**Отчёт по 1 лабораторной работе. 7 Вариант.**

1. **Стратегия обхода в ширину**

Только что активированное правило помещается выше всех правил с таким же приоритетом.

FIRE 1 canWillGo: [seminar\_1],[interestingThemeFor\_1],[arrangeTimeFor\_1]

==> instance [canWillGo] of o] of willGo

FIRE 1 canWillGo: [seminar\_1],[interestingThemeFor\_1],[arrangeTimeFor\_1]

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Igor Pavlov"

::= local slot seminarTheme in instance canWillGo <- "The use of artificial intelligence in personal wireless networks"

::= local slot arrangeTime in instance canWillGo <- 9

FIRE 1 canWillGo: [seminar\_2],[interestingThemeFor\_2],[arrangeTimeFor\_2]

<== instance [canWillGo] of willGo

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Valentin Syharev"

::= local slot seminarTheme in instance canWillGo <- "Psychology of Personality"

::= local slot arrangeTime in instance canWillGo <- 11

FIRE 1 canWillGo: [seminar\_3],[interestingThemeFor\_6],[arrangeTimeFor\_5]

<== instance [canWillGo] of willGo

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Fedor Symkin"

::= local slot seminarTheme in instance canWillGo <- "Psychology of Personality"

::= local slot arrangeTime in instance canWillGo <- 15

<== Focus MAIN

3 rules fired Run time is 0.0809999999999889 seconds.

37.0370370370421 rules per second.

1 mean number of facts (1 maximum).

15 mean number of instances (15 maximum).

2 mean number of activations (3 maximum).

1. **Стратегия обхода с усложнением**

Только что активированное правило помещается выше всех правил с таким же приоритетом.

FIRE 1 canWillGo: [seminar\_1],[interestingThemeFor\_1],[arrangeTimeFor\_1]

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Igor Pavlov"

::= local slot seminarTheme in instance canWillGo <- "The use of artificial intelligence in personal wireless networks"

::= local slot arrangeTime in instance canWillGo <- 9

FIRE 1 canWillGo: [seminar\_2],[interestingThemeFor\_2],[arrangeTimeFor\_2]

<== instance [canWillGo] of willGo

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Valentin Syharev"

::= local slot seminarTheme in instance canWillGo <- "Psychology of Personality"

::= local slot arrangeTime in instance canWillGo <- 11

FIRE 1 canWillGo: [seminar\_3],[interestingThemeFor\_6],[arrangeTimeFor\_5]

<== instance [canWillGo] of willGo

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Fedor Symkin"

::= local slot seminarTheme in instance canWillGo <- "Psychology of Personality"

::= local slot arrangeTime in instance canWillGo <- 15

<== Focus MAIN

3 rules fired Run time is 0.0750000000000028 seconds.

39.9999999999985 rules per second.

1 mean number of facts (1 maximum).

15 mean number of instances (15 maximum).

2 mean number of activations (3 maximum).

1. **Стратегия обхода в глубину**

Только что активированное правило помещается ниже всех правил с таким же приоритетом.

FIRE 1 canWillGo: [seminar\_3],[interestingThemeFor\_6],[arrangeTimeFor\_5]

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Fedor Symkin"

::= local slot seminarTheme in instance canWillGo <- "Psychology of Personality"

::= local slot arrangeTime in instance canWillGo <- 15

FIRE 1 canWillGo: [seminar\_2],[interestingThemeFor\_2],[arrangeTimeFor\_2]

<== instance [canWillGo] of willGo

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Valentin Syharev"

::= local slot seminarTheme in instance canWillGo <- "Psychology of Personality"

::= local slot arrangeTime in instance canWillGo <- 11

FIRE 1 canWillGo: [seminar\_1],[interestingThemeFor\_1],[arrangeTimeFor\_1]

<== instance [canWillGo] of willGo

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Igor Pavlov"

::= local slot seminarTheme in instance canWillGo <- "The use of artificial intelligence in personal wireless networks"

::= local slot arrangeTime in instance canWillGo <- 9

<== Focus MAIN

3 rules fired Run time is 0.0759999999999934 seconds.

39.4736842105297 rules per second.

1 mean number of facts (1 maximum).

15 mean number of instances (15 maximum).

2 mean number of activations (3 maximum).

1. **Стратегия LEX**

Только что активированное правило помещается ниже всех правил с таким же приоритетом.

FIRE 1 canWillGo: [seminar\_3],[interestingThemeFor\_6],[arrangeTimeFor\_5]

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Fedor Symkin"

::= local slot seminarTheme in instance canWillGo <- "Psychology of Personality"

::= local slot arrangeTime in instance canWillGo <- 15

FIRE 1 canWillGo: [seminar\_2],[interestingThemeFor\_2],[arrangeTimeFor\_2]

<== instance [canWillGo] of willGo

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Valentin Syharev"

::= local slot seminarTheme in instance canWillGo <- "Psychology of Personality"

::= local slot arrangeTime in instance canWillGo <- 11

FIRE 1 canWillGo: [seminar\_1],[interestingThemeFor\_1],[arrangeTimeFor\_1]

<== instance [canWillGo] of willGo

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Igor Pavlov"

::= local slot seminarTheme in instance canWillGo <- "The use of artificial intelligence in personal wireless networks"

::= local slot arrangeTime in instance canWillGo <- 9

<== Focus MAIN

3 rules fired Run time is 0.0769999999999982 seconds.

38.9610389610399 rules per second.

1 mean number of facts (1 maximum).

15 mean number of instances (15 maximum).

2 mean number of activations (3 maximum).

1. **Стратегия MEA**

Только что активированное правило помещается ниже всех правил с таким же приоритетом.

FIRE 1 canWillGo: [seminar\_3],[interestingThemeFor\_6],[arrangeTimeFor\_5]

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Fedor Symkin"

::= local slot seminarTheme in instance canWillGo <- "Psychology of Personality"

::= local slot arrangeTime in instance canWillGo <- 15

FIRE 1 canWillGo: [seminar\_2],[interestingThemeFor\_2],[arrangeTimeFor\_2]

<== instance [canWillGo] of willGo

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Valentin Syharev"

::= local slot seminarTheme in instance canWillGo <- "Psychology of Personality"

::= local slot arrangeTime in instance canWillGo <- 11

FIRE 1 canWillGo: [seminar\_1],[interestingThemeFor\_1],[arrangeTimeFor\_1]

<== instance [canWillGo] of willGo

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Igor Pavlov"

::= local slot seminarTheme in instance canWillGo <- "The use of artificial intelligence in personal wireless networks"

::= local slot arrangeTime in instance canWillGo <- 9

<== Focus MAIN

3 rules fired Run time is 0.0730000000000075 seconds.

41.0958904109547 rules per second.

1 mean number of facts (1 maximum).

15 mean number of instances (15 maximum).

2 mean number of activations (3 maximum).

1. **Стратегия со случайным обходом**

Правила размещаются в случайном порядке.

FIRE 1 canWillGo: [seminar\_2],[interestingThemeFor\_2],[arrangeTimeFor\_2]

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Valentin Syharev"

::= local slot seminarTheme in instance canWillGo <- "Psychology of Personality"

::= local slot arrangeTime in instance canWillGo <- 11

FIRE 1 canWillGo: [seminar\_1],[interestingThemeFor\_1],[arrangeTimeFor\_1]

<== instance [canWillGo] of willGo

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Igor Pavlov"

::= local slot seminarTheme in instance canWillGo <- "The use of artificial intelligence in personal wireless networks"

::= local slot arrangeTime in instance canWillGo <- 9

FIRE 1 canWillGo: [seminar\_3],[interestingThemeFor\_6],[arrangeTimeFor\_5]

<== instance [canWillGo] of willGo

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Fedor Symkin"

::= local slot seminarTheme in instance canWillGo <- "Psychology of Personality"

::= local slot arrangeTime in instance canWillGo <- 15

<== Focus MAIN

3 rules fired Run time is 0.0799999999999841 seconds.

37.5000000000075 rules per second.

1 mean number of facts (1 maximum).

15 mean number of instances (15 maximum).

2 mean number of activations (3 maximum).

1. **Стратегия обхода c упрощением**

Только что активированное правило помещается выше всех правил с таким же приоритетом.

FIRE 1 canWillGo: [seminar\_1],[interestingThemeFor\_1],[arrangeTimeFor\_1]

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Igor Pavlov"

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FIRE 1 canWillGo: [seminar\_2],[interestingThemeFor\_2],[arrangeTimeFor\_2]

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<== instance [canWillGo] of willGo

==> instance [canWillGo] of willGo

::= local slot studentName in instance canWillGo <- "Fedor Symkin"

::= local slot seminarTheme in instance canWillGo <- "Psychology of Personality"

::= local slot arrangeTime in instance canWillGo <- 15

<== Focus MAIN

3 rules fired Run time is 0.0779999999999745 seconds.

38.461538461551 rules per second.

1 mean number of facts (1 maximum).

15 mean number of instances (15 maximum).

2 mean number of activations (3 maximum).

**Вывод**: в данной предметной области невозможно определить, какая из стратегий принятия решений более эффективна, так как всего одно правило и для решения задачи нужно обходить все факты. Все алгоритмы справляются примерно за одно время.