

VISVESVARAYA TECHNOLOGICAL UNIVERSITY

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LAB REPORT

on

Artificial Intelligence

Submitted by

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in partial fulfillment for the award of the degree of

BACHELOR OF ENGINEERING

in

COMPUTER SCIENCE AND ENGINEERING



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CERTIFICATE

This is to certify that the Lab work entitled “**Artificial Intelligence**” carried out by **S Dhanush (1BM21CS053)**, who is bonafide student of **B.M.S. College of Engineering**. It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum during the academic semester June-2023 to Sep-2023. The Lab report has been approved as it satisfies the academic requirements in respect of a **Artificial Intelligence (22CS5PCAIN)** work prescribed for the said degree.

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Index Sheet

Lab Program No.	Program Details	Page No.
1	Implement Tic –Tac –Toe Game.	1 - 6
2	Solve 8 puzzle problems.	7 - 10
3	Implement Iterative deepening search algorithm.	11 - 14
4	Implement A* search algorithm.	15 - 19
5	Implement vaccum cleaner agent.	20 - 22
6	Create a knowledge base using prepositional logic and show that the given query entails the knowledge base or not.	23 - 24
7	Create a knowledge base using prepositional logic and prove the given query using resolution	25 - 29
8	Implement unification in first order logic	30 - 35
9	Convert a given first order logic statement into Conjunctive Normal Form (CNF).	36 - 37
10	Create a knowledge base consisting of first order logic statements and prove the given query using forward reasoning.	38 - 42

Course Outcome

CO1	Apply knowledge of agent architecture, searching and reasoning techniques for different applications.
CO2	Analyse Searching and Inferencing Techniques.
CO3	Design a reasoning system for a given requirement.
CO4	Conduct practical experiments for demonstrating agents, searching and inferencing.

1. Implement Tic –Tac –Toe Game.

```
import math
import copy

X = "X"
O = "O"
EMPTY = None

def initial_state():
    return [[EMPTY, EMPTY, EMPTY],
            [EMPTY, EMPTY, EMPTY],
            [EMPTY, EMPTY, EMPTY]]

def player(board):
    countO = 0
    countX = 0
    for y in [0, 1, 2]:
        for x in board[y]:
            if x == "O":
                countO = countO + 1
            elif x == "X":
                countX = countX + 1
    if countO >= countX:
        return X
    elif countX > countO:
        return O

def actions(board):
```

```

freeboxes = set()
for i in [0, 1, 2]:
    for j in [0, 1, 2]:
        if board[i][j] == EMPTY:
            freeboxes.add((i, j))
return freeboxes

```

```

def result(board, action):
    i = action[0]
    j = action[1]
    if type(action) == list:
        action = (i, j)
    if action in actions(board):
        if player(board) == X:
            board[i][j] = X
        elif player(board) == O:
            board[i][j] = O
    return board

```

```

def winner(board):
    if (board[0][0] == board[0][1] == board[0][2] == X or board[1][0] == board[1][1] == board[1][2] == X or board[2][0] == board[2][1] == board[2][2] == X):
        return X
    if (board[0][0] == board[0][1] == board[0][2] == O or board[1][0] == board[1][1] == board[1][2] == O or board[2][0] == board[2][1] == board[2][2] == O):
        return O
    for i in [0, 1, 2]:
        s2 = []
        for j in [0, 1, 2]:

```

```

        s2.append(board[j][i])
    if (s2[0] == s2[1] == s2[2]):
        return s2[0]
    strikeD = []
    for i in [0, 1, 2]:
        strikeD.append(board[i][i])
    if (strikeD[0] == strikeD[1] == strikeD[2]):
        return strikeD[0]
    if (board[0][2] == board[1][1] == board[2][0]):
        return board[0][2]
    return None

```

```

def terminal(board):
    Full = True
    for i in [0, 1, 2]:
        for j in board[i]:
            if j is None:
                Full = False
    if Full:
        return True
    if (winner(board) is not None):
        return True
    return False

```

```

def utility(board):
    if (winner(board) == X):
        return 1
    elif winner(board) == O:

```

```
    return -1
else:
    return 0
```

```
def minimax_helper(board):
    isMaxTurn = True if player(board) == X else False
    if terminal(board):
        return utility(board)

    scores = []
    for move in actions(board):
        result(board, move)
        scores.append(minimax_helper(board))
        board[move[0]][move[1]] = EMPTY
    return max(scores) if isMaxTurn else min(scores)
```

```
def minimax(board):
    isMaxTurn = True if player(board) == X else False
    bestMove = None
    if isMaxTurn:
        bestScore = -math.inf
        for move in actions(board):
            result(board, move)
            score = minimax_helper(board)
            board[move[0]][move[1]] = EMPTY
            if (score > bestScore):
                bestScore = score
                bestMove = move
```



```

        return bestMove
    else:
        bestScore = +math.inf
        for move in actions(board):
            result(board, move)
            score = minimax_helper(board)
            board[move[0]][move[1]] = EMPTY
            if (score < bestScore):
                bestScore = score
                bestMove = move
        return bestMove

```

```

def print_board(board):
    for row in board:
        print(row)

```

Example usage:

```

game_board = initial_state()
print("Initial Board:")
print_board(game_board)

```

```

while not terminal(game_board):
    if player(game_board) == X:
        user_input = input("\nEnter your move (row, column): ")
        row, col = map(int, user_input.split(','))
        result(game_board, (row, col))
    else:
        print("\nAI is making a move...")

```

```

        move = minimax(copy.deepcopy(game_board))
        result(game_board, move)

    print("\nCurrent Board:")
    print_board(game_board)

# Determine the winner
if winner(game_board) is not None:
    print(f"\nThe winner is: {winner(game_board)}")
else:
    print("\nIt's a tie!")

```

OUTPUT:

```

Initial Board:
[None, None, None]
[None, None, None]
[None, None, None]

Enter your move (row, column): 1,2

Current Board:
[None, None, None]
[None, None, 'X']
[None, None, None]

AI is making a move...

Current Board:
[None, None, None]
[None, 'O', 'X']
[None, None, None]

Enter your move (row, column): 0,0

Current Board:
['X', None, None]
[None, 'O', 'X']
[None, None, None]

AI is making a move...

Current Board:
['X', 'O', None]
[None, 'O', 'X']
[None, None, None]

Enter your move (row, column): 2,1

```

```

Current Board:
['X', 'O', None]
[None, 'O', 'X']
[None, 'X', None]

AI is making a move...

Current Board:
['X', 'O', None]
[None, 'O', 'X']
['O', 'X', None]

Enter your move (row, column): 1,0

Current Board:
['X', 'O', None]
['X', 'O', 'X']
['O', 'X', None]

AI is making a move...

Current Board:
['X', 'O', 'O']
['X', 'O', 'X']
['O', 'X', None]

The winner is: O

```

2. Solve 8 puzzle problems.

```
def bfs(src,target):  
    queue = []  
    queue.append(src)  
  
    exp = []  
  
    while len(queue) > 0:  
        source = queue.pop(0)  
        exp.append(source)  
  
        print(source)  
  
        if source==target:  
            print("Success")  
            return  
  
        poss_moves_to_do = []  
        poss_moves_to_do = possible_moves(source,exp)  
  
        for move in poss_moves_to_do:  
  
            if move not in exp and move not in queue:  
                queue.append(move)  
def possible_moves(state,visited_states):  
    #index of empty spot  
    b = state.index(0)  
  
    #directions array
```

```

d = []
#Add all the possible directions

if b not in [0,1,2]:
    d.append('u')
if b not in [6,7,8]:
    d.append('d')
if b not in [0,3,6]:
    d.append('l')
if b not in [2,5,8]:
    d.append('r')


# If direction is possible then add state to move
pos_moves_it_can = []

# for all possible directions find the state if that move is played
#### Jump to gen function to generate all possible moves in the given directions

for i in d:
    pos_moves_it_can.append(gen(state,i,b))

    return [move_it_can for move_it_can in pos_moves_it_can if move_it_can not in
visited_states]
def gen(state, m, b):
    temp = state.copy()

    if m=='d':
        temp[b+3],temp[b] = temp[b],temp[b+3]

    if m=='u':

```

```
temp[b-3],temp[b] = temp[b],temp[b-3]
```

```
if m=='l':
```

```
temp[b-1],temp[b] = temp[b],temp[b-1]
```

```
if m=='r':
```

```
temp[b+1],temp[b] = temp[b],temp[b+1]
```

```
# return new state with tested move to later check if "src == target"
```

```
return temp
```

```
print("Example 1")
```

```
src= [2,0,3,1,8,4,7,6,5]
```

```
target=[1,2,3,8,0,4,7,6,5]
```

```
print("Source: " , src)
```

```
print("Goal State: " , target)
```

```
bfs(src, target)
```

```
print("\nExample 2")
```

```
src = [1,2,3,0,4,5,6,7,8]
```

```
target = [1,2,3,4,5,0,6,7,8]
```

```
print("Source: " , src)
```

```
print("Goal State: " , target)
```

```
bfs(src, target)
```

OUTPUT:

```
Example 1
Source: [2, 0, 3, 1, 8, 4, 7, 6, 5]
Goal State: [1, 2, 3, 8, 0, 4, 7, 6, 5]
[2, 0, 3, 1, 8, 4, 7, 6, 5]
[2, 8, 3, 1, 0, 4, 7, 6, 5]
[0, 2, 3, 1, 8, 4, 7, 6, 5]
[2, 3, 0, 1, 8, 4, 7, 6, 5]
[2, 8, 3, 1, 6, 4, 7, 0, 5]
[2, 8, 3, 0, 1, 4, 7, 6, 5]
[2, 8, 3, 1, 4, 0, 7, 6, 5]
[1, 2, 3, 0, 8, 4, 7, 6, 5]
[2, 3, 4, 1, 8, 0, 7, 6, 5]
[2, 8, 3, 1, 6, 4, 0, 7, 5]
[2, 8, 3, 1, 6, 4, 7, 5, 0]
[0, 8, 3, 2, 1, 4, 7, 6, 5]
[2, 8, 3, 7, 1, 4, 0, 6, 5]
[2, 8, 0, 1, 4, 3, 7, 6, 5]
[2, 8, 3, 1, 4, 5, 7, 6, 0]
[1, 2, 3, 7, 8, 4, 0, 6, 5]
[1, 2, 3, 8, 0, 4, 7, 6, 5]
Success
```

```
Example 2
Source: [1, 2, 3, 0, 4, 5, 6, 7, 8]
Goal State: [1, 2, 3, 4, 5, 0, 6, 7, 8]
[1, 2, 3, 0, 4, 5, 6, 7, 8]
[0, 2, 3, 1, 4, 5, 6, 7, 8]
[1, 2, 3, 6, 4, 5, 0, 7, 8]
[1, 2, 3, 4, 0, 5, 6, 7, 8]
[2, 0, 3, 1, 4, 5, 6, 7, 8]
[1, 2, 3, 6, 4, 5, 7, 0, 8]
[1, 0, 3, 4, 2, 5, 6, 7, 8]
[1, 2, 3, 4, 7, 5, 6, 0, 8]
[1, 2, 3, 4, 5, 0, 6, 7, 8]
Success
```

3. Implement Iterative deepening search algorithm.

```
def iterative_deepening_search(src, target):  
    depth_limit = 0  
    while True:  
        result = depth_limited_search(src, target, depth_limit, [])  
        if result is not None:  
            print("Success")  
            return  
        depth_limit += 1  
        if depth_limit > 30: # Set a reasonable depth limit to avoid an infinite loop  
            print("Solution not found within depth limit.")  
            return  
  
def depth_limited_search(src, target, depth_limit, visited_states):  
    if src == target:  
        print_state(src)  
        return src  
  
    if depth_limit == 0:  
        return None  
  
    visited_states.append(src)  
    poss_moves_to_do = possible_moves(src, visited_states)  
  
    for move in poss_moves_to_do:  
        if move not in visited_states:  
            print_state(move)  
            result = depth_limited_search(move, target, depth_limit - 1, visited_states)  
            if result is not None:
```

```

        return result

    return None

def possible_moves(state, visited_states):
    b = state.index(0)
    d = []

    if b not in [0, 1, 2]:
        d.append('u')
    if b not in [6, 7, 8]:
        d.append('d')
    if b not in [0, 3, 6]:
        d.append('l')
    if b not in [2, 5, 8]:
        d.append('r')

    pos_moves_it_can = []

    for i in d:
        pos_moves_it_can.append(gen(state, i, b))

    return [move_it_can for move_it_can in pos_moves_it_can if move_it_can not in
visited_states]

def gen(state, m, b):
    temp = state.copy()

    if m == 'd':
        temp[b + 3], temp[b] = temp[b], temp[b + 3]
    elif m == 'u':

```



```

        temp[b - 3], temp[b] = temp[b], temp[b - 3]
    elif m == 'l':
        temp[b - 1], temp[b] = temp[b], temp[b - 1]
    elif m == 'r':
        temp[b + 1], temp[b] = temp[b], temp[b + 1]

    return temp

def print_state(state):
    print(f'{state[0]} {state[1]} {state[2]}\n{state[3]} {state[4]} {state[5]}\n{state[6]}
{state[7]} {state[8]}\n')

print("Example 1")
src = [1,2,3,0,4,5,6,7,8]
target = [1,2,3,4,5,0,6,7,8]
print("Source: " , src)
print("Goal State: " , target)
iterative_deepening_search(src, target)

```

OUTPUT:

```
Example 1
Source:  [1, 2, 3, 0, 4, 5, 6, 7, 8]
Goal State: [1, 2, 3, 4, 5, 0, 6, 7, 8]
0 2 3
1 4 5
6 7 8

1 2 3
6 4 5
0 7 8

1 2 3
4 0 5
6 7 8

0 2 3
1 4 5
6 7 8

2 0 3
1 4 5
6 7 8

1 2 3
6 4 5
0 7 8

1 2 3
6 4 5
7 0 8

1 2 3
4 0 5
6 7 8
```

```
1 0 3
4 2 5
6 7 8
```

```
1 2 3
4 7 5
6 0 8
```

```
1 2 3
4 5 0
6 7 8
```

```
1 2 3
4 5 0
6 7 8
```

```
Success
```

4. Implement A* search algorithm.

```
def print_grid(src):
    state = src.copy()
    state[state.index(-1)] = ' '
    print(
        f"""
        {state[0]} {state[1]} {state[2]}
        {state[3]} {state[4]} {state[5]}
        {state[6]} {state[7]} {state[8]}
        """
    )
```

```
def h(state, target):
    #Manhattan distance
    dist = 0
    for i in state:
        d1, d2 = state.index(i), target.index(i)
        x1, y1 = d1 % 3, d1 // 3
        x2, y2 = d2 % 3, d2 // 3
```

```

    dist += abs(x1-x2) + abs(y1-y2)
return dist

def astar(src, target):
    states = [src]
    g = 0
    visited_states = set()
    while len(states):
        moves = []
        for state in states:
            visited_states.add(tuple(state))
            print_grid(state)
            if state == target:
                print("Success")
                return
        moves += [move for move in possible_moves(state, visited_states) if move not in moves]
        costs = [g + h(move, target) for move in moves]
        states = [moves[i] for i in range(len(moves)) if costs[i] == min(costs)]
        g += 1
    print("Fail")

def possible_moves(state, visited_states):
    b = state.index(-1)
    d = []
    if 9 > b - 3 >= 0:
        d += 'u'
    if 9 > b + 3 >= 0:
        d += 'd'
    if b not in [2,5,8]:
        d += 'r'

```

```

    if b not in [0,3,6]:
        d += 'l'
    pos_moves = []
    for move in d:
        pos_moves.append(gen(state,move,b))
    return [move for move in pos_moves if tuple(move) not in visited_states]

def gen(state, direction, b):
    temp = state.copy()
    if direction == 'u':
        temp[b-3], temp[b] = temp[b], temp[b-3]
    if direction == 'd':
        temp[b+3], temp[b] = temp[b], temp[b+3]
    if direction == 'r':
        temp[b+1], temp[b] = temp[b], temp[b+1]
    if direction == 'l':
        temp[b-1], temp[b] = temp[b], temp[b-1]
    return temp

#Test 1
print("Example 1")
src = [1,2,3,-1,4,5,6,7,8]
target = [1,2,3,4,5,-1,6,7,8]
print("Source: " , src)
print("Goal State: " , target)
astar(src, target)

# Test 2
print("Example 2")

```

```
src = [1,2,3,-1,4,5,6,7,8]
target=[1,2,3,6,4,5,-1,7,8]
print("Source: " , src)
print("Goal State: " , target)
astar(src, target)
```

```
# Test 3
print("Example 3")
src = [1,2,3,7,4,5,6,-1,8]
target=[1,2,3,6,4,5,-1,7,8]
print("Source: " , src)
print("Goal State: " , target)
astar(src, target)
```

OUTPUT:

Example 1

Source: [1, 2, 3, -1, 4, 5, 6, 7, 8]

Goal State: [1, 2, 3, 4, 5, -1, 6, 7, 8]

1 2 3

4 5

6 7 8

1 2 3

4 5

6 7 8

1 2 3

4 5

6 7 8

Success

Example 2

Source: [1, 2, 3, -1, 4, 5, 6, 7, 8]

Goal State: [1, 2, 3, 6, 4, 5, -1, 7, 8]

1 2 3

4 5

6 7 8

1 2 3

6 4 5

7 8

Success

Example 3

Source: [1, 2, 3, 7, 4, 5, 6, -1, 8]

Goal State: [1, 2, 3, 6, 4, 5, -1, 7, 8]

```
1 2 3
7 4 5
6   8
```

```
1 2 3
7 4 5
  6 8
```

```
1 2 3
  4 5
7 6 8
```

```
  2 3
1 4 5
7 6 8
```

```
1 2 3
  4 5
7 6 8
```

```
1 2 3
4 6 5
7   8
```

```
1 2 3
  6 5
4 7 8
```

```
1 2 3
  6 5
4 7 8
```

```
1 2 3
6 7 5
  4 8
```

```
1 2 3
6 7 5
  4 8
```

```
1 2 3
  7 5
6 4 8
```

```
  2 3
1 7 5
6 4 8
```

```
1 2 3
  7 5
6 4 8
```

```
7 1 3
4 6 5
  2 8
```

```
7 1 3
4 6 5
  2 8
```

```
7 1 3
4   5
2 6 8
```

```
7 1 3
4 6 5
  2 8
```

```
7 1 3
  4 5
2 6 8
```

```
7 1 3
2 4 5
  6 8
```

Fail

5. Implement vacuum cleaner agent.

```
def clean(floor, row, col):
    i, j, m, n = row, col, len(floor), len(floor[0])
    goRight = goDown = True
    cleaned = [not any(f) for f in floor]
    while not all(cleaned):
        while any(floor[i]):
            print_floor(floor, i, j)
            if floor[i][j]:
                floor[i][j] = 0
                print_floor(floor, i, j)
            if not any(floor[i]):
                cleaned[i] = True
                break
        if j == n - 1:
            j -= 1
            goRight = False
        elif j == 0:
            j += 1
            goRight = True
        else:
            j += 1 if goRight else -1
    if all(cleaned):
        break
    if i == m - 1:
        i -= 1
        goDown = False
    elif i == 0:
        i += 1
```

```

        goDown = True
    else:
        i += 1 if goDown else -1
    if cleaned[i]:
        print_floor(floor, i, j)

def print_floor(floor, row, col): # row, col represent the current vacuum cleaner position
    for r in range(len(floor)):
        for c in range(len(floor[r])):
            if r == row and c == col:
                print(f' >{floor[r][c]} < ', end = "")
            else:
                print(f' {floor[r][c]} ', end = "")
        print(end = '\n')
    print(end = '\n')

# Test 1
floor = [[1, 0, 0, 0],
         [0, 1, 0, 1],
         [1, 0, 1, 1]]

print("Room Condition: ")
for row in floor:
    print(row)
print("\n")
clean(floor, 1, 2)

```

OUTPUT:

Room Condition:

[1, 0, 0, 0]

[0, 1, 0, 1]

[1, 0, 1, 1]

1	0	0	0
0	1	>0<	1
1	0	1	1
1	0	0	0
0	1	0	>1<
1	0	1	1
1	0	0	0
0	1	0	>0<
1	0	1	1
1	0	0	0
0	1	>0<	0
1	0	1	1
1	0	0	0
0	>1<	0	0
1	0	1	1
1	0	0	0
0	>0<	0	0
1	0	1	1
1	0	0	0
0	0	0	0
1	>0<	1	1

1	0	0	0
0	0	0	0
>1<	0	1	1
1	0	0	0
0	0	0	0
>0<	0	1	1
1	0	0	0
0	0	0	0
0	>0<	1	1
1	0	0	0
0	0	0	0
0	0	>1<	1
1	0	0	0
0	0	0	0
0	0	>0<	1
1	0	0	0
0	0	0	0
0	0	0	>1<
1	0	0	0
0	0	0	0
0	0	0	>0<
1	0	0	0
0	0	0	>0<
0	0	0	0
1	0	0	>0<
0	0	0	0
0	0	0	0

1	0	>0<	0
0	0	0	0
0	0	0	0
1	>0<	0	0
0	0	0	0
0	0	0	0
>1<	0	0	0
0	0	0	0
0	0	0	0
>0<	0	0	0
0	0	0	0
0	0	0	0

6. Create a knowledge base using propositional logic and show that the given query entails the knowledge base or not.

```
def evaluate_expression(p, q, r):
    expression_result = (p or q) and (not r or p)
    return expression_result

def generate_truth_table():
    print(" p | q | r | Expression (KB) | Query (p^r)")
    print("----|---|---|-----|-----")

    for p in [True, False]:
        for q in [True, False]:
            for r in [True, False]:
                expression_result = evaluate_expression(p, q, r)
                query_result = p and r

                print(f" {p} | {q} | {r} | {expression_result} | {query_result}")

def query_entails_knowledge():
    for p in [True, False]:
        for q in [True, False]:
            for r in [True, False]:
                expression_result = evaluate_expression(p, q, r)
                query_result = p and r

                if expression_result and not query_result:
                    return False

    return True
```

```

def main():
    generate_truth_table()

    if query_entails_knowledge():
        print("\nQuery entails the knowledge.")
    else:
        print("\nQuery does not entail the knowledge.")

if __name__ == "__main__":
    main()

```

OUTPUT:

```

KB: (p or q) and (not r or p)

  p | q | r | Expression (KB) | Query (p^r)
---|---|---|-----|-----
True | True | True | True           | True
True | True | False | True           | False
True | False | True | True           | True
True | False | False | True           | False
False | True | True | False          | False
False | True | False | True           | False
False | False | True | False          | False
False | False | False | False          | False

● Query does not entail the knowledge.

```

7. Create a knowledge base using propositional logic and prove the given query using resolution

```
import re
```

```
def main(rules, goal):
```

```
    rules = rules.split(' ')
```

```
    steps = resolve(rules, goal)
```

```
    print("\nStep\t|Clause\t|Derivation\t')
```

```
    print('-' * 30)
```

```
    i = 1
```

```
    for step in steps:
```

```
        print(f' {i}.\t| {step}\t| {steps[step]}\t')
```

```
        i += 1
```

```
def negate(term):
```

```
    return f'~{term}' if term[0] != '~' else term[1]
```

```
def reverse(clause):
```

```
    if len(clause) > 2:
```

```
        t = split_terms(clause)
```

```
        return f'{t[1]}\v{t[0]}'
```

```
    return "
```

```
def split_terms(rule):
```

```
    exp = '(~*[PQRS])'
```

```
    terms = re.findall(exp, rule)
```

```
    return terms
```

```
split_terms('~PvR')
```

```
def contradiction(goal, clause):
```

```
    contradictions = [ f'{goal}\v{negate(goal)}', f'{negate(goal)}\v{goal}']
```

```
    return clause in contradictions or reverse(clause) in contradictions
```

```
def resolve(rules, goal):
```

```

temp = rules.copy()
temp += [negate(goal)]
steps = dict()
for rule in temp:
    steps[rule] = 'Given.'
steps[negate(goal)] = 'Negated conclusion.'
i = 0
while i < len(temp):
    n = len(temp)
    j = (i + 1) % n
    clauses = []
    while j != i:
        terms1 = split_terms(temp[i])
        terms2 = split_terms(temp[j])
        for c in terms1:
            if negate(c) in terms2:
                t1 = [t for t in terms1 if t != c]
                t2 = [t for t in terms2 if t != negate(c)]
                gen = t1 + t2
                if len(gen) == 2:
                    if gen[0] != negate(gen[1]):
                        clauses += [f'{gen[0]}v{gen[1]}']
                    else:
                        if contradiction(goal,f'{gen[0]}v{gen[1]}'):
                            temp.append(f'{gen[0]}v{gen[1]}')
                            steps[""] = f'Resolved {temp[i]} and {temp[j]} to {temp[-1]}, which is in
turn null. \
\nA contradiction is found when {negate(goal)} is assumed as true.
Hence, {goal} is true."
                            return steps
                        elif len(gen) == 1:

```

```

        clauses += [f'{gen[0]}']
    else:
        if contradiction(goal,f'{terms1[0]}v{terms2[0]}'):
            temp.append(f'{terms1[0]}v{terms2[0]}')
            steps[""] = f'Resolved {temp[i]} and {temp[j]} to {temp[-1]}, which is in
turn null. \
            \nA contradiction is found when {negate(goal)} is assumed as true. Hence,
{goal} is true."
            return steps
        for clause in clauses:
            if clause not in temp and clause != reverse(clause) and reverse(clause) not in temp:
                temp.append(clause)
                steps[clause] = f'Resolved from {temp[i]} and {temp[j]}.'
            j = (j + 1) % n
            i += 1
        return steps

rules = 'Rv~P Rv~Q ~RvP ~RvQ' # (P^Q)<=>R : (Rv~P)v(Rv~Q)^(~RvP)^(~RvQ)
goal = 'R'
print('Rules: ',rules)
print("Goal: ",goal)
main(rules, goal)

rules = 'PvQ ~PvR ~QvR' # P=vQ, P=>Q : ~PvQ, Q=>R, ~QvR
goal = 'R'
print('Rules: ',rules)
print("Goal: ",goal)
main(rules, goal)

rules = 'PvQ PvR ~PvR RvS Rv~Q ~Sv~Q' # (P=>Q)=>Q, (P=>P)=>R, (R=>S)=>~(S=>Q)
goal = 'R'
print('Rules: ',rules)

```



```
print("Goal: ",goal)
```

```
main(rules, goal)
```

OUTPUT:

Example 1

Rules: $R \vee \sim P$ $R \vee \sim Q$ $\sim R \vee P$ $\sim R \vee Q$

Goal: R

Step	Clause	Derivation

1.	$R \vee \sim P$	Given.
2.	$R \vee \sim Q$	Given.
3.	$\sim R \vee P$	Given.
4.	$\sim R \vee Q$	Given.
5.	$\sim R$	Negated conclusion.
6.		Resolved $R \vee \sim P$ and $\sim R$ to $\sim P$, which is in turn null.

A contradiction is found when $\sim R$ is assumed as true. Hence, R is true.

Example 2

Rules: $P \vee Q$ $\sim P \vee R$ $\sim Q \vee R$

Goal: R

Step	Clause	Derivation

1.	$P \vee Q$	Given.
2.	$\sim P \vee R$	Given.
3.	$\sim Q \vee R$	Given.
4.	$\sim R$	Negated conclusion.
5.	$Q \vee R$	Resolved from $P \vee Q$ and $\sim P$.
6.	$P \vee R$	Resolved from $P \vee Q$ and $\sim Q$.
7.	$\sim P$	Resolved from $\sim P \vee R$ and $\sim R$.
8.	$\sim Q$	Resolved from $\sim Q \vee R$ and $\sim R$.
9.	Q	Resolved from $\sim R$ and $Q \vee R$.
10.	P	Resolved from $\sim R$ and $P \vee R$.
11.	R	Resolved from Q and $\sim Q$.
12.		Resolved R and $\sim R$ to $\sim R$, which is in turn null.

• A contradiction is found when $\sim R$ is assumed as true. Hence, R is true.

Example 3

Rules: $P \vee Q$ $P \vee R$ $\sim P \vee R$ $R \vee S$ $R \vee \sim Q$ $\sim S \vee \sim Q$

Goal: R

Step	Clause	Derivation
1.	$P \vee Q$	Given.
2.	$P \vee R$	Given.
3.	$\sim P \vee R$	Given.
4.	$R \vee S$	Given.
5.	$R \vee \sim Q$	Given.
6.	$\sim S \vee \sim Q$	Given.
7.	$\sim R$	Negated conclusion.
8.	$Q \vee R$	Resolved from $P \vee Q$ and $\sim P \vee R$.
9.	$P \vee \sim S$	Resolved from $P \vee Q$ and $\sim S \vee \sim Q$.
10.	P	Resolved from $P \vee R$ and $\sim R$.
11.	$\sim P$	Resolved from $\sim P \vee R$ and $\sim R$.
12.	$R \vee \sim S$	Resolved from $\sim P \vee R$ and $P \vee \sim S$.
13.	R	Resolved from $\sim P \vee R$ and P .
14.	S	Resolved from $R \vee S$ and $\sim R$.
15.	$\sim Q$	Resolved from $R \vee \sim Q$ and $\sim R$.
16.	Q	Resolved from $\sim R$ and $Q \vee R$.
17.	$\sim S$	Resolved from $\sim R$ and $R \vee \sim S$.
18.		Resolved $\sim R$ and R to $\sim R \vee R$, which is in turn null.

A contradiction is found when $\sim R$ is assumed as true. Hence, R is true.

8. Implement unification in first order logic

```
import re

def getAttributes(expression):
    expression = expression.split("(")[1:]
    expression = "(" .join(expression)
    expression = expression[:-1]
    expression = re.split("(?<!\.(?!\\.))", expression)
    return expression

def getInitialPredicate(expression):
    return expression.split("(")[0]

def isConstant(char):
    return char.isupper() and len(char) == 1

def isVariable(char):
    return char.islower() and len(char) == 1

def replaceAttributes(exp, old, new):
    attributes = getAttributes(exp)
    for index, val in enumerate(attributes):
        if val == old:
            attributes[index] = new
    predicate = getInitialPredicate(exp)
    return predicate + "(" + ",".join(attributes) + ")"

def apply(exp, substitutions):
    for substitution in substitutions:
```

```

    new, old = substitution
    exp = replaceAttributes(exp, old, new)
return exp

```

```

def checkOccurs(var, exp):
    if exp.find(var) == -1:
        return False
    return True

```

```

def getFirstPart(expression):
    attributes = getAttributes(expression)
    return attributes[0]

```

```

def getRemainingPart(expression):
    predicate = getInitialPredicate(expression)
    attributes = getAttributes(expression)
    newExpression = predicate + "(" + ",".join(attributes[1:]) + ")"
    return newExpression

```

```

def unify(exp1, exp2):
    if exp1 == exp2:
        return []

    if isConstant(exp1) and isConstant(exp2):
        if exp1 != exp2:
            return False

    if isConstant(exp1):

```

```

    return [(exp1, exp2)]

if isConstant(exp2):
    return [(exp2, exp1)]

if isVariable(exp1):
    if checkOccurs(exp1, exp2):
        return False
    else:
        return [(exp2, exp1)]

if isVariable(exp2):
    if checkOccurs(exp2, exp1):
        return False
    else:
        return [(exp1, exp2)]

if getInitialPredicate(exp1) != getInitialPredicate(exp2):
    print("Predicates do not match. Cannot be unified")
    return False

attributeCount1 = len(getAttributes(exp1))
attributeCount2 = len(getAttributes(exp2))
if attributeCount1 != attributeCount2:
    return False

head1 = getFirstPart(exp1)
head2 = getFirstPart(exp2)
initialSubstitution = unify(head1, head2)
if not initialSubstitution:

```

```

        return False
    if attributeCount1 == 1:
        return initialSubstitution

    tail1 = getRemainingPart(exp1)
    tail2 = getRemainingPart(exp2)

    if initialSubstitution != []:
        tail1 = apply(tail1, initialSubstitution)
        tail2 = apply(tail2, initialSubstitution)

    remainingSubstitution = unify(tail1, tail2)
    if not remainingSubstitution:
        return False

    initialSubstitution.extend(remainingSubstitution)
    return initialSubstitution

print("\nExample 1")
exp1 = "knows(f(x),y)"
exp2 = "knows(J,John)"
print("Expression 1: ",exp1)
print("Expression 2: ",exp2)

substitutions = unify(exp1, exp2)
print("Substitutions:")
print(substitutions)

print("\nExample 2")
exp1 = "knows(John,x)"

```

```
exp2 = "knows(y,mother(y))"  
print("Expression 1: ",exp1)  
print("Expression 2: ",exp2)  
  
substitutions = unify(exp1, exp2)  
print("Substitutions:")  
print(substitutions)
```

```
print("\nExample 3")  
exp1 = "Student(x)"  
exp2 = "Teacher(Rose)"  
print("Expression 1: ",exp1)  
print("Expression 2: ",exp2)
```

```
substitutions = unify(exp1, exp2)  
print("Substitutions:")  
print(substitutions)
```

OUTPUT:

Example 1

Expression 1: knows(f(x),y)

Expression 2: knows(J,John)

Substitutions:

[('J', 'f(x)'), ('John', 'y')]

Example 2

Expression 1: knows(John,x)

Expression 2: knows(y,mother(y))

Substitutions:

[('John', 'y'), ('mother(y)', 'x')]

Example 3

Expression 1: Student(x)

Expression 2: Teacher(Rose)

• Predicates do not match. Cannot be unified

Substitutions:

False

9. Convert a given first order logic statement into Conjunctive Normal Form (CNF).

```
def getAttributes(string):
```

```
    expr = '\([^)]+\)'
```

```
    matches = re.findall(expr, string)
```

```
    return [m for m in str(matches) if m.isalpha()]
```

```
def getPredicates(string):
```

```
    expr = '[a-z~]+\([A-Za-z,]+\)'
```

```
    return re.findall(expr, string)
```

```
def Skolemization(statement):
```

```
    SKOLEM_CONSTANTS = [f'{chr(c)}' for c in range(ord('A'), ord('Z')+1)]
```

```
    matches = re.findall('[\exists].', statement)
```

```
    for match in matches[::-1]:
```

```
        statement = statement.replace(match, "")
```

```
        for predicate in getPredicates(statement):
```

```
            attributes = getAttributes(predicate)
```

```
            if ".join(attributes).islower():"
```

```
                statement = statement.replace(match[1], SKOLEM_CONSTANTS.pop(0))
```

```
    return statement
```

```
import re
```

```
def fol_to_cnf(fol):
```

```
    statement = fol.replace("=>", "-")
```

```
    expr = '\([^\)]+\)'
```

```
    statements = re.findall(expr, statement)
```

```
    for i, s in enumerate(statements):
```

```
        if '[' in s and ']' not in s:
```

```
            statements[i] += ']
```

```

for s in statements:
    statement = statement.replace(s, fol_to_cnf(s))
while '-' in statement:
    i = statement.index('-')
    br = statement.index('[') if '[' in statement else 0
    new_statement = '~' + statement[br:i] + '|' + statement[i+1:]
    statement = statement[:br] + new_statement if br > 0 else new_statement
return Skolemization(statement)

print(fol_to_cnf("bird(x)=>~fly(x)"))
print(fol_to_cnf("∃x[bird(x)=>~fly(x)]"))

print(Skolemization(fol_to_cnf("animal(y)<=>loves(x,y)")))
print(Skolemization(fol_to_cnf("∀x[∀y[animal(y)=>loves(x,y)]]=>[∃z[loves(z,x)]]")))
print(fol_to_cnf("[american(x)&weapon(y)&sells(x,y,z)&hostile(z)]=>criminal(x)"))

```

OUTPUT:

```

Example 1
FOL: bird(x)=>~fly(x)
CNF: ~bird(x) | ~fly(x)

Example 2
FOL: ∃x[bird(x)=>~fly(x)]
CNF: [~bird(A) | ~fly(A)]

Example 3
FOL: animal(y)<=>loves(x,y)
CNF: ~animal(y) < | loves(x,y)

Example 4
FOL: ∀x[∀y[animal(y)=>loves(x,y)]]=>[∃z[loves(z,x)]]
CNF: ∀x~[∀y[~animal(y) | loves(x,y)]] | [[loves(A,x)]]

Example 5
FOL: [american(x)&weapon(y)&sells(x,y,z)&hostile(z)]=>criminal(x)
CNF: ~[american(x)&weapon(y)&sells(x,y,z)&hostile(z)] | criminal(x)

```

10. Create a knowledge base consisting of first order logic statements and prove the given query using forward reasoning.

```
import re

def isVariable(x):
    return len(x) == 1 and x.islower() and x.isalpha()

def getAttributes(string):
    expr = '\([^)]+\)'
    matches = re.findall(expr, string)
    return matches

def getPredicates(string):
    expr = '([a-z~+])\([^&]+\)'
    return re.findall(expr, string)

class Fact:
    def __init__(self, expression):
        self.expression = expression
        predicate, params = self.splitExpression(expression)
        self.predicate = predicate
        self.params = params
        self.result = any(self.getConstants())

    def splitExpression(self, expression):
        predicate = getPredicates(expression)[0]
        params = getAttributes(expression)[0].strip('(').split(',')
        return [predicate, params]

    def getResult(self):
```

```

    return self.result

def getConstants(self):
    return [None if isVariable(c) else c for c in self.params]

def getVariables(self):
    return [v if isVariable(v) else None for v in self.params]

def substitute(self, constants):
    c = constants.copy()
    f = f'{self.predicate}({' + ','.join([constants.pop(0) if isVariable(p) else p for p in
self.params]))}'
    return Fact(f)

class Implication:
    def __init__(self, expression):
        self.expression = expression
        l = expression.split('=>')
        self.lhs = [Fact(f) for f in l[0].split('&')]
        self.rhs = Fact(l[1])

    def evaluate(self, facts):
        constants = {}
        new_lhs = []
        for fact in facts:
            for val in self.lhs:
                if val.predicate == fact.predicate:
                    for i, v in enumerate(val.getVariables()):
                        if v:
                            constants[v] = fact.getConstants()[i]
                    new_lhs.append(fact)

```

```

    predicate, attributes = getPredicates(self.rhs.expression)[0],
str(getAttributes(self.rhs.expression)[0])

    for key in constants:
        if constants[key]:
            attributes = attributes.replace(key, constants[key])

    expr = f'{predicate} {attributes}'

    return Fact(expr) if len(new_lhs) and all([f.getResult() for f in new_lhs]) else None

```

```

class KB:

```

```

    def __init__(self):
        self.facts = set()
        self.implications = set()

    def tell(self, e):
        if '=>' in e:
            self.implications.add(Implication(e))
        else:
            self.facts.add(Fact(e))

        for i in self.implications:
            res = i.evaluate(self.facts)
            if res:
                self.facts.add(res)

```

```

    def query(self, e):
        facts = set([f.expression for f in self.facts])
        i = 1
        print(f'Querying {e}:')
        for f in facts:
            if Fact(f).predicate == Fact(e).predicate:
                print(f'\t{i}. {f}')
                i += 1

```

```

def display(self):
    print("All facts: ")
    for i, f in enumerate(set([f.expression for f in self.facts])):
        print(f'\t{i+1}. {f}')

```

```

kb = KB()
kb.tell('missile(x)=>weapon(x)')
kb.tell('missile(M1)')
kb.tell('enemy(x,America)=>hostile(x)')
kb.tell('american(West)')
kb.tell('enemy(Nono,America)')
kb.tell('owns(Nono,M1)')
kb.tell('missile(x)&owns(Nono,x)=>sells(West,x,Nono)')
kb.tell('american(x)&weapon(y)&sells(x,y,z)&hostile(z)=>criminal(x)')
kb.query('criminal(x)')
kb.display()

```

```

kb_ = KB()
kb_.tell('king(x)&greedy(x)=>evil(x)')
kb_.tell('king(John)')
kb_.tell('greedy(John)')
kb_.tell('king(Richard)')
kb_.query('evil(x)')

```

OUTPUT:

Example 1

Querying criminal(x):

1. criminal(West)

All facts:

1. american(West)

2. enemy(Nono,America)

3. hostile(Nono)

4. sells(West,M1,Nono)

5. owns(Nono,M1)

6. missile(M1)

7. weapon(M1)

8. criminal(West)

Example 2

Querying evil(x):

1. evil(John)