

CSCE625: Artificial Intelligence

Programming Assignment 3 : Simplifying Mathematical Expressions via Search

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SEARCH ALGORITHM:

I have used A* - Search Algorithms with $g(n) = 0$ and $h(n)$ as mentioned below.

1) simplify

Simplifies a given operation.

For example : (Before : $x + 3 = 3 + 4$, After : $x + 3 = 7$)

2) solveIdentities

Solves $(\sin(x)^2 + \cos(x)^2$ and $\cos(x)^2 + \sin(x)^2)$

For example : (Before : $\sin(x)^2 + \cos(x)^2 + y = 2$, After : $1 + y = 2$)

3) squarIt

Solves $(\sqrt{x}) = \text{equation}$

For example : (Before : $\sqrt{x} = 2 + 3$, After : $x = (2 + 3)^2$)

4) unLogIt

Solves $(\log(x) = \text{equation})$

For example : (Before : $\log(x) = 2 + 3$, After : $x = 10^{(2 + 3)}$)

5) unLnIt

Solves $(\ln(x) = \text{equation})$

For example : (Before : $\ln(x) = 2 + 3$, After : $x = e^{(2 + 3)}$)

6) inverseIdentity

It takes the inverse of an operation and takes the operand to the other side of the equation. For example : (Before : $x + 3 = 4$, After : $x = 4 - 3$)

7) commutative

Gives commutative of two operands

For example : (Before : $x + 3 = 4$, After : $3 + x = 4$)

HEURISTIC:

$h = (2 * \text{findOperations}(x) + \text{findDepthOfX}(x, \text{self.variable}) + \text{ifXInLeft}(x, \text{self.variable}) + \text{ifXAtLeft}(x, \text{self.variable}) + \text{ifIdentityLeft}(x))$

where,

$\text{findOperations}(x)$: Function to find out number of operations left in equation

$\text{findDepthOfX}(x, v)$: Function to find depth of variable v

$\text{ifXInLeft}(x, v)$: Function to check if v in left subtree

$\text{ifXAtLeft}(x, v)$: Function to check if v is left child of root

$\text{ifIdentityLeft}(x)$: Function to check if identities left in the tree.

Rationale behind this heuristic:

1) It is good to have less number of operations in the equation to reach a solution faster hence “ $\text{findOperations}(x)$ ” is being used. I have multiplied it by 2 to give it more priority.

2) We need variable ‘ v ’ at less depth in the tree to get it solved, so “ $\text{findDepthOfX}(x, v)$ ” is being used.

3) We need variable ‘ v ’ in the left subtree of ‘ $=$ ’ in the equation. Hence “ $\text{ifXInLeft}(x, v)$ ” is being used.

4) We need the variable ‘ v ’ on the left side of ‘ $=$ ’ in the equation. Hence “ $\text{ifXAtLeft}(x, v)$ ” is being used.

5) We don’t want the identity $\sin^2 + \cos^2$ in the equation. Hence “ $\text{ifIdentityLeft}(x)$ ” is being used.

So the node in the frontier with the minimum value of the combination of above mentioned things will be selected next.

OUTPUTS:

1) $\text{eq} > x = (2+10) * (2^2)$

$\text{var} > x$

Produces Output: $x = 48$

2) $\text{eq} > x = (6*2)/(1-1)$

$\text{var} > x$

Produces output: $x = \text{undefined}$

3) $\text{eq} > 2 * \sqrt{x}^3 - y = \pi$

$\text{var} > x$

Produces Output: $x = ((\pi + y) / 3) / 2^2$

4) eq> $2x^3y^4z^56=800$

var>x

Produces Output: $x = (1.1111111111 / z) / y$

5) eq> $x = \sin(y)^2 + \cos(y)^2 + z$

var>x

Produces Output: $x = (z + 1)$

6) eq> $\sin(x)^2 + \cos(x)^2 + x + 2 = 5$

var>x

Produces Output: $x = 2$

7) eq> $\sqrt{x} = (1+3-2) \cdot (2^2)$

var>x

Produces Output: $x = 64$

8) eq> $\sqrt{x} = (1+3-2) \cdot (2^2) + \sqrt{y}$

var>y

Produces Output: $y = (\sqrt{x} - 8)^2$

9) eq> $\log(x) + 10 \cdot 2 - 15 = \sin(x)^2 + \cos(x)^2 + 10$

var>x

Produces Output: $x = 1000000$

10) eq> $\ln(x)^2 = 2 \cdot 3 \cdot 4 / 6$

var>x

Produces Output: $x = e^2$

11) eq> $\sin(x)^2 + \cos(x)^2 + \ln(y) + 2 = 4 + \log(x)$

var>y

Produces Output: $y = e^{((4 + \log(x)) - 2) - 1}$

RUNNING THE PROGRAM:

- 1) Run main.py
- 2) Input the equation after the prompt "eq>"
- 3) Input the variable for which the equation needs to be solved for after prompt "var>"

BRIEF NOTES AND LIMITATIONS

- 1) Used python 2.7.5
- 2) Multiple instances of the variable for which equation needs to be solved is not handled (eg. : $2x + 3 = 4 + x$ this is not handled)
- 3) Equations inside sqrt/log/ln is not handled (eg: $\sqrt{x+1} = 2$ is not handled but $\sqrt{x} = 2$ is handled)
- 4) The identities $\sin^2 + \cos^2$ will get solved to '1' only if placed next to each other (eg. : $\sin(x)^2 + \cos(x)^2$ is handled but $\sin(x)^2 + y + \cos(x)^2$ is not handled)
- 5) Unary Minus is not handled
- 6) Changed color for WHITE to " instead of '\033[97m'
- 7) Many helper Functions are used and all helper functions have their role mentioned above the definition
- 8) Calculus is not handled
- 9) $e^x = 1 \Rightarrow x = \ln(1)$ is not handled but $\ln(x) = 1 \Rightarrow x = e^1$ is handled.

USED RESOURCES:

- 1) <https://code.google.com/archive/p/aima-python/>
- 2) <http://robotics.cs.tamu.edu/dshell/cs625/asgn3/equationparser-0.1.tar.gz>
- 3) <https://docs.python.org> for finding out usage of inbuilt libraries like operators.