

KAUNO TECHNOLOGIJOS UNIVERSITETAS
INFORMATIKOS FAKULTETAS

INTELEKTIKOS PAGRINDAI 2019

Laboratorinio darbo ataskaita

Darbą atliko:

IFF-6/6 gr. studentas

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Priėmė:

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1. Laboratorinis darbas 1

1.1.Kodas

```
; JESS aplinkoje komentarus pasalinkite
;
;(clear)

(deftemplate pele (slot spalva) (slot kiekis) )
(deftemplate katino (slot busena) (slot suvalgyta_peliu) (slot nevalge_dienu))

(deffacts faktu-inicializavimas
  (pele (spalva pilka) (kiekis 5))
  (pele (spalva balta) (kiekis 3))
  (katino (busena "alkanas") (suvalgyta_peliu 0) (nevalge_dienu 0))
)

(defrule r1 "Kai katinas alkanas, jis nori valgyti"
  ?fact-id <- (katino (busena ?busena))
  (test (eq ?busena "alkanas"))
  =>
  (modify ?fact-id (busena "nori valgyti"))
)

(defrule r2 "Kai katinas nori valgyti ir yra peliu, jis valgo peles"
  ?fact-id1 <- (katino (busena "nori valgyti") (suvalgyta_peliu ?suvalgyta))
  ?fact-id2 <- (pele (spalva ?spalva) (kiekis ?kiekis))
  (test (> ?kiekis 0))
  =>

  (if (eq ?spalva balta) then (printout t "py-py!" crlf)
      else (printout t "pyyyyy" crlf))
  (modify ?fact-id2 (kiekis (- ?kiekis 1)) )

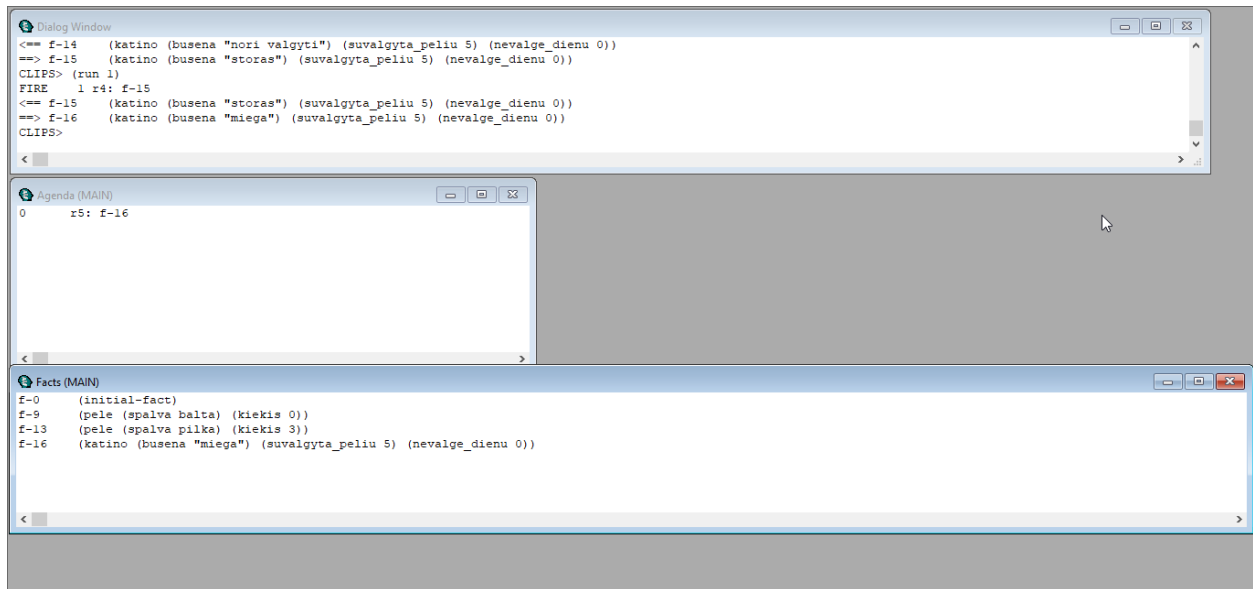
  (modify ?fact-id1 (suvalgyta_peliu (+ ?suvalgyta 1)) )
  (printout t "miau" crlf)
)

(defrule r3 "kai katinas suvalgo 5 peles, jis tampa storu katinu"
  (declare (salience 10))
  ?fact-id1 <- (katino (busena "nori valgyti") (suvalgyta_peliu ?suvalgyta))
  (test (= ?suvalgyta 5))
  =>
  (modify ?fact-id1 (busena "storas"))
)

(defrule r4 "kai storas, nori miego"
  ?fact-id <- (katino (busena ?busena))
  (test (eq ?busena "storas"))
  =>
  (modify ?fact-id (busena "miega"))
)

(defrule r5 "kai pamiega, nori valgyt"
  ?fact-id <- (katino (busena ?busena) (suvalgyta_peliu ?suvalgyta)) |
  (test (eq ?busena "miega"))
  =>
  (modify ?fact-id (busena "alkanas") (suvalgyta_peliu 0))
)
```

1.2.Rezultatai



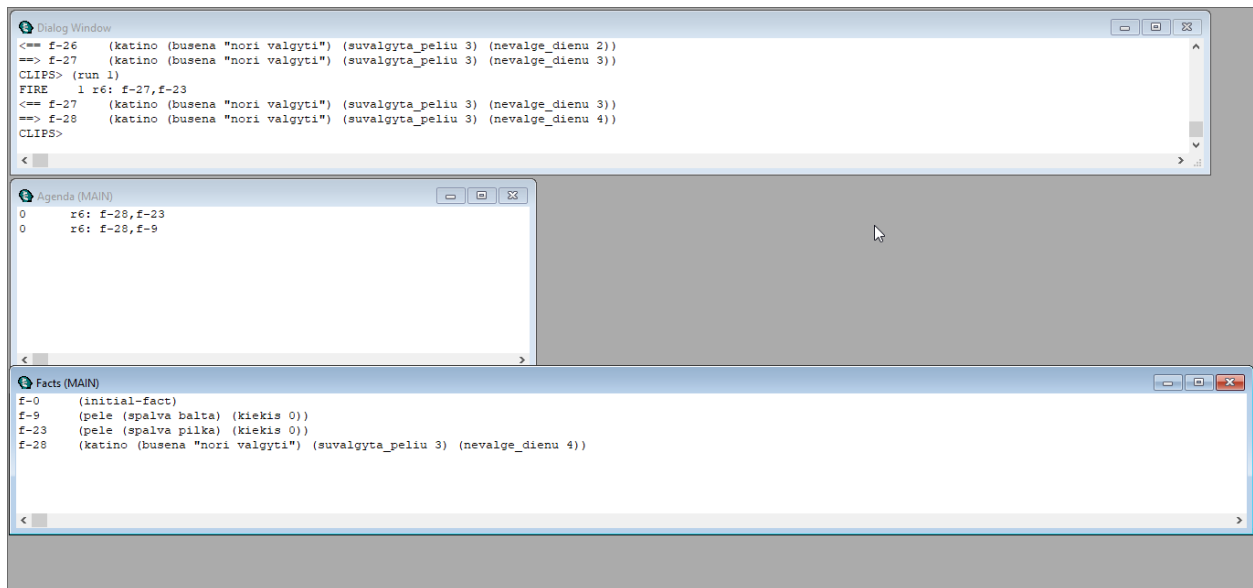
The screenshot shows a logic programming environment with three windows:

- Dialog Window:** Contains a CLIPS-style rule and fact definitions.

```
<== f-14 (katino (busena "nori valgyti") (suvalgyta_peliu 5) (nevalge_dienu 0))  
==> f-15 (katino (busena "storas") (suvalgyta_peliu 5) (nevalge_dienu 0))  
CLIPS> (run 1)  
FIRE 1 r4: f-15  
<== f-15 (katino (busena "storas") (suvalgyta_peliu 5) (nevalge_dienu 0))  
==> f-16 (katino (busena "miega") (suvalgyta_peliu 5) (nevalge_dienu 0))  
CLIPS>
```
- Agenda (MAIN):** Shows the current agenda with one item.

```
0 r5: f-16
```
- Facts (MAIN):** Lists the current facts.

```
f-0 (initial-fact)  
f-9 (pele (spalva balta) (kiekis 0))  
f-13 (pele (spalva pilka) (kiekis 3))  
f-16 (katino (busena "miega") (suvalgyta_peliu 5) (nevalge_dienu 0))
```



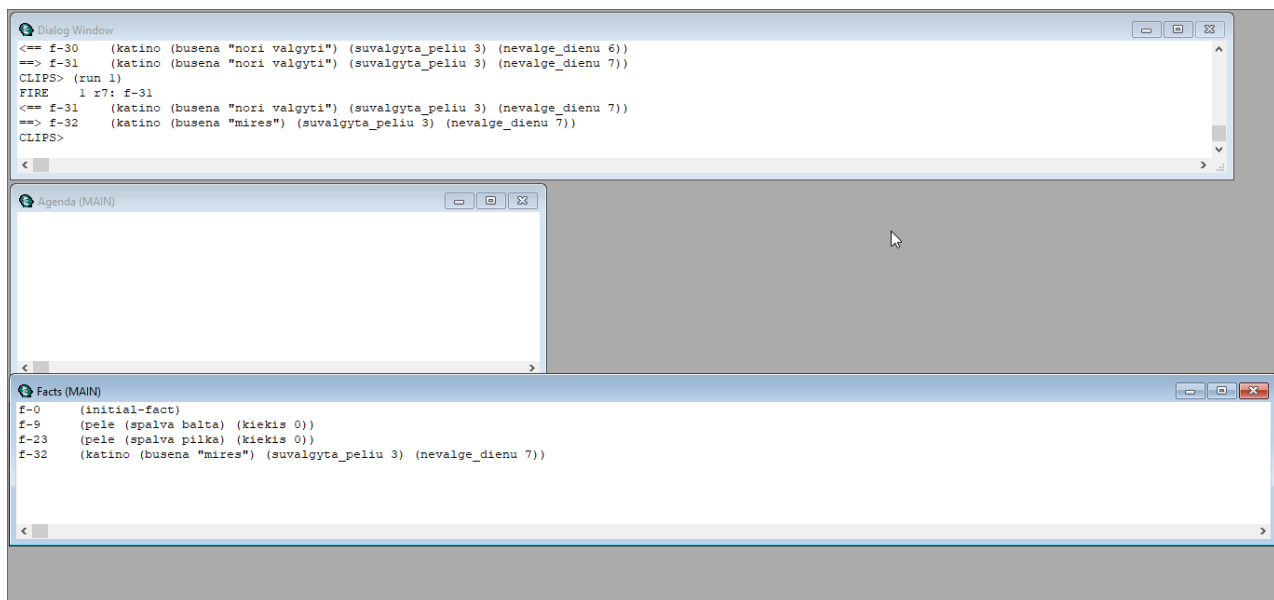
The screenshot shows the same logic programming environment after further execution:

- Dialog Window:** Contains a CLIPS-style rule and fact definitions.

```
<== f-26 (katino (busena "nori valgyti") (suvalgyta_peliu 3) (nevalge_dienu 2))  
==> f-27 (katino (busena "nori valgyti") (suvalgyta_peliu 3) (nevalge_dienu 3))  
CLIPS> (run 1)  
FIRE 1 r6: f-27,f-23  
<== f-27 (katino (busena "nori valgyti") (suvalgyta_peliu 3) (nevalge_dienu 3))  
==> f-28 (katino (busena "nori valgyti") (suvalgyta_peliu 3) (nevalge_dienu 4))  
CLIPS>
```
- Agenda (MAIN):** Shows the current agenda with two items.

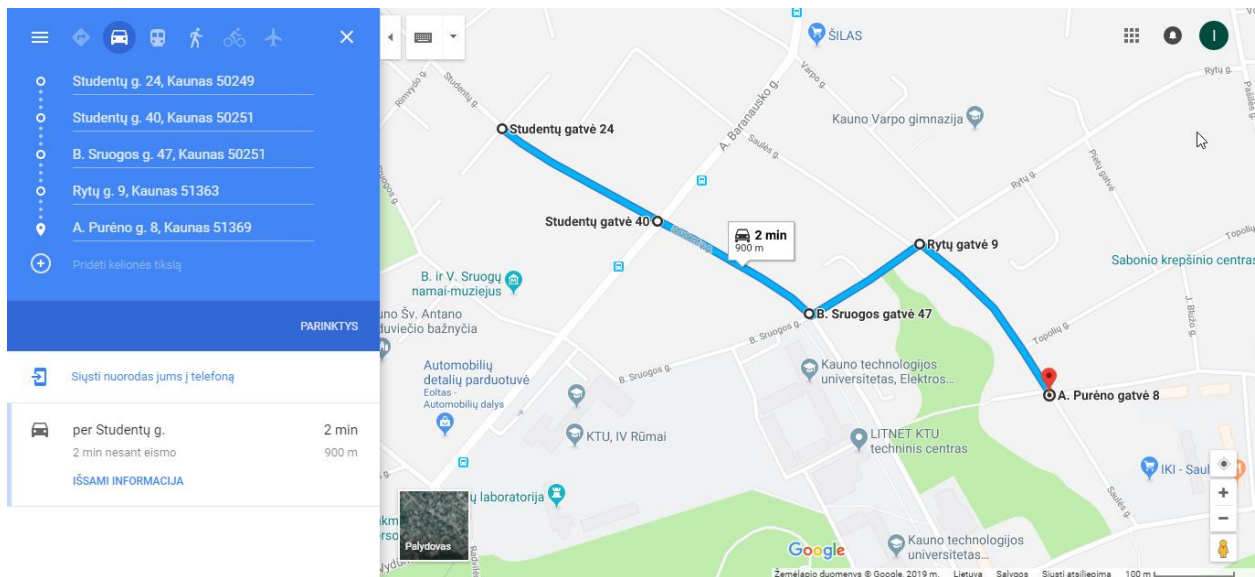
```
0 r6: f-28,f-23  
0 r6: f-28,f-9
```
- Facts (MAIN):** Lists the current facts.

```
f-0 (initial-fact)  
f-9 (pele (spalva balta) (kiekis 0))  
f-23 (pele (spalva pilka) (kiekis 0))  
f-28 (katino (busena "nori valgyti") (suvalgyta_peliu 3) (nevalge_dienu 4))
```



2. Individuali užduotis

2.1. Maršrutas



2.2.Kodas

```
; JESS aplinkoje komentarus pasalinkite
;
;(clear)

(deftemplate obstacles (slot location) (slot t_lights) (slot cars) (slot pedestrians) (slot spec_service))

(deftemplate car (slot location))

(deftemplate fragment (slot from) (slot to))

(deffacts faktu-inicializavimas
  (car (location sankryza1))
  (fragment (from sankryza1) (to sankryza2))
  (fragment (from sankryza2) (to sankryza3))
  (fragment (from sankryza3) (to sankryza4))
  (fragment (from sankryza4) (to sankryza5))
  (obstacles (location sankryza1) (t_lights red) (cars 0) (pedestrians 2) (spec_service 0))
  (obstacles (location sankryza2) (t_lights green) (cars 2) (pedestrians 0) (spec_service 0))
  (obstacles (location sankryza3) (t_lights green) (cars 0) (pedestrians 2) (spec_service 0))
  (obstacles (location sankryza4) (t_lights green) (cars 2) (pedestrians 0) (spec_service 2))
)

(defrule r1 "wait for special service"
  (declare (salience 20))
  ?fact-id1 <- (car (location ?location))
  ?fact-id2 <- (obstacles (location ?position) (t_lights ?t_lights) (cars ?cars) (pedestrians ?pedestrians) (spec_service ?spec_service))
  (test (eq ?location ?position))
  =>
  (if (> ?spec_service 0) then (modify ?fact-id2 (spec_service (- ?spec_service 1))))
)

(defrule r2 "wait for pedestrians"
  (declare (salience 15))
  ?fact-id1 <- (car (location ?location))
  ?fact-id2 <- (obstacles (location ?position) (t_lights ?t_lights) (cars ?cars) (pedestrians ?pedestrians) (spec_service ?spec_service))
  (test (eq ?location ?position))
  =>
  (if (> ?pedestrians 0) then (modify ?fact-id2 (pedestrians (- ?pedestrians 1))))
)

(defrule r3 "wait for cars"
  (declare (salience 10))
  ?fact-id1 <- (car (location ?location))
  ?fact-id2 <- (obstacles (location ?position) (t_lights ?t_lights) (cars ?cars) (pedestrians ?pedestrians) (spec_service ?spec_service))
  (test (eq ?location ?position))
  =>
  (if (> ?cars 0) then (modify ?fact-id2 (cars (- ?cars 1))))
)

(defrule r4 "wait for green light"
  (declare (salience 5))
  ?fact-id1 <- (car (location ?location))
  ?fact-id2 <- (obstacles (location ?position) (t_lights ?t_lights) (cars ?cars) (pedestrians ?pedestrians) (spec_service ?spec_service))
  (test (eq ?location ?position))
  =>
  (if (eq ?t_lights red) then (modify ?fact-id2 (t_lights green)))
)

(defrule r5 "drive"
  ?fact-id1 <- (car (location ?location))
  ?fact-id2 <- (fragment (from ?from) (to ?to))
  (test (eq ?location ?from))
  =>
  (if (eq ?location sankryza5) then (printout t "You have reached your destination" crlf)
      else (modify ?fact-id1 (location ?to))
  )
)

; JESS aplinkoje komentarus pasalinkite
;
; (reset)
; (facts)
; (watch all)
; (run)
```

2.3.Rezultatai

The image displays five sequential screenshots of a CLIPS expert system interface, showing the progression of a simulation. Each screenshot consists of three main panels: a Dialog Window for user input and system output, an Agenda (MAIN) for active goals, and a Facts (MAIN) for the current state of the world.

Screenshot 1:

- Dialog Window:** Shows the initial setup with `CLIPS> (run 1)`, `FIRE 1 r4: f-1,f-12`, and `CLIPS> (run 1)`. It then shows a rule firing: `<== f-1 (car (location sankryza1))` and `=> f-13 (car (location sankryza2))`.
- Agenda (MAIN):** Lists goals `r1: f-13,f-7`, `r2: f-13,f-7`, `r3: f-13,f-7`, `r4: f-13,f-7`, and `r5: f-13,f-3`.
- Facts (MAIN):** Lists facts `f-3` through `f-13`, including fragment and obstacle information.

Screenshot 2:

- Dialog Window:** Shows `CLIPS> (run 1)`, `FIRE 1 r2: f-16,f-8`, and `CLIPS> (run 1)`. It then shows a rule firing: `<== f-8 (obstacles (location sankryza3) (t_lights green) (cars 0) (pedestrians 2) (spec_service 0))` and `=> f-17 (obstacles (location sankryza3) (t_lights green) (cars 0) (pedestrians 1) (spec_service 0))`.
- Agenda (MAIN):** Lists goals `r2: f-16,f-17`, `r3: f-16,f-17`, `r4: f-16,f-17`, and `r5: f-16,f-4`.
- Facts (MAIN):** Lists facts `f-3` through `f-17`.

Screenshot 3:

- Dialog Window:** Shows `CLIPS> (run 1)`, `FIRE 1 r5: f-19,f-5`, and `CLIPS> (run 1)`. It then shows a rule firing: `<== f-19 (car (location sankryza4))` and `=> f-24 (car (location sankryza5))`.
- Agenda (MAIN):** This panel is empty.
- Facts (MAIN):** Lists facts `f-3` through `f-24`.