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LAB - 10

The Statement.

As per the law, it is a crime for an American to sell weapons to hostile nations. Country A, an enemy of America, has some missiles, which were sold to it by Robert, who is an American citizen.

To Prove

Robert is a criminal

Forward Chaining Tree

$\exists x \text{Owns}(A,x) \wedge \text{Missile}(x)$

$\text{Owns}(A,T_1)$

$\text{Missile}(T_1)$

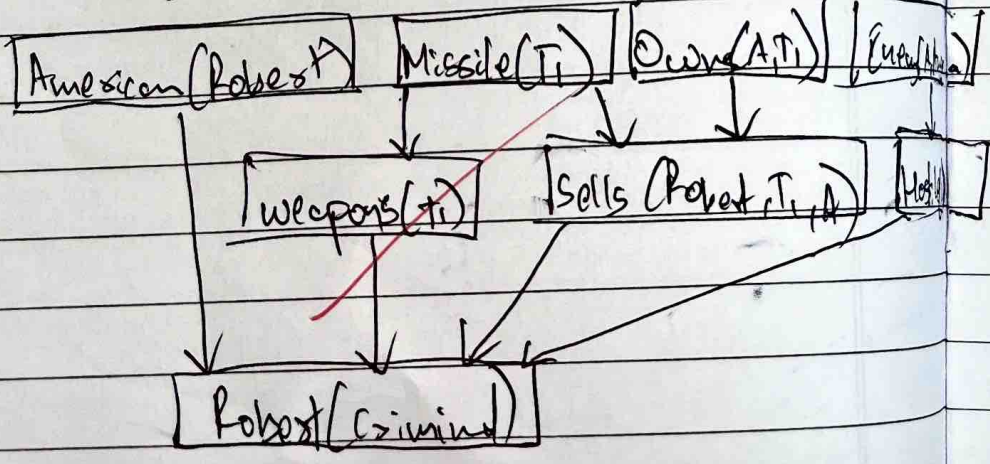
$\forall x \text{Missile}(x) \wedge \text{Owns}(A,x) \Rightarrow \text{Sells}(\text{Robert}, x, A)$

$\text{American}(\text{Robert})$

$\text{Missile}(x) \Rightarrow \text{Weapon}(x)$

$\text{Enemy}(A, \text{America})$

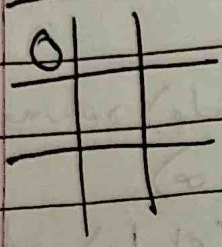
$\forall x \text{Enemy}(x, \text{America}) \Rightarrow \text{Hostile}(x)$



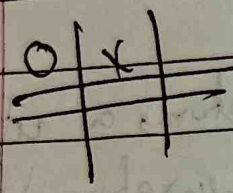
Min-Max Algorithm for Tic-Tac-Toe

```
function ALPHA-BETA-SEARCH(state) returns an action
  v ← MAX-VALUE(state, -∞, +∞)
  return the action in ACTIONS(state) with value v

function MAX-VALUE(state, α, β) returns a utility value
  if TERMINAL-TEST(state) then return UTILITY(state)
  v ← -∞
  for each a in ACTIONS(state) do
    v ← MAX(v, MIN-VALUE(RESULT(s,a), α, β))
    if v ≥ β then return v
    α ← MAX(α, v)
  return v

function MIN-VALUE(state, α, β) returns a utility value
  if TERMINAL-TEST(state) then return UTILITY(state)
  v ← +∞
  for each a in ACTIONS(state) do
    v ← MIN(v, MAX-VALUE(RESULT(s,a), α, β))
    if v ≤ α then return v
    β ← MIN(β, v)
  return v.
```

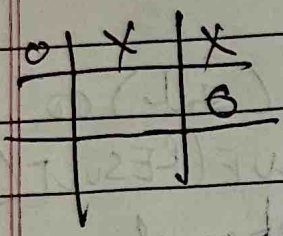
Output



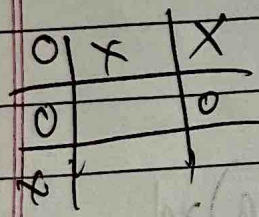
Enter row and column: 0 0
AI is making a move...



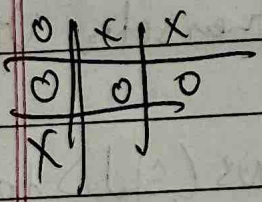
Enter row and column: 12
AI is making a move...



Enter row and column: 10
AI is making a move...



Enter row and column: 11
Human wins!



Alpha-Beta Pruning for 8-Queens

```
function queens(board, row, alpha, max_player)
  IF row == N THEN
     RETURN "SUCCESS"
  FOR col in 0 TO N-1 DO
    IF isSafe(board, row, col) THEN
      Place queen at (row, col)
      result ← queens(board, row+1, alpha, beta,
                      NOT Max_Player)

      IF result == "SUCCESS" THEN
        RETURN "SUCCESS"

      Remove queen from (row, col)
      IF max_player THEN
        alpha ← MAX(alpha, current_score)
      ELSE
        beta ← MIN(beta, current_score)
      IF alpha >= beta THEN
        BREAK
  RETURN "FAILURE"
```

Output

Solution

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

Sreelekha
3/12/24