# Medical KBS Design with Patterns

Marie Beurton-Aimar

Institut de Sant Publique, pidmiologie et Dveloppement Universit Victor Segalen - Bordeaux 2 - France

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# What is needed in a Diagnostic Making System ?

- A Knowledge Base which contains the definitions of pathologies.
- Modules of *reasoning* which share the Knowlege Base.
- A module of communication with the practitioner, to take into account the *patient description*.

In this context, these different points will be presented:

- Object-Oriented Design for a Clinical Diagnostic System.
- Introduction of Patterns in the model.
- Software Engineering and Artificial Intelligence.

#### **Object Architecture of the Medical KBS**



#### Adding Patterns to the Model

Patterns modelize objects which do not exist as full entities in a human cognitive system.

Four patterns have been choosen to complete the first model:

- **Composite** and **Strategy**: to help structuring the knowledge with definitions of common behaviours of objects.
- **State**: to improve the semantic representation of the knowledge.
- **Iterator**: to identify generic mechanisms hidden into several procedures.

#### **Composition of Signs**

The first problem in clinical medicine is to model in the same way pathologies which have *heterogeneous signs*.



#### Interpretation of Signs

- The expression of the weight of a sign into the diagnosis is linked to the method of reasoning.
- Each of them has its own type of values but we want to share some information such as: *"the presence of articular pain is significant, the absence of destruction is very significant"*.
- The pattern **State** is used in order to save the information of "presence" or "absence" without taking into account which treatment is done.
- Three States are defined : *present*, *absent* and *information*.



### **Structuring of the Treatment Modules**

The main purpose of a diagnostic system is the *comparison* between the *patient* and the *disease description*:

- does the patient have the signs included in diseases descriptions or not?

The diagnostic process is split into 2 stages :

- A generic diagnostic task for running through two sets of signs (disease and patient) with an **Iterator**.
- A common interface for the specific modules of computing with **Strategy**



#### **Architecture including Patterns**





# Software Engineering and Artificial Intelligence

- Intelligent Systems are often *organized around one method of reasoning* and the whole architecture is influenced by this point of view:
  - decision trees, rule based systems, semantic networks . . .
- In this work, we have coupled a traditional representation of the concepts of medical data, with specific objets required by software design.
- The patterns *modelize some semantic concepts* in the knowledge base, in addition to improve the quality of software programming.