**International Islamic University Chittagong**

**CSE-3635**

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**C181097**

6CM

6th Autumn-2020

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**Course Title:**

**‘Project Description’**

**CSE-3635**

**Artificial Intelligence Lab**

* **Group Member Info:**

**Name:** Anowarul Islam Raihan

**Metric Id:** C181097

**Semester:** 6th (6CM)

* **Project Name:** AIS
* **Title:** Animal Identification System
* **Purpose of the project:**

The purpose of creating AIS is to do some hypothesis in identifying animals of different categories. The main objective of AIS is to identifying the animals based on some classification, hypothesis, and identification rules. In short this Project/Agent will help one to identify animals easily.

* **Project Description:**

This project is basically an agent which will identify animals based on some characters, behavior, hypothesis and identification rules.   
Here AIS represents `Animal Identification System`. It consists of some basic animal categories and will help one to identify the animal by simply answering some questions.

* **Some hypothesis Animals are:**

Lion, Cheetah, Giraffe, Zebra, Horse, Ostrich, Penguin, Human, Bear, Elephant, Duck etc.

* **Some rules to identify the Animals are:**

Mammal-carnivore, Mammal-herbivore Mammal-omnivore, ungulate, bird

* **Some Classification rules are:**

If the animal is mammal-carnivore and has tawny color, dark spot, it has hair, eats meat, has pointed teeth, has claws, has forward eyes the hypothesis animal will be Cheetah.

If the animal is mammal-carnivore and has hair, eats meat, has pointed teeth, has claws, has forward eyes, is king of the jungle the hypothesis animal will be Lion.

If the animal is mammal-omnivore and has hair, eats meat, has canine teeth, is smartest animal, complete brain, feed babies breast milk the hypothesis animal will be Human.

If the animal is mammal-omnivore, eats meat, has canine teeth, has claws, sounds growl, has fur the hypothesis animal will be Bear.

If the animal is ungulate, has long neck, long legs, has hooves, doesn’t eat meat, gives milk the hypothesis animal will be Giraffe.

If the animal is ungulate, doesn’t have long neck or long legs and hair, has hooves, doesn’t eat meat, gives milk, has black stripes the hypothesis animal will be Zebra.

If the animal is bird, has long neck, long legs, doesn’t eat meat, has feathers, can’t fly, lay eggs the hypothesis animal will be Ostrich.

If the animal is bird, doesn’t have long neck or long legs, doesn’t eat meat, has feathers, can’t fly, lay eggs, can swim, has black and white stripe the hypothesis animal will be Penguin.

If the animal is bird, doesn’t have long neck or long legs, doesn’t eat meat, has feathers, can fly, lay eggs, appears in story in ancient mariner the hypothesis animal will be Albatross.

* **Software Requirements:**

Sublime Text, Swi-Prolog.

* **Language used:**

Prolog.

* **Advantages:**

The project works as an Agent. To identify specific animal it works as a perfect assistant. We can identify an animal simply just answering some questions.

* As the system is fully automated, it doesn’t require any research or pen paper to identify any animal.
* Saves efforts and time.
* User friendly.
* Works as an agent.
* **Disadvantages:**
* We have to input all the animals’ database to the system.
* If specification of any animal is not provided then we can’t identify the animal by this project.
* **This project is inspired by:**

IDentifylt Species.