Surprise Test-2.1

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Section/Group: 809/A
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Subject Name: Principles of AI
Subject Code: 20CST-258

1. Aim/Overview of the practical:

Explain property inheritance algorithm with example.

2. Theories:

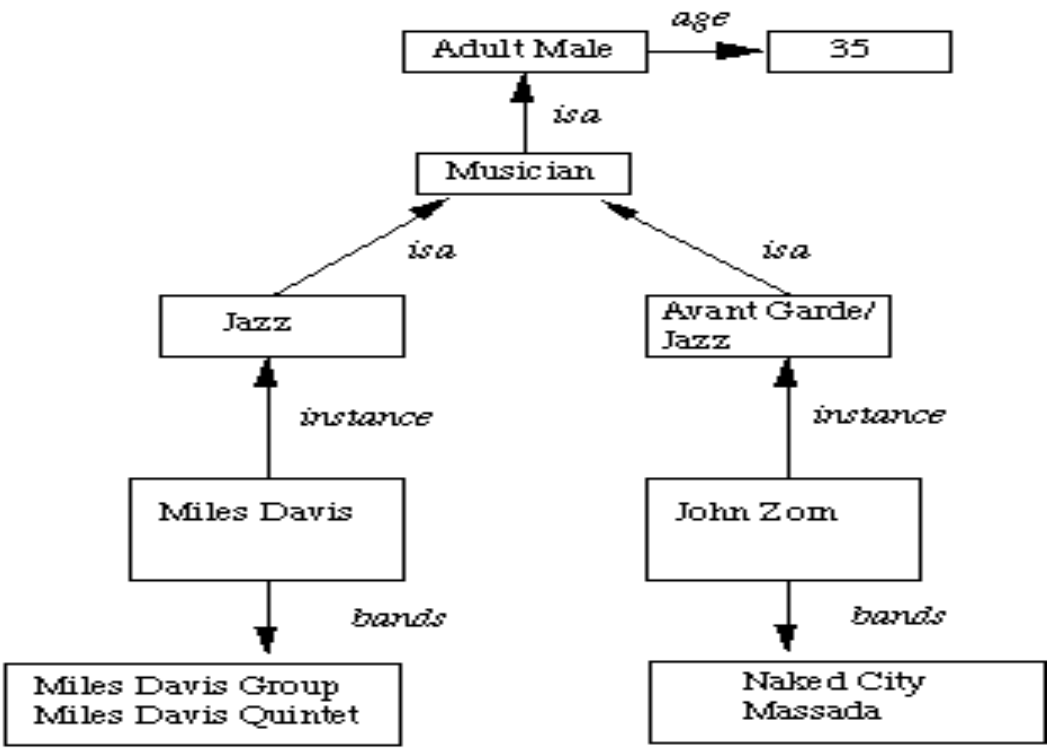
Inheritable knowledge:

Relational knowledge is made up of objects consisting of

I. attributes
II. corresponding associated values.

We extend the base more by allowing inference mechanisms:

I. Property inheritance
   a. elements inherit values from being members of a class.
   b. data must be organised into a hierarchy of classes.



II. Boxed nodes -- objects and values of attributes of objects.
III. Values can be objects with attributes and so on.
IV. Arrows -- point from object to its value.
V. This structure is known as a slot and filler structure, semantic network or a collection of frames.

The algorithm to retrieve a value for an attribute of an instance object:

I. Find the object in the knowledge base
II. If there is a value for the attribute report it
III. Otherwise look for a value of instance if none fail
IV. Otherwise go to that node and find a value for the attribute and then report it
V. Otherwise search through using isa until a value is found for the attribute.

Evaluation Grid (To be created as per the SOP and Assessment guidelines by the faculty):

Sr. No.	Parameters	Marks Obtained	Maximum Marks
1.			
2.			
3.			