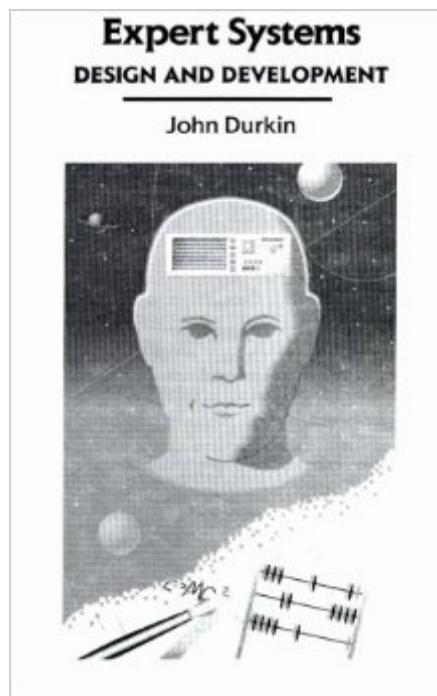


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# Expert Systems: Design And Development



## Book Information

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## Customer Reviews

This book is a combination of introduction to expert systems and guide lines for getting an expert system up and running. Topics like rule-based expert systems, including forward chaining and backward chaining, inexact reasoning, frame-based systems, induction systems are first introduced in a scientific manner and then follows the engineering methodologies. Important algorithms are described in both plain English and descriptive math. Loads of real-world expert system example projects are given through out the whole book, with the guide from problem identification to architecturing to coding to testing to evaluation to expansion of the system. Loads of source code. This book also well addresses the question of which approach to choose for what domains. There are many comprehensive comparisons between technologies, like rules vs frames, etc. Although this book is a little bit dated, many of the engineering principles which are emphasized in this book still hold the value very well. You see rapid prototype, intensive code testing and short iterations everywhere in this book. I personally think this is a book which should not be overlooked by anybody entering the world of expert systems or knowledge engineering.

Though the book is a little old, it's a good conceptual overview of the rules space. Love it and been reading it in tandem with the Giarratano book.

The book has absolutely all the elements to consider in the development of an expert system. It

covers such topics broadly and is current.

Great book for learning basics of expert system. Helped me understand a lot of useful concepts.

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