<Homework 2> Animal Identifier DUE: 4/11

1) Test the following 4 data sets for the Working Memory.

2) Submit the Source Code, and attach the Screen shots for the result.

3) **Production Memory**: Use the 15 animal identifier **Rules** in the class notes

Rule 1 IF the animal has hair THEN it is a mammal

Rule 2 IF the animal gives milk THEN it is a mammal

……..

4) **Working Memory (4 data sets)**

data1: has feathers, does not fly, has long legs, has a long neck, is black and white

data2: has hair, eats meat, has a tawny-color, has dark spots

data3: has hooves, gives milk, has a white color, has black-stripes

data4: gives milk, has hooves, had long legs, has a long neck, has a tawny-color, dark spots

- **Submit the test results as dribble files.**
- Procedure using DRIBBLE command

1. (dribble-on hw2_CLIPS.txt) → 2. (load hw2.clp) (load data1.clp) → 3 (reset) → 4. (run) → 5. (facts) → 6. (dribble-off) ➔ hand-in hw2_CLIPS.txt file

* Remove Matched Fact from the Fact-list, and only the results should be remained in the WM, after RUN.

Ex) (defrule Rule1 ?d1 <- (animal has hair) => (assert (animal is-a mammal)) (retract ?d1))

* From the second test, do not need to reload the rules.

You only need to remove the data1 (retract *), and load the data2.

- (load data2.clp) → (reset) → (run) → (facts),… same for the data3, and data4