Table of Contents

PART I INTRODUCTION		
СНАРТ	ER 1 Introduction 3	
1. 1. 1.	xpert Systems and Neural Networks as Qualitative Tools 4 1.1. Quantitative Methods as Tools for Analysis and Decision 9 1.2. Can Quantitative Methods Address All Problems? 10 1.3. Qualitative Nature of Expert Systems and Neural Networks 12 1.4. Machine Intelligence 13	
1.2 A	Brief History of Artificial Intelligence 16	
1.3 A	Brief History of Neural Networks 17	
СНАРТІ	Why Are Expert Systems and Neural Networks Needed? 25	
2.	pplications of Expert Systems and Neural Networks 27 1.1. Applications of Expert Systems 28 1.2. Applications of Neural Networks 30	

2.2	Economics of Expert Systems and Neural Network Systems 32
	2.2.1. Technology as Impetus for Progress 32
	2.2.2. Expert Systems and Neural Networks as Productivity
	Tools 38
	2.2.3. Features of Expert Systems and Neural Networks as
	Productivity Tools 40
	2.2.4. Combination of Quantitative and Qualitative Tools 40
2.3	The Synergy of Conventional and Intelligent Systems 41
	2.3.1. Synergy of Expert Systems and Database Systems 41
	2.3.2. Synergy of Expert Systems and Statistics 42
	2.3.3. Synergy of Neural Networks and Statistics 43
	2.3.4. Synergy of Decision Support Systems Tools with Expert
	Systems and Neural Networks 43
2.4	An Integrated Approach to Expert Systems and Neural
	Networks 44
2.5	Issues in Artificial Intelligence and Neural Networks 46
2.0	2.5.1. The Criteria for Measuring Machine Intelligence 46
	2.5.2. Algorithmics in Quantitative Methods vs. Heuristics in
	Qualitative Methods 48
	2.5.3. The Debate over Machine Intelligence 49
РΔΙ	RT II THE THEORETICAL FOUNDATION OF
IAI	EXPERT SYSTEMS
	EAFERT STSTEMS
	Knowledge Representation
CHA	PTER 3 Based on Logic 63
	Babba on 2081
3.1	
	3.1.1. Domain Knowledge 66
	3.1.2. Knowledge Base 67
	3.1.3. Human Component 67
	3.1.4. Expert System Software 68
3.2	
	3.2.1. Rule-based Representation 73
	3.2.2. Logic as the Foundation for Knowledge
	Representation 76
3.3	
	3.3.1. Use of Connectives 80

3.3.2. Truth Tables for Connectives 80

	3.3.3. Establishing the Truth Value of a Statement Form3.3.4. Tautology and Contradiction 853.3.5. Truth Functions (Optional) 86	84
9.4	(0 P)	
3.4	Propositional Calculus 87	
3.5	Predicate Logic (Optional) 88	
	3.5.1. Predicates (Optional) 89 3.5.2. Quantifiers (Optional) 90	
	3.5.3. Bound and Free Variables and Quantification	
	(Optional) 91	
	3.5.4. Relation of Quantifiers and Connectives (Optional)	91
	3.5.5. Multiple Quantifiers (Optional) 92	
3.6	Predicate Calculus 92	
3.7	Knowledge Representation for a Mortgage Loan Expert	
	System 93	
	3.7.1. Mortgage Loan Case 93	
	3.7.2. Knowledge Base Represented in Rule-based Method	94
	3.7.3. Knowledge Base Represented in Predicate Method (Optional) 95	
	(Optional) 30	
CHAI	PTER 4 Inference and Knowledge	
	Processing 105	
4.1	Reasoning Methods 107	
4.2	Deductive Reasoning in Expert Systems 108	
4.3	Single Inference in Deductive Reasoning 110	
	4.3.1. Inference in Propositional Logic and Calculus 110	
	4.3.2. Inference in Predicate Calculus (Optional) 115	
	4.3.3. Unification (Optional) 116	
	4.3.4. Resolution (Optional) 118	
4.4	Multiple Inference in Deductive Reasoning 124	
	4.4.1. Graphs, Trees. and the And/Or Graph 124	
	4.4.2. Backward and Forward Chaining 126	
	4.4.3. Search Methods: Depth-first and Breadth-first 131	
	4.4.4. Other Heuristics in Expert Systems 132	
4 -	4.4.5. Shallow and Deep Reasoning 134	
4.5	Inductive Reasoning in Expert Systems 134	

4.5.1. Decision Trees 135

	4.5.2. ID3 137 4.5.3. Case-based Reasoning and Reasoning by Analogy 139
PAR'	T III PRACTICAL ASPECTS IN APPLYING EXPERT SYSTEMS
СНАР	Deductive Reasoning Tools and LEVEL5 149
	LEVEL5 151 5.1.1 General Features of LEVEL5 151 5.1.2 Essential Sections in the Knowledge Base 153 5.1.3 Editing, Compiling, and Running an Application 156 5.1.4 User Interface in LEVEL5 159 5.1.5 User-Interface Development 161 5.1.6 Treatment of Uncertainty in LEVEL5 165 5.1.7 System Control Statements 167 5.1.8 Outside Hooks in LEVEL5 169 5.1.9 Other Features in LEVEL5 170 Programming Languages for Expert Systems 171 5.2.1 A Brief Review of Prolog (Optional) 171 5.2.2 A Brief Review of Lisp (Optional) 177
СНАН	PTER 6 Inductive Reasoning with 1st-Class 187
6.1	General Features of 1st-CLASS 189 6.1.1. Input Requirements for 1st-CLASS 189 6.1.2. Processing in 1st-CLASS 190
6.2	Working with 1st-CLASS 191 6.2.1. First Screen: Files 191 6.2.2. Second Screen: Definitions 192 6.2.3. Third Screen: Examples 196 6.2.4. Fourth Screen: Methods 197 6.2.5. Fifth Screen: Rule 198 6.2.6. Sixth Screen: Advisor 202
6.3	Treatment of Uncertainty in 1st-CLASS (Optional) 203
6.4	Modular Processing in 1st-CLASS 205
6.5	Other Features in 1st-CLASS 208

6.6	6.5.1. Methods in 1st-CLASS (Optional) 208 6.5.2. Outside Hooks (Optional) 209 6.5.3. Development Tools (Optional) 210 Using 1st-CLASS 211 6.6.1. Inductive Reasoning with 1st-CLASS 212 6.6.2. Combining 1st-CLASS with Other Methods 212
CHAI	System Development and Knowledge Acquisition 219
7.1	Stages in Developing Expert Systems 222 7.1.1. System Development Life Cycle 224 7.1.2. Prototyping 227
7.2	Systems Analysis in Expert Systems 229 7.2.1. Problem Definition and Goal Identification 229 7.2.2. Domain Analysis, Modularization, and Expert Identification 230 7.2.3. Communication Process 231
7.3	Knowledge Acquisition as the Logical Design 233 7.3.1. Logical Design vs. Physical Design of the Knowledge Base 234 7.3.2. Expert Selection 234 7.3.3. Sources of Knowledge 236 7.3.4. Knowledge Acquisition Methods 236 7.3.5. Knowledge Acquisition Modes 245 7.3.6. Issues in Multi-expert Knowledge Acquisition 247 7.3.7. Knowledge Collection Tools 250 7.3.8. Organizational Aspects of Knowledge Acquisition 251
7.4	The Physical Design of Expert Systems 253 7.4.1. Software Decisions 253 7.4.2. Hardware Decisions 255 7.4.3. User-Interface Decisions 256 7.4.4. The Physical Design of the Knowledge Base 259
7.5	Coding, Testing, and Reliability of Expert Systems 260 7.5.1. Managing the Coding Process 260 7.5.2. Testing 261 7.5.3. Reliability of Expert Systems 264

7.6	Implementation and Post-implementation of Expert Systems 266 7.6.1. Implementation Considerations 266 7.6.2. Post-implementation Considerations 267		
PAR	PART IV OBJECT-ORIENTED REPRESENTATION AND HYBRID METHODS		
CHAI	Object-Oriented Representation and Design 277		
8.1	The Evolution of Object-Oriented Methods 280 8.1.1. Semantic Nets 280 8.1.2. Scripts 283 8.1.3. Frames 285		
8.2	Object-Oriented Programming (OOP) 287 8.2.1. The Need for OOP 288 8.2.2. Class Abstraction 288 8.2.3. Hierarchy of Classes 289 8.2.4. Inheritance 290 8.2.5. Object as an Instance of a Class 291 8.2.6. Methods 291 8.2.7. Modularity and Encapsulation 293 8.2.8. External and Internal Views 295		
8.3	Modeling Knowledge in Object-based Representation Methods 298 8.3.1. Object-Oriented Analysis (OOA) 299 8.3.2. Object-Oriented Design (OOD) 302		
8.4	Logical Design of the Object-Oriented Representation 302 8.4.1. Designing Classes and Their Relations 304 8.4.2. Designing Methods (Optional) 309 8.4.3. Designing the Dynamics of the System 315 8.4.4. Documentation of the Design 315 8.4.5. Tools for Object-Oriented Analysis and Design 315		
8.5	Physical Design of the Object-Oriented Representation 316 8.5.1. Object-Oriented Programming Languages 317 8.5.2. Conventional vs. Object-Oriented Programming 318 8.5.3. Categories of OOP Languages 320 8.5.4. Special Issues in the Physical Design 324		

8.6	Advantages and Disadvantages of the Object-Oriented Approach 325 8.6.1. Advantages 325 8.6.2. Disadvantages 327
СНА	PTER 9 Hybrid Methods, Systems, and Tools for Expert Systems 333
9.1	Hybrid Methods 335 9.1.1. Opportunistic Reasoning 335 9.1.2. Production Systems vs. Blackboard Systems 336 9.1.3. Blackboard Shells 342
9.2	Hybrid Systems 343 9.2.1. Intelligent Database Management Systems 343 9.2.2. Object-Oriented Database Management Systems 347
9.3	Hybrid Tools 349 9.3.1. Hybrid Software Products 349 9.3.2. KAPPA 350 9.3.3. Other Hybrid Products 364
9.4	
CHA:	PTER 10 LEVEL5 OBJECT: A Hybrid Tool 375
10.1	General Features of LEVEL5 OBJECT 377
10.2	Object-Oriented Knowledge Representation 379 10.2.1. Creating Classes 381 10.2.2. Creating Attributes 382 10.2.3. Creating Methods 383 10.2.4. Facets 385
10.3	Rule-based Knowledge Representation 386
	10.3.1. Creating Rules and Demons 386 10.3.2. Creating Goals 389
10.4	Creating the User Interface in LEVEL5 OBJECT 391
	10.4.1. The User Interface 391
	10.4.2. Hypertext Applications 394
	10.4.3 Running the Expert System 395

xxiv Contents

10.5 Other Features of LEVEL5 OBJECT 397
10.5.1. System Parameters 397
10.5.2. Inference Mechanisms 400
10.5.3. Database Interface 401
10.5.4. Debugging Tools 403
10.5.5. Multiple Knowledge Bases 406
10.6 Treatment of Uncertainty in LEVEL5 OBJECT 406
10.6.1. Assigning Confidence Factors 406
10.6.2. Displaying Confidence Factors 407
10.6.3. The Computation of Confidence Factors 408
10.0.0. The companion of community parties
TOTAL ADVINCED MODICS IN EXPERT SYSTEM
PART V ADVANCED TOPICS IN EXPERT SYSTEM
Uncertainty in Expert
CHAPTER 11 Systems 415
Systems 415
11.1 Uncertainty in the Real World 417
11.1.1. Sources of Uncertainty 418
11.1.2. Reasoning with Uncertainty 420
11.2 Probability Methods 424
11.2.1. Bayesian Approach (Optional) 426
11.2.2. Pearl's Bayesian-Based Method (Optional) 432
11.3 The Dempster-Shafer Theory of Evidence (Optional) 433
11.4 Fuzzy Sets and Fuzzy Logic 437
11.4.1. Fuzzy Set Theory 441
11.4.2. Fuzzy Logic (Optional) 444

11.7 Uncertainty Structure as the Critical Factor 454

11.6.1. Certainty Factors (Optional) 45111.6.2. Mixed Applications of Uncertainty Methods (Optional) 453

11.5 Possibility Theory (Optional)

11.6 Mixed Approaches 450

448

CHAPTER 12 Software Evaluation in Expert Systems 461	
12.1 Software Evaluation Issues in Expert Systems 463	
12.1.1. The Selection Problem 465	
12.1.2. The Common Approach to Choice 465	
12.1.3. A Structured Approach 466	
12.2 Attribute Hierarchy of Expert System Tools 467	
12.2.1. Financial Aspects 468	
12.2.2. Producer Aspects 469	
12.2.3. Social Aspects 470	
12.2.4. Hardware Aspects 470	
12.3 Functional Aspects 472	
12.3.1. Components 473	
12.3.2. Facilities and Primitives 474	
12.3.3. Attribute Hierarchy in One Glance 482	
12.4 Computing the Relative Importance of	
Attributes (Optional) 482	
12.4.1. Simple Rating of Attributes Within	
the Hierarchy (Optional) 482	
12.4.2. Computing the Global Weights of	
Attributes (Optional) 484	
12.4.3. Pairwise Comparison of Attributes (Optional) 487	
12.5 Computing the Rank of Expert System Tools (Optional) 48	38
12.6 Potential Liabilities Associated with Expert Systems 491	
12.6.1. Liability of Expert System Users 493	
12.6.2. Liability of Domain Experts 494	
12.6.3. Liability of Knowledge Engineers 494	
12.6.4. Liability of Seller Organizations 494	
PART VI NEURAL NETWORKS	

CHAPTER 13	Components of Neural Networks and a Comparison with Expert Systems	501
	in as the Underlying Model 503 Components of the Brain 504	

- 13.1.2. A Brief History of Brain Research 505
- 13.1.2. A Brief History of Brain Research 505 13.1.3. Neurobiology and Neural Networks 507

13.2	General Building Blocks of Neural Networks 510 13.2.1. Neurons and Their Interconnections 510 13.2.2 Processing Knowledge in Neural Networks 514 13.2.3. Inter-Layer Connections of Neurons 515 13.2.4. Intra-Layer Connections of Neurons 519 13.2.5. Input to Neurons 520 13.2.6. Output from Neurons 521 13.2.7. General Types of Learning in Neural Networks 524
13.3	 13.2.8. Types of Learning Equations (Optional) 526 Similarities of Expert Systems and Neural Networks 532 13.3.1. Common Origin and Common Goal 532 13.3.2. Imitating Human Intelligence 533 13.3.3. Mix of Quantitative and Qualitative Information Processing 534
	13.3.4. Nonautomatic Nature of Design 534
	13.3.5. Multi-disciplinary Domain and Applications 535
13.4	Differences Between Expert Systems and Neural Networks 536 13.4.1. Foundation 536 13.4.2. Scope 537 13.4.3. Processing Techniques 538 13.4.4. Learning 538 13.4.5. Reasoning Method 539 13.4.6. Underlying Theory 540 13.4.7. Solution Algorithm 540
	13.4.8. Knowledge Representation 541 13.4.9. Knowledge Engineering 541 13.4.10. Design Issues 542
	13.4.11. Reliability Issues 542 13.4.12. User Interface 543 13.4.13. State of Recognition and Maturity 543 13.4.14. Applications 544
СНАР	PTER 14 Neural Networks Architectures 555
14.1	Types of Neural Network Architectures 557

14.1.1 Nature of Learning Methods

14.1.3 Number of Layers

14.1.2 Correspondence of Input and Output Data 558

559

14.1.4 Certainty of Firing 560
14.1.5 Type of Connectivity 560
14.1.6 Temporal Feature 561
14.1.7 Timing of Learning 564
14.2 Two-Layer Neural Networks (Optional) 564
14.2.1. Perceptron Network (Optional) 565
14.2.2. ADALINE and MADALINE Networks (Optional) 571
14.2.3. Kohonen's Self-organizing Network (Optional) 573
14.2.4. Hopfield Network (Optional) 576
14.2.5. Brain-State-in-a-Box Network (Optional) 580
14.2.6. Instar-Outstar Networks (Optional) 582
14.3 Multiple-Layer Networks (Optional) 586
14.3.1. Backpropagation Network (Optional) 586
14.3.2. Counterpropagation Network (Optional) 590
14.3.3. Recurrent Backpropagation Network (Optional) 591
14.4 ART Networks (Optional) 595
14.4.1. ART1 Networks (Optional) 595
14.4.2. ART2 and ART3 Networks (Optional) 601
14.5. Training the System in Neural Networks 601
14.5.1. Training Data Set 603
14.5.2. Training Strategies 606
Appendix A. The Computational Method in ID3 617
Appendix B. Sources for Expert Systems 623
Appendix C. Sources for Neural Networks 633
Appendix D. NeuralWorks Professional II/Plus 641
Index 647