**Expert System for Organizing Conferences**

Divi Reshmi Chowdary-11520230

Maddula Prem Kumar-11540134

Chirumani Rajashekar -11520288

**Motivation**:

An expert system is a computer system that simulates the decision-making abilities of a human expert. Rather than utilizing standard procedural code, expert systems are designed to solve complex problems by reasoning through bodies of knowledge, which are most typically represented as if-then rules. In the 1970s, expert systems were developed, and in the 1980s, they became increasingly popular.

One of the first examples of completely sequential artificial intelligence software was expert systems. In the knowledge base, rules and information are represented. By applying the rules to existing data, the inference engine generates new facts. Inference engines can be enhanced with explanation and debugging features.

The conference's purpose is to investigate, develop, improve, and promote excellent planning.

**Significance**:

The three types of organizing workshop activities include pre-conference activities, in-workshop activities, and post-conference activities.

Organizers and students will register for the session as part of the pre-workshop activities. Limited satisfaction issues are utilized to register students for workshops because they can only register for one session at a time, and because we can't afford to engage a resource person to administer the workshop, Depth First Search (DFS) is used to run workshops for groups of more than 20 people.

Workshop activities will be required of all students who have arrived to work. We are utilizing Back tracking with DFS for this since the person who is present in the first class should be present till the workshop is concluded.

**Objectives**:

The knowledge base contains information about the world. These facts were mainly recorded as flat claims regarding variables in early expert systems like Mycin and Dendral. Later expert systems built using commercial shells had a more structured knowledge base and utilized techniques from object-oriented programming. Instances and assertions were replaced by values of object instances, and the universe was represented as classes, subclasses, and classes, subclasses, and classes, subclasses, and classes, subclasses, and classes, subclasses The rules worked by inquiring about and asserting object values.

Features:

1.High level Expert System

2.Right on Time Reaction

3.Good Reliability

4.Flexible

5.Effective mechanism

**References:**

1.<https://www.tutorialspoint.com/artificial_intelligence/artificial_intelligence_expert_systems.htm>

2.<https://www.geeksforgeeks.org/expert-systems/>

3.<https://stackoverflow.com/questions/711893/expert-system-basics>

4.<https://pyknow.readthedocs.io/en/stable/>