

# Expert Systems

## Week 2: Rule-based expert system

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# Outlines

- 1 what is knowledge?
- 2 Rules as a knowledge representation
- 3 Expert System Development Team
- 4 Structure of a rule-based expert system
- 5 Fundamental characteristics of an expert system
- 6 Comparison between human, expert, conventional program
- 7 Forward chaining and backward chaining
- 8 Advantages and disadvantages of rule-based expert systems
- 9 Summary

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# what is knowledge?

- Knowledge is a theoretical or practical understanding of a subject or a domain.
- Knowledge is also the sum of what is currently known, and apparently knowledge is **power**.

## Definition

- Those who possess knowledge are called **experts**.
- They are the **most powerful** and important people in their organizations.

# Who is generally acknowledged as an expert?

- Anyone can be considered a domain expert if he or she has deep knowledge (of both facts and rules) and strong practical experience in a particular domain.

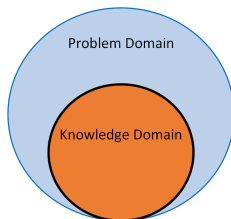


Figure: Problem domain vs knowledge domain

## Example

- A medical doctor specializing in cardiology is considered an expert in heart-related diseases.
- An AI-based expert system used in agriculture might monitor crop health.
- This system leverages knowledge from agricultural experts, using rules and patterns to identify issues like soil deficiencies or pest infestations.

## How do experts think?

Most experts are capable of expressing their knowledge in the form of rules for problem solving.

## Example

IF the 'traffic light' is green THEN the action is go

## Note.

Any successful company has at least a few first-class experts and it cannot remain in business.

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# Rules as a knowledge representation

- The basic syntax of a rule is IF  $\langle \textit{antecedent} \rangle$  THEN  $\langle \textit{consequent} \rangle$
- A rule can have multiple antecedents joined by the keywords AND (conjunction), OR (disjunction) or a combination of both.
- The antecedent of a rule incorporates two parts: an object (linguistic object) and its value.

## Example

IF 'age of the customer'  $< 18$   
AND 'cash withdrawal'  $> 1000$   
THEN 'signature of the parent' is required

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## Expert System Shell

- Expert system with the knowledge removed.
- The user has to do is to add the knowledge in the form of rules and provide relevant data to solve a problem

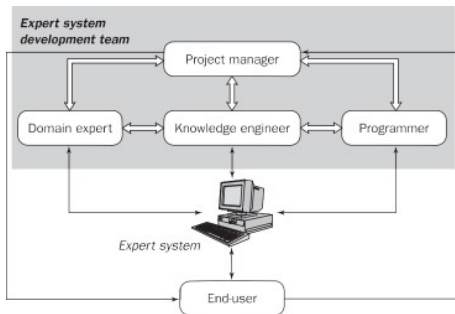
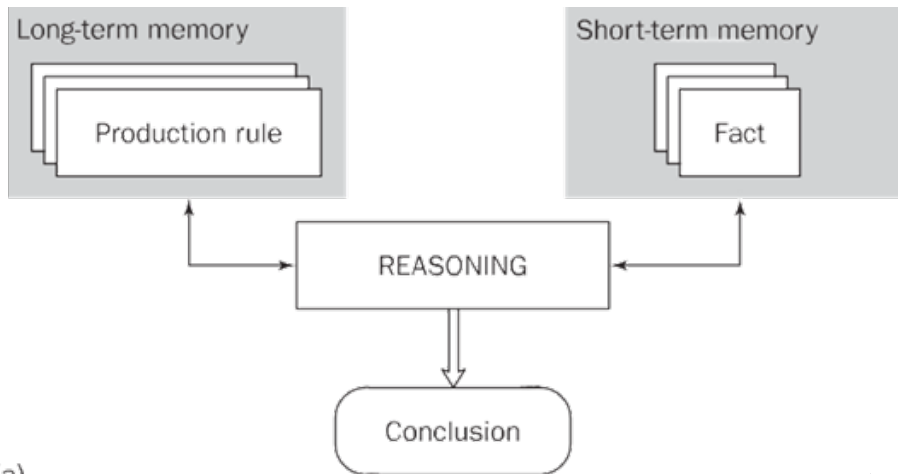


Figure: The main players of the expert system development team

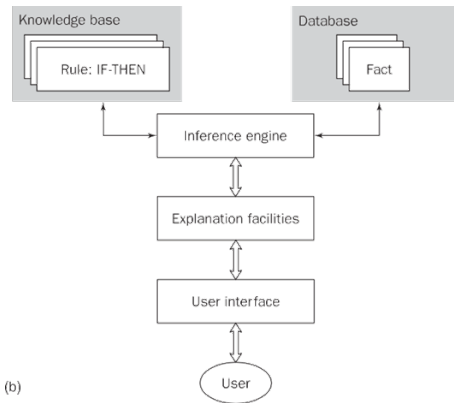
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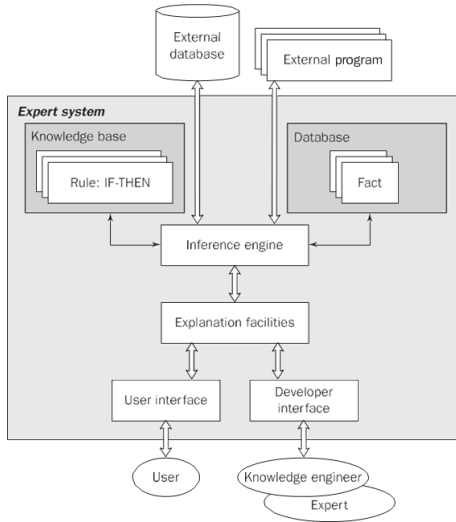
# Structure of a rule-based expert system



**Figure:** Production system and basic structure of a rule-based expert system: (a) production system model



**Figure:** Production system and basic structure of a rule-based expert system: (b) basic structure of a rule-based expert system



**Figure:** Complete structure of a rule-based expert system

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# Fundamental characteristics of an expert system

- **High-Quality Performance:** Expert systems aim to perform at a human expert level, delivering accurate and timely solutions, especially crucial in emergencies.
- **Heuristics: Like human experts:** they use rules-of-thumb to narrow down solutions quickly.
- **Explanation Capability:** They can trace reasoning steps, though full explanations may not always be necessary, depending on the system's use.
- **Symbolic Reasoning:** They process knowledge symbolically (facts, concepts, rules), unlike conventional programs focused on numerical data.
- **Handling Uncertainty:** Expert systems allow inexact reasoning, making them adaptable to incomplete or fuzzy data, unlike traditional algorithms that require exact, step-by-step processing.

## Can expert systems make mistakes?



**Mistakes!**

Mistakes are possible and we should be aware of this.

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# Comparison

Human Experts	Expert Systems	Conventional Programs
Use heuristics in narrow domains.	Use rules to process knowledge in <b>narrow domains</b> .	Use algorithms for general problems.
Knowledge is in compiled form.	<b>Separate</b> knowledge from processing.	Knowledge is not separated from processing.
Can explain reasoning in detail.	<b>Trace</b> rules and <b>explain</b> how and why conclusions are reached.	Cannot explain results.
Handle inexact and fuzzy data.	Allow <b>inexact reasoning</b> with fuzzy data.	Require complete and exact data.



# Comparison

Cont.,

Human Experts	Expert Systems	Conventional Programs
Can make mistakes with fuzzy info.	<b>Can make mistakes</b> with fuzzy data.	Fail or give wrong answers if data is incomplete.
Improve over time; slow process.	Easily <b>add/change rules</b> to improve.	Changes are difficult; affects code and processing.

**Table:** Comparison of Human Experts, Expert Systems, and Conventional Programs

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# Forward chaining and backward chaining

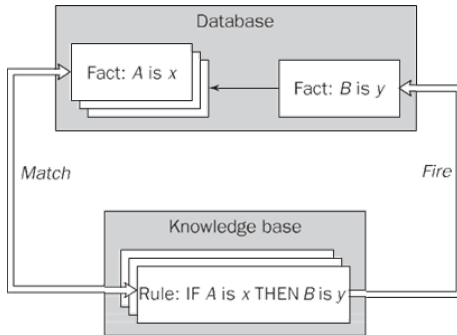


Figure: The inference engine cycles via a match–fire procedure

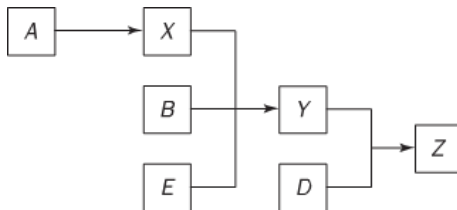
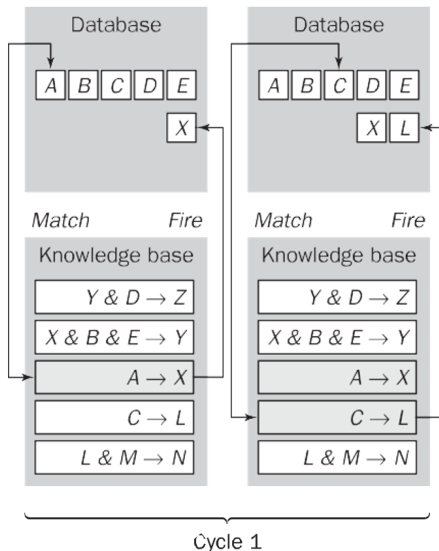


Figure: An example of an inference chain

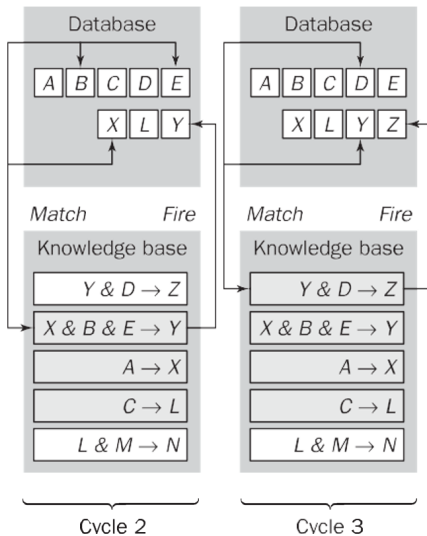


# Forward Chaining



# Forward Chaining

CONT.,



# Backward Chaining

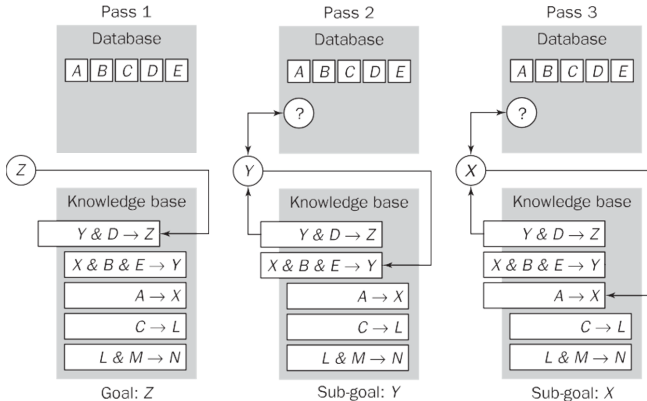


Figure: Backward chaining

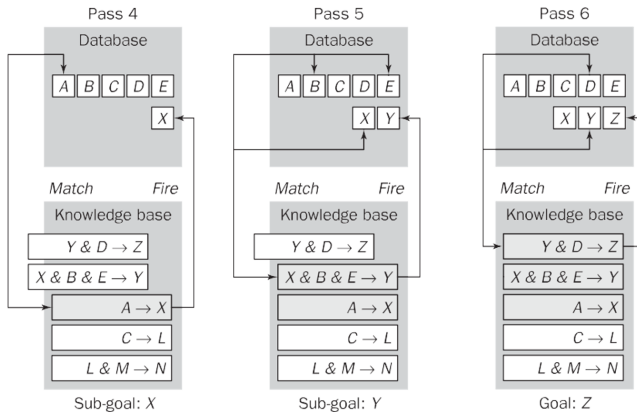


Figure: Backward chaining 2

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# Advantages of Rule-Based Expert Systems

- **Natural Representation:** Expert systems use IF-THEN rules to naturally represent problem-solving methods.
- **Uniform Structure:** Rules are consistently formatted, making them self-documenting and easy to understand.
- **Knowledge Separation:** The knowledge base is independent from the inference engine, allowing easy expansion and reusability across different applications.
- **Handling Uncertainty:** Expert systems can work with incomplete or uncertain information by using certainty factors to indicate confidence levels in outcomes.

# Disadvantages of rule-based expert systems

- **Opaque Rule Interactions:** While individual rules are clear, their interactions can be difficult to understand due to the lack of hierarchy.
- **Inefficient Search:** Rule-based systems search all rules each cycle, which can slow down systems with over 100 rules, limiting real-time use.
- **Lack of Learning:** Expert systems cannot learn or adapt; they rely on the knowledge engineer for updates and maintenance, unlike human experts who can adjust based on experience.

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- **Knowledge Definition:** Knowledge is understanding in a field; experts have deep knowledge and experience.
- **Production Rules:** Experts express knowledge as "IF-THEN" rules, a common form of knowledge representation.
- - **Expert Systems:** Programs that perform at expert level in specific domains, often rule-based, with "shells" simplifying development.
- - **Development Team:** Includes domain expert, knowledge engineer, programmer, manager, and end-user; for small projects, roles may overlap.

- **System Components:** Knowledge base (rules), database (facts), inference engine (reasoning), explanation facilities, and user interface.
- **Knowledge-Processing Separation:** Splitting knowledge from processing aids system maintenance and expansion.
- **Explanation Ability:** Expert systems can trace rules used in reasoning, though explanations are limited.
- **Handling Uncertainty:** Unlike conventional programs, expert systems deal with incomplete, uncertain data and permit inexact reasoning.

- **Inference Techniques:** Forward chaining (data-driven) and backward chaining (goal-driven) guide reasoning.
- **Conflict Resolution:** When multiple rules apply, the inference engine selects one to proceed.
- **Advantages:** Natural knowledge representation, uniform structure, knowledge-processing separation, and handling uncertainty.
- **Disadvantages:** Opaque rule interactions, slow search with large rule sets, and lack of learning ability.

# THANKS