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Expert Systems: Principles and Programming, Fourth Edition 17 18. Knowledge Engineering The process of building an expert system: 1. The knowledge engineer establishes a dialog with the human expert to elicit knowledge. 2. The knowledge engineer codes the knowledge explicitly in the knowledge base. 3.

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Expert Systems: Principles and Programming, Fourth Edition 17 Knowledge in Rule-Based Systems • Knowledge is part of a hierarchy. • Knowledge refers to rules that are activated by facts or 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
Expert Systems: Principles and Programming, Fourth Edition 37 Commands / Functions 1. random - generates random integer values 2. string-to-field - converts a string-field value into a field. 3. apropos command - displays al symbols defined in CLIPS containing a specific substring 4. sort function - sorts a list of fields

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This volume presents concise and comprehensive coverage of the principles and concepts that are fundamental to the design of expert systems software and hardware and the development of knowledge-based systems. The volume includes an overview of the symbolic and object-oriented programming languages used to create knowledge representation languages structures, a description of declarative and procedural knowledge representation schemes, a discussion of search algorithms and various numerical and non-numerical techniques for dealing with uncertainty, and an introduction to reasoning with one or more inference engines. The book also provides an overview of the architecture and functions of blackboard systems, a review of the state of the art in explanation, and a discussion of user interface requirements and integrated systems.

As we move towards the 21st century, industries are compelled to turn from "high productivity and high precision" to "more intelligent and more human-oriented technology". This volume presents the existing state of the art of production/precision engineering and illuminates areas in which future work may proceed.

Handbook of VLSI Chip Design and Expert Systems provides information pertinent to the fundamental aspects of expert systems, which provides a knowledge-based approach to problem solving. This book discusses the use of expert systems in every possible subtask of VLSI chip design as well as in the interrelations between the subtasks. Organized into nine chapters, this book begins with an overview of design automation, which can be identified as Computer-Aided Design of Circuits and Systems (CADCAS). This text then presents the progress in artificial intelligence, with emphasis on expert systems. Other chapters consider the impact of design automation, which exploits the basic capabilities of computers to perform complex calculations and to handle huge amounts of data with a high speed and accuracy. This book discusses as well the characterization of microprocessors. The final chapter deals with interactive I/O devices. This book is a valuable resource for system design experts, circuit analysts and designers, logic designers, device engineers, technologists, and application-specific designers.

This two volume set LNCS 10438 and LNCS 10439 constitutes the refereed proceedings of the 28th International Conference on Database and Expert Systems Applications, DEXA 2017, held in Lyon, France, August 2017. The 37 revised full papers presented together with 40 short papers were carefully reviewed and selected from 166 submissions. The papers discuss a range of topics including: Semantic Web and Semantics; Graph Matching; Data Modeling, Data Abstraction, and Uncertainty; Preferences and Query Optimization; Data Integration and RDF Matching; Security and Privacy; Web Search; Data Clustering; Top-K and Skyline Queries; Data Mining and Big Data; Service Computing; Continuous and Temporal Data, and Continuous Query Language; Text Processing and Semantic Search; Indexing and Concurrency Control Methods; Data Warehouse and Data Stream Warehouse; Data Mining and Machine Learning; Recommender Systems and Query Recommendation; Graph Algorithms; Semantic Clustering and Data Classification.

Harness the power of MATLAB to resolve a wide range of machine learning challenges. This book provides a series of examples of technologies critical to machine learning. Each example solves a real-world problem. All code in MATLAB Machine Learning Recipes: A Problem-Solution Approach is executable. The toolbox that the code uses provides a complete set of functions needed to implement all aspects of machine learning. Authors Michael Paluszek and Stephanie Thomas show how all of these technologies allow the reader to build sophisticated applications to solve problems with pattern recognition, autonomous driving, expert systems, and much more. What you'll learn: How to write code for machine learning, adaptive control and estimation using MATLAB How these three areas complement each other How these three areas are needed for robust machine learning applications How to use MATLAB graphics and visualization tools for machine learning How to code real world examples in MATLAB for major applications of machine learning in big data Who is this book for: The primary audiences are engineers, data scientists and students wanting a comprehensive and code cookbook rich in examples on machine learning using MATLAB.

Cities are not only places that house buildings; they are also spaces where cultural and social relations are built and developed. These properties must be taken into consideration when constructing and renovating new housing. Different methodologies can be used in order to create new flexible solutions for mass housing units' interior spaces with the aim of improving their adaptability by using a user-centered approach. Re-Coding Homes Through Flexible Interiors: Emerging Research and Opportunities is an optimal resource that investigates how interior design models can transform existing spaces into more flexible and functional housing units while also increasing the functional value and spatial quality of living spaces in social housing. The book specifically discusses how genetic algorithms, a generative design approach, are used to solve nonlinear design problems. It also provides results that can be referenced based on actual domain data, which can be used as references to other architectural and interior design approaches. Featuring research on topics such as housing design and mass housing, this book is ideally designed for architects, engineers, interior designers, furniture designers, construction companies, architecture firms, practitioners, academicians, students, and researchers.

This work represents a broad spectrum of new ideas in the field of applied artificial intelligence and expert systems, and serves to disseminate information regarding intelligent methodologies and their implementation in solving various problems in industry and engineering. Many innovative artificial intelligence (AI) systems have emerged as the result of engineering machines to think like humans and perform intelligent functions. However, only recently have intelligent systems been applied to solve real life problems.

In the past half century, we have experienced two major waves of methodological development in the study of human behavior in space and time. The first wave was the well known "quantitative revolution" which propelled geography from a mainly descriptive discipline to a scientific discipline using formalism such as probability, statistics, and a large-number of mathematical methods for analyzing spatial structures and processes under certainty and uncertainty. The second wave is the recent advancement of geographical information systems which equips geographers with automation in the storage, retrieval, analysis, and display of data. Both developments have significant impacts on geographical studies in general and solutions to real life spatio-temporal problems in particular. They have found applications in urban and regional planning, automated mapping and facilities management, transportation planning and management, as well as environmental planning and management, to name but a few examples. Both developments have one thing in common. They one way or the other use computer to process and analyze data. However, not until recently, there has been very little interaction between the two. Quantitative models have largely been developed independent of the underlying data models and structures representing the spatial phenomena or processes under study. Display of analysis results has been primitive in terms of the utilization of computer graphic technologies. Formal models, in addition to their technical difficulties, have poor capability in communication with users. Geographical information systems, on the other hand, have originally been developed with a slight intention to entertain powerful analytical models.