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LAB REPORT On

ARTIFICIAL INTELLIGENCE

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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
Oct 2023-Feb 2024

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CERTIFICATE

This is to certify that the Lab work entitled “**ARTIFICIAL INTELLIGENCE**” carried out by **NAMYA R D (1BM21CS111)**, who is bonafide student of **B. M. S. College of Engineering**. It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum during the year 2023-24. The Lab report has been approved as it satisfies the academic requirements in respect of Artificial Intelligence Lab - (**22CS5PCAIN**) work prescribed for the said degree.

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1. Implement Tic –Tac –Toe Game

```
tic=[]
import random
def board(tic):
    for i in range(0,9,3):
        print("+"+"-"*29+"+")
        print("|"+" "*9+"|"+" "*9+"|"+" "*9+"|")
        print("|"+" "*3,tic[0+i]," "*3+"|"+" "*3,tic[1+i]," "*3+"|"+" "*3,tic[2+i],"
"*3+"|")
        print("|"+" "*9+"|"+" "*9+"|"+" "*9+"|")
    print("+"+"-"*29+"+")
```

```
def update_comp():
    global tic,num
    for i in range(9):
        if tic[i]==i+1:
            num=i+1
            tic[num-1]='X'
            if winner(num-1)==False:
                #reverse the change
                tic[num-1]=num
            else:
                return
    for i in range(9):
        if tic[i]==i+1:
            num=i+1
            tic[num-1]='O'
            if winner(num-1)==True:
                tic[num-1]='X'
                return
            else:
                tic[num-1]=num
    num=random.randint(1,9)
    while num not in tic:
        num=random.randint(1,9)
    else:
        tic[num-1]='X'
```

```
def update_user():
    global tic,num
```

```

num=int(input("enter a number on the board :"))
while num not in tic:
    num=int(input("enter a number on the board :"))
else:
    tic[num-1]='O'

def winner(num):
    if tic[0]==tic[4] and tic[4]==tic[8] or tic[2]==tic[4] and tic[4]==tic[6]:
        return True
    if tic[num]==tic[num-3] and tic[num-3]==tic[num-6]:
        return True
    if tic[num//3*3]==tic[num//3*3+1] and tic[num//3*3+1]==tic[num//3*3+2]:
        return True
    return False

try:
    for i in range(1,10):
        tic.append(i)
    count=0
    #print(tic)
    board(tic)
    while count!=9:
        if count%2==0:
            print("computer's turn :")
            update_comp()
            board(tic)
            count+=1
        else:
            print("Your turn :")
            update_user()
            board(tic)
            count+=1
    if count>=5:
        if winner(num-1):
            print("winner is ",tic[num-1])
            break
        else:
            continue
except:
    print("\nerror\n")

```

Output:

1	2	3
4	5	6
7	8	9

computer's turn :

1	2	3
4	5	6
X	8	9

Your turn :

enter a number on the board :2

1	0	3
4	5	6
X	8	9

1	0	3
4	5	X
X	8	9

Your turn :
enter a number on the board :5

1	0	3
4	0	X
X	8	9

computer's turn :

1	0	3
4	0	X
X	X	9

Your turn :
enter a number on the board :9

1	0	3
4	0	X
X	X	0

computer's turn :

X	0	3
4	0	X
X	X	0

Your turn :

enter a number on the board :4

X	0	3
0	0	X
X	X	0

X	0	X
0	0	X
X	X	0

2. 8 Puzzle Breadth First Search Algorithm

```
def bfs(src,target):
    queue=[]
    queue.append(src)
    exp=[]
    while len(queue)>0:
        source=queue.pop(0)
        #print("queue",queue)
        exp.append(source)

        print(source[0],',',source[1],',',source[2])
        print(source[3],',',source[4],',',source[5])
        print(source[6],',',source[7],',',source[8])
        print(".....")
        if source==target:
            print("Success")
            return
        poss_moves_to_do=[]
        poss_moves_to_do=possible_moves(source,exp)
        #print("possible moves",poss_moves_to_do)
        for move in poss_moves_to_do:
            if move not in exp and move not in queue:
                #print("move",move)
                queue.append(move)

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

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

    pos_moves_it_can=[]

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

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

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

```
src=[1,2,3,4,5,6,0,7,8]
target=[1,2,3,4,5,6,7,8,0]
bfs(src,target)
```

Output:

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

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

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

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

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

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

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

```
-----
Success
```

3. 8 Puzzle Iterative Deepening Search Algorithm

```
def id_dfs(puzzle, goal, get_moves):
    import itertools
    #get_moves -> possible_moves
    def dfs(route, depth):
        if depth == 0:
            return
        if route[-1] == goal:
            return route
        for move in get_moves(route[-1]):
            if move not in route:
                next_route = dfs(route + [move], depth - 1)
                if next_route:
                    return next_route

    for depth in itertools.count():
        route = dfs([puzzle], depth)
        if route:
            return route

def possible_moves(state):
    b = state.index(0) # ) indicates White space -> so b has index of it.
    d = [] # direction

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

    pos_moves = []
    for i in d:
        pos_moves.append(generate(state, i, b))
    return pos_moves

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

```

if m == 'd':
    temp[b + 3], temp[b] = temp[b], temp[b + 3]
if m == 'u':
    temp[b - 3], temp[b] = temp[b], temp[b - 3]
if m == 'l':
    temp[b - 1], temp[b] = temp[b], temp[b - 1]
if m == 'r':
    temp[b + 1], temp[b] = temp[b], temp[b + 1]

return temp

```

```

# calling ID-DFS
initial = [1, 2, 3, 0, 4, 6, 7, 5, 8]
goal = [1, 2, 3, 4, 5, 6, 7, 8, 0]

route = id_dfs(initial, goal, possible_moves)

```

```

if route:
    print("Success!! It is possible to solve 8 Puzzle problem")
    print("Path:", route)
else:
    print("Failed to find a solution")

```

Output:

```

Success!! It is possible to solve 8 Puzzle problem
Path: [[1, 2, 3, 0, 4, 6, 7, 5, 8], [1, 2, 3, 4, 0, 6, 7, 5, 8], [1, 2, 3, 4, 5, 6, 7, 0, 8], [1, 2, 3, 4, 5, 6, 7, 8, 0]]

```

4. 8 Puzzle A* search algorithm

```
class Node:
    def __init__(self,data,level,fval):
        """ Initialize the node with the data, level of the node and the calculated fvalue """
        self.data = data
        self.level = level
        self.fval = fval

    def generate_child(self):
        """ Generate child nodes from the given node by moving the blank space
            either in the four directions {up,down,left,right} """
        x,y = self.find(self.data,'_')
        """ val_list contains position values for moving the blank space in either of
            the 4 directions [up,down,left,right] respectively. """
        val_list = [[x,y-1],[x,y+1],[x-1,y],[x+1,y]]
        children = []
        for i in val_list:
            child = self.shuffle(self.data,x,y,i[0],i[1])
            if child is not None:
                child_node = Node(child,self.level+1,0)
                children.append(child_node)
        return children

    def shuffle(self,puz,x1,y1,x2,y2):
        """ Move the blank space in the given direction and if the position value are out
            of limits the return None """
        if x2 >= 0 and x2 < len(self.data) and y2 >= 0 and y2 < len(self.data):
            temp_puz = []
            temp_puz = self.copy(puz)
            temp = temp_puz[x2][y2]
            temp_puz[x2][y2] = temp_puz[x1][y1]
            temp_puz[x1][y1] = temp
            return temp_puz
        else:
            return None

    def copy(self,root):
        """ Copy function to create a similar matrix of the given node """
        temp = []
        for i in root:
            t = []
            for j in i:
```

```

        t.append(j)
        temp.append(t)
    return temp

def find(self,puz,x):
    """ Specifically used to find the position of the blank space """
    for i in range(0,len(self.data)):
        for j in range(0,len(self.data)):
            if puz[i][j] == x:
                return i,j

class Puzzle:
    def __init__(self,size):
        """ Initialize the puzzle size by the specified size,open and closed lists to empty """

        self.n = size
        self.open = []
        self.closed = []

    def accept(self):
        """ Accepts the puzzle from the user """
        puz = []
        for i in range(0,self.n):
            temp = input().split(" ")
            puz.append(temp)
        return puz

    def f(self,start,goal):
        """ Heuristic Function to calculate hueristic value  $f(x) = h(x) + g(x)$  """
        return self.h(start.data,goal)+start.level

    def h(self,start,goal):
        """ Calculates the different between the given puzzles """
        temp = 0
        for i in range(0,self.n):
            for j in range(0,self.n):
                if start[i][j] != goal[i][j] and start[i][j] != '_':
                    temp += 1
        return temp

    def process(self):
        """ Accept Start and Goal Puzzle state """

```

```

print("Enter the start state matrix \n")
start = self.accept()
print("Enter the goal state matrix \n")
goal = self.accept()

start = Node(start,0,0)
start.fval = self.f(start,goal)
""" Put the start node in the open list"""
self.open.append(start)
print("\n\n")
while True:
    cur = self.open[0]
    print("")
    print(" | ")
    print(" | ")
    print(" \\/ \n")
    for i in cur.data:
        for j in i:
            print(j,end=" ")
        print("")
    """ If the difference between current and goal node is 0 we have reached the
goal node"""
    if(self.h(cur.data,goal) == 0):
        break
    for i in cur.generate_child():
        i.fval = self.f(i,goal)
        self.open.append(i)
    self.closed.append(cur)
    del self.open[0]

    """ sort the opne list based on f value """
    self.open.sort(key = lambda x:x.fval,reverse=False)

puz = Puzzle(3)
puz.process()

```

Output:

Enter the start state matrix

1 2 3

4 5 6

_ 7 8

Enter the goal state matrix

1 2 3

4 5 6

7 8 _

|
|
\'/

1 2 3

4 5 6

_ 7 8

|
|
\'/

1 2 3

4 5 6

7 _ 8

|
|
\'/

1 2 3

4 5 6

7 8 _

5. Vacuum Cleaner

```
def vacuum_world():
    # 0 indicates Clean and 1 indicates Dirty
    goal_state = {'A': '0', 'B': '0'}
    cost = 0

    location_input = input("Enter Location of Vacuum")
    status_input = input("Enter status of " + location_input)
    status_input_complement = input("Enter status of other room")

    if location_input == 'A':
        # Location A is Dirty.
        print("Vacuum is placed in Location A")
        if status_input == '1':
            print("Location A is Dirty.")
            # suck the dirt and mark it as clean
            cost += 1          #cost for suck
            print("Cost for CLEANING A " + str(cost))
            print("Location A has been Cleaned.")

        if status_input_complement == '1':
            # if B is Dirty
            print("Location B is Dirty.")
            print("Moving right to the Location B. ")
            cost += 1          #cost for moving right
            print("COST for moving RIGHT" + str(cost))
            # suck the dirt and mark it as clean
            cost += 1          #cost for suck
            print("COST for SUCK " + str(cost))
            print("Location B has been Cleaned. ")
        else:
            print("No action" + str(cost))
            # suck and mark clean
            print("Location B is already clean.")

    if status_input == '0':
        print("Location A is already clean ")
        if status_input_complement == '1': # if B is Dirty
            print("Location B is Dirty.")
            print("Moving RIGHT to the Location B. ")
            cost += 1          #cost for moving right
            print("COST for moving RIGHT " + str(cost))
            # suck the dirt and mark it as clean
```

```

        cost += 1                #cost for suck
        print("Cost for SUCK" + str(cost))
        print("Location B has been Cleaned. ")
    else:
        print("No action " + str(cost))
        print(cost)
        # suck and mark clean
        print("Location B is already clean.")

else:
    print("Vacuum is placed in location B")
    # Location B is Dirty.
    if status_input == '1':
        print("Location B is Dirty.")
        # suck the dirt and mark it as clean
        cost += 1 # cost for suck
        print("COST for CLEANING " + str(cost))
        print("Location B has been Cleaned.")

    if status_input_complement == '1':
        # if A is Dirty
        print("Location A is Dirty.")
        print("Moving LEFT to the Location A. ")
        cost += 1 # cost for moving right
        print("COST for moving LEFT" + str(cost))
        # suck the dirt and mark it as clean
        cost += 1 # cost for suck
        print("COST for SUCK " + str(cost))
        print("Location A has been Cleaned.")

    else:
        print(cost)
        # suck and mark clean
        print("Location B is already clean.")

    if status_input_complement == '1': # if A is Dirty
        print("Location A is Dirty.")
        print("Moving LEFT to the Location A. ")
        cost += 1 # cost for moving right
        print("COST for moving LEFT " + str(cost))
        # suck the dirt and mark it as clean
        cost += 1 # cost for suck
        print("Cost for SUCK " + str(cost))
        print("Location A has been Cleaned. ")

```

```

else:
    print("No action " + str(cost))
    # suck and mark clean
    print("Location A is already clean.")

# done cleaning
print("GOAL STATE: ")
print(goal_state)
print("Performance Measurement: " + str(cost))

print("0 indicates clean and 1 indicates dirty")
vacuum_world()

```

Output:

```

0 indicates clean and 1 indicates dirty
Enter Location of Vacuum
Enter status of b1
Enter status of other room1
Vacuum is placed in location B
Location B is Dirty.
COST for CLEANING 1
Location B has been Cleaned.
Location A is Dirty.
Moving LEFT to the Location A.
COST for moving LEFT 2
COST for SUCK 3
Location A has been Cleaned.
GOAL STATE:
{'A': '0', 'B': '0'}
Performance Measurement: 3

```

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

from sympy import symbols, And, Not, Implies, satisfiable

```
def create_knowledge_base():
    # Define propositional symbols
    p = symbols('p')
    q = symbols('q')
    r = symbols('r')

    # Define knowledge base using logical statements
    knowledge_base = And(
        Implies(p, q),    # If p then q
        Implies(q, r),    # If q then r
        Not(r)            # Not r
    )
    return knowledge_base

def query_entails(knowledge_base, query):
    # Check if the knowledge base entails the query
    entailment = satisfiable(And(knowledge_base, Not(query)))
    # If there is no satisfying assignment, then the query is entailed
    return not entailment

if __name__ == "__main__":
    # Create the knowledge base
    kb = create_knowledge_base()

    # Define a query
    query = symbols('p')

    # Check if the query entails the knowledge base
    result = query_entails(kb, query)

    # Display the results
    print("Knowledge Base:", kb)
    print("Query:", query)
    print("Query entails Knowledge Base:", result)
```

Output:

```
Knowledge Base: ~r & (Implies(p, q)) & (Implies(q, r))
Query: p
Query entails Knowledge Base: False
```

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

```
import re

def main(rules, goal):
    rules = rules.split(' ')
    steps = resolve(rules, goal)
    print("\nStep\t|Clause\t|Derivation\t")
    print('-' * 30)
    i = 1
    for step in steps:
        print(f' {i}.\t| {step} \t| {steps[step]} \t')
        i += 1
def negate(term):
    return f'~{term}' if term[0] != '~' else term[1]

def reverse(clause):
    if len(clause) > 2:
        t = split_terms(clause)
        return f'{t[1]}v{t[0]}'
    return ""
def split_terms(rule):
    exp = '(~*[PQRS])'
    terms = re.findall(exp, rule)
    return terms

split_terms('~PvR')

def contradiction(goal, clause):
    contradictions = [ f'{goal}v{negate(goal)}', f'{negate(goal)}v{goal}' ]
    return clause in contradictions or reverse(clause) in contradictions

def resolve(rules, goal):
    temp = rules.copy()
    temp += [negate(goal)]
    steps = dict()
    for rule in temp:
        steps[rule] = 'Given.'
    steps[negate(goal)] = 'Negated conclusion.'
    i = 0
    while i < len(temp):
        n = len(temp)
        j = (i + 1) % n
```

```

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

```

Output:

```

rules = 'PvQ PvR ~PvR RvS Rv~Q ~Sv~Q' # (P=>Q)=>Q, (P=>P)=>R, (R=>S)=>~(S=>Q)
main(rules, 'R')

```

Step	Clause	Derivation
1.	PvQ	Given.
2.	PvR	Given.
3.	~PvR	Given.
4.	RvS	Given.
5.	Rv~Q	Given.
6.	~Sv~Q	Given.
7.	~R	Negated conclusion.
8.	QvR	Resolved from PvQ and ~PvR.
9.	Pv~S	Resolved from PvQ and ~Sv~Q.
10.	P	Resolved from PvR and ~R.
11.	~P	Resolved from ~PvR and ~R.
12.	Rv~S	Resolved from ~PvR and Pv~S.
13.	R	Resolved from ~PvR and P.
14.	S	Resolved from RvS and ~R.
15.	~Q	Resolved from Rv~Q and ~R.
16.	Q	Resolved from ~R and QvR.
17.	~S	Resolved from ~R and Rv~S.
18.		Resolved ~R and R to ~RvR, which is in turn null.

A contradiction is found when ~R is assumed as true. Hence, R is true.

8. Implement unification in first order logic

```
import re
```

```
def getAttributes(expression):
```

```
expression = expression.split("(")[1:]
```

```
expression = "(" + join(expression)
```

```
expression = expression[:-1]
```

```
expression = re.split("(?<!(.),(?!.\.))", expression)
```

return expression

```
def getInitialPredicate(expression):
```

```
return expression.split("(")[0]
```

```
def isConstant(char):
```

```
return char.isupper() and len(char) == 1
```

```
def isVariable(char):
```

```
return char.islower() and len(char) == 1
```

```
def replaceAttributes(exp, old, new):
```

```
attributes = getAttributes(exp)
```

```
for index, val in enumerate(attributes):
```

```
if val == old:
```

```
attributes[index] = new
```

```
predicate = getInitialPredicate(exp)
```

```
return predicate + "(" + ",".join(attributes) + ")"
```

```
def apply(exp, substitutions):
```

for substitution in substitutions:

new, old = substitution

```
exp = replaceAttributes(exp, old, new)
```

```
return exp
```

```
def checkOccurs(var, exp):
```

```
if exp.find(var) == -1:
```

```

return False

```

```

return True

```

```
def getFirstPart(expression):
```

```
attributes = getAttributes(expression)
```

```
return attributes[0]
```

```
def getRemainingPart(expression):
```

```
predicate = getInitialPredicate(expression)
```



```

attributes = getAttributes(expression)
newExpression = predicate + "(" + ",".join(attributes[1:]) + ")"
return newExpression
def unify(exp1, exp2):
    if exp1 == exp2:
        return []

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

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

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

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

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

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

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

    head1 = getFirstPart(exp1)
    head2 = getFirstPart(exp2)
    initialSubstitution = unify(head1, head2)
    if not initialSubstitution:
        return False
    if attributeCount1 == 1:

```

```

    return initialSubstitution

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

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

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

initialSubstitution.extend(remainingSubstitution)
return initialSubstitution

```

Output:

```

[9] exp1 = "knows(x)"
    exp2 = "knows(Richard)"
    substitutions = unify(exp1, exp2)
    print("Substitutions:")
    print(substitutions)

```

```

Substitutions:
[('Richard', 'x')]

```

```

[7] exp1 = "knows(A,x)"
    exp2 = "k(y,mother(y))"
    substitutions = unify(exp1, exp2)
    print("Substitutions:")
    print(substitutions)

```

```

Predicates do not match. Cannot be unified
Substitutions:
False

```

```
exp1 = "knows(A,x)"
exp2 = "knows(y,mother(y))"
substitutions = unify(exp1, exp2)
print("Substitutions:")
print(substitutions)
```

Substitutions:
[('A', 'y'), ('mother(y)', 'x')]

```
exp1 = "knows(A,x)"
exp2 = "knows(y)"
substitutions = unify(exp1, exp2)
print("Substitutions:")
print(substitutions)
```

Substitutions:
False

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

```
def getAttributes(string):
    expr = '\([^)]+\)'
    matches = re.findall(expr, string)
    return [m for m in str(matches) if m.isalpha()]

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

def DeMorgan(sentence):
    string = ".join(list(sentence).copy())
    string = string.replace('~','')
    flag = '[' in string
    string = string.replace('~[','')
    string = string.strip(']')
    for predicate in getPredicates(string):
        string = string.replace(predicate, f'~{predicate}')
    s = list(string)
    for i, c in enumerate(string):
        if c == '|':
            s[i] = '&'
        elif c == '&':
            s[i] = '|'
    string = ".join(s)
    string = string.replace('~','')
    return f'[{string}]' if flag else string

def Skolemization(sentence):
    SKOLEM_CONSTANTS = [f'chr(c)' for c in range(ord('A'), ord('Z')+1)]
    statement = ".join(list(sentence).copy())
    matches = re.findall('[\A\exists].', statement)
    for match in matches[::-1]:
        statement = statement.replace(match, "")
        statements = re.findall('\[[^\]]+\]', statement)
        for s in statements:
            statement = statement.replace(s, s[1:-1])
        for predicate in getPredicates(statement):
            attributes = getAttributes(predicate)
            if ".join(attributes).islower():
                statement = statement.replace(match[1],SKOLEM_CONSTANTS.pop(0))
            else:
                aL = [a for a in attributes if a.islower()]
```

```

        aU = [a for a in attributes if not a.islower()][0]
        statement = statement.replace(aU,
f'{SKOLEM_CONSTANTS.pop(0)}({aL[0] if len(aL) else match[1]})')
        return statement
import re

def fol_to_cnf(fol):

    statement = fol.replace("<=>", "_")
    while '_' in statement:
        i = statement.index('_')
        new_statement = '[' + statement[:i] + '=>' + statement[i+1:] + ']&[' +
statement[i+1:] + '=>' + statement[:i] + ']'
        statement = new_statement
    statement = statement.replace("=>", "-")
    expr = "\([^\)]+\)"
    statements = re.findall(expr, statement)
    for i, s in enumerate(statements):
        if '[' in s and ']' not in s:
            statements[i] += ']'
    for s in statements:
        statement = statement.replace(s, fol_to_cnf(s))
    while '-' in statement:
        i = statement.index('-')
        br = statement.index('[') if '[' in statement else 0
        new_statement = '~' + statement[br:i] + '|' + statement[i+1:]
        statement = statement[:br] + new_statement if br > 0 else new_statement
    while '~∀' in statement:
        i = statement.index('~∀')
        statement = list(statement)
        statement[i], statement[i+1], statement[i+2] = '∃', statement[i+2], '~'
        statement = "".join(statement)
    while '~∃' in statement:
        i = statement.index('~∃')
        s = list(statement)
        s[i], s[i+1], s[i+2] = '∀', s[i+2], '~'
        statement = "".join(s)
    statement = statement.replace('~[∀','[~∀')
    statement = statement.replace('~[∃','[~∃')
    expr = '(~[∀|∃].)'
    statements = re.findall(expr, statement)
    for s in statements:
        statement = statement.replace(s, fol_to_cnf(s))

```

```

expr = '~\[[^\]]+\]'
statements = re.findall(expr, statement)
for s in statements:
    statement = statement.replace(s, DeMorgan(s))
return statement

```

Output:

```

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

```

```

[~animal(y)|loves(x,y)]&[~loves(x,y)|animal(y)]
[animal(G(x))&~loves(x,G(x))]|[loves(F(x),x)]
[~american(x)|~weapon(y)|~sells(x,y,z)|~hostile(z)]|criminal(x)

```

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

```
import re

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

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

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

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

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

    def getResult(self):
        return self.result

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

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

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

```

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

    def evaluate(self, facts):
        constants = { }
        new_lhs = []
        for fact in facts:
            for val in self.lhs:
                if val.predicate == fact.predicate:
                    for i, v in enumerate(val.getVariables()):
                        if v:
                            constants[v] = fact.getConstants()[i]
            new_lhs.append(fact)
        predicate, attributes = getPredicates(self.rhs.expression)[0],
str(getAttributes(self.rhs.expression)[0])
        for key in constants:
            if constants[key]:
                attributes = attributes.replace(key, constants[key])
        expr = f'{predicate} {attributes}'
        return Fact(expr) if len(new_lhs) and all([f.getResult() for f in new_lhs]) else
None

```

```

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

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

    def query(self, e):
        facts = set([f.expression for f in self.facts])
        i = 1

```



```

print(f'Querying {e}:')
for f in facts:
    if Fact(f).predicate == Fact(e).predicate:
        print(f'\t{i}. {f}')
        i += 1

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

```

Output:

```

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

```

```

Querying criminal(x):
1. criminal(West)
All facts:
1. enemy(Nono,America)
2. hostile(Nono)
3. sells(West,M1,Nono)
4. criminal(West)
5. owns(Nono,M1)
6. weapon(M1)
7. american(West)
8. missile(M1)

```

```

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

```

```

Querying evil(x):
1. evil(John)

```