

HEURISTICO-CONCEPTUAL PROGRAMMING

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It is shown that the method of analytical heuristics /2/, binarized formalism /3/ and the model of Artificial Conceptual Intelligence /4/ could be successfully used as a basis for describing the process of "arriving at decisions" based on the unified description of "beginning of conditions", "body of conditions", "beginning of responses", "body of responses", "beginning of decisions", "body of decisions" /2/ by means of binary wave form of representing variables in the vector-matrix form. The binary wave addressing we introduce that can be used for the "action space" as well, makes it possible to solve the decision search problems without scanning difficulties. The complete "wave binarization" of all the components for "behaviour during decision taking makes the solution of direct and reverse problem feasible, that is compilation of special "system of equations for accumulation of experience" and "system of equations for decisions and conclusions". This method is formally presented as the one of decision table programming /1/.

It is shown that the vector-matrices of states we have introduced are "fuzzy" (L.Zadeh). The programs for multifactor system estimation are created. It is illustrated by means of a well-known example of heuristical programming that theory avoids "scanning". Matrix form of an AI heuristico-conceptual model is easily presented in the form of block-diagrams and programs.

R e f e r e n c e s

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