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1. Introduction 2. CLIPS ES shell: Pattern Matching, Variables, Functions, Expressions, Constraints Templates, Facts, Rules, Salience; Inference Engine 3. Knowledge Representation Methods: Production Rules, Semantic Nets, Schemata and 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 7. Expert System Design 8.

CHAPTER-1

Expert Systems: Principles and Programming, Third Edition. Joseph C. Giarratano, Gary D. Riley. Gary Riley was, for a long time, a NASA employee whose sole 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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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

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