

ZOOKEEPER *

1 Rules

Z1 If ? x has hair
then ? x is a mammal

Z2 If ? x gives milk
then ? x is a mammal

Z3 If ? x has feathers
then ? x is a bird

Z4 If ? x flies
? x lays eggs
then ? x is a bird

Z5 If ? x is a mammal
? x eats meat
then ? x is carnivore

Z6 If ? x is a mammal
? x has pointed teeth
? x has claws
? x has forward-pointing eyes
then ? x is a carnivore

Z7 If ? x is a mammal
? x has hoofs
then ? x is an ungulate

Z8 If ? x is a mammal
? x chews cud
then ? x is an ungulate

Z9 If ? x is a carnivore
? x has tawny color
? x has dark spots
then ? x is a cheetah

Z10 If ? x is a carnivore
? x has tawny color
? x has black strips
then ? x is a tiger

Z11 If ? x is an ungulate
? x has long legs
? x has long neck
? x has tawny color
? x has dark spots
then ? x is a giraffe

Z12 If ? x is an ungulate
? x has white color
? x has black stripes
then ? x is a zebra

Z13 If ? x is a bird
? x does not fly
? x has long legs
? x has long neck
? x is black and white
then ? x is an ostrich

Z14 If ? x is a bird
? x does not fly
? x swims
? x is black and white
then ? x is a penguin

Z15 If ? x is a bird
? x is a good flyer
then ? x is an albatross

2 Initial working memory A

Stretch has hair.
Stretch chews cud.
Stretch has long legs.
Stretch has a long neck.
Stretch has tawny color.
Stretch has dark spots.

3 Initial working memory B

Splashy has feathers.
Splashy lays eggs.
Splashy does not fly.
Splashy is black and white.
Splashy swims.

*Taken from *Artificial Intelligence (Third Edition)* by Patrick Henry Winston.