## **Animal Knowledge Node Network Diagram** chicken shark dog cat sheep horse tuna (eggs, length<50, (flock, length<200) (predator, length>50, (fast, length>100, height>100, (wolflike, length>50, (feline, length>50, (wool, length>100, weight<10) weight>20) weight>20) height>100, weight>50) weight>50, speed=40) speed>10) 100 100 100 100 100 100 100 100 100 100 100 100 100 100 100 100 50 50 100 100 80 100 100 100 fur feathers fast @fight bark @isFarmAnimal swarm teeth massive (floating, insulator, flight) (strands, insulator) (sound, loud) (speed, dynamic) (together) (dangerous) (big, heavy) (easy, calm, safe) (grind, food) 100 100 100 100 100 100 100 100 100 50 60 50 100 100 100 100 100 70 mammal bird @scary fish (vertebrate, land) (vertebrate, air) (scary, dangerous) (vertebrate, water) 100 100 100 (100)Legend 80 80 80 30 100 predicateName Fact (Arg1, Arg2, ..., Argn) straightforward confused coward calm threshold (smart, precise) (blur, prey) (scared, safe) (safe>5) 100 100 100 100 100 recommendation 90 Recommnendation in 90 (Arg1, Arg2, ..., Argn) the output of a rule threshold 60 60 20 60 40 80 pet transport Z00 membership food Relation between (scary, attractive) (easy, speed>10) (easy, attractive) (easy, nutritious) Truth parental and child KN 100 100 100 100 50 90 100 Input of the rule 100 100 Rule on the output list enemy @isPet loyal (scary, dangerous) of a KN membership (easy, calm) 100 100 Truth (100) 100 100 output of the rule @isSafe @avoid (easy, calm) (scary, dangerous) 100 100