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 Reasoning Machine - To memorize the reasoning rules and the control strategies applied.

Interpreter - Through UI, interpreter explains user's questions or commands & other info. generated by expert system.

Steps:

- 1) Design of initial know. base
  - Problem identification
  - Know. Conceptualization
  - Rule formulation
  - Rule validation

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2) Conceptual Dependency

- 3) - Knowledge representation method
- A single sentence in natural lang. may have many inferences.

→ CD helps in drawing inferences and it is independent of the lang. (captures the concept). It provides structures and specific set of primitives from which representation can be built.

Primitives of CD theory

- i) ATRANS - Transfer of abstract relationship (give, take, buy)
- ii) PTRANS - Phy. Transfer (go, put)
- iii) PROPEL - Appl<sup>n</sup> of physical force (push, pull, throw, kick)

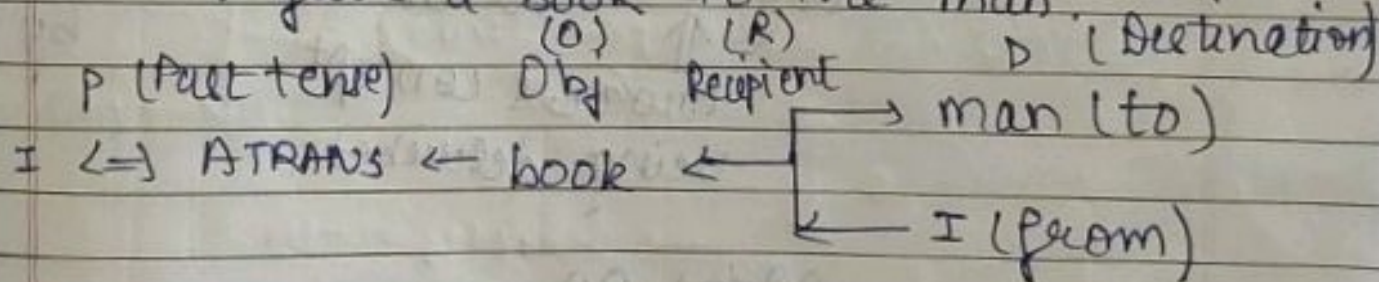


- iv) MOVE - Movement of body part (kick)
- v) GRASP - Grasping an obj. by an action (throw, pick, grab, let go)
- vi) INGEST - Ingesting obj. by animal (eat, drink, smoke, breathe)
- vii) EXPEL - Expulsion of something from body (sweat, cry, spit, excrete)
- viii) MTRANS - Trans. of mental info. (tell, see, remember)
- ix) MBUILD - Building new info. from old (decide, conclude, imagine, consider)
- x) SPEAK - Producing sounds (speak, play, music, stream)
- xi) ATTEND - Focusing of a sense organ towards a stimulus (listen)

### Conceptual categories:

- ACT : Actions
- PP : Objects (Picture producers)
- AA : Modifiers of action (Action aides)
- PA : Modifiers of picture producers (picture aides)

Ex. I gave a book to the man.



- Inference:
- i) I gave the man a book.
  - ii) The man was given a book by me.
  - iii) The man got book from me



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Dependency structures are themselves conceptualization and can serve as higher conceptual dependency to other structures.

Rule 1 :  $PP \Leftrightarrow ACT$

Ex: John can

P

John  $\Leftrightarrow$  PTRANS

Rule 2 :  $ACT \leftarrow PP$

Ex: John pushed the bike

O

John  $\Leftrightarrow$  PROPEL  $\leftarrow$  bike

Rule 3 :  $PP \leftrightarrow PP$

Ex: John is doctor

John  $\leftrightarrow$  doctor

Rule 4 :  $PP \leftarrow PP$

Ex: John's dog

poss-by

dog  $\leftarrow$  John

$\uparrow$   
towards concept  
being described

// poss-by:  
Possessed  
by.

Rule 5 :  $PP \Leftrightarrow PA$

Ex: John is fat

John  $\Leftrightarrow$  weight ( $>80$ )

Rule 6 :  $PP \leftarrow PA$

Ex: Smart John

John  $\leftarrow$  Smart

Rule 7 :  $ACT \xleftarrow{R} PP$

Ex: John took the book from Mary

Rule 8 :  $PP \leftarrow PA$

Ex - Tree grows

Tree  $\leftarrow$  size  $> C$   
size  $= C$

Rule 9 :  $\{x\} \uparrow \{y\}$  (Cause-effect relationship)

Ex: Bill shot Bob

$\{x\}$  : Bill shot Bob

$\{y\}$  : Bill's health is poor

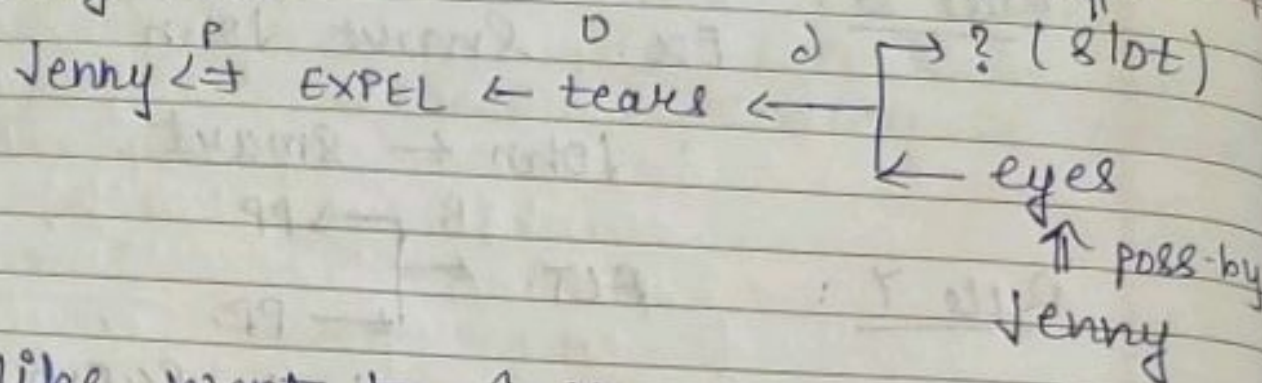
Rule 10 :  $\{x\} \downarrow \{y\}$  (Both events occurred simultaneously)

Ex - While going home I saw a snake  
I am going home

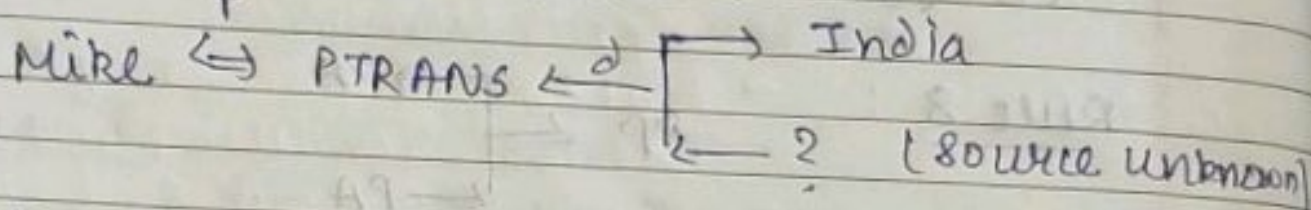
I saw snake



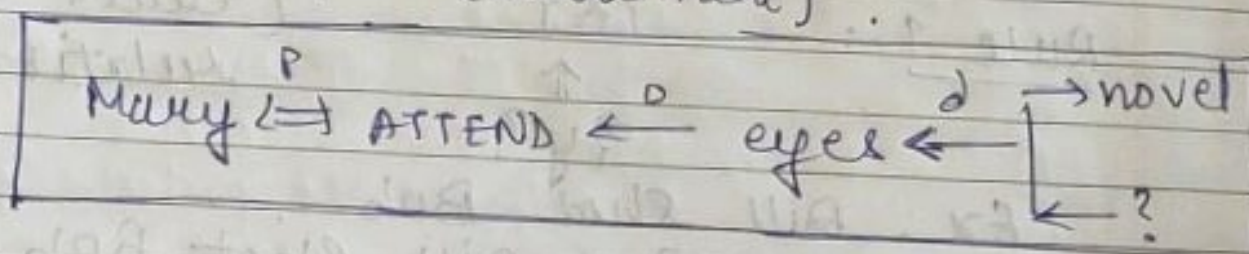
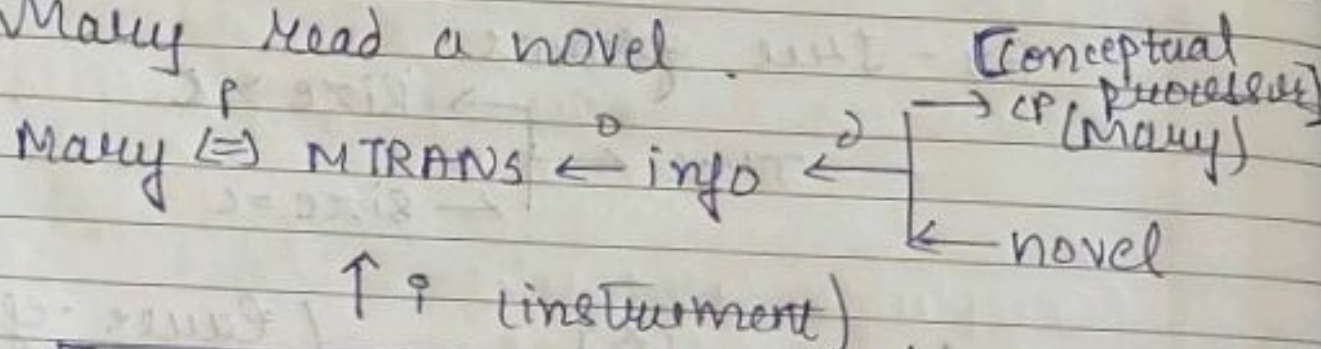
i) Jenny cried



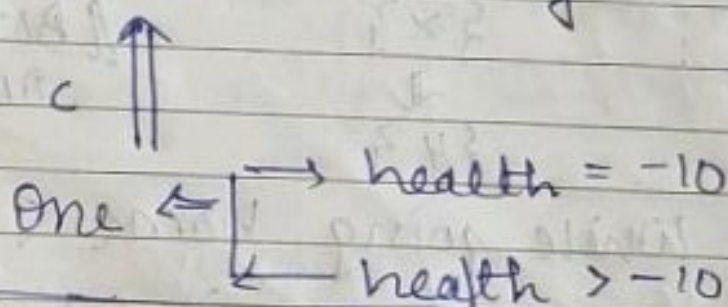
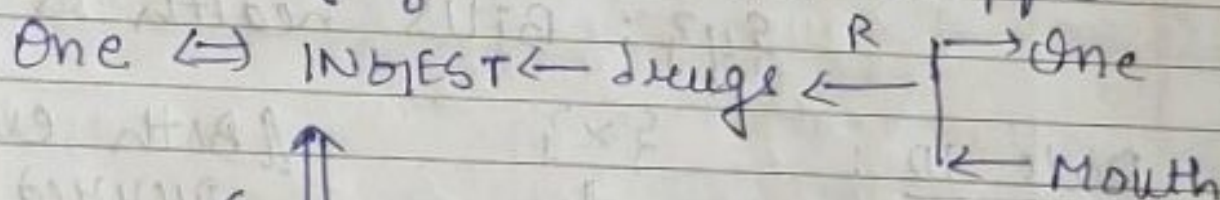
ii) Mike went to India



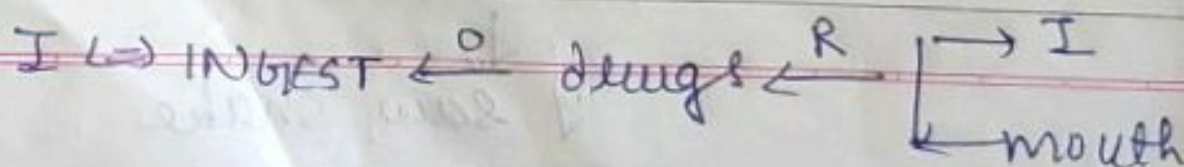
iii) Mary read a novel



iv) Since drugs can kill, I stopped



↑ C



v) John warned Mike with dire consequence.  
 $\text{John} \Leftarrow \text{DO}$

