



# **Cognitive LLMs: Towards Integrating Cognitive Architectures and Large Language Models for Decision-making in Manufacturing**

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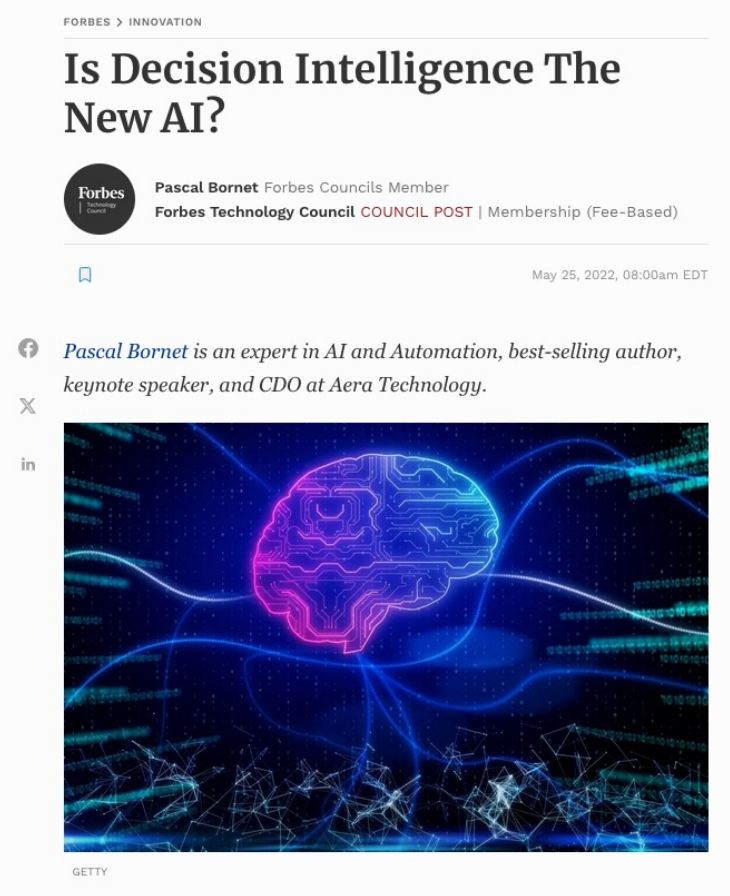
# Cognitive LLMs

## Challenges for LLM-based Decision Making

- Hallucinations
- Noisy inference behavior
- Lack of trust
- Bad predictions and increased risks

# Decision Intelligence for Production Optimization in Manufacturing

## The Three Levels of Decision Intelligence



### Decision Support

- machines provide some basic tools to support human decision making, such as alerts, analytics and data exploration. The decisions themselves are made entirely by humans

### Decision Augmentation

- machines play a larger and more proactive role in the decision process. They analyze the data and generate recommendations and predictions for decision-makers to review and validate. Humans can make decisions based on the machine's suggestions, or they can work cooperatively with the machine to amend the recommendation.

### Decision Automation

- machines perform both the decision step and the execution step autonomously. Humans have a high-level overview, monitoring the risks and any unusual activity and regularly reviewing outcomes to improve the system.

# Decision Intelligence

## A Common Model of Cognition

- **Cognitive Architectures** are computational frameworks that capture the invariant mechanisms of human cognition, including those underlying the functions of attention, control, learning, memory, adaptivity, perception and action
- A **Cognitive Model** is the software artifact resulting from using a Cognitive Architecture to model a human task
- The **“Common Model of Cognition”** is a recent development to consolidate four decades of research

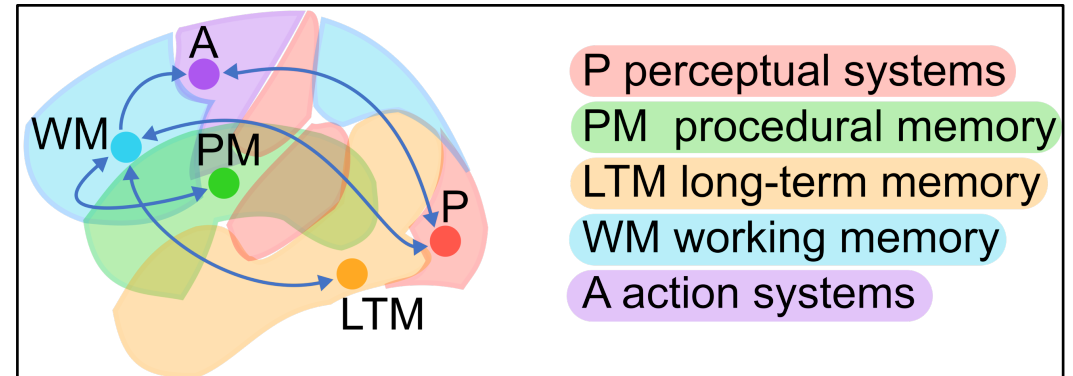


NeuroImage  
Volume 235, 15 July 2021, 118035



Analysis of the human connectome data supports the notion of a “Common Model of Cognition” for human and human-like intelligence across domains

Andrea Stocco<sup>a</sup>, Catherine Sibert<sup>a</sup>, Zoe Steine-Hanson<sup>b,1</sup>, Natalie Koh<sup>c,2</sup>, John E. Laird<sup>d</sup>, Christian J. Lebiere<sup>e</sup>, Paul Rosenbloom<sup>f</sup>



Stocco, Andrea, et al. "Analysis of the human connectome data supports the notion of a “Common Model of Cognition” for human and human-like intelligence across domains." *NeuroImage* 235 (2021).



Sibert, Catherine, Holly Sue Hake, and Andrea Stocco. "The structured mind at rest: low-frequency oscillations reflect interactive dynamics between spontaneous brain activity and a common architecture for task control." *Frontiers in Neuroscience* 16 (2022)



Kotseruba, Luliia, and John K. Tsotsos. "40 years of cognitive architectures: core cognitive abilities and practical applications." *Artificial Intelligence Review* (2018): 1-78.



# Cognitive LLMs

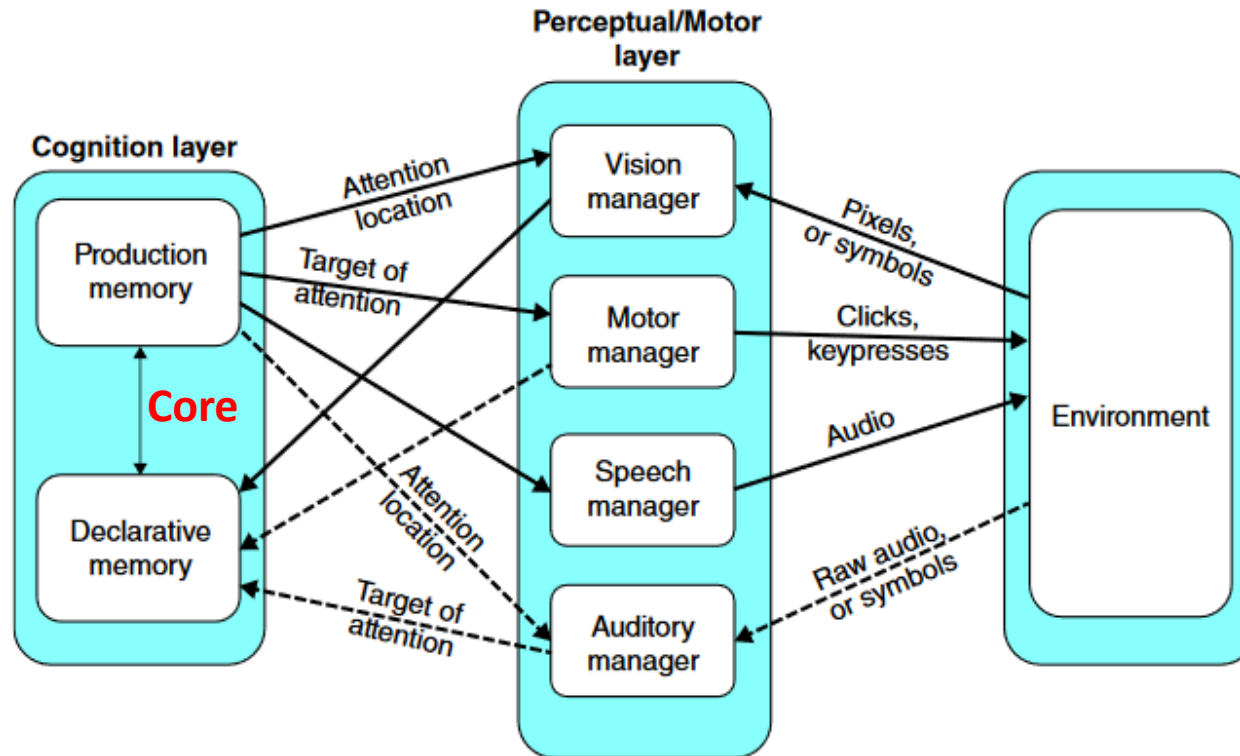
## ACT-R: the Cognitive Architecture

Image adapted from: Ritter, F. E., Tehranchi, F., & Oury, J. D. (2019). ACT-R: A cognitive architecture for modeling cognition. Wiley Interdisciplinary Reviews: Cognitive Science, 10(3), Paper e1488. <http://acs.ist.psu.edu/papers/ritterTOip.pdf>

- “Architecture” refers to the fundamental organizational principle of a complex cognition system.
- Modules to implement the fixed mechanisms of cognition

Productions,  
if-then rules,  
actionable memory

Chunks,  
factual memory,  
slot-value pairs



# Cognitive LLMs

## Approach

- Enhance the decision-making capabilities of LLMs by integrating intermediate semantic representations from Cognitive Architectures (CAs).
- Such semantic representations distilled from cognitive architectures serve as domain knowledge, infusing it into LLM decision augmentation.



# Cognitive LLMs Solution

6

1

2

3

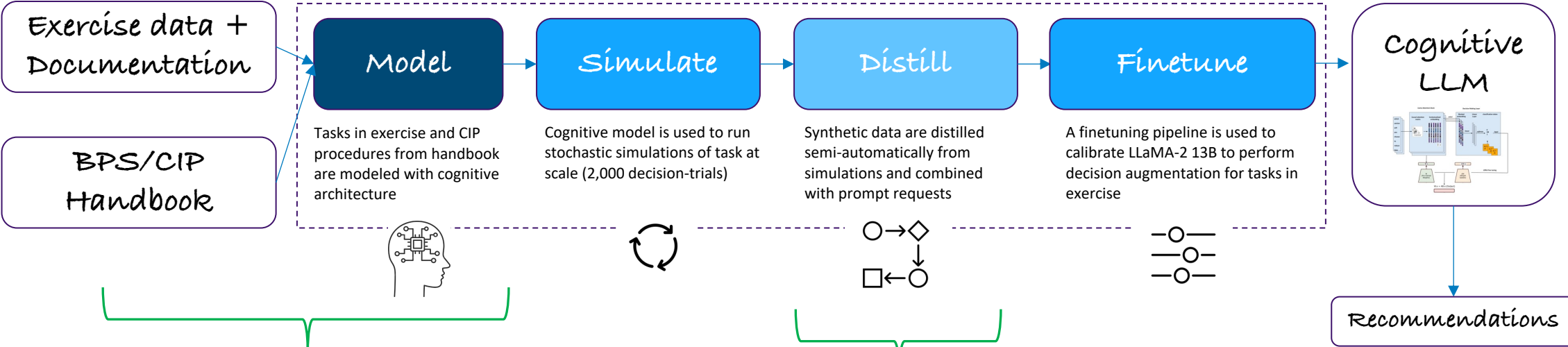
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## Neuro-Symbolic Cognitive Method

Q: "How to reduce production time, keeping HC stable?"

Pre-Assembly [data]+Assembly [data]

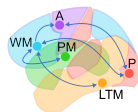
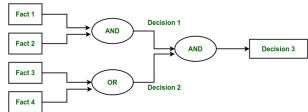


- A combination of different techniques like ontology-based formalization, NLP, psychometrics, are used to 1) model the symbolic components of the task, i.e., the declarative and procedural knowledge, and 2) set the sub-symbolic parameters (e.g., learning rate, similarity matching).
- Before running simulations at scale, tests are conducted on adequacy of symbolic and parametric representation

- Key semantic features are extracted from simulations and dataset for finetuning is prepared. Process is currently not fully-automatized

Recommendations

A: Emptying individual boxes with scrap material takes too much time. Recommendation is to load n empty boxes on cart and discard them in bulk"



P perceptual systems  
PM procedural memory  
LTM long-term memory  
WM working memory  
A action systems

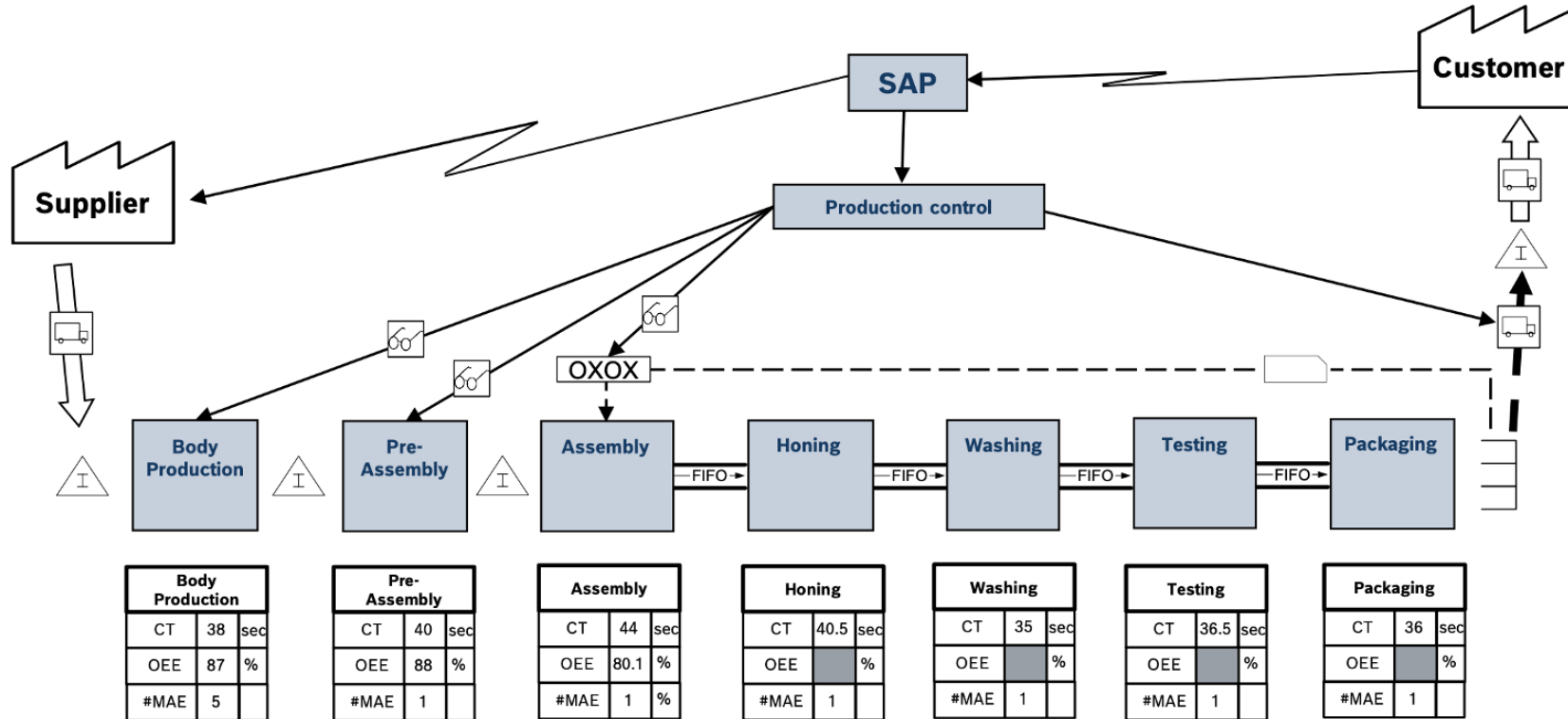
# 01

## **BPS handbook and documentation**



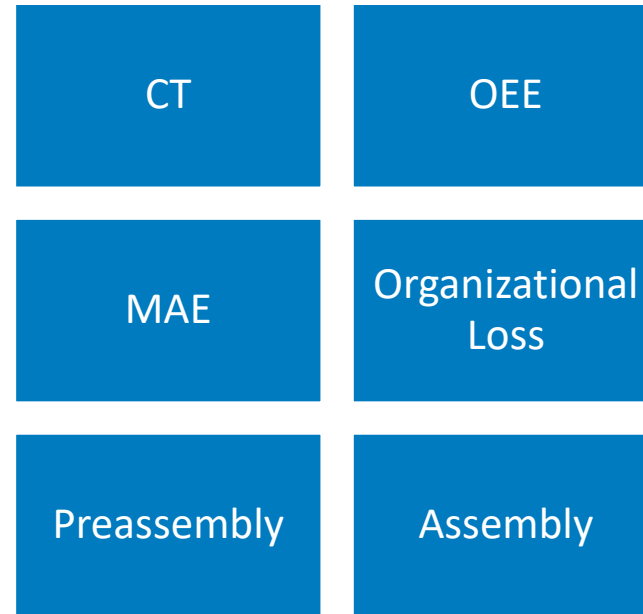
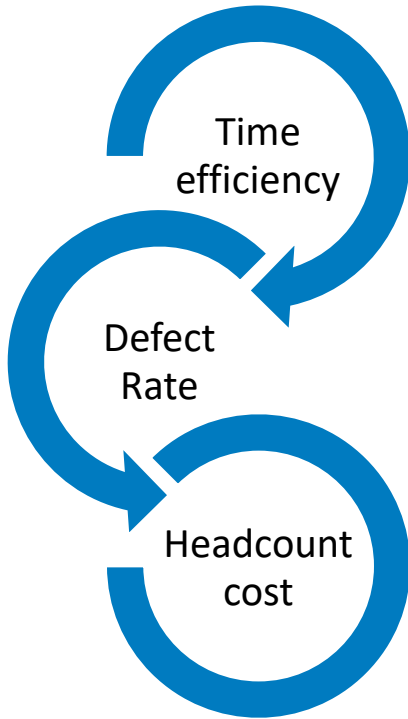
# Cognitive LLMs

## BPS Handbook, Value Stream Map



# Cognitive LLMs Documentation

- A simplified view of VSM and related intertwined variables




**OEE:** Overall Equipment Effectiveness


**CT:** Cycle Time


**MAE:** Mean Absolute Error


# Cognitive LLMs


## The Task

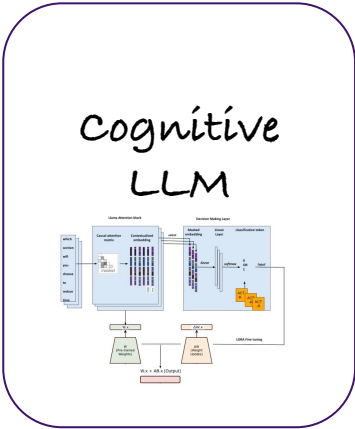
 A production line consists of two sections with potential defect sources: pre-assembly and assembly

 *Pre-assembly* takes 40 seconds with an Overall Equipment Effectiveness (OEE) rate of 88%

 *Assembly*, on the other hand, takes 44 seconds but has a lower OEE rate of 80.1%

 To achieve a total assembly time reduction of 4 seconds, we need to identify which section can be optimized with minimal impact on defect rate

 It's important to note that reducing cycle time will also lead to an increase in **line headcount** cost



Recommendations

A: I recommend reducing the time spent in the assembly section based on the following expert rationale:


# 02

## Model

# Cognitive LLMs


## VSM-ACT-R

### **VSM-ACT-R V1.0**

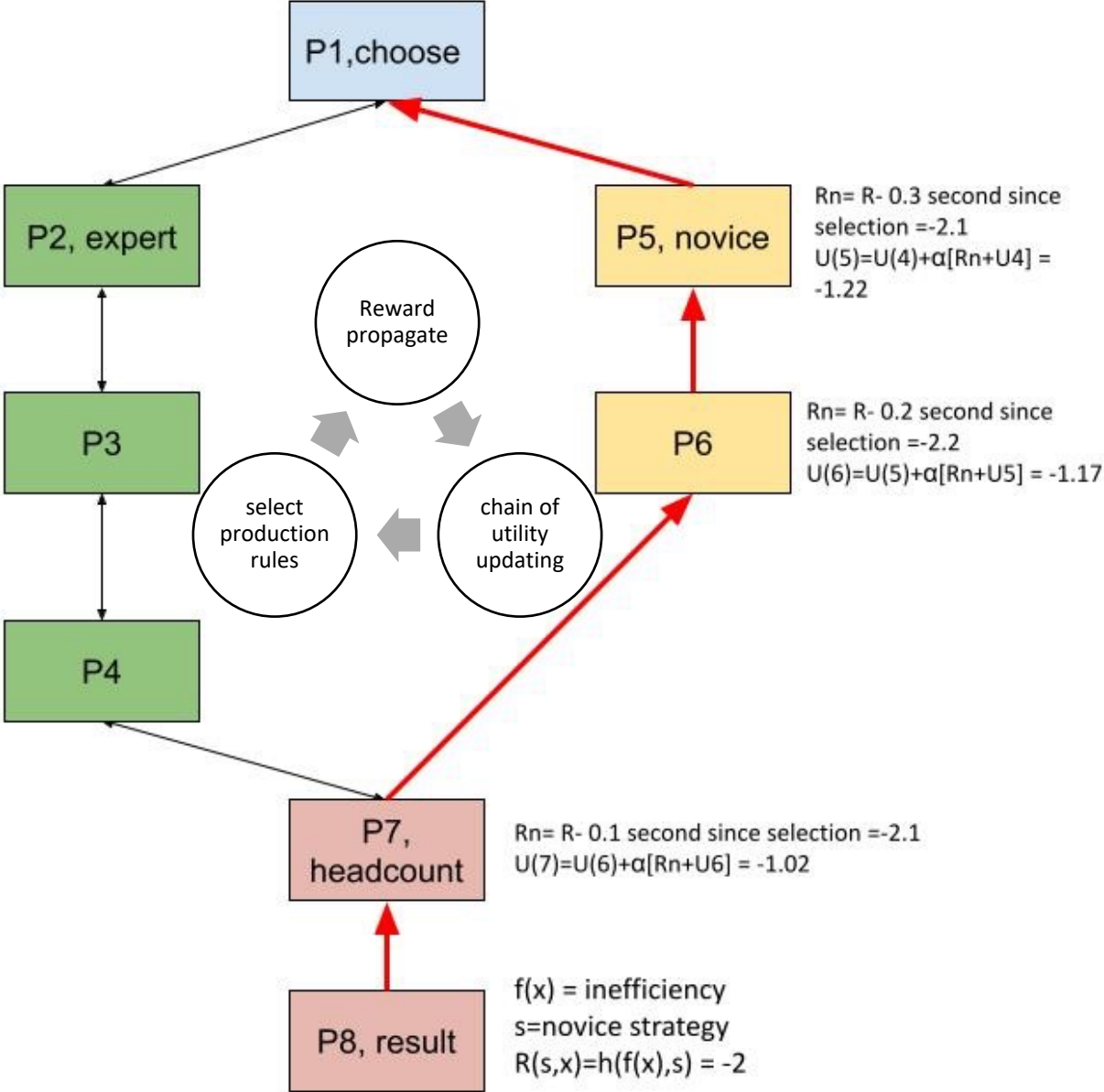
- Rule-based model in decision making
  - Integrating “personas” ranging from novice to intermediate and expert levels observed from human subjects
-  The model learns over the course of trials and exhibits individual differences. It demonstrates a human-like learning progression, showing a steep learning curve at the beginning and gradual improvements later on

### **VSM-ACT-R V2.0**

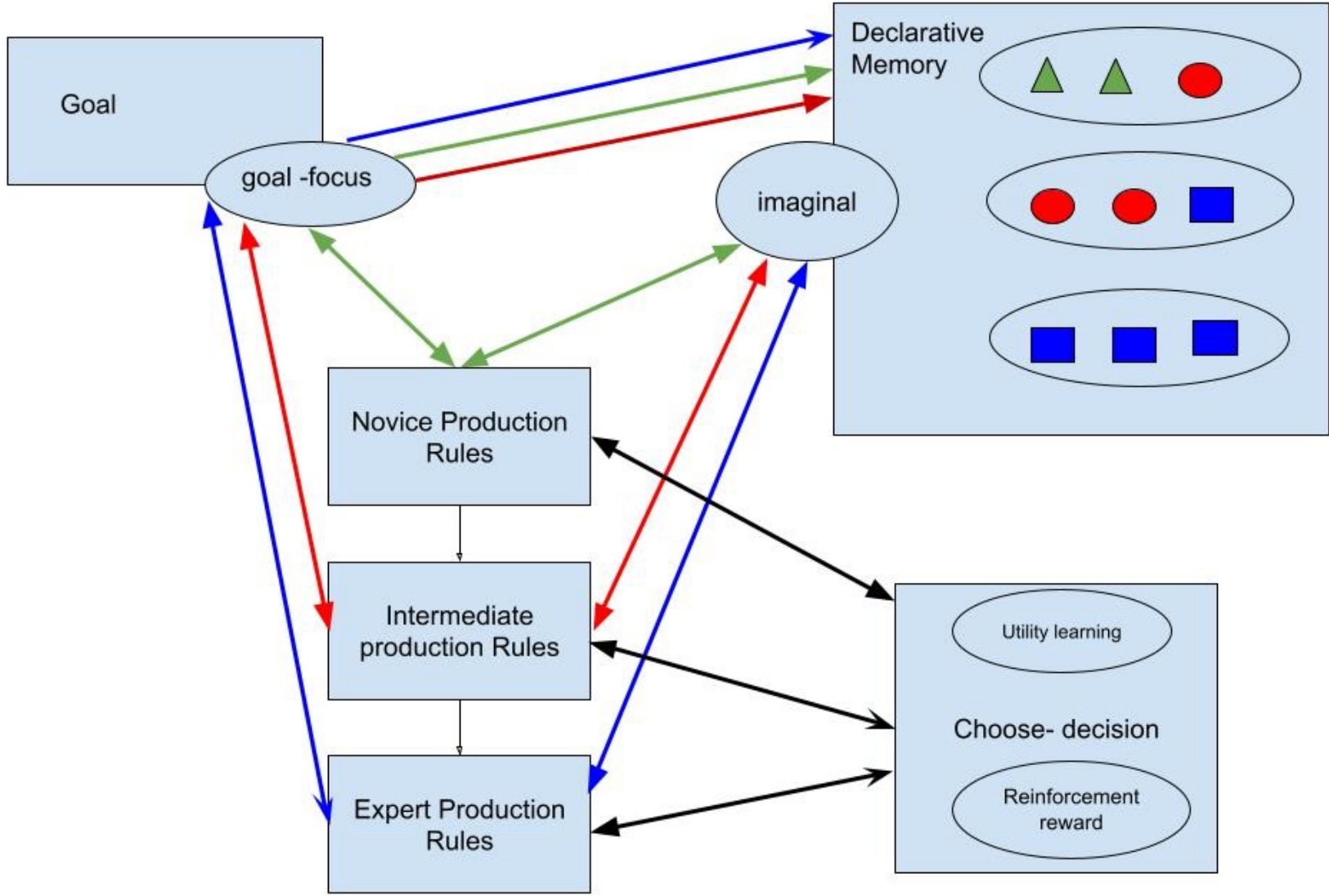
- Incorporate metacognitive processes of reflecting and evaluating the progress of the selected approach (headcount cost evaluation)
- Implementing a reinforcement-learning mechanism in a production-system framework, and simulating the reinforcement learning processes of decision-makers as they transition from novice to expert.

 VSM-ACT-R: Toward Using Cognitive Architecture For Manufacturing Solutions. (June, 2024) Siyu Wu, Alessandro Oltramari, Frank E Ritter. Submitted to *17th International Conference on Social Computing, Behavioral-Cultural Modeling & Prediction and Behavior Representation in Modeling and Simulation (SBP-BRIMs)*

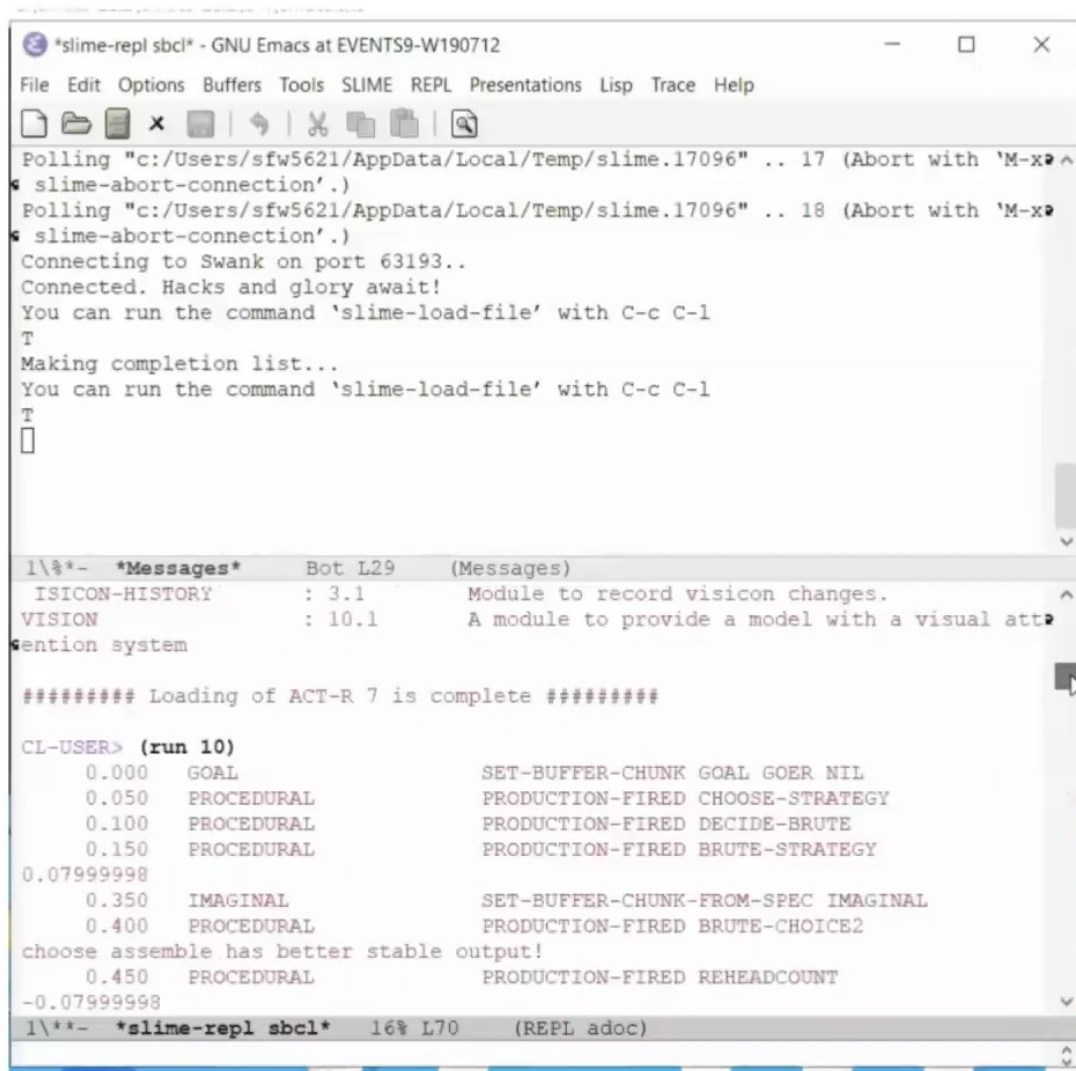
# A penalty propagation



# Level of Expertise Mechanism



start with beginner strategy



```
*slime-repl sbcl* - GNU Emacs at EVENTS9-W190712
File Edit Options Buffers Tools SLIME REPL Presentations Lisp Trace Help
Polling "c:/Users/sfw5621/AppData/Local/Temp/slime.17096" .. 17 (Abort with 'M-x ^
slime-abort-connection'.)
Polling "c:/Users/sfw5621/AppData/Local/Temp/slime.17096" .. 18 (Abort with 'M-x
slime-abort-connection'.)
Connecting to Swank on port 63193..
Connected. Hacks and glory await!
You can run the command 'slime-load-file' with C-c C-1
T
Making completion list...
You can run the command 'slime-load-file' with C-c C-1
T
[]

1\*- *Messages* Bot L29 (Messages)
ISICON-HISTORY : 3.1 Module to record visicon changes.
VISION : 10.1 A module to provide a model with a visual att
sention system

##### Loading of ACT-R 7 is complete #####

CL-USER> (run 10)
0.000 GOAL SET-BUFFER-CHUNK GOAL GOER NIL
0.050 PROCEDURAL PRODUCTION-FIRED CHOOSE-STRATEGY
0.100 PROCEDURAL PRODUCTION-FIRED DECIDE-BRUTE
0.150 PROCEDURAL PRODUCTION-FIRED BRUTE-STRATEGY
0.07999998
0.350 IMAGINAL SET-BUFFER-CHUNK-FROM-SPEC IMAGINAL
0.400 PROCEDURAL PRODUCTION-FIRED BRUTE-CHOICE2
choose assemble has better stable output!
0.450 PROCEDURAL PRODUCTION-FIRED REHEADCOUNT
-0.07999998

1\*- *slime-repl sbcl* 16% L70 (REPL adoc)
```



# 03

## Simulate

# Cognitive LLMs

## Simulate

- Automate the acquisition of large quantities of ACT-R traces to satisfy data needs in LLM-related research. Previous efforts fine tune LLM conceptual embeddings to embed human behavior (Binz&Schulz,2023) have been limited by data collection costs. This simulation aims to address data scarcity in interdisciplinary psychological research
- 2,000 decision-making trials, obtained by running the developed ACT-R model across 32 problem sets, each consisting of 60-70 trials with 4 individual ACT-R personas.

Binz, M., & Schulz, E.(2023) Turning large language models into cognitive models, ICLR

# 04

## Distill

# Distill

## Selecting Salient Decision Information

- **Challenges with Reserving Information:** Balancing the need to minimize information loss with reducing computational costs is essential.
- **Rationale for Selective Outputs:** Outputs from specific modules are chosen to distill macro-level cognitive processes related to executive functioning effectively.
- **Rationale for Preserving All Traces:** Preserving all traces involves processes of semantic embedding extraction and dimensional reduction to manage comprehensive data efficiently.

# 05

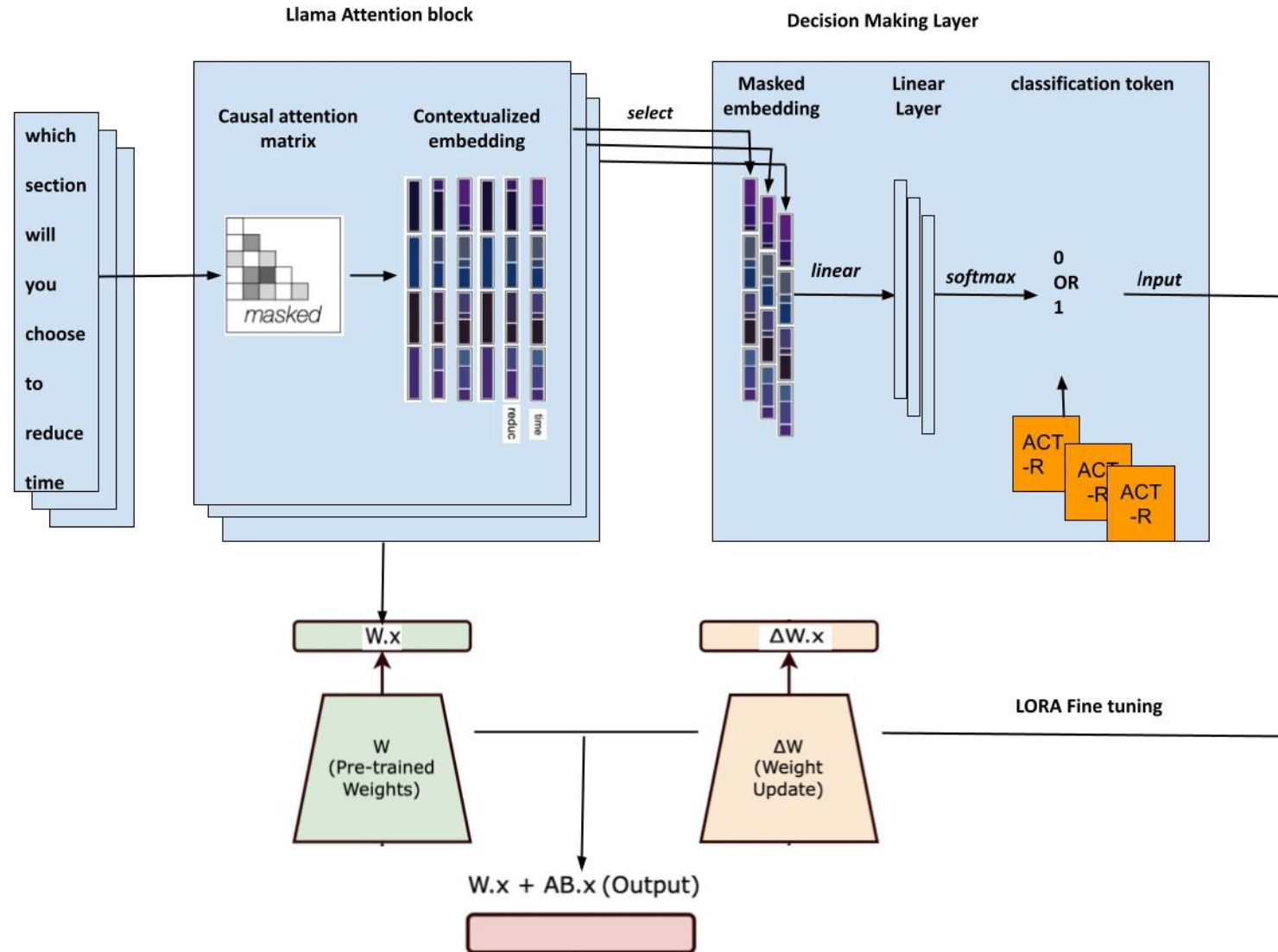
## Finetuning

**Whether LLMs can be informed with executive function knowledge about the reasoning processes of cognitive architecture**

# Cognitive LLMs

## Fine Tuning for Knowledge Transfer

- **Loss Function:** Cross-Entropy.
- **Optimization:** Adam optimization.
- **Data Split:** train test 0.2
- **Batch Size:** batch size of 5 for both training and validation.
- **Learning Rate:** 1e-5.
- **Training Duration:** 10 epochs.
- **Regularization:**
  - Weight decay of 0.01.
  - Dropout rate of 0.5.
  - Gradient accumulation is set to 2.
- **Gradient explosion control:** Gradient clipping of 1.0.



# Cognitive LLMs

## Results

<b>Model</b>	<b>NLL</b>	<b>Accuracy</b>
LLM-ACTR	0.6534	0.6576
LLAMA	0.7623	0.3564
chance-level	0.69	0.49

# Cognitive LLMs

## Conclusion

- The VSM-ACTR **cognitive model** exhibits improved performance over time, reflecting a human-like capability to generalize well on unseen data.
- The LLM-ACTR **model** demonstrates significantly better performance across all metrics compared to the LLaMA- only model.
- The LLAMA-only model performs worse than the chance-level model in both accuracy and NLL.
- These results underscore the necessity of fine- tuning pre-trained language models like LLaMA to adapt them to specific human-aligned repeated decision-making tasks.
- The integration of ACT-R-based decision-making processes with learning trajectories associated with LLMs significantly enhances the overall system's performance in capturing complex human-aligned decision-making patterns.



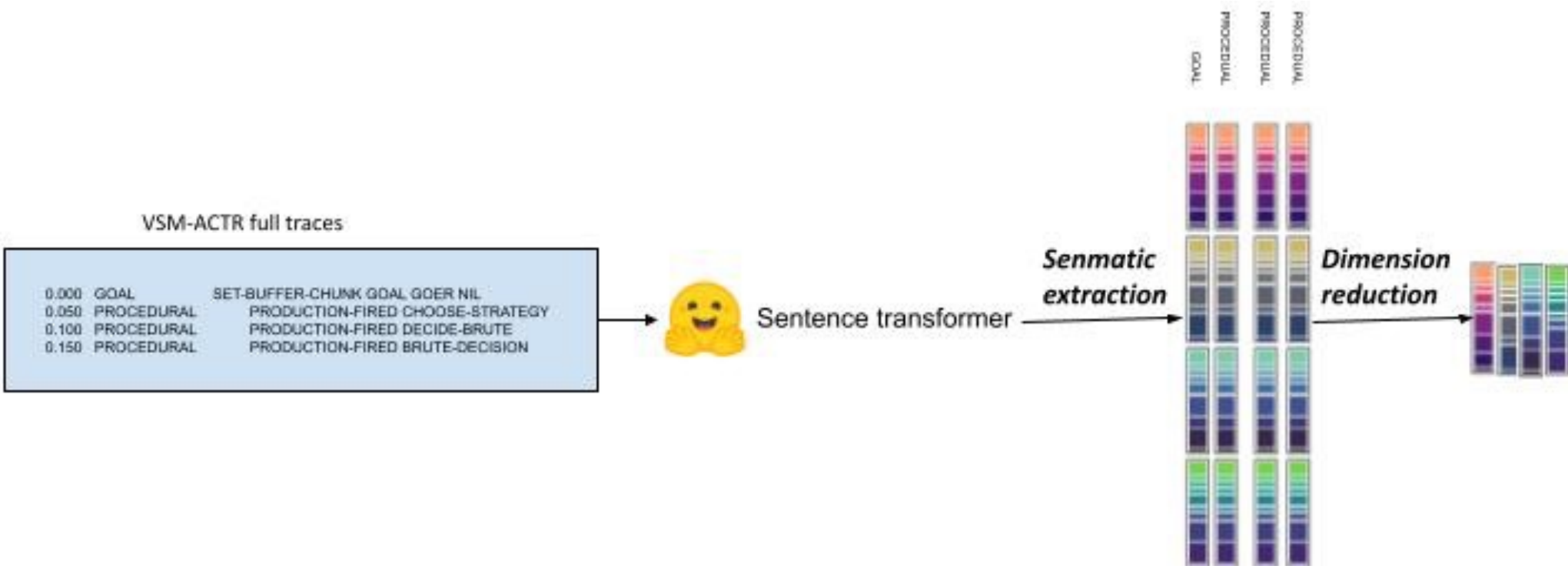
# 06

**How to project the full semantic space of ACT-R to infused knowledge for creating a superior grounded cognitive knowledge base?**

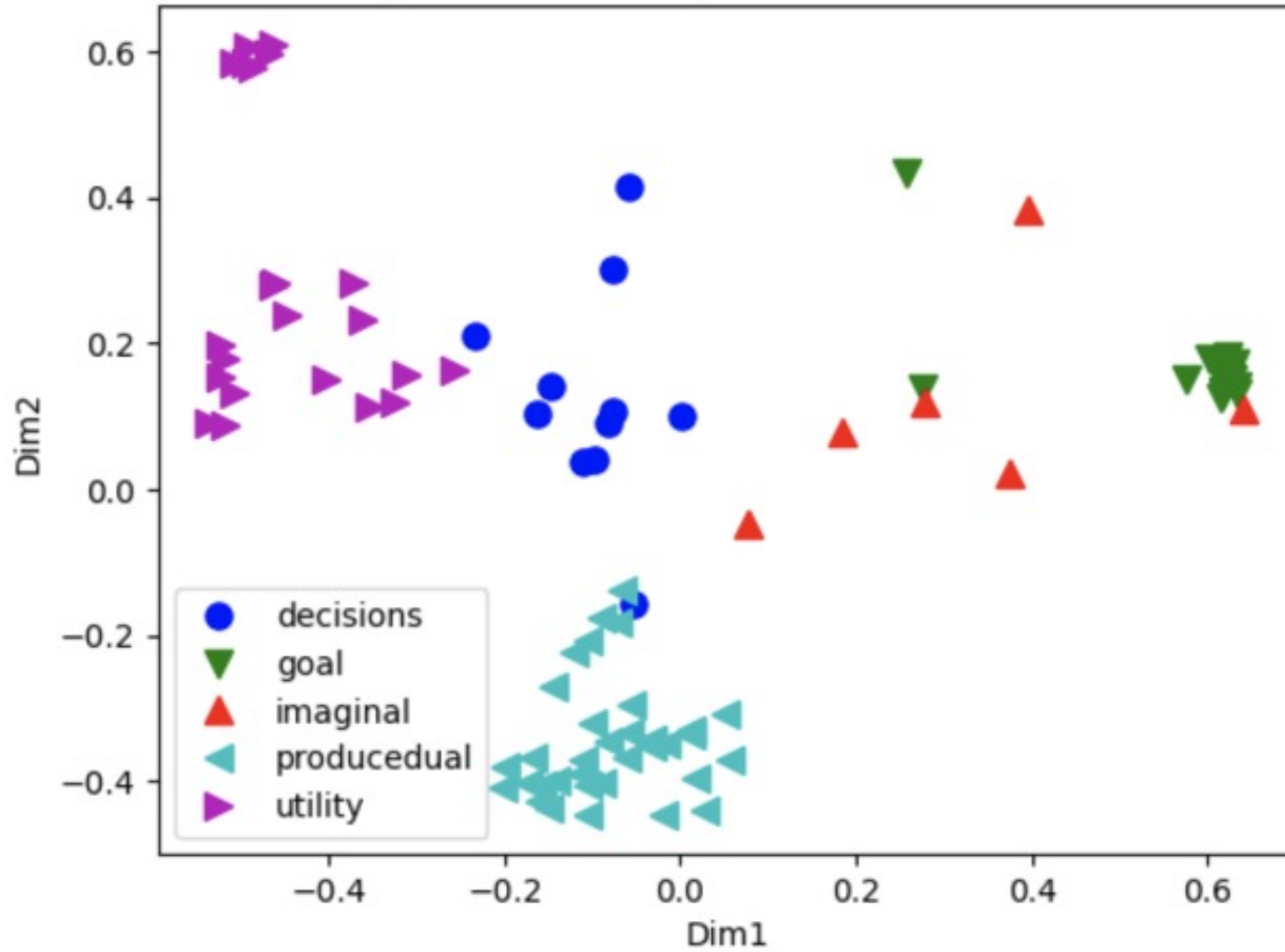
# Cognitive LLMs

## Approach: Automatic Distill for maximum semantic preservation

- A fully automated pipeline of feature extraction and reduction from ACTR cognitive reasoning process



Original Embedding of First Truncated Set



# Cognitive LLMs

## Implication and Future Direction

- Validates our embedding extraction and dimension reduction strategy of reserving ACT-R cognitive reasoning process.
- Emphasizes the potential of these reduced embeddings to augment foundation models in decision making by grounding them in a robust cognitive framework, while maintaining minimal computational cost.
- This development could open the door to infusing this grounded knowledge at scale into LLMs.

## Reviewer's comments and next step

“This paper describes a cognitive model of control of a manufacturing process at various levels of experience. It is a nice example of applying cognitive architectures to practical problems.” –Reviewer 1

“Very interesting paper with actual implications which makes the paper more valuable.” – Reviewer 2

“This work is interesting and tackles an applied problem. The model appears complete and demonstrates behavior that represents level of experience and individual differences.” – Reviewer 3

- In addition to AAAI, the current project report is also a good match for the upcoming NeurIPS. Also open to related conferences and workshops that are following the trend of enabling machine reasoning through neural symbolic approach.
- The future work from this project will be suitable for ICRL and ICML when the reinforcement reasoning process is well integrated through ACT-R feature preservation and injection.
- Journals like Neural Symbolic AI would be a good host of our project report as well.

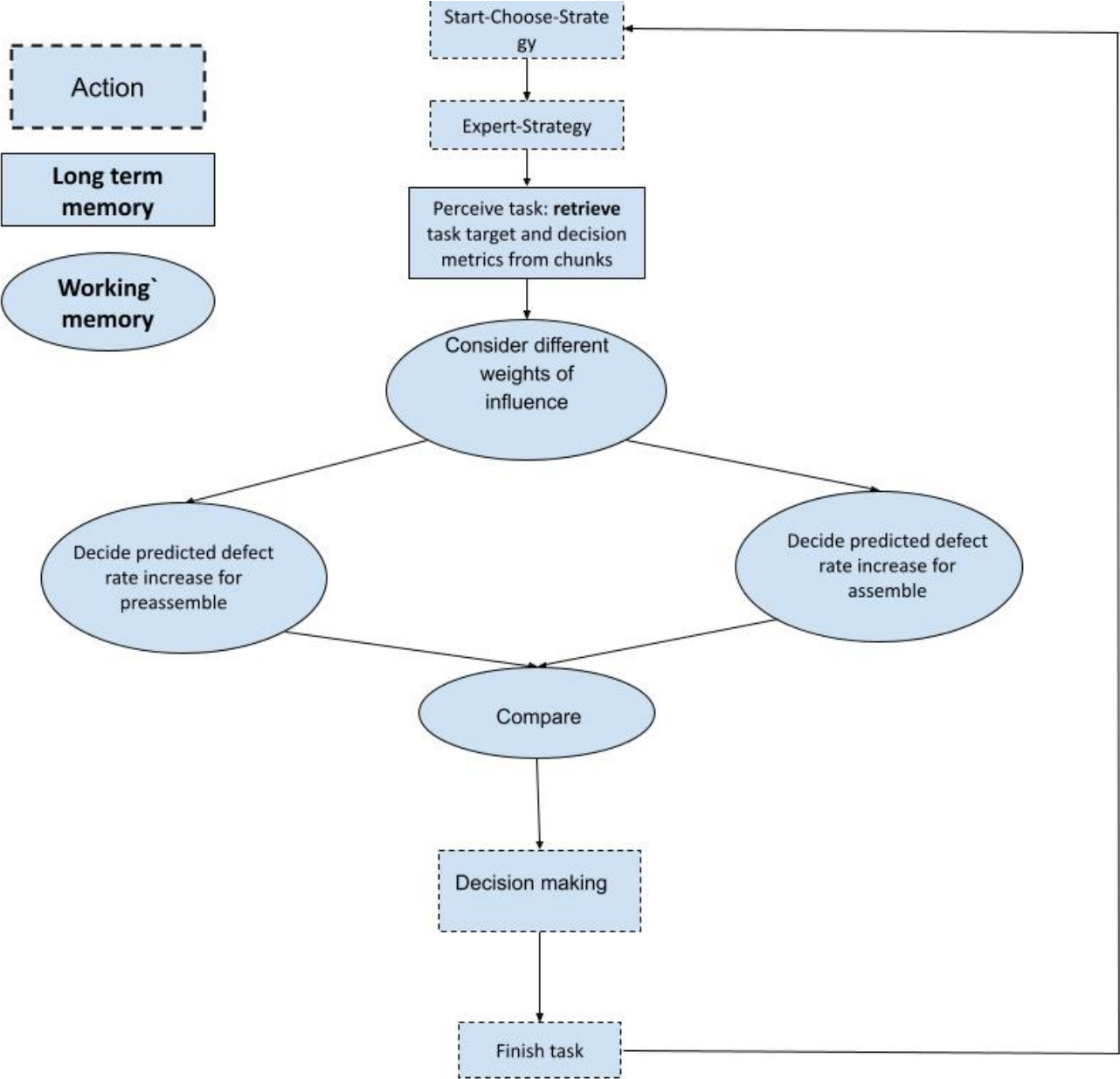
# Internal Acknowledgement

- Thank Kaushik, Yuxin, Marius, and my close intern friends who made the summer fun and enriching. Kaushik helped with the code, Marius encouraged me to automate the semantic data collection process, and Yuxin encouraged me to broaden cross-team collaboration.

# 08

## Leftovers

# Flow Chart For Expert Strategy





# 02

## VSM-ACT-R 2.0

# Reinforcement Learning of Basal Ganglia

- Similar to mapping between CMC components and homologous cortical and subcortical regions, the production system in ACT-R has been associated with the basal ganglia.
- For reinforcement stimuli, dopamine modulates striatal activity based on expected rewards or punishments, influencing decision-making and reinforcing specific neural patterns

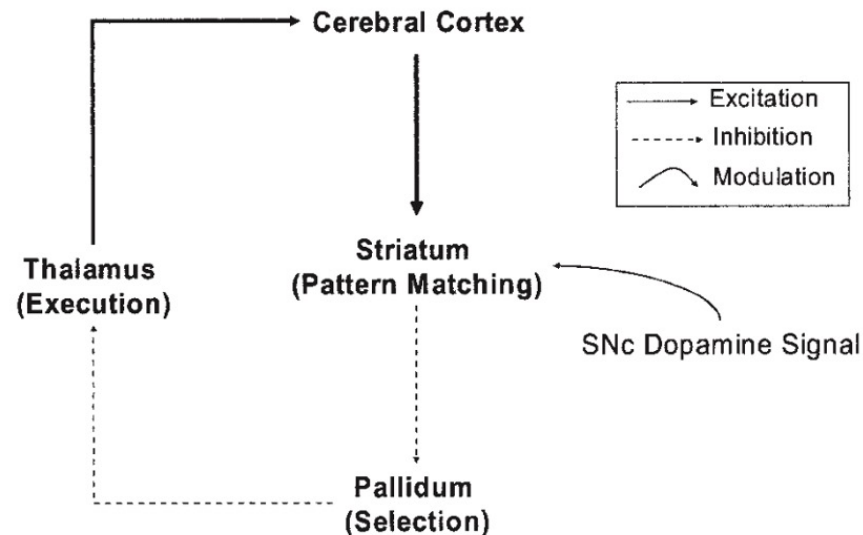


Figure excerpt from: Fu, W. T., & Anderson, J. R. (2006). From recurrent choice to skill learning: a reinforcement-learning model. *Journal of Experimental Psychology: General*, 135(2), 184.

Figure 1. A simplified schematic diagram of the cortical-basal-ganglionic feedback loop. SNc = Substantia Nigra pars compacta.

# Implementing a Reinforcement-Learning Mechanism in a Production-System Framework

- Temporal difference (TD) algorithm in ACT-R

$$U_i(n) = U_i(n-1) + \alpha [R_i(n) + U_i(n-1)]$$

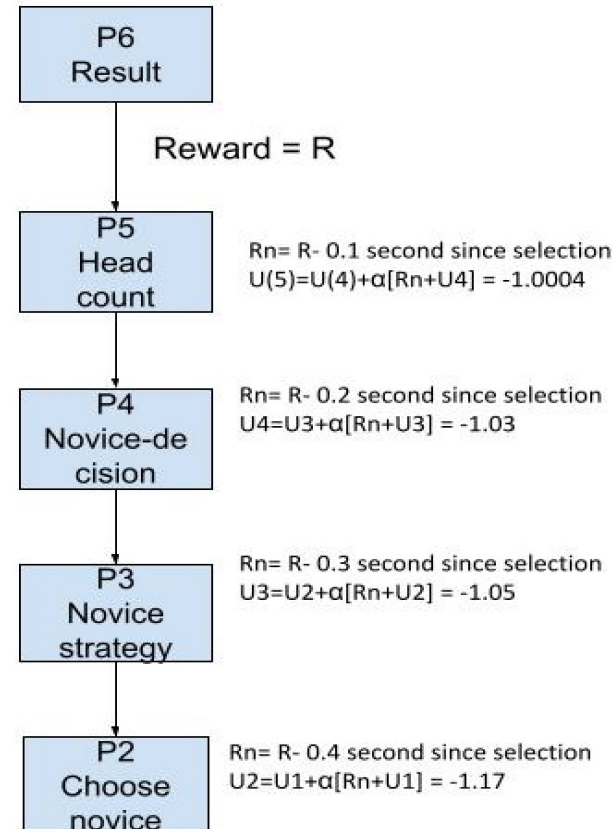
- Each production has a utility ( $U_i$ ) associated with it
- In which  $U_i(n)$  represents the utility of a production after its  $n$ th occurrence and  $R_i(n)$  represents the actual reinforcement (either a reward or a penalty) received on the  $n$ th occurrence.
- The parameter  $\alpha$  ( $0 < \alpha < 1$ ) controls the rate of learning.

# Reward propagation

- One of the powerful features of the TD algorithm is its ability to propagate credit/reward back to previous productions. Reward or penalty can find its way back to a critical early production through a chain of productions that leads to the reward, it will then influence the utilities of the chain of productions.

```

"update-reward called" Strategy: NOVICE, State: INEFFICIENT
Updated Reward: -2
Utility updates with Reward = -2.0 alpha = 0.2
Updating utility of production CHOOSE-STRATEGY
U(n-1) = -0.9 R(n) = -2.5 [-2.0 - 0.5 seconds since selection]
U(n) = -1.22
Updating utility of production DECIDE-BRUTE
U(n-1) = 2.3179998 R(n) = -2.45 [-2.0 - 0.45 seconds since selection]
U(n) = 1.3643999
Updating utility of production BRUTE-STRATEGY
U(n-1) = -0.8640001 R(n) = -2.4 [-2.0 - 0.4 seconds since selection]
U(n) = -1.1712
Updating utility of production BRUTE-CHOICE2
U(n-1) = -0.77400005 R(n) = -2.15 [-2.0 - 0.15 seconds since selection]
U(n) = -1.0492
Updating utility of production REHEADCOUNT
U(n-1) = -0.756 R(n) = -2.1 [-2.0 - 0.1 seconds since selection]
U(n) = -1.0248
Updating utility of production STOP
U(n-1) = -0.73800004 R(n) = -2.05 [-2.0 - 0.05 seconds since selection]
U(n) = -1.0004001
1.550 PROCEDURAL PRODUCTION-FIRED CHOOSE-STRATEGY
1.600 PROCEDURAL PRODUCTION-FIRED EXPERT-STRATEGY
1.650 PROCEDURAL PRODUCTION-FIRED PERCEIVE
1.700 PROCEDURAL PRODUCTION-FIRED PREASSEMBLE-WEIGHT
0.5
calculate the preassemble defect decision weight
1.900 IMAGINAL SET-BUFFER-CHUNK-FROM-SPEC IMAGINAL
1.950 PROCEDURAL PRODUCTION-FIRED ASSEMBLE-WEIGHT
0.5
    
```



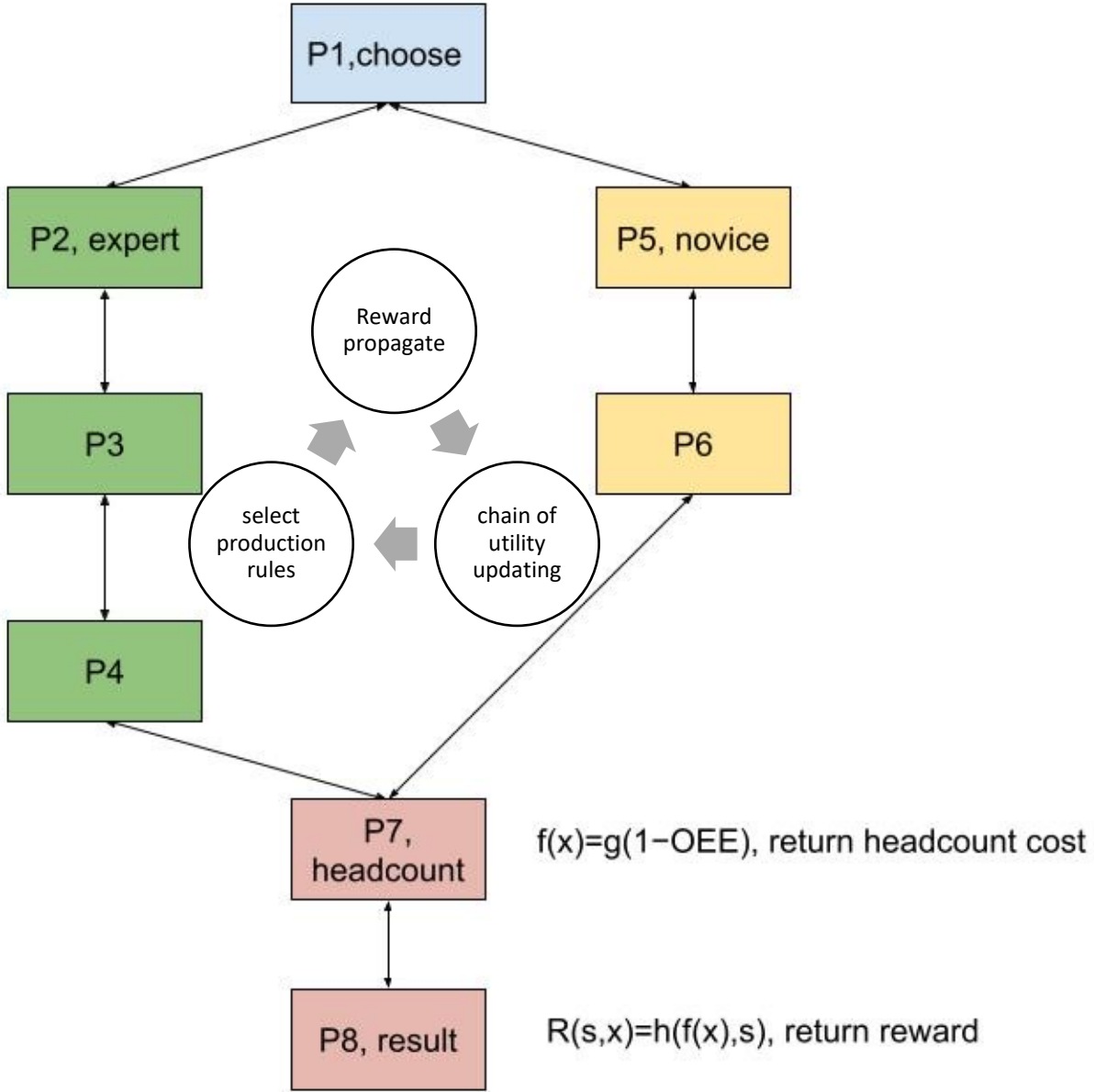
# Selecting Productions on the Basis of Their Utilities

- If there are a number of productions competing with expected utility ( expert or novice strategy) values  $U_j$  the probability of choosing production  $i$  is described by the formula

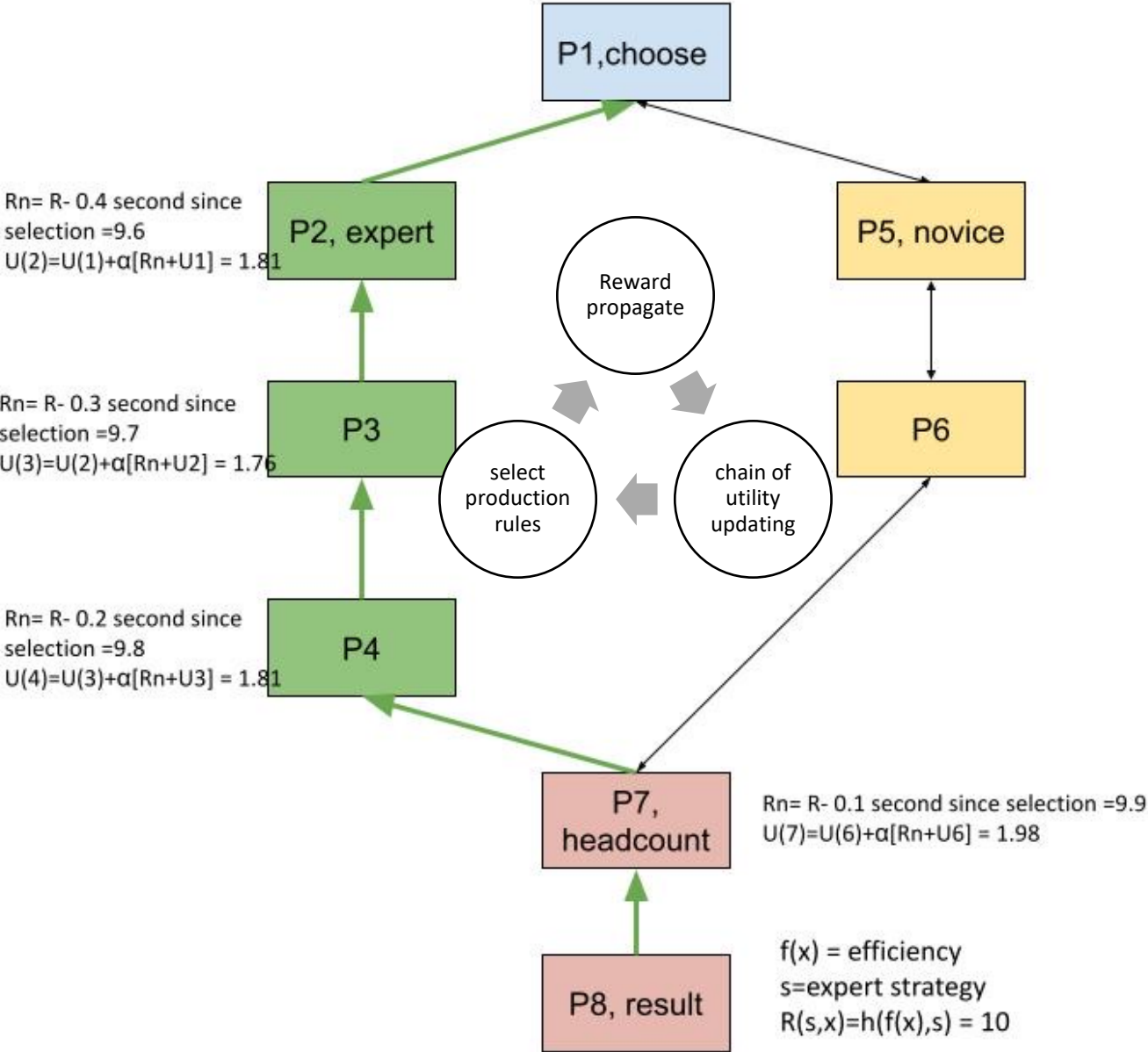
$$\text{Probability}(i) = \frac{e^{U_i / \sqrt{2}s}}{\sum_j e^{U_j / \sqrt{2}s}}$$

- Where the summation  $j$  is over all the productions which currently have their conditions satisfied
- $S$  is the noise.

A schema of reflecting and evaluating the progress of the selected approach



# A reward propagate for expert and headcount cost efficient decision



# Next Problem

When using a language model as a tool to assist in this domain-specific decision-making, which presents two issues:

- The responses are often incorrect and lack contextual relevance.
- There is a lack of human behavior resonance; the answers to calls across different prompts are not related to each other. The language model is stateless and does not show any traces of learning or improvement across calls.



# Solution

- Integrating Llama (open-source large language model) with VSM-ACT-R through downstream fine-tuning will allow the language model to make decisions on the same domain questions as the VSM-ACT-R model.

# Fine tuning Llama using LORA

