# **Road Expert System**

# **Topics:**

- Overtaking
- U-Turn
- Stopping on the side

## Idea:

The Road Expert System is a rule-based system that tackles three driving topics, where it questions
the user about the topic and the situation he's facing, in order to determine if the user is driving safely
and following the road rules. Finally it provides the user with advices concerning the safety and the
rules that are not followed.

# **Knowledge base:**

- For each of the topics mentioned above exists rules which will determine the result of the system:
- 1. Overtake:
  - a. Direct follow
  - b. Give way
  - c. Check mirror
  - d. Break speed
- 2. U-Turn:
  - a. Check sign
  - b. Road one-way
  - c. See all directions
  - d. Other road users
  - e. Enough space
- 3. Stopping on the side:
  - a. Check mirror
  - b. Signal
  - c. Lights
- After the user has chosen his topic, the system will question him according to these rules, with an answer of YES or NO, which will be set to the variable as a fact.
- After the insertion of the facts, the system will match them with the according rules, which will result in an Advice for safety.

Rules	Facts example
CLIPS> (rules)	
start	
one-one	
one-two	
one-three	
one-four	
two-one	
two-two	
two-three	
two-four	
two-five	
three-one	
three-two	
three-three	
one-overtaking-all-good	
one-overtaking-follow	CLIDS: (Contro)
one-overtaking-give-way	CLIPS> (facts)
one-overtaking-check-mirror	f-0 (initial-fact)
one-overtaking-break-speed	f-1 (choice one)
two-u-turn-all-good	f-2 (direct-follow yes)
two-u-turn-sign	f-3 (overtake-one "Never directly
two-u-turn-road-one-way	follow another overtaking vehicle.")  f-4 (give-way ves)
two-u-turn-all-directions	(8) ) /
two-u-turn-other-road-users	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
two-u-turn-enough-space	f-6 (break-speed yes) f-7 (overtake-four "You must not
three-stop-all-good	break the speed limit, even when
three-stop-mirror	overtaking.")
three-signal	For a total of 8 facts.
three-lights	TOT A COCAL OF 8 TACCS.
print-string	
print-safe	
print-overtake-one	
print-overtake-two	
print-overtake-three	
print-overtake-four	
print-u-turn-one	
print-u-turn-two	
print-u-turn-three	
print-u-turn-four	
print-u-turn-five	
print-stop-one	
print-stop-two	
print-stop-three	
For a total of 42 defrules.	

# Sample dialogue 1:

## Overtake -> Yes -> Yes -> Yes

CLIPS> (run)

### Your choice? 1

Are you directly following another overtaking vehicle (yes/no)? yes

Are you giving way to faster traffic already overtaking from behind (yes/no)? yes

Are you checking your mirrors before overtaking (yes/no)? yes

Are you breaking the speed when overtaking (yes/no)? Yes

## Advice:

You must not break the speed limit, even when overtaking. Never directly follow another overtaking vehicle.

## Sample dialogue 2:

# U-Turn -> Yes -> No -> Yes -> No -> No CLIPS> (run)

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### Your choice? 2

Is there any sign prohibiting a U-Turn (yes/no)? yes

Is the road one way (yes/no)? no

Are you in a place where you can see all directions (yes/no)? yes

Are you giving way to all other road users (yes/no)? no

Are you sure there's enough room to complete your U-Turn (yes/no)? no

# Advice:

Make sure there is sufficient room to complete your manoeuvre safely and smoothly. Give way to all other road users

Check there are no signs or road markings prohibiting a U-turn, for example a continuous centre white line.

# Sample dialogue 3:

# Stopping -> No -> Yes -> Yes

CLIPS> (run)

## Your choice? 3

Are you checking your mirrors (yes/no)? no

Are you signaling your intention (yes/no)? yes

Are you leaving your headlights ON (yes/no)? yes

### Advice:

You should not leave your headlights on when stopping at the side of the road, including laybys or private property.

Check in your mirror to make sure you can slow down and stop safely.

## **Evaluation:**

```
Evaluation rules
  one-overtaking-all-good
   one-overtaking-follow
  one-overtaking-give-way
one-overtaking-check-mirror
one-overtaking-break-speed
    two-u-turn-all-good
      two-u-turn-sign
  two-u-turn-road-one-way
 two-u-turn-all-directions
two-u-turn-other-road-users
  two-u-turn-enough-space
    three-stop-all-good
     three-stop-mirror
       three-signal
       three-lights
```

## **Example of evaluation:**

```
(defrule two-u-turn-all-directions
        (all-directions no)
=>
        (assert (u-turn-three "Look for a safe place, where you can see clearly in all directions.")))
```

In this example, the system checks if the fact (all-directions no) exists, and then asserts an advice for safety to the attribute "u-turn-three".

At the end, the system checks the attributes which are not null and prints them:

```
(defrule print-overtake-one ""
  (declare (salience -10))
     (overtake-one ?item)
  =>
  (printout t crlf)
  (format t " %s%n%n%n" ?item))
```