研发、设计、测试

结合CLIPS和VC++实现规则推理的方法

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摘要　专家系统开发通常有三种方式：高级程序语言，专家系统外壳，专家系统工具。该文介绍了专家系统工具CLIPS6和高级程序语言VC++6.0的各自特点，提出了将专家系统工具CLIPS6与VC++6.0高级语言编程工具结合起来开发专家系统，实现规则推理。详细描述了CLIPS嵌入VC++的一般过程：如何把CLIPS6嵌入VC++，如何加入CLIPS用户自定义函数来传递和返回参数。并以摩托车智能设计为例，详细阐述了规则编辑，事实获取，实现规则解释，实现人机交互功能等，从而实现摩托车智能设计的规则推理。

关键词　摩托车　智能设计　规则推理

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Method to realize rule-based reasoning using CLIPS and VC++

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Abstract

Expert system development generally has three ways，such as using advanced programming language，using expert system crust，and using expert system development kit.This article introduces respective characteristic of expert system tool CLIPS6 and advanced programming language VC++，puts forward that expert system tool CLIPS6 and VC++ advanced program language are combined together to develop the expert system for rule reasoning.The paper describes in detail the general process of CLIPS embedded into VC++，how to embed CLIPS into VC++，how to add CLIPS user definition function and transfer and return parameters，how to add CLIPS event handlers.And take the motorcycle design as example，elaborates the rule editing，facts obtaining，rule explaining，man-machine interactive function，thus realize rule-based reasoning of the motorcycle intelligence design.

Key words　motorcycle　intelligence design　rule reasoning

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