



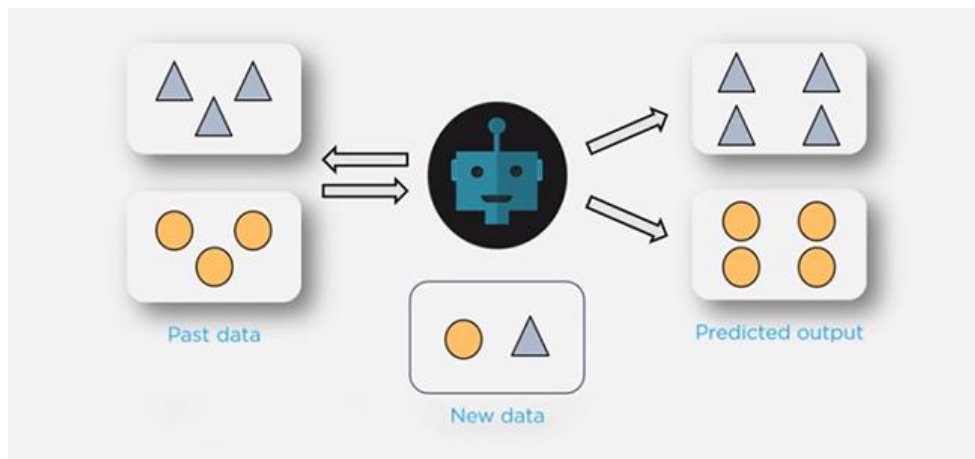
Salad Vegetables Sorter ES

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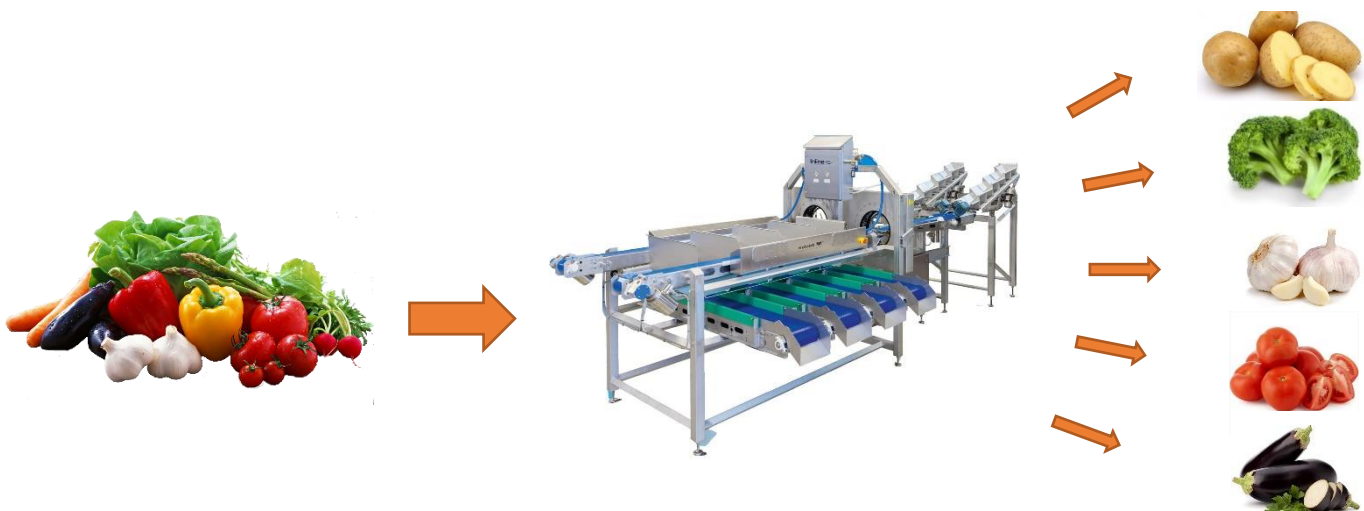


Salad Vegetables Sorter expert system

In this system, we are going to analyze and express the details of a simple expert machine system in terms of building the **knowledge base** based on the **decision tree**. Our system will only discuss the **vegetables** that are used in Salad because the machine is designed to help chefs in restaurant to make the different kinds of salad in an efficient way. First, we will simplify the classification using a **decision tree**. Then, we will write its **knowledge base** based on it. Finally, we will use Clips program to write codes which simulates the way our machine will work and function. We will depend on the Supervised Method. The concept of the **Supervised Method** is that it basically shows a model that makes predictions or decisions based on past or labeled data. Labeled data refers to sets of data that are given tags or labels, and thus made more meaningful

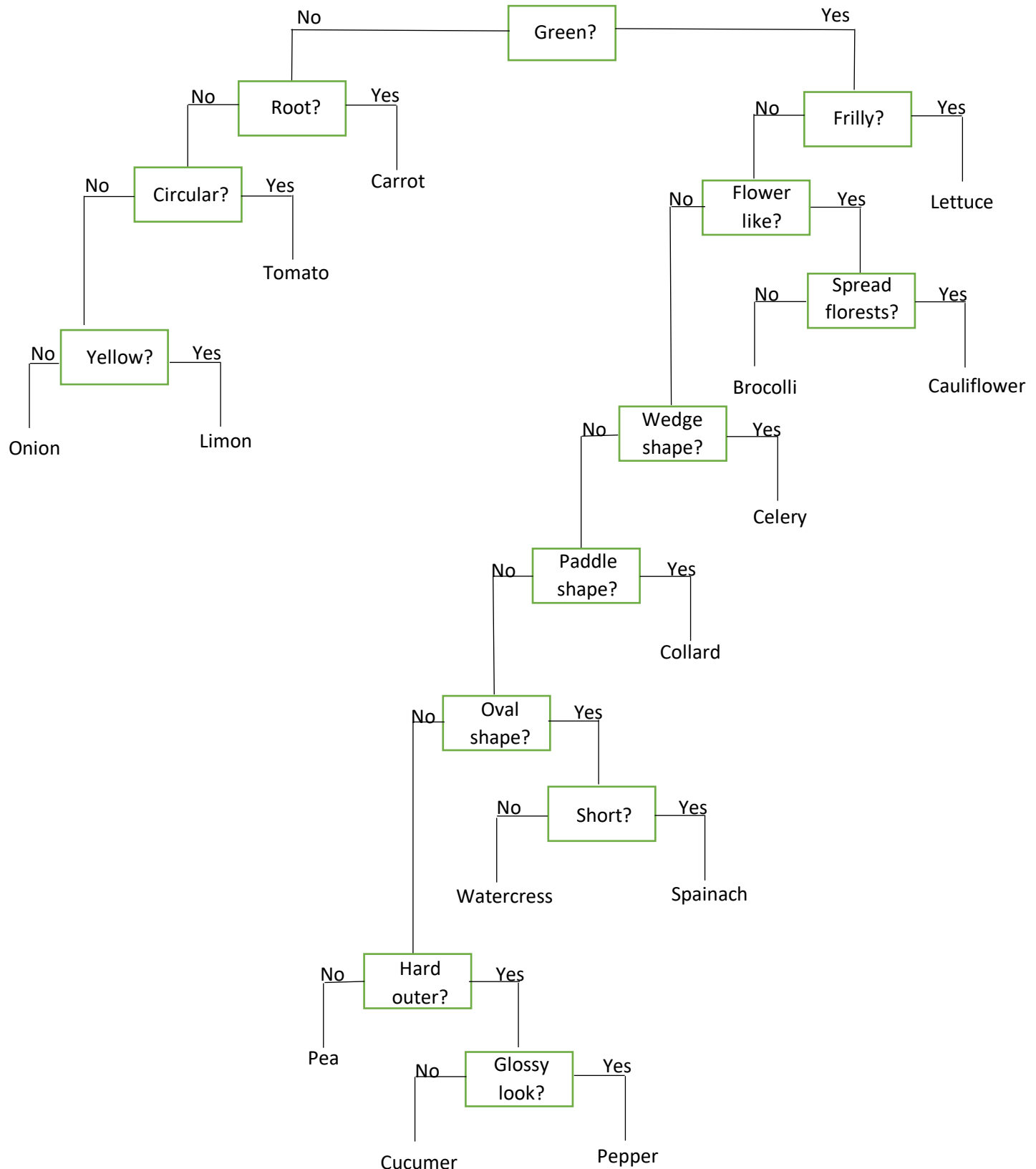


So, our system will work by copying the same idea



A **decision tree** or a **classification tree** is a tree in which each internal (non-leaf) node is labeled with an input feature. The arcs coming from a node labeled with a feature are labeled with each of the possible values of the feature. We will view the basics outputs of salad vegetables characteristics based on some criteria like shape and color

Salad Vegetables Sorter Decision Tree



Knowledge base is used to represent knowledge explicitly, rather than as procedural code. So here we used the previous tree to describe its details in a human readable language that will help us writing the codes of Clips.

Salad Vegetables Sorter knowledge base

```
deffacts knowledge-base )
```

```
goal is type.veg))
```

```
legalanswers are no yes))
```

```
*****.....  
      )))
```

```
rule (if green is yes) )
```

```
(then greens is green))
```

```
rule (if green is no) )
```

```
(then greens is notgreen))
```

```
question green is "Is Your Vegetable Green ?"))
```

```
*****.....  
      )))
```

```
rule (if greens is notgreen and root is yes ) )
```

```
(then type.veg is Carrot))
```

```
rule (if greens is notgreen and root is no) )
```

```
(then roots is noroot))
```

```
question root is "Does your Vegetable have a root ?"))
```

```
*****.....  
      )))
```

```
rule (if roots is noroot and circular is yes ) )
```

```
(then type.veg is Tomato))
```

```
rule (if roots is noroot and circular is no) )
```

```
(then circulars is Nocircular))
```

```
question circular is "Is Your Vegetable Circular ?"))
```

```
*****.....  
      )))
```

```
rule (if circulars is Nocircular and yellow is yes ) )
```

```
(then type.veg is Lemon))
```

```
rule (if circulars is Nocircular and yellow is no) )
```

```
(then type.veg is Onion))
```

```
question yellow is "Is Your Vegetable Color Yellow ?"))
```

```
*****.....  
      )))
```

```
rule (if greens is green and frilly is yes) )
```

```
(then type.veg is Lettuce ))
```

```
rule (if greens is green and frilly is no) )
```

(then frillys is noFrilly))

question frilly is "Is Your Vegetable Frilly ?")

111

rule (if frillys is noFrilly and flower is yes))

(then isFlower is Flower)

rule (if frillys is noFrilly and flower is no))

(then isFlower is notFlower))

question flower is "Does Your Vegetable Look Like Flower ?")

111

rule (if isFlower is Flower and spread is yes))

(then type.veg is Cauliflower))

rule (if isFlower is Flower and spread is no))

(then type.veg is Broccoli))

question spread is "Are its Florets Spread ?")

111

rule (if isFlower is notFlower and wedgeShape is yes))

(then type.veg is Celery))

rule (if isFlower is notFlower and wedgeShape is no))

(then wedgeShapes is notwedgeShape))

question wedgeShape is "Does It Have Wedge Shape ?")

111

rule (if wedgeShapes is notwedgeShape and paddleShape is yes))

(then type.veg is Collard))

rule (if wedgeShapes is notwedgeShape and paddleShape is no))

(then paddleShapes is notpaddleShape))

question paddleShape is "Does It Have Paddle Shape ?")

111

rule (if paddleShapes is notpaddleShape and ovalShape is yes))

(then ovalShapes is oval))

rule (if paddleShapes is notpaddleShape and ovalShape is no)

(then ovalShapes is notOval))

question ovalShape is "Does It Have Oval Shape ?")

111

rule (if ovalShapes is oval and shortVeg is yes))



The screenshot shows a Windows desktop with two open windows. The active window is a command prompt titled "C:\Program Files (x86)\CLIPS 6.31\CLIPSDOS32.exe". It displays the output of a CLIPS session where a file "vegs.clp" is loaded. The session defines several rules and facts, then resets and runs the program. The output shows a series of questions about a vegetable, with the final conclusion being "I think your vegetable is a Lemon".

The background window is a Windows Explorer window showing the "C:\Users\User\Downloads" folder. It contains a file named "vegs.clp" and a folder named "vegs". The Explorer window has a ribbon with tabs for "File", "Home", "Share", and "View".

```

C:\Program Files (x86)\CLIPS 6.31\CLIPSDOS32.exe
CLIPS (6.31 6/12/19)
CLIPS> (load "C:/Users/user/Downloads/vegs.clp")
Defining deftemplate: rule
Defining defrule: propagate-goal +j+j+j
Defining defrule: goal-satified =j+j+j+j
Defining defrule: remove-rule-no-match +j+j+j
Defining defrule: modify-rule-match =j+j+j
Defining defrule: rule-satisfied =j+j+j
Defining defrule: ask-question-no-legalvalues +j+j+j+j
Defining defrule: ask-question-legalvalues +j+j+j+j
Defining deffacts: knowledge-base
TRUE
CLIPS> (reset)
CLIPS> (run)
Is Your Vegetable Green ? (no yes) no
Does your Vegetable have a root ? (no yes) no
Is Your Vegetable Circular ? (no yes) no
Is Your Vegetable Color Yellow ? (no yes) yes
I think your vegetable is a Lemon
CLIPS>
  
```