



# Challenges of Trustworthy Human/AI Teaming in Long-running Relationships

## **1) Scope**

**2) Teaming example – scheduling TBD**

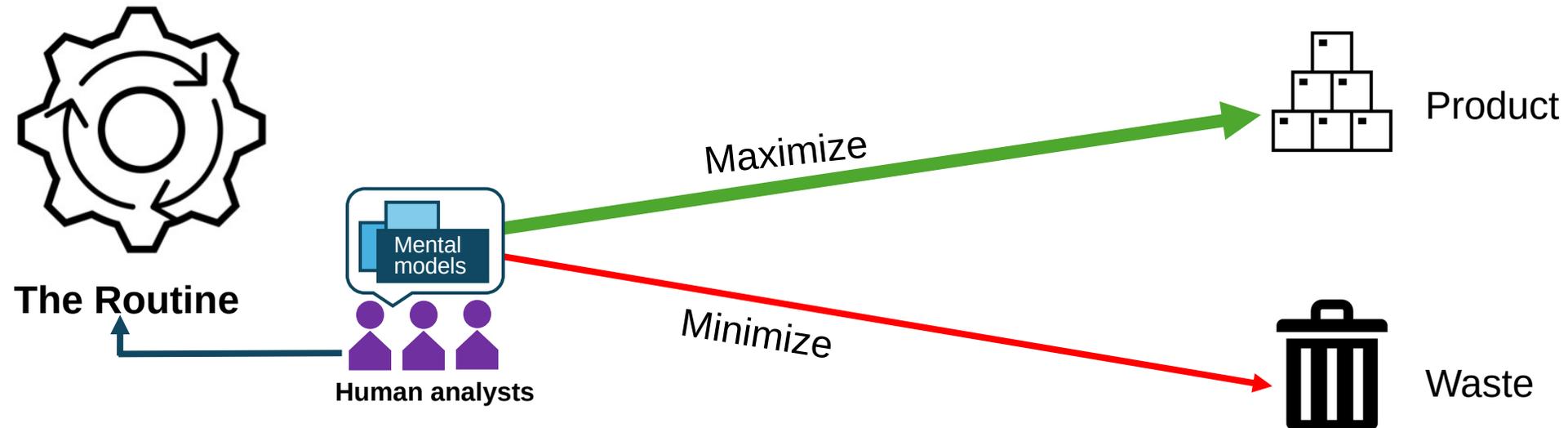
**3) Design for trustworthy teaming**

**4) Summary and future plans**

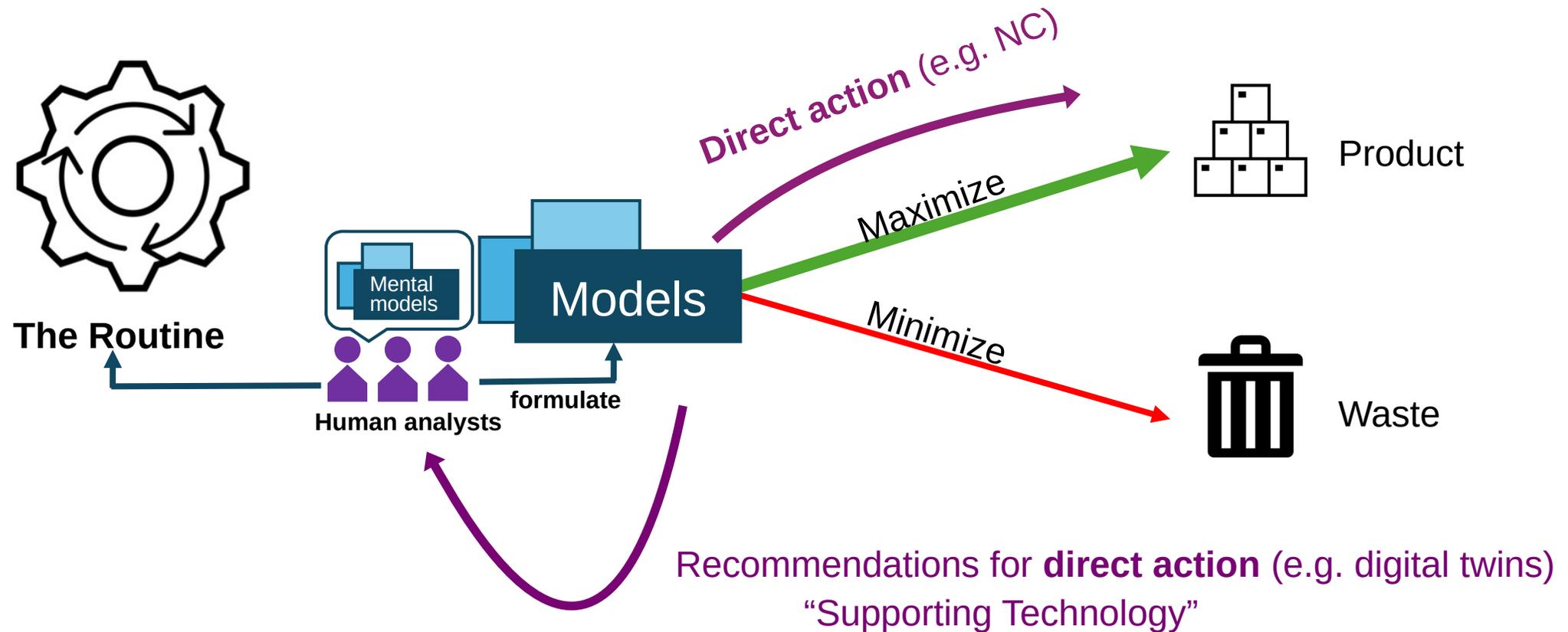
# Teaming is working together

- Teaming on *physical tasks* requires situation awareness.
- Teaming on *cognitive tasks* requires shared understanding.
- Teaming on *long-running cognitive tasks* requires remembering what you committed to and why.

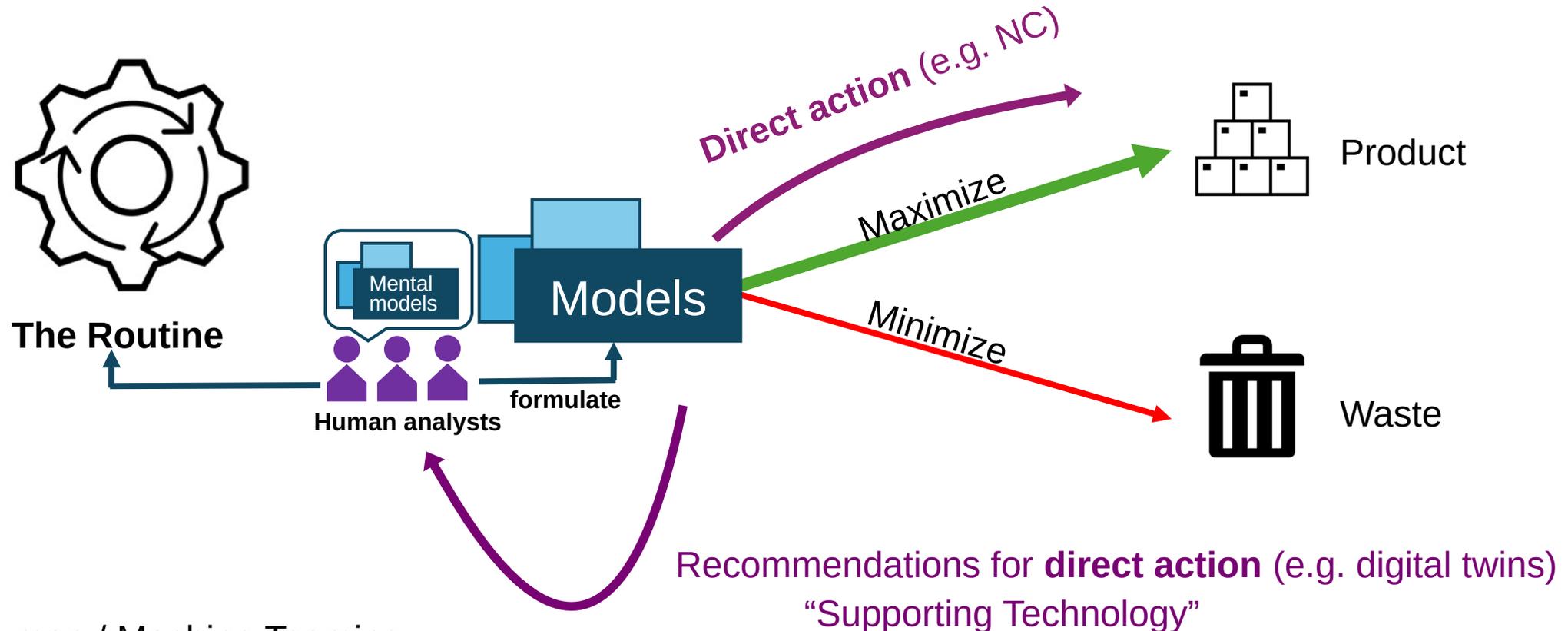
- Manufacturing involves a long-running relationship to a routine.



- Manufacturing involves a long-running relationship to a routine.
- Not all models are mental models.



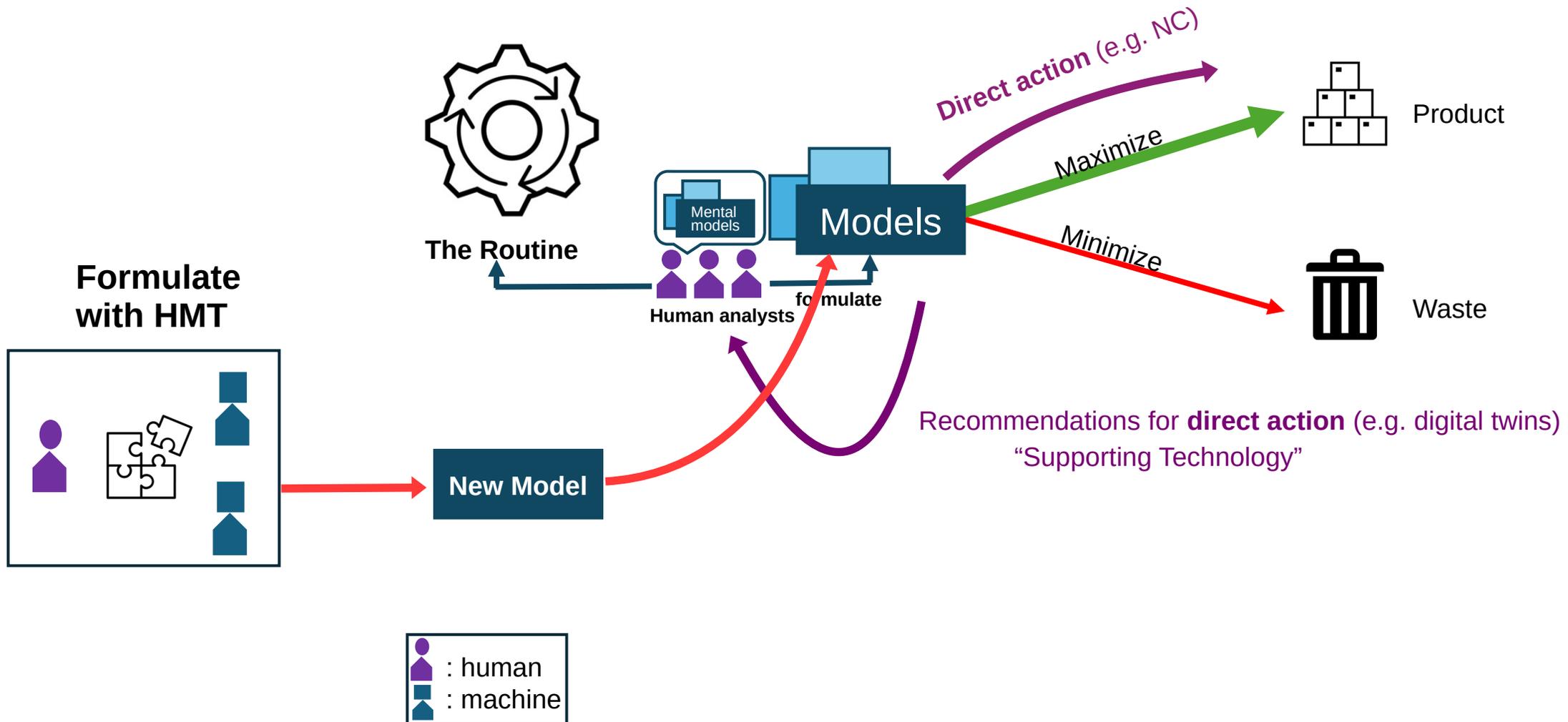
Can HMT help manufacturing experts learn to use manufacturing's *supporting technologies* to improve their productivity and competitiveness?



**Can HMT help manufacturing experts *learn* to use manufacturing's *supporting technologies* to improve their productivity and competitiveness?**

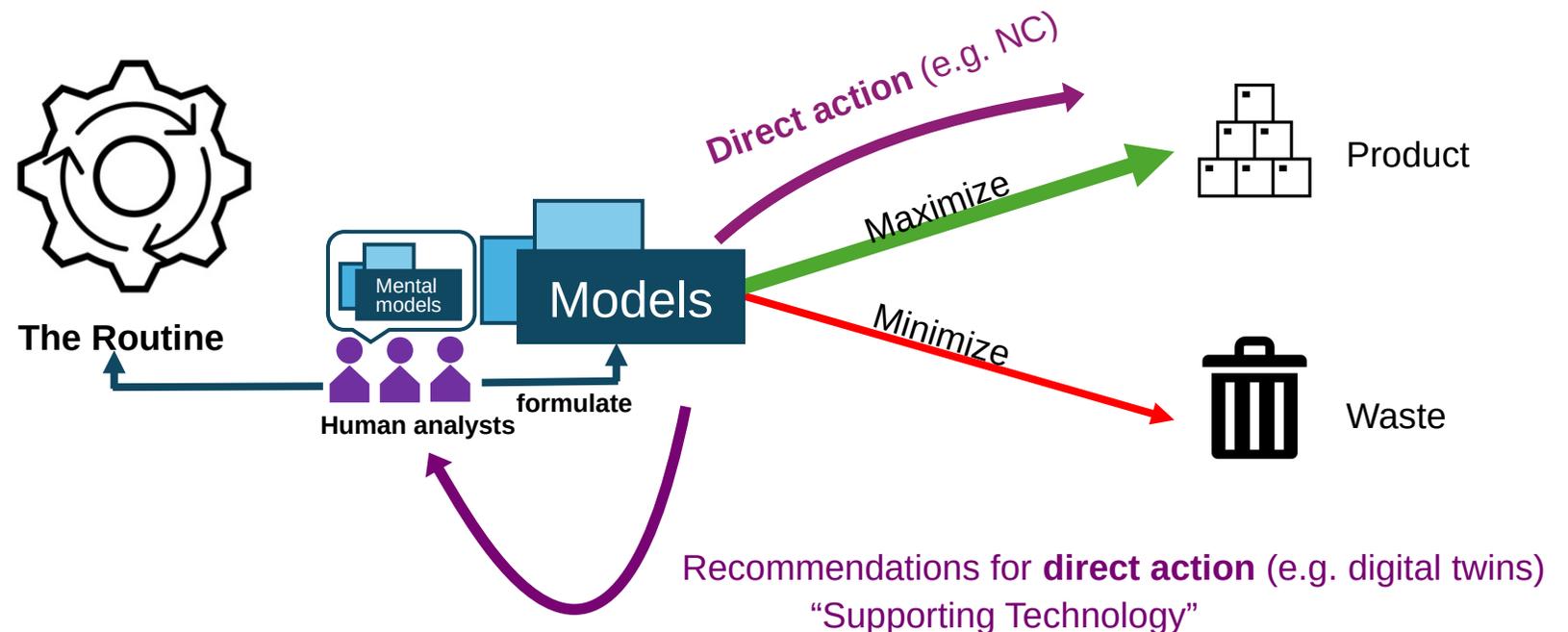
The teaming involves **mentoring human participants** in the use of the supporting technology.

# Enhancing Operations with New Supporting Technology using HMT



# Possible Applications

- Integrating a digital twin into your production operations
- Integrating interactions with supply chain partners
- Systems engineering of entire systems
- Formulate a solution for some supporting technology using a domain-specific language.
  - Examples: designing digital twins, production scheduling systems,...



- 1) Scope
- 2) Teaming example – scheduling TBD
- 3) Design for trustworthy teaming
- 4) Summary and future plans

Interviewer, Mon Aug 12 2024

Process

I suppose processing times for each of the steps you just mentioned might vary from product to product. But generally speaking, how long does each step take? Please produce a list just like the one you did for process steps, one process per line, but append to each line the typical processing time in parentheses.

Resources

Data

**Surrogate Expert**

1. Material Preparation (2 hours)
2. Nib Fabrication (1 hour)
3. Barrel Fabrication (1.5 hours)
4. Cap Fabrication (1 hour)
5. Ink Converter Fabrication (0.5 hours)
6. Assembly (2 hours)
7. Quality Control (1 hour)
8. Packaging (0.5 hours)
9. Shipping (1 hour)

Interviewer, Mon Aug 12 2024

Okay, we now know enough to get started on a MiniZinc solution. In the code pane (upper right of the app) we created a simplistic scheduling system. It only illustrates the idea of running one job through each of the tasks you mentioned (excepting any tasks that weren't part of making the product, those we'll deal with later).

Interviewer, Mon Aug 12 2024

Earlier, you listed the process steps typically used in making product (e.g. 1. Material Preparation, 2. Nib Fabrication, etc.) and for each you specified typical durations. Now we'd like you to tell us what raw materials and



```
int : nProducts = 1;
set of int: Product = 1..nProducts;
enum Task = {materialPrep, nibFabrication, barrelFabrication, capFabrication, inkConverterFabrication};
% Durations are in units of hours and may be rounded.
array [Product, Task] of float: taskDuration = [|2.000, 1.000, 1.500, 1.000, 0.500, 2.000, 2.000, 0.500, 1.000|];

float : minTime = 0;
% It shouldn't take longer than doing only one thing at a time.
float : maxTime = sum (p in Product, t in Task) (taskDuration[p, t]);

% We assume a task uses one major resource; resources are synonymous with tasks.
array [Product, Task] of var minTime..maxTime: taskStarts; % 'var' means it is a decision variable
array [Product, Task] of var minTime..maxTime: taskEnds;

% This is used in the constraint below.
predicate no_overlap(var float:s1, float:d1, var float:s2, float:d2) = s1 + d1 <= s2 \ / s2 + d2;

% Ensure that no two Products aren't using the same resource (task) at the same time.
constraint forall (t in Task)
    (forall (i,k in Product where i < k)
        (no_overlap (taskStarts[i,t], taskDuration[i,t], taskStarts[k,t], taskDuration[k,t])));

% We assume no tasks are running now, so the first task of some product can start now.
constraint exists (p in Product) (taskStarts[p, materialPrep] = 0);

% Starting some time in the past is not allowed.
constraint forall (p in Product where p > 1) (taskStarts[p, nibManufacturing] > 0);

% Every other task can start after the previous task ends.
constraint forall (p in Product) (taskEnds[p, materialPrep] == taskStarts[p, nibFabrication]);
constraint forall (p in Product) (taskEnds[p, nibFabrication] == taskStarts[p, barrelFabrication]);
constraint forall (p in Product) (taskEnds[p, barrelFabrication] == taskStarts[p, capFabrication]);
constraint forall (p in Product) (taskEnds[p, capFabrication] == taskStarts[p, inkConverterFabrication]);
constraint forall (p in Product) (taskEnds[p, inkConverterFabrication] == taskStarts[p, assembly]);
constraint forall (p in Product) (taskEnds[p, assembly] == taskStarts[p, qualityControl]);
constraint forall (p in Product) (taskEnds[p, qualityControl] == taskStarts[p, packaging]);

% A task ends taskDuration time units after it starts.
constraint forall (p in Product, t in Task) (taskEnds[p, t] == taskStarts[p, t] + taskDuration[p, t]);

% Minimize time elapsed when the final task ends (maxspan).
solve minimize max (p in Product) (taskEnds[p, packaging]);
```

Type message here....

Interviewer, Mon Aug 12 2024

Process

Resources

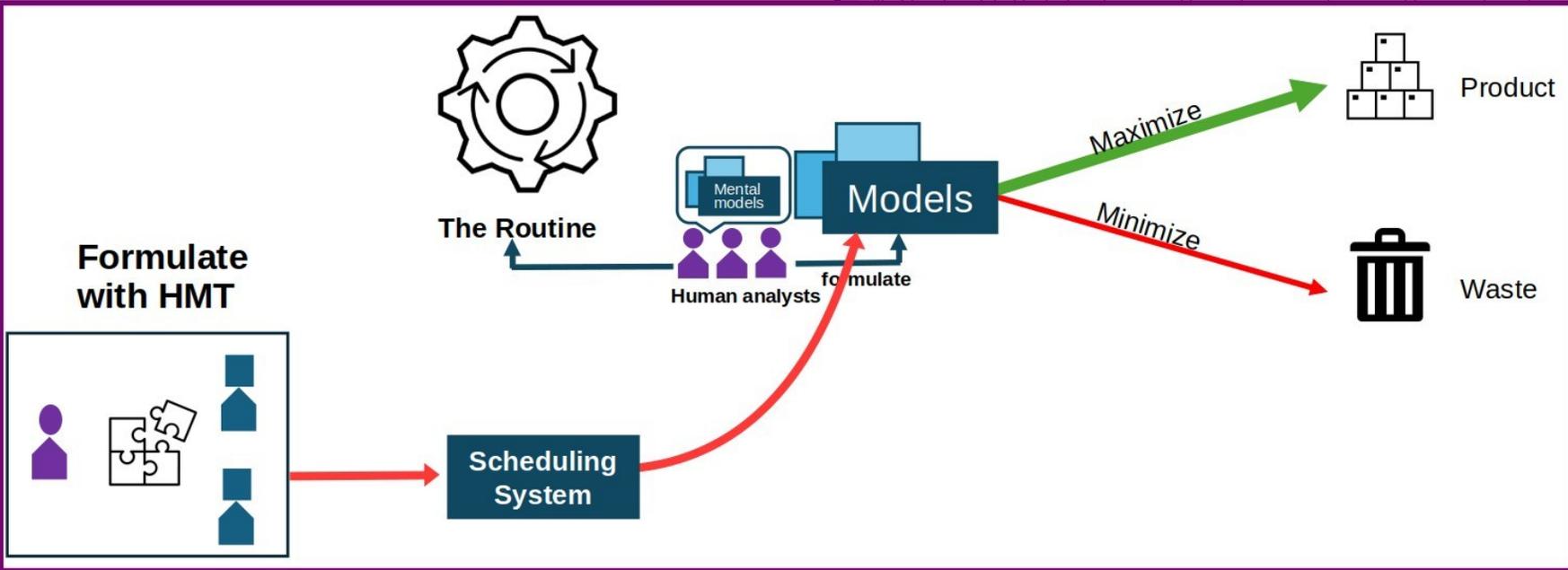
Data

I suppose processing times for each of the steps you just mentioned might vary from product to product. But generally speaking, how long does each step take? Please produce a list just like the one you did for process steps, one process per line, but append to each line the typical processing time in parentheses.



```
int : nProducts = 1;
set of int: Product = 1..nProducts;
enum Task = {materialPrep, nibFabrication, barrelFabrication, capFabrication, inkConverterFabrication, packaging};
% Durations are in units of hours and may be rounded.
array [Product, Task] of float: taskDuration = [|2.000, 1.000, 1.500, 1.000, 0.500, 2.000, 0.500|];

float : minTime = 0;
```



Interviewer, Mon Aug 12 2024

Okay, we now code pane (up system. It only tasks you mentioned (excepting any tasks that weren't part of making the product, those we'll deal with later.

Interviewer, Mon Aug 12 2024

Earlier, you listed the process steps typically used in making product (e.g. 1. Material Preparation, 2. Nib Fabrication, etc.) and for each you specified typical durations. Now we'd like you to tell us what raw materials and

```

    p, t));
    anonymous with tasks.
    'var' means it is a decision v
    at:d2) = s1 + d1 <= s2 \ / s2
    task) at the same time.
    , taskStarts[k,t], taskDurat
    e product can start now.
    = 0);
    Manufacturing] > 0);
    taskStarts[p, nibFabrication
    = taskStarts[p, barrelFabric
    h] == taskStarts[p, capFabric
    = taskStarts[p, inkConverter
    ication] == taskStarts[p, ass
    (Starts[p, qualityControl]);
    = taskStarts[p, packaging]);

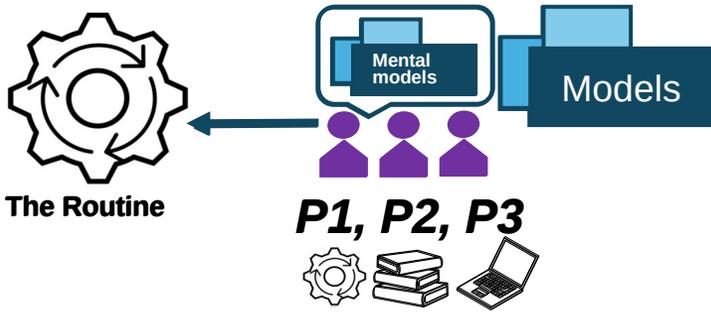
% A task ends taskDuration time units after it starts.
constraint forall (p in Product, t in Task) (taskEnds[p, t] == taskStarts[p, t] + taskDuration[p, t]);

% Minimize time elapsed when the final task ends (maxspan).
solve minimize max (p in Product) (taskEnds[p, packaging]);

```

Type message here....

# Factoring the problem of creating a scheduling system

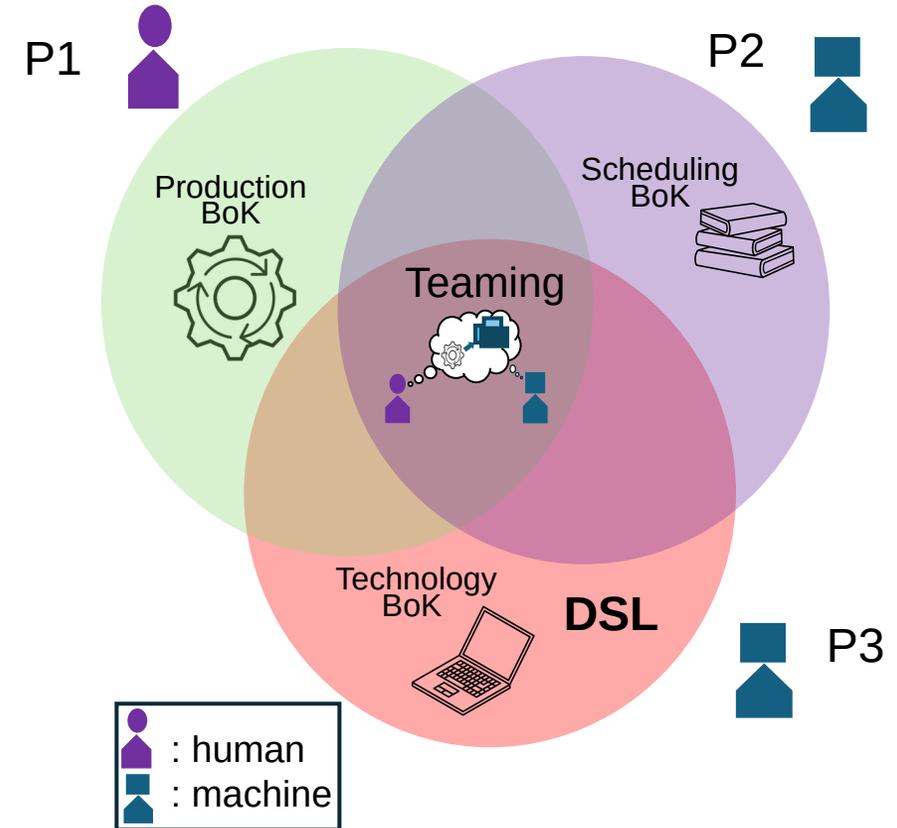


- Imagine 3 personae working together:

**P1** knows the company's production processes well.

**P2** knows a technical/scholarly body of knowledge (BoK) useful to helping **P1** with a task.

**P3** knows how to express the BoK in some technology.





- 1) **Scope**
- 2) **Teaming example – scheduling TBD**
- 3) **Design for trustworthy teaming**
- 4) **Summary and future plans**

## 1) Scope

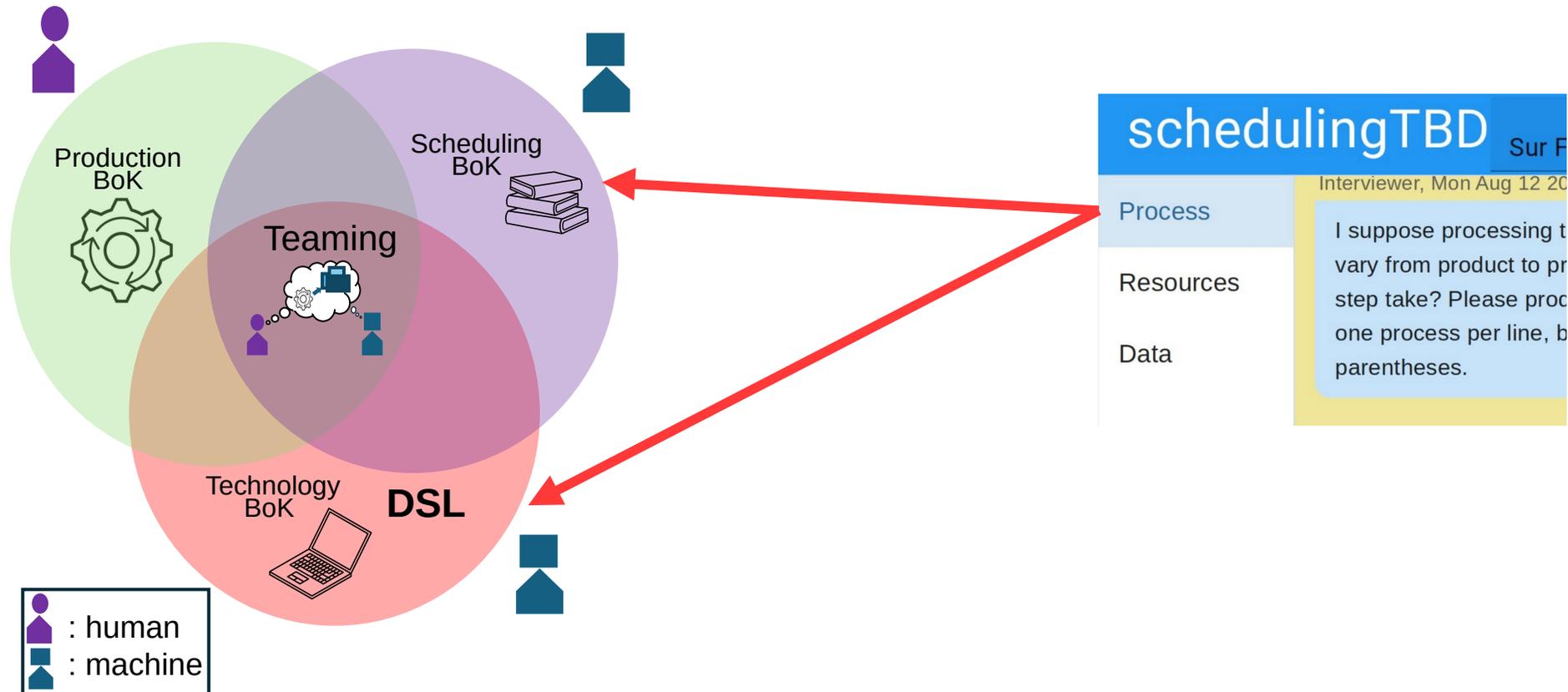
## 2) Teaming example – scheduling TBD

## 3) Design for trustworthy teaming

- The interview follows an expert's plan.
- Use a DSL.
- Use hidden conversations.
- Use intermediate models.
- Test with surrogate users.

## 4) Summary and future plans

# Interviewers are Experts at Something



# The Interview is a Dynamic Planning Problem

- Currently using traditional hierarchical task network (HTN) planner.
- Planning domain encodes expert knowledge.
  - What question to ask next
- Dynamic (on-line) planning
- One (Chain-of-Thought) agent type for each Q/A pair.
- Result of Q/A analysis is facts influencing later planning.
  
- Idea for future: RAG-based orchestration agent might be more robust.

# Elements of HTN Planning Domain

```
{:method/head (characterize-process ?p) ; Top-level goal.
:method/rhsides [{:method/preconds [(proj-id ?p)] ; Needs only a project-id to run.
                  :method/task-list [(describe-challenge ?p) ; Methods run sequentially.
                                     (classify-production-type ?p)
                                     (analyze-process ?p)
                                     (verify-process ?p)]]]}

{:method/head (describe-challenge ?p)
:method/rhsides [{:method/preconds [(proj-id ?p)]
                  :method/task-list [(!describe-challenge ?p) ; Call to an operator.
                                     (remark-raw-material-challenge? ?p)]]]} ; Call to a method.

{:method/head (remark-raw-material-challenge? ?p)
:method/rhsides [{:method/case "cited"
                  :method/preconds [(cites-raw-material-challenge ?p)]
                  :method/task-list [(!remark-raw-material-challenge ?p)]]
{:method/case "not-cited"
 :method/preconds [(not (cites-raw-material-challenge ?p))]
 :method/task-list [(!do-nothing)]]]}

{:operator/head (!describe-challenge ?p)} ; Plan leaves are operators, first Q/A pair.
{:operator/head (!remark-raw-material-challenge ?p)}
```

## 1) Scope

## 2) Teaming example – scheduling TBD

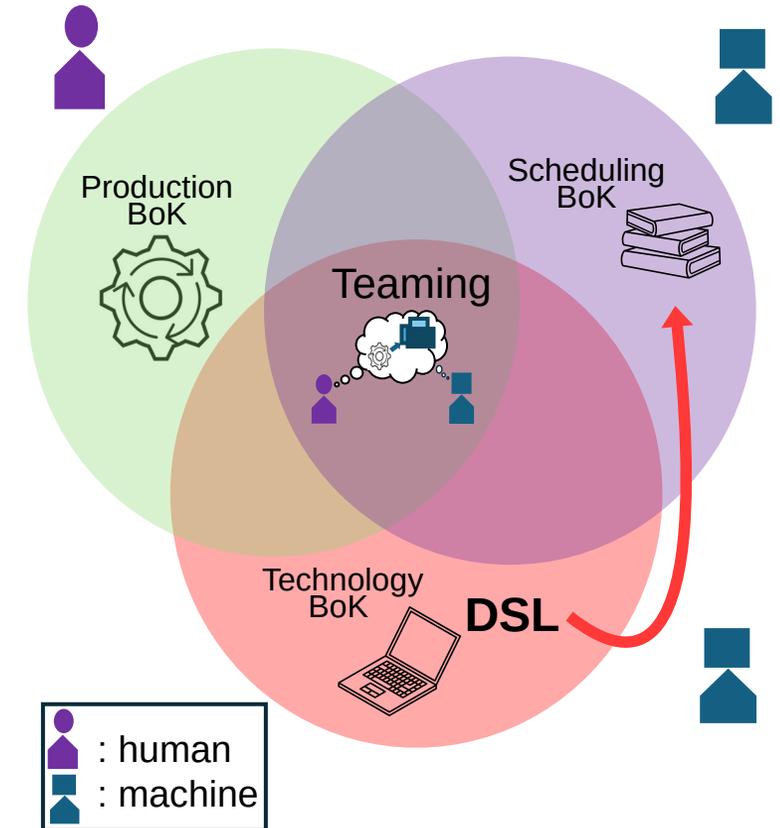
## 3) Design for trustworthy teaming

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- Test with surrogate users.

## 4) Summary and future plans

# Why use a domain-specific language?

- Constructionist learning (learn by making)
- DSLs are
  - ◆ small languages
  - ◆ application-focused
  - ◆ ideally declarative (about what not how)
- In mentoring, use the DSL
  - ◆ to anchor concepts
  - ◆ as an on-ramp to a community of practice.



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Human interviewee

AI interviewer of human

# "Hidden" conversations

"What is your scheduling challenge?"

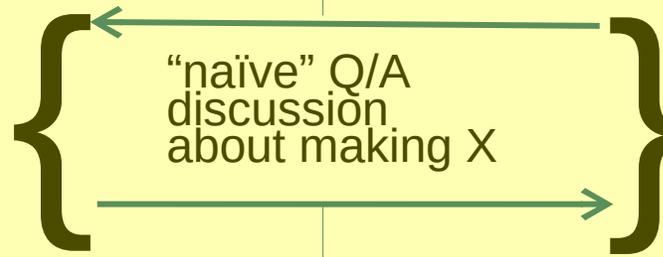
AI surrogate expert interviewee

AI interviewer of surrogate

AI models manager

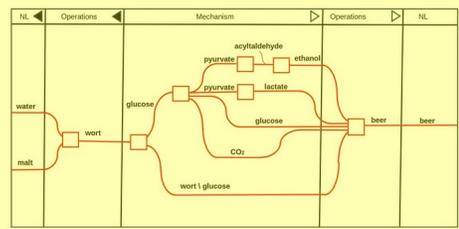
"We make X..."

You are an expert at making X.



"Make a model of this."

"Make a model of that."

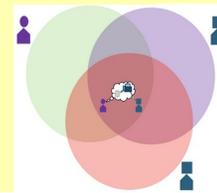


"Here is a MiniZinc model of the problem"

"Is this [what human said] consistent with our models?"

"No. Ask for clarification."

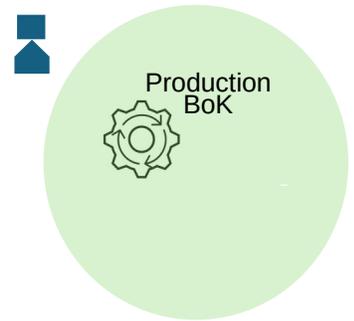
[clarifying question]



- Production process body of knowledge
- Scheduling body of knowledge
- Software tools body of knowledge

# Hidden Conversations: Motivation

- Manufacturing spans a diverse body of knowledge.
- Make an LLM-based agent play the role of expert.
- Collect *default knowledge* through this *parallel conversation*.
- Use the default knowledge to eliminate excessive questions.



Interviewer, Mon Aug 12 2024

A FLOW-SHOP is a production system designed so that all jobs follow the same sequence of steps through production resources. A JOB-SHOP is a production system where each job might follow its own route, depending on its unique requirements. Is the process you described more like a flow-shop or a job-shop? Respond respectively with either the single term FLOW-SHOP or JOB-SHOP.

**Surrogate Expert**  
FLOW-SHOP

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# Intermediate Models: The Problem Being Addressed

- Conventional SE V&V benefits from methods that are *previewable*.
  - Previewable = Possible to *dissect and inspect* the method before use.
- LLM-based agents (e.g. assistants) easily delegated to tasks.
  - But delegation is the antithesis of previewability.
  - Explainable AI (XAI) explains w.r.t algorithms and training data, not a belief about the rationality of the delegated agent.
- Consequently, a shortcoming in V&V.

- Apply Chain-of-Thought (CoT) reasoning on unstructured text from conversation, transforming and refining information to graphs and hypergraphs.
  - CoT isn't quite previewable, but it is close.
- Progressively transform what is learned in conversation to graphical forms viewable (and possibly executable) by humans for V&V.
  - BPMN
  - SysML
  - Modelica
  - ...

# Intermediate Models: Text to Knowledge Graph by Chain-of-Thought Transformation

You are a helpful assistant. You read user data and output an interpretation of it as a vector of Clojure maps conforming to requirements expressed below. The requirements are enacted in phases named 'revisions', (REV-1, REV-2..., REV-5). We will ask for interpretation to revision REV-i data using input that is in the form of REV-i-1 output. This allows us to check your work at each revision before proceeding to the next. We may ask for the same revision twice consecutively; this is especially true if the first answer you provided did not meet specifications. The data we are working with typically concerns manufacturing processes. Here is example input to REV-1, which is the only input that is not a vector of Clojure maps:

1. Raw Material Acquisition - 1 day to 3 months
2. Material Preparation - 2 days
3. Component Machining - 5 days
4. Assembly - 3 days
5. Quality Control (QC) - 1 hour (but could go longer)
6. Packaging - 1 day
7. Shipping - Varies depending on where it is going

In REV-1 you separate each line of text into three parts: process step, process name, and duration; you create a Clojure map of this information. The keys you should use in the map are respectively :PROCESS-STEP :PROCESS and :DURATION (upper-case Clojure keys). Specifically, the value of map key :PROCESS-STEP is the number starting the string. The value of map key :PROCESS is a string describing the process step. The value of map key :DURATION is a string of the remaining information in the line, typically describing the duration:

The REV-1 output that you should produce from the REV-1 input above is:

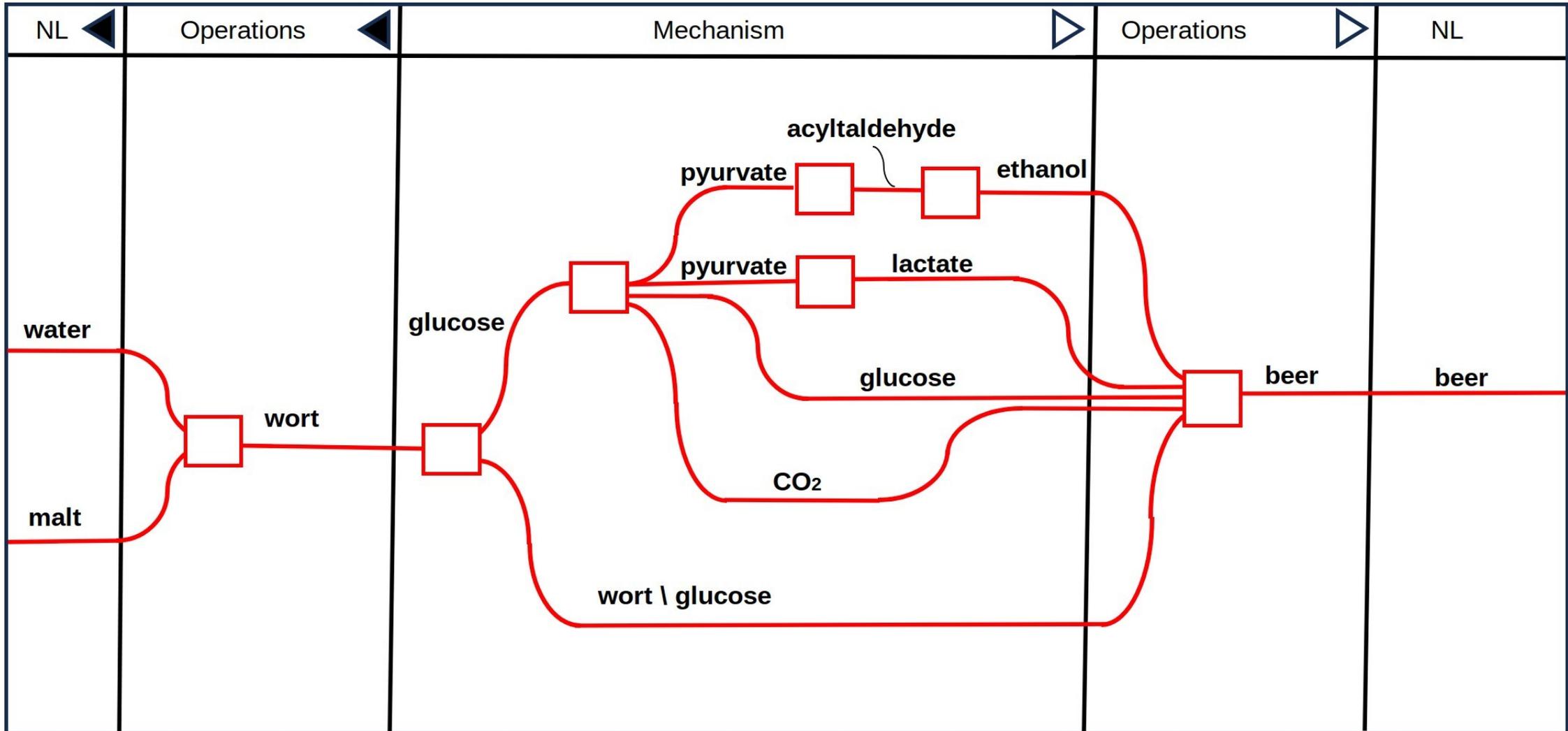
```
[{:PROCESS-STEP 1 :PROCESS "Raw Material Acquisition" :DURATION "1 day to 3 months"},
 {:PROCESS-STEP 2 :PROCESS "Material Preparation" :DURATION "2 days"},
 {:PROCESS-STEP 3 :PROCESS "Component Machining" :DURATION "5 days"},
 {:PROCESS-STEP 4 :PROCESS "Assembly" :DURATION "3 days"},
 {:PROCESS-STEP 5 :PROCESS "Quality Control (QC)" :DURATION "1 hour (but could go longer)"},
 {:PROCESS-STEP 6 :PROCESS "Packaging" :DURATION "1 hour"},
 {:PROCESS-STEP 7 :PROCESS "Shipping" :DURATION "Varies depending on where it is going"}]
```

REV-2, REV-3, and REV-4 are not shown. Respectively, they isolate commentary, interpret the duration strings, and flag processes that concern supply chain, rather than work done in-house. The results of these transformations are shown in REV-5 results.

In REV-5, we add a camelCase string suitable for use as a program variable that describe the :PROCESS. The variable should be concise, no more than 15 characters long or so and should start with a lowercase letter, a-z. In the map, we use the keyword :VAR to identify this camelCase string. Suitable output for REV-5 is shown below:

```
[{:PROCESS-STEP 1 :PROCESS "Raw Material Acquisition"
  :DURATION {:QUANTITY-LOW {:AMOUNT-STRING "1" :UNITS :days}
             :QUANTITY-HIGH {:AMOUNT-STRING "3" :UNITS :months}},
  :SUPPLY-CHAIN? true, :VAR "getRawMaterial"},
 :VAR "machining"},
 {:PROCESS-STEP 4 :PROCESS "Assembly" :DURATION {:AMOUNT-STRING "3" :UNITS :days},
  :VAR "assembly"},
 {:PROCESS-STEP 5 :PROCESS "Quality Control (QC)" :DURATION {:AMOUNT-STRING "1" :UNITS :hours}
  :COMMENT "(but could go longer)", :VAR "qualityCtrl"},
 {:PROCESS-STEP 6 :PROCESS "Packaging" :DURATION {:AMOUNT-STRING "1" :UNITS :days},
  :VAR "packaging"},
 {:PROCESS-STEP 7 :PROCESS "Shipping" :DURATION "varies"
  :COMMENT "Varies depending on where it is going", :SUPPLY-CHAIN? true,
  :VAR "shipping"}]
```

# Interrelating Conversation (a goal currently unrealized)



Human interviewee

AI interviewer of human

# "Hidden" conversations

"What is your scheduling challenge?"

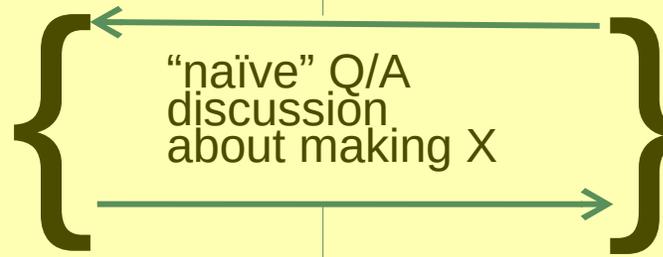
AI surrogate expert interviewee

AI interviewer of surrogate

AI models manager

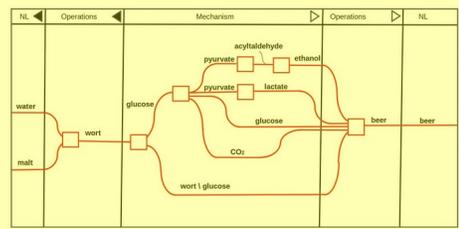
"We make X..."

You are an expert at making X.



"Make a model of this."

"Make a model of that."

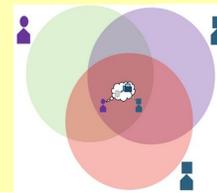


"Here is a MiniZinc model of the problem"

"Is this [what human said] consistent with our models?"

"No. Ask for clarification."

[clarifying question]



- Production process body of knowledge
- Scheduling body of knowledge
- Software tools body of knowledge

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- **Where do you find enough experts?**
- **Canadian documentary series showing how every-day items are manufactured**
- **1600 episode segments**
  - We're using them as test cases (i.e. the **\$Xs**).

"You manage a company that makes \$X. You are an expert in production and manage your company's supply chains. You help me by answering questions that will allow us to collaborate in building a scheduling systems for your company. Your answers typically are short, just a few sentences each. If you don't have information to answer my questions, you provide a plausible answer nonetheless."

# Example Surrogate Run

## schedulingTBD

Sur Plate Glass

Mon Jul 29 2024

Interviewer, Mon Jul 29 2024

Describe your most significant scheduling problem in a few sentences.

**Surrogate Expert**  
Our most significant scheduling problem revolves around coordinating the manufacturing process with the fluctuating availability of raw materials, particularly high-quality silica sand and soda ash, and accommodating the variable demand from our customers. We struggle with optimizing machine utilization time and reducing downtime, while also managing delivery schedules that are dependent on these unpredictable elements. Additionally, managing the workforce to align with these changes, ensuring we have enough skilled workers available when needed, adds another layer of complexity to our operations.

Interviewer, Mon Jul 29 2024

Great, we'll call your project SUR Plate Glass.

Interviewer, Mon Jul 29 2024

Though you've cited a challenge with inputs (raw material,

Type message here....

```
int : nProducts = 1;
set of int: Product = 1..nProducts;
enum Task = {batching, melting, floating, annealing, qualityCheck, cutFinish};
% Durations are in units of hours and may be rounded.
array [Product, Task] of int: taskDuration = [[2, 8, 3, 5, 2, 3]];

int : minTime = 0;
% It shouldn't take longer than doing only one thing at a time.
int : maxTime = sum (p in Product, t in Task) (taskDuration[p, t]);

% We assume a task uses one major resource; resources are synonymous with tasks.
array [Product, Task] of var minTime..maxTime: taskStarts; % 'var' means it is a decision variable.
array [Product, Task] of var minTime..maxTime: taskEnds;

% This is used in the constraint below.
predicate no_overlap(var int:s1, int:d1, var int:s2, int:d2) = s1 + d1 <= s2 \vee s2 + d2 <= s1;

% Ensure that no two Products aren't using the same resource (task) at the same time.
constraint forall (t in Task)
    (forall (i,k in Product where i < k)
        (no_overlap (taskStarts[i,t], taskDuration[i,t], taskStarts[k,t], taskDuration[k,t])));

% We assume no tasks are running now, so the first task of some product can start now.
constraint exists (p in Product) (taskStarts[p, batching] = 0);

% Starting some time in the past is not allowed.
constraint forall (p in Product where p > 1) (taskStarts[p, nibManufacturing] > 0);

% Every other task can start after the previous task ends.
constraint forall (p in Product) (taskEnds[p, batching] == taskStarts[p, melting]);
constraint forall (p in Product) (taskEnds[p, melting] == taskStarts[p, floating]);
constraint forall (p in Product) (taskEnds[p, floating] == taskStarts[p, annealing]);
constraint forall (p in Product) (taskEnds[p, annealing] == taskStarts[p, qualityCheck]);
constraint forall (p in Product) (taskEnds[p, qualityCheck] == taskStarts[p, cutFinish]);

% A task ends taskDuration time units after it starts.
constraint forall (p in Product, t in Task) (taskEnds[p, t] == taskStarts[p, t] + taskDuration[p, t]);

% Minimize time elapsed when the final task ends (maxspan).
solve minimize max (p in Product) (taskEnds[p, cutFinish]);
```

- 1) **Scope**
- 2) **Teaming example – scheduling TBD**
- 3) **Design for trustworthy teaming**
- 4) **Summary and future plans**

- Captures expert knowledge in the interview plan
- Use agents prevasively.
  - ◆ The new way to factor a problem
  - ◆ RAG for agent-based conversation planner?
- Use a well-conceived DSL
- V&V by Chain-of-thought analysis to intermediate models
  - ◆ Background surrogate conversation for
- Factor conversation into areas / personae.
  - ◆ For example, process, resources, data

- **Complete exploratory software for human use**
  - Wayne State testing with students
  - Demonstrate effectiveness of intermediate analytical work products
- **ISO/IEC JTC1 / SC42 (AI) WG 4 (Use cases)**
  - Contributing to New Work Item 42109 "Human/Machine Teaming"
  - Meeting at NIST with WG4 convener and editors (Japan delegation)
- **A pilot for adaptive integration of digital twins**