GILR – white paper

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系统分为两部分:

- 逻辑规则引擎 (logic rules engine)
- 基因算法 逻辑规则学习器 (genetic inductive learning of logic rules)

初步 测试 是「打井游戏」(tic-tac-toe), 例如:

$$\begin{array}{c|cccc}
\hline
\bigcirc & \times \\
\hline
\bigcirc & \times \\
\hline
\times & \times \\
\hline
\end{array}$$
(1)

- 1 Genetic learning of rules
- 1.1 What is a logic rule?
- 2 Logic rule engine