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AI LAB-8

Aim- Implementation of knowledge representation schemes- use cases

UNIRANK

* Problem formulation → Given some classification rule and some predefined classes, guess an animal and let your machine predict it, if it is unable to predict the animal, it will ask for an answer and store it in a knowledge base.

| <u>Initial state</u> | <u>Final state</u> |
|----------------------|-------------------------------|
| ?(Make a guess) | Yes or learn a new concept |

* Problem solving → Imagine an animal (answer questions in yes or no)

→ Does it have fur?
 > Yes

→ Does it have dark spots?
 > Yes

→ Is it the fastest animal?
 > Yes

Were you thinking of a cheetah?
 > Yes
 ↓
 I knew it!

Algorithm-

Step 1: Start

Step 2: The user is expected to think of a animal and answer to the questions shown in the prompt.

Step 3: The user answers the set of questions and the inference rule is drawn from it.

Step 4: IF a conclusion to the premises result true it would display the name of the animal otherwise the machine learns from the given set of input.

Step 5: Repeat step 2 to 4 if the user want to make the guess again otherwise go to step 6.

Step 6: Stop

Code-

```
import sys
```

```
def definiteNoun(s):
```

```
    s = s.lower().strip()
```

```
    if s in ['a', 'e', 'i', 'o', 'u', 'y']:
```

```
        return "an " + s
```

```
    else:
```

```
        return "a " + s
```

```
def removeArticle(s):
```

```
    "Remove the definite article 'a' or 'an' from a noun."
```

```
    s = s.lower().strip()
```

```
    if s[0:3] == "an ": return s[3:]
```

```
    if s[0:2] == "a ": return s[2:]
```

```
    return s
```

```
def makeQuestion(question, yes, no):
```

```
    return [question, yes, no]
```

```

def isQuestion(p):
    "Check if node is a question (with answers), or a plain answer."
    return type(p).__name__ == "list"

def askQuestion(question):
    print ("\r%s " % question,)
    return sys.stdin.readline().strip().lower()

def getAnswer(question):
    if isQuestion(question):
        return askQuestion(question[0])
    else:
        return askQuestion("Were you thinking about %s?" % definiteNoun(question))

def answeredYes(answer):
    if len(answer) > 0:
        return answer.lower()[0] == "y"
    return False

def gameOver(message):
    global tries
    print (""")
    print ("\r%s" % message)
    print (""")

def playAgain():
    return answeredYes(askQuestion("Do you want to play again?"))

def correctGuess(message):
    global tries
    gameOver(message)

```

```
if playAgain():
```

```
    print ("")
```

```
    tries = 0
```

```
    return Q
```

```
else:
```

```
    sys.exit(0)
```

```
def nextQuestion(question, answer):
```

```
    global tries
```

```
    tries += 1
```

```
if isQuestion(question):
```

```
    if answer:
```

```
        return question[1]
```

```
    else:
```

```
        return question[2]
```

```
else:
```

```
    if answer:
```

```
        return correctGuess("I knew it!")
```

```
    else:
```

```
        return makeNewQuestion(question)
```

```
def replaceAnswer(tree, find, replace):
```

```
    if not isQuestion(tree):
```

```
        if tree == find:
```

```
            return replace
```

```
        else:
```

```
            return tree
```

```
    else:
```

```
        return makeQuestion(tree[0],
```

```
            replaceAnswer(tree[1], find, replace),
```

```
replaceAnswer(tree[2], find, replace))
```

```
def makeNewQuestion(wrongAnimal):
```

```
    global Q, tries
```

```
    correctAnimal = removeArticle(askQuestion("I give up. What did you think about?"))
```

```
    newQuestion = askQuestion("Enter a question that would distinguish %s from %s:"
```

```
                                % (definiteNoun(correctAnimal), definiteNoun(wrongAnimal))).capitalize()
```

```
    yesAnswer = answeredYes(askQuestion("If I asked you this question " +
```

```
                                "and you thought about %s, what would the correct answer be?" % definiteNoun(correctAnimal)))
```

```
    # Create new question node
```

```
    if yesAnswer:
```

```
        q = makeQuestion(newQuestion, correctAnimal, wrongAnimal)
```

```
    else:
```

```
        q = makeQuestion(newQuestion, wrongAnimal, correctAnimal)
```

```
    Q = replaceAnswer(Q, wrongAnimal, q)
```

```
    tries = 0
```

```
    return Q
```

```
def addNewQuestion(wrongAnimal, newques, correct):
```

```
    global Q
```

```
    q = makeQuestion(newques, correct, wrongAnimal)
```

```
    Q = replaceAnswer(Q, wrongAnimal, q)
```

```
    return Q
```

```
tries = 0
```

```
Q = (makeQuestion('Does it have fur?', 'Tiger', 'Penguin'))
```

```
q = addNewQuestion('Tiger', 'Does it have dark spots?', 'Leopard')
```


```
q = addNewQuestion('Leopard', 'Is it the fastest animal?', 'Cheetah')
```

```
q = addNewQuestion('Penguin', 'Can it fly?', 'Parrot')
q = Q
```

```
print ("Imagine an animal. I will try to guess which one.")
print ("You are only allowed to answer YES or NO.")
print ("")
```

```
try:
    while True:
        ans = answeredYes(getAnswer(q))
        q = nextQuestion(q, ans)
except KeyboardInterrupt:
    sys.exit(0)
except Exception:
    sys.exit(1)
```

Output-



```
RA1911003010660/LAB7 x RA1911003010660/LAB7 x bash - "ip-172-31-6-77" x RA1911003010660/LAB8
[Stop] [Refresh] Command: RA1911003010660/LAB8\ Knowledge\ representation.py

Imagine an animal. I will try to guess which one.
You are only allowed to answer YES or NO.

Does it have fur?
yes
Does it have dark spots?
yes
Is it the fastest animal?
yes
Were you thinking about a cheetah?
yes

I knew it!
```

Result-

Hence use cases of knowledge representation schemes were implemented.