Learning inside the Rete algorithm

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Abstract

1 Introduction to the Rete algorithm

The general form of a **production rule** is like this:

where \wedge denotes logical conjunction (AND).

Typically, we would be trying to match a relatively small number of **facts** (that represent the current **state**, or **working memory**) against a very large number of **rules**:

where — = WME = working memory element = fact = **grounded** logic formula = formula not containing variables.

Obviously, if the number of rules is large, it would be time-consuming to $\underline{\text{test each rule one by one}}$ to see if they apply.

It would be much more efficient if we could look at each — and immediately see which rule(s) may apply to it. This is the idea behind Rete.

In other words, we would like to **compile** the rule conditions — into a **decision tree**:

$$\begin{array}{ccc}
& & \dots & \\
& \dots & \dots & \\
& \dots & \dots & \dots
\end{array}$$
Rete algorithm decision tree
$$(3)$$

The actions of the rules do not figure in the decision process.