

VISVESVARAYA TECHNOLOGICAL UNIVERSITY

“JnanaSangama”, Belgaum -590014, Karnataka.



LAB REPORT

on

Artificial Intelligence (23CS5PCAIN)

Submitted by

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in partial fulfillment for the award of the degree of
BACHELOR OF ENGINEERING
in
COMPUTER SCIENCE AND ENGINEERING



B.M.S. COLLEGE OF ENGINEERING

(Autonomous Institution under VTU)

BENGALURU-560019

Aug 2025 to Dec 2025

**B.M.S. College of Engineering,
Bull Temple Road, Bangalore 560019**
(Affiliated To Visvesvaraya Technological University, Belgaum)
Department of Computer Science and Engineering



CERTIFICATE

This is to certify that the Lab work entitled “Artificial Intelligence (23CS5PCAIN)” carried out by **Shamaraao (1BM23CS308)**, 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. The Lab report has been approved as it satisfies the academic requirements in respect of an Artificial Intelligence (23CS5PCAIN) work prescribed for the said degree.

Prof. Seema patil Assistant Professor Department of CSE, BMSCE	Dr. Kavitha Sooda Professor & HOD Department of CSE, BMSCE
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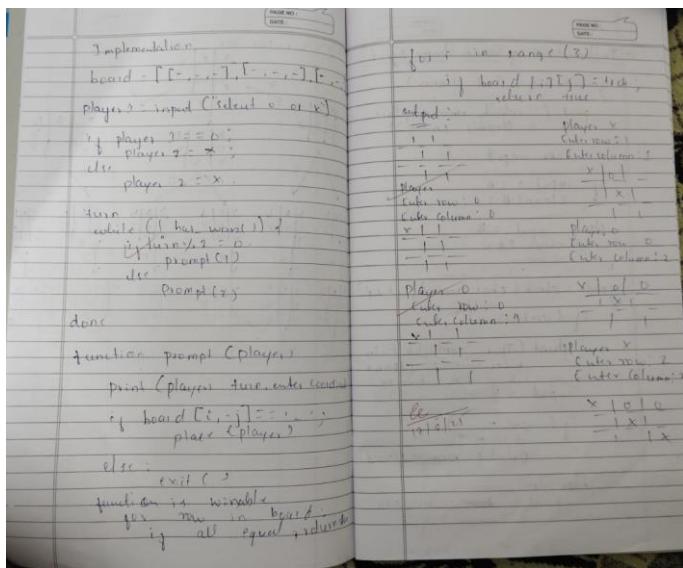
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Github Link:
https://github.com/1BM23CS308/AI_Lab_308

Program 1

Implement Tic – Tac – Toe Game
 Implement vacuum cleaner agent

Algorithm:



Code:

TIC TAC TOE Game

```

def print_board(board):
    print()
    print("-----")
    for i in range(3):
        print("|", board[i][0], "|", board[i][1], "|", board[i][2], "|")
        print("-----")
    print()

def is_win(board, symbol):
    # same row
    for row in range(3):
        if board[row][0] == board[row][1] == board[row][2] == symbol:
            return True
    for column in range(3):
        if board[0][column] == board[1][column] == board[2][column] == symbol:
            return True
    if board[0][0] == board[1][1] == board[2][2] == symbol:
        return True
    if board[0][2] == board[1][1] == board[2][0] == symbol:
        return True
    return False

```

```

for i inrange(3):
    if board[i][0] == symbol and board[i][1] == symbol and board[i][2] ==
symbol:
        returnTrue

#same Column
for j inrange(3):
    if board[0][j] == symbol and board[1][j] == symbol and board[2][j] ==
symbol:
        returnTrue

#same diagonal
if board[0][0] == symbol and board[1][1] == symbol and board[2][2] == symbol:
    returnTrue

if board[0][2] == symbol and board[1][1] == symbol and board[2][0] == symbol:
    returnTrue

#if all case fails
returnFalse

defis_draw(board):
    for i inrange(3):
        for j inrange(3):
            if board[i][j] == " ":
                returnFalse
    returnTrue


defget_input(mark,id):
    whileTrue:
        try:
            move = input(f"Player{id}, Enter the position to place {mark}-> ")
            ip = move.strip().split()

            iflen(ip) != 2:
                print("Enter exactly 2 coordinates!")
                continue

            row,col = int(ip[0]),int(ip[1])

            if (row>=1and row<= 3) and (col>=1and col<=3):
                return [row-1,col-1]
            else:
                print("Enter values between 1 and 3 only") except
ValueError:
                print("Invalid inputs, enter numbers only")

board = []
for i inrange(3):
    board.append([" "," "," "])

mark1 = "X"
mark2 = "O"
p1 = 1
p2 = 2

```

```

curr_p = 1
curr_m = "X"
while True:
    print_board(board)
    row,col = get_input(curr_m,curr_p)

    if board[row][col] != " ":
        print("Move already taken!, Try again")
        continue

    board[row][col] = curr_m

    if is_win(board,curr_m):
        print_board(board)
        print(f"Congrats 🎉, Player{curr_p} wins!!!")
        break

    if is_draw(board):
        print_board(board)
        print("Its a draw, ☺!")
        break

    if curr_p == p1:
        curr_p = p2
        curr_m = "O"
    else:
        curr_p = p1
        curr_m = "X"

```

| | | |

| | | |

| | | |

Player1, Enter the position to place X-> 1 1

| X | | |

| | | |

| | | |

Player2, Enter the position to place O-> 3 1

```
| X |   |   |
-----
```

Player1, Enter the position to place X-> 2 2

```
-----
```

```
| X |   |   |
-----
```

```
|   | X |   |
-----
```

```
| O |   |   |
-----
```

Player2, Enter the position to place O-> 3 2

```
-----
```

```
| X |   |   |
-----
```

```
|   | X |   |
-----
```

```
| O | O |   |
-----
```

Player1, Enter the position to place X-> 3 3

```
-----
```

```
| X |   |   |
-----
```

```
|   | X |   |
-----
```

```
| O | O | X |
-----
```

Congrats, Player1 wins!!!

Vacuum Cleaner Agent

```
def is_clean(status):
    return status[room_a] and status[room_b]

def simulate(state, choice, status, cost, do_clean=True):
    if is_clean(status):
        print("All rooms are clean")
        return cost

    if choice != 1 and choice != -1:
        print("Invalid choice")
        return cost
```

```

# Vacuum in room A
if state[0][0]:
    if choice == -1:
        if do_clean and not state[0][1]:
            state[0][1] = True
            status[room_a] = True
            print("Cleaned room A")
            cost += 1 # Cost of cleaning
    else:
        print("No cleaning in room A")
elif choice == 1:
    state[0][0] = False
    state[1][0] = True
    print("Moved vacuum from A to B")
else:
    print("Cannot move from A to B")

# Vacuum in room B
elif state[1][0]:
    if choice == 1:
        if do_clean and not state[1][1]:
            state[1][1] = True
            status[room_b] = True
            print("Cleaned room B")
            cost += 1 # Cost of cleaning
    else:
        print("No cleaning in room B")
elif choice == -1:
    state[1][0] = False
    state[0][0] = True
    print("Moved vacuum from B to A")
else:
    print("Cannot move from B to A")
else:
    print("Vacuum is not in any room!")

return cost

if __name__ == "__main__":
    room_a = 'A'
    room_b = 'B'
    state = [[True, False], [False, False]]
    status = {room_a: False, room_b: False}
    total_cost = 0 # Initialize total cost

    while True:
        if is_clean(status):
            print("All rooms are clean. Exiting.")
            print(f"Total cost: {total_cost}") # Display total cost
            break

        choice = int(input("Enter -1 to act in Room A, 1 to act in Room B: "))
        action = input("Enter 'c' to clean, 'm' to move without cleaning: ").lower()

        if action == 'c':
            total_cost = simulate(state, choice, status, total_cost)
        elif action == 'm':
            total_cost = simulate(state, choice, status, total_cost, False)

```

```
else:  
    print("Invalid action choice")
```

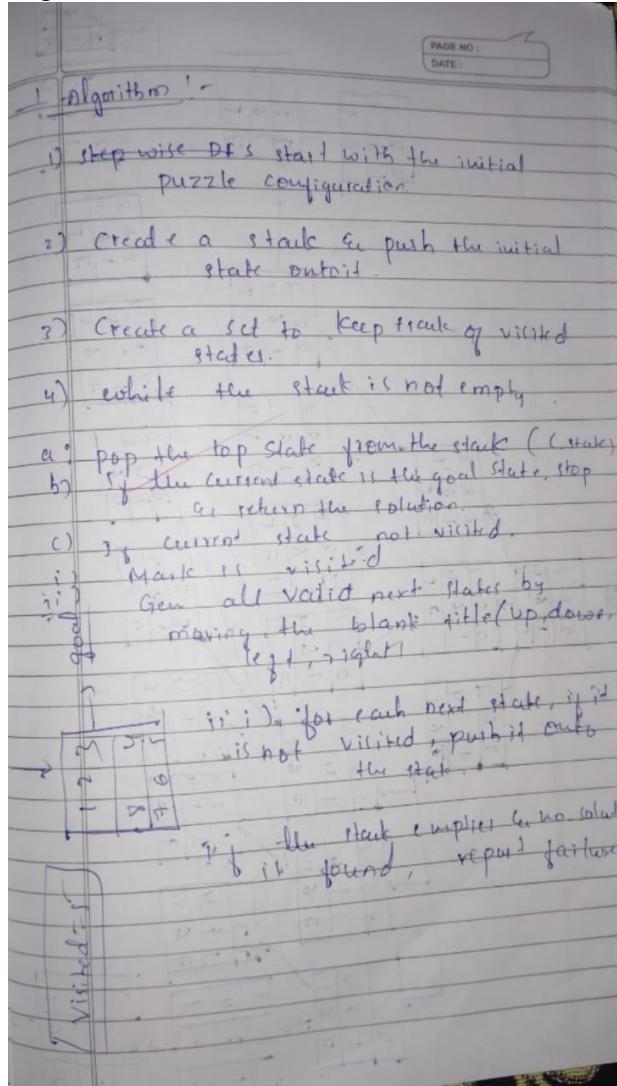
Enter -1 to act in Room A, 1 to act in Room B: -1
Enter 'c' to clean, 'm' to move without cleaning: c
Cleaned room A
Enter -1 to act in Room A, 1 to act in Room B: 1
Enter 'c' to clean, 'm' to move without cleaning: m
Moved vacuum from A to B
Enter -1 to act in Room A, 1 to act in Room B: 1
Enter 'c' to clean, 'm' to move without cleaning: c
Cleaned room B
All rooms are clean. Exiting.
Total cost: 2

Program 2

Implement 8 puzzle problems using Depth First Search (DFS)

Implement Iterative deepening search algorithm

Algorithm:



Code:

8 Puzzle using DFS

```
import heapq
```

```
# Initial and goal states
```

```
initial_state = ((2, 8, 3),
                  (1, 6, 4),
                  (7, 0, 5))
```

```
goal_state = ((1, 2, 3),
```

```
               (8, 0, 4),
               (7, 6, 5))
```

```
# Possible moves
```

```
directions = {'Up': (-1, 0), 'Down': (1, 0), 'Left': (0, -1), 'Right': (0, 1)}
```

```
# Find blank (0) position
def get_blank_pos(state):
    for i in range(3):
        for j in range(3):
            if state[i][j] == 0:
                return (i, j)
```

```
# Swap positions to generate new state
def swap_positions(state, pos1, pos2):
    state_list = [list(row) for row in state]
    r1, c1 = pos1
    r2, c2 = pos2
    state_list[r1][c1], state_list[r2][c2] = state_list[r2][c2], state_list[r1][c1]
    return tuple(tuple(row) for row in state_list)
```

```
# Generate neighboring states
def get_neighbors(state):
    neighbors = []
    r, c = get_blank_pos(state)
    for move, (dr, dc) in directions.items():
        nr, nc = r + dr, c + dc
        if 0 <= nr < 3 and 0 <= nc < 3:
            new_state = swap_positions(state, (r, c), (nr, nc))
            neighbors.append((new_state, move))
    return neighbors
```

```

# Manhattan distance
heuristic
def
manhattan_distance(sta
te, goal):
    distance = 0
    for i in range(3):
        for j in range(3):
            value = state[i][j]
            if value != 0:
                for x in
range(3):
                    for y in
range(3):
                        if
goal[x][y] == value:
                            distance
+= abs(i - x) + abs(j - y)
    return distance

# A* Search Algorithm
def
a_star_8_puzzle(start,
goal):
    pq = [] # priority
queue
    heapq.heappush(pq,
(0, start, [])) # (f, state,
path)
    visited = set()
    visited.add(start)

    while pq:
        f, state, path =
heapq.heappop(pq)

        if state == goal:
            return path,
len(visited)

        for neighbor, move
in get_neighbors(state):
            if neighbor not in
visited:
                visited.add(neighbor)
                g = len(path) +
1 # cost so far

```

```
    h =  
manhattan_distance(ne  
ighbor, goal)  
    f = g + h
```

```
heapq.heappush(pq, (f,  
neighbor, path +  
[move]))
```

```
return None,  
len(visited)
```

```
# Run A* Search  
solution_path,  
total_visited =  
a_star_8_puzzle(initial_  
state, goal_state)
```

```
# Print results  
if solution_path:  
    print(f"✓ Solution  
found in  
{len(solution_path)}  
moves")  
    print("Moves:",  
solution_path)  
    print(f"Total states  
visited:  
{total_visited}\n")  
else:  
    print("✗ No  
solution found")
```

Solution length: 5

moves

Solution moves: ['Up',
'Up', 'Left', 'Down',
'Right']

Total states visited: 62

States level-wise:

Level 0:

(2, 8, 3)

(1, 6, 4)

(7, 0, 5)

Level 1:

(2, 8, 3)

(1, 0, 4)

(7, 6, 5)

(2, 8, 3)

(1, 6, 4)

(0, 7, 5)

(2, 8, 3)

(1, 6, 4)

(7, 5, 0)

Level 2:

(2, 0, 3)

(1, 8, 4)

(7, 6, 5)

(2, 8, 3)

(0, 1, 4)

(7, 6, 5)

(2, 8, 3)

(1, 4, 0)

(7, 6, 5)

(2, 8, 3)

(0, 6, 4)

(1, 7, 5)

(2, 8, 3)

(1, 6, 0)

(7, 5, 4)

Level 3:

(0, 2, 3)

(1, 8, 4)

(7, 6, 5)

(2, 3, 0)

(1, 8, 4)

(7, 6, 5)

(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)

(0, 8, 3)

(2, 6, 4)

(1, 7, 5)

(2, 8, 3)

(6, 0, 4)

(1, 7, 5)

(2, 8, 0)

(1, 6, 3)

(7, 5, 4)

(2, 8, 3)

(1, 0, 6)

(7, 5, 4)

Level 4:

(1, 2, 3)

(0, 8, 4)

(7, 6, 5)

(2, 3, 4)

(1, 8, 0)

(7, 6, 5)

(8, 0, 3)

(2, 1, 4)

(7, 6, 5)

(2, 8, 3)

(7, 1, 4)

(6, 0, 5)

(2, 0, 8)

(1, 4, 3)

(7, 6, 5)

(2, 8, 3)

(1, 4, 5)

(7, 0, 6)

(8, 0, 3)

(2, 6, 4)

(1, 7, 5)

(2, 0, 3)

(6, 8, 4)

(1, 7, 5)

(2, 8, 3)

(6, 7, 4)

(1, 0, 5)

(2, 8, 3)

(6, 4, 0)

(1, 7, 5)

(2, 0, 8)

(1, 6, 3)

(7, 5, 4)

(2, 0, 3)

(1, 8, 6)

(7, 5, 4)

(2, 8, 3)

(1, 5, 6)

(7, 0, 4)

(2, 8, 3)

(0, 1, 6)

(7, 5, 4)

Level 5:

(1, 2, 3)

(7, 8, 4)

```
(0, 6, 5)
```

```
---
```

```
(1, 2, 3)
```

```
(8, 0, 4)
```

```
(7, 6, 5)
```

```
---
```

8 Puzzle using Iterative Deepening DFS

```
from collections import deque

# Helper to print board in 3x3 format
defprint_board(state):
    for i in range(0, 9, 3):
        print(state[i:i+3])
    print()

# Generate possible moves
defget_neighbors(state):
    neighbors = []
    idx = state.index(0) # blank space
    row, col = divmod(idx, 3)
    moves = []
    if row > 0: moves.append((-1, 0, 'Up'))
    if row < 2: moves.append((1, 0, 'Down'))
    if col > 0: moves.append((0, -1, 'Left'))
    if col < 2: moves.append((0, 1, 'Right'))

    for dr, dc, action in moves:
        new_row, new_col = row + dr, col + dc
        new_idx = new_row * 3 + new_col
        new_state = list(state)
        new_state[idx], new_state[new_idx] = new_state[new_idx], new_state[idx]
        neighbors.append((tuple(new_state), action))
    return neighbors

# Depth-Limited Search (helper for IDDFS)
defdls(state, goal, depth, path, explored):
```

```

if state == goal:
    return path
if depth == 0:
    returnNone
explored.add(state)
for neighbor, action in get_neighbors(state):
    if neighbor notin explored:
        result = dls(neighbor, goal, depth-1, path + [(action, neighbor)], explored)
        if result isnotNone:
            return result
returnNone

# Iterative Deepening DFS
defiddfs(start, goal, max_depth=50):
    for depth inrange(max_depth):
        explored = set()
        result = dls(start, goal, depth, [], explored)
        if result isnotNone:
            return result
    returnNone

if __name__ == "__main__":
    print("Enter the initial state (0 for blank, space-separated, 9 numbers):")
start = tuple(map(int, input().split()))

    print("Enter the goal state (0 for blank, space-separated, 9 numbers):")
goal = tuple(map(int, input().split()))

    print("\nSolving puzzle with Iterative Deepening DFS...\n")
solution = iddfs(start, goal)

if solution:
    print("Optimal solution found using IDDFS!\n")
    print("Total steps:", len(solution))
current = start
    print("Initial State:")
print_board(current)
    for step, state in solution:
        print("Move:", step)
        print_board(state)
else:
    print("No solution found within depth limit.")

```

```

Enter the initial state (0 for blank, space-separated, 9 numbers):
2 8 3 1 6 4 7 0 5
Enter the goal state (0 for blank, space-separated, 9 numbers): 1 2
3 8 0 4 7 6 5

```

Solving puzzle with Iterative Deepening DFS...

Optimal solution found using IDDFS!

```

Total steps: 5
Initial State:
(2, 8, 3)
(1, 6, 4)

```

(7, 0, 5)

Move: Up

(2, 8, 3)

(1, 0, 4)

(7, 6, 5)

Move: Up

(2, 0, 3)

(1, 8, 4)

(7, 6, 5)

Move: Left

(0, 2, 3)

(1, 8, 4)

(7, 6, 5)

Move: Down

(1, 2, 3)

(0, 8, 4)

(7, 6, 5)

Move: Right

(1, 2, 3)

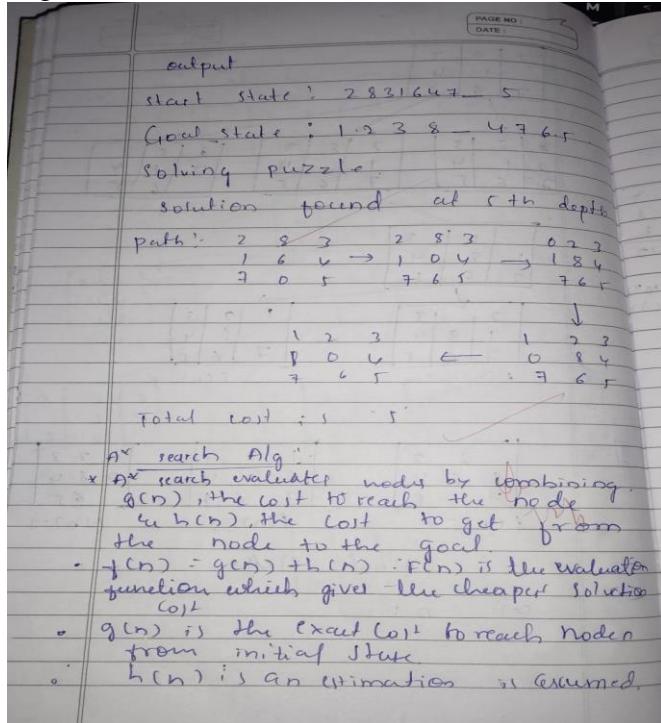
(8, 0, 4)

(7, 6, 5)

Program 3

Implement A* search algorithm

Algorithm:



Code:

A* using misplaced tiles for 8 puzzle

```
from heapq import heappush, heappop

MOVES = {
    'up': -3,
    'down': 3,
    'left': -1,
    'right': 1
}

def is_valid_move(zero_pos, move):
    if move == 'left' and zero_pos % 3 == 0:
        return False
    if move == 'right' and zero_pos % 3 == 2:
        return False
    if move == 'up' and zero_pos < 3:
        return False
    if move == 'down' and zero_pos > 5:
        return False
    return True

def misplaced_tiles(state, goal):
    return sum([1 if state[i] != 0 and state[i] != goal[i] else 0 for i in range(9)])

def print_state_formatted(state):
    for i in range(0, 9, 3):
```

```

row = state[i:i+3]
    print(" ".join(str(x) if x != 0 else "for x in row))
print()

def a_star_misplaced(start, goal):
    open_set = []
    closed_set = set()
    g = 0
    h = misplaced_tiles(start, goal)
    f = g + h
    heappush(open_set, (f, g, start, [], None)) # last element: move that got here

    while open_set:
        f, g, current, path, move_made = heappop(open_set)

        # Print detailed info with matrix format and move made
        if move_made isNone:
            print(f"Expanding node with f={f}, g={g} - Start state") else:
            print(f"Expanding node with f={f}, g={g} - Move: {move_made}")
        print_state_formatted(current)

        if current == goal:
            print("Goal reached!")
            print("Solution path (moves):", path)
            print(f"Final depth (number of moves): {g}")
            return path, g

        closed_set.add(current)

        zero_pos = current.index(0)

        for move, shift in MOVES.items():
            if is_valid_move(zero_pos, move):
                new_zero_pos = zero_pos + shift
                new_state = list(current)
                new_state[zero_pos], new_state[new_zero_pos] =
new_state[new_zero_pos], new_state[zero_pos]
                new_state = tuple(new_state)

                if new_state in closed_set:
                    continue

                new_g = g + 1
                new_h = misplaced_tiles(new_state, goal)
                new_f = new_g + new_h
                heappush(open_set, (new_f, new_g, new_state, path + [move], move))

    print("No solution found.")
    returnNone, None

def get_state_matrix(prompt):
    print(prompt)
matrix = []
    for i inrange(3):
        whileTrue:
            try:
                row = list(map(int, input().strip().split()))
                iflen(row) != 3:

```

```

        raise ValueError("Each row must have exactly 3 numbers.")
        matrix.extend(row)
        break
    except Exception as e:
        print("Invalid input:", e)
if set(matrix) != set(range(9)):
    print("Error: The numbers must be from 0 to 8 without repetition.")
    return get_state_matrix(prompt)
return tuple(matrix)

if __name__ == "__main__":
    start_state = get_state_matrix("Enter the initial state (3 rows, each with 3
numbers separated by spaces):")
    goal_state = get_state_matrix("Enter the goal state (3 rows, each with 3 numbers
separated by spaces):")

    print("\nInitial State:")
    print_state_formatted(start_state)
    print("Goal State:")
    print_state_formatted(goal_state)

    a_star_misplaced(start_state, goal_state)

```

Enter the initial state (3 rows, each with 3 numbers separated by spaces):

2 8 3
1 6 4
7 0 5

Enter the goal state (3 rows, each with 3 numbers separated by spaces): 1 2
3
8 0 4
7 6 5

Initial State:

2 8 3
1 6 4
7 5

Goal State:

1 2 3
8 4
7 6 5

Expanding node with f=4, g=0 - Start state

2 8 3
1 6 4
7 5

Expanding node with f=4, g=1 - Move: up

2 8 3
1 4
7 6 5

Expanding node with f=5, g=2 - Move: up

2 3
1 8 4

7 6 5

Expanding node with f=5, g=2 - Move: left

2 8 3
1 4
7 6 5

Expanding node with f=5, g=3 - Move: left

2 3
1 8 4
7 6 5

Expanding node with f=5, g=4 - Move: down

1 2 3
8 4
7 6 5

Expanding node with f=5, g=5 - Move: right

1 2 3
8 4
7 6 5

Goal reached!

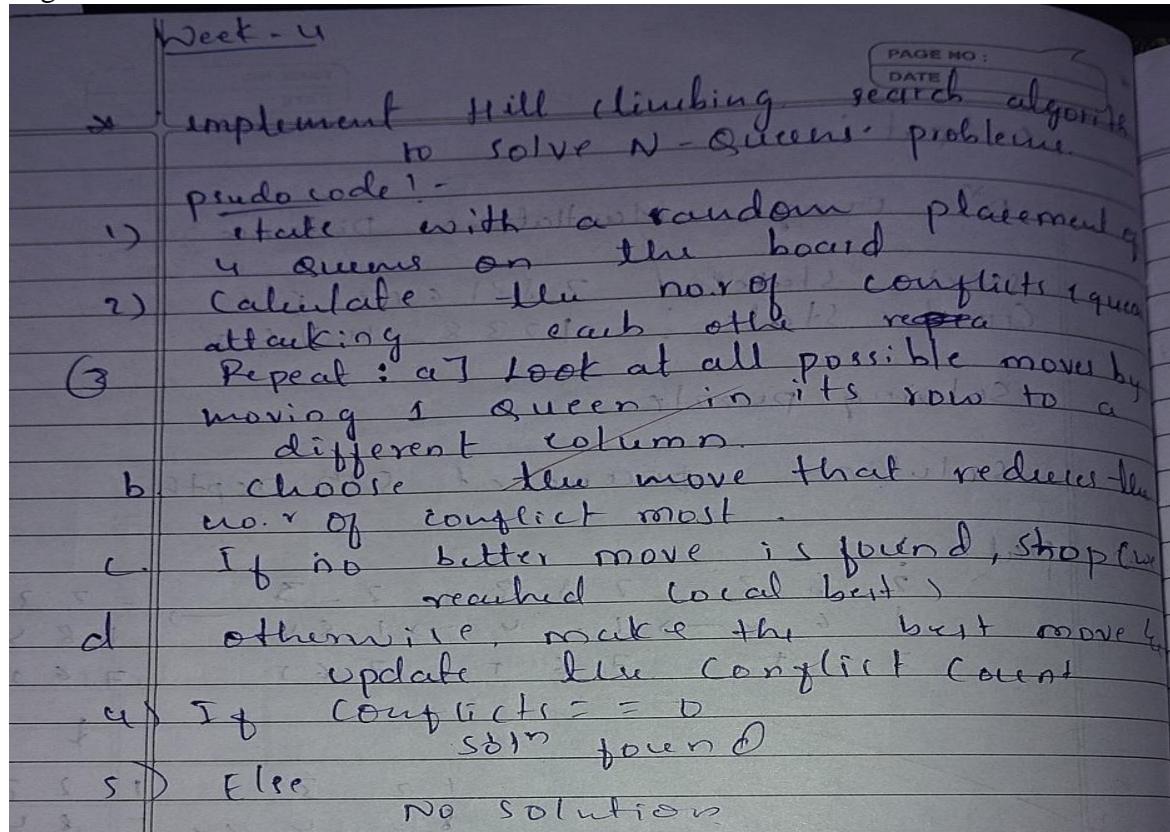
Solution path (moves): ['up', 'up', 'left', 'down', 'right']

Final depth (number of moves): 5

Program 4

Implement Hill Climbing search algorithm to solve N-Queens problem

Algorithm:



Code:

```

def get_user_input(n):
    board = []
    print(f"Enter the row positions (0 to {n-1}) of the queens for each column:")
    for col in range(n):
        while True:
            try:
                row = int(input(f"Column {col}: "))
                if 0 <= row < n:
                    board.append(row)
                    break
                else:
                    print(f"Invalid input. Please enter a number between 0 and {n-1}.")
            except ValueError:
                print("Invalid input. Please enter an integer.")
    return board

def print_board(board):
    n = len(board)
    for row in range(n):
        line = ""
        for col in range(n):
            if board[col] == row:
                line += " Q "
            else:
                line += "   "
        print(line)

```

```

        else:
            line += " . "
        print(line)
    print()

def heuristic(board):
    n = len(board)
    attacks = 0
    for i in range(n):
        for j in range(i+1, n):
            # Check same row
            if board[i] == board[j]:
                attacks += 1
            # Check same diagonal
            if abs(board[i] - board[j]) == abs(i - j):
                attacks += 1
    return attacks

def get_best_neighbor(board):
    n = len(board)
    current_heuristic = heuristic(board)
    best_board = list(board)
    best_heuristic = current_heuristic

    for col in range(n):
        for row in range(n):
            if board[col] != row:
                new_board = list(board)
                new_board[col] = row
                new_heuristic = heuristic(new_board)
                if new_heuristic < best_heuristic:
                    best_heuristic = new_heuristic
                    best_board = new_board
    return best_board, best_heuristic

def hill_climbing_with_user_input(n):
    board = get_user_input(n)
    current_heuristic = heuristic(board)

    steps = 0
    while True:
        print(f"Step {steps}: Heuristic = {current_heuristic}")
        print_board(board)

        if current_heuristic == 0:
            print("Solution found!")
            return board

        neighbor, neighbor_heuristic = get_best_neighbor(board)

        # If no improvement, stuck at local minimum
        if neighbor_heuristic >= current_heuristic:
            print("Reached local minimum (no better neighbors).")
            return board

        board = neighbor
        current_heuristic = neighbor_heuristic
        steps += 1

```

```

# Run the algorithm
if __name__ == "__main__":
    n = 4
    solution = hill_climbing_with_user_input(n)
    print("Final solution:")
    print_board(solution)

```

Enter the row positions (0 to 3) of the queens for each column:
Column 0: 3
Column 1: 1
Column 2: 2
Column 3: 0

Step 0: Heuristic = 2

```

. . . Q
. Q . .
. . Q .
Q . . .

```

Reached local minimum (no better neighbors).

Final solution:

```

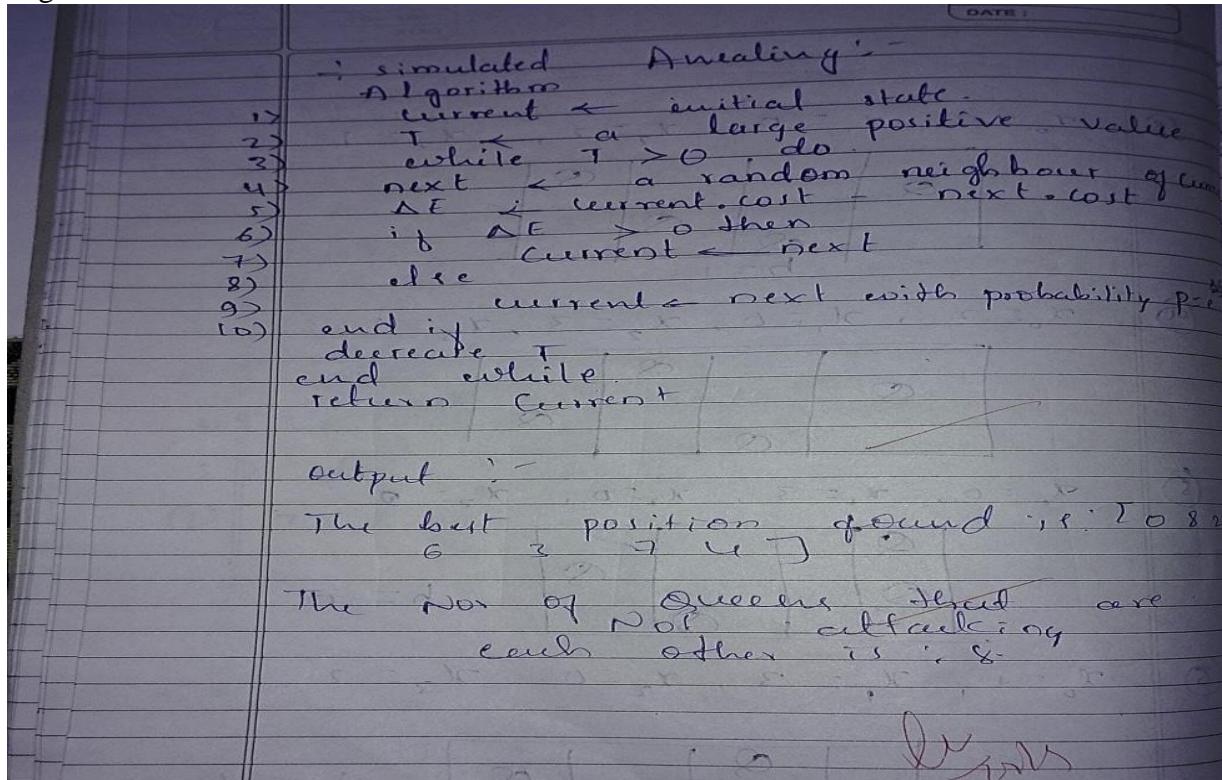
. . . Q
. Q . .
. . Q .
Q . . .

```

Program 5

Simulated Annealing to Solve 8-Queens problem

Algorithm:



Code:

```

import random
import math

def get_user_input(n):
    board = []
    print(f"Enter the row positions (0 to {n-1}) of the queens for each column:")
    for col in range(n):
        while True:
            try:
                row = int(input(f"Column {col}: "))
                if 0 <= row < n:
                    board.append(row)
                    break
                else:
                    print(f"Invalid input. Please enter a number between 0 and {n-1}.")
            except ValueError:
                print("Invalid input. Please enter an integer.")
    return board

def print_board(board):
    n = len(board)
    for row in range(n):
        line = ""
        for col in range(n):
            line += " Q " if board[col] == row else " . "
        print(line)

```

```

print()

def heuristic(board):
    n = len(board)
    attacks = 0
    for i in range(n):
        for j in range(i+1, n):
            if board[i] == board[j] or abs(board[i] - board[j]) == abs(i - j):
                attacks += 1
    return attacks

def random_neighbor(board):
    n = len(board)
    neighbor = list(board)
    col = random.randint(0, n-1)
    row = random.randint(0, n-1)
    while row == neighbor[col]:
        row = random.randint(0, n-1)
    neighbor[col] = row
    return neighbor

def simulated_annealing(n=8, max_iter=100000, initial_temp=100, cooling_rate=0.995):
    current_board = get_user_input(n)
    current_heuristic = heuristic(current_board)
    temperature = initial_temp
    iteration = 0

    print(f"Initial heuristic: {current_heuristic}")
    print_board(current_board)

    while temperature > 0.1 and current_heuristic > 0 and iteration < max_iter:
        neighbor = random_neighbor(current_board)
        neighbor_heuristic = heuristic(neighbor)
        delta_e = current_heuristic - neighbor_heuristic

        if delta_e > 0:
            current_board = neighbor
            current_heuristic = neighbor_heuristic
        else:
            probability = math.exp(delta_e / temperature)
            if random.random() < probability:
                current_board = neighbor
                current_heuristic = neighbor_heuristic

        temperature *= cooling_rate
        iteration += 1

        if iteration % 1000 == 0:
            print(f"Iteration {iteration}, Temperature: {temperature:.2f}, Heuristic: {current_heuristic}")
            print_board(current_board)

    if current_heuristic == 0:
        print("Solution found!")
    else:
        print("Stopped without full solution. Best board found:")
    print(f"Final heuristic: {current_heuristic}")
    print_board(current_board)

```

```
if name == " main ":
    simulated_annealing()
```

Enter the row positions (0 to 7) of the queens for each column:

Column 0: 4
Column 1: 6
Column 2: 1
Column 3: 5
Column 4: 2
Column 5: 0
Column 6: 3
Column 7: 7

Initial heuristic: 0

```
. . . . . Q . .
. . Q . . . .
. . . . Q . . .
. . . . . . Q .
Q . . . . . .
. . . Q . . . .
. Q . . . . .
. . . . . . . Q
```

Solution found!

Final heuristic: 0

```
. . . . . Q . .
. . Q . . . .
. . . . Q . . .
. . . . . . Q .
Q . . . . . .
. . . Q . . . .
. Q . . . . .
. . . . . . . Q
```

Program 6

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

Algorithm:

PAGE NO :
DATE :

A Logarithm

Step 1: Logical symbols

- $P \rightarrow \neg P$
- $P \wedge Q \rightarrow P \text{ and } Q$
- $P \vee Q \rightarrow P \text{ or } Q$
- $P \rightarrow Q \rightarrow \neg P \text{ then } Q$
- $P \in S \rightarrow P \text{ is true if and only if } Q$

Step 2:

1. Collected all propositional symbols
2. Generate all possible truth assignments for these symbols
3. For each assignment (model):
 - If KB is true; then α must also be true
 - If KB is true but α is false, return false
 - If this never happens → return (KB entails α)

Code:

```

import itertools
import pandas as pd
import re

def replace_implications(expr):
    """
    Replace every  $X \Rightarrow Y$  with  $(\neg X \text{ or } Y)$ .
    This uses regex with a callback to avoid partial string overwrites.
    """

    # Pattern: capture left side and right side around  $\Rightarrow$ 
    # Made more flexible to handle various expressions
    pattern = r'([^\Rightarrow]+?)\s*\Rightarrow\s*([^\Rightarrow]+?)\s*(?=\s|$|[\&|])'
    while re.search(pattern, expr):
        expr = re.sub(pattern,
                      lambda m: f"(not {m.group(1).strip()}) or
{m.group(2).strip()}",
                      expr,
                      count=1)
    return expr

def pl_true(sentence, model):
    expr = sentence.strip()
    expr = expr.replace("<=>", "==")
    expr = replace_implications(expr)

    # Replace propositional symbols with their truth values safely
    for sym, val in model.items():
        expr = re.sub(rf'\b{sym}\b', str(val), expr)

```

```

# Clean up spacing and add proper spacing for boolean operators
expr = re.sub(r'\s+', ' ', expr) # Remove extra spaces
expr = expr.replace(" and ", " and ").replace(" or ", " or ").replace(" not ", " not ")
)

return eval(expr)

def get_symbols(KB, alpha):
    symbols = set()
    for sentence in KB + [alpha]:
        # Find all alphabetic tokens (propositional variables)
        for token in re.findall(r'\b[A-Za-z]+\b', sentence):
            if token not in ['and', 'or', 'not']: # Exclude boolean operators
                symbols.add(token)
    return sorted(list(symbols))

def tt_entails(KB, alpha):
    symbols = get_symbols(KB, alpha)
    rows = []
    entails = True

    for values in itertools.product([True, False], repeat=len(symbols)):
        model = dict(zip(symbols, values))

        try:
            kb_val = all(pl_true(sentence, model) for sentence in KB)
            alpha_val = pl_true(alpha, model)

            rows.append({**model, "KB": kb_val, "alpha": alpha_val})

            if kb_val and not alpha_val:
                entails = False
        except Exception as e:
            print(f"Error evaluating with model {model}: {e}")
            return False

    df = pd.DataFrame(rows)

    # Create a beautiful formatted table
    print("\n" + "="*50)
    print("".ljust(15) + "TRUTH TABLE")
    print("="*50)

    # Get column widths for proper alignment
    col_widths = {}
    for col in df.columns:
        col_widths[col] = max(len(str(col)), df[col].astype(str).str.len().max())

    # Calculate total table width
    table_width = sum(col_widths.values()) + len(df.columns) * 3 - 1

    # Print top border
    print("—" + "-" * table_width + "-")

    # Print header
    header = "|"
    for col in df.columns:
        header += f" {col:^{col_widths[col]}} |"
    print(header)

```

```

# Print separator
separator = "┌"
for col in df.columns:
    separator += "—" * (col_widths[col] + 2) + "┐"
separator = separator[:-1] + "└"
print(separator)

# Print rows
for _, row in df.iterrows():
    row_str = "|" +
        for col in df.columns:
            value = str(row[col])
            row_str += f" {value:{col_widths[col]}} |"
    print(row_str)

# Print bottom border
print("└" + "—" * table_width + "┘")

# Print result with styling
print("\n" + "="*50)
result_text = f"KB ENTAILS ALPHA: {'✓' if entails else '✗ NO'}"
print(f"{result_text: ^50}")
print("=".*50)
return entails

# --- Interactive input ---
print("Enter Knowledge Base (KB) sentences, separated by commas.")
print("Use symbols like A, B, C and operators: and, or, not, =>, <=>")
kb_input = input("KB: ").strip()
KB = [x.strip() for x in kb_input.split(",")]
alpha = input("Enter query (alpha): ").strip()
result = tt_entails(KB, alpha)
print(f"Result: {result}")
#

```

Enter Knowledge Base (KB) sentences, separated by commas. Use symbols like A, B, C and operators: and, or, not, =>, <=> KB:
not (S or T)
Enter query (alpha): T or (not T)

=====
TRUTH TABLE
=====

S	T	KB	alpha
True	True	False	True
True	False	False	True
False	True	False	True
False	False	True	True

=====
KB ENTAILS ALPHA: ✓ YES
=====

Result: True

Program 7

Implement unification in first order logic

Algorithm:

<p>Lab-7 Unification Algorithm:</p> <p>Unification is a process to find substitution that make different FOL (first order logic) true.</p> <p>1) Using $(\text{known}(\text{john}, x), \text{known}(\text{ghon}))$</p> $\theta = x/\text{john}$ x/ghon <p>2) Verifying $(\text{known}(\text{john}, x), \text{known}(y, \text{Bill}))$</p> $\theta = y/\text{john}$ $\text{known}(\text{john}/x), \text{known}(\text{john}, y)$ y/Bill $\text{known}(\text{john}, \text{Bill}), \text{known}(\text{john}, \text{Bill})$ <p>Find MGV of:</p> $\{ p(b, x), g(g(z)) \}$ $\{ p(z, f(y)), f(y) \}$ <p>Algorithm: Unify (Ψ_1, Ψ_2)</p> <p>Hept:</p> <ul style="list-style-type: none"> a) If Ψ_1 or Ψ_2 is a variable or constant, then <ul style="list-style-type: none"> a) If Ψ_1 or Ψ_2 are identical, then return NIL b) Else if Ψ_1 occurs in Ψ_2, then return failure 	<p>(1) else if Ψ_1 is a variable</p> <ul style="list-style-type: none"> a) If Ψ_1 occurs in Ψ_2, then return failure b) else return (Ψ_1, Ψ_2) c) else return failure <p>Step 2: If the initial predicate symbol in Ψ_1 & Ψ_2 are not same, then return failure.</p> <p>Step 3: If Ψ_1 & Ψ_2 have different number of arguments, then return failure</p> <p>Step 4: Substitution set (Subst) to NIL</p> <p>Step 5: for $i = 1$ to the number of elements in Ψ_1 <ul style="list-style-type: none"> a) call unify function with the ith element of Ψ_1 & ith element of Ψ_2 <ul style="list-style-type: none"> c) put the result into S b) if S = failure then return failure </p> <p>If $S \neq \text{NIL}$ then do,</p> <ul style="list-style-type: none"> a) apply S to the remainder to both terms b) Subst = append(S, Subst) <p>skip 6: Return Subst</p>
---	---

Code:

```

class Term:
    """Base class for terms in first-order logic"""
    pass

class Constant(Term):
    """Represents a constant"""
    def __init__(self, name):
        self.name = name

    def __eq__(self, other):
        return isinstance(other, Constant) and self.name == other.name

    def __repr__(self):
        return self.name

    def __hash__(self):
        return hash('Constant', self.name)

class Variable(Term):
    """Represents a variable"""
    def __init__(self, name):
        self.name = name

```

```

def __eq__(self, other):
    return isinstance(other, Variable) and self.name == other.name

def __repr__(self):
    return self.name

def __hash__(self):
    return hash('Variable', self.name)

class Predicate(Term):
    """Represents a predicate with arguments"""
    def __init__(self, name, args):
        self.name = name
        self.args = args if isinstance(args, list) else [args]

    def __eq__(self, other):
        return (isinstance(other, Predicate) and
                self.name == other.name and
                len(self.args) == len(other.args) and
                all(a == b for a, b in zip(self.args, other.args)))

    def __repr__(self):
        return f'{self.name}({", ".join(str(arg) for arg in self.args)})'

def occurs_check(var, term, subst):
    """Check if variable occurs in term (prevents infinite structures)"""
    if var == term:
        return True
    elif isinstance(term, Variable) and term in subst:
        return occurs_check(var, subst[term], subst)
    elif isinstance(term, Predicate):
        return any(occurs_check(var, arg, subst) for arg in term.args)
    return False

def apply_substitution(term, subst):
    """Apply substitution to a term"""
    if isinstance(term, Variable):
        if term in subst:
            return apply_substitution(subst[term], subst)
        return term
    elif isinstance(term, Predicate):
        new_args = [apply_substitution(arg, subst) for arg in term.args]
        return Predicate(term.name, new_args)
    else:
        return term

def unify(term1, term2, subst=None):
    """
    Unification Algorithm
    Returns substitution set if unification succeeds, None if it fails
    """
    if subst is None:
        subst = {}

    # Apply existing substitutions
    term1 = apply_substitution(term1, subst)
    term2 = apply_substitution(term2, subst)

    # Step 1: If term1 or term2 is a variable or constant

```

```

# Step 1a: If both are identical
if term1 == term2:
    return subst

# Step 1b: If term1 is a variable
elif isinstance(term1, Variable):
    if occurs_check(term1, term2, subst):
        return None # FAILURE
    else:
        new_subst = subst.copy()
        new_subst[term1] = term2
        return new_subst

# Step 1c: If term2 is a variable
elif isinstance(term2, Variable):
    if occurs_check(term2, term1, subst):
        return None # FAILURE
    else:
        new_subst = subst.copy()
        new_subst[term2] = term1
        return new_subst

# Step 1d: Both are constants but not equal
elif isinstance(term1, Constant) or isinstance(term2, Constant):
    return None # FAILURE

# Step 2: Check if both are predicates with same name
elif isinstance(term1, Predicate) and isinstance(term2, Predicate):
    if term1.name != term2.name:
        return None # FAILURE

# Step 3: Check if they have same number of arguments
if len(term1.args) != len(term2.args):
    return None # FAILURE

# Step 4 & 5: Unify arguments recursively
current_subst = subst.copy()
for arg1, arg2 in zip(term1.args, term2.args):
    current_subst = unify(arg1, arg2, current_subst)
    if current_subst is None: # If unification fails
        return None

return current_subst

else:
    return None # FAILURE

def print_substitution(subst):
    """Pretty print substitution set"""
    if subst is None:
        print("FAILURE: Unification failed")
    elif not subst:
        print("NIL: Terms are already unified")
    else:
        print("Substitution:")
        for var, term in subst.items():
            print(f" {var} -> {term}")

def parse_term(term_str):

```

```

"""Parse a string representation of a term into Term objects"""
term_str = term_str.strip()

# Check if it's a predicate (contains parentheses)
if 'in' in term_str:
    paren_idx = term_str.index('(')
    pred_name = term_str[:paren_idx].strip()

    # Extract arguments between parentheses
    args_str = term_str[paren_idx+1:term_str.rindex(')')].strip()

    # Split arguments by comma (handle nested predicates)
    args = []
    depth = 0
    current_arg = ""
    for char in args_str:
        if char == ',' and depth == 0:
            args.append(parse_term(current_arg))
            current_arg = ""
        else:
            if char == '(':
                depth += 1
            elif char == ')':
                depth -= 1
            current_arg += char

    if current_arg.strip():
        args.append(parse_term(current_arg))

    return Predicate(pred_name, args)

# Check if it's a variable (lowercase first letter or starts with ?)
elif term_str[0].islower() or term_str[0] == '?':
    return Variable(term_str)

# Otherwise it's a constant (uppercase first letter)
else:
    return Constant(term_str)

def run_interactive():
    """Interactive mode for user input"""
    print("== Unification Algorithm (Interactive Mode) ==")
    print("Enter terms to unify. Use:")
    print(" - Variables: lowercase letters (x, y, z) or ?x, ?y")
    print(" - Constants: uppercase letters (John, Mary, A)")
    print(" - Predicates: Name(arg1, arg2, ...) e.g., P(x, y)")
    print(" - Type 'quit' to exit\n")

    while True:
        print("-" * 50)
        term1_str = input("Enter first term: ").strip()

        if term1_str.lower() == 'quit':
            print("Exiting...")
            break

        term2_str = input("Enter second term: ").strip()

        if term2_str.lower() == 'quit':

```

```

        print("Exiting...")
        break

    try:
        term1 = parse_term(term1_str)
        term2 = parse_term(term2_str)

        print(f"\nUnifying: {term1} and {term2}")
        result = unify(term1, term2)
        print_substitution(result)
        print()

    except Exception as e:
        print(f"Error parsing terms: {e}")
        print("Please check your input format.\n")

def run_examples():
    """Run predefined examples"""
    print("== Unification Algorithm Examples ==\n")

    # Example 1: Unifying variables
    print("Example 1: Unify(x, y)")
    x = Variable('x')
    y = Variable('y')
    result = unify(x, y)
    print_substitution(result)
    print()

    # Example 2: Unifying variable with constant
    print("Example 2: Unify(x, John)")
    x = Variable('x')
    john = Constant('John')
    result = unify(x, john)
    print_substitution(result)
    print()

    # Example 3: Unifying predicates
    print("Example 3: Unify(P(x, y), P(John, z))")
    p1 = Predicate('P', [Variable('x'), Variable('y')])  p2
    = Predicate('P', [Constant('John'), Variable('z')])
    result = unify(p1, p2)
    print_substitution(result)
    print()

    # Example 4: Unifying complex predicates
    print("Example 4: Unify(P(x, f(y)), P(a, f(b)))")
    p1 = Predicate('P', [Variable('x'), Predicate('f', [Variable('y')])])
    p2 = Predicate('P', [Constant('a'), Predicate('f', [Constant('b')])])
    result = unify(p1, p2)
    print_substitution(result)
    print()

    # Example 5: Failure case - occurs check
    print("Example 5: Unify(x, f(x)) - Occurs Check")
    x = Variable('x')
    fx = Predicate('f', [x])
    result = unify(x, fx)
    print_substitution(result)
    print()

```

```

# Example 6: Failure case - different predicates
print("Example 6: Unify(P(x), Q(x)) - Different Predicates")
p1 = Predicate('P', [Variable('x')])
p2 = Predicate('Q', [Variable('x')])
result = unify(p1, p2)
print_substitution(result)
print()

# Example 7: Failure case - different constants
print("Example 7: Unify(John, Mary) - Different Constants")
john = Constant('John')
mary = Constant('Mary')
result = unify(john, mary)
print_substitution(result)

# Main program
if __name__ == "__main__":
    print("Choose mode:")
    print("1. Run predefined examples")
    print("2. Interactive mode (enter your own terms)")

    choice = input("\nEnter choice (1 or 2): ").strip()
    print()

    if choice == '1':
        run_examples()
    elif choice == '2':
        run_interactive()
    else:
        print("Invalid choice. Running examples by default...\n")
        run_examples()

```

Choose mode:

1. Run predefined examples
2. Interactive mode (enter your own terms)

Enter choice (1 or 2): 1

==== Unification Algorithm Examples ===

Example 1: Unify(x, y)

Substitution:

x -> y

Example 2: Unify(x, John)

Substitution:

x -> John

Example 3: Unify(P(x, y), P(John, z))

Substitution:

x -> John
y -> z

Example 4: Unify(P(x, f(y)), P(a, f(b)))

Substitution:

x -> a

y -> b

Example 5: Unify(x, f(x)) - Occurs Check

FAILURE: Unification failed

Example 6: Unify(P(x), Q(x)) - Different Predicates

FAILURE: Unification failed

Example 7: Unify(John, Mary) - Different Constants

FAILURE: Unification failed

Program 8

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

Algorithm:

A [gorithm :

- 1) function FOL-FC-ASK (KB, d) returns a substitution or false
- 2) inputs : KB, the knowledge base, a set of first order definite clauses.
d, the query, an atomic sentence
- 3) local Variable : new, the new sentences, inferred on each iteration
- 4) repeat until new is empty
new $\leftarrow \emptyset$
- 5) for each rule in KB do
($C \leftarrow P_1 \wedge \dots \wedge P_n \rightarrow Q$)
- 6) std. variables (rule)
for each O such that every $P_i, O \vdash Q$
 $\neg P_i \rightarrow \text{SUB}(O; P_i, \neg P_i)$
- 7) for some $P_i \rightarrow P'_i$ in KB
 $q' \in \text{SUB}(P_i, q)$
- 8) if q' does not unify with some
sentences already in KB or new then
add q' to new
 $\phi \leftarrow \text{Unify}(q', \emptyset)$
- 9) if ϕ is not fail then return ϕ
- 10) add new to KB
- 11) return false

Code:

```

classTerm:
    """Base class for terms in first-order logic"""
    pass

classConstant(Term):
    """Represents a constant"""
    def __init__(self, name):
        self.name = name

    def __eq__(self, other):
        return isinstance(other, Constant) and self.name == other.name

    def __repr__(self):
        return self.name

    def __hash__(self):
        return hash(('Constant', self.name))

classVariable(Term):
    """Represents a variable"""
    def __init__(self, name):
        self.name = name

```

```

def __eq__(self, other):
    return isinstance(other, Variable) and self.name == other.name

def __repr__(self):
    return self.name

def __hash__(self):
    return hash('Variable', self.name)

class Predicate(Term):
    """Represents a predicate with arguments"""
    def __init__(self, name, args):
        self.name = name
        self.args = args if isinstance(args, list) else [args]

    def __eq__(self, other):
        return (isinstance(other, Predicate) and
                self.name == other.name and
                len(self.args) == len(other.args) and
                all(a == b for a, b in zip(self.args, other.args)))

    def __repr__(self):
        return f'{self.name}({", ".join(str(arg) for arg in self.args)})'

    def __hash__(self):
        return hash((self.name, tuple(self.args)))

class Rule:
    """Represents an implication rule: premises => conclusion"""
    def __init__(self, premises, conclusion):
        self.premises = premises if isinstance(premises, list) else [premises]
        self.conclusion = conclusion

    def __repr__(self):
        premises_str = ' \wedge '.join(str(p) for p in self.premises)
        return f'{premises_str} \Rightarrow {self.conclusion}'

# Variable counter for standardization
_var_counter = 0

def get_new_variable():
    """Generate a new unique variable"""
    global _var_counter
    _var_counter += 1
    return Variable(f'v{_var_counter}')

def standardize_variables(rule):
    """Replace all variables in rule with new unique variables"""
    var_mapping = {}

    def replace_vars(term):
        if isinstance(term, Variable):
            if term not in var_mapping:
                var_mapping[term] = get_new_variable()
            return var_mapping[term]
        elif isinstance(term, Predicate):
            new_args = [replace_vars(arg) for arg in term.args]
            return Predicate(term.name, new_args)
        else:
            return term

    return replace_vars(rule)

```

```

        return term

    new_premises = [replace_vars(p) for p in rule.premises]
    new_conclusion = replace_vars(rule.conclusion)
    return Rule(new_premises, new_conclusion)

def occurs_check(var, term, subst):
    """Check if variable occurs in term"""
    if var == term:
        return True
    elif isinstance(term, Variable) and term in subst:
        return occurs_check(var, subst[term], subst)
    elif isinstance(term, Predicate):
        return any(occurs_check(var, arg, subst) for arg in term.args)
    return False

def apply_substitution(term, subst):
    """Apply substitution to a term"""
    if isinstance(term, Variable):
        if term in subst:
            return apply_substitution(subst[term], subst)
        return term
    elif isinstance(term, Predicate):
        new_args = [apply_substitution(arg, subst) for arg in term.args]
        return Predicate(term.name, new_args)
    else:
        return term

def unify(term1, term2, subst=None):
    """Unification algorithm"""
    if subst is None:
        subst = {}

    term1 = apply_substitution(term1, subst)
    term2 = apply_substitution(term2, subst)

    if term1 == term2:
        return subst
    elif isinstance(term1, Variable):
        if occurs_check(term1, term2, subst):
            return None
        else:
            new_subst = subst.copy()
            new_subst[term1] = term2
            return new_subst
    elif isinstance(term2, Variable):
        if occurs_check(term2, term1, subst):
            return None
        else:
            new_subst = subst.copy()
            new_subst[term2] = term1
            return new_subst
    elif isinstance(term1, Constant) or isinstance(term2, Constant):
        return None
    elif isinstance(term1, Predicate) and isinstance(term2, Predicate):
        if term1.name != term2.name or len(term1.args) != len(term2.args):
            return None
        current_subst = subst.copy()

```

```

        for arg1, arg2 in zip(term1.args, term2.args):
            current_subst = unify(arg1, arg2, current_subst)
            if current_subst isNone:
                return None
            return current_subst
        else:
            return None

defunify_all(premises, kb_facts, subst=None):
    """Try to unify all premises with facts in KB"""
    if subst isNone:
        subst = {}

    ifnot premises:
        return [subst]

    first_premise = premises[0]
    remaining_premises = premises[1:]

    all_substitutions = []

    for fact in kb_facts:
        theta = unify(first_premise, fact, subst.copy())
        if theta isnotNone:
            # Apply substitution to remaining premises
            substituted_remaining = [apply_substitution(p, theta) for p in
remaining_premises]
            # Recursively unify remaining premises
            result_substs = unify_all(substituted_remaining, kb_facts, theta)
            all_substitutions.extend(result_substs)

    return all_substitutions

deffol_fc_ask(kb_facts, kb_rules, query, max_iterations=100):
    """
    Forward Chaining Algorithm for First-Order Logic

    Args:
        kb_facts: List of atomic sentences (facts) in KB
        kb_rules: List of implication rules in KB
        query: The query to prove (atomic sentence)
        max_iterations: Maximum number of iterations to prevent infinite loops

    Returns:
        Substitution if query can be proved, None otherwise
    """

    print("==> Forward Chaining Algorithm ==>\n")
    print(f"Query: {query}\n")
    print("Initial KB Facts:")
    for fact in kb_facts:
        print(f"  {fact}")
    print("\nKB Rules:")
    for rule in kb_rules:
        print(f"  {rule}")
    print("\n" + "="*50 + "\n")

    iteration = 0

    while iteration < max_iterations:

```

```

iteration += 1
new = []

print(f"Iteration {iteration}:")

# For each rule in KB
for rule in kb_rules:
    # Standardize variables in the rule
    std_rule = standardize_variables(rule)

    # Try to find substitutions that satisfy all premises
    substitutions = unify_all(std_rule.premises, kb_facts)

    # For each valid substitution
    for theta in substitutions:
        # Apply substitution to conclusion
        inferred = apply_substitution(std_rule.conclusion, theta)

        # Check if this fact is new
        if inferred notin kb_facts and inferred notin new:
            new.append(inferred)
            print(f"  Inferred: {inferred}")
            print(f"    From rule: {std_rule}")
            print(f"    With substitution: {theta}")

        # Check if inferred fact unifies with query
        result = unify(inferred, query)
        if result isnotNone:
            print(f"\n*** Query proved! ***")
            print(f"Substitution: {result}")
            return result

    # If no new facts inferred, we're done
ifnot new:
    print("  No new facts inferred.")
    print("\nForward chaining completed. Query cannot be proved.")
    returnNone

    # Add new facts to KB
    kb_facts.extend(new)
    print()

print(f"Maximum iterations ({max_iterations}) reached.")
returnNone

defparse_term(term_str):
    """Parse a string into a Term object"""
term_str = term_str.strip()

    if('in' term_str:
        paren_idx = term_str.index('(')
        pred_name = term_str[:paren_idx].strip()
        args_str = term_str[paren_idx+1:term_str.rindex(')').strip()]

        args = []
        depth = 0
        current_arg = ""
        for char in args_str:
            if char == ',' and depth == 0:

```

```

        args.append(parse_term(current_arg))
        current_arg = ""
    else:
        if char == '(':
            depth += 1
        elif char == ')':
            depth -= 1
        current_arg += char

    if current_arg.strip():
        args.append(parse_term(current_arg))

    return Predicate(pred_name, args)
elif term_str[0].islower():
    return Variable(term_str)
else:
    return Constant(term_str)

def parse_rule(rule_str):
    """Parse a rule string like 'P(x) ∧ Q(x) => R(x)"""
    if '>' in rule_str:
        parts = rule_str.split('=>')
        conclusion_str = parts[1].strip()
        premises_str = parts[0].strip()

        # Split premises by ∧ or AND
        premise_parts = [p.strip() for p in premises_str.replace('AND',
        '∧').split('∧')]

        premises = [parse_term(p) for p in premise_parts]
        conclusion = parse_term(conclusion_str)

        return Rule(premises, conclusion)
    else:
        # It's just a fact
        return parse_term(rule_str)

# Example usage
if __name__ == "__main__":
    print("Choose mode:")
    print("1. Run example (Animal reasoning)")
    print("2. Interactive mode")

    choice = input("\nEnter choice (1 or 2): ").strip()
    print()

    if choice == '1':
        # Example: Animal reasoning
        # Facts
        kb_facts = [
            Predicate('Animal', [Constant('Dog')]),
            Predicate('Animal', [Constant('Cat')]),
            Predicate('Loves', [Constant('John'), Constant('Dog')]),
            Predicate('Owns', [Constant('John'), Constant('Dog')])
        ]

        # Rules
        kb_rules = [
            # Animal(x) ∧ Loves(y, x) => Loves(x, y)

```

```

Rule([Predicate('Animal', [Variable('x')]),
      Predicate('Loves', [Variable('y'), Variable('x')]),
      Predicate('Loves', [Variable('x'), Variable('y')])),
      # Owns(x, y) ∧ Animal(y) => KeepsAsPet(x, y)
      Rule([Predicate('Owns', [Variable('x'), Variable('y')]),
            Predicate('Animal', [Variable('y')])],
            Predicate('KeepsAsPet', [Variable('x'), Variable('y')])))
]

# Query: Does Dog love John?
query = Predicate('Loves', [Constant('Dog'), Constant('John')])

result = fol_fc_ask(kb_facts, kb_rules, query)

elif choice == '2':
    print("== Interactive Forward Chaining ==")
    print("Enter facts and rules for the knowledge base.\n")

    kb_facts = []
    kb_rules = []

    # Input facts
    print("Enter facts (one per line, empty line to finish):")
    print("Example: Animal(Dog), Loves(John, Dog)")
    whileTrue:
        fact_str = input("Fact: ").strip()
        ifnot fact_str:
            break
        try:
            fact = parse_term(fact_str)
            kb_facts.append(fact)
        except Exception as e:
            print(f"Error parsing fact: {e}")

    # Input rules
    print("\nEnter rules (one per line, empty line to finish):")
    print("Example: Animal(x) ∧ Loves(y,x) => Loves(x,y)")
    print("You can also use 'AND' instead of ∧")
    whileTrue:
        rule_str = inout("Rule: ").strip()
        ifnot rule_str:
            break
        try:
            rule = parse_rule(rule_str)
            kb_rules.append(rule)
        except Exception as e:
            print(f"Error parsing rule: {e}")

    # Input query
    print("\nEnter query:")
    query_str = input("Query: ").strip()
    try:
        query = parse_term(query_str)
        result = fol_fc_ask(kb_facts, kb_rules, query)
    except Exception as e:
        print(f"Error parsing query: {e}")

else:

```

```
print("Invalid choice.")
```

Choose mode:

1. Run example (Animal reasoning)
2. Interactive mode

Enter choice (1 or 2): 2

==== Interactive Forward Chaining ====

Enter facts and rules for the knowledge base.

Enter facts (one per line, empty line to finish):

Example: Animal(Dog), Loves(John, Dog)

Fact: Owns(A, T1)

Fact: Missile(T1)

Fact: American(Robert)

Fact: Enemy(A, America)

Fact:

Enter rules (one per line, empty line to finish):

Example: Animal(x) \wedge Loves(y, x) \Rightarrow Loves(x, y)

You can also use 'AND' instead of \wedge

Rule: American(p) \wedge Weapon(q) \wedge Sells(p, q, r) \wedge Hostile(r) \Rightarrow Criminal(p)

Rule: Missile(x) \wedge Owns(A, x) \Rightarrow Sells(Robert, x, A)

Rule: Missile(x) \Rightarrow Weapon(x)

Rule: Enemy(x, America) \Rightarrow Hostile(x)

Rule:

Enter query:

Query: Criminal(Robert)

==== Forward Chaining Algorithm ====

Query: Criminal(Robert)

Initial KB Facts:

Owns(A, T1)

Missile(T1)

American(Robert)

Enemy(A, America)

KB Rules:

American(p) \wedge Weapon(q) \wedge Sells(p, q, r) \wedge Hostile(r) \Rightarrow Criminal(p)

Missile(x) \wedge Owns(A, x) \Rightarrow Sells(Robert, x, A)

Missile(x) \Rightarrow Weapon(x)

Enemy(x, America) \Rightarrow Hostile(x)

=====

```

Iteration 1:
Inferred: Sells(Robert, T1, A)
From rule: Missile(v4) ∧ Owns(A, v4) => Sells(Robert, v4, A)
With substitution: {v4: T1}
Inferred: Weapon(T1)
From rule: Missile(v5) => Weapon(v5)
With substitution: {v5: T1}
Inferred: Hostile(A)
From rule: Enemy(v6, America) => Hostile(v6)
With substitution: {v6: A}

Iteration 2:
Inferred: Criminal(Robert)
From rule: American(v7) ∧ Weapon(v8) ∧ Sells(v7, v8, v9) ∧ Hostile(v9) => Criminal(v7)
With substitution: {v7: Robert, v8: T1, v9: A}

*** Query proved! ***
Substitution: {}

```

Program 9

Create a knowledge base consisting of first order logic statements and prove the given query using Resolution

Algorithm:

Resolution in FOL

1. Convert $(KB \wedge \neg \alpha)$ into Conjunctive Normal form (CNF)

2. Let $S =$ the set of all clauses in CNF $(KB \wedge \neg \alpha)$

3. loop

new $\leftarrow \emptyset$

for each pair of clauses $(c_i, c_j) \in S$

resolvents \leftarrow Resolve (c_i, c_j)

if $\emptyset \neq$ resolvents then

return TRUE

new \leftarrow new \cup resolvents

end for

if new $\subseteq S$ then

return false.

$S \leftarrow S \cup$ new

end loop

Code:

```

import re
import itertools

VAR_RE = re.compile(r'^[a-z](\d+)?$') # single-letter variable optionally
standardized (x_0, y_3)

def is_variable(token: str) -> bool:
    return bool(VAR_RE.fullmatch(token))

def parse_literal(text):
    text = text.strip()
    neg = False
    if text.startswith('¬') or text.startswith('~'):
        neg = True
    text = text[1:].strip()

```

```
if 'in' in text:
    pred = text[:text.index('(')].strip()
    args = [a.strip() for a in text[text.index('(')+1:-1].split(',')]
else:
    pred = text
    args = []
return {'neg': neg, 'pred': pred, 'args': args}

def clause_to_str(clause):
    if clause == []:
        return '1'
parts = []
for lit in clause:
```

```

        s = ('-' + 'if lit['neg'] else '') + (lit['pred'] + '(' + ','
        '.join(lit['args'])) + ')' + 'if lit['args'] else lit['pred'])
        parts.append(s)
    return 'V ' .join(parts)

def standardize_apart_clause(clause, idx):
    # only rename variables (single-letter) to var_index form
    mapping = {}
    new_clause = []
    for lit in clause:
        new_args = []
        for a in lit['args']:
            if is_variable(a):
                if a not in mapping:
                    mapping[a] = f"{a}_{idx}"
                new_args.append(mapping[a])
            else:
                new_args.append(a)
        new_clause.append({'neg': lit['neg'], 'pred': lit['pred'], 'args': new_args})
    return new_clause

# ----- Unification for flat args (no nested function terms) -----
def occurs_check(var, val, subs):
    # var and val are token strings
    if var == val:
        return True
    if is_variable(val) and val in subs:
        return occurs_check(var, subs[val], subs)
    return False

def apply_subs_token(tok, subs):
    if is_variable(tok):
        while tok in subs:
            tok = subs[tok]
        return tok
    return tok

def apply_subs_literal(lit, subs):
    new_args = [apply_subs_token(a, subs) for a in lit['args']]
    return {'neg': lit['neg'], 'pred': lit['pred'], 'args': new_args}

def unify_tokens(x, y, subs):
    # x,y are token strings (variables or constants)
    if x == y:
        return subs
    if is_variable(x):
        if x in subs:
            return unify_tokens(subs[x], y, subs)
        if occurs_check(x, y, subs):
            return None
        new = subs.copy()
        new[x] = y
        return new
    if is_variable(y):
        return unify_tokens(y, x, subs)
    # both constants and different => fail
    return None

```

```

def unify_arg_lists(a_list, b_list):
    if len(a_list) != len(b_list):
        return None
    subs = {}
    for a, b in zip(a_list, b_list):
        a_ap = a if not is_variable(a) else a
        b_ap = b if not is_variable(b) else b
        subs = unify_tokens(apply_subs_token(a_ap, subs), apply_subs_token(b_ap,
subs), subs)
    if subs is None:
        return None
    return subs

# ----- Resolution -----
def is_tautology_clause(clause):
    # clause is a list of literals (after substitution). If it contains A and ¬A
    same args -> tautology
    seen = {}
    for lit in clause:
        key = (lit['pred'], tuple(lit['args']))
        if key in seen:
            if seen[key] != lit['neg']:
                return True
        else:
            seen[key] = lit['neg']
    return False

def resolve_pair(c1, c2):
    # c1, c2 are lists of literals (each literal dict)
    for i, l1 in enumerate(c1):
        for j, l2 in enumerate(c2):
            if l1['pred'] == l2['pred'] and l1['neg'] != l2['neg']:
                # try to unify their args
                subs = unify_arg_lists(l1['args'], l2['args'])
                if subs is None:
                    continue
                # apply substitution to the remainder of both clauses
                new_clause = []
                for k, lit in enumerate(c1):
                    if k == i: continue
                    new_clause.append(apply_subs_literal(lit, subs))
                for k, lit in enumerate(c2):
                    if k == j: continue
                    new_clause.append(apply_subs_literal(lit, subs))
                # remove duplicates (syntactic)
                uniq = []
                for lit in new_clause:
                    if not any(lit['pred'] == u['pred'] and lit['neg'] == u['neg'] and
lit['args'] == u['args'] for u in uniq):
                        uniq.append(lit)
                if is_tautology_clause(uniq):
                    continue
                return uniq, subs, (i, j)
    return None, None, None

# ----- Build derivation tree nodes -----
class Node:
    def __init__(self, clause, parents=None, label=None):
        self.clause = clause

```

```

        self.parents = parents if parents else []
        self.label = label

def resolution_with_tree(initial_clauses, goal_clause):
    # standardize apart initial clauses
    clauses_nodes = []
    for idx, c in enumerate(initial_clauses):
        std = standardize_apart_clause(c, idx)
        clauses_nodes.append(Node(std, parents=[], label=f"C{idx}"))

    # add negated goal as a fresh clause (standardize apart too)
    neg_goal = []
    # goal_clause is a clause list (we take its first literal if single-literal
    goal)
    for lit in goal_clause:
        # negate each literal in goal clause (if goal is a single positive literal
        user passed)
        neg_goal.append({'neg': not lit['neg'], 'pred': lit['pred'], 'args':
        lit['args'][::]})

    neg_goal_std = standardize_apart_clause(neg_goal, len(clauses_nodes))
    goal_node = Node(neg_goal_std, parents=[], label="¬Goal")
    clauses_nodes.append(goal_node)

    # mapping from index -> Node
    idx = len(clauses_nodes)
    seen_clauses = {clause_to_str(n.clause): i for i, n in enumerate(clauses_nodes)}

    # perform breadth-first-ish resolution (pairwise), record parents as indices
    for a_index in range(len(clauses_nodes)):
        pass# placeholder, we'll use dynamic loop below

frontier_changed = True
while True:
    new_added = False
    # iterate pairs over current clauses
    n = len(clauses_nodes)
    pairs = [(i,j) for i in range(n) for j in range(i+1, n)]
    for i,j in pairs:
        c1 = clauses_nodes[i].clause
        c2 = clauses_nodes[j].clause
        resolvent, subs, which = resolve_pair(c1, c2)
        if resolvent isNone:
            continue
        s = clause_to_str(resolvent)
        if s in seen_clauses:
            continue
        # add node
        new_node = Node(resolvent, parents=[i, j], label=f"R{idx}")
        clauses_nodes.append(new_node)
        seen_clauses[s] = idx
        new_added = True
        idx += 1
        if resolvent == []:
            # build bottom-up tree node for l
            root = new_node
            return clauses_nodes, seen_clauses, idx-1# return nodes, map,
index of empty clause node
    ifnot new_added:
        return clauses_nodes, seen_clauses, None

```

```

# ----- ASCII print bottom-up (root bottom) -----
defprint_bottom_up_tree(nodes, root_index):
    # recursively print node; ensure parents printed above
    defrecurse(node_index, prefix="", is_last=True):
        node = nodes[node_index]
        connector = "└─ " if is_last else "├─ "
        print(prefix + connector + clause_to_str(node.clause))
        # if this node has parents, print them above (parents as children in
        # recursion so they appear above)
        parents = node.parents
        for k, pidx in enumerate(parents):
            recurse(pidx, prefix + ("    " if is_last else "│   "), k ==
len(parents)-1)
        recurse(root_index, "", True)

# ----- Runner -----
if __name__ == "__main__":
    print("=*70")
    print("FIRST-ORDER LOGIC RESOLUTION SYSTEM (FIXED)")
    print("=*70")
    print("Enter CNF clauses (one per line). End with a blank line.")
    raw = []
    while True:
        try:
            line = input().strip()
        except EOFError:
            break
        if line == "":
            break
        raw.append(line)
    clauses = [ [parse_literal(tok.strip()) for tok in re.split(r"V", line)] for
line in raw ]

    # read goal
    goal_line = input("\nEnter GOAL clause (single literal form): ").strip()
    goal_clause = [parse_literal(goal_line)]

    nodes, seen_map, root_idx = resolution_with_tree(clauses, goal_clause)      if
root_idx isNone:
        print("\nNo empty clause could be derived - goal not entailed by KB.")
    else:
        print("\nDERIVATION TREE (bottom-up):")
        print_bottom_up_tree(nodes, root_idx)
        print("\nResolution complete - 1 derived.")

```

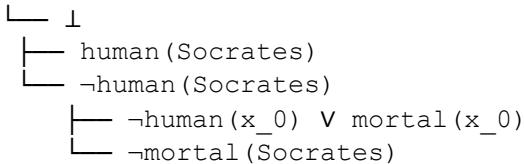
```
=====
FIRST-ORDER LOGIC RESOLUTION SYSTEM
=====
```

```
Enter CNF clauses (one per line). End with a blank line.
```

```
¬human(x) ∨ mortal(x)  
human(Socrates)
```

```
Enter GOAL clause (single literal form): mortal(Socrates)
```

```
DERIVATION TREE (bottom-up):
```



```
Resolution complete - ⊥ derived.
```

Program 10

Implement Alpha-Beta Pruning.

Algorithm:

Week 10

PAGE NO : _____
DATE : _____

Ques. x) Alpha - Beta pruning :-

- Alpha (α) - Beta (β) propose to find the optional path without looking at every node in the game tree
- Max contains α & Min contains β bound during the calculation
- In both MIN & MAX node, we return either $\alpha \geq \beta$ which compares with its parent node only
- Both minimax & $\alpha - \beta$ cutoff given same path
- $\alpha - \beta$ gives Optimal Solution as it takes less time to get the value for the root node.

Code:

```

import networkx as nx
import matplotlib.pyplot as plt
import math

# --- Alpha-Beta Pruning ---
def alpha_beta(node, depth, alpha, beta, maximizing, tree, values, pruned_nodes, path):
    # Leaf node
    if depth == 0 or node not in tree:
        return values.get(node, None)

    if maximizing:
        value = -math.inf
        for child in tree[node]:
            val = alpha_beta(child, depth - 1, alpha, beta, False, tree, values, pruned_nodes, path)
            if val is None:
                continue
            value = max(value, val)
            alpha = max(alpha, value)
            if beta <= alpha:
                # Prune remaining children
                prune_index = tree[node].index(child) + 1
                for c in tree[node][prune_index:]:
                    pruned_nodes.append(c)
    else:
        value = math.inf
        for child in tree[node]:
            val = alpha_beta(child, depth - 1, alpha, beta, True, tree, values, pruned_nodes, path)
            if val is None:
                continue
            beta = min(beta, val)
            value = min(value, val)
            if beta <= alpha:
                break
    return value

```

```

        pruned_nodes.append(c)
    break
values[node] = value
    return value
else:
    value = math.inf
    for child in tree[node]:
        val = alpha_beta(child, depth - 1, alpha, beta, True, tree, values,
pruned_nodes, path)
        if val isNone:
            continue
        value = min(value, val)
        beta = min(beta, value)
        if beta <= alpha:
            prune_index = tree[node].index(child) + 1
            for c in tree[node][prune_index:]:
                pruned_nodes.append(c)
            break
    values[node] = value
    return value

# --- Draw Game Tree ---
def draw_game_tree(G, path, pruned):
    pos = nx.nx_agraph.graphviz_layout(G, prog="dot")
    plt.figure(figsize=(9, 6))

    edge_colors = []
    for (u, v) in G.edges():
        if u in path and v in path:
            edge_colors.append('green')
        elif v in pruned:
            edge_colors.append('red')
        else:
            edge_colors.append('black')

    node_colors = []
    for node in G.nodes():
        if node in path:
            node_colors.append('green')
        elif node in pruned:
            node_colors.append('red')
        else:
            node_colors.append('skyblue')

    nx.draw(
        G, pos, with_labels=True,
        node_color=node_colors,
        edge_color=edge_colors,
        node_size=1200,
        font_size=10
    )

    plt.title("Alpha-Beta Pruning Game Tree\nGreen = Optimal Path | Red = Pruned Nodes")
    plt.show()

```

```

# --- Main Program ---
def main():
    tree = {}
    G = nx.DiGraph()

    n = int(input("Enter number of non-leaf nodes: "))
    for _ in range(n):
        parent = input("\nEnter parent node: ").strip()
        children = input("Enter children of " + parent + " (space separated): ")
        children = children.split()
        tree[parent] = children
        for c in children:
            G.add_edge(parent, c)

    leaf_count = int(input("\nEnter number of leaf nodes: "))
    values = {}
    for _ in range(leaf_count):
        leaf, val = input("Enter leaf node and its value (e.g. E 3): ").split()
        values[leaf] = int(val)

    root = input("\nEnter root node: ").strip()
    depth = int(input("Enter total depth of tree: "))

    pruned_nodes = []
    path = []

    print("\n-----")
    result = alpha_beta(root, depth, -math.inf, math.inf, True, tree, values,
    pruned_nodes, path)
    print(f"Final Optimal Value: {result}")
    print(f"Pruned Nodes: {pruned_nodes}")
    print("-----")

    draw_game_tree(G, path=[root, 'C', 'G'], pruned=pruned_nodes)

if __name__ == "__main__":
    main()

```

```

Enter number of non-leaf nodes: 4

Enter parent node: A
Enter children of A (space separated): B C D

Enter parent node: B
Enter children of B (space separated): E F

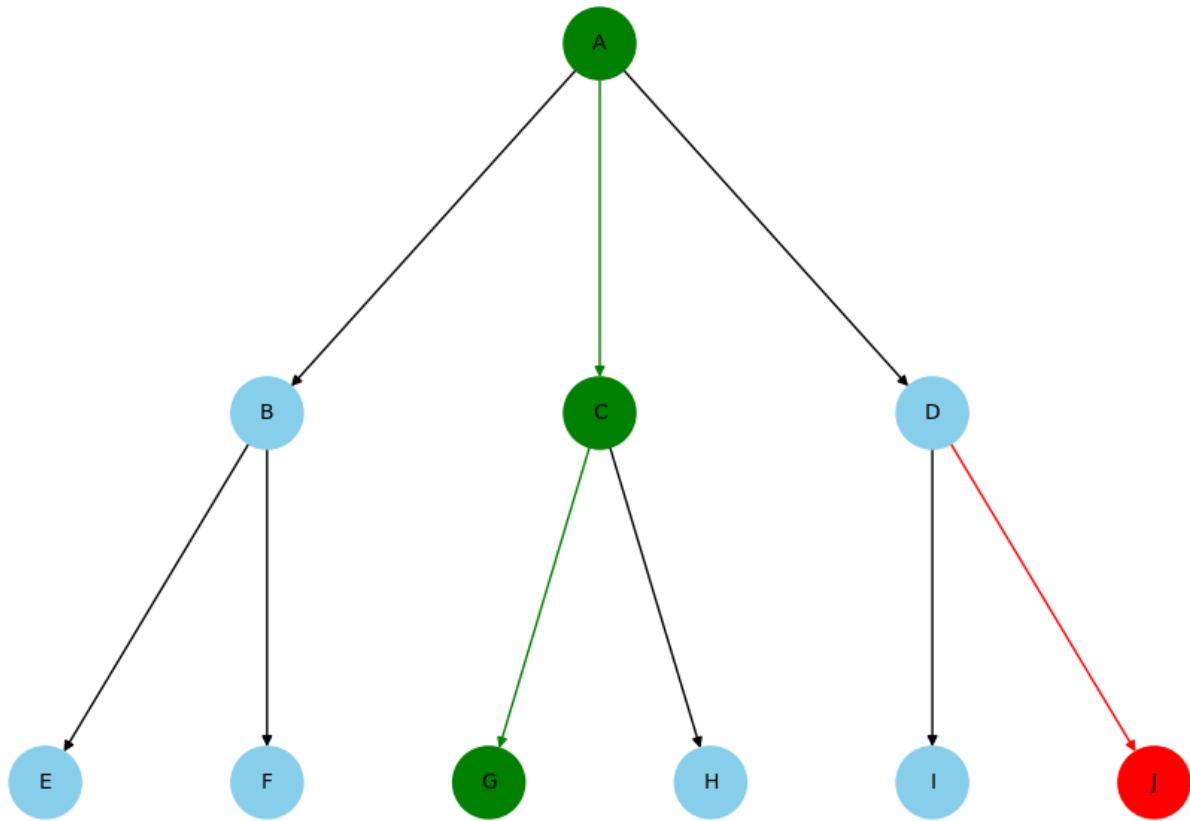
Enter parent node: C
Enter children of C (space separated): G H

Enter parent node: D
Enter children of D (space separated): I J

Enter number of leaf nodes: 6
Enter leaf node and its value (e.g. E 3): E 3
Enter leaf node and its value (e.g. E 3): F 5
Enter leaf node and its value (e.g. E 3): G 6

```

Alpha-Beta Pruning Game Tree
Green = Optimal Path | Red = Pruned Nodes



Enter leaf node and its value (e.g. E 3): H 9

Enter leaf node and its value (e.g. E 3): I 1

Enter leaf node and its value (e.g. E 3): J 2

Enter root node: A

Enter total depth of tree: 3

Final Optimal Value: 6

Pruned Nodes: ['J']
