

Program9:

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

Algorithm:

Implementation of Resolution:

Representation in FOL and generation of proof tree by resolution.

- it's a crime for an American to sell weapons to hostile nations
$$\forall p \forall q \forall r (\text{American}(p) \wedge \text{Weapon}(q) \wedge \text{Sells}(p, q, r) \wedge \text{Hostile}(r) \rightarrow \text{Criminal}(p))$$

- American(p) \vee - Weapon(q) \vee - sells(p, q, r) \vee - Hostile(r) \vee Criminal(p)
- Country A has some missiles
$$\exists n (\text{owns}(A, n) \wedge \text{Missile}(n))$$

$$\text{owns}(A, t_2) \wedge \text{Missile}(t_1)$$
- All missiles were sold to country A by Robert
$$\forall n (\text{Missile}(n) \rightarrow \text{owns}(A, n)) \rightarrow \text{Sells}(\text{Robert}, n)$$

- Missile(n) \vee - owns(A, n) \vee Sells(Robert, n, n)
- Missiles are weapons:
$$\forall n (\text{Missile}(n) \rightarrow \text{Weapon}(n))$$

- Missile(n) \vee Weapon(n)
- Enemy of American is hostile:
$$\forall n \text{Enemy}(n, \text{America}) \rightarrow \text{Hostile}(n)$$

- Enemy(x, America) \vee Hostile(x)

6. Robert is an American
American(Robert)

7. Country A is an Enemy of America:
Enemy(A, America)

Goal: Criminal(Robert)

Resolution: $\neg \text{Criminal}(\text{Robert})$

Proof tree:

Code:

from itertools import combinations

```
def unify_sentences_var(var, x, theta):
```

```
    if var in theta:
```

```
        return unify_sentences(theta[var], x, theta)
```

```
    elif x in theta:
```

```
        return unify_sentences(var, theta[x], theta)
```

```
    else:
```

```
        theta[var] = x
```

```
    return theta
```

```
def resolve(sentence1, sentence2):
```

```
    resolvents = []
```

```
    for predicate1 in sentence1:
```

```
        for predicate2 in sentence2:
```

```
            theta = unify_sentences(predicate1, negate(predicate2))
```

```

Knowledge_Base = {
    frozenset({'Mother', 'Leela', 'Oshin'}),
    frozenset({'Alive', 'Leela'}),
    frozenset({'not', 'Mother', 'x', 'y'}),
    frozenset({'Parent', 'x', 'y'}),
    frozenset({'not', 'Parent', 'w', 'z'}),
    frozenset({'not', 'Alive', 'w', 'z'}),
    frozenset({'Older', 'w', 'z'}),
}

```

```

query = ('Older', 'Leela', 'Older')
result = proof_by_resolution(Knowledge_Base, query)
if result:
    print("Leela is older than Oshin.\nProved by resolution.")
else:
    print("Cannot prove. Leela is not older than Oshin.")

```

Output Snapshot:

```

Leela is older than Oshin.
Proved by resolution.

```

Program 10:

Implement Alpha-Beta Pruning.

Algorithm:

Lab - 11

classmate

Write algorithm pseudocode. Alpha-Beta Pruning search algorithm.

Function alpha-beta (node, depth, alpha, beta, maxing, path):

if depth is 0 or node is a terminal node then
return node's value, path.

if maximizing-player then
maxeval = negative infinity
optimal-path = null
for each child of node do
child-value, child-path = alpha-beta (child, depth+1, alpha, beta, false, path + child's name)
if child-value > maxeval then
maxeval = child-value
optimal-path = child-path
alpha = maximum(alpha, maxeval)
if beta <= alpha then
break
return maxeval, optimal-path
else
minval = positive infinity
for each child of node do
child-value, child-path = alpha-beta (child, depth+1, alpha, beta, True, path + child's name)

if childval < min_eval then
min_eval = child-value
optimal_path = child-path

beta = min(beta, min_eval)
if beta <= alpha then
break
return min_eval, optimal-path

maximizing-player = True
initial_alpha = negative inf
initial_beta = positive inf
depth = 3

optimal_val, optimal_path = alpha_beta (root, depth, initial_alpha, initial_beta, maximizing-player)

print (optimal_val)
print (optimal_path)

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