

ZOOKEEPER *

1 Rules

Z1	If	?x has hair
	then	?x is a mammal
Z2	If	?x gives milk
	then	?x is a mammal
Z3	If	?x has feathers
	then	?x is a bird
Z4	If	?x flies
		?x lays eggs
	then	?x is a bird
Z5	If	?x is a mammal
		?x eats meat
	then	?x is carnivore
Z6	If	?x is a mammal
		?x has pointed teeth
		?x has claws
		?x has forward-pointing eyes
	then	?x is a carnivore
Z7	If	?x is a mammal
		?x has hoofs
	then	?x is an ungulate
Z8	If	?x is a mammal
		?x chews cud
	then	?x is an ungulate
Z9	If	?x is a carnivore
		?x has tawny color
		?x has dark spots
	then	?x is a cheetah
Z10	If	?x is a carnivore
		?x has tawny color
		?x has black strips
	then	?x is a tiger

Z11	If	?x is an ungulate
		?x has long legs
		?x has long neck
		?x has tawny color
		?x has dark spots
	then	?x is a giraffe
Z12	If	?x is an ungulate
		?x has white color
		?x has black stripes
	then	?x is a zebra
Z13	If	?x is a bird
		?x does not fly
		?x has long legs
		?x has long neck
		?x is black and white
	then	?x is an ostrich
Z14	If	?x is a bird
		?x does not fly
		?x swims
		?x is black and white
	then	?x is a penguin
Z15	If	?x is a bird
		?x is a good flyer
	then	?x is an albatross

2 Initial working memory A

Stretch has hair.
Stretch chews cud.
Stretch has long legs.
Stretch has a long neck.
Stretch has tawny color.
Stretch has dark spots.

3 Initial working memory B

Splashy has feathers.
Splashy lays eggs.
Splashy does not fly.
Splashy is black and white.
Splashy swims.

*Taken from *Artificial Intelligence (Third Edition)* by Patrick Henry Winston.