and asks student for verification

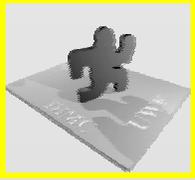




Giant's Reasoning

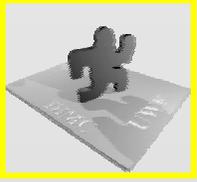
- Student becomes a teacher to the giant





Further research

- ◆ Context information collected during navigation as support for:
 - Support in Case-Based Reasoning
 - Knowledge Discovery
- ◆ Support tool for research
- ◆ Agent based searching



Summary

- Concept Maps as a flexible tool for
construction,
organization,
navigation,
criticism,
sharing of knowledge