Implementation of decision making and knowledge representation

Exp - 2

aim: Implementation of decision making and knowledge representation.

Prolog code

```
% rule to find the minimum of 2 numbers.
minimum(X,Y,X):- X =< Y. % if X is less than or equal to Y, X is the minimum.
minimum(X,Y,Y):- X > Y % If X is greater than Y Y is the minimum.
```

Example Queries:

1) to find the minimum of 2 numbers.
   minimum(5,10,min).

   output
   min = 5.

2) to find the maximum of 2 numbers
   maximum(5,10,max)

   output
   max = 10.

Prolog Code

% given facts

likes (mary, food)

likes (mary, wine)

likes (john, wine)

likes (john, mary)

% rules based on the conditions:

likes (john, X) :- likes (mary, X)

likes (john, Y) :- likes (X, wine)

likes (john, Y) :- likes (Y, X)

% sample queries:

Query 1: Does john like food?

?- likes (john, food)

% sample queries

Does john like wine

?- likes (john, wine)

output

Query: ?- likes (john, food).

Yes!