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Fuzzy Rule Based Computer Design A Rule Based Computer Aided Design System Evolving Rule-Based Models Introduction to Rule-based Design & Analysis Using PC-Plus Structuralism Reloaded Logical Foundations for Rule-Based Systems Rule-Based Programming How Probability Theory Can Help Us Design Rule-Based Systems Design Theory Rule Based Investing Jess in Action Case-based Reasoning in Design NPS-ME-93-009 Rule-Based Reasoning, Programming, and Applications Principles of the Business Rule Approach Rule-Based Evolutionary Online Learning Systems Logical Foundations for Rule-Based Systems On the Application of Rule Based Techniques to the Design of Advice Giving Systems Foundations of Information and Knowledge Systems A model for incorporating rule based techniques into direct manipulation design interfaces via snapping Impact of Design Research on Industrial Practice Creative Rationality and Innovation Towards a Service-Based Internet Computer-Aided Architectural Design. "Hello, Culture" Design Theory and Computer Science Universal Design Rules from Product Pairs and Association Rule Based Learning Design Expertise Artificial Intelligence in Engineering Design Rule Based Expert System Design of Three Term Controllers Computer Integrated Manufacturing (Iccim '91): Manufacturing Enterprises Of The 21st Century - Proceedings Of The International Conference Knowledge Intensive Design Technology A Rule-based Expert System for Landscape Design Rule Based Dfm Analysis for Forging The Greening of the Automotive Industry Journal of the National Cancer Institute Kansei Engineering, 2 Volume Set Computational Morphologies Maritime Transportation Traditional Versus Rule-based Programming Techniques: Application to the Control

of Optional Flight Information Issues and Applications of Case-Based Reasoning to Design

Rule-Based Reasoning, Programming, and Applications Mar 16 2022

This book constitutes the refereed proceedings of the 5th International Symposium on Rules, RuleML 2011 - Europe, held in Barcelona, Spain, in July 2011 - collocated with the 22nd International Joint Conference on Artificial Intelligence, IJCAI 2011. It is the first of two RuleML events that take place in 2011. The second RuleML Symposium - RuleML 2011 - America - will be held in Fort Lauderdale, FL, USA, in November 2011. The 18 revised full papers, 8 revised short papers and 3 invited track papers presented together with the abstracts of 2 keynote talks were carefully reviewed and selected from 58 submissions. The papers are organized in the following topical sections: rule-based distributed/multi-agent systems; rules, agents and norms; rule-based event processing and reaction rules; fuzzy rules and uncertainty; rules and the semantic Web; rule learning and extraction; rules and reasoning; and rule-based applications.

How Probability Theory Can Help Us Design Rule-Based Systems Sep 22 2022 This paper is concerned with finding improved methods of reasoning for use in rule-based systems that perform diagnosis in general and situation assessment is particular. It is argued that, because the rules used in rule-based systems typically have exceptions, the rules must be interpreted probabilistically. Thus, if a rule If A then B has exceptions, then what the rule really means is that the conditional probability of B given A is close to one. A rule-inference criterion that makes use of second-order probability concepts is advocated.

Interestingly, this inference criterion is equivalent to some non-probabilistic inference criteria. The paper expounds a scheme for constructing situation-assessment systems that could be used as either decision aids or as reasoning components of computer generated forces.

Principles of the Business Rule Approach Feb 15 2022 The idea of

Business Rules has been around for a while. Simply put, a Business Rule is a statement that defines or constrains some aspect of the business. In practice they are meant to reduce or eliminate the delays, waste, and frustration associated with the IT department having to be involved with almost every action affecting an organization's information systems. The advent of Web services has created renewed interest in them. There are now several well established rules-based products that have demonstrated the effectiveness of their use. But until now there has not been a definitive guide to Business Rules. Ron Ross, considered to be the father of Business Rules, will help organizations apply this powerful solution to their own computer system problems. This book is intended to be the first book that anyone from an IT manager to a business manager will read to understand what Business Rules are, and what how they can be applied to their own situation.

Kansei Engineering, 2 Volume Set Apr 24 2020 MAC or PC? Kindle or Sony ereader? Droid, iPhone, or BlackBerry? Customers often find it hard to distinguish between products due to functional equivalency. They will, therefore, base their decisions on subjective factors. A powerful consumer oriented technology for product development, Kansei or Affective engineering translates customer's feelings

Artificial Intelligence in Engineering Design Jan 02 2021 Artificial Intelligence in Engineering Design is a three-volume edited collection of key papers from the field of AI and design, aimed at providing a state-of-the art description of the field, and focusing on how ideas and methods from artificial intelligence can help engineers in the design of physical artifacts and processes. The books survey a wide variety of applications in the areas of civil, chemical, electrical, computer, VLSI, and mechanical engineering.

Rule Based Dfm Analysis for Forging Jul 28 2020 How do we keep improving Rule based DFM analysis for forging? How does the Rule based DFM analysis for forging manager ensure against scope creep? How likely is the current Rule based DFM analysis for forging plan to

come in on schedule or on budget? What are the revised rough estimates of the financial savings/opportunity for Rule based DFM analysis for forging improvements? Is the Rule based DFM analysis for forging organization completing tasks effectively and efficiently? Defining, designing, creating, and implementing a process to solve a challenge or meet an objective is the most valuable role... In EVERY group, company, organization and department. Unless you are talking a one-time, single-use project, there should be a process. Whether that process is managed and implemented by humans, AI, or a combination of the two, it needs to be designed by someone with a complex enough perspective to ask the right questions. Someone capable of asking the right questions and step back and say, 'What are we really trying to accomplish here? And is there a different way to look at it?' This Self-Assessment empowers people to do just that - whether their title is entrepreneur, manager, consultant, (Vice-)President, CxO etc... - they are the people who rule the future. They are the person who asks the right questions to make Rule based DFM analysis for forging investments work better. This Rule based DFM analysis for forging All-Inclusive Self-Assessment enables You to be that person. All the tools you need to an in-depth Rule based DFM analysis for forging Self-Assessment. Featuring new and updated case-based questions, organized into seven core areas of process design, this Self-Assessment will help you identify areas in which Rule based DFM analysis for forging improvements can be made. In using the questions you will be better able to: - diagnose Rule based DFM analysis for forging projects, initiatives, organizations, businesses and processes using accepted diagnostic standards and practices - implement evidence-based best practice strategies aligned with overall goals - integrate recent advances in Rule based DFM analysis for forging and process design strategies into practice according to best practice guidelines Using a Self-Assessment tool known as the Rule based DFM analysis for forging Scorecard, you will develop a clear picture of which Rule based DFM analysis for forging areas need attention. Your purchase includes access

details to the Rule based DFM analysis for forging self-assessment dashboard download which gives you your dynamically prioritized projects-ready tool and shows your organization exactly what to do next. Your exclusive instant access details can be found in your book.

Structuralism Reloaded Dec 25 2022 About structuralism in urban architecture and design.

A Rule Based Computer Aided Design System Mar 28 2023

Case-based Reasoning in Design May 18 2022 First Published in 1995. Routledge is an imprint of Taylor & Francis, an informa company.

Rule Based Investing Jul 20 2022 Use rule-based investment strategies to maintain trading and investment discipline, and protect yourself from fear, greed, pride, and other costly emotions! Since the mid-1990s, assets under management in rule-based or non-discretionary hedge funds have outgrown those in discretionary or qualitative funds. Recent research shows that rule-based funds have outperformed discretionary funds on a risk-adjusted basis over the past 30 years, and have especially outperformed during recent financial crises. This is the first comprehensive guide to designing and applying these sophisticated strategies. Combining academic rigor and practical applications, it explains what rule-based investment strategies are, how to construct them, and how to distinguish bad ones from good ones. Unlike any other guide, it systematically covers every facet of the topic, including Forex, rates, emerging markets, equity, volatility, and other key topics. Credit Suisse head of global strategy and modeling, Chiente Hsu, covers carry, momentum, seasonality, and value-based strategies; as well as the construction of portfolios of rule-based strategies that support diversification. Replete with realistic examples, this book will be a valuable resource for everyone concerned with effective investing, from traders to specialists in applied corporate finance.

On the Application of Rule Based Techniques to the Design of Advice Giving Systems Nov 12 2021

Traditional Versus Rule-based Programming Techniques: Application

to the Control of Optional Flight Information Jan 22 2020

Rule-Based Programming Oct 23 2022 Rule-Based Programming is a broad presentation of the rule-based programming method with many example programs showing the strengths of the rule-based approach. The rule-based approach has been used extensively in the development of artificial intelligence systems, such as expert systems and machine learning. This rule-based programming technique has been applied in such diverse fields as medical diagnostic systems, insurance and banking systems, as well as automated design and configuration systems. Rule-based programming is also helpful in bridging the semantic gap between an application and a program, allowing domain specialists to understand programs and participate more closely in their development. Over sixty programs are presented and all programs are available from an ftp site. Many of these programs are presented in several versions allowing the reader to see how realistic programs are elaborated from 'back of envelope' models. Metaprogramming is also presented as a technique for bridging the 'semantic gap'. Rule-Based Programming will be of interest to programmers, systems analysts and other developers of expert systems as well as to researchers and practitioners in artificial intelligence, computer science professionals and educators.

Universal Design Rules from Product Pairs and Association Rule Based Learning Mar 04 2021 A product pair is two products with similar functionality that satisfy the same high level need but are different by design. The goal of this research is to apply association rule-based learning to product pairs and develop universal design rules to be used during the conceptual design phase. The Apriori algorithm produced 1,023 association rules with input parameters of 70% minimum confidence and 0.5% minimum support levels. These rules were down-selected based on the prescribed rule format of: (Function, Typical User Activity) --> Change, Universal User Activity). In other words, for a given product function and user activity, the rules suggest a design change and new user activity for a more universal product. This

research presents 29 universal design rules to be used during the conceptual design stage. These universal design rules suggest a parametric, morphological, functional, or no design change is needed for a given user activity and product function. No design change rules confirm our intuition and also prevent inefficient design efforts. A parametric design change is suggested for actionfunction elements involving find hand use to manipulate a product. Morphological design changes are proposed to solve actionfunction elements in a slightly more complex manner without adding or subtracting overall functionality. For example, converting human energy to mechanical energy with the upper body opposed to the lower body or actuating fluid flow with motion sensors instead of manual knobs. The majority of the recommended functional changes involve automating a product to make it more universal which might not be apparently obvious to designers during conceptual design.

Design Expertise Feb 03 2021 Design Expertise explores what it takes to become an expert designer. It examines the perception of expertise in design and asks what knowledge, skills, attributes and experiences are necessary in order to design well. Bryan Lawson and Kees Dorst develop a new model of design expertise and show how design expertise can be developed. This book is designed for all students, teachers, practitioners and researchers in architecture and design. To enable all readers to explore the book in a flexible way, the authors' words are always found on the left hand page. On the right are diagrams, illustrations and the voices of designers, teachers and students and occasionally others too. 'Design Expertise' provides a provocative new reading on the nature of design and creative thought.

NPS-ME-93-009 Apr 17 2022 This work investigates the use of frequency domain structural synthesis and an expert system rule based design methodology for automating the design of the submarine machinery cradle. The expert system provides 'intelligent' automated executive control of the design process. Frequency domain structural

synthesis provides the means to rapidly alter the structural configuration of the cradle design and calculate dynamic response. The goal is the minimization of structural dynamic transmissibility. Structural Dynamics, Frequency Domain, Artificial Intelligence Optimization.

Foundations of Information and Knowledge Systems Oct 11 2021 This book constitutes the proceedings of the 7th International Symposium on Foundations of Information and Knowledge Systems, FoIKS 2012, held in Kiel, Germany, in March 2012. The 12 regular and 8 short papers, presented together with two invited talks in full paper-length, were carefully reviewed and selected from 53 submissions. The contributions cover foundational aspects of information and knowledge systems. These include the application of ideas, theories or methods from specific disciplines to information and knowledge systems, such as discrete mathematics, logic and algebra, model theory, information theory, complexity theory, algorithmics and computation, statistics, and optimization.

Creative Rationality and Innovation Jul 08 2021 This book urges us to be creative in our way of thinking about innovation. Adopting an artificial perspective, the author emphasizes creative rationality: a form of thought that encourages knowledge crossing and invites an adventurous transgression. The question of how such a form of thought might be developed is addressed through a detailed examination of the educational system. The book frees itself from many of the myths that surround innovation, including the predominance of what the author calls the linear and hierarchical model.

Introduction to Rule-based Design & Analysis Using PC-Plus Jan 26 2023

Computer-Aided Architectural Design. "Hello, Culture" May 06 2021 This book constitutes selected papers of the 18th International Conference on Computer-Aided Architectural Design Futures, CAAD Futures 2019, held in Daejeon, Republic of Korea, in June 2019. The 34 revised full papers presented were carefully reviewed and selected from

194 submissions. The papers are organized in topical sections on theory, methodology and practice of architectural and interior design; support systems for design decisions; tools, methods and implementation of urban design; rethinking space and spatial behavior; fabrication and materialization; and shape studies.

Computer Integrated Manufacturing (Iccim '91): Manufacturing Enterprises Of The 21st Century - Proceedings Of The International Conference Oct 31 2020 Since the first edition of this book, the literature on fitted mesh methods for singularly perturbed problems has expanded significantly. Over the intervening years, fitted meshes have been shown to be effective for an extensive set of singularly perturbed partial differential equations. In the revised version of this book, the reader will find an introduction to the basic theory associated with fitted numerical methods for singularly perturbed differential equations. Fitted mesh methods focus on the appropriate distribution of the mesh points for singularly perturbed problems. The global errors in the numerical approximations are measured in the pointwise maximum norm. The fitted mesh algorithm is particularly simple to implement in practice, but the theory of why these numerical methods work is far from simple. This book can be used as an introductory text to the theory underpinning fitted mesh methods.

Logical Foundations for Rule-Based Systems Nov 24 2022 The book presents logical foundations for rule-based systems. An attempt has been made to provide an in-depth discussion of logical and other aspects of such systems, including languages for knowledge representation, inference mechanisms, inference control, design and verification. The ultimate goal was to provide a deeper theoretical insight into the nature of rule-based systems and put together the most complete presentation including details so frequently skipped in typical textbooks. The book may be useful to potentially wide audience, but it is aimed at providing specific knowledge for graduate, post-graduate and Ph.D. students, as well as knowledge engineers and research workers involved in the

domain of AI. It also constitutes a summary of the Author's research and experience gathered through several years of his research work.

Evolving Rule-Based Models Feb 27 2023 The idea about this book has evolved during the process of its preparation as some of the results have been achieved in parallel with its writing. One reason for this is that in this area of research results are very quickly updated. Another is, possibly, that a strong, unchallenged theoretical basis in this field still does not fully exist. From other hand, the rate of innovation, competition and demand from different branches of industry (from biotech industry to civil and building engineering, from market forecasting to civil aviation, from robotics to emerging e-commerce) is increasingly pressing for more customised solutions based on learning consumers behaviour. A highly interdisciplinary and rapidly innovating field is forming which focus is the design of intelligent, self-adapting systems and machines. It is on the crossroads of control theory, artificial and computational intelligence, different engineering disciplines borrowing heavily from the biology and life sciences. It is often called intelligent control, soft computing or intelligent technology. Some other branches have appeared recently like intelligent agents (which migrated from robotics to different engineering fields), data fusion, knowledge extraction etc., which are inherently related to this field. The core is the attempts to enhance the abilities of the classical control theory in order to have more adequate, flexible, and adaptive models and control algorithms.

Design Theory and Computer Science Apr 05 2021 The author examines logic and methodology of design from the perspective of computer science. Computers provide the context for this examination both by discussion of the design process for hardware and software systems and by consideration of the role of computers in design in general. The central question posed by the author is whether or not we can construct a theory of design.

A Rule-based Expert System for Landscape Design Aug 29 2020

The Greening of the Automotive Industry Jun 26 2020 An examination of the greening of the automotive industry by the path dependence of countries and carmakers' trajectories. Three sources of path dependency can be detected: business models, consumer attitudes, and policy regulations. The automobile is changing and the race towards alternative driving systems has started!

Maritime Transportation Feb 21 2020 The environmental and human costs of marine accidents are high, and risks are considerable. At the same time, expectations from society for the safety of maritime transportation, like most other activities, increase continuously. To meet these expectations, systematic methods for understanding and managing the risks in a cost-efficient manner are needed. This book provides readers with an understanding of how to approach this problem. Firmly set within the context of the maritime industry, systematic methods for safety management and risk assessment are described. The legal framework and the risk picture within the maritime industry provide necessary context. Safety management is a continuous and wide-ranging process, with a set of methods and tools to support the process. The book provides guidance on how to approach safety management, with many examples from the maritime industry to illustrate practical use. This extensively revised new edition addresses the needs of students and professionals working in shipping management, ship design and naval architecture, and transport management, as well as safety management, insurance, and accident investigation.

Issues and Applications of Case-Based Reasoning to Design Dec 21 2019 Design is believed to be one of the most interesting and challenging problem-solving activities ever facing artificial intelligence (AI) researchers. Knowledge-based systems using rule-based and model-based reasoning techniques have been applied to build design automation and/or design decision support systems. Although such systems have met with some success, difficulties have been encountered in terms of formalizing such generalized design experiences as rules, logic, and

domain models. Recently, researchers have been exploring the idea of using case-based reasoning (CBR) techniques to complement or replace other approaches to design support. CBR can be considered as an alternative to paradigms such as rule-based and model-based reasoning. Rule-based expert systems capture knowledge in the form of if-then rules which are usually identified by a domain expert. Model-based reasoning aims at formulating knowledge in the form of principles to cover the various aspects of a problem domain. These principles, which are more general than if-then rules, comprise a model which an expert system may use to solve problems. Model-based reasoning (MBR) is sometimes called reasoning from first principles. Instead of generalizing knowledge into rules or models, CBR is an experience-based method. Thus, specific cases, corresponding to prior problem-solving experiences, comprise the main knowledge sources in a CBR system. This volume includes a collection of chapters that describe specific projects in which case-based reasoning is the focus for the representation and reasoning in a particular design domain. The chapters provide a broad spectrum of applications and issues in applying and extending the concept of CBR to design. Each chapter provides its own introduction to CBR concepts and principles.

Impact of Design Research on Industrial Practice Aug 09 2021
Showcasing exemplars of how various aspects of design research were successfully transitioned into and influenced, design practice, this book features chapters written by eminent international researchers and practitioners from industry on the Impact of Design Research on Industrial Practice. Chapters written by internationally acclaimed researchers of design analyse the findings (guidelines, methods and tools), technologies/products and educational approaches that have been transferred as tools, technologies and people to transform industrial practice of engineering design, whilst the chapters that are written by industrial practitioners describe their experience of how various tools, technologies and training impacted design practice. The main benefit of

this book, for educators, researchers and practitioners in (engineering) design, will be access to a comprehensive coverage of case studies of successful transfer of outcomes of design research into practice; as well as guidelines and platforms for successful transfer of research into practice.

Rule Based Expert System Design of Three Term Controllers Dec 01 2020

Knowledge Intensive Design Technology Sep 29 2020 Knowledge Intensive Design Technology is a collection of papers presented at the Fifth Workshop on Knowledge Intensive CAD, which was sponsored by the International Federation for Information Processing (IFIP) Working Group 5.2 and hosted by the Department of Manufacturing Engineering at the University of Malta in July 2002. The book chapters progressively take the reader through the following sequential sections; -Part One - KIC Development Approaches, -Part Two - Knowledge Systematization, -Part Three - Prototype KIC Systems. Knowledge Intensive Design Technology makes essential reading for practicing engineers/scientists involved in R&D as well as for relevant Masters and Ph.D. students. The book is also pertinent to those in industry concerned with capturing and structuring company-specific knowledge for proactive reuse to increase product development efficiency, and also to those involved in the development of CAD systems.

Computational Morphologies Mar 24 2020 This book represents an invaluable and up-to-date international exchange of research, case studies and best practice to tackle the challenges of digital technology, computer-aided design, 3D modeling, prototyping machines and computational design. With contributions from leading experts in the field of industrial design and cultural heritage, it is split into three parts. The first part explores basic rules of design, design models and shape grammar, including the management of complex forms, and proves that innovative concepts may be derived from organic models using generative design. The second part then investigates responsive

design, describing how to manage the changing morphologies of buildings through pre-programmed mechanisms of real-time response and feedback embedded in inhabitable spaces. Lastly, the third part focuses on digital heritage and its capability to increase the interaction and manipulation of object and concepts, ranging from augmented reality to modeling generative tools. The book gathers peer-reviewed papers presented at the eCAADe (Education and Research in Computer-Aided Architectural Design in Europe) Regional International Symposium, held in Milan, Italy, in 2015.

Journal of the National Cancer Institute May 26 2020

Rule-Based Evolutionary Online Learning Systems Jan 14 2022 Rule-based evolutionary online learning systems, often referred to as Michigan-style learning classifier systems (LCSs), were proposed nearly thirty years ago (Holland, 1976; Holland, 1977) originally calling them cognitive systems. LCSs combine the strength of reinforcement learning with the generalization capabilities of genetic algorithms promising a flexible, online generalizing, solely reinforcement dependent learning system. However, despite several initial successful applications of LCSs and their interesting relations with animal learning and cognition, understanding of the systems remained somewhat obscured. Questions concerning learning complexity or convergence remained unanswered. Performance in different problem types, problem structures, concept spaces, and hypothesis spaces stayed nearly unpredictable. This book has the following three major objectives: (1) to establish a facetwise theory-proach for LCSs that promote system analysis, understanding, and design; (2) to analyze, evaluate, and enhance the XCS classifier system (Wilson, 1995) by the means of the facetwise approach establishing a fundamental XCS learning theory; (3) to identify both the major advantages of an LCS-based learning approach as well as the most promising potential application areas. Achieving these three objectives leads to a rigorous understanding of LCS functioning that enables the successful application of LCSs to diverse problem types and problem

domains. The quantitative analysis of XCS shows that the interactive, evolutionary-based online learning mechanism works machine learning competitively yielding a low-order polynomial learning complexity. Moreover, the facetwise analysis approach facilitates the successful design of more - vanced LCSs including Holland's originally envisioned cognitive systems. Martin V.

Design Theory Aug 21 2022 This textbook presents the core of recent advances in design theory and its implications for design methods and design organization. Providing a unified perspective on different design methods and approaches, from the most classic (systematic design) to the most advanced (C-K theory), it offers a unique and integrated presentation of traditional and contemporary theories in the field. Examining the principles of each theory, this guide utilizes numerous real life industrial applications, with clear links to engineering design, industrial design, management, economics, psychology and creativity. Containing a section of exams with detailed answers, it is useful for courses in design theory, engineering design and advanced innovation management. "Students and professors, practitioners and researchers in diverse disciplines, interested in design, will find in this book a rich and vital source for studying fundamental design methods and tools as well as the most advanced design theories that work in practice". Professor Yoram Reich, Tel Aviv University, Editor-in-Chief, Research In Engineering Design. "Twenty years of research in design theory and engineering have shown that training in creative design is indeed possible and offers remarkably operational methods - this book is indispensable for all leaders and practitioners who wish to strengthen the innovation capacity of their company." Pascal Daloz, Executive Vice President, Dassault Systèmes

Fuzzy Rule Based Computer Design Apr 29 2023 This book provides the theory and some examples of rule based reasoning applied to computer design. The presentation begins with design methods. These include both structured, object oriented design applied to software and systems

engineering using several examples. Rule based reasoning, fuzzy logic, and new methods of virtual prototyping of computer designs are also covered. Virtual prototyping, in contrast to hardware prototyping, offers the promise of much lower design cost and more time to prepare prototypes. A discussion on this topic concludes with a sample implementation of these methods that can be used for computer system design.

Towards a Service-Based Internet Jun 07 2021 This volume constitutes the refereed proceedings of the Fourth European Conference, ServiceWave 2011, held in Poznan, Poland, in October 2011. The 25 revised full papers presented together with 3 invited presentations were carefully reviewed and selected from numerous submissions. They are organized in topical sections on cloud computing, security, privacy and trust, service engineering fundamentals, business services, and FI-PPP. In addition to the scientific track, 14 extended abstracts of demonstrations covering a wide spectrum of technology and application domains were accepted.

Logical Foundations for Rule-Based Systems Dec 13 2021 Thinking in terms of facts and rules is perhaps one of the most common ways of approaching problem definition and problem solving both in everyday life and under more formal circumstances. The best known set of rules, the Ten Commandments have been accompanying us since the times of Moses; the Decalogue proved to be simple but powerful, concise and universal. It is logically consistent and complete. There are also many other attempts to impose rule-based regulations in almost all areas of life, including professional work, education, medical services, taxes, etc. Some most typical examples may include various codes (e.g. legal or traffic code), regulations (especially military ones), and many systems of customary or informal rules. The universal nature of rule-based formulation of behavior or inference principles follows from the concept of rules being a simple and intuitive yet powerful concept of very high expressive power. Moreover, rules as such encode in fact

functional aspects of behavior and can be used for modeling numerous phenomena.

Jess in Action Jun 19 2022 Jess in Action first introduces rule programming concepts and teaches you the Jess language. Armed with this knowledge, you then progress through a series of fully-developed applications chosen to expose you to practical rule-based development. The book shows you how you can add power and intelligence to your Java software.

A model for incorporating rule based techniques into direct manipulation design interfaces via snapping Sep 10 2021 The approaches taken to build such systems in the past have been primarily concentrated either on direct manipulation editors or on systems that attempt to automatically generate much or all of the interface (typically using rule-based techniques). Here we consider how a middle ground between these approaches might be constructed by explicitly representing the results of inference rules in the direct manipulation framework, and by using semantic snapping techniques to give the user direct feedback and interactive control over the application of rules."

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