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EXP 8: Knowledge Representation Scheme

**Aim:**

To implement the given knowledge representation schemes in GUI Prolog

**Code:**

go :- hypothesize(Animal),

write('I guess that the animal is: '),

write(Animal),

nl,

undo.

hypothesize(cheetah) :- cheetah, !.

hypothesize(tiger) :- tiger, !.

hypothesize(giraffe) :- giraffe, !.

hypothesize(zebra) :- zebra, !.

hypothesize(ostrich) :- ostrich, !.

hypothesize(penguin) :- penguin, !.

hypothesize(albatross) :- albatross, !.

hypothesize(unknown).

cheetah :- mammal,

carnivore,

verify(has\_tawny\_color),

verify(has\_dark\_spots).

tiger :- mammal,

carnivore,

verify(has\_tawny\_color),

verify(has\_black\_stripes).

giraffe :- ungulate,

verify(has\_long\_neck),

verify(has\_long\_legs).

zebra :- ungulate,

verify(has\_black\_stripes).

ostrich :- bird,

verify(does\_not\_fly),

verify(has\_long\_neck).

penguin :- bird,

verify(does\_not\_fly),

verify(swims),

verify(is\_black\_and\_white).

albatross :- bird,

verify(appears\_in\_story\_Ancient\_Mariner),

verify(flys\_well).

mammal :- verify(has\_hair), !.

mammal :- verify(gives\_milk).

bird :- verify(has\_feathers), !.

bird :- verify(flys),

verify(lays\_eggs).

carnivore :- verify(eats\_meat), !.

carnivore :- verify(has\_pointed\_teeth),

verify(has\_claws),

verify(has\_forward\_eyes).

ungulate :- mammal,

verify(has\_hooves), !.

ungulate :- mammal,

verify(chews\_cud).

ask(Question) :-

write('Does the animal have the following attribute: '),

write(Question),

write('? '),

read(Response),

nl,

( (Response == yes ; Response == y)

->

assert(yes(Question)) ;

assert(no(Question)), fail).

:- dynamic yes/1,no/1.

verify(S) :-

(yes(S)

->

true ;

(no(S)

->

fail ;

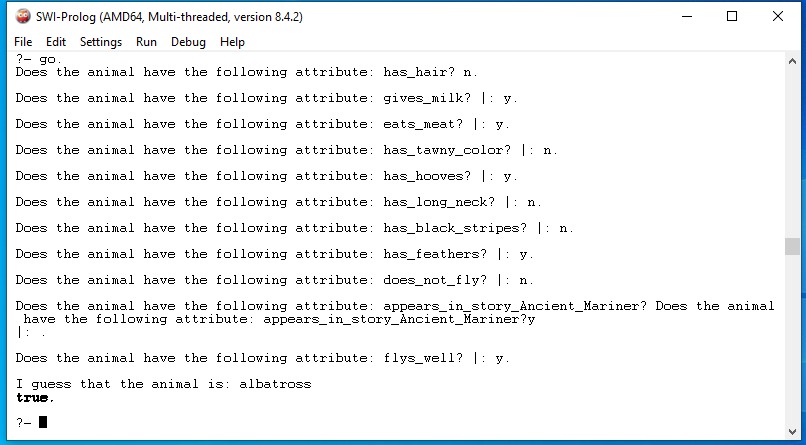
ask(S))).

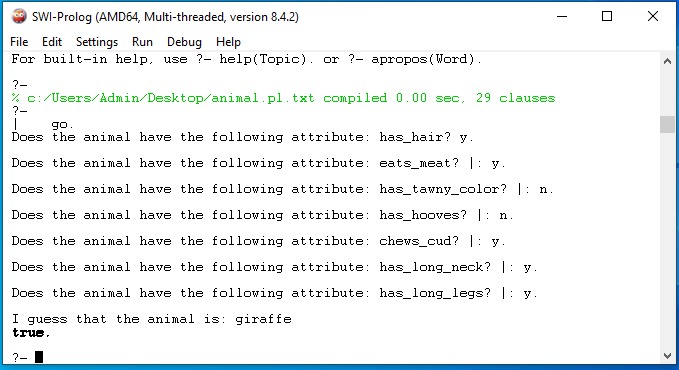
undo :- retract(yes(\_)),fail.

undo :- retract(no(\_)),fail.

undo.

Output-





**Result:** The following knowledge representation schemes have been successfully implemented in GUI Prolog.