

VISVESVARAYA TECHNOLOGICAL UNIVERSITY

“JnanaSangama”, Belgaum -590014, Karnataka.



LAB REPORT on

Artificial Intelligence (23CS5PCAIN)

Submitted by

SYED FARHAN (1BM23CS424)

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
Sep-2024 to Jan-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 **Syed Farhan (1BM23CS424)**, 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.

Saritha A.N Assistant Professor Department of CSE, BMSCE	Dr. Kavitha Sooda Professor & HOD Department of CSE, BMSCE
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GITHUB LINK: <https://github.com/Syed-Farhan-bmsce/AI.git>

Program 1

Implement Tic-Tac-Toe
Game

Algorithm:

```
Implement Tic Tac Toe Game

board = ['']
1: ' ', 2: ' ', 3: ' '
4: ' ', 5: ' ', 6: ' '
7: ' ', 8: ' ', 9: ' '

def printBoard(board):
    print(board[1] + '|' + board[2] + '|' + board[3])
    print('-+-+-')
    print(board[4] + '|' + board[5] + '|' + board[6])
    print('-+-+-')
    print(board[7] + '|' + board[8] + '|' + board[9])
    print('\n')

def spaceFree(pos):
    return board[pos] == ''

def checkWin():
    winning_conditions = [
        (1, 2, 3), (4, 5, 6), (7, 8, 9),
        (1, 4, 7), (2, 5, 8), (3, 6, 9),
        (1, 5, 9), (3, 5, 7)
    ]
    for a, b, c in winning_conditions:
        if board[a] == board[b] == board[c] and board[a] != '':
            return True
    return False
```

```

def checkDraw():
    return all(board[key] != ' ' for key in board.keys())

def insertLetter(letter, position):
    if spaceFree(position):
        board[position] = letter
        printBoard(board)

        if checkDraw():
            print('Draw!')
        elif checkWin():
            if letter == 'X':
                print('Bot Wins!')
            else:
                print('You Win!')

        return
    print('Position taken, please pick different position')
    position = int(input('Enter new position: '))
    insertLetter(letter, position)

player = 'O'
bot = 'X'

def playerMove():
    position = int(input('Enter position for O: '))
    insertLetter(player, position)

def compMove():
    bestScore = -1000
    bestMove = 0
    for key in board.keys():

```

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```

if board[key] == '':
    board[key] = bot
    score = minimax(board, False)
    board[key] = ''
    if score > bestScore:
        bestScore = score
        bestMove = key
    printLetter(board, bestMove)

```

```

def minimax(board, isMaximizing):

```

```

    if checkMoveForWin(board):

```

```

        return 1

```

```

    elif checkMoveForWin(player):

```

```

        return -1

```

```

    elif checkDraw():

```

```

        return 0

```

```

    if isMaximizing:

```

```

        bestScore = -1000

```

```

        for key in board.keys():

```

```

            if board[key] == '':

```

```

                board[key] = bot

```

```

                score = minimax(board, False)

```

```

                board[key] = ''

```

```

                bestScore = max(score, bestScore)

```

```

            return bestScore

```

```

    else:

```

```

        bestScore = 1000

```

```

        for key in board.keys():

```

```

            if board[key] == '':

```

```

                board[key] = player

```

```

                score = minimax(board, True)

```

```

                board[key] = ''

```



```

    bestScore = min(score, bestScore)
    return bestScore
  
```

```

while not checkWin():
    computerMove()
    playerMove()
  
```

Output:

Enter position: 5

X		

Enter position: 3

X	X	

Enter position: 4

X	X	O
O	O	
X		

Enter position: 9

X	X	O
O	O	X
X	X	O

Conclusion:

Code:

```
def print_board(board):

    print("\n")

    for row in board:

        print("|".join(row))

        print("-" * 5)

    print("\n")


def check_winner(board, player):

    for row in board:

        if all([cell == player for cell in row]):

            return True

    for col in range(3):

        if all([board[row][col] == player for row in range(3)]):

            return True

    if board[0][0] == player and board[1][1] == player and board[2][2] == player:

        return True

    if board[0][2] == player and board[1][1] == player and board[2][0] == player:

        return True

    return False


def is_board_full(board):

    return all([cell != ' ' for row in board for cell in row])
```



```

def player_move(board, player):

    while True:

        try:

            move = int(input(f"Player {player}, enter your move (1-9): ")) - 1

            if move < 0 or move >= 9:

                raise ValueError

            row, col = divmod(move, 3)

            if board[row][col] == ' ':

                board[row][col] = player

                break

            else:

                print("This spot is already taken. Try again.")

        except ValueError:

            print("Invalid input. Enter a number between 1 and 9.")


def play_game():

    board = [[' ' for _ in range(3)] for _ in range(3)]

    current_player = 'X'

    game_over = False

    print("Welcome to Tic Tac Toe!")

    print("Player X goes first.")

    print("Enter a number between 1-9 to make your move (1 is top-left and 9 is
bottom-right).")

```

```
print_board(board)

while not game_over:

    player_move(board, current_player)

    print_board(board)

    if check_winner(board, current_player):

        print(f"Player {current_player} wins!")

        game_over = True

    elif is_board_full(board):

        print("It's a tie!")

        game_over = True

    else

        current_player = 'O' if current_player == 'X' else 'X'

if __name__ == "__main__":

    play_game()
```

Implement Vacuum Cleaner Agent

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Vacuum Cleaner agent

Algorithm:

1. Initialize the agent's starting (x, y)
2. Loop until all cells are clean:
 - a. Perceive the current cell
 - b. If the cell is dirty:
 - i. Clean the current cell.
 - c. Else: Loop a while (if the agent checks surrounding cells (up, down, left, right) to see if any are dirty). Move to the next dirty cell using a strategy such as BFS, DFS, or random walk.
 - d. If no dirty cells are perceived, stop (all cells are clean)
3. End.

Code:

```
if state['A'] == 0 and state['B'] == 0:
```

```
    print("Turning vacuum off") return
```

```
    if state[loc] == 1:
```

```
        state[loc] = 0
```

```
        count += 1
```

```
        print(f"Cleaned {loc}.")
```

```
        next_loc = 'B' if loc == 'A' else 'A'
```

```
        state[loc] = int(input(f"Is {loc} clean now? (0 if clean, 1 if dirty): "))
```

```
        if(state[next_loc]!=1):
```

```
            state[next_loc]=int(input(f"Is {next_loc} dirty? (0 if clean, 1 if dirty): "))
```

```
    if(state[loc]==1):
```

```
        rec(state,loc)
```

```
    else:
```

```
        next_loc = 'B' if loc == 'A' else 'A'
```

```
        dire="left" if loc=="B" else "right"
```

```
        print(loc,"is clean")
```

```
        print(f"Moving vacuum {dire}")
```

```
        if state[next_loc] == 1:
```

```
            rec(state, next_loc)
```

```
state = { }
```

```
state['A'] = int(input("Enter state of A (0 for clean, 1 for dirty): "))
```

```
state['B'] = int(input("Enter state of B (0 for clean, 1 for dirty): "))
```

```
loc = input("Enter location (A or B): ")
```

```
rec(state, loc)
```

```
print("Cost:",count)
```

```
print(state)
```

```
Enter state of A (0 for clean, 1 for dirty): 0
```

```
Enter state of B (0 for clean, 1 for dirty): 0
```

```
Enter location (A or B): A
```

```
Turning vacuum off
```

```
Cost: 0
```

```
{'A': 0, 'B': 0}
```

Program 2

Implement 8 puzzle problems using (DFS) and (BFS)

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8 Puzzle Problem using DFS

Algorithm:

Let fringe be a list containing the initial state.

Loop

If fringe is empty return failure

node ← remove first (fringe)

If node is a goal

Then return the path from initial state to node

else generate all successor node and add generated node to the front of fringe.

end loop

8 Puzzle Problem using BFS

Algorithm:

Let fringe be a list containing the initial state.

Loop

If fringe is empty return failure

node ← remove first (fringe)

If node is a goal

Then return the path from initial state to node

else generate all successor node and add generated node to the back of fringe.

end loop

CODE:for dfs

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

def is_goal(state):

    return state == goal_state

def find_blank(state):

    for i in range(3):

        for j in range(3):

            if state[i][j] == 0:

                return i, j

def swap(state, i1, j1, i2, j2):

    new_state = [row[:] for row in state]

    new_state[i1][j1], new_state[i2][j2] = new_state[i2][j2], new_state[i1][j1]

    return new_state

def get_neighbors(state):

    neighbors = []

    i, j = find_blank(state)

    if i > 0:

        neighbors.append(swap(state, i, j, i - 1, j))

    if i < 2:

        neighbors.append(swap(state, i, j, i + 1, j))

    if j > 0:
```



```

        neighbors.append(swap(state, i, j, i, j - 1))

    if j < 2:

        neighbors.append(swap(state, i, j, i, j + 1))

    return neighbors

def dfs(state, visited, path):

    state_tuple = tuple(tuple(row) for row in state)

    if state_tuple in visited:

        return None

    visited.add(state_tuple)

    if is_goal(state):

        return path

    for neighbor in get_neighbors(state):

        result = dfs(neighbor, visited, path + [neighbor])

        if result is not None:

            return result

    return None

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

visited = set()

solution = dfs(initial_state, visited, [])

```

```
if solution:

    print("Solution found in", len(solution), "steps:")

    for step in solution:

        for row in step:

            print(row)

        print()

else:

    print("No solution found.")
```

```
Solution found in 2 steps:
[1, 2, 3]
[4, 5, 6]
[7, 0, 8]

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

CODE: for bfs

```
class PuzzleState:

    def __init__(self, board, moves=0):

        self.board = board

        self.blank_index = board.index(0) # Find the index of the blank space (0)

        self.moves = moves

    def get_possible_moves(self):

        possible_moves = []

        row, col = divmod(self.blank_index, 3)

        # Define possible movements: up, down, left, right
        directions = [(-1, 0), (1, 0), (0, -1), (0, 1)] # (row_change, col_change)

        for dr, dc in directions:

            new_row, new_col = row + dr, col + dc

            if 0 <= new_row < 3 and 0 <= new_col < 3:

                new_blank_index = new_row * 3 + new_col

                new_board = self.board[:]

                # Swap the blank with the adjacent tile

                new_board[self.blank_index], new_board[new_blank_index] =
new_board[new_blank_index], new_board[self.blank_index]

                possible_moves.append(PuzzleState(new_board, self.moves + 1))

        return possible_moves
```

```

def is_goal(self, goal_state):
    return self.board == goal_state

def depth_limited_search(state, depth, goal_state):
    if state.is_goal(goal_state):
        return state

    if depth == 0:
        return None

    for next_state in state.get_possible_moves():
        result = depth_limited_search(next_state, depth - 1, goal_state)

        if result is not None:
            return result

    return None

def iterative_deepening_search(initial_state, goal_state):
    depth = 0
    while True:
        result = depth_limited_search(initial_state, depth, goal_state)

        if result is not None:
            return result

        depth += 1

```

```
# Example Usage

if __name__ == "__main__":

    initial_board = [2, 8, 3, 1, 6, 4, 7, 0, 5] # Initial state

    goal_state = [2, 0, 3, 1, 8, 4, 7, 6, 5] # Final state

    initial_state = PuzzleState(initial_board)

    solution = iterative_deepening_search(initial_state, goal_state)

    if solution:

        print("Solution found!")

        print("Moves:", solution.moves)

        print("Final Board State:", solution.board)

    else:

        print("No solution found.")
```

```
Solution found!
Moves: 2
Final Board State: [2, 0, 3, 1, 8, 4, 7, 6, 5]
```

Program 3

Implement A* Search Algorithm

Misplaced Tiles:

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4. Implement 8 Puzzle Problem using A* Search Algorithm.

Evaluation function $f(n) = g(n) + h(n)$

function A*search (problem) returns a solution or failure

node \leftarrow a node n with a state = problem initial state

frontier \leftarrow a priority queue ordered by ascending g^{th} only element n.

loop do

if empty? (frontier) then return failure

n \leftarrow pop (frontier)

if problem.goalTest (n.state) then return solution

for each action a in problem.actions (n.state)

n' \leftarrow child node (problem n, a)

insert (n', $g(n) + h(n')$, frontier)

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```

import heapq

def manhattan_distance(state, goal):
    distance = 0

    for i in range(3):
        for j in range(3):
            tile = state[i][j]

            if tile != 0:
                for r in range(3):
                    for c in range(3):
                        if goal[r][c] == tile:
                            target_row, target_col = r, c
                            break

                    distance += abs(target_row - i) + abs(target_col - j)

    return distance

def findmin(open_list, goal):
    minv = float('inf')
    best_state = None

    for state in open_list:
        h = manhattan_distance(state['state'], goal)
        f = state['g'] + h

        if f < minv:
            minv = f
            best_state = state

    open_list.remove(best_state)

```



```
return best_state
```

```
def operation(state):
```

```
    next_states = []
```

```
    blank_pos = find_blank_position(state['state'])
```

```
    for move in ['up', 'down', 'left', 'right']:
```

```
        new_state = apply_move(state['state'], blank_pos, move)
```

```
        if new_state:
```

```
            next_states.append({
```

```
                'state': new_state,
```

```
                'parent': state,
```

```
                'move': move,
```

```
                'g': state['g'] + 1
```

```
            })
```

```
    return next_states
```

```
def find_blank_position(state):
```

```
    for i in range(3):
```

```
        for j in range(3):
```

```
            if state[i][j] == 0:
```

```
                return i, j
```

```
    return None
```

```

def apply_move(state, blank_pos, move):

    i, j = blank_pos

    new_state = [row[:] for row in state]

    if move == 'up' and i > 0:

        new_state[i][j], new_state[i - 1][j] = new_state[i - 1][j], new_state[i][j]

    elif move == 'down' and i < 2:

        new_state[i][j], new_state[i + 1][j] = new_state[i + 1][j], new_state[i][j]

    elif move == 'left' and j > 0:

        new_state[i][j], new_state[i][j - 1] = new_state[i][j - 1], new_state[i][j]

    elif move == 'right' and j < 2:

        new_state[i][j], new_state[i][j + 1] = new_state[i][j + 1], new_state[i][j]

    else:

        return None

    return new_state


def print_state(state):

    for row in state:

        print(' '.join(map(str, row)))

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

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

open_list = [{'state': initial_state, 'parent': None, 'move': None, 'g': 0}]

visited_states = []

```

```

while open_list:

    best_state = findmin(open_list, goal_state)

    h = manhattan_distance(best_state['state'], goal_state)

    f = best_state['g'] + h

    print(f"g(n) = {best_state['g']}, h(n) = {h}, f(n) = {f}")

    print_state(best_state['state'])

    print()

    if h == 0:

        print("Goal state reached!")

        break

    visited_states.append(best_state['state'])

    next_states = operation(best_state)

    for state in next_states:

        if state['state'] not in visited_states:

            open_list.append(state)

if h == 0:

```

```

moves = []

goal_state_reached = best_state

while goal_state_reached['move'] is not None:

    moves.append(goal_state_reached['move'])

    goal_state_reached = goal_state_reached['parent']

moves.reverse()

print("\nMoves to reach the goal state:", moves)

else:

    print("No solution found.")

```

```

g(n) = 0, h(n) = 5, f(n) = 5
2 8 3
1 6 4
7 0 5

g(n) = 1, h(n) = 4, f(n) = 5
2 8 3
1 0 4
7 6 5

g(n) = 2, h(n) = 3, f(n) = 5
2 0 3
1 8 4
7 6 5

g(n) = 3, h(n) = 2, f(n) = 5
0 2 3
1 8 4
7 6 5

g(n) = 4, h(n) = 1, f(n) = 5
1 2 3
0 8 4
7 6 5

g(n) = 5, h(n) = 0, f(n) = 5
1 2 3
8 0 4
7 6 5

Goal state reached!

Moves to reach the goal state: ['up', 'up', 'left', 'down', 'right']

```

Misplaced Tiles:

```
import heapq

def find_blank_tile(state):
    for i in range(3):
        for j in range(3):
            if state[i][j] == 0:
                return i, j
    return None

def count_misplaced_tiles(state, goal):
    misplaced = 0
    for i in range(3):
        for j in range(3):
            if state[i][j] != 0 and state[i][j] != goal[i][j]:
                misplaced += 1
    return misplaced

def generate_moves(state):
    moves = []
    x, y = find_blank_tile(state)
    directions = [(-1, 0), (1, 0), (0, -1), (0, 1)]

    for dx, dy in directions:
        new_x, new_y = x + dx, y + dy
```

```

        moves.append(new_state)

    return moves

def print_state(state):
    for row in state:
        print(row)
    print()

def a_star_8_puzzle(start, goal):

    open_list = []

    heapq.heappush(open_list, (count_misplaced_tiles(start, goal), 0, start, None))

    visited = set()

    while open_list:

        f_n, g_n, current_state, previous_state = heapq.heappop(open_list)

        print(f"g(n) = {g_n}, h(n) = {f_n - g_n}, f(n) = {f_n}")

        print_state(current_state)

```

```

if current_state == goal:

    print("Goal state reached!")

    return

visited.add(tuple(map(tuple, current_state)))

for move in generate_moves(current_state):

    move_tuple = tuple(map(tuple, move))

    if move_tuple not in visited:

        g_move = g_n + 1

        h_move = count_misplaced_tiles(move, goal)

        f_move = g_move + h_move

        heapq.heappush(open_list, (f_move, g_move, move, current_state))

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

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

a_star_8_puzzle(start_state, goal_state)

```



```

g(n) = 0, h(n) = 4, f(n) = 4
[2, 8, 3]
[1, 6, 4]
[7, 0, 5]

g(n) = 1, h(n) = 3, f(n) = 4
[2, 8, 3]
[1, 0, 4]
[7, 6, 5]

g(n) = 2, h(n) = 3, f(n) = 5
[2, 0, 3]
[1, 8, 4]
[7, 6, 5]

g(n) = 2, h(n) = 3, f(n) = 5
[2, 8, 3]
[0, 1, 4]
[7, 6, 5]

g(n) = 3, h(n) = 2, f(n) = 5
[0, 2, 3]
[1, 8, 4]
[7, 6, 5]

g(n) = 4, h(n) = 1, f(n) = 5
[1, 2, 3]
[0, 8, 4]
[7, 6, 5]

g(n) = 5, h(n) = 0, f(n) = 5
[1, 2, 3]
[8, 0, 4]
[7, 6, 5]

Goal state reached!

```

Program 4

Implement Hill Climbing search algorithm to solve N-Queens problem

5 Implement hill climb algorithm

Algorithm

function hill climb (problem)

current \leftarrow a random state

while true do

next \leftarrow get-best-neighbour (current)

if cost(current) \leq cost(next) then

break

end if

current \leftarrow next

end while

return current

```

import random

class NQueens:

    def __init__(self, n):

        self.n = n

        self.board = self.init_board()

    def init_board(self):

        # Randomly place one queen in each column

        return [random.randint(0, self.n - 1) for _ in range(self.n)]

    def fitness(self, board):

        # Count the number of pairs of queens attacking each other

        conflicts = 0

        for col in range(self.n):

            for other_col in range(col + 1, self.n):

                if board[col] == board[other_col] or abs(board[col] - board[other_col]) == abs(col -
other_col):

                    conflicts += 1

        return conflicts

    def get_neighbors(self, board):

        neighbors = []

        for col in range(self.n):

            for row in range(self.n):

                if row != board[col]: # Move queen to a different row in the same column

                    new_board = board[:]

```

```

        new_board[col] = row

        neighbors.append(new_board)

    return neighbors

def hill_climbing(self):

    current_board = self.board

    current_fitness = self.fitness(current_board)

    while current_fitness > 0:

        neighbors = self.get_neighbors(current_board)

        next_board = None

        next_fitness = current_fitness

        for neighbor in neighbors:

            neighbor_fitness = self.fitness(neighbor)

            if neighbor_fitness < next_fitness:

                next_fitness = neighbor_fitness

                next_board = neighbor

        if next_board is None:

            # Stuck at local maximum, can either return or restart

            print("Stuck at local maximum. Restarting...")

            self.board = self.init_board()

            current_board = self.board

            current_fitness = self.fitness(current_board)

        else:

```

```

        current_board = next_board

        current_fitness = next_fitness

    return current_board

# Example usage

if __name__ == "__main__":

    n = 4 # Size of the board (N)

    n_queens_solver = NQueens(n)

    solution = n_queens_solver.hill_climbing()

    print("Solution:")

    for row in solution:

        line = ['Q' if i == row else '.' for i in range(n)]

        print(' '.join(line))

```

```

Solution:
. Q . .
. . . Q
Q . . .
. . Q .

```

Program 5

Simulated Annealing to Solve 8-Queens problem.

Kamal
Date 15/11/24
Page 9

2. Simulated Annealing

```

current ← initial state
T ← a large positive value
while T > 0 do
    next ← a random neighbour of current
    ΔE ← current.cost - next.cost
    if ΔE > 0 then
        current ← next
    else
        current ← next with probability  $p = e^{-\frac{\Delta E}{T}}$ 
    end if
    decrease T
end while
return current

```

Algorithm: With a small ϵ when $T = \epsilon$

```

current ← randomly generated initial state
current.cost ← cost(current)
T ← a large positive value
while T > 0 and current.cost > 0 do
    neighbour.cost ← cost(neighbour)
    cost_diff ← current.cost - neighbour.cost
    if cost_diff < 0 or  $\text{rand}() < e^{-\frac{\text{cost\_diff}}{T}}$  then
        current ← neighbour
        current.cost ← neighbour.cost
    end if
    T = T * 0.999
end while
return current, current.cost

```

Code:

```
import random
```

```
import math
```

```
def print_board(state):
```

```
    size = len(state)
```

```
    for i in range(size):
```

```
        row = ['.'] * size
```

```
        row[state[i]] = 'Q'
```

```
        print(' '.join(row))
```

```
    print()
```

```
def calculate_conflicts(state):
```

```
    conflicts = 0
```

```
    size = len(state)
```

```
    for i in range(size):
```

```
        for j in range(i + 1, size):
```

```
            if state[i] == state[j] or abs(state[i] - state[j]) == abs(i - j):
```

```
                conflicts += 1
```

```
    return conflicts
```

```
def random_state(size):
```

```
    return [random.randint(0, size - 1) for _ in range(size)]
```



```

def neighbor(state):

    new_state = state[:]

    idx = random.randint(0, len(state) - 1)

    new_state[idx] = random.randint(0, len(state) - 1)

    return new_state


def simulated_annealing(size, initial_temp, cooling_rate):

    current_state = random_state(size)

    current_conflicts = calculate_conflicts(current_state)

    temperature = initial_temp

    while temperature > 1:

        new_state = neighbor(current_state)

        new_conflicts = calculate_conflicts(new_state)

        # If new state is better, accept it
        if new_conflicts < current_conflicts:

            current_state, current_conflicts = new_state, new_conflicts

        else:

            # Accept with a probability based on temperature
            acceptance_probability = math.exp((current_conflicts - new_conflicts) / temperature)

            if random.random() < acceptance_probability:

                current_state, current_conflicts = new_state, new_conflicts

```

```
    temperature *= cooling_rate

    return current_state


def main():

    size = 8

    initial_temp = 1000

    cooling_rate = 0.995

    solution = simulated_annealing(size, initial_temp, cooling_rate)

    print("Solution found:")

    print_board(solution)

    print("Conflicts:", calculate_conflicts(solution))


if __name__ == "__main__":

    main()
```

Solution found:

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

Conflicts: 6

Program 6:

```
def truth_table_entailment():

    print(f'{'A':<7}{'B':<7}{'C':<7}{'A or C':<12}{'B or not C':<15}{'KB':<8}{'alpha':<10}')

    print("-" * 65)

    all_entail = True

    for A in [False, True]:

        for B in [False, True]:

            for C in [False, True]:

                # Calculate individual components

                A_or_C = A or C          # A or C

                B_or_not_C = B or (not C)    # B or not C

                KB = A_or_C and B_or_not_C    # KB = (A or C) and (B or not C)

                alpha = A or B              # alpha = A or B


                # Determine if KB entails alpha for this row

                kb_entails_alpha = (not KB) or alpha # True if KB implies alpha


                # If in any row KB does not entail alpha, set flag to False

                if not kb_entails_alpha:

                    all_entail = False


                # Print the results for this row

    print(f'{'str(A)':<7}{'str(B)':<7}{'str(C)':<7}{'str(A_or_C)':<12}{'str(B_or_not_C)':<15}{'str(KB)':<8}{'str(alpha)':<10}')
```

```
# Final result based on all rows
```

```
if all_entail:
```

```
    print("\nKB entails alpha for all cases.")
```

```
else:
```

```
    print("\nKB does not entail alpha for all cases.")
```

```
# Run the function to display the truth table and final result
```

```
truth_table_entailment()
```

A	B	C	A or C	B or not C	KB	alpha
False	False	False	False	True	False	False
False	False	True	True	False	False	False
False	True	False	False	True	False	True
False	True	True	True	True	True	True
True	False	False	True	True	True	True
True	False	True	True	False	False	True
True	True	False	True	True	True	True
True	True	True	True	True	True	True

```
KB entails alpha for all cases.
```

Program 7

Implement unification in first order logic.

Mangal
Dated 22/11/24
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Implement unification in First order logic.

Algorithm: $Unify(\psi_1, \psi_2)$

Step 1: If ψ_1 or ψ_2 is a variable or constant, then:

a) If ψ_1 or ψ_2 are identical, then return NIL.

b) Else if ψ_1 is a variable,

a. then if ψ_2 occurs in ψ_1 , then return FAILURE.

b. Else return $\{(\psi_2 / \psi_1)\}$.

c) Else if ψ_2 is a variable

a. If ψ_1 occurs in ψ_2 then return FAILURE.

b. Else return $\{(\psi_1 / \psi_2)\}$.

d) Else return FAILURE.

Step 2: If the initial predicate symbol in ψ_1 & ψ_2 are not same, then return FAILURE.

Step 3: If ψ_1 and ψ_2 have a diff no. of arguments, then return FAILURE.

Step 4: Set (substitution set (SUBST)) to NIL.

Step 5: For $i=1$ to the number of elements in ψ_1 .

a) Call Unify function with the i th element of ψ_1 and i th element of ψ_2 , and put the result into S .

b) If $S = \text{failure}$ then return failure.

c) If $S \neq \text{NIL}$ then do,

a. Apply S to the remainder of both ψ_1 & ψ_2 .

b. $\text{SUBST} = \text{APPEND}(S, \text{SUBST})$

Step 6: Return SUBST.

Perform unification on two expressions in first-order logic.

Args:

expr1: The first expression (can be a variable, constant, or list representing a function).

expr2: The second expression.

substitution: The current substitution (dictionary).

Returns:

A dictionary representing the most general unifier (MGU), or None if unification fails.

"""

if substitution is None:

substitution = { }

Debug: Print inputs and current substitution

print(f"Unifying {expr1} and {expr2} with substitution {substitution}")

Apply existing substitutions to both expressions

expr1 = apply_substitution(expr1, substitution)

expr2 = apply_substitution(expr2, substitution)

Debug: Print expressions after applying substitution

print(f"After substitution: {expr1} and {expr2}")

```

# Case 1: If expressions are identical, no substitution is needed

if expr1 == expr2:

    return substitution


# Case 2: If expr1 is a variable

if is_variable(expr1):

    return unify_variable(expr1, expr2, substitution)


# Case 3: If expr2 is a variable

if is_variable(expr2):

    return unify_variable(expr2, expr1, substitution)


# Case 4: If both are compound expressions (e.g., functions or predicates)

if is_compound(expr1) and is_compound(expr2):

    if expr1[0] != expr2[0] or len(expr1) != len(expr2):

        print(f"Failure: Predicate names or arity mismatch {expr1[0]} != {expr2[0]}")

        return None # Function names or arity mismatch

    for arg1, arg2 in zip(expr1[1:], expr2[1:]):

        substitution = unify(arg1, arg2, substitution)

    if substitution is None:

        print(f"Failure: Could not unify arguments {arg1} and {arg2}")

        return None

```



```
    return substitution
```

```
# Case 5: Otherwise, unification fails
```

```
print(f"Failure: Could not unify {expr1} and {expr2}")
```

```
return None
```

```
def unify_variable(var, expr, substitution):
```

```
    """
```

```
    Handles the unification of a variable with an expression.
```

```
    Args:
```

```
        var: The variable.
```

```
        expr: The expression to unify with.
```

```
        substitution: The current substitution.
```

```
    Returns:
```

```
        The updated substitution, or None if unification fails.
```

```
    """
```

```
    if var in substitution:
```

```
        # Apply substitution recursively
```

```
        return unify(substitution[var], expr, substitution)
```

```
    elif occurs_check(var, expr):
```

```
        # Occurs check fails if the variable appears in the term it's being unified with
```

```

    print(f"Occurs check failed: {var} in {expr}")

    return None

else:

    substitution[var] = expr

    print(f"Substitution added: {var} -> {expr}")

    return substitution


def occurs_check(var, expr):
    """
    Checks if a variable occurs in an expression (to prevent cyclic substitutions).

    Args:
        var: The variable to check.
        expr: The expression to check against.

    Returns:
        True if the variable occurs in the expression, otherwise False.
    """
    if var == expr:
        return True

    elif is_compound(expr):
        return any(occurs_check(var, arg) for arg in expr[1:])

    return False

```

```
def is_variable(expr):
```

```
    """Checks if the expression is a variable."""
```

```
    return isinstance(expr, str) and expr[0].islower()
```

```
def is_compound(expr):
```

```
    """Checks if the expression is compound (e.g., function or predicate)."""
```

```
    return isinstance(expr, list) and len(expr) > 0
```

```
def apply_substitution(expr, substitution):
```

```
    """
```

```
    Applies a substitution to an expression.
```

```
    Args:
```

```
        expr: The expression to apply the substitution to.
```

```
        substitution: The current substitution.
```

```
    Returns:
```

```
        The updated expression with substitutions applied.
```

```
    """
```

```
    if is_variable(expr) and expr in substitution:
```

```
        return apply_substitution(substitution[expr], substitution)
```

```
    elif is_compound(expr):
```

```

        return [apply_substitution(arg, substitution) for arg in expr]

    return expr

# Example Usage:

expr1 = ['P', 'X', 'Y']

expr2 = ['P', 'a', 'Z']

result = unify(expr1, expr2)

print("Unification Result:", result)

```

```

Unifying ['P', 'X', 'Y'] and ['P', 'a', 'Z'] with substitution {}
After substitution: ['P', 'X', 'Y'] and ['P', 'a', 'Z']
Unifying X and a with substitution {}
After substitution: X and a
Substitution added: a -> X
Unifying Y and Z with substitution {'a': 'X'}
After substitution: Y and Z
Failure: Could not unify Y and Z
Failure: Could not unify arguments Y and Z
Unification Result: None

```

Program 8

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

First Order Logic

Margal
Date 29/11/24
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Forward Reasoning Algorithm

Function FOI-FO-ASK(KB, ϕ) returning a Substitution (σ)
false

Input: KB, the knowledge base, a set of first order
definite clauses, the query or atomic sentence

Local variable: new, the sentence inferred on each
iteration

repeat until new is empty

new $\leftarrow \phi$

for each rule in KB do

$(P_1, \dots, P_n \Rightarrow Q) \leftarrow$ Standardize-Variable
(rule)

for each σ such that Subject(σ, P_1, \dots, P_n)
SUBST(σ, P_1, \dots, P_n)

for some P'_1, \dots, P'_n in KB

$Q' \leftarrow$ SUBST(σ, Q)

if Q' does not unify with some sentence
already in KB or new then

add Q' to new

$\phi \leftarrow$ unify(Q', ϕ)

if ϕ is not false then return ϕ

add new to KB

return false

QED

```

Class Forward_reasoninig:
    self.rules = rules # List of rules (condition -> result)
    self.facts = set(facts) # Known facts

def infer(self):
    applied_rules = True

    while applied_rules:
        applied_rules = False
        for rule in self.rules:
            condition, result = rule
            if condition.issubset(self.facts) and result not in self.facts:
                self.facts.add(result)
                applied_rules = True
                print(f"Applied rule: {condition} -> {result}")
    return self.facts

# Define rules as (condition, result) where condition is a set
rules = [
    ({"A"}, "B"),
    ({"B"}, "C"),
    ({"C", "D"}, "E"),
    ({"E"}, "F")
]

# Define initial facts
facts = {"A", "D"}

# Initialize and run forward reasoning
reasoner = ForwardReasoning(rules, facts)
final_facts = reasoner.infer()

print("\nFinal facts:")
print(final_facts)

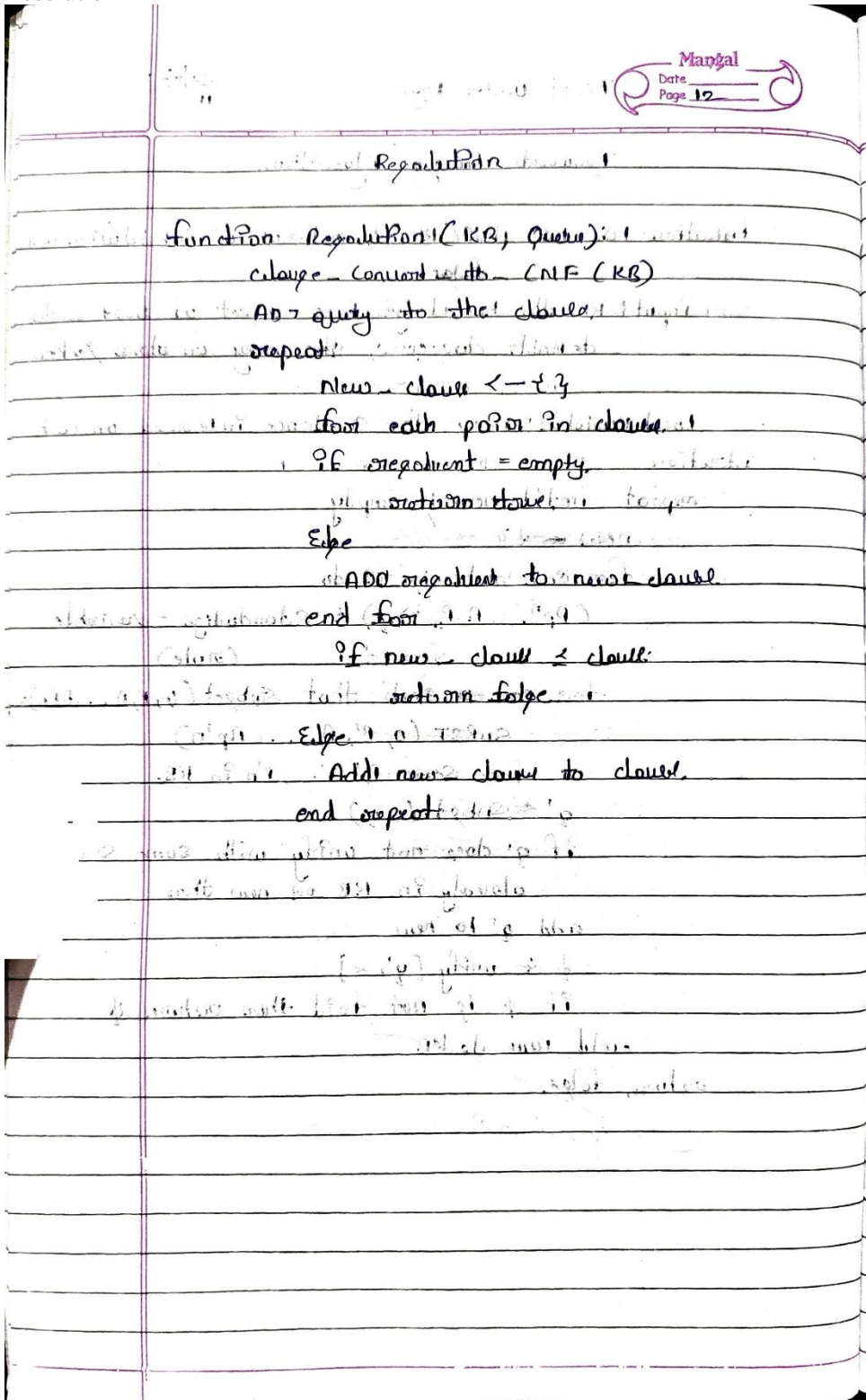
```

Applied rule: {'A'} -> B
Applied rule: {'B'} -> C
Applied rule: {'C', 'D'} -> E
Applied rule: {'E'} -> F

Final facts:
{ 'C', 'E', 'B', 'F', 'A', 'D' }

Program 9

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




```

# Define the knowledge base (KB) as a set of facts KB =
set()

# Premises based on the provided FOL problem
KB.add('American(Robert)')
KB.add('Enemy(America, A)')
KB.add('Missile(T1)')
KB.add('Owns(A, T1)')

# Define inference rules
def modus_ponens(fact1, fact2, conclusion):
    """ Apply modus ponens inference rule: if fact1 and fact2 are true, then conclude conclusion
    """

    if fact1 in KB and fact2 in KB:
        KB.add(conclusion)
        print(f"Inferred: {conclusion}")

def forward_chaining():
    """ Perform forward chaining to infer new facts until no more inferences can be made """

    # 1. Apply: Missile(x) → Weapon(x)
    if 'Missile(T1)' in KB:
        KB.add('Weapon(T1)')
        print(f"Inferred: Weapon(T1)")
    1

    # 2. Apply: Sells(Robert, T1, A) from Owns(A, T1) and Weapon(T1)
    if 'Owns(A, T1)' in KB and 'Weapon(T1)' in KB:
        KB.add('Sells(Robert, T1, A)')
        print(f"Inferred: Sells(Robert, T1, A)")

    # 3. Apply: Hostile(A) from Enemy(A, America)
    if 'Enemy(America, A)' in KB:
        KB.add('Hostile(A)')
        print(f"Inferred: Hostile(A)")

    # 4. Now, check if the goal is reached (i.e., if 'Criminal(Robert)' can be inferred)
    if 'American(Robert)' in KB and 'Weapon(T1)' in KB and 'Sells(Robert, T1, A)' in KB and
    'Hostile(A)' in KB:

```

```
KB.add('Criminal(Robert)')
print("Inferred: Criminal(Robert)")
# Check if we've reached our goal
if 'Criminal(Robert)' in KB:
    print("Robert is a criminal!")
else:
    print("No more inferences can be made.")
# Run forward chaining to attempt to derive the conclusion
forward_chaining()
```

```
Inferred: Weapon(T1)
Inferred: Sells(Robert, T1, A)
Inferred: Hostile(A)
Inferred: Criminal(Robert)
Robert is a criminal!
```

Program 10

Implement Alpha-Beta Pruning.

Mangal
Date _____
Page 10

Alpha - Beta - Pruning.

Function $\alpha = \beta$ (node, depth, α , β ,
maximizing player):

If depth == 0 (or) terminal node:
return evaluate (node)

If maximizing player:
value = - ∞

for each child node:

value $\leftarrow \max(\text{value}, \alpha, \beta, \text{child},$
depth+1, α , β , false)

$\alpha \leftarrow \max(\alpha, \text{value})$

If $\beta \leq \alpha$:

break

return value

If minimizing player:

value = ∞

for each child node:

value $\leftarrow \min(\text{value}, \alpha, \beta, \text{child},$

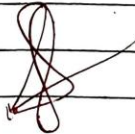
depth+1, α , β , true)

$\beta \leftarrow \min(\beta, \text{value})$

If $\beta \geq \alpha$:

break

return value.



```

# Alpha-Beta Pruning Implementation
def alpha_beta_pruning(node, alpha, beta, maximizing_player):
    # Base case: If it's a leaf node, return its value (simulating evaluation of the node)
    if type(node) is int:
        return node
    # If not a leaf node, explore the children
    if maximizing_player:
        max_eval = -float('inf')
        for child in node: # Iterate over children of the maximizer node
            eval = alpha_beta_pruning(child, alpha, beta, False)
            max_eval = max(max_eval, eval)
            alpha = max(alpha, eval) # Maximize alpha
            if beta <= alpha: # Prune the branch
                break
        return max_eval
    else:
        min_eval = float('inf')
        for child in node: # Iterate over children of the minimizer node
            eval = alpha_beta_pruning(child, alpha, beta, True)
            min_eval = min(min_eval, eval)
            beta = min(beta, eval) # Minimize beta
            if beta <= alpha: # Prune the branch
                break
        return min_eval

# Function to build the tree from a list of numbers
def build_tree(numbers):
    # We need to build a tree with alternating levels of maximizers and minimizers
    # Start from the leaf nodes and work up
    current_level = [[n] for n in numbers]
    while len(current_level) > 1:
        next_level = []
        for i in range(0, len(current_level), 2):
            if i + 1 < len(current_level):
                next_level.append(current_level[i] + current_level[i + 1]) # Combine two nodes
            else:

```

```

next_level.append(current_level[i]) # Odd number of elements, just carry forward
current_level = next_level
return current_level[0] # Return the root node, which is a maximizer
# Main function to run alpha-beta pruning
def main():
# Input: User provides a list of numbers
numbers = list(map(int, input("Enter numbers for the game tree (space-separated): ").split()))
2
# Build the tree with the given numbers
tree = build_tree(numbers)
# Parameters: Tree, initial alpha, beta, and the root node is a maximizing player
alpha = -float('inf')
beta = float('inf')
maximizing_player = True # The root node is a maximizing player
# Perform alpha-beta pruning and get the final result
result = alpha_beta_pruning(tree, alpha, beta, maximizing_player)
print("Final Result of Alpha-Beta Pruning:", result)
if __name__ == "__main__":
main()

```

```

Enter numbers for the game tree (space-separated): 10 9 14 18 5 4 50 3
Final Result of Alpha-Beta Pruning: 50

```