VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"JnanaSangama", Belgaum -590014, Karnataka.

LAB REPORT
on

Artificial Intelligence (22CS5PCAIN)

Submitted by

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

B.M.S. COLLEGE OF ENGINEERING
(Autonomous Institution under VTU)
BENGALURU-560019
Nov-2023 to Feb-2024

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**" carried out by **V KENNY PHILIP (1BM21CS232),** who is bonafide student of **B.M.S. College of Engineering.** It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum during the academic semester June-2023 to Sep-2023. The Lab report has been approved as it satisfies the academic requirements in respect of a **Artificial Intelligence (22CS5PCAIN)** work prescribed for the said degree.

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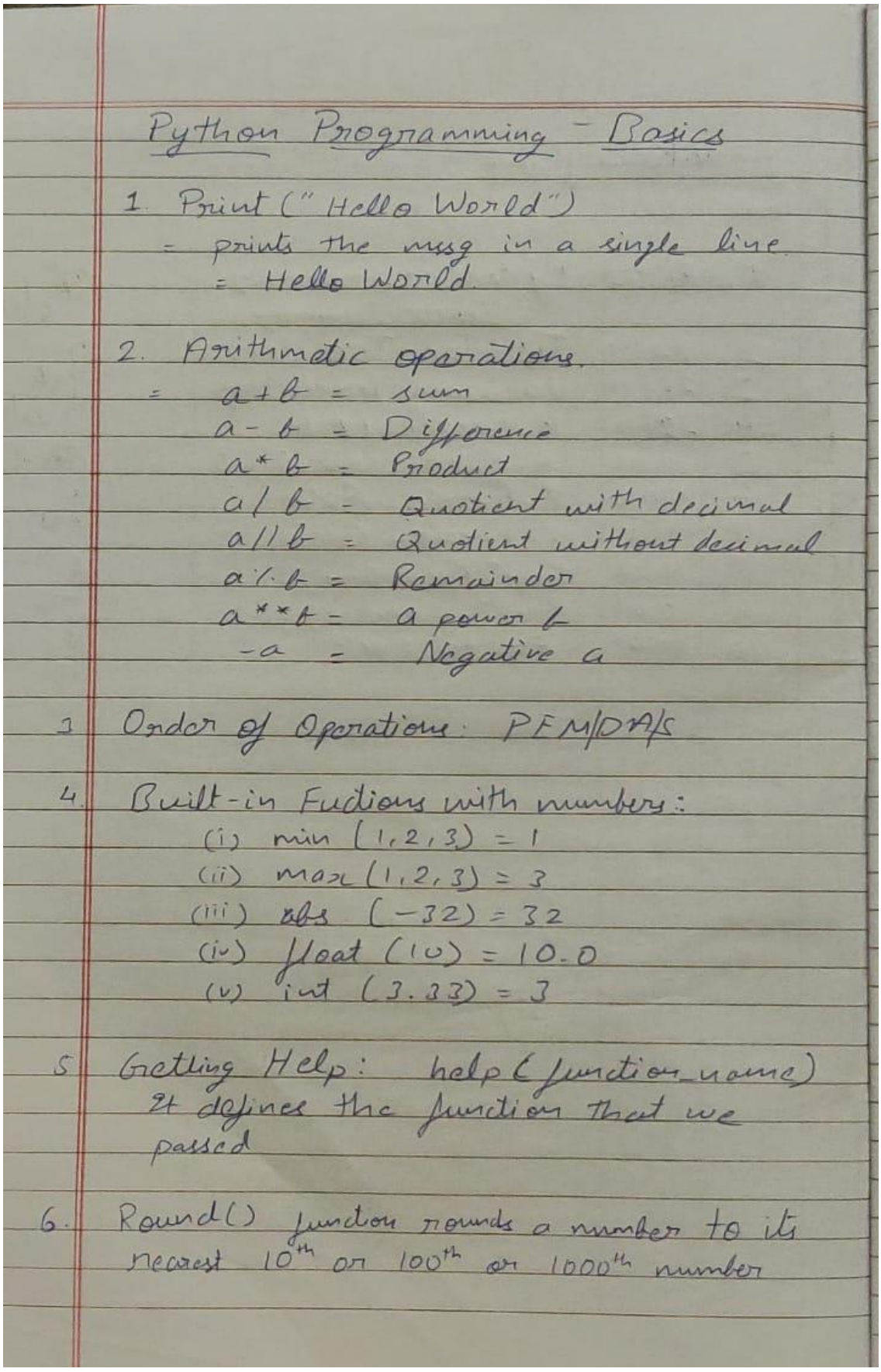
Course Outcome

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

Lab Observation Notes:



Python Programming - Basics

1. Print ("Hello World")
   - prints the mssg in a single line
   = Hello World.

2. Arithmetic operations.
   - a+b = sum
   a-b = Difference
   a*b = Product
   a/b = Quotient with decimal
   a//b = Quotient without decimal
   a%b = Remainder
   a**b = a power b
   -a = Negative a

3. Order of Operations: PEMDAS

4. Built-in Fudions with numbers:
   (i) min (1,2,3) = 1
   (ii) max (1,2,3) = 3
   (iii) abs (-32) = 32
   (iv) float (10) = 10.0
   (v) int (3.33) = 3

5. Getting Help: help (function_name)
   It defines the function that we passed

6. Round() function rounds a number to its nearest 10^{th} or 100^{th} or 1000^{th} number

7. Defining functions:

```
def function_name(args):
    # code
    return sol.
```

8/11 8. Lists: Ordered sequence of values
Ex: Date = [1, 2, 4, 7]
We can also make lists of lists.
Ex:

9. Alphanum = [['5', 'Q', 'K'],
['2', '7', '2'],
['i', 'A', 'K']]

9. Indexing: Accessing individual list element with sq. brackets
Ex: Date[0]

10. Slicing: Ex: Date[0 : 3]
will give - [1, 2, 4]

11. List functions: (i) len() gives length of the list passed.
Ex: len(Date) ⇒ O/P = 4

12. (ii) Date.append() : adds an item to the end of the list.

(iii) Date.pop() : removes and returns the last element of the list.

12. Tuples differ from lists in two ways:

i. () → NO ; [] → YES

ii. Cannot be modified like lists.

13. LOOPS:

for i in Data:
    print(i)

⇒ O/P = 1 2 4 7

14. while i < 5:
    print(i)
    i++

15. Strings: - written within ' ' or " "
- \n is newline character
- str.split() turns a string into a list of smaller strings.

16 Imports: Invoking an external standard libraries to the current program.

Ex: import math
import pandas as pd.
import numpy as np.
#from pandas import *

Tic tac toe Program

```
import math
import copy
X = "X"
O = "O"
EMPTY = None
def initial_state():
    return [[EMPTY, EMPTY, EMPTY],
            [EMPTY, EMPTY, EMPTY],
            [EMPTY, EMPTY, EMPTY]]
def player(board):
    countO = 0
    countX = 0
    for y in [0,1,2]:
        for x in board[y]:
            if x == "O":
                countO = countO + 1
            elif x == "X"
                countX = countX + 1
    if countO >= countX:
        return X
    elif countX > countO:
        return O
def actions(board):
    freeboxes = set()
    for i in [0,1,2]:
        for j in [0,1,2]:
            if board[i][j] == EMPTY:
                freeboxes.add((i,j))
    return freeboxes.
```

```
    if (board[0][2] == board[1][1] ==
        board[2][0]):
        return board[0][2]
    return None.
def terminal(board):
    Full = True
    for i in [0, 1, 2]:
        for j in board[i]:
            if j is None:
                Full = False.
    if Full:
        return True
    if (winner(board) in not None):
        return True
    return False.
def utility(board):
    if (winner(board) == X):
        return 1
    elif (winner(board) == 0:
        return -1
    else:
        return 0
def minimax_helper(board):
    isMaxTurn = True if player(board) == X
                                else False

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

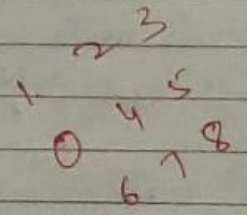
```
while not terminal (game_board):
    if player (game_board) == X:
        user_input = input ("\n Enter your move
                            (row, column): ")
        row, col = map (int, user_input.split(','))
        result (game_board, (row, col))
    else:
        print ("\n AI is making a move...")
        move = minimax (copy.deepcopy (game_board))
        result (game_board, move)
    print ("\n Current Board:")
    print_board (game_board)

if winner (game board) is not None:
    print (f"\n The winner is: {winner (game_board)}")
else:
    print ("\n It's a tie!")
```

Vacuum Cleaner Agent

```
def vacuum-world():
    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")
    print("Initial Location condition" +
                str(goal-state))
    if location-input == 'A':
        print("Vacuum is placed in location A")
        if status-input == '1':
            print("Location A is Dirty.")
            goal-state['A'] = '0'
            cost += 1
            print("Cost for CLEANING A" +
                    str(cost))
            print("Location A has been cleaned.")

        if status-input-complement == '1':
            print("Location B is Dirty.")
            print("Moving right to the Loc B.")
            cost += 1
            print("Cost for moving RIGHT" +
                    str(cost))
            goal-state['B'] = '0'
            cost += 1
            print("COST for SUCK" + str(cost))
            print("Loc B has been cleaned.")
```

```
        else:
            print("No action" + str(cost))
            print("Loc B is already clean.")
    if status_input == '0':
        print("Loc A is already clean")
        if status_input_complement == '1':
            print("Loc B is Dirty.")
            print("Moving RIGHT to the Loc B.")
            cost += 1
            print("cost for SUCK" + str(cost))
            print("Loc B has been cleaned.")
        else:
            print("No action" + str(cost))
            print(cost)
            print("Loc B is already clean.")
    else:
        print("Vacuum is placed in Loc B")
        if (status_input == '1'):
            print("Loc B is Dirty.")
            goal_state['B'] = '0'
            cost += 1
            print("cost for CLEANING " +
                  str(cost))
            print("Loc B has been cleaned.")

            if status_input_complement == '1':
                print("Loc A is Dirty.")
                print("Moving LEFT to the Loc A.")
                cost += 1
                print("COST for moving LEFT" +
                      str(cost))
                goal_state['A'] = '0'
                cost += 1
```

```
            print("COST for SUCK" + str(cost))
            print("Loc A has been cleaned.")
        else:
            print(cost)
            print("Loc B is already clean.")
            if Status_input_complement == '1':
                print("Loc A is Dirty.")
                print("Moving LEFT to the Loc A.")
                cost += 1
                print("COST for SUCK" +str(cost))
                print("Loc A has been Cleaned.")
            else:
                print("No action" + str(cost))
                print("Loc A is already clean.")
    print("GOAL STATE:")
    print(goal_state)
    print("Performance Measurement: "+str(cost))
vacuum_world()
```



8 Puzzle Problem

```
def bfs(src, target):
    queue = []
    queue.append(src)
    expp = []
    while len(queue) > 0:
        source = queue.pop(0)
        expp.append(source)
        print(source)
        if (source == target):
            print("Success")
            return
        poss_moves_to_do = []
        poss_moves_to_do = possible_moves(source, expp)
        for move in poss_moves_to_do:
            if move not in expp and move not in
                queue:
                queue.append(move)
def possible_moves(state, visited_states):
    b = state.index(0)
    d = []
    if b not in [0,1,2]:
        d.append('u')
    if b not in [6,7,8]:
        d.append('d')
    if b not in [0,3,6]:
        d.append('l')
    if b not in [2,5,8]:
        d.append('r')
    pos_moves_it_can = []
```

```
        for i in d:
            pos_moves_it_can.append(gen(
                                    statute, 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 = [1,2,3,0,4,5,6,7,8]
target = [1,2,3,4,5,0,6,7,8]

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

bfs(src, target).
```

Bafna Gold
Date: Page:

Out Put of TicTacToe :

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

Enter your move (row, column) : 0, 1
Current Board :
[N, X, N]
[N, N, N]
[N, N, N]
AI is making a move
Current Board :
[N, 'X', N]
[N, N, N]
[N, 'O', N]
(R, C) : 0, 0
[X, X, N]
[N, N, N]
[N, 'O', N]
AI :
[X, X, O]
[N, N, N]
[N, O, N]
(R C) : 1, 2
[X, X, O]
[N, N, X]
[O, O, N]
AI :
[X, X, O]
[N, N, X]
[O, O, N]

(R, C) : 2, 2
[X, X, O]
[N, N, X]
[O, O, X]
AI :
[X, X, O]
[N, O, X]
[O, O, X].
The winner is O

Bafna Gold
Date: Page:

Output of 8-Puzzle Problem:

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

Output of Vacuum Cleaner:

Enter location of vacuum: A
Enter status of A 1
Enter status of other room : 1
Initial location cond^{n} of vacuum A and status is 1
Vacuum is placed in location A
Location A is dirty
Cost for cleaning A 1
Loc^{n} A has been cleaned
Loc^{n} B is dirty
Moving right to loc^{n} B
Cost for moving right 2
cost for suck 3
Loc^{n} B has been cleaned
Goal State:
{'A': '0', 'B': '0'}
Performance Measurement : 3.

Analyse Iterative Deeping Search Algorithm. Demonstrate how 8 Puzzle problem could be solved using this algorithm. Implement the same

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

```
def print_state (state):
    print (f"{ state[0]} { state[1]}
            { state[2]} \n { state[3]}
            { state[4]} { state[5]} \n { state[6]}
            { state[7]}. \n")
src = [1,2,3,0,4,5,6,7,8]
target = [1,2,3,4,5,0,6,7,8]

iterative_deepening_search (src, target)
```

Out Put:

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

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

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

8 - Puzzle using A_star

```
import queue as Q
goal = [[1,2,3],[4,5,6],[7,8,0]]

def isGoal(state):
    return state == goal

def HeuristicValue(state):
    cnt = 0
    for i in range(len(goal)):
        for j in range(len(goal[i])):
            if goal[i][j] != state[i][j]:
                cnt += 1
    return cnt.

def getCoordinates(currentState):
    for i in range(len(goal)):
        for j in range(len(goal[i])):
            if currentState[i][j] == 0:
                return (i,j)
def isValid(i,j) -> bool:
    return 0 <= i < 3 and 0 <= j < 3

def A_Star(state, goal) -> int:
    visited = set()
    pq = Q.PriorityQueue()
    pq.put((HeuristicValue(state),0), state)

    while not pq.empty():
        _, moves, currentState = pq.get()
        if currentState == goal:
            return moves.
```

```
else:
    print("Reached in" + str(moves) +
          "moves")
```

OUTPUT:

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

Reached in 14 moves.

8 Puzzle using BFS.

```
import queue as Q.
goal = [[1,2,3],[4,5,6],[7,8,0]]

def isGoal(state):
    return state == goal
def HeuristicValue(state):
    cnt = 0
    for i in range(len(goal)):
        for j in range(len(goal[i])):
            if goal[i][j] != state[i][j]:
                cnt += 1
    return cnt
def getCoordinates(currentState):
    for i in range(len(goal)):
        for j in range(len(goal[i])):
            if currentState[i][j] == 0:
                return (i,j)
def isValid(i,j) -> bool:
    return 0 <= i < 3 and 0 <= j < 3
def BFS(state, goal) -> int:
    visited = set()
    pq = Q.PriorityQueue()
    pq.put((HeuristicValue(state), 0,
                state))
    while not pq.empty():
        _, moves, currentState = pq.get()
        if currentState == goal:
            return moves
        if tuple(map(tuple, currentState))
        in visited:
            continue
```

```
        visited.add(tuple(map(tuple, currentState)))
        coordinates = getCoordinates(currentState)
        i,j = coordinates[0], coordinates[1]

        for dx,dy in [(0,1),(0,-1),(1,0),(-1,0)]:
            new_i, new_j = i+dx, j+dy
            if isValid(new_i, new_j):
                new_state = [row[:] for row in
                currentState]
                new_state[i][j], new_state[new_i]
                [new_j] = new_state[new_i][new_j],
                          new_state[i][j].
                if tuple(map(tuple, new_state))
                    not in visited:
                    pq.put((Heuristic Value(new_state,
                            moves+1, new_state))

        return -1
state = [[1,2,3],[4,5,6],[0,7,8]]
moves = BFS(state, goal)
if moves == -1:
    print("NO Way to reach the given
          state")
else:
    print("Reached in "+str(moves)+"moves")
```

OUTPUT:

```
Reached in 1 moves
```

Bafna Gold
Date: Page:

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

```
= import re
def main(rules, goal):
    rules = rules.split(' ')
    steps = resolve(rules, goal)
    print('\tStep\t|\tClause\t|\tDerivation\t')
    print('-'*30)
    i = 1
    for step in steps:
        print(f'{i}.\t{Step}\t|\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')
['~P', 'R']
```

main (rules, goal)
rules = 'P∨Q P∨R∼P∨R R∨S R∨∼Q
∼S∨∼Q'
main (rules, 'R')

Output :

Step	Clause	Derivation
1.	R∨P	Given
2.	R∨∼Q	Given
3.	∼R∨P	Given
4.	∼R∨Q	Given
5.	∼R	Negated conclusion.
6.		Resolved R∨∼P and ∼R∨P to R∨∼R, which is in turn null.

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

Sdk
27/12/22

Create KB using prepositional logic and ST the given query entails the KB or not ?

```
def evaluate_exp (q, p, r):
    exp_result = (p or q) and (not r or p)
    return exp_result

def generate_tt():
    print ("tt Exp (KB)")
    for q in [True, False]:
        for p in [True, False]:
            for r in [True, False]:
                exp_result = evaluate_exp (q, p, r)
                query_result = p and r
                print (f"{exp_result} | {query_result}")
def query_entails_Knowledge ():
    for q in [True, False]:
        for p in [True, False]:
            for q in [True, False]
                exp_result = evaluate_exp (q, p, r)
                query_result = p and r
                if exp_result and not query_result:
                    return False
    return True
def main ()
    generate_truth_table ()
    if query_entails_Knowledge ():
        print ("\n Query entails the
                Knowledge")
```

```
else
    print("\n Query does not entail
                Knowledge")
if __name__ == "__main__":
    main()
```

Output:

Expression (I<D)
True | True
True | False
False | False
True | False
True | True
True | False
False | False
Query does not entail the Knowledge.

Sathya 10/11/24

Unification of First Order Logic

```
def Unify (expr 1, expr 2):
    # Split exprs
    func 1, args 1 = expr 1. split ('(', 1)
    func 2, args 2 = expr 2. split ('(', 1).

    if func 1 != func 2:
        print ("Expressions cannot be unified.
                Different functions.")
        return None
    args 1 = args 1. rstrip (')'). split (',')
    args 2 = args 2. rstrip (')'). split (',')
    substitution = { }.

    for a1, a2 in zip (args 1, args 2):
        if a1. islower and a2. islower()
            and a1 != a2 :
            substitution [a1] = a2
        elif a1. islower () and not a2. islower()
            substitution [a1] = a2
        elif not a1. islower () and a2. islower():
            substitution [a2] = a1.
        elif a1 != a2:
            print ("Expressions cannot be
            unified. Incompatible arguments.")
            return None.
    return substitution
```

```
def apply_substitution(expr, substitution):
    for key, value in substitution.items():
        expr = expr.replace(key, value)
    return expr
if __name__ == "__main__":
    expr1 = input("Enter the first expr:")
    expr2 = input("Enter the second expr:")
    substitution = unify(expr1, expr2)
    if substitution:
        print("The substitutions are:")
        for key, value in substitution.items():
            print(f'{key}/{value}')
        expr1_result = apply_substitution
                        (expr1, substitution)
        expr2_result = apply_substitution
                        (expr2, substitution)

        print(f'Unified expr 1: {expr1_res}')
        print(f'Unified expr 2: {expr2_res}')
```

Output:

```
Enter the first expr : f(x,y)
Enter the second expr : f(a,b)
The substitution are :
x/a
y/b
Unified expr 1 : f(a,b)
unified expr 2 : f(a,b)
```

10/12/24

Bafna Gold
Date: Page:

Convert FOL statement to CNF

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

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

def SKolemization(statement):
    SKOLEM_CONSTANTS = [f'{chr(c)}' for
    c in range(ord('A'), ord('Z')+1)]
    matches = re.findall('[∃].', statement)
    for match in matches[::-1]:
        statement = statement.replace(match,'')
        for predicate in getPredicates(statement):
            attributes = getAttributes(predicate)
            if ''.join(attributes).islower():
                statement = statement.replace(
                match[1], SKOLEM_CONSTANTS.
                                    pop(0))
    return statement
import re.

def fol_to_cnf(fol):
    statement = fol.replace("⇒", "-")
    expr = '\[([^]]+)\]'
    statements = re.findall(expr, statement)
    for i, s in enumerate(statements):
        if '[' in s and ']' not in s:
```

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

Out Put:

```
~bird(x)|~fly(x)
[~bird(A)|~fly(A)]
```

17/11/24

Create a Knowledgebase consisting of FOL 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
        self.predicate = predicate(expression)
        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
```

```
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}')
    def display(self):
        print("All facts:")
```

```
        for i, f in enumerate(set([f.expression
                for f in self.facts])):
            print(f'{i+1}. {f}')

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)')
Kb_.display()
```

Output:

```
Querying evil(x)
    1. evil(John)
All facts:
    1. King(John).
    2. King(Richard)
    3. greedy(John)
    4. evil(John)
```

8/11/24

1. Implement Tic –Tac –Toe Game.

```
import math
import copy

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

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

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



def actions(board):
```

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


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


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

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


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


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

```
        return -1
    else:
        return 0


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

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


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

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


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


# Example usage:
game_board = initial_state()
print("Initial Board:")
print_board(game_board)

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

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

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

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

OUTPUT:

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

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

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

AI is making a move...

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

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

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

AI is making a move...

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

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

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

AI is making a move...

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

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

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

AI is making a move...

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

The winner is: O
```

2. Solve 8 puzzle problems.

```
def bfs(src,target):
    queue = []
    queue.append(src)

    exp = []

    while len(queue) > 0:
        source = queue.pop(0)
        exp.append(source)

        print(source)

        if source==target:
            print("Success")
            return

        poss_moves_to_do = []
        poss_moves_to_do = possible_moves(source,exp)

        for move in poss_moves_to_do:

            if move not in exp and move not in queue:
                queue.append(move)
def possible_moves(state,visited_states):
    #index of empty spot
    b = state.index(0)

    #directions array
```

```
    d = []
    #Add all the possible directions

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



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

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

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

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

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

    if m=='u':
```

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

    if m=='l':
        temp[b-1],temp[b] = temp[b],temp[b-1]

    if m=='r':
        temp[b+1],temp[b] = temp[b],temp[b+1]



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

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

print("\nExample 2")
src = [1,2,3,0,4,5,6,7,8]
target = [1,2,3,4,5,0,6,7,8]
print("Source: " , src)
print("Goal State: " , target)
bfs(src, target)
```

OUTPUT:

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

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

3. Implement Iterative deepening search algorithm.

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

def depth_limited_search(src, target, depth_limit, visited_states):
    if src == target:
        print_state(src)
        return src

    if depth_limit == 0:
        return None

    visited_states.append(src)
    poss_moves_to_do = possible_moves(src, visited_states)

    for move in poss_moves_to_do:
        if move not in visited_states:
            print_state(move)
            result = depth_limited_search(move, target, depth_limit - 1, visited_states)
            if result is not None:
```

```
            return result

    return None

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

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

    pos_moves_it_can = []

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

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

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

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

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

    return temp

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

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

OUTPUT:

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

1 2 3
6 4 5
0 7 8

1 2 3
4 0 5
6 7 8

0 2 3
1 4 5
6 7 8

2 0 3
1 4 5
6 7 8

1 2 3
6 4 5
0 7 8

1 2 3
6 4 5
7 0 8

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

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

1 2 3
4 7 5
6 0 8

1 2 3
4 5 0
6 7 8

1 2 3
4 5 0
6 7 8

Success
```

4. Implement A* search algorithm.

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

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

def astar(src, target):
    states = [src]
    g = 0
    visited_states = set()
    while len(states):
        moves = []
        for state in states:
```

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


def possible_moves(state, visited_states):
    b = state.index(-1)
    d = []
    if 9 > b - 3 >= 0:
        d += 'u'
    if 9 > b + 3 >= 0:
        d += 'd'
    if b not in [2,5,8]:
        d += 'r'
    if b not in [0,3,6]:
        d += 'l'
    pos_moves = []
    for move in d:
        pos_moves.append(gen(state,move,b))
    return [move for move in pos_moves if tuple(move) not in visited_states]


def gen(state, direction, b):
    temp = state.copy()
    if direction == 'u':
```

```
        temp[b-3], temp[b] = temp[b], temp[b-3]
    if direction == 'd':
        temp[b+3], temp[b] = temp[b], temp[b+3]
    if direction == 'r':
        temp[b+1], temp[b] = temp[b], temp[b+1]
    if direction == 'l':
        temp[b-1], temp[b] = temp[b], temp[b-1]
    return temp

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


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


# Test 3
print("Example 3")
src = [1,2,3,7,4,5,6,-1,8]
```

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

OUTPUT:

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

1 2 3
  4 5
6 7 8


1 2 3
4   5
6 7 8


1 2 3
4 5
6 7 8

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

1 2 3
  4 5
6 7 8


1 2 3
6 4 5
  7 8

Success
```

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

1 2 3
7 4 5
6   8


1 2 3
7 4 5
  6 8


1 2 3
  4 5
7 6 8


  2 3
1 4 5
7 6 8


1 2 3
4   5
7 6 8


1 2 3
4 6 5
7   8
```

```
1 2 3
  6 5
4 7 8


1 2 3
6   5
4 7 8


1 2 3
6 7 5
4   8


1 2 3
6 7 5
  4 8


1 2 3
  7 5
6 4 8


  2 3
1 7 5
6 4 8


1 2 3
7   5
6 4 8
```

```
7 1 3
4 6 5
  2 8


7 1 3
4 6 5
2   8


7 1 3
4   5
2 6 8


7 1 3
4 6 5
2 8


7 1 3
  4 5
2 6 8


7 1 3
2 4 5
  6 8

Fail
```

5. Implement vacuum cleaner agent.

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

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

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

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

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

OUTPUT:

```
Room Condition:
[1, 0, 0, 0]
[0, 1, 0, 1]
[1, 0, 1, 1]


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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

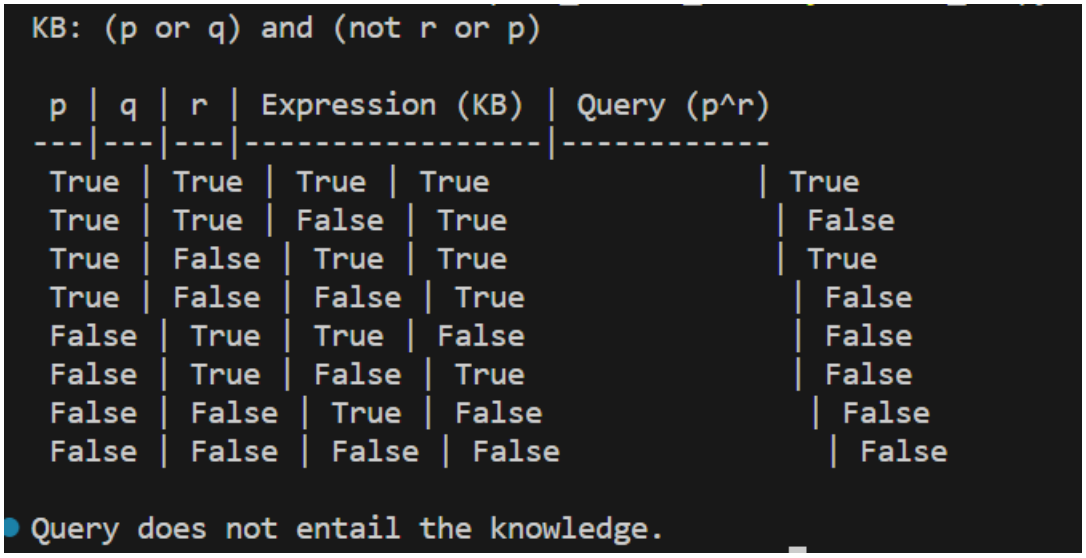
```
 1    0   >0<   0
 0    0    0    0
 0    0    0    0

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

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

>0<   0    0    0
 0    0    0    0
 0    0    0    0
```

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

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

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

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

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

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

                if expression_result and not query_result:
                    return False

    return True
```

```
def main():
    generate_truth_table()

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

if __name__ == "__main__":
    main()
```

OUTPUT:



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

```
import re


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


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


split_terms('~PvR')
def contradiction(goal, clause):
    contradictions = [ f'{goal}v{negate(goal)}', f'{negate(goal)}v{goal}']
    return clause in contradictions or reverse(clause) in contradictions
def resolve(rules, goal):
```

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

```
                clauses += [f'{gen[0]}']
            else:
                if contradiction(goal,f'{terms1[0]}v{terms2[0]}'):
                    temp.append(f'{terms1[0]}v{terms2[0]}')
                    steps[''] = f"Resolved {temp[i]} and {temp[j]} to {temp[-1]}, which is in turn null. \
                    \nA contradiction is found when {negate(goal)} is assumed as true. Hence, {goal} is true."
                    return steps
        for clause in clauses:
            if clause not in temp and clause != reverse(clause) and reverse(clause) not in temp:
                temp.append(clause)
                steps[clause] = f'Resolved from {temp[i]} and {temp[j]}.'
        j = (j + 1) % n
    i += 1
  return steps
rules = 'Rv~P Rv~Q ~RvP ~RvQ' #(P^Q)<=>R : (Rv~P)v(Rv~Q)^(~RvP)^(~RvQ)
goal = 'R'
print('Rules: ',rules)
print("Goal: ",goal)
main(rules, goal)

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

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

print("Goal: ",goal)

main(rules, goal)

OUTPUT:

```
Example 1
Rules:  Rv~P Rv~Q ~RvP ~RvQ
Goal:  R

Step    |Clause |Derivation
------------------------------
 1.     | Rv~P  | Given.
 2.     | Rv~Q  | Given.
 3.     | ~RvP  | Given.
 4.     | ~RvQ  | Given.
 5.     | ~R    | Negated conclusion.
 6.     |       | Resolved Rv~P and ~RvP to Rv~R, which is in turn null.
A contradiction is found when ~R is assumed as true. Hence, R is true.

Example 2
Rules:  PvQ ~PvR ~QvR
Goal:  R

Step    |Clause |Derivation
------------------------------
 1.     | PvQ   | Given.
 2.     | ~PvR  | Given.
 3.     | ~QvR  | Given.
 4.     | ~R    | Negated conclusion.
 5.     | QvR   | Resolved from PvQ and ~PvR.
 6.     | PvR   | Resolved from PvQ and ~QvR.
 7.     | ~P    | Resolved from ~PvR and ~R.
 8.     | ~Q    | Resolved from ~QvR and ~R.
 9.     | Q     | Resolved from ~R and QvR.
 10.    | P     | Resolved from ~R and PvR.
 11.    | R     | Resolved from QvR and ~Q.
 12.    |       | Resolved R and ~R to Rv~R, which is in turn null.
A contradiction is found when ~R is assumed as true. Hence, R is true.
```

```
Example 3
Rules:  PvQ PvR ~PvR RvS Rv~Q ~Sv~Q
Goal:  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

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

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

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

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

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


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

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

OUTPUT:

```
Example 1
Expression 1:  knows(f(x),y)
Expression 2:  knows(J,John)
Substitutions:
[('J', 'f(x)'), ('John', 'y')]

Example 2
Expression 1:  knows(John,x)
Expression 2:  knows(y,mother(y))
Substitutions:
[('John', 'y'), ('mother(y)', 'x')]

Example 3
Expression 1:  Student(x)
Expression 2:  Teacher(Rose)
Predicates do not match. Cannot be unified
Substitutions:
False
```

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

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

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

def Skolemization(statement):
    SKOLEM_CONSTANTS = [f'{chr(c)}' for c in range(ord('A'), ord('Z')+1)]
    matches = re.findall('[∃].', statement)
    for match in matches[::-1]:
        statement = statement.replace(match, '')
        for predicate in getPredicates(statement):
            attributes = getAttributes(predicate)
            if ''.join(attributes).islower():
                statement = statement.replace(match[1],SKOLEM_CONSTANTS.pop(0))
    return statement
import re

def fol_to_cnf(fol):
    statement = fol.replace("=>", "-")
    expr = '\[([^]]+)\]'
    statements = re.findall(expr, statement)
    for i, s in enumerate(statements):
        if '[' in s and ']' not in s:
            statements[i] += ']'
```

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

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

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

OUTPUT:

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

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

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

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

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

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

```
import re


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


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


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


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


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


    def getResult(self):
```

```
        return self.result

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

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

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

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

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

```
        predicate, attributes = getPredicates(self.rhs.expression)[0],
str(getAttributes(self.rhs.expression)[0])
        for key in constants:
            if constants[key]:
                attributes = attributes.replace(key, constants[key])
        expr = f'{predicate}{attributes}'
        return Fact(expr) if len(new_lhs) and all([f.getResult() for f in new_lhs]) else None


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


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


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

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

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

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

OUTPUT:

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

Example 2
Querying evil(x):
        1. evil(John)
```