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- Knowledge
representation is key
to the success of

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expert systems. •
Expert systems are
designed for
knowledge

representation based
on rules of logic
called inferences. •

Knowledge affects
the development,
efficiency, speed, and
maintenance of the
system. Expert
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2.CLIPS ES shell:

Pattern Matching,

Variables, Functions,

Expressions,

Constraints

Templates, Facts,

Rules, Saliency;

Inference Engine

3.Knowledge

Representation

Methods: Production

Rules, Semantic Nets,

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Frames, Logic

4.Reasoning and

Inference: Predicate

Logic, Inference

Methods, Resolution

Forward-chaining,

Backward-chaining

5.Reasoning with

Uncertainty:

Probability, Bayesian

Decision Making

6.Approximate /

Fuzzy Reasoning

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7.Expert System
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CHAPTER-1

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Riley. Gary Riley was,
for a long time, a
NASA employee
whose sole

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assignment seemed to be to work out the C implementation of the OPS language from LISP to C so that the military could use it. LISP, even the Symbolics LISP machine, was far too slow for practical applications.

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Knowledge in Rule-
Based Systems •

Knowledge is part of
a hierarchy. •

Knowledge refers to
rules that are
activated by facts or

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- other rules.
- Activated rules produce new facts or conclusions.
-

Conclusions are the end-product of inferences when done according to formal rules.

Chapter 2: The
Representation of
Knowledge

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Declarative
Knowledge •
Knowledge that
something is true or
false • Usually
associated with
declarative
statements • E.g.,
“ Don ’ t touch that
hot wire. ”

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tests directly within
patterns. • The
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constraint is more
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be used just like a
literal field constraint
– by itself or part of
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