

# Automated Knowledge Engineering

Maanda Raudzingana

Supervisor: Dr. Karen Bradshaw

# Overview

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- ▶ Definition
- ▶ Expert System Architecture
- ▶ Knowledge Representation
- ▶ Production systems
- ▶ Research problem
- ▶ Approach
- ▶ Questions



# Expert system

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- ▶ Definition:

- ▶ Computer program to **mimic decision-making** ability of **human expert** in a **specific domain** of knowledge

- ▶ Apply theory to practice

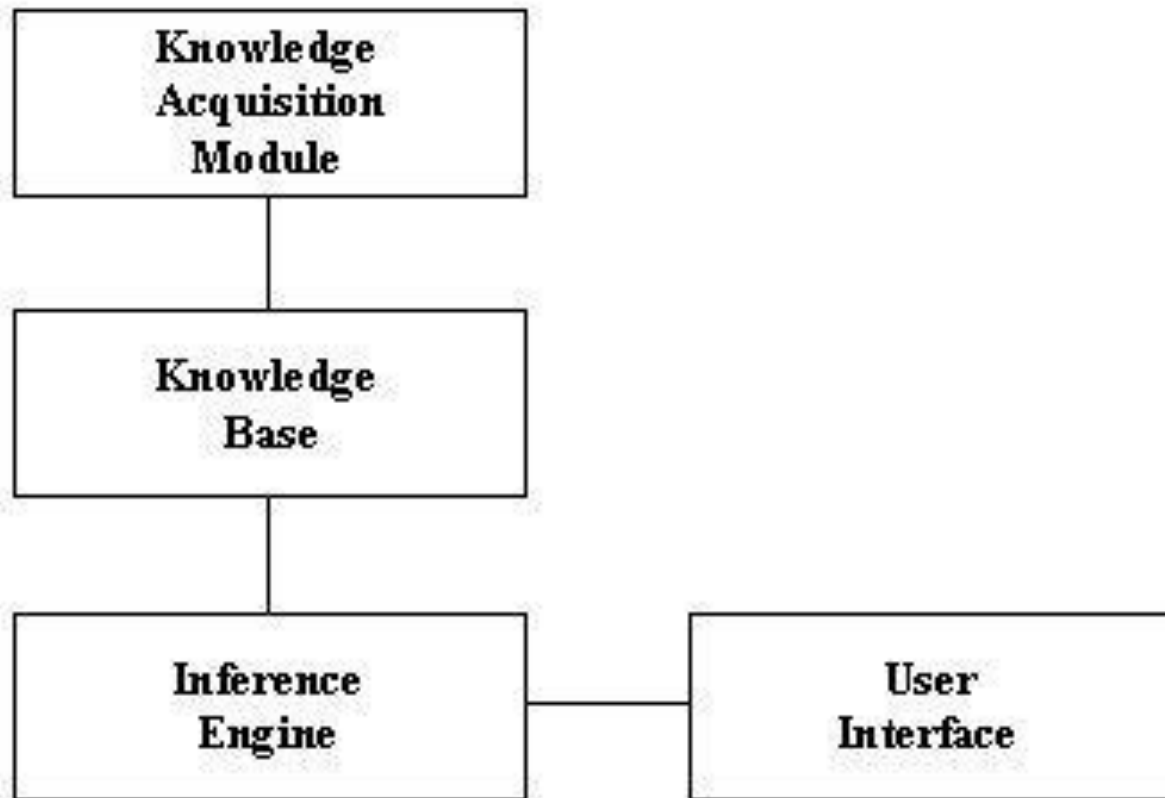
- ▶ Three main subsystems:

1. User interface
2. Knowledge base
3. Inference Engine



# Architecture of Expert System

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Source: <http://www.cobblestoneconcepts.com/ucgis2summer2002/choi/choi.htm>

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# Knowledge Representation

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- ▶ The use of formal symbols to represent information in a computer system
- ▶ Schemes
  - Semantic networks
  - First-order logic
  - Frames
  - Rules
  - Hybrids



# Production Systems

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- ▶ Production rules
- ▶ condition-action pairs
  - IF (condition)**
  - THEN (action)**
- ▶ Rule matching
- ▶ Certainty factors to handle uncertainties
- ▶ Benefits:
  - ▶ Acquisition and maintenance
  - ▶ Explanation
  - ▶ Reasoning



# Problem

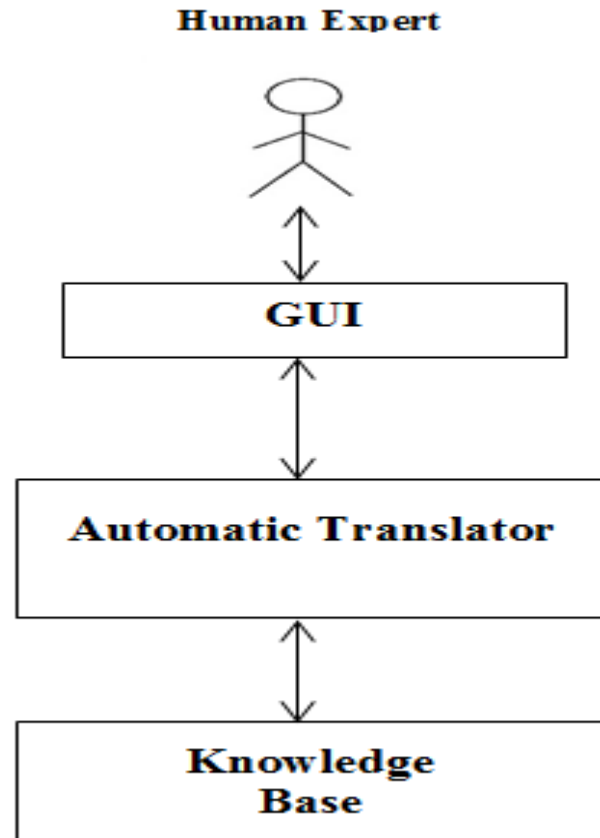
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- ▶ Knowledge representation: a common problem in expert systems development
  - ▶ Time constraints
  - ▶ Lack of communication (between expert and engineer)
  - ▶ Constant reconfiguration of KB costly and tedious
- ▶ Solution: Automated knowledge engineering



# Automated Knowledge Engineering

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# Approach

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- ▶ Research on tools and techniques
- ▶ Analyze existing system architecture
- ▶ Build web interface for input of facts
- ▶ Build translation tool
- ▶ Integration and testing



# Possible extensions

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- ▶ Dynamic knowledge acquisition
- ▶ Hybrid approach
- ▶ Alternative ways of data input



# Questions

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