



# Post and Markov Systems

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# Production Systems

- Why rule-based systems are so useful for expert systems?
- Production systems were first used in symbolic logic by Post (1943)
- Post proved the important and amazing result that any system of mathematics or logic could be written as a certain type of production system.
- Computer languages are commonly defined using the Backus-Naur Form (BNF) of production rules.

# Basic Idea

- The basic idea of Post was that any mathematical or logic system is simply a set of rules specifying how to change one string of symbols (antecedent) into another set of symbols (consequent).
- This idea is also valid with programs and expert systems where the initial string of symbols is the input data and the output string is some transformation of the input.

# Example

- Input: “patient has fever”  
Output: “take an aspirin”
- The manipulations of the strings is based on syntax and not any semantics or understanding of what a fever, aspirin, and patient represent.
- A production rule for this example could be  
Antecedent → Consequent  
Person has fever → take aspirin  
where the arrow indicates the transformation of one string into another.

- Transform into IF THEN notation as

IF person has fever THEN take aspirin

- The production rule can also have multiple antecedents.  
For example:

person has fever AND

fever is greater than 102 → see doctor

- A Post production system consists of a group of production rules, such as
  - (1) car won't start → check battery
  - (2) car won't start → check gas
  - (3) check battery AND battery bad → replace battery
  - (4) check gas AND no gas → fill gas tank

# Lack of Control Strategy

- Although Post production rules were useful in laying part of the foundation of expert systems, they are not adequate for writing practical programs.
- The basic limitation of Post production rules for programming is lack of a **control strategy** to guide the application of the rules.
- A Post system permits the rules to be applied on the strings in any manner because there is no specification given on how the rules should be applied.

# Markov Algorithm

- Markov (1954) specified a control structure for production systems.
- A **Markov algorithm** is an ordered group of productions which are applied in order of priority to an input string.
- If the highest priority rule is not applicable, then the next one is applied and so on.
- The algorithm terminates if either (1) the last production is not applicable to a string or (2) a production that ends with a period is applied.

# Applying Production Rules

- A production system consisting of one rule:

$$AB \rightarrow HIJ$$

when applied to the input string GABKAB produces  
new string GHIJKAB  
and again GHIJKHIJ.

- The special character  $\wedge$  represents the null string of no characters. For example

$$A \rightarrow \wedge$$

deletes all occurrences of the character A in a string.



- The Greek letters  $\alpha, \beta$ , and so forth are used for special punctuation of strings.
- **Example:** Moves the first letter of an input string to the end.
  - (1)  $\alpha xy \rightarrow y\alpha x$
  - (2)  $\alpha \rightarrow \wedge$ .
  - (3)  $\wedge \rightarrow \alpha$
- Notice that the  $\alpha$  symbol acts analogously to a temporary variable in a conventional programming language.
- The program then ends when rule 2 is applied since there is a period after rule 2.

<u>Rule</u>	<u>Success or Failure</u>	<u>String</u>
1	F	ABC
2	F	ABC
3	S	$\alpha$ ABC
1	S	B $\alpha$ AC
1	S	BC $\alpha$ A
1	F	BC $\alpha$ A
2	S	BCA