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Assignment 9

Domain 1

% Facts

parent(alice, bob).

parent(bob, carol).

parent(bob, carolina).

parent(eve, frank).

% Rules

grandparent(X, Z) :- parent(X, Y), parent(Y, Z).

ancestor(X, Z) :- parent(X, Z).

ancestor(X, Z) :- parent(X, Y), ancestor(Y, Z).

```
?- ['family_86.pl'].  
true.
```

```
?- parent(eve, frank).  
true.
```

```
?- parent(alice, bob).  
true.
```

```
?- grandparent(alice, Who).  
Who = carol ;  
Who = carolina.
```

```
?- ancestor(alice, Who).  
Who = bob ;  
Who = carol ;  
Who = carolina ;  
false.
```

Domain 2

mammal(dog).

mammal(cat).

bird(sparrow).

bird(parrot).

fish(goldfish).

has_feathers(X) :- bird(X).

has_fur(X) :- mammal(X).

can_fly(X) :- bird(X), X \= penguin.

% test examples

is_animal(X) :- mammal(X) ; bird(X) ; fish(X).

```
?- ['animal_86.pl'].
```

```
true.
```

```
?- can_fly(X).
```

```
X = sparrow ;
```

```
X = parrot.
```

```
?- has_fur(X).
```

```
X = dog ;
```

```
?- has_fur(X).
```

```
X = dog ;
```

```
X = cat.
```

```
?- is_animal(X).
```

```
X = dog ;
```

```
X = cat ;
```

```
X = sparrow ;
```

```
X = parrot ;
```

```
X = goldfish.
```

```
?- is_bird(penguin).
```

```
ERROR: Unknown procedure:
```

```
^ Exception: (4) setup_call_cleanup/4
```

```
p
```

```
?- can_fly(penguin).
```

```
false.
```

Domain 3

author('Harry Potter', rowling).

author('The Hobbit', tolkien).

author('The Silmarillion', tolkien).

author('Pride and Prejudice', austen).

genre('Harry Potter', fantasy).

```
genre('The Hobbit', fantasy).
genre('Pride and Prejudice', romance).
```

```
same_author(Book1, Book2) :-
    author(Book1, A), author(Book2, A), Book1 \= Book2.
```

```
same_genre(Book1, Book2) :-
    genre(Book1, G), genre(Book2, G), Book1 \= Book2.
```

```
␣?- ['book_86.pl'].
```

```
true.
```

```
␣?- author('Harry Potter', Who)
```

```
|
```

```
Who = rowling.
```

```
␣?- same_author('The Hobbit', What)
```

```
|
```

```
What = 'The Silmarillion'.
```

```
␣?- same_genre('Pride and Prejudice', What).
```

```
false.
```

```
␣?- same_genre('Harry Potter', What).
```

```
What = 'The Hobbit'.
```

```
␣ ■
```

Problem2

Code:-

```
% Employees
employee(harry).
employee(frank).
employee(eve).
employee(carol).
employee(dave).
employee(smith).
```

```
% Management relationships
manager(harry, frank).
manager(harry, carol).
manager(frank, dave).
manager(carol, eve).
manager(carol, smith).
```

```
% Project assignments
works_on(harry, alpha).
```

```
works_on(frank, alpha).
works_on(eve, beta).
works_on(carol, beta).
works_on(dave, gamma).
works_on(smith, gamma).
```

```
% Rules
```

```
% Manager Details
```

```
% direct manager
```

```
is_manager_of(M, E) :- manager(M, E).
```

```
% indirect manager
```

```
is_manager_of(M, E) :-
```

```
    manager(M, X),
```

```
    is_manager_of(X, E).
```

```
% Team Members
```

```
team_members(M, Team) :-
```

```
    findall(E, is_manager_of(M, E), Team).
```

```
% Common Projects
```

```
common_projects(E1, E2, Projects) :-
```

```
    findall(P, (works_on(E1, P), works_on(E2, P)), Projects).
```

```
% Top Manager
```

```
top_manager(M) :-
```

```
    manager(M, _),    % M is a manager
```

```
    \+ manager(_, M). % nobody manages M
```

Output:-

```
?- ['Problem2.pl'].
true.

?- team_members(harry,T).
T = [frank, carol, dave, eve, smith]

?- common_projects(harry, frank, P).
P = [alpha].

?- top_manager(M).
M = harry ;
M = harry ;
false.

?- common_projects(dave, smith, P).
P = [gamma].

?- is_manager_of(harry, dave).
true ;
false.

?- is_manager_of(eve, frank).
false.

?- is_manager_of(carol, smith).
true ;
false.
```

Explanation:-

This Prolog program models an organization's employees, their management hierarchy, and project assignments. The knowledge base defines six employees — Harry, Frank, Eve, Carol, Dave, and Smith — along with their direct management relationships and project allocations. Facts such as `manager(harry, frank)` and `works_on(carol, beta)` represent the structure of the organization and the projects each employee is working on.

The program includes rules to derive useful information from this knowledge. The `is_manager_of/2` rule determines if a person is a direct or indirect manager of another, using recursion to handle indirect relationships. The `team_members/2` rule collects all employees under a manager into a list, while `common_projects/3` identifies projects shared by two employees. The `top_manager/1` rule finds the manager who has no superiors, using negation to ensure no one manages them.

Queries allow users to explore the knowledge base interactively. For example, `is_manager_of(harry, dave)` checks if Harry manages Dave, `team_members(harry, T)` lists all employees under Harry, `common_projects(frank, harry, P)` returns projects shared by Frank and Harry, and `top_manager(M)` identifies the organization's highest-level manager. These queries demonstrate how the rules and facts can be combined to extract meaningful relationships in the organization.