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Proof Methods; 6.6 Controlling Backtracking; 6.7 Negation as Failure; 6.8 Dynamic Databases; 6.9 Bibliographic Notes; 6.10 Exercises; Chapter 7. Rules in Production Systems; 7.1 Production Systems: Basic Operation; 7.2 Working Memory; 7.3 Production Rules; 7.4 A First Example; 7.5 A Second Example; 7.6 Conflict Resolution; 7.7 Making Production Systems More Efficient; 7.8 Applications and Advantages; 7.9 Some Significant Production Rule Systems; 7.10 Bibliographic Notes; 7.11 Exercises; Chapter 8. Object-Oriented Representation
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14.2 A Simple Solution to the Frame Problem

Sommario/riassunto

Knowledge representation is at the very core of a radical idea for understanding intelligence. Instead of trying to understand or build brains from the bottom up, its goal is to understand and build intelligent behavior from the top down, putting the focus on what an agent needs to know in order to behave intelligently, how this knowledge can be represented symbolically, and how automated reasoning procedures can make this knowledge available as needed. This landmark text takes the central concepts of knowledge representation developed over the last 50 years and illustrates them in a l