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DISCUS: Distributed Innovation and Scalable Collaboration in Uncertain Settings

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Innovation This & Innovation That



- The business world is abuzz with "innovation."
- Popular books tell companies how to get it.
- But little scientific understanding of what it is.
- UIUC research changing that.



From Decision Support & Knowledge Management to Innovation Support

- Decisi enume
 Knowl that w
 Can w
 innova syster
 IT to s
 - Decision support systems help evaluate enumerated alternatives.
 - Knowledge management helps manage that which is known.
 - Can we build on DSS & KM to create innovation support system to systematically permit organizations to use IT to support pervasive and persistent innovation to their competitive advantage?

Collaboration + Key Ideas = Opportunity

• Previous collaboration of ALG + IlliGAL

- Applications-ready GA theory
- MOGAs for D2K & the real world
- Interactive genetic algorithms
- Confluence of key ideas
 - Interactive GAs
 - Human-based GA (Kosorukoff & Goldberg, 2002)
 - Chance discovery & data-text mining
- **DISCUS**: Distributed Innovation and Scalable Collaboration in Uncertain Settings

Overview

- 3 elements research from IlliGAL
- 4 trips to the South Farms
- 2 trips to Japan
- The innovation connection
- The key problem: interactive superficiality
- KeyGraphs as aid to reflection
- Key elements of DISCUS
- Progress to date and anticipated

3 Elements from IlliGAL

- IlliGAL has studied principled
 - Genetic algorithm design theory
 - Genetic algorithm competence
 - Genetic algorithm efficiency
- Design theory permits analysis w/o tears.
- Competence = solve hard problems, quickly, reliably, and accurately $\rightarrow O(1^2)$.
- Efficiency takes *tractable* (subquadratic) solutions to *practicality*.



GA Design Theory Makes Time and Quality Predictable





1993 Principled Scalable Computational Innovation Achieved



- Fast messy GA (1993)
 demonstrates
 principled,
 scalable
 innovation on
 hard problems.
- Subquadratic solutions
- 2001 hBOA,
 hierarchical
 Bayesian
 optimization
 algorithm





Speedups and Efficiency

Processors



Optimal speedup 0.5P*

4 Trips to NCSA South Farms

- Collaboration had blossomed with ALG & Prof. Minsker on
 - Carrying principled design theory to practice
 - Multiobjective selection to D2K & practice
 - GBML and HBGAs to D2K
 - Interactive GAs
 - Keys for the current project:
 - HBGAs
 - Interactive GAs

Interactive & Human-Based Genetic Algorithms

- Interactive GAs replace machine eval with human eval
- Human-based GAs replace ops & eval with human:

www.3form.com

Figure : Actual photo of simulated criminal (above). Evolved image from witness using Faceprints (below).







A Taxonomy of Evolutionary Methods Depending on Who/What Selects and Recombines

)	Recombination agent	computational	Standard Genetic Algorithms	Interactive Genetic Algorithms
		human	Computer Aided Design (CAD)	Human Based Genetic Algorithms
		L	computational	human

Selection agent

2 Trips to Japan

- Visited Tsukuba University, Graduate School of Systems Management, December 2001 – January 2002.
- Met KeyGraph Inventor & Chance Discovery Proponent, Yukio Osawa.
- Did Tutorial with Dr. Osawa August 2002.
- Finally understood importance of topic & relation to GAs.

Modes of Innovation

- GA as model of innovation
 - Kaizen = selection + mutation
 - Discontinuous change = selection + crossover
- Chance discovery
 - Low probability events linked to matters of importance
- Keygraphs as one computational embodiment of chance discovery.



http://www-doi.ge.uiuc.edu

Selection+Recombination = Innovation

- Combine *notions* to form *ideas* (Goldberg, 1983).
- "It takes two to invent anything. The one makes up combinations; the other chooses, recognizes what he wishes and what is important to him in the mass of the things which the former has imparted to him."
 - P. Valéry

KeyGraph Example: Japanese Breakfast



Figure: KeyGraph (Ohsawa, 2002) shows two clusters of food preferences for Japanese breakfast eaters. The chance discovery of rare use of vitamins was viewed as a marketing opportunity by food companies.

Key Problem & Notion



- Human-based GAs interesting, but suffer from *interactive superficiality*.
- KeyGraphs have been used to gain insight into text data, but usually *batch mode of processing*.
- Combine interactivity of HBGAs and insight & reflection promotion of KeyGraphs.
- Boost everything with competent efficient GAs and IEC at population outskirts.

DISCUS Overall Design



Progress Now and Expected



- Today: Have message board/chat/video conference + keygraph + rudimentary HBGA.
- June 2003: Start tests on internal problems solving.
- September 2003: Integrated pilot system.
- 2004: Looking for marketing & security applications.



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Modern times challenge organizations and their leaders to adapt quickly and well to complex, fast-moving circumstances under trying conditions. Data sources are numerous, distributed, and contradictory. Challenges are difficult to detect and diagnose, widely dispersed, and constantly changing. Sources of knowledge and expertise are distributed, of varying quality, and difficult to integrate. Moreover, the tools of the trade are increasing in technological sophistication, computational intensity, and require specialized hardware, software, and care and feeding. Against this backdrop, modern technology has developed large-scale computer networks--most notably, the Internet--and the web has been developed at a rapid pace, allowing organizations to interact through web portals, email, instant messaging, and other tools. These tools have had immediate impact in allowing individuals to communicate with one another conveniently and well. This has enabled the traditional means of humanto-human organizational collaboration to be carried out at a distance more effectively. Nonetheless, the sheer amounts of data available, the numerous sources of expertise--both human- and machine-based--and the relentless speedup of events threatens to challenge even these technological improvements to the workings of modern organizations. As a result, many have sought to build combinations of information technology under the rubric of knowledge management to support collaboration and the integration of multiple data sources. Loosely defined, knowledge management integrates IT and people to improve organizational learning and improvement. KM initiatives may be as simple as building databases



Solution Center

Browse the solutions proposed so far for this topic Browse the proposed solutions by a particular user Rank of voted solutions Multivoting session for the current solutions Create a new free associative solution Create a new innovation-guided solution (User: xllora) Tue May 20 09:49:51 CDT 2003





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soon.

Summary

- 3 imports from IlliGAL
- 4 trips to South Farms
- 2 trips to Japan
- The innovation connection
- Key problem: interactive superficiality
- Possible solution: interactive collaboration with reflection boosted by KeyGraphs
- Larger framework with competent & interactive GEC.

Conclusions

- System emerging for innovation support.
- Envision both synchronous brainstorming and asynchronous continuing innovation.
- Combine HHC (human-human collaboration) and HMC (human-machine collaboration) to form powerful system.
- Overcome superficiality of online interaction through augmented reflection.
- Tackle challenge of the outer ring.

Cast of 1000 Characters

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More Information

- Contact {xllora,deg}@illigal.ge.uiuc.edu
- Visit IlliGAL web site.
- http://www-illigal.ge.uiuc.edu/
- http://www-discus.ge.uiuc.edu/
- Recent book: Goldberg, D. E. (2002). *The Design of Innovation.* Boston, MA: Kluwer Academic, http://www-doi.ge.uiuc.edu/