

Pg 2

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BME 8CS III
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AI Lab-Tut 2

Combination :

Variable = { v: 0, q: 1, r: 2 }

kb = ''

q = ''

Priority = { 'v': 1, 'q': 2, 'r': 3 }

def Input_rule (s):

global kb, q,

kb = (input ('Enter rule '))

q = (input ('Enter query '))

def eval (i, val 1, val 2):

if i == 'v':

return val 2 & val 1

return val 2 or val 1

def evaluate Prefix (exp, Cont)

stack = []

for i in exp:

if i is Operator (o):

stack.append (Cont (o, Val 1, Val 2))

elif i == 'v':

Val 1 = stack.pop ()

stack.append (Cont (o, Val 1, Val 2))

else:

Val 1 = stack.pop ()

Val 2 = stack.pop ()

stack.append (eval (i, Val 1, Val 2))

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return Stack-pop()

def to Postfix (infix):

stack = []

postfix = ""

for c in infix:

if c is Operand (A, B, C):

postfix += c

else:

if isLeftParenthesis(c):

stack.append(c)

elif isRightParenthesis(c):

operator = stack-pop()

while not isLeftParenthesis(c):

postfix += operator

operator = stack-pop()

else:

While (not is empty Stack)

operator = stack-pop()

postfix += operator

Stack.append(c)

While (not is empty Stack):

operator = stack-pop()

while postfix

def. entailment ϵ

global kb, q

$\text{pr} \vdash \phi \iff \text{true} \vdash \phi$ (from ~ 10)

$\text{pr} \vdash (\phi \wedge \psi, \text{alpha})$

$\text{pr} \vdash (\phi \rightarrow \psi)$

for Comb in Combination

$S = \text{selected path} \vdash (\text{path} \vdash (kb) \vdash (q))$

$f = 1$

$\text{pr} \vdash (S, f)$

$\text{pr} \vdash (\psi, \sim 10)$

if S is not $f =$

return false

return True

def is Op $\alpha (c)$

return c is op $\alpha (c) \wedge c \neq \perp$

def is left Parenthesis (c)

return $c = "("$

def is Right Parenthesis (c)

return $c = ")"$

def is Empty (c)

return $c = ""$

def push (c)

return (c)

def has c_1 in Eg (c_1, c_2)

for i in $\text{pr} \vdash (c_1) \vdash (c_2)$

except by c_1 then false

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ans = utailm. ()

if ans =

print ("Knowledge has entered
game")

else

print ("Knowledge has been
not entered")