

In [16]:

```
pip install pytholog
```

Requirement already satisfied: pytholog in c:\anaconda\lib\site-packages (2.4.1)

Requirement already satisfied: more-itertools in c:\anaconda\lib\site-packages (from pytholog) (10.1.0)

Note: you may need to restart the kernel to use updated packages.

In [17]:

```
import pytholog as pl
```

In [18]:

```
pip install sympy
```

Requirement already satisfied: sympy in c:\anaconda\lib\site-packages (1.12)

Requirement already satisfied: mpmath>=0.19 in c:\anaconda\lib\site-packages (from sympy) (1.3.0)

Note: you may need to restart the kernel to use updated packages.

In [19]:

```
from sympy import *  
from sympy.logic.inference import *
```

SET-A

In [21]:

```
R = Symbol("rain") # It is raining.  
H = Symbol("hagrid") #Harry Visited Hagrid  
D = Symbol("dumbledore") #Harry Visited Dumbledore
```

```
knowledge = And(Implies(Not(R), H),  
                Or(H, D),  
                Not(And(H, D)),  
                D)
```

```
models = satisfiable(knowledge, all_models = True)
```

```
for model in models:  
    print(model)
```

```
#Checking whether "harry visited hagrid"
```

```
if model[H]:  
    print("Harry Visited Hagrid")  
else:  
    print("Harry didn't visit Hagrid")
```

```
#Checking whether "it rained today"
```

```
if model[R]:  
    print("It rained today")  
else:  
    print("It didn't rain today")
```

```
{rain: True, hagrid: False, dumbledore: True}
```

```
Harry didn't visit Hagrid
```

```
It rained today
```

SET-B

In [23]:

```
S = Symbol("sunny") # It's sunny this afternoon
C = Symbol("colder") # It's colder than yesterday
W = Symbol("swimming") # We will go swimming
T = Symbol("canoe") # We will take a Canoe Trip
H = Symbol("sunset") # We will be home by sunset
```

```
knowledge = And(And(Not(S), C),
                 Implies(W, S),
                 Implies(Not(W), T),
                 Implies(T, H))
```

```
models = satisfiable(knowledge, all_models = True)
```

```
for model in models:
    print(model)
```

```
#Checking whether they will be home by sunset
```

```
if model[H]:
    print("They will be home by sunset")
else:
    print("They won't be home by sunset")
```

```
{sunset: True, canoe: True, colder: True, sunny: False, swimming: False}
They will be home by sunset
```