Al Lab Experiment-8

Implementation of knowledge representation schemes - use cases

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Prolog Code-
/* animal.pl
animal identification game.
start with ?- go. */
go :- hypothesize(Animal),
write('I guess that the animal is: '),
write(Animal),
nI,
undo.
/* hypotheses to be tested */
hypothesize(cheetah) :- cheetah, !.
hypothesize(tiger) :- tiger, !.
hypothesize(giraffe) :- giraffe, !.
hypothesize(zebra) :- zebra, !.
hypothesize(ostrich) :- ostrich, !.
hypothesize(penguin) :- penguin, !.
hypothesize(albatross):- albatross,!.
hypothesize(unknown). /* no diagnosis */
/* animal identification rules */
cheetah :- mammal.
carnivore,
verify(has_tawny_color),
verify(has_dark_spots).
tiger :- mammal,
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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).
/* classification rules */
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).
/* how to ask questions */
ask(Question) :-
write('Does the animal have the following attribute: '),
write(Question).
write('? '),
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read(Response),
nI,
((Response == yes; Response == y)
->
assert(yes(Question));
assert(no(Question)), fail).
:- dynamic yes/1,no/1.
/* How to verify something */
verify(S):-
(yes(S)
->
true;
(no(S))
->
fail;
ask(S)).
/* undo all yes/no assertions */
undo :- retract(yes(_)),fail.
undo :- retract(no(_)),fail.
undo.
```

Output Screenshots-



