Build your own Expert System **Chris Naylor** With Istings for Apple It Artificial Intelligence for the aspiring microcomputer Sigma Technical Press

## CONTENTS

1.	Why	'Expert Systems'?	1
	1.1 1.2 1.3 1.4 1.5	What do You Want an Expert System for? What do Other People Want an Expert System for? What is an Expert System? What do You Want Your Expert System to do? Some Untrue Things about Expert Systems	3 4 5 9 11
2.	A St	atistical Scheme	13
	2.1 2.2 2.3 2.4 2.5	Setting up a Matrix Probabilities More Probabilities More Variables Bayes' Theorem	13 20 23 26 33
3.	Avoi	ding Probabilities	35
	3.1 3.2 3.3 3.4 3.5 3.6 3.7 3.8 3.9	How to Make the Computer do the Hard Work The Learning System Other Types of Data The Judgement Rule Building a Rule Prior Probabilities Expanding your Options Can it Make a Mistake? Summing Up: The Program so far	36 37 43 45 49 53 54 58 61
4.	Impr	oving your Expert	65
	4.2	Parallel and Sequential Decisions Adding some Commonsense A Trial Run of our New Expert	65 72 78

5.	The	Making of A Real-World Expert	89
	5.1 5.2 5.3 5.4	The Weather Again A Chi-Squared Program Exercising your Expert Direct Estimation	89 98 99 105
6.	Ru	nning for Real	110
	6.1 6.2 6.3 6.4	Using your Expert Reserved Judgement The Problem of Distance Understanding your Problem	110 115 117 124
7.	An	Expert on Everything in the Entire	
	Kno	own World	125
	7.1 7.2 7.3 7.4 7.5 7.6 7.7 7.8	Nodes The Variables so Far Going through the Nodes Tailor-made Nodes Specific Code Saving your Expert The Multi-Node Code Some Examples	125 131 137 142 145 146 148 157
8.	Ho	w can you Use your Expert	164
	8.1 8.2	Choosing a Problem Analysing the Problem	164 166
9	Lai	ge - Scale Expert Systems	170
	9.1 9.2 9.3 9.4 9.5	MYCIN - Medical Diagnoses PUFF - Breathing Disorders DENDRAL - Chemical Structures PROSPECTOR - Searching for minerals Some Other Examples	170 178 185 190 196

10. A Rule-Based BASIC Expert	201			
10.1 A System that Works Backwards 10.2 The BASIC Program 10.3 A Medical Knowledge Base	201 205 214			
11. The Tower of Babel				
12. Summary and Technical Overview				
12.1 Events 12.2 Probabilities	229 229			
12.2.1 Bayes' Theorem 12.2.2 Prior and Posterior Probabilities 12.2.3 Odds 12.2.4 Approximations 12.2.4 Combinations 12.2.5 Descriptive Statistics 12.2.6 Normal Distribution 12.2.7 Discrete and Continuous Variables	230 231 232 232 233 233 234 235			
12.3 Surfaces 12.4 Discrimination 12.5 The Learning Algorithm 12.6 Parallel and Sequential Procedures 12.7 Maximum and Minimum Values 12.8 Processing Strategies 12.8.1 Goal Driven Strategies	235 236 237 237 238 238 238			
12.8.2 Data Driven Strategies 12.8.3 Selecting the Next Variable	239 239			
12.9 Intermediate Conclusions 12.9.1 Explanatory Systems 12.10 Linear Interpolation of Responses 12.11 Data Formats	240 241 241 242			
13. Select Readings	244			
Index				