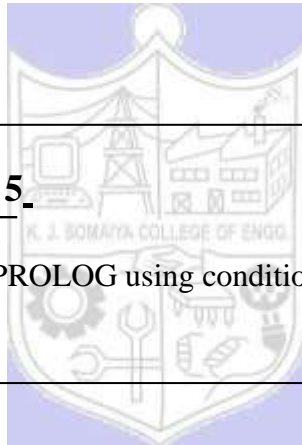


**Experiment No. 5**

**Title:** Family tree in PROLOG using condition-action rules based agent



**Batch: A1 (honours)****Roll No.: 16010421059****Experiment No.: 5**

**Aim:** Write a program for implementation of family tree in PROLOG using condition-action rules based agent.

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**Resources needed:** Internet

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### **Theory**

A simple agent program can be defined mathematically as an agent function which maps every possible percepts sequence to a possible action the agent can perform or to a coefficient, feedback element, function or constant that affects eventual actions:

$$F: P^* \rightarrow A$$

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### **Procedure:**

This approach follows a table for lookup of condition-action pairs defining all possible condition-action rules necessary to interact in an environment.

Create a family tree program to include following rules –

- M is the mother of P, if she is a parent of P and is female
- F is Father of P, if he is parent of P and is male
- X is Sibling of Y, if they have same parent
- Then add rules for sister, brother, grandfather, grandmother, uncle, aunty, cousins etc (consider 3 generations of your own family and build the family tree)

Based on the facts, define goals to answer questions related to family tree.

### **Predicates used in Program:**

- ⌈ **father(person,person)**
- ⌈ **male(person)**
- ⌈ **child(person,person)**
- ⌈ **female(person)**
- ⌈ **mother(person,person)**
- ⌈ **spouse(person,person)**
- ⌈ **brother(person,person)**

- ┐ **grandparent(person,person)**
- ┐ **uncle(person,person)**
- ┐ **aunt(person,person)**
- ┐ **cousin(person,person)**

### Questions:

1. The PROLOG suit is  
based on
  - a. Interpreter
  - b. Compiler
  - c. None of the
  - above d. Both

2. State true or false

There must be at least one fact pertaining to each predicate written in the PROLOG program.

3. State true or false

In PROLOG program the variable declaration is a compulsory part.

4. Differentiate between a fact and a predicate with syntax.
5. Differentiate between knowledge base and Rule base approach.

Code:

```
male(chandulal).
male(rahul).
male(hemant).
male(rishi).
female(vijya).
female(shilpa).
female(alpa).
female(hiral).
parent(rahul,hiral).
parent(shilpa,hiral).
parent(hemant,rishi).
parent(alpa,rishi).
parent(chandulal,rahul).
parent(chandulal,hemant).
parent(chandulal,varsha).
parent(vijya,rahul).
parent(vijya,hemant).
parent(vijya,varsha).
/*Rules*/
father(X,Y):- parent(X,Y), male(Y).
mother(X,Y):- parent(X,Y), female(Y).
sister(X,Y):- parent(Z,X), parent(Z,Y), female(X),X\==Y.
brother(X,Y):- parent(Z,X), parent(Z,Y), male(X),X\==Y.
grandfather(X,Y):- parent(X,Z), parent(Z,Y), male(X).
```

The screenshot shows the SWISH web interface. On the left, a Haskell program is displayed with line numbers 1 through 24. The program defines a family tree structure using functions like `male`, `female`, `father`, `mother`, and `grandfather`. On the right, the execution results are shown, indicating that the expression `grandfather (j [jpa, t01])` evaluates to `t01`.

**Conclusion (based on the Results and outcomes achieved):** The family tree in PROLOG using condition-action rules-based agent was studied and implemented successfully.

### References:

1. Stuart Russell and Peter Norvig, Artificial Intelligence: A Modern Approach, Second Edition, Pearson Publication
2. Luger, George F. Artificial Intelligence : Structures and strategies for complex problem solving , 2009 ,6th Edition, Pearson Education
3. <https://www.101computing.net/prolog-family-tree/>

