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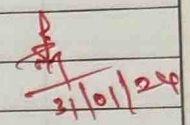
1	22/1/24	Implementation of toy problem.	10	
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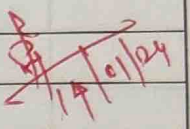
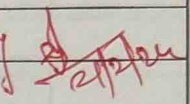
3	~~14~~ 07/2/24	Implementation of constraint satisfaction problem	10	
4	14/2/24	Breadth first search	10	
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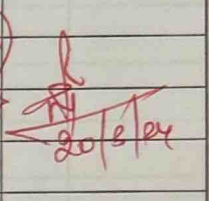
6	6/3/24	Implementation of BFS and A* algorithm	10	
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Implementation of unification in real world

- **Aim:**
  To implement unification in real world problem.

- **Algorithm:**
  Step 1: If ψ_1 or ψ_2 is a variable constant, then:
  a) If ψ_1 or ψ_2 is identical, then return NIL.
  b) Else if ψ_2 is a variable,
  a) Then if U_1 occurs in ψ_2, return FAILURE
  b) Else return $\{(\psi_2/\psi_1)\}$
  c) Else if ψ_2 is variable
  a.
  b. Else return $(\psi_1/\psi_2)\}$

- **Step 2:** If the initial predicate symbol in ψ_1 and ψ_2 are not same, then return FAILURE.

- **Step 3:** If ψ_1 and ψ_2 are different no. of arguements, then return FAILURE.

- **Step 4:** Set substitution set (SUBST) to NIL.
- **Step 5:** For $i = 1$ to number of elements in ψ_1.
- **Step 6:** Return SUBST.

- **Result:**
  unification in real world was succesfully implemented.

output:

The process of unification successful

['f(b)/x', 'f(y)/y']

Observed
20/3/24