

1 Test I (classes) 23 XI

2 Test II ( - II - ) 25 I

3 Exam 8 II, 15 II 2024  
15.15 - 16.55

classes grade (average of test grades):  $C = (C1 + C2)/2$

(test retakes will take place on 1 II 2024)

final FoKE grade (average of classes and exam grades):  $F = (C + E)/2$

## Chapter I Introduction

1. Knowledge engineering (KE) - methods and operations concerning knowledge

Data 50, 16, 150

Information "Police car no 50 is driving along street no. 16 with driving speed of 150 km/h"

Knowledge,

"The police car is probably chasing another car!"

Operations:

a) acquisition

b) representation

c) processing

d) validation and updating

→ KBS (knowledge-based system)

KBDSS ( - II - decision support system)

ES (expert system)

## 2. Knowledge acquisition

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Sources of knowledge :

- a) experts (human experts) : wisemen, scientist, encyclopedias, books, experienced, skillfull operators (ppl who know how to act) - explicit knowledge
- b) data - knowledge assumed to be hidden in the data needs to be discovered using data mining methods - implicit knowledge

Kinds of knowledge :

- a) declarative (descriptive) - describes "how it is", describes principles, rules
- b) procedural (prescriptive) - describes "how to act"

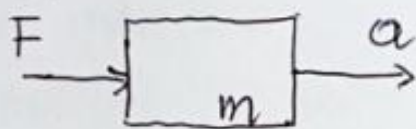


### 3. Knowledge representation (KR)

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KR - formal model of knowledge, usually different to what we call classical meth. mod. (functional models are classical).

$$a = \frac{F}{m} \quad \text{2nd law of dynamics (classical)}$$



### 4. Knowledge processing

Transformations, leading to conclusions or to another kind of knowledge.

Obtaining conclusions - through reasoning, deduction process.

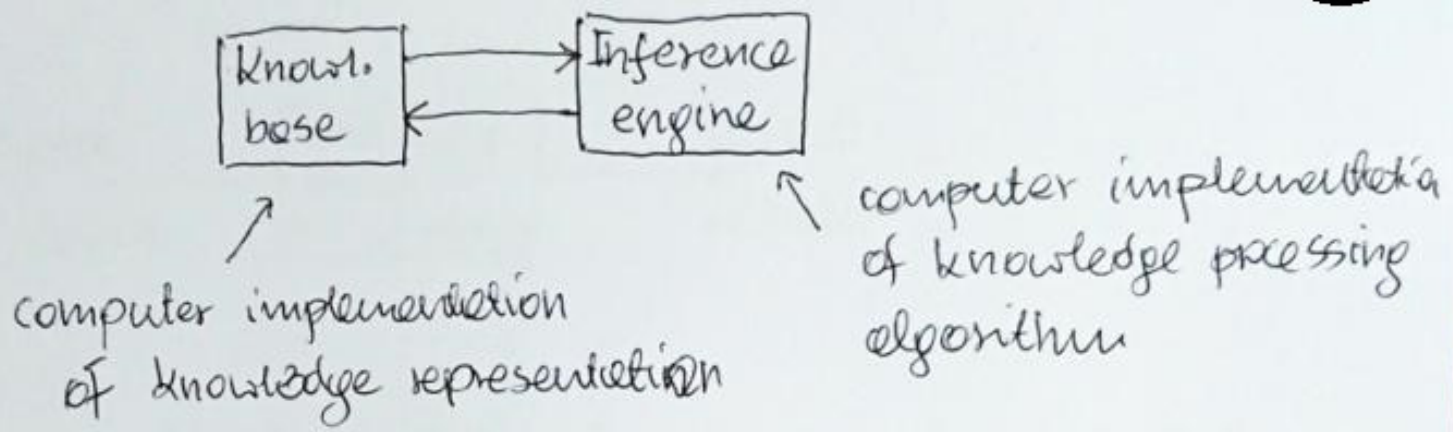
### 5. Knowledge validation and updating

Knowledge validation - to determine if knowledge is consistent, or to determine if knowledge is consistent (not contradictory) with real-life observation

Knowledge updating - making knowledge consistent with incoming real-life observations, making knowledge more precise

## 6. Expert systems (ES)

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Other modules (components) of ES:

- a) user interface
- b) knowledge acquisition
- c) explanation module
- d) knowledge validation

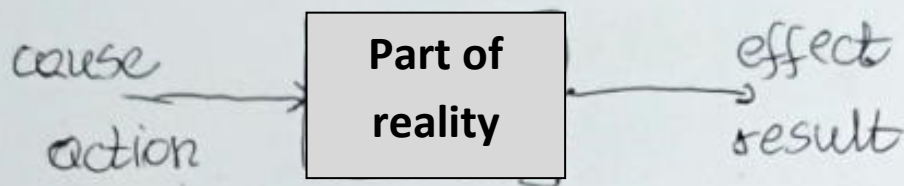
Individuals involved in ES development

- a) user - needs, goals, requirements, data sources, evaluates product
- b) experts
- c) knowledge engineer
- d) designer
- e) software engineer



## 7. ~~Problems~~ Basic problems for an ES supporting a decision maker.

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The "causal relationship" is exploited in ES support.

cause, effect - general names of input and output

action - intentional activity

result - effect of intentional activity

Three basic problems:

- analysis problem (AP) - "What are possible effects of particular causes?"  
Given: cause (hypothetical) **prediction**  
Find: effect (potential),
- diagnostic problem (DP) - "What are possible causes to the observed effect?"  
Given: effect (observed) **explanation**  
Find: causes (potential),
- decision making problem (DMP) - "What action will guarantee achievement of the desired result?"  
**design** Given: result (required).  
Find: decision (that guarantees...).

# Lecture material

Part I Knowledge from experts - explicit,  
representing and processing of  
knowledge

Part II — II — — explicit } integration  
Knowledge from data - implicit }  
Knowledge validation and updating

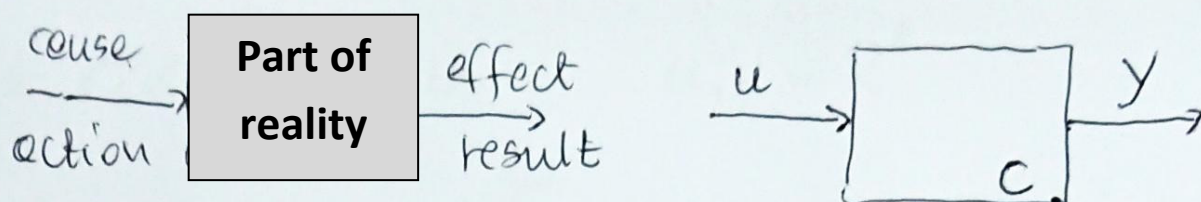
Part III Knowledge from data - implicit  
Knowledge acquisition



# Chapter II AP, DP and DMP with relational knowledge representation (RKR)

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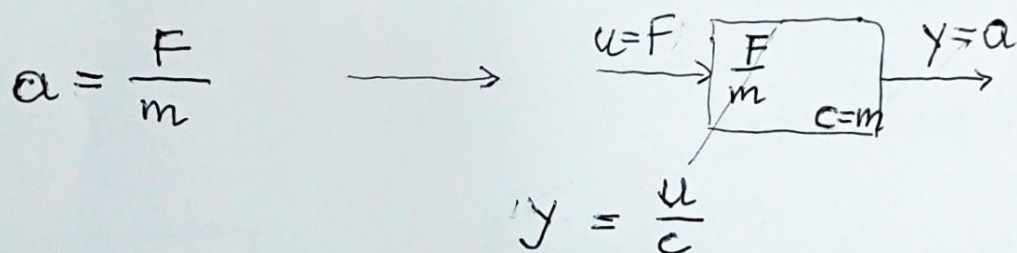
## 1. Introduction



$u \in U$  - cause, action, input  
 $\searrow$   
 input domain

$C \in C$  - parameter

$y \in Y$  - effect, result, output  
 $\searrow$   
 output domain



If parameter " $C$ " is only known to be inside  $[C_1, C_2]$ ,  $C \in [C_1, C_2]$

$$C_1 \leq C \leq C_2,$$

then 
$$\frac{u}{C_2} \leq y \leq \frac{u}{C_1}$$

$\mathcal{D}_Y(u)$  - set of possible outputs (effects)  
 "y" resulting from input "u".

$$\mathcal{D}_Y(u) = \left[ \frac{u}{C_2}, \frac{u}{C_1} \right] \quad \left\{ \begin{array}{l} \mathcal{D}_Y(u) = \{\hat{y}\} - \text{singleton} \end{array} \right.$$

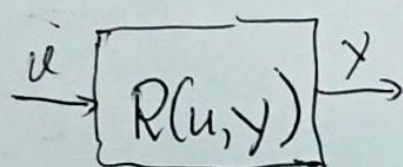
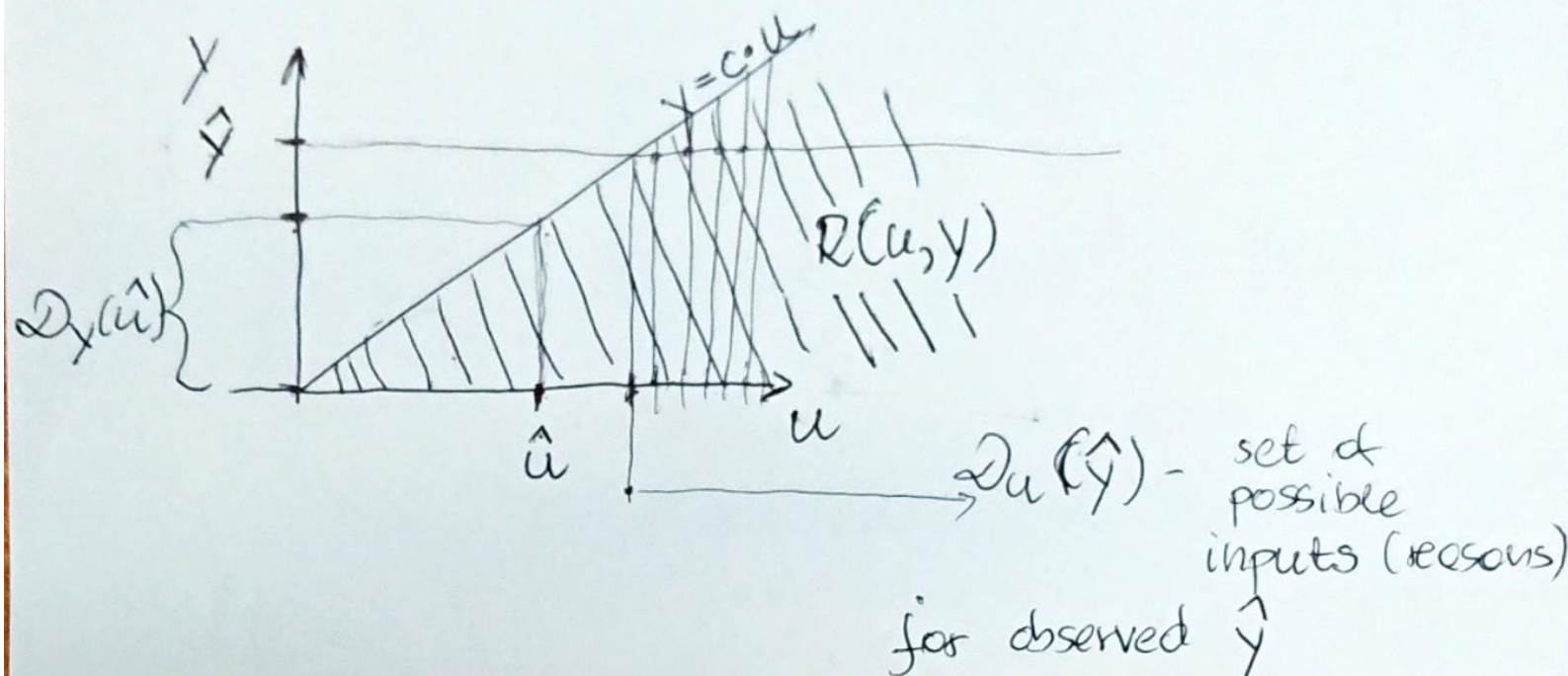


## 2. Relational knowledge representation

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$$u \rightarrow D_y(u)$$

Ex. 1.  $0 \leq y \leq c \cdot u$        $u, y \in \mathbb{R}^+$



Because we get sets  $D_y(\hat{u})$ ,  $D_u(\hat{y})$  and not particular values, then it is reasonable to consider generalized input property and output property.

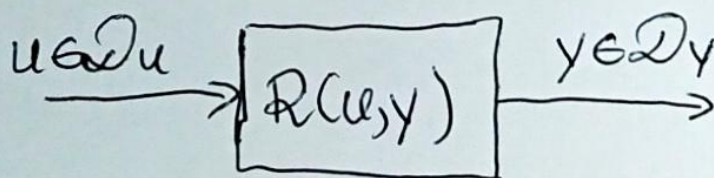
$$\downarrow$$

$$u \in D_u$$

$D_u, D_y$  - sets of some values of  $u$  and of  $y$

$$\downarrow$$

$$y \in D_y$$



model of RKR based description

$$R(u, y) = \{(u, y) \in U \times Y : u \text{ } \mathcal{S} \text{ } y\} \quad \mathcal{S} - \text{particular property}$$



$$(u \in \mathcal{D}_u) \wedge (u, y) \in R \Rightarrow (y \in \mathcal{D}_y) \quad (1)$$

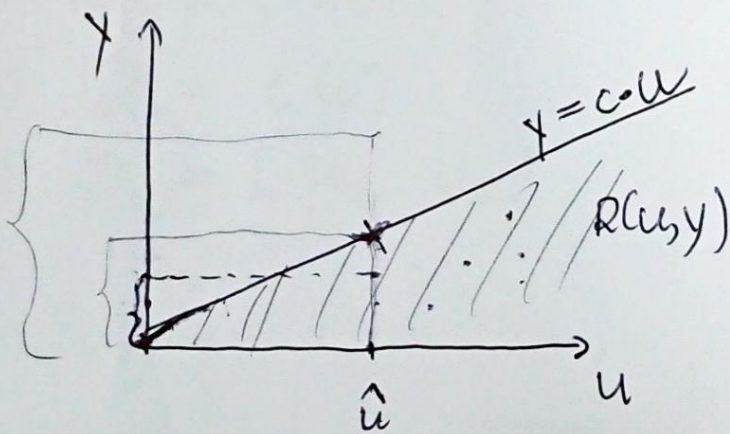
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### 3. AP with RKR

Given:  $\mathcal{D}_u, R$ .

Find: The ~~set~~ smallest set  $\mathcal{D}_y$  satisfying (1).

Ex. 2  $0 \leq y \leq c \cdot u \Rightarrow R(u, y) = \{(u, y) \in \mathbb{R}^2 : 0 \leq y \leq c \cdot u\}$



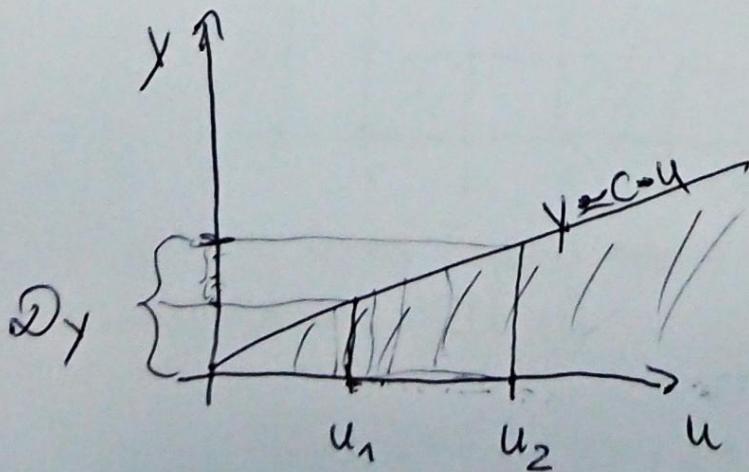
$$\mathcal{D}_u = \{\hat{u}\}$$

Solution

$$\mathcal{D}_y = \mathcal{D}_y(\hat{u})$$

$$\mathcal{D}_y(\hat{u}) = [0, c \cdot \hat{u}]$$

Ex. 3  $R$  as in Ex. 2



$$\mathcal{D}_u = [u_1, u_2]$$

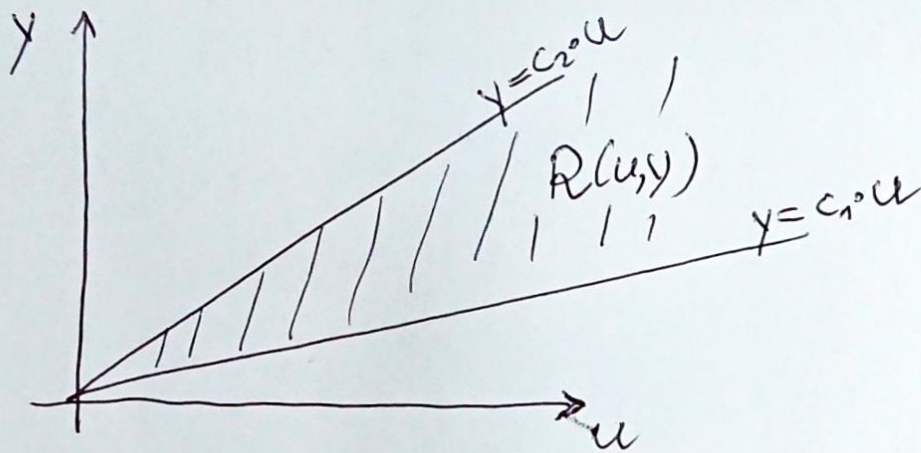
Formula useful for determining solutions:

$$\mathcal{D}_y = \bigcup_{u \in \mathcal{D}_u} \mathcal{D}_y(u) \quad (\text{in discrete case})$$



Ex. 4.  $R: Q \times C_1 \cdot u \leq y \leq C_2 \cdot u$

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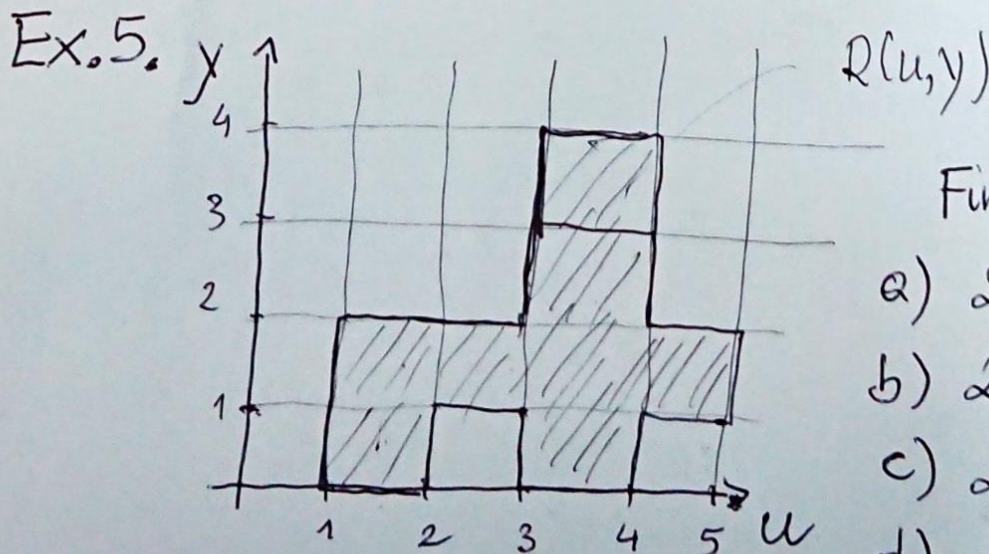


Find  $\mathcal{D}_y$  for:

a)  $\mathcal{D}_u = \{\hat{u}\}$

$D_y = ?$

b)  $\mathcal{D}_u = [u_1, u_2]$



Find  $\mathcal{D}_y$  for

a)  $\mathcal{D}_u = \{1.5\}$

b)  $\mathcal{D}_u = \{3\}$

c)  $\mathcal{D}_u = [1, 3]$

d)  $\mathcal{D}_u = [2, 3]$

e)  $\mathcal{D}_u = [4.5, 5]$

Boundary lines (same edges) are included in  $R(u, y)$

Ex. 6.  $R(u, y) = \{(1, 1), (1, 2), (2, 1), (2, 3), (3, 2), (4, 1), (4, 3)\}$

$U = \{1, 2, 3, 4\}$

$Y = \{1, 2, 3\}$

Find  $\mathcal{D}_y$  for:

a)  $\mathcal{D}_u = \{1\}$

b)  $\mathcal{D}_u = \{1, 2\}$

c)  $\mathcal{D}_u = \{3, 4\}$