

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
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**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 **Dharunya Balavelavan (1BM23CS090)**, who is a 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.

Sheetal V A Assistant Professor Department of CSE, BMSCE	Dr. Joythi S Nayak Professor & HOD Department of CSE, BMSCE
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Index

S.NO	Date	Topic	Page No.
1.	21/8/2025	Implement Tic – Tac – Toe Game	5
2.	28/8/2025	Solve 8 puzzle problems.	9
3.	11/9/2025	Implement Iterative deepening search algorithm.	13
4.	21/8/2025	Implement a vacuum cleaner agent.	16
5.	9/10/2025	Implement A* search algorithm. b. Implement Hill Climbing Algorithm.	18
6.	9/10/2025	Write a program to implement Simulated Annealing Algorithm	25
7.	16/10/2025	Create a knowledge base using prepositional logic and show that the given query entails the knowledge base or not.	30
8.	13/11/2025	Create a knowledge base using prepositional logic and prove the given query using resolution.	32
9.	30/10/2025	Implement unification in first order logic.	33
10.	6/11/2025	Convert a given first order logic statement into Conjunctive Normal Form (CNF).	34
11.	6/11/2025	Create a knowledge base consisting of first order logic statements and prove the given query using forward reasoning.	35
12.	30/10/2025	Implement Alpha-Beta Pruning.	36

Github Link:

<https://github.com/Dharunya21/Artificial-Intelligence>

எண் No.	தேதி Date	பொருள் Name of the Subject	மாதிரி எண் Marks		தகவமுத்து Signature
			மாதிரி எண் Marks	தகவமுத்து Signature	
1.	21/8/2025	Tic Tac Toe Game	10		
2.	21/8/2025	Vaccum cleaner	10		
3.	28/8/2025	8-Puzzle Problem	10		
4.	11/9/2025	8-Puzzle (IDDFS)	10		
5.	9/10/2025	Hill Climbing & Simulated Annealing	10		
6.	9/10/2025	A* algorithm	10		
7.	16/10/2025	Propositional logic	10		
8.	30/10/2025	Unification in FOL	10		
9.	30/10/2025	Alpha Beta Algorithm	10		
10.	6/11/2025	FOL → CNF	10		
11.	6/11/2025	forward Chaining	10		
12.	13/11/2025	Resolution in FOL	10		
					CIE - 10/10
					5/5

Program 1

Implement Tic – Tac – Toe Game

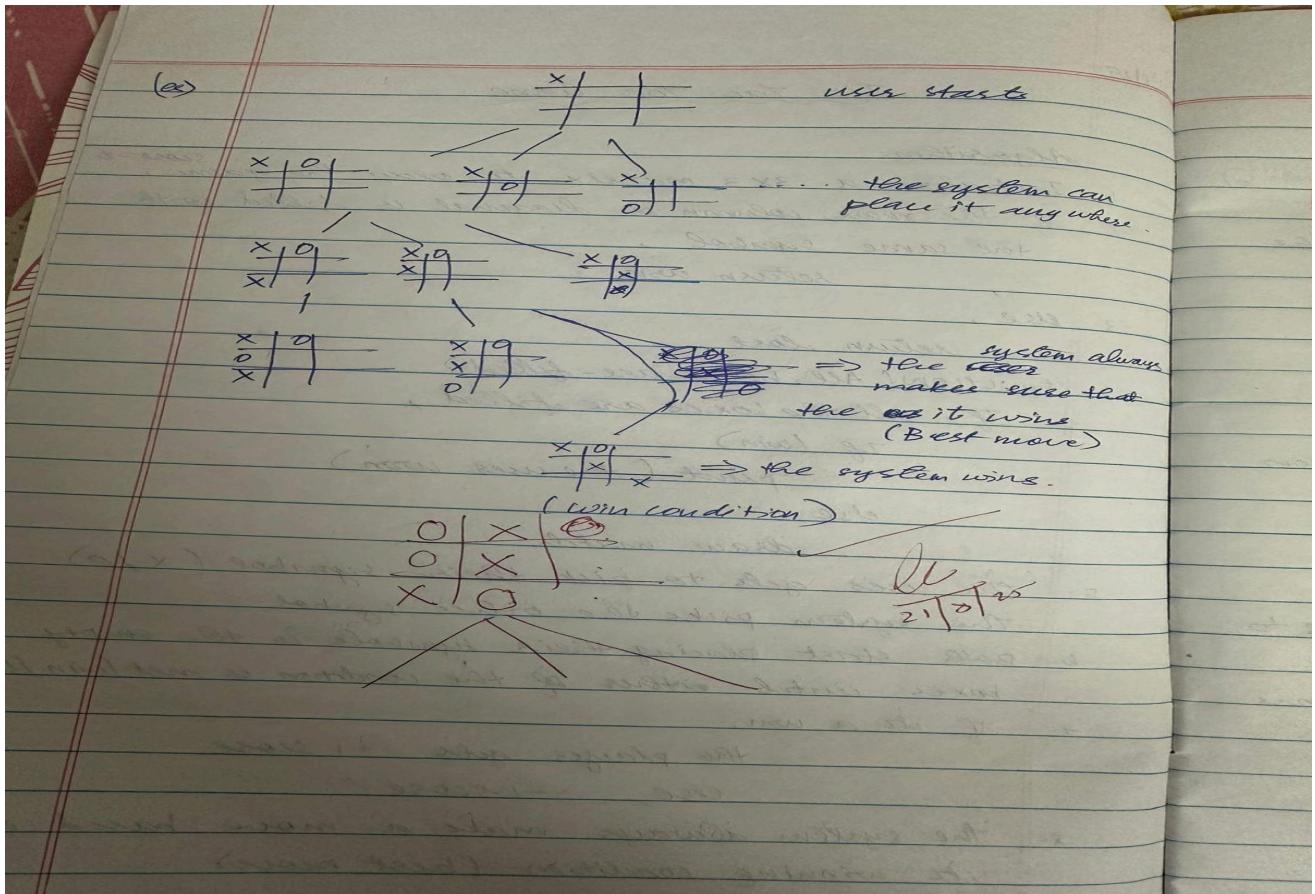
Algorithm:

21/8/25

Tic Tac Toe Game

Algorithm:

1. Initialize a 3×3 matrix to play the game, $\text{score} = 0$
2. If the row, column or diagonal is filled with the same symbol,
return win
3. else,
return lost
4. FUNCTION (All boxes are filled)
If, All the boxes are filled,
If (win)
print (the user won)
else
draw match
5. The user gets to pick their symbol (X/O).
The system picks the other symbol.
6. Both start placing their symbols in the empty boxes, until either of the condition is met (win/lose)
7. If its a win,
the player gets +1 score
else, -1 score.
8. The system always make a move based on its winning condition (best move)



Code:

```

import random
board = [' ' for _ in range(9)]

def print_board():
    print()
    for i in range(3):
        print(" " + " | ".join(board[i*3:(i+1)*3]))
        if i < 2:
            print(" ---+---+---")
    print()

def check_winner(player):
    win_conditions = [
        [0,1,2], [3,4,5], [6,7,8],
        [0,3,6], [1,4,7], [2,5,8],
        [0,4,8], [2,4,6]
    ]
    for cond in win_conditions:
        if all(board[i] == player for i in cond):
            return True
    return False

def is_full():

```

```

return all(cell != ' ' for cell in board)
def player_move():
    while True:
        try:
            move = int(input("Enter your move (1-9): ")) - 1
            if move < 0 or move >= 9:
                print("Invalid move. Choose between 1-9.")
            elif board[move] != ' ':
                print("That spot is taken.")
            else:
                board[move] = 'X'
                break
        except ValueError:
            print("Please enter a valid number.")
def ai_move():
    empty_spots = [i for i, val in enumerate(board) if val == ' ']
    move = random.choice(empty_spots)
    board[move] = 'O'
    print(f"System placed 'O' in position {move+1}")
def play_game():
    print("Welcome to Tic Tac Toe!")
    print_board()
    while True:
        player_move()
        print_board()
        if check_winner('X'):
            print("Congratulations! You win!")
            break
        if is_full():
            print("It's a tie!")
            break
        ai_move()
        print_board()
        if check_winner('O'):
            print("System wins. Better luck next time!")
            break
        if is_full():
            print("It's a tie!")
            break
if __name__ == "__main__":
    play_game()

```

ScreenShots:

```
Welcome to Tic-Tac-Toe!
| |
-----
| |
-----
| |
-----
Enter your move (1-9): 4
| |
-----
X | |
-----
| |
-----
Computer's turn:
| |
-----
X | |
-----
O | |
-----
Enter your move (1-9): 1
X | |
-----
X | |
-----
O | |
-----
Computer's turn:
X | |
-----
X | |
-----
O | O |
-----
Enter your move (1-9): 5
X | |
-----
X | X |
-----
O | O |
-----
Computer's turn:
X | | O
-----
X | X |
-----
O | O |
-----
Enter your move (1-9): 9
X | | O
-----
X | X |
-----
O | O | X
-----
You win! 🎉
```

Program 2:

Solve 8 puzzle problems.

Algorithm:

28/8/25

8-Puzzle ProblemAlgorithm:

1. Initialize a 3×3 matrix with 9 boxes in it.
2. One box is always empty. This helps in moving the boxes to reach the desired output.
3. The user starts the game. The initial empty box will be placed anywhere among the 9 boxes.
4. The user can make the following moves:
 - a) If the center box is empty, then the user can make 4 moves. (up, down, right, left)
 - b) If the edge of the box is empty, then the user can make 3 possible moves.
 - c) If the corner is empty, then the user can make 2 possible moves.
5. The user continues to make all the possible moves until the desired output is reached.

Q

$\begin{array}{ c c c } \hline 1 & 8 & 3 \\ \hline 6 & & 2 \\ \hline 7 & 5 & 4 \\ \hline \end{array}$	\Rightarrow	$\begin{array}{ c c c } \hline 1 & 8 & 3 \\ \hline 6 & 2 & \\ \hline 7 & 5 & 4 \\ \hline \end{array}$	\Rightarrow	$\begin{array}{ c c c } \hline 1 & 2 & 8 \\ \hline 6 & & 3 \\ \hline 7 & 5 & 4 \\ \hline \end{array}$
---	---------------	---	---------------	---

Output:

1	2
4	5
7	8

Tiles

Entered

You

1

4

7

8

Entered

You

1

4

7

8

You

Code:

```

import copy
def print_board(board):
    for row in board:
        print(''.join(str(x) if x != 0 else ' ' for x in row))
    print()
def find_zero(board):
    for i in range(3):
        for j in range(3):
            if board[i][j] == 0:
                return i, j
def is_solved(board):
    solved = [1,2,3,4,5,6,7,8,0]
    flat = [num for row in board for num in row]

```

```

    return flat == solved
def valid_moves(zero_pos):
    i, j = zero_pos
    moves = []
    if i > 0: moves.append((i-1, j))
    if i < 2: moves.append((i+1, j))
    if j > 0: moves.append((i, j-1))
    if j < 2: moves.append((i, j+1))
    return moves
def correct_tiles_count(board):
    """Count how many tiles are in their correct position."""
    count = 0
    goal = [1,2,3,4,5,6,7,8,0]
    flat = [num for row in board for num in row]
    for i in range(9):
        if flat[i] != 0 and flat[i] == goal[i]:
            count += 1
    return count
def get_user_move(board):
    zero_pos = find_zero(board)
    moves = valid_moves(zero_pos)
    movable_tiles = [board[i][j] for (i,j) in moves]
    print(f"Tiles you can move: {movable_tiles}")
    while True:
        try:
            move = int(input("Enter the tile number to move (or 0 to quit): "))
            if move == 0:
                return None
            if move in movable_tiles:
                return move
            else:
                print("Invalid tile. Please choose a tile adjacent to the empty space.")
        except ValueError:
            print("Please enter a valid number.")
def evaluate_move(board, tile):
    """Compare user move to all possible moves and tell if it's best/worst."""
    zero_pos = find_zero(board)
    moves = valid_moves(zero_pos)
    movable_tiles = [board[i][j] for (i,j) in moves]
    scores = {}
    for t in movable_tiles:
        temp_board = copy.deepcopy(board)
        make_move(temp_board, t)
        scores[t] = correct_tiles_count(temp_board)
    user_score = scores[tile]
    best_score = max(scores.values())
    worst_score = min(scores.values())

```

```

if user_score == best_score and user_score == worst_score:
    return "Your move is the only possible move."
elif user_score == best_score:
    return "Great! You chose the best move."
elif user_score == worst_score:
    return "Oops! You chose the worst move."
else:
    return "Your move is neither the best nor the worst."
def make_move(board, tile):
    zero_i, zero_j = find_zero(board)
    for i, j in valid_moves((zero_i, zero_j)):
        if board[i][j] == tile:
            board[zero_i][zero_j], board[i][j] = board[i][j], board[zero_i][zero_j]
    return
def main():
    board = [
        [1, 2, 3],
        [4, 0, 6],
        [7, 5, 8]
    ]
    print("Welcome to the 8 Puzzle Game!")
    print("Arrange the tiles to match this goal state:")
    print("1 2 3\n4 5 6\n7 8 ")
    while True:
        print_board(board)
        if is_solved(board):
            print("Congratulations! You solved the puzzle!")
            break
        move = get_user_move(board)
        if move is None:
            print("Game exited. Goodbye!")
            break
        feedback = evaluate_move(board, move)
        print(feedback)
        make_move(board, move)
if __name__ == "__main__":
    main()

```

ScreenShot:

Output

```
Welcome to the 8 Puzzle Game!
Arrange the tiles to match this goal state:
1 2 3
4 5 6
7 8
1 2 3
4   6
7 5 8

Tiles you can move: [2, 5, 4, 6]
Enter the tile number to move (or 0 to quit): 5
Great! You chose the best move.
1 2 3
4 5 6
7   8

Tiles you can move: [5, 7, 8]
Enter the tile number to move (or 0 to quit): 8
Great! You chose the best move.
1 2 3
4 5 6
7 8

Congratulations! You solved the puzzle!

==== Code Execution Successful ====
```

Program 3:

Implement Iterative deepening search algorithm.

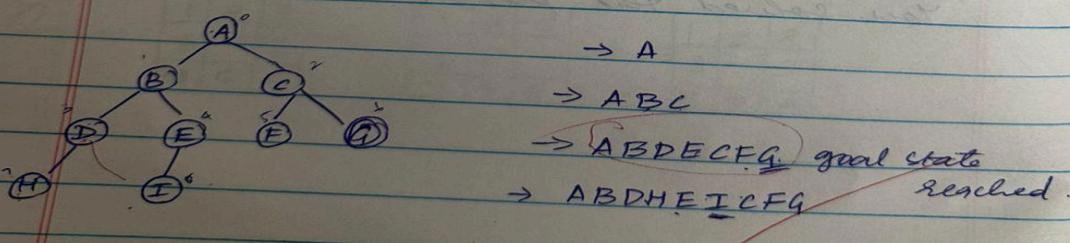
Algorithm:

11/9/2025

Iterative deepening depth first search (IDDFS)

Algorithm:

1. Construct a 8-puzzle problem.
 2. Set the depth limit to 0 for each row.
 3. Our goal is reach the goal state by solving using IDDFS.
-
1. → Set the depth limit to 0.
 2. For each depth limit, solve using breadth first search (BFS).
 3. If the solution is found, return it.
 4. If solution is not found, then increase the depth limit.
 5. Continue searching the solution breadth-wise.
~~or~~
Continue these steps, until the solution is reached.



11/9/25

Code:

```
import copy
def get_puzzle(name):
    print(f"\nEnter the {name} puzzle (3x3, use -1 for blank):")
    puzzle = []
    for i in range(3):
        row = list(map(int, input(f"Row {i+1} (space-separated 3 numbers): ").split())))
        puzzle.append(row)
    return puzzle
def move(temp, movement):
    for i in range(3):
        for j in range(3):
            if temp[i][j] == -1:

```

```

if movement == "up" and i > 0:
    temp[i][j], temp[i-1][j] = temp[i-1][j], temp[i][j]
elif movement == "down" and i < 2:
    temp[i][j], temp[i+1][j] = temp[i+1][j], temp[i][j]
elif movement == "left" and j > 0:
    temp[i][j], temp[i][j-1] = temp[i][j-1], temp[i][j]
elif movement == "right" and j < 2:
    temp[i][j], temp[i][j+1] = temp[i][j+1], temp[i][j]
return temp

return temp

def dls(puzzle, depth, limit, last_move, goal):
    if puzzle == goal:
        return True, [puzzle], []
    if depth >= limit:
        return False, [], []
    for move_dir, opposite in [("up", "down"), ("left", "right"), ("down", "up"), ("right", "left")]:
        if last_move == opposite: # avoid direct backtracking
            continue
        temp = copy.deepcopy(puzzle)
        new_state = move(temp, move_dir)
        if new_state != puzzle: # valid move
            found, path, moves = dls(new_state, depth+1, limit, move_dir, goal)
            if found:
                return True, [puzzle] + path, [move_dir] + moves
    return False, [], []

def ids(start, goal):
    for limit in range(1, 50): # reasonable max depth
        print(f"\nTrying depth limit = {limit}")
        found, path, moves = dls(start, 0, limit, None, goal)
        if found:
            print("Solution found!")
            for step in path:
                print(step)
            print("Moves:", moves)
            print("Path cost =", len(path)-1)
            return
    print(" Solution not found within depth limit.")

start_puzzle = get_puzzle("start")
goal_puzzle = get_puzzle("goal")
print("\n~~~~~ IDDFS ~~~~~")
ids(start_puzzle, goal_puzzle)

```

ScreenShot:

Output

```
Enter the start puzzle (3x3, use -1 for blank):
Row 1 (space-separated 3 numbers): 1 2 3
Row 2 (space-separated 3 numbers): 4 7 8
Row 3 (space-separated 3 numbers): 5 6 -1

Enter the goal puzzle (3x3, use -1 for blank):
Row 1 (space-separated 3 numbers): 1 2 3
Row 2 (space-separated 3 numbers): 4 5 6
Row 3 (space-separated 3 numbers): 7 8 -1

~~~~~ IDDFS ~~~~~

Trying depth limit = 1

Trying depth limit = 2

Trying depth limit = 3

Trying depth limit = 4

Trying depth limit = 5

Trying depth limit = 6

Trying depth limit = 7

Trying depth limit = 8

Trying depth limit = 9

Trying depth limit = 10
```

Program 4:

Implement a vacuum cleaner agent.

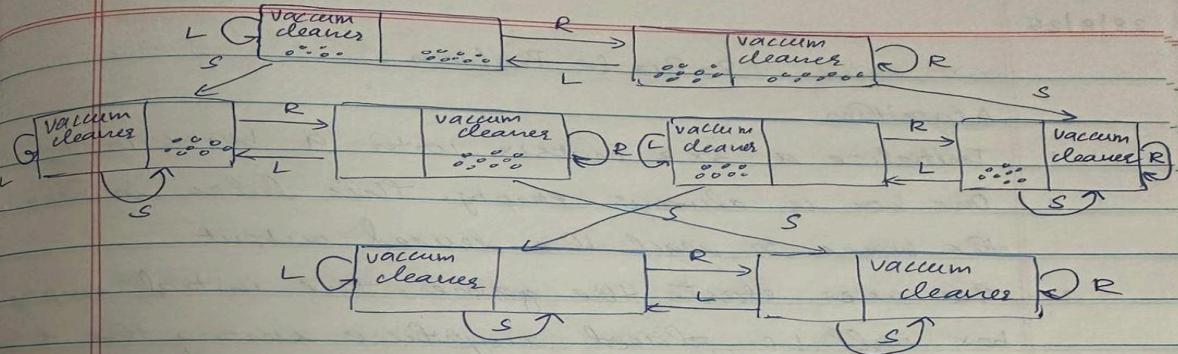
Algorithm:

21/8/25

2.) Vacuum cleaners

Algorithm:

1. Consider four rooms (A, B, C, D) that has to be cleaned by the vacuum-cleaner.
2. FUNCTION CLEAN.
If the room is clean,
move to the next room.
3. FUNCTION DIRTY
If the room is dirty
, it has to apply suck function
and clean the room .
4. If the room is clean, then move to the
next room in clockwise direction.
5. Initialize cleaned_room = status
6. If the room is clean, increment the ~~status~~ ^{status} to
cleaned rooms
7. If cleaned rooms = ~~status~~ ^{status}, after for all the rooms
then stop.
8. Else, continue cleaning.



Output :

Initial room statuses :

Room 1 : Dirty

Room 2 : Clean

Room 3 : Dirty

Room 4 : Dirty

Cleaning room 1 . . .

Room 1 is clean

Room 2 is already clean

Cleaning room 3

Room 3 is clean

Cleaning room 4 . . .

Room 4 is clean

All room clean!

Code:

```

def show_rooms_status(rooms):
    for room_number, status in rooms.items():
        print(f"Room {room_number}: {'Clean' if status else 'Dirty'}")
def clean_room(rooms, room_number):
    if rooms[room_number]:
        print(f"Room {room_number} is already clean.")
    else:
        print(f"Cleaning room {room_number}...")
        rooms[room_number] = True
        print(f"Room {room_number} is now clean!")
def clean_all_rooms(rooms):
    print("Initial room statuses:")
    show_rooms_status(rooms)

```

```

print("\nStarting cleaning process...\n")
for room_number in rooms:
    clean_room(rooms, room_number)
    print()
print("Final room statuses:")
show_rooms_status(rooms)
if __name__ == "__main__":
    rooms = {
        1: False,
        2: True,
        3: False,
        4: False
    }
    clean_all_rooms(rooms)

```

ScreenShot:

```

Output

Initial room statuses:
Room 1: Dirty
Room 2: Clean
Room 3: Dirty
Room 4: Dirty

Starting cleaning process...

Cleaning room 1...
Room 1 is now clean!

Room 2 is already clean.

Cleaning room 3...
Room 3 is now clean!

Cleaning room 4...
Room 4 is now clean!

Final room statuses:
Room 1: Clean
Room 2: Clean
Room 3: Clean
Room 4: Clean

==== Code Execution Successful ====

```

Program 5:

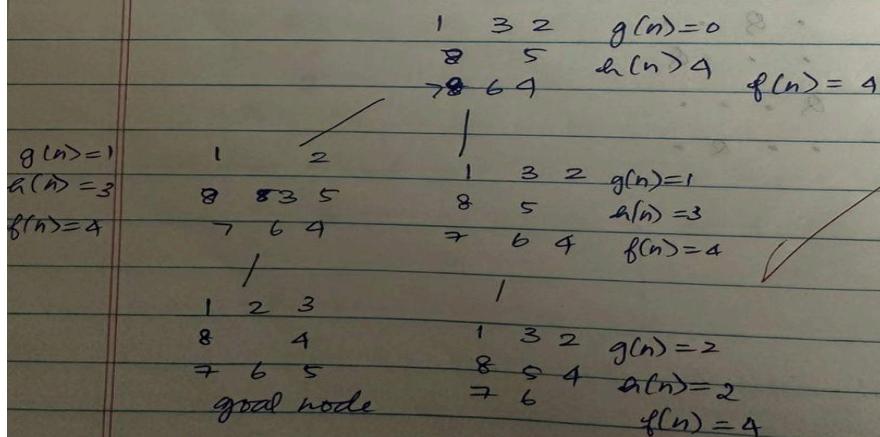
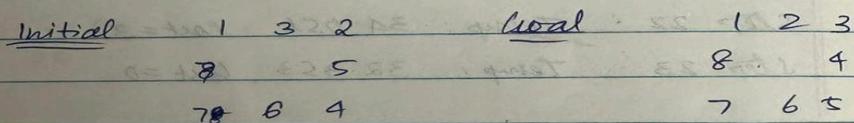
Implement A* search algorithm.

Algorithm:

9/10/2025

A* Algorithm - [8-Puzzle problem]

1. First, decide the initial and goal state.
2. A* algorithm uses the formula $f(n) = g(n) + h(n)$
where, $g(n)$ = cost to reach the node from current
 $h(n)$ = cost to reach the goal node.
3. Based on the least cost of $f(n)$, we decide the next state to move.
4. Based on the cost of $f(n)$, we decide our moves to reach the goal node.



Code:

```
from heapq import heappush, heappop
goal_state = [
    [1, 2, 3],
    [8, 0, 4],
    [7, 6, 5]
]
directions = [(-1, 0), (1, 0), (0, -1), (0, 1)]
direction_names = ["UP", "DOWN", "LEFT", "RIGHT"]
def misplaced_tiles(state):
    count = 0
    for i in range(3):
        for j in range(3):
```

outpu

step

step

✓

✓

✓

✓

✓

✓

✓

✓

✓

✓

✓

19

```

if state[i][j] != 0 and state[i][j] != goal_state[i][j]:
    count += 1
return count
def manhattan_distance(state):
    distance = 0
    for i in range(3):
        for j in range(3):
            tile = state[i][j]
            if tile != 0:
                goal_x, goal_y = divmod(tile - 1, 3)
                distance += abs(i - goal_x) + abs(j - goal_y)
    return distance
def get_neighbors_with_actions(state):
    neighbors = []
    for i in range(3):
        for j in range(3):
            if state[i][j] == 0:
                x, y = i, j
                break
    for (dx, dy), action in zip(directions, direction_names):
        nx, ny = x + dx, y + dy
        if 0 <= nx < 3 and 0 <= ny < 3:
            new_state = [list(row) for row in state]
            new_state[x][y], new_state[nx][ny] = new_state[nx][ny], new_state[x][y]
            neighbors.append((new_state, action))
    return neighbors
def state_to_tuple(state):
    return tuple(tuple(row) for row in state)
def reconstruct_path(came_from, current):
    actions = []
    states = []
    while current in came_from:
        prev_state, action = came_from[current]
        actions.append(action)
        states.append(current)
        current = prev_state
    states.append(current)
    actions.reverse()
    states.reverse()
    return actions, states
def a_star_search_with_steps(initial_state, heuristic_func):
    open_list = []
    closed_set = set()
    g_score = {state_to_tuple(initial_state): 0}
    f_score = {state_to_tuple(initial_state): heuristic_func(initial_state)}
    came_from = {}
    heappush(open_list, (f_score[state_to_tuple(initial_state)], initial_state))

```

```

while open_list:
    _, current_state = heappop(open_list)
    current_t = state_to_tuple(current_state)
    if current_state == goal_state:
        return reconstruct_path(came_from, current_t)
    closed_set.add(current_t)
    for neighbor, action in get_neighbors_with_actions(current_state):
        neighbor_t = state_to_tuple(neighbor)
        if neighbor_t in closed_set:
            continue
        tentative_g = g_score[current_t] + 1
        if neighbor_t not in g_score or tentative_g < g_score[neighbor_t]:
            came_from[neighbor_t] = (current_t, action)
            g_score[neighbor_t] = tentative_g
            f_score[neighbor_t] = tentative_g + heuristic_func(neighbor)
            heappush(open_list, (f_score[neighbor_t], neighbor))
    return None, None
def print_path(actions, states):
    for i, (action, state) in enumerate(zip(actions, states[1:]), 1):
        print(f"Step {i}: {action}")
        for row in state:
            print(row)
        print()
initial_state = [
    [1, 2, 3],
    [8, 0, 5],
    [7, 4, 6]
]
print("Using Misplaced Tiles heuristic:")
actions, states = a_star_search_with_steps(initial_state, misplaced_tiles)
if actions:
    print_path(actions, states)
    print("Total steps:", len(actions))
else:
    print("No solution found.")
print("\nUsing Manhattan Distance heuristic:")
actions, states = a_star_search_with_steps(initial_state, manhattan_distance)
if actions:
    print_path(actions, states)
    print("Total steps:", len(actions))
else:
    print("No solution found.")

```

ScreenShot:

```
Using Manhattan Distance heuristic:  
Step 1: DOWN  
(1, 2, 3)  
(8, 4, 5)  
(7, 0, 6)  
  
Step 2: RIGHT  
(1, 2, 3)  
(8, 4, 5)  
(7, 6, 0)  
  
Step 3: UP  
(1, 2, 3)  
(8, 4, 0)  
(7, 6, 5)  
  
Step 4: LEFT  
(1, 2, 3)  
(8, 0, 4)  
(7, 6, 5)  
  
Total steps: 4
```

b. Implement Hill Climbing Algorithm

Algorithm:

9/10/2025

Hill Climbing:

Algorithm:-

1. Hill Climbing is an algorithm that helps us to find the local maximum.
2. Start with initial position.
3. Check if the neighbouring positions yield a better solution than the previous position.
4. If it does, then move or else remain in the same position.
5. Continue these steps until you find the best solution.

Simulated Annealing:

Algorithm:

1. Start with the current position which is the initial state.
2. Consider $T \rightarrow 0$ to be a large positive value.
3. If $T > 0$, then based on the probability we try to move to the next solution.
4. We always don't look for an optimum solution.
5. We calculate $P = e^{\Delta E / T}$.
6. This mainly concentrates on finding the global maximum.

Code:

```
import random
import time
def generate_initial_state(n=4):
    return [random.randint(0, n - 1) for _ in range(n)]
def calculate_conflicts(state):
    conflicts = 0
    n = len(state)
    for i in range(n):
        for j in range(i + 1, n):
```

```

if state[i] == state[j]:
    conflicts += 1
if abs(state[i] - state[j]) == abs(i - j):
    conflicts += 1
return conflicts
def get_neighbors(state):
    neighbors = []
    n = len(state)
    for col in range(n):
        for row in range(n):
            if state[col] != row:
                neighbor = state.copy()
                neighbor[col] = row
                neighbors.append(neighbor)
    return neighbors
def print_board(state):
    n = len(state)
    for row in range(n):
        line = ""
        for col in range(n):
            if state[col] == row:
                line += "Q "
            else:
                line += ". "
        print(line)
    print()
def hill_climbing_with_steps(n=4, max_restarts=100):
    for restart in range(max_restarts):
        current = generate_initial_state(n)
        step = 0
        print(f"Restart #{restart+1}: Initial state (Conflicts = {calculate_conflicts(current)})")
        print_board(current)
        while True:
            current_conflicts = calculate_conflicts(current)
            if current_conflicts == 0:
                print(f"Solution found in {step} steps!")
                return current
            neighbors = get_neighbors(current)
            neighbor_conflicts = [calculate_conflicts(nbr) for nbr in neighbors]
            min_conflict = min(neighbor_conflicts)
            if min_conflict >= current_conflicts:
                print("Reached local minimum, restarting...\n")
                break
            best_neighbor = neighbors[neighbor_conflicts.index(min_conflict)]
            step += 1
            print(f"Step {step}: Conflicts = {min_conflict}")
            print_board(best_neighbor)

```

```

        current = best_neighbor
    return None
solution = hill_climbing_with_steps()
if solution:
    print("Final Solution:")
    print_board(solution)
else:
    print("No solution found.")

```

Screenshot:

The screenshot shows a terminal window with the title "Output". The content of the terminal is as follows:

```

Step 2: Temp=95.000, Cost=5
Step 3: Temp=90.250, Cost=2
Step 4: Temp=85.737, Cost=2
Step 5: Temp=81.451, Cost=3
Step 6: Temp=77.378, Cost=4
Step 7: Temp=73.509, Cost=4
Step 8: Temp=69.834, Cost=4
Step 9: Temp=66.342, Cost=4
Step 10: Temp=63.025, Cost=3
Step 11: Temp=59.874, Cost=5
Step 12: Temp=56.880, Cost=4
Step 13: Temp=54.036, Cost=4
Step 14: Temp=51.334, Cost=4
Step 15: Temp=48.767, Cost=4
Step 16: Temp=46.329, Cost=4
Step 17: Temp=44.013, Cost=3
Step 18: Temp=41.812, Cost=2
Step 19: Temp=39.721, Cost=3
Step 20: Temp=37.735, Cost=3
Step 21: Temp=35.849, Cost=3
Step 22: Temp=34.056, Cost=3
Step 23: Temp=32.353, Cost=0

Final Board:
. Q .
. . . Q
Q . . .
. . Q .

Final Cost: 0
Goal State Reached!

```

Program 6:

Write a program to implement Simulated Annealing Algorithm

Code:

```

import random
import math
def print_board(board):
    n = len(board)
    for i in range(n):

```

```

row = ["Q" if board[i] == j else "." for j in range(n)]
print(" ".join(row))
print()
def calculate_cost(board):
    """Heuristic: number of pairs of queens attacking each other"""
    n = len(board)
    cost = 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):
                cost += 1
    return cost
def random_neighbor(board):
    """Generate a random neighboring board by moving one queen"""
    n = len(board)
    neighbor = list(board)
    row = random.randint(0, n - 1)
    col = random.randint(0, n - 1)
    neighbor[row] = col
    return neighbor
def simulated_annealing(n, initial_temp=100, cooling_rate=0.95, stopping_temp=1):
    current_board = [random.randint(0, n - 1) for _ in range(n)]
    current_cost = calculate_cost(current_board)
    temperature = initial_temp
    step = 1
    print("Initial Board:")
    print_board(current_board)
    print(f"Initial Cost: {current_cost}\n")
    while temperature > stopping_temp and current_cost > 0:
        neighbor = random_neighbor(current_board)
        neighbor_cost = calculate_cost(neighbor)
        delta = neighbor_cost - current_cost
        if delta < 0 or random.random() < math.exp(-delta / temperature):
            current_board = neighbor
            current_cost = neighbor_cost
        print(f"Step {step}: Temp={temperature:.3f}, Cost={current_cost}")
        step += 1
        temperature *= cooling_rate
    print("\nFinal Board:")
    print_board(current_board)
    print(f"Final Cost: {current_cost}")
    if current_cost == 0:
        print("Goal State Reached!")
    else:
        print("Terminated before reaching goal.")
simulated_annealing(4)

```

ScreenShot:

```
Output
Restart #1: Initial state (Conflicts = 2)
. Q Q .
. . . Q
. . .
Q . . .

Step 1: Conflicts = 1
. Q .
. . . Q
. . Q .
Q . .

Reached local minimum, restarting...

Restart #2: Initial state (Conflicts = 2)
. . Q .
Q Q . .
. . . Q
. . .

Step 1: Conflicts = 0
. . Q .
Q . .
. . . Q
. Q . .

Solution found in 1 steps!
Final Solution:
. . Q .
Q . .
. . . Q
. Q . .
```

Program 7:

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

Algorithm:

16/10/2025

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

- 1) $Q \rightarrow P$
- 2) $P \rightarrow R$
- 3) $Q \vee R$

(i) Truth

P	Q	R	P
F	F	T	T
F	F	F	T
T	T	T	T
T	T	F	T
T	F	F	F
F	T	F	F
F	T	T	F

Exa

If

True

False

True

Algorithm:
Pseudocode:

```
def entails (KB, query):  
    symbols = extract_symbols ( KB, query )  
    return tt-check-all ( KB, query, symbols )  
def tt-check-all ( KB, query, symbol, model ):  
    if not symbols :  
        if all ( eval-formula ( s, model ) for s in KB )  
            return eval-formula ( query, model )  
        else :  
            return true  
    else :  
        P = symbols [ 0 ]  
        rest = symbols [ 1 : ]  
        return ( tt-check-all ( KB, query, rest ), {**model,  
P:True } and tt-check-all ( KB, query, rest, {**  
model, P:False } ) )
```

Code:

```
import itertools  
import pandas as pd  
variables = ['P', 'Q', 'R']  
combinations = list(itertools.product([False, True], repeat=3))  
rows = []  
for (P, Q, R) in combinations:  
    s1 = (not Q) or P  
    s2 = (not P) or (not Q) #  $P \rightarrow \neg Q$   
    s3 = Q or R #  $Q \vee R$   
    KB = s1 and s2 and s3  
    entail_R = R  
    rows.append([P, Q, R, entail_R])
```

```

entail_R_imp_P = (not R) or P
entail_Q_imp_R = (not Q) or R
rows.append({
    'P': P, 'Q': Q, 'R': R,
    'Q → P': s1,
    'P → ¬Q': s2,
    'Q ∨ R': s3,
    'KB True?': KB,
    'R': entail_R,
    'R → P': entail_R_imp_P,
    'Q → R': entail_Q_imp_R
})
df = pd.DataFrame(rows)
print("Truth Table for Knowledge Base:\n")
print(df.to_string(index=False))
models_true = df[df['KB True?'] == True]
print("\nModels where KB is True:\n")
print(models_true[['P', 'Q', 'R']])
def entails(column):
    """Check if KB entails the given statement."""
    return all(models_true[column])
print("\nEntailment Results:")
print(f"KB ⊨ R ? {'Yes' if entails('R') else 'No'}")
print(f"KB ⊨ R → P ? {'Yes' if entails('R → P') else 'No'}")
print(f"KB ⊨ Q → R ? {'Yes' if entails('Q → R') else 'No'}")

```

ScreenShot:

```

Output

Truth Table for Knowledge Base:

      P      Q      R   Q → P   P → ¬Q   Q ∨ R   KB True?   R → P   Q → R
False  False  False  True   True  False  False  False  True  True
False  False  True   True   True  True   True  True  False  True
False  True   False  False  True   True  True  False  True  False
False  True   True   False  True   True  True  False  False  True
True   False  False  True   True  False  False  False  True  True
True   False  True   True   True  True   True  True  True   True
True   True   False  True   False  True  True  False  True  False
True   True   True   True   False  True  True  False  True  True

Models where KB is True:

      P      Q      R
1  False  False  True
5  True   False  True

Entailment Results:
KB ⊨ R ? Yes
KB ⊨ R → P ? No
KB ⊨ Q → R ? Yes

==== Code Execution Successful ====

```

Program 8:

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

Algorithm:

DL
Reasoning 13/11/2025 Resolution in First Order Logic

Algorithm:

1. Convert all the sentences to CNF.
2. Negate conclusion S & convert result to CNF.
3. Add negated conclusion S to the premise clauses.
4. Repeat until contradiction or no progress is made:
 - a. Select 2 clauses (call them parent clauses)
 - b. Resolve them together, performing all required unifications.
 - c. If resolvent is the empty clause, a contradiction has been found.
 - d. If not, add resolvent to the premise.
5. If we succeed in step 4, we have proved the conclusion.

(Ex): 1. John likes all kind of food.
 $\forall x : \text{food}(x) \rightarrow \text{likes}(\text{John}, x)$
 $\neg \text{food}(x) \vee \text{likes}(\text{John}, x)$

2. Apple & vegetables are food.
 $\text{food}(\text{apple}) \wedge \text{food}(\text{vegetable})$

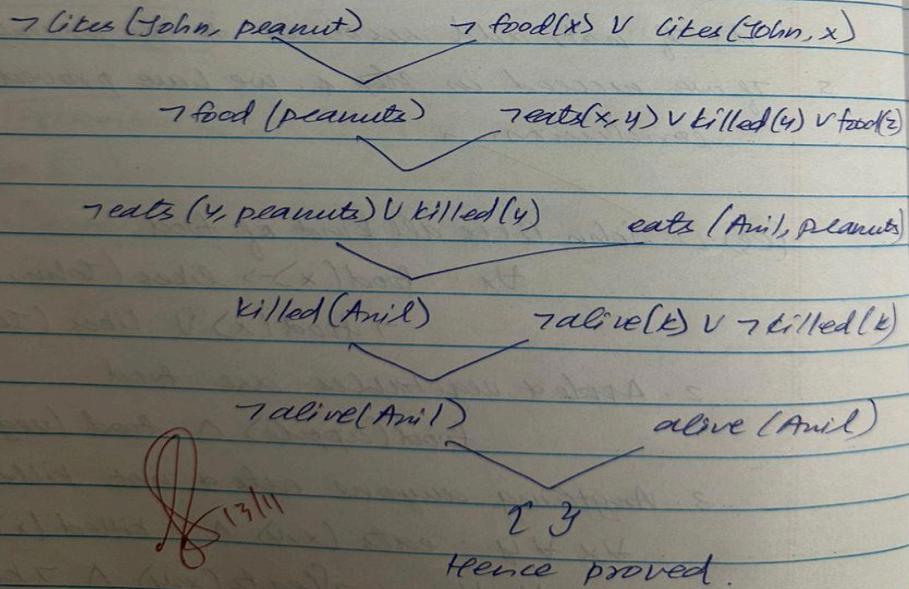
3. Anything anyone eats & not killed is food.
 $\forall x \forall y : \text{eats}(x, y) \wedge \neg \text{killed}(y) \rightarrow \text{food}(y)$
 $\forall x \forall y : \neg [\text{eats}(x, y) \wedge \neg \text{killed}(y)] \vee \text{food}(y)$

4. Anil eats peanuts and still alive.
 $\text{eats}(\text{Anil}, \text{Peanuts}) \wedge \text{alive}(\text{Anil})$

5. Harry eats everything that Anil eats.
- $$\forall x : \text{eats}(\text{Anil}, x) \rightarrow \text{eats}(\text{Harry}, x)$$
- $$\forall x : \neg \text{eats}(\text{Anil}, x) \vee \text{eats}(\text{Harry}, x)$$
6. Anyone who is alive implies not killed.
- $$\forall x : \neg \text{killed}(x) \rightarrow \text{alive}(x)$$
- $$\forall x : \text{killed}(x) \vee \text{alive}(x)$$
7. Anyone who is not killed implies alive.
- $$\forall x : \text{alive}(x) \rightarrow \neg \text{killed}(x)$$
- $$\forall x : \neg \text{alive}(x) \vee \neg \text{killed}(x)$$

To Prove: John likes peanuts. Likes(John, peanut)

Tree:



Hence proved.

Program 9:

Implement unification in first order logic.
Algorithm:

30/10/2025

unification in first order logic

①

Algorithm:

1. If a_1 and a_2 are a variable / constant,
 - If $a_1 \neq a_2$ are identical \rightarrow NO substitution.
 - else if a_1 is variable
 - then, a_1 occurs in a_2 , then return fail.
 - else if a_2 is variable
 - then a_2 occurs in a_1 , then return fail.
 - else return fail.
2. If the initial predicate symbol is not same,
then return fail.
3. If the numbers of argument are not same, return fail.
4. for substitution, set $i=1$ to the numbers of elements
in a_1 , apply unification of a_1 with a_2 , put the result
in S
 - If $S \neq \text{No substitution}$
Apply the remainder to both the expression,
and append the result.
return result.

②

① $P(f(x), g(y), y)$
 $P(f(g(z)), g(f(a)), f(a))$

solution:

In this case, the predicate symbol is the same and the no. of arguments are also equal for both the expression.

fail.

$$\hookrightarrow f(x) = f(g(y))$$

$$g(y) = g(f(a))$$

$$y = f(a)$$

$$\theta = \{f(x)/f(g(y)), g(y)/g(f(a)), y/f(a)\}$$

me,

on fail.

vents

result

~~② $Q(x, f(x))$~~

~~$Q(f(y), y)$~~

sln:

In this case, the predicate symbol is the same and the number of arguments are equal.

$$x = f(y)$$

$$f(x) = y \Rightarrow f(f(y)) = y$$

$$\theta \neq \{x/f(y), y/f(x)\}$$

The given expression is not unified.

Program 10:

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

6/11/2025

Convert a given first order logic statement to CNF form.

$$\begin{aligned} & \forall x [\neg \forall y \neg (\text{Animal}(y) \vee \text{Loves}(x, y))] \vee [\exists y \text{Loves}(y, x)] \\ & \Rightarrow \forall x (\exists y (\text{Animal}(y) \wedge \text{Loves}(x, y)) \vee \exists y \text{Loves}(x, y)) \\ & \Rightarrow \forall x \exists y \exists y (\text{Animal}(y) \wedge \text{Loves}(x, y) \vee \text{Loves}(y, x)) \\ & \quad y = f(x), \quad y = g(x) \\ & \quad [\text{Animal}(f(x)) \wedge \text{Loves}(x, f(x))] \vee \text{Loves}(g(x), x) \\ & \quad [\text{Animal}(f(x)) \vee \text{Loves}(g(x), x)] \vee \text{Loves}(g(x), x) \end{aligned}$$

Output:

use \rightarrow for implies, \neg for not, \wedge for or,
 \wedge for And.

enter the logical expression: $(A \rightarrow (B \wedge C))$

CNF: $((A \wedge B) \vee (A \wedge C))$

Program 11:

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

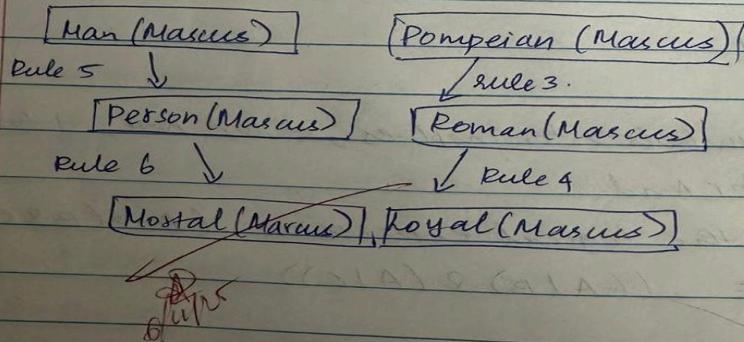
Algorithm:

13/11/2025

Create a knowledge base containing of FOL
and prove the given query using forward reasoning

1. Man(Marcus)
2. Pompeian(Marcus)
3. $\forall x, \text{Pompeian}(x) \rightarrow \text{Roman}(x) \Rightarrow$
4. $\forall x, \text{Roman}(x) \rightarrow \text{Loyal}(x)$
5. $\forall x, \text{Man}(x) \rightarrow \text{Person}(x)$
6. $\forall x, \text{Person } x \rightarrow \text{Mortal}(x)$

TP : Mortal(Marcus)



Program 12:

Implement Alpha-Beta Pruning.

Algorithm:

20/10/2025

Alpha-Beta search Algorithm

```

function Alpha-Beta-Search returns an action
    v ← Max-Value (state, -∞, ∞)
    return the action in Actions (state) with v
function Max-Value (state, α, β) return utility value
if terminal-test return utility (state)
    v ← -∞
    for each a in ACTIONS do
        v ← max (v, min-value (result (s, a), α, β))
        if v ≥ β then return v
        α ← MAX (α, v)
    return v

function MIN-VALUE (state, α, β) return utility value
if terminal-test return utility (state)
    v ← +∞
    for each a in ACTIONS do
        v ← min (v, MAX-VALUE (result (s, a), α, β))
        if v ≤ α then return v
        β ← MIN (β, v)
    return v

```

Code:

```

import math
PLAYER = "X" # Human
AI = "O" # Computer
def print_board(board):
    for row in board:
        print(" | ".join(row))
        print("-" * 9)
def available_moves(board):
    """Return list of available (row, col) moves."""
    moves = []

```

```

for i in range(3):
    for j in range(3):
        if board[i][j] == " ":
            moves.append((i, j))
return moves
def check_winner(board):
    """Return 'X' if X wins, 'O' if O wins, or None otherwise."""
for i in range(3):
    if board[i][0] == board[i][1] == board[i][2] != " ":
        return board[i][0]
    if board[0][i] == board[1][i] == board[2][i] != " ":
        return board[0][i]
if board[0][0] == board[1][1] == board[2][2] != " ":
    return board[0][0]
if board[0][2] == board[1][1] == board[2][0] != " ":
    return board[0][2]
return None
def is_full(board):
    return all(cell != " " for row in board for cell in row)
def minimax(board, depth, is_maximizing):
    winner = check_winner(board)
    if winner == AI:
        return 1
    elif winner == PLAYER:
        return -1
    elif is_full(board):
        return 0
    if is_maximizing:
        best_score = -math.inf
        for (i, j) in available_moves(board):
            board[i][j] = AI
            score = minimax(board, depth + 1, False)
            board[i][j] = " "
            best_score = max(score, best_score)
        return best_score
    else:
        best_score = math.inf
        for (i, j) in available_moves(board):
            board[i][j] = PLAYER
            score = minimax(board, depth + 1, True)
            board[i][j] = " "
            best_score = min(score, best_score)
        return best_score
def best_move(board):
    """Find the best move for the AI."""
    best_score = -math.inf
    move = None

```

```

for (i, j) in available_moves(board):
    board[i][j] = AI
    score = minimax(board, 0, False)
    board[i][j] = " "
    if score > best_score:
        best_score = score
        move = (i, j)
return move
def play_game():
    board = [[" " for _ in range(3)] for _ in range(3)]
    print("Tic Tac Toe - You are X, AI is O")
    print_board(board)
    while True:
        row = int(input("Enter row (0-2): "))
        col = int(input("Enter col (0-2): "))
        if board[row][col] != " ":
            print("Cell taken, try again.")
            continue
        board[row][col] = PLAYER
        if check_winner(board) == PLAYER:
            print_board(board)
            print("You win!")
            break
        elif is_full(board):
            print_board(board)
            print("It's a draw!")
            break
        print("AI is making a move...")
        move = best_move(board)
        if move:
            board[move[0]][move[1]] = AI
            print_board(board)
            if check_winner(board) == AI:
                print("AI wins!")
                break
            elif is_full(board):
                print("It's a draw!")
                break
    if __name__ == "__main__":
        play_game()

```

ScreenShot:

Output

```
| | |
-----| | |
-----| | |
-----| | |
-----Enter row (0-2): 0
Enter col (0-2): 0
AI is making a move...
X | | |
-----| O |
-----| | |
-----Enter row (0-2): 1
Enter col (0-2): 2
AI is making a move...
X | O |
-----| O | X
-----| | |
-----Enter row (0-2): 0
Enter col (0-2): 2
AI is making a move...
X | O | X
-----| O | X
-----| O |
-----AI wins!
```