

CONTENTS

Preface	xv
Acknowledgments	xix
About the Author	xxi
1 Introduction to Reinforcement and Systemic Machine Learning	1
1.1. Introduction	1
1.2. Supervised, Unsupervised, and Semisupervised Machine Learning	2
1.3. Traditional Learning Methods and History of Machine Learning	4
1.4. What Is Machine Learning?	7
1.5. Machine-Learning Problem	8
1.5.1. Goals of Learning	8
1.6. Learning Paradigms	9
1.7. Machine-Learning Techniques and Paradigms	12
1.8. What Is Reinforcement Learning?	14
1.9. Reinforcement Function and Environment Function	16
1.10. Need of Reinforcement Learning	17
1.11. Reinforcement Learning and Machine Intelligence	17
1.12. What Is Systemic Learning?	18
1.13. What Is Systemic Machine Learning?	18
1.14. Challenges in Systemic Machine Learning	19
1.15. Reinforcement Machine Learning and Systemic Machine Learning	19
1.16. Case Study Problem Detection in a Vehicle	20
1.17. Summary	20
Reference	21
2 Fundamentals of Whole-System, Systemic, and Multiperspective Machine Learning	23
2.1. Introduction	23
2.1.1. What Is Systemic Learning?	24
2.1.2. History	26
	vii

2.2. What Is Systemic Machine Learning?	27
2.2.1. Event-Based Learning	29
2.3. Generalized Systemic Machine-Learning Framework	30
2.3.1. System Definition	31
2.4. Multiperspective Decision Making and Multiperspective Learning	33
2.4.1. Representation Based on Complete Information	40
2.4.2. Representation Based on Partial Information	41
2.4.3. Uni-Perspective Decision Scenario Diagram	41
2.4.4. Dual-Perspective Decision Scenario Diagrams	41
2.4.5. Multiperspective Representative Decision Scenario Diagrams	42
2.4.6. Qualitative Belief Network and ID	42
2.5. Dynamic and Interactive Decision Making	43
2.5.1. Interactive Decision Diagrams	43
2.5.2. Role of Time in Decision Diagrams and Influence Diagrams	43
2.5.3. Systemic View Building	44
2.5.4. Integration of Information	45
2.5.5. Building Representative DSD	45
2.5.6. Limited Information	45
2.5.7. Role of Multiagent System in Systemic Learning	46
2.6. The Systemic Learning Framework	47
2.6.1. Mathematical Model	50
2.6.2. Methods for Systemic Learning	50
2.6.3. Adaptive Systemic Learning	51
2.6.4. Systemic Learning Framework	52
2.7. System Analysis	52
2.8. Case Study: Need of Systemic Learning in the Hospitality Industry	54
2.9. Summary	55
References	56
3 Reinforcement Learning	57
3.1. Introduction	57
3.2. Learning Agents	60
3.3. Returns and Reward Calculations	62
3.3.1. Episodic and Continuing Task	63
3.4. Reinforcement Learning and Adaptive Control	63
3.5. Dynamic Systems	66
3.5.1. Discrete Event Dynamic System	67
3.6. Reinforcement Learning and Control	68

3.7. Markov Property and Markov Decision Process	68
3.8. Value Functions	69
3.8.1. Action and Value	70
3.9. Learning an Optimal Policy (Model-Based and Model-Free Methods)	70
3.10. Dynamic Programming	71
3.10.1. Properties of Dynamic Systems	71
3.11. Adaptive Dynamic Programming	71
3.11.1. Temporal Difference (TD) Learning	71
3.11.2. Q-Learning	74
3.11.3. Unified View	74
3.12. Example: Reinforcement Learning for Boxing Trainer	75
3.13. Summary	75
Reference	76
4 Systemic Machine Learning and Model	77
4.1. Introduction	77
4.2. A Framework for Systemic Learning	78
4.2.1. Impact Space	80
4.2.2. Interaction-Centric Models	85
4.2.3. Outcome-Centric Models	85
4.3. Capturing the Systemic View	86
4.4. Mathematical Representation of System Interactions	89
4.5. Impact Function	91
4.6. Decision-Impact Analysis	91
4.6.1. Time and Space Boundaries	92
4.7. Summary	97
5 Inference and Information Integration	99
5.1. Introduction	99
5.2. Inference Mechanisms and Need	101
5.2.1. Context Inference	103
5.2.2. Inference to Determine Impact	103
5.3. Integration of Context and Inference	107
5.4. Statistical Inference and Induction	111
5.4.1. Direct Inference	111
5.4.2. Indirect Inference	112
5.4.3. Informative Inference	112
5.4.4. Induction	112
5.5. Pure Likelihood Approach	112

5.6. Bayesian Paradigm and Inference	113	7.3.3. Representative Decision Scenario Diagram (RDSD)	160
5.6.1. Bayes' Theorem	113	7.3.4. Example: PDSRD Representations for City Information Captured from Different Perspectives	160
5.7. Time-Based Inference	114	7.4. Whole-System Learning and Multiperspective Approaches	164
5.8. Inference to Build a System View	114	7.4.1. Integrating Fragmented Information	165
5.8.1. Information Integration	115	7.4.2. Multiperspective and Whole-System Knowledge Representation	165
5.9. Summary	118	7.4.3. What Are Multiperspective Scenarios?	165
References	118	7.4.4. Context in Particular	166
6 Adaptive Learning	119	7.5. Case Study Based on Multiperspective Approach	167
6.1. Introduction	119	7.5.1. Traffic Controller Based on Multiperspective Approach	167
6.2. Adaptive Learning and Adaptive Systems	119	7.5.2. Multiperspective Approach Model for Emotion Detection	169
6.3. What Is Adaptive Machine Learning?	123	7.6. Limitations to a Multiperspective Approach	174
6.4. Adaptation and Learning Method Selection Based on Scenario	124	7.7. Summary	174
6.4.1. Dynamic Adaptation and Context-Aware Learning	125	References	175
6.5. Systemic Learning and Adaptive Learning	127	8 Incremental Learning and Knowledge Representation	177
6.5.1. Use of Multiple Learners	129	8.1. Introduction	177
6.5.2. Systemic Adaptive Machine Learning	132	8.2. Why Incremental Learning?	178
6.5.3. Designing an Adaptive Application	135	8.3. Learning from What Is Already Learned. . .	180
6.5.4. Need of Adaptive Learning and Reasons for Adaptation	135	8.3.1. Absolute Incremental Learning	181
6.5.5. Adaptation Types	136	8.3.2. Selective Incremental Learning	182
6.5.6. Adaptation Framework	139	8.4. Supervised Incremental Learning	191
6.6. Competitive Learning and Adaptive Learning	140	8.5. Incremental Unsupervised Learning and Incremental Clustering	191
6.6.1. Adaptation Function	142	8.5.1. Incremental Clustering: Tasks	193
6.6.2. Decision Network	144	8.5.2. Incremental Clustering: Methods	195
6.6.3. Representation of Adaptive Learning Scenario	145	8.5.3. Threshold Value	196
6.7. Examples	146	8.6. Semisupervised Incremental Learning	196
6.7.1. Case Study: Text-Based Adaptive Learning	147	8.7. Incremental and Systemic Learning	199
6.7.2. Adaptive Learning for Document Mining	148	8.8. Incremental Closeness Value and Learning Method	200
6.8. Summary	149	8.8.1. Approach 1 for Incremental Learning	201
References	149	8.8.2. Approach 2	202
7 Multiperspective and Whole-System Learning	151	8.8.3. Calculating C Values Incrementally	202
7.1. Introduction	151	8.9. Learning and Decision-Making Model	205
7.2. Multiperspective Context Building	152	8.10. Incremental Classification Techniques	206
7.3. Multiperspective Decision Making and Multiperspective Learning	154	8.11. Case Study: Incremental Document Classification	207
7.3.1. Combining Perspectives	155	8.12. Summary	208
7.3.2. Influence Diagram and Partial Decision Scenario Representation Diagram	156		

9 Knowledge Augmentation: A Machine Learning Perspective	209		
9.1. Introduction	209		
9.2. Brief History and Related Work	211		
9.3. Knowledge Augmentation and Knowledge Elicitation	215		
9.3.1. Knowledge Elicitation by Strategy Used	215		
9.3.2. Knowledge Elicitation Based on Goals	216		
9.3.3. Knowledge Elicitation Based on Process	216		
9.4. Life Cycle of Knowledge	217		
9.4.1. Knowledge Levels	219		
9.4.2. Direct Knowledge	219		
9.4.3. Indirect Knowledge	219		
9.4.4. Procedural Knowledge	219		
9.4.5. Questions	220		
9.4.6. Decisions	220		
9.4.7. Knowledge Life Cycle	220		
9.5. Incremental Knowledge Representation	222		
9.6. Case-Based Learning and Learning with Reference to Knowledge Loss	224		
9.7. Knowledge Augmentation: Techniques and Methods	224		
9.7.1. Knowledge Augmentation Techniques	225		
9.7.2. Knowledge Augmentation Methods	226		
9.7.3. Mechanisms for Extracting Knowledge	227		
9.8. Heuristic Learning	228		
9.9. Systemic Machine Learning and Knowledge Augmentation	229		
9.9.1. Systemic Aspects of Knowledge Augmentation	230		
9.9.2. Systemic Knowledge Management and Advanced Machine Learning	231		
9.10. Knowledge Augmentation in Complex Learning Scenarios	232		
9.11. Case Studies	232		
9.11.1. Case Study Banking	232		
9.11.2. Software Development Firm	233		
9.11.3. Grocery Bazaar/Retail Bazaar	234		
9.12. Summary	235		
References	235		
10 Building a Learning System	237		
10.1. Introduction	237		
10.2. Systemic Learning System	237		
10.2.1. Learning Element	240		
10.2.2. Knowledge Base	240		
10.2.3. Performance Element	240		
10.2.4. Feedback Element	240		
10.2.5. System to Allow Measurement	241		
10.3. Algorithm Selection	242		
10.3.1. k -Nearest-Neighbor (k -NN)	242		
10.3.2. Support Vector Machine (SVM)	243		
10.3.3. Centroid Method	243		
10.4. Knowledge Representation	244		
10.4.1. Practical Scenarios and Case Study	244		
10.5. Designing a Learning System	245		
10.6. Making System to Behave Intelligently	246		
10.7. Example-Based Learning	246		
10.8. Holistic Knowledge Framework and Use of Reinforcement Learning	246		
10.8.1. Intelligent Algorithms Selection	249		
10.9. Intelligent Agents—Deployment and Knowledge Acquisition and Reuse	250		
10.10. Case-Based Learning: Human Emotion-Detection System	251		
10.11. Holistic View in Complex Decision Problem	253		
10.12. Knowledge Representation and Data Discovery	255		
10.13. Components	258		
10.13.1. Example	258		
10.14. Future of Learning Systems and Intelligent Systems	259		
10.15. Summary	259		
Appendix A: Statistical Learning Methods	261		
Appendix B: Markov Processes	271		
Index	281		