9a.
Rules in Production Systems

Outline

- Direction of Reasoning
- Production Systems
  - Basics
  - Examples
  - Efficiency
- Applications
  - Early production systems
  - Some modern production systems

Direction of reasoning

A conditional like $P \Rightarrow Q$ can be understood as transforming

- assertions of P to assertions of Q
- goals of Q to goals of P

Contrast it with P \/ Q

Can represent the two cases explicitly:

$(\textbf{assert}\ P) \Rightarrow (\textbf{assert}\ Q)$

$(\textbf{goal}\ Q) \Rightarrow (\textbf{goal}\ P)$

and then distinguish between

1. goal vs. data directed reasoning
   - goal: from Q towards P
   - data: from P towards Q
2. forward vs. backward-chaining
   - forward: along the $\Rightarrow$
   - backward: against the $\Rightarrow$

Direction of Reasoning

- Possible to inter-mix goal/data driven with forward/backward chaining
  - **(proc if-added (mygoal Q) ... (mygoal P))**
  - **(proc if-needed (myassert P)... (myassert Q))**
- Even though Prolog is a backward chaining system, it can be used to do data driven reasoning

Production Systems

- The production systems emphasize forward chaining over rules as a way of reasoning
  - Rules are also referred to as ``productions''
  - Rules are the primary form of knowledge representation
    - Referred to as *rule-based systems*
  - *Foundation of the expert systems technology*

Production systems

Idea: working memory + production rule set

Working memory: like DB, but volatile

Production rule: **IF** *conditions* **THEN** *actions*

condition: tests on WM ``Water is Hot''

action: changes to WM ``Turnoff the heat''

Basic operation: cycle of

1. recognize

   find <u>conflict set</u>: rules whose conditions are satisfied by current WM

2. resolve

   determine which of the rules will fire

3. act

   perform required changes to WM

Stop when no rules fire

Working memory

Set of working memory elements (WME)

Each WME is of the form $(type\ \ attr_1\ val_1\ \ attr_2\ val_2\ \ \ldots\ \ attr_n\ \ val_n)$

where $type$, $attr_i$, val_i are all atoms

Examples: (person age 27 home Toronto)
(goal task openDoor importance 5)
(student name JohnSmith dept CS)

Understood as $\exists x[type(x) \wedge attr_1(x){=}val_1 \wedge \ldots \wedge attr_n(x){=}val_n]$

- individual is not explicitly named
- order of attributes is not significant

Rule conditions

Conditions: tested conjunctively

a condition is p or $-p$, where p is a pattern of the form

$(type\ \ attr_1\ spec_1\ \dots\ attr_k\ spec_k)$

where each specification must be one of

- an atom
- an evaluable expression in [ ]
- a variable
- a test, within {}
- the $\wedge$, $\vee$, $\neg$ of a specification

Examples:

(person age [n+4] occupation x)

- (person age {< 23 $\wedge$ > 6})

A rule is applicable if there are values of the variables to satisfy all the conditions

- for a pattern, need WME of the correct type and for each *attr* in pattern, *val* must match *spec*
- for $-p$, there must be no WME that matches p $\therefore$ negation as failure

Rule actions

Actions: performed sequentially

An action is of the form

- **ADD** *pattern*
- **REMOVE** *index* (not applicable if condition was negative)
- **MODIFY** *index* (*attr spec*) (not applicable if condition was negative)

where

- index i refers to the WME that matched i-th pattern (inapplicable to $-p$)
- variables and expressions refer to values obtained in the matching

Examples:

IF (Student name x)
THEN **ADD** (Person name x)

ordinary forward chaining

forall x student(x) => person(x)

IF (starting)
THEN **REMOVE 1**
ADD (phase val 1) control information

IF (Person age x) (Birthday)
THEN **REMOVE 2**
MODIFY 1 (age $[x+1]$)

database update

Example 1

Placing bricks in order of size

largest in place 1, next in place 2, etc.

Initial working memory

```
(counter  index 1)
(brick  name A  size 10  place heap)
(brick  name B  size 30  place heap)
(brick  name C  size 20  place heap)
```

Production rules:

IF (brick place heap name n size s)
-(brick place heap size $\{> s\}$)
-(brick place hand)
THEN **MODIFY 1** (place hand)

put the largest brick in your hand

IF (brick place hand) (counter index i)
THEN **MODIFY 1** (place i)
MODIFY 2 (index $[i+1]$)

put a brick in your hand at the next spot

Trace

Only one rule can fire at a time, so no conflict resolution is required

The following modifications to WM

1. (brick name B size 30 place hand)
2. (brick name B size 30 place 1)
   (counter index 2)
3. (brick name C size 20 place hand)
4. (brick name C size 20 place 2)
   (counter index 3)
5. (brick name A size 10 place hand)
6. (brick name A size 10 place 3)
   (counter index 4)

So the final working memory is

(counter index 4)
(brick name A size 10 place 3)
(brick name B size 30 place 1)
(brick name C size 20 place 2)

Example 2

How many days are there in a year?

Start with: (want-days year *n*)

End with: (has-days days *m*)

1. **IF** (want-days year *n*)
   THEN **REMOVE 1**
   ADD (year mod4 [*n mod* 4]
   mod100 [*n mod* 100]
   mod400 [*n mod* 400])

2. **IF** (year mod400 0)
   THEN **REMOVE 1** **ADD** (has-days days 366)

3. **IF** (year mod100 0 mod400 {$\neq$ 0})
   THEN **REMOVE 1** **ADD** (has-days days 365)

4. **IF** (year mod4 0 mod100 {$\neq$ 0})
   THEN **REMOVE 1** **ADD** (has-days days 366)

5. **IF** (year mod4 {$\neq$ 0})
   THEN **REMOVE 1** **ADD** (has-days days 365)

Conflict resolution

Sometimes with data-directed reasoning, we want to fire *all* applicable rules

With goal-directed reasoning, we may want a *single* rule to fire

- arbitrary
- first rule in order of presentation (as in Prolog)
- specificity, as in

  IF (bird) **THEN ADD** (can-fly)

  IF (bird weight {> 100}) **THEN ADD** (cannot-fly)

  IF (bird) (penguin) **THEN ADD** (cannot-fly)
- recency
  - fire on rule that uses most recent WME
  - fire on least recently used rule
- refractoriness
  - never use same rule for same value of variables (called rule instance)
  - only use a rule/WME pair once (will need a "refresh" otherwise)

Conflict combinations

OPS5:

1. discard rule instances that have already been used
2. order remaining instances in terms of recency of WME matching 1st condition (and then of 2nd condition, etc.)
3. if still no single rule, order rules by number of conditions
4. select arbitrarily among those remaining

SOAR:

system that attempts to find a way to move from a start state to a goal state by applying productions

selecting what rule to fire

$\equiv$

deciding what to do next

if unable to decide, SOAR sets up the selection as a new (meta-)goal to solve, and the process iterates

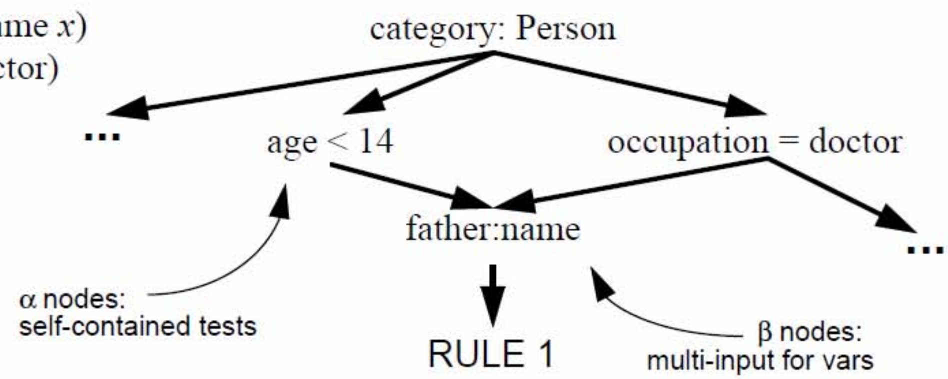
Rete procedure

Early systems spent 90% of their time matching, even with indexing and hashing.

But:
- WM is modified only slightly on each cycle
- many rules share conditions

So:
- incrementally pass WME through network of tests
- tokens that make it through satisfy all conditions and produce conflict set
- can calculate new conflict set in terms of old one and change to WM

IF (Person father y age {< 14} name x)
(Person name y occupation doctor)
THEN ...



Applications

1. Psychological modeling

```
IF   (goal is get-unit-digit)
     (minuend unit d)
     (subtrahend unit {> d})
THEN   REMOVE 1
       ADD (goal is borrow-from-tens)
```

fine-grained modeling of symbol manipulation performed by people during problem solving

2. Expert systems

rules used by experts in a problem area to perform complex tasks

(examples later)

Claimed advantages:

- modularity: each rule acts independently of the others
- fine-grained control: no complex goal or control stack
- transparency: can recast rules in English to provide explanation of behaviour

MYCIN

System developed at Stanford to aid physicians in treating bacterial infections

Approximately 500 rules for recognizing about 100 causes of infection

```
IF
    the type of x is primary bacteremia

    the suspected entry point of x is the
    gastrointestinal tract

    the site of the culture of x is one of
    the sterile sites
THEN
    there is evidence that x is bacteroides
```

+

other more static data structures (not in WM)

- lists of organisms
- clinical parameters

Certainty factors

numbers from 0 to 1 attached to conclusions to rank order alternatives

AND – take min   OR – take max

XCON

System developed at CMU (as R1) and used extensively at DEC (now owned by Compaq) to configure early Vax computers

Nearly 10,000 rules for several hundred component types

- Major stimulus for commercial interest in rule-based expert systems ☆

```
IF
    the context is doing layout and assigning a power supply
    an sbi module of any type has been put in a cabinet
    the position of the sbi module is known
    there is space available for the power supply
    there is no available power supply
    the voltage and the frequency of the components are known
THEN
    add an appropriate power supply
```

Current Applications and Tools

- Currently available tools that use production system technolology
  - Jess semi-open Java tool, popular among researchers
  - Drools open source C tool, got popular in last two years
- Production systems are used to invoke external procedures from a program (especially in semantic web services)
  - External queries
  - Executing external actions that might cause side effects
- SIRI uses production system style rules to implement a cognitive assistant

Business Rules

- Introduction to business rules
  - http://www.youtube.com/watch?v=2ouhJeH02HU&feature=grec_index
- An example business rule
  - http://www.youtube.com/watch?v=AK7BSwl2UlY
  - http://www.youtube.com/watch?v=l_DmDvWR_wM

Recommended Reading

- Chapter 7 of Brachman & Levesque