# Logic and the Wumpus World

# Pit and breeze rules

## Define the rules

```
ln[82]:= (p0 = ¬Breeze[s] \Rightarrow ¬Breezy[s]) // TraditionalForm
         (p1 = Breeze[s] ⇒ Breezy[s]) // TraditionalForm
         (p2 = Breezy[s] ⇒ (Pit[North[s]] ∨ Pit[South[s]] ∨ Pit[East[s]] ∨ Pit[West[s]])) //
          TraditionalForm
         (p3 = \neg Breezy[s] \Rightarrow (\neg Pit[North[s]] \land \neg Pit[South[s]] \land
                   ¬ Pit[East[s]] \( \struct \) Pit[West[s]])) // TraditionalForm
         (p4 = (Breezy[s] \land Pit[North[s]] \land Pit[South[s]] \land Pit[East[s]]) \Rightarrow Pit[West[s]]) //
          TraditionalForm
         (p5 = (Breezy[s] \land Pit[North[s]] \land Pit[South[s]] \land Pit[West[s]]) \Rightarrow Pit[East[s]]) //
           TraditionalForm
         (p6 = (Breezy[s] \land Pit[North[s]] \land Pit[East[s]] \land Pit[West[s]]) \Rightarrow Pit[South[s]]) //
           TraditionalForm
          (p7 = (Breezy[s] \land Pit[South[s]] \land Pit[East[s]] \land Pit[West[s]]) \Rightarrow Pit[North[s]]) //
           TraditionalForm
Out[82]//TraditionalForm=
         \neg \operatorname{Breeze}(s) \Rightarrow \neg \operatorname{Breezy}(s)
Out[83]//TraditionalForm=
         Breeze(s) \Rightarrow Breezy(s)
Out[84]//TraditionalForm=
         Breezy(s) \Rightarrow Pit(North(s)) \vee Pit(South(s)) \vee Pit(East(s)) \vee Pit(West(s))
Out[85]//TraditionalForm=
         \neg Breezy(s) \Rightarrow \neg Pit(North(s)) \land \neg Pit(South(s)) \land \neg Pit(East(s)) \land \neg Pit(West(s))
Out[86]//TraditionalForm=
         Breezy(s) \land Pit(North(s)) \land Pit(South(s)) \land Pit(East(s)) \Rightarrow Pit(West(s))
         Breezy(s) \land Pit(North(s)) \land Pit(South(s)) \land Pit(West(s)) \Rightarrow Pit(East(s))
         Breezy(s) \land Pit(North(s)) \land Pit(East(s)) \land Pit(West(s)) \Rightarrow Pit(South(s))
         Breezy(s) \land Pit(South(s)) \land Pit(East(s)) \land Pit(West(s)) \Rightarrow Pit(North(s))
```

#### Convert to CNF

```
In[90]:= (p0$cnf = BooleanConvert[p0, "CNF"]) // TraditionalForm
          (p1$cnf = BooleanConvert[p1, "CNF"]) // TraditionalForm
          (p2$cnf = BooleanConvert[p2, "CNF"]) // TraditionalForm
          (p3$cnf = BooleanConvert[p3, "CNF"]) // TraditionalForm
          (p4$cnf = BooleanConvert[p4, "CNF"]) // TraditionalForm
          (p5$cnf = BooleanConvert[p5, "CNF"]) // TraditionalForm
          (p6$cnf = BooleanConvert[p6, "CNF"]) // TraditionalForm
         (p7$cnf = BooleanConvert[p7, "CNF"]) // TraditionalForm
Out[90]//TraditionalForm=
         Breeze(s) \lor \neg Breezy(s)
Out[91]//TraditionalForm=
         \neg Breeze(s) \lor Breezy(s)
Out[92]//TraditionalForm=
         \neg Breezy(s) \lor Pit(East(s)) \lor Pit(North(s)) \lor Pit(South(s)) \lor Pit(West(s))
Out[93]//TraditionalForm=
         (Breezy(s) \lor \neg Pit(East(s))) \land (Breezy(s) \lor \neg Pit(North(s))) \land
           (Breezy(s) \lor \neg Pit(South(s))) \land (Breezy(s) \lor \neg Pit(West(s)))
Out[94]//TraditionalForm=
         \neg Breezy(s) \lor \neg Pit(East(s)) \lor \neg Pit(North(s)) \lor \neg Pit(South(s)) \lor Pit(West(s))
         \neg Breezy(s) \lor Pit(East(s)) \lor \neg Pit(North(s)) \lor \neg Pit(South(s)) \lor \neg Pit(West(s))
Out[96]//TraditionalForm=
         \neg Breezy(s) \lor \neg Pit(East(s)) \lor \neg Pit(North(s)) \lor Pit(South(s)) \lor \neg Pit(West(s))
Out[97]//TraditionalForm=
         \neg Breezy(s) \lor \neg Pit(East(s)) \lor Pit(North(s)) \lor \neg Pit(South(s)) \lor \neg Pit(West(s))
```

# Construct knowledge base

```
_{\ln[98]:=} kb = p0$cnf \land p1$cnf \land p2$cnf \land p3$cnf \land p4$cnf \land p5$cnf \land p6$cnf \land p7$cnf
Out[98]= (Breeze[s] | | ! Breezy[s]) && (! Breeze[s] | | Breezy[s]) &&
       (! Breezy[s] || Pit[East[s]] || Pit[North[s]] || Pit[South[s]] || Pit[West[s]]) &&
       (Breezy[s] || ! Pit[East[s]]) && (Breezy[s] || ! Pit[North[s]]) &&
       (Breezy[s] || ! Pit[South[s]]) && (Breezy[s] || ! Pit[West[s]]) &&
       (!Breezy[s]||!Pit[East[s]]||!Pit[North[s]]||!Pit[South[s]]||Pit[West[s]])&&
       (!Breezy[s]||Pit[East[s]]||!Pit[North[s]]||!Pit[South[s]]||!Pit[West[s]])&&
       (!Breezy[s] || !Pit[East[s]] || !Pit[North[s]] || Pit[South[s]] || !Pit[West[s]]) &&
       (!Breezy[s]||!Pit[East[s]]||Pit[North[s]]||!Pit[South[s]]||!Pit[West[s]])
```

### Write results to file

```
In[99]:= filename = FileNameJoin[{NotebookDirectory[], "pit_rules.txt"}]
Out[99]= /home/byrdie/School/Classes/CSCI446_Artificial_Intelligence/CSCI446_Artificial
        _Intelligence_Project2_Wumpus/src/CSCI446_Project2_Wumpus/Rules/pit_rules.txt
In[100]:= fp = OpenWrite[filename]
Out[100]= OutputStream
In[101]:= Wr[s_] := WriteString[filename, s]
In[102]:= For[i = 1, i <= Length[kb], i++,</pre>
       For [j = 1, j \leftarrow Length[kb[[i]]], j++,
         wr[ToString[kb[[i, j]]]]
In[103]:= Close[fp]
Out[103]= /home/byrdie/School/Classes/CSCI446_Artificial_Intelligence/CSCI446_Artificial
        _Intelligence_Project2_Wumpus/src/CSCI446_Project2_Wumpus/Rules.txt
```