# Intelligent Systems Principles and Programming

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#### Expert systems

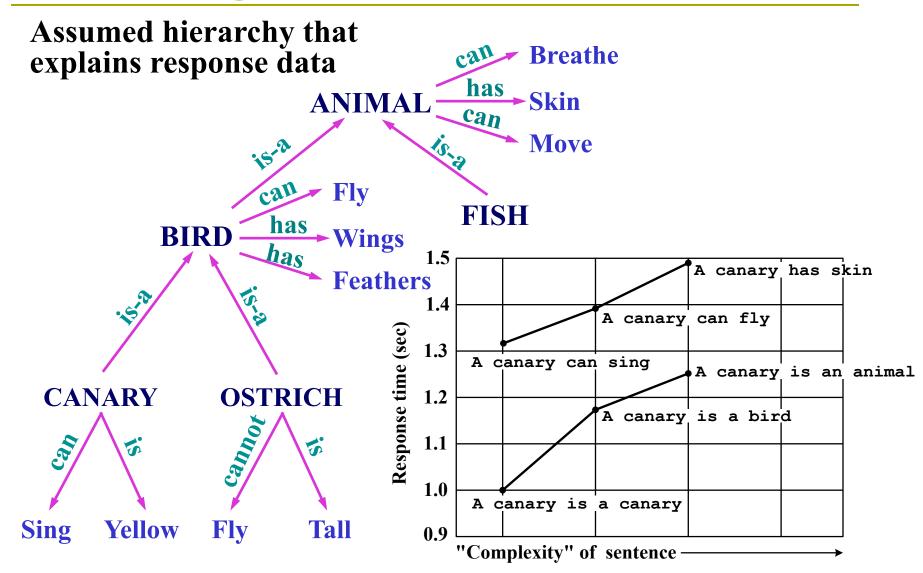
**Programs** = Algorithms + Data Structures

**Expert Systems = Knowledge + Inference** 

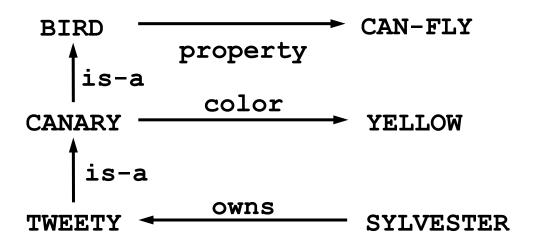
#### Knowledge representation

- *Representation*, *acquirement* and *use* of knowledge are three main domain of research and application in artificial intelligent.
- Knowledge representation serving as a starting point or *basis* of the two later.

## Psychological evidence

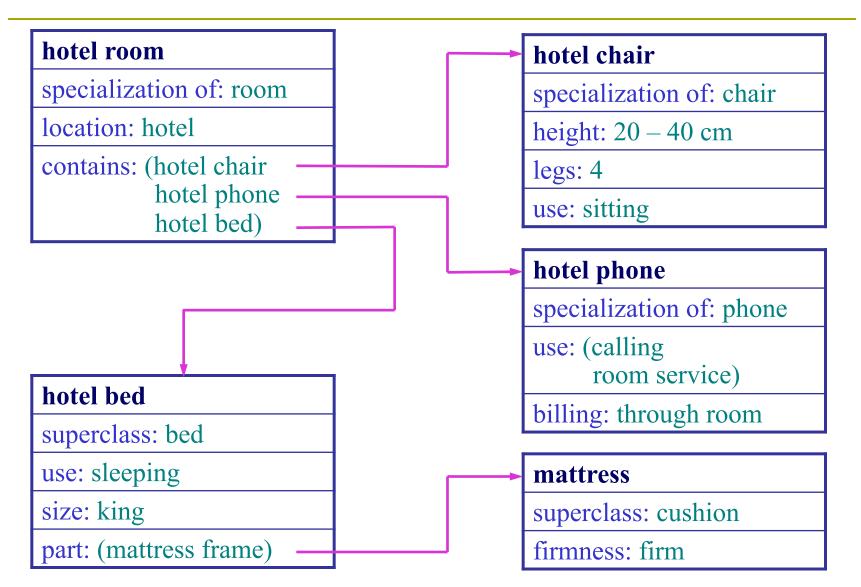


#### Inference in semantic networks



- O CAN-FLY (CANARY)
- O CAN-FLY (TWEETY)
- O SYLVESTER owns Something that can fly
- O TWEETY is YELLOW
- SYLVESTER owns a CANARY
- O SYLVESTER owns a BIRD

#### Frame



## Types of slot

- Frame *identification* information.
- *Relationship* of this frame to other frames.
- Descriptors of *requirements* for a frame.
- **Procedural** information.
- Frame *default* information.
- New instance information.

# Inference in frame systems

#### John like a fire engine.

#### John

isa: human

gender: male

enterprise: average

activity:

volume:

#### fire engine

isa: motor vehicle

color: red

activity: high

volume: very high

fuel efficiency: average

ladder: 5m

#### John

isa: human

gender: male

enterprise: average

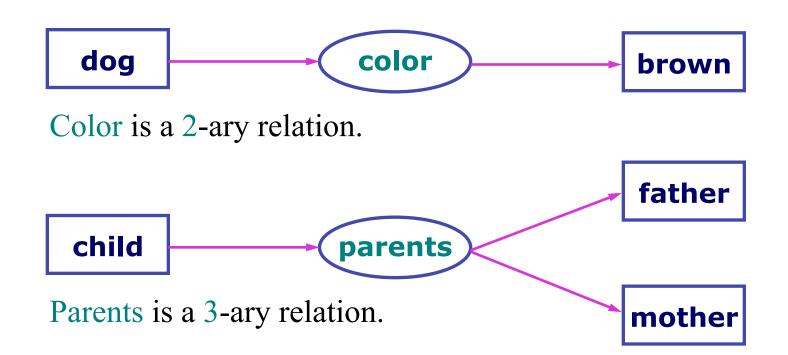
activity: high

volume: very high

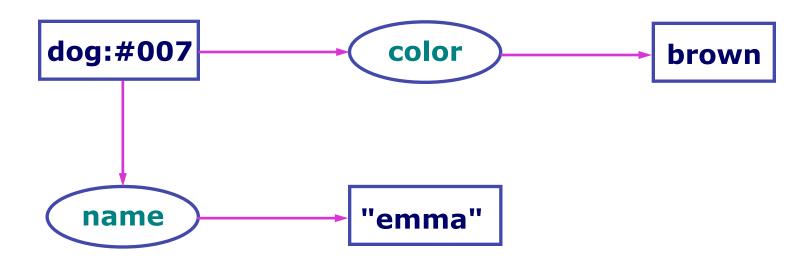
#### Conceptual graph



Files is a 1-ary relation.

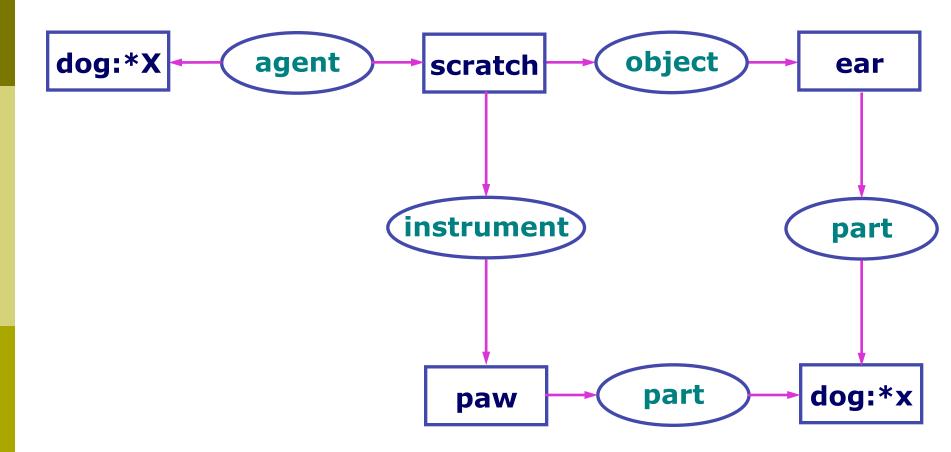


# Unique token: maker



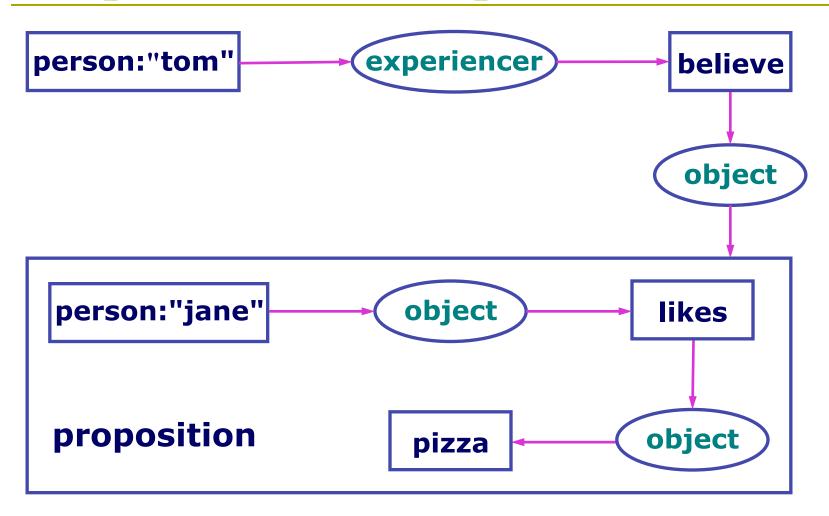
A dog name emma is brown.

#### Generic maker



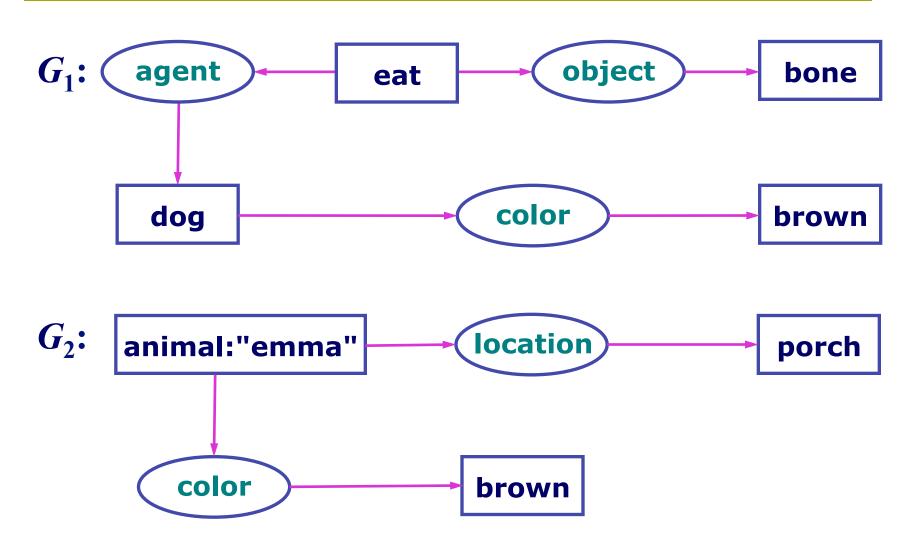
The dog scratches its ear with its paw.

#### Propositional concept

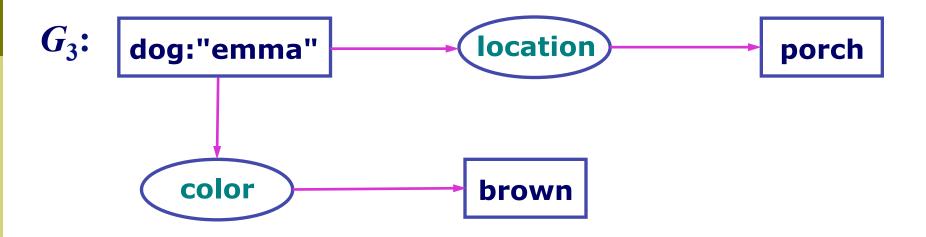


Tom believes that Jane likes pizza.

# Inference in conceptual graphs

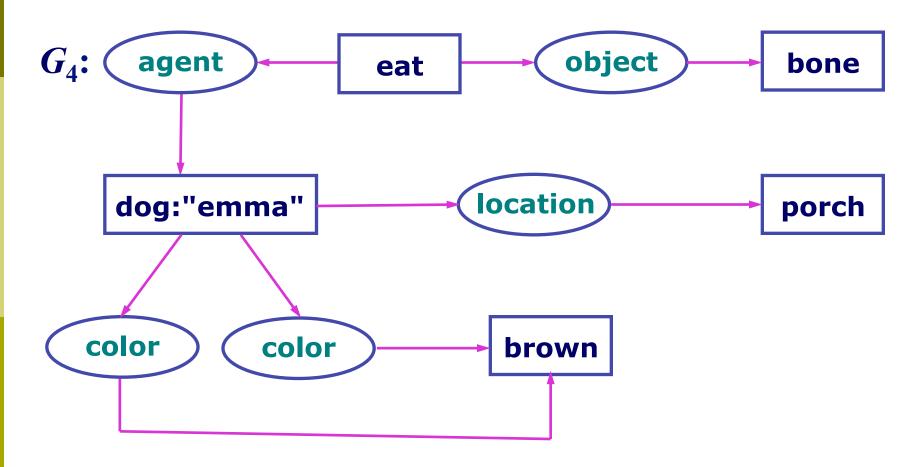


## Restriction operation



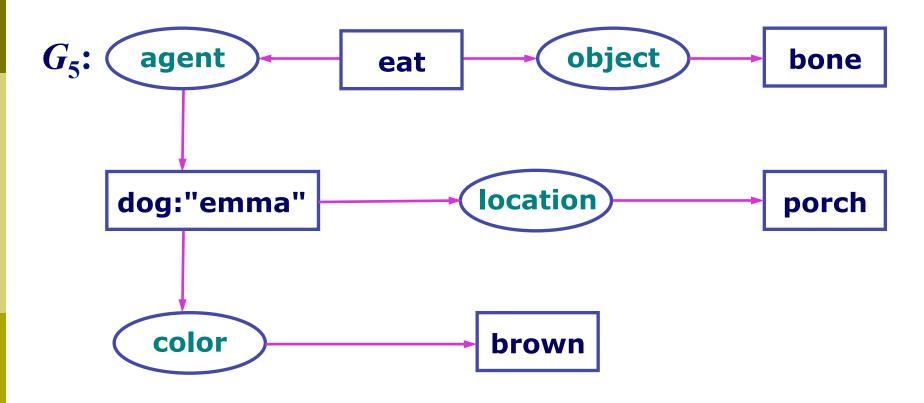
The *restriction* of  $G_2$ .

## Join operation



The *join* of  $G_2$  and  $G_3$ .

# Simplify operation



The *simplify* of  $G_4$ .

#### Others

- Logics: propositional, first-order, description, modal
- Production rule
- Artificial neural network
- Bayesian network
- Knowledge Petri net
- Script
- Decision table
- Object-attribute-value triples
- Neurules
- Language field theory

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# Any question?

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