

CLASS 6 OUTLINE

I. Example of a Classical AI Production System

Irrevocable Control Strategy
Tentative Control Strategy

II. Architectures for the Implementation of Action Functions

A. Production Systems (Rule-Based Systems)
B. State Machines
C. Artificial Neural Networks
D. Subsumption Architecture

III. Final Thoughts on Stimulus-Response (SR) Agents - Chapter 2

V. User-Defined Functions - The way you program in LISP

defun
cond
function-lambda-expression

V. Recursive Functions - Introduction

VII. Recursive Function Definitions - Examples

See LISP Notes 1