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Assignment 9

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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_c:  
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.