VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"JnanaSangama", Belgaum -590014, Karnataka.

LAB REPORT
on

Artificial Intelligence

Submitted by

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in partial fulfillment for the award of the degree of
BACHELOR OF ENGINEERING
in
COMPUTER SCIENCE AND ENGINEERING

B.M.S. COLLEGE OF ENGINEERING
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(Affiliated To Visvesvaraya Technological University, Belgaum)

Department of Computer Science and Engineering

CERTIFICATE

This is to certify that the Lab work entitled "**Artificial Intelligence**" carried out by **SEVITHA N (1BM21CS195),** who is bonafide student of **B.M.S. College of Engineering.** It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum during the academic semester June-2023 to Sep-2023. The Lab report has been approved as it satisfies the academic requirements in respect of a **Artificial Intelligence (22CS5PCAIN)** work prescribed for the said degree.

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Index Sheet

Course Outcome

CO1	Apply knowledge of agent architecture, searching and reasoning techniques for different applications.
CO2	Analyse Searching and Inferencing Techniques.
CO3	Design a reasoning system for a given requirement.
CO4	Conduct practical experiments for demonstrating agents, searching and inferencing.

1. Implement Tic –Tac –Toe Game.

```
import math
import copy

X = "X"
O = "O"
EMPTY = None

def initial_state():
    return [[EMPTY, EMPTY, EMPTY],
            [EMPTY, EMPTY, EMPTY],
            [EMPTY, EMPTY, EMPTY]]

def player(board):
    countO = 0
    countX = 0
    for y in [0, 1, 2]:
        for x in board[y]:
            if x == "O":
                countO = countO + 1
            elif x == "X":
                countX = countX + 1
    if countO >= countX:
        return X
    elif countX > countO:
        return O



def actions(board):
```

```
    freeboxes = set()
    for i in [0, 1, 2]:
        for j in [0, 1, 2]:
            if board[i][j] == EMPTY:
                freeboxes.add((i, j))
    return freeboxes


def result(board, action):
    i = action[0]
    j = action[1]
    if type(action) == list:
        action = (i, j)
    if action in actions(board):
        if player(board) == X:
            board[i][j] = X
        elif player(board) == O:
            board[i][j] = O
    return board


def winner(board):
    if (board[0][0] == board[0][1] == board[0][2] == X or board[1][0] == board[1][1] ==
board[1][2] == X or board[2][0] == board[2][1] == board[2][2] == X):
        return X
    if (board[0][0] == board[0][1] == board[0][2] == O or board[1][0] == board[1][1] ==
board[1][2] == O or board[2][0] == board[2][1] == board[2][2] == O):
        return O
    for i in [0, 1, 2]:
        s2 = []
        for j in [0, 1, 2]:
```

```
            s2.append(board[j][i])
        if (s2[0] == s2[1] == s2[2]):
            return s2[0]
    strikeD = []
    for i in [0, 1, 2]:
        strikeD.append(board[i][i])
    if (strikeD[0] == strikeD[1] == strikeD[2]):
        return strikeD[0]
    if (board[0][2] == board[1][1] == board[2][0]):
        return board[0][2]
    return None


def terminal(board):
    Full = True
    for i in [0, 1, 2]:
        for j in board[i]:
            if j is None:
                Full = False
    if Full:
        return True
    if (winner(board) is not None):
        return True
    return False


def utility(board):
    if (winner(board) == X):
        return 1
    elif winner(board) == O:
```

```
        return -1
    else:
        return 0


def minimax_helper(board):
    isMaxTurn = True if player(board) == X else False
    if terminal(board):
        return utility(board)

    scores = []
    for move in actions(board):
        result(board, move)
        scores.append(minimax_helper(board))
        board[move[0]][move[1]] = EMPTY
    return max(scores) if isMaxTurn else min(scores)


def minimax(board):
    isMaxTurn = True if player(board) == X else False
    bestMove = None
    if isMaxTurn:
        bestScore = -math.inf
        for move in actions(board):
            result(board, move)
            score = minimax_helper(board)
            board[move[0]][move[1]] = EMPTY
            if (score > bestScore):
                bestScore = score
                bestMove = move
```

```
        return bestMove
    else:
        bestScore = +math.inf
        for move in actions(board):
            result(board, move)
            score = minimax_helper(board)
            board[move[0]][move[1]] = EMPTY
            if (score < bestScore):
                bestScore = score
                bestMove = move
        return bestMove


def print_board(board):
    for row in board:
        print(row)


# Example usage:
game_board = initial_state()
print("Initial Board:")
print_board(game_board)

while not terminal(game_board):
    if player(game_board) == X:
        user_input = input("\nEnter your move (row, column): ")
        row, col = map(int, user_input.split(','))
        result(game_board, (row, col))
    else:
        print("\nAI is making a move...")
```

```
        move = minimax(copy.deepcopy(game_board))
        result(game_board, move)

    print("\nCurrent Board:")
    print_board(game_board)

# Determine the winner
if winner(game_board) is not None:
    print(f"\nThe winner is: {winner(game_board)}")
else:
    print("\nIt's a tie!")
```

OUTPUT:

```
Initial Board:
[None, None, None]
[None, None, None]
[None, None, None]

Enter your move (row, column): 1,2

Current Board:
[None, None, None]
[None, None, 'X']
[None, None, None]

AI is making a move...

Current Board:
[None, None, None]
[None, 'O', 'X']
[None, None, None]

Enter your move (row, column): 0,0

Current Board:
['X', None, None]
[None, 'O', 'X']
[None, None, None]

AI is making a move...

Current Board:
['X', 'O', None]
[None, 'O', 'X']
[None, None, None]

Enter your move (row, column): 2,1
```

```
Current Board:
['X', 'O', None]
[None, 'O', 'X']
[None, 'X', None]

AI is making a move...

Current Board:
['X', 'O', None]
[None, 'O', 'X']
['O', 'X', None]

Enter your move (row, column): 1,0

Current Board:
['X', 'O', None]
['X', 'O', 'X']
['O', 'X', None]

AI is making a move...

Current Board:
['X', 'O', 'O']
['X', 'O', 'X']
['O', 'X', None]

The winner is: O
```

2. Solve 8 puzzle problems.

```
def bfs(src,target):
    queue = []
    queue.append(src)

    exp = []

    while len(queue) > 0:
        source = queue.pop(0)
        exp.append(source)

        print(source)

        if source==target:
            print("Success")
            return

        poss_moves_to_do = []
        poss_moves_to_do = possible_moves(source,exp)

        for move in poss_moves_to_do:

            if move not in exp and move not in queue:
                queue.append(move)
def possible_moves(state,visited_states):
    #index of empty spot
    b = state.index(0)

    #directions array
```

```
    d = []
    #Add all the possible directions

    if b not in [0,1,2]:
        d.append('u')
    if b not in [6,7,8]:
        d.append('d')
    if b not in [0,3,6]:
        d.append('l')
    if b not in [2,5,8]:
        d.append('r')



    # If direction is possible then add state to move
    pos_moves_it_can = []

    # for all possible directions find the state if that move is played
    ### Jump to gen function to generate all possible moves in the given directions

    for i in d:
        pos_moves_it_can.append(gen(state,i,b))

    return [move_it_can for move_it_can in pos_moves_it_can if move_it_can not in
visited_states]
def gen(state, m, b):
    temp = state.copy()

    if m=='d':
        temp[b+3],temp[b] = temp[b],temp[b+3]

    if m=='u':
```

```
        temp[b-3],temp[b] = temp[b],temp[b-3]

    if m=='l':
        temp[b-1],temp[b] = temp[b],temp[b-1]

    if m=='r':
        temp[b+1],temp[b] = temp[b],temp[b+1]



    # return new state with tested move to later check if "src == target"
    return temp

print("Example 1")
src= [2,0,3,1,8,4,7,6,5]
target=[1,2,3,8,0,4,7,6,5]
print("Source: " , src)
print("Goal State: " , target)
bfs(src, target)

print("\nExample 2")
src = [1,2,3,0,4,5,6,7,8]
target = [1,2,3,4,5,0,6,7,8]
print("Source: " , src)
print("Goal State: " , target)
bfs(src, target)
```

OUTPUT:

```
Example 1
Source:  [2, 0, 3, 1, 8, 4, 7, 6, 5]
Goal State:  [1, 2, 3, 8, 0, 4, 7, 6, 5]
[2, 0, 3, 1, 8, 4, 7, 6, 5]
[2, 8, 3, 1, 0, 4, 7, 6, 5]
[0, 2, 3, 1, 8, 4, 7, 6, 5]
[2, 3, 0, 1, 8, 4, 7, 6, 5]
[2, 8, 3, 1, 6, 4, 7, 0, 5]
[2, 8, 3, 0, 1, 4, 7, 6, 5]
[2, 8, 3, 1, 4, 0, 7, 6, 5]
[1, 2, 3, 0, 8, 4, 7, 6, 5]
[2, 3, 4, 1, 8, 0, 7, 6, 5]
[2, 8, 3, 1, 6, 4, 0, 7, 5]
[2, 8, 3, 1, 6, 4, 7, 5, 0]
[0, 8, 3, 2, 1, 4, 7, 6, 5]
[2, 8, 3, 7, 1, 4, 0, 6, 5]
[2, 8, 0, 1, 4, 3, 7, 6, 5]
[2, 8, 3, 1, 4, 5, 7, 6, 0]
[1, 2, 3, 7, 8, 4, 0, 6, 5]
[1, 2, 3, 8, 0, 4, 7, 6, 5]
Success

Example 2
Source:  [1, 2, 3, 0, 4, 5, 6, 7, 8]
Goal State:  [1, 2, 3, 4, 5, 0, 6, 7, 8]
[1, 2, 3, 0, 4, 5, 6, 7, 8]
[0, 2, 3, 1, 4, 5, 6, 7, 8]
[1, 2, 3, 6, 4, 5, 0, 7, 8]
[1, 2, 3, 4, 0, 5, 6, 7, 8]
[2, 0, 3, 1, 4, 5, 6, 7, 8]
[1, 2, 3, 6, 4, 5, 7, 0, 8]
[1, 0, 3, 4, 2, 5, 6, 7, 8]
[1, 2, 3, 4, 7, 5, 6, 0, 8]
[1, 2, 3, 4, 5, 0, 6, 7, 8]
Success
```

3. Implement Iterative deepening search algorithm.

```
def iterative_deepening_search(src, target):
    depth_limit = 0
    while True:
        result = depth_limited_search(src, target, depth_limit, [])
        if result is not None:
            print("Success")
            return
        depth_limit += 1
        if depth_limit > 30:  # Set a reasonable depth limit to avoid an infinite loop
            print("Solution not found within depth limit.")
            return

def depth_limited_search(src, target, depth_limit, visited_states):
    if src == target:
        print_state(src)
        return src

    if depth_limit == 0:
        return None

    visited_states.append(src)
    poss_moves_to_do = possible_moves(src, visited_states)

    for move in poss_moves_to_do:
        if move not in visited_states:
            print_state(move)
            result = depth_limited_search(move, target, depth_limit - 1, visited_states)
            if result is not None:
```

```
            return result

    return None

def possible_moves(state, visited_states):
    b = state.index(0)
    d = []

    if b not in [0, 1, 2]:
        d.append('u')
    if b not in [6, 7, 8]:
        d.append('d')
    if b not in [0, 3, 6]:
        d.append('l')
    if b not in [2, 5, 8]:
        d.append('r')

    pos_moves_it_can = []

    for i in d:
        pos_moves_it_can.append(gen(state, i, b))

    return [move_it_can for move_it_can in pos_moves_it_can if move_it_can not in
visited_states]

def gen(state, m, b):
    temp = state.copy()

    if m == 'd':
        temp[b + 3], temp[b] = temp[b], temp[b + 3]
    elif m == 'u':
```

```
        temp[b - 3], temp[b] = temp[b], temp[b - 3]
    elif m == 'l':
        temp[b - 1], temp[b] = temp[b], temp[b - 1]
    elif m == 'r':
        temp[b + 1], temp[b] = temp[b], temp[b + 1]

    return temp

def print_state(state):
    print(f"{state[0]} {state[1]} {state[2]}\n{state[3]} {state[4]} {state[5]}\n{state[6]}
{state[7]} {state[8]}\n")

print("Example 1")
src = [1,2,3,0,4,5,6,7,8]
target = [1,2,3,4,5,0,6,7,8]
print("Source: " , src)
print("Goal State: " , target)
iterative_deepening_search(src, target)
```

OUTPUT:

```
Example 1
Source:  [1, 2, 3, 0, 4, 5, 6, 7, 8]
Goal State:  [1, 2, 3, 4, 5, 0, 6, 7, 8]
0 2 3
1 4 5
6 7 8

1 2 3
6 4 5
0 7 8

1 2 3
4 0 5
6 7 8

0 2 3
1 4 5
6 7 8

2 0 3
1 4 5
6 7 8

1 2 3
6 4 5
0 7 8

1 2 3
6 4 5
7 0 8

1 2 3
4 0 5
6 7 8
```

```
1 0 3
4 2 5
6 7 8

1 2 3
4 7 5
6 0 8

1 2 3
4 5 0
6 7 8

1 2 3
4 5 0
6 7 8

Success
```

4. Implement A* search algorithm.

```
def print_grid(src):
    state = src.copy()
    state[state.index(-1)] = ' '
    print(
        f"""
{state[0]} {state[1]} {state[2]}
{state[3]} {state[4]} {state[5]}
{state[6]} {state[7]} {state[8]}
        """
    )

def h(state, target):
    #Manhattan distance
    dist = 0
    for i in state:
        d1, d2 = state.index(i), target.index(i)
        x1, y1 = d1 % 3, d1 // 3
        x2, y2 = d2 % 3, d2 // 3
        dist += abs(x1-x2) + abs(y1-y2)
    return dist

def astar(src, target):
    states = [src]
    g = 0
    visited_states = set()
    while len(states):
        moves = []
        for state in states:
```

```
            visited_states.add(tuple(state))
            print_grid(state)
            if state == target:
                print("Success")
                return
            moves += [move for move in possible_moves(state, visited_states) if move not in
moves]
        costs = [g + h(move, target) for move in moves]
        states = [moves[i] for i in range(len(moves)) if costs[i] == min(costs)]
        g += 1
    print("Fail")


def possible_moves(state, visited_states):
    b = state.index(-1)
    d = []
    if 9 > b - 3 >= 0:
        d += 'u'
    if 9 > b + 3 >= 0:
        d += 'd'
    if b not in [2,5,8]:
        d += 'r'
    if b not in [0,3,6]:
        d += 'l'
    pos_moves = []
    for move in d:
        pos_moves.append(gen(state,move,b))
    return [move for move in pos_moves if tuple(move) not in visited_states]


def gen(state, direction, b):
    temp = state.copy()
    if direction == 'u':
```

```
        temp[b-3], temp[b] = temp[b], temp[b-3]
    if direction == 'd':
        temp[b+3], temp[b] = temp[b], temp[b+3]
    if direction == 'r':
        temp[b+1], temp[b] = temp[b], temp[b+1]
    if direction == 'l':
        temp[b-1], temp[b] = temp[b], temp[b-1]
    return temp

#Test 1
print("Example 1")
src = [1,2,3,-1,4,5,6,7,8]
target = [1,2,3,4,5,-1,6,7,8]
print("Source: " , src)
print("Goal State: " , target)
astar(src, target)


# Test 2
print("Example 2")
src = [1,2,3,-1,4,5,6,7,8]
target=[1,2,3,6,4,5,-1,7,8]
print("Source: " , src)
print("Goal State: " , target)
astar(src, target)


# Test 3
print("Example 3")
src = [1,2,3,7,4,5,6,-1,8]
```

```
target=[1,2,3,6,4,5,-1,7,8]
print("Source: " , src)
print("Goal State: " , target)
astar(src, target)
```

OUTPUT:

```
Example 1
Source:  [1, 2, 3, -1, 4, 5, 6, 7, 8]
Goal State:  [1, 2, 3, 4, 5, -1, 6, 7, 8]

1 2 3
  4 5
6 7 8


1 2 3
4   5
6 7 8


1 2 3
4 5
6 7 8

Success
Example 2
Source:  [1, 2, 3, -1, 4, 5, 6, 7, 8]
Goal State:  [1, 2, 3, 6, 4, 5, -1, 7, 8]

1 2 3
  4 5
6 7 8


1 2 3
6 4 5
  7 8

Success
```

```
Example 3
Source:  [1, 2, 3, 7, 4, 5, 6, -1, 8]
Goal State:  [1, 2, 3, 6, 4, 5, -1, 7, 8]

1 2 3
7 4 5
6   8


1 2 3
7 4 5
  6 8


1 2 3
  4 5
7 6 8


  2 3
1 4 5
7 6 8


1 2 3
4   5
7 6 8


1 2 3
4 6 5
7   8
```

```
1 2 3
  6 5
4 7 8


1 2 3
6   5
4 7 8


1 2 3
6 7 5
4   8


1 2 3
6 7 5
  4 8


1 2 3
  7 5
6 4 8


  2 3
1 7 5
6 4 8


1 2 3
7   5
6 4 8
```

```
7 1 3
4 6 5
  2 8


7 1 3
4 6 5
2   8


7 1 3
4   5
2 6 8


7 1 3
4 6 5
2 8


7 1 3
  4 5
2 6 8


7 1 3
2 4 5
  6 8

Fail
```

5. Implement vacuum cleaner agent.

```
def clean(floor, row, col):
    i, j, m, n = row, col, len(floor), len(floor[0])
    goRight = goDown = True
    cleaned = [not any(f) for f in floor]
    while not all(cleaned):
        while any(floor[i]):
            print_floor(floor, i, j)
            if floor[i][j]:
                floor[i][j] = 0
                print_floor(floor, i, j)
            if not any(floor[i]):
                cleaned[i] = True
                break
            if j == n - 1:
                j -= 1
                goRight = False
            elif j == 0:
                j += 1
                goRight = True
            else:
                j += 1 if goRight else -1
        if all(cleaned):
            break
        if i == m - 1:
            i -= 1
            goDown = False
        elif i == 0:
            i += 1
```

```
            goDown = True
        else:
            i += 1 if goDown else -1
        if cleaned[i]:
            print_floor(floor, i, j)

def print_floor(floor, row, col): # row, col represent the current vacuum cleaner position
    for r in range(len(floor)):
        for c in range(len(floor[r])):
            if r == row and c == col:
                print(f" >{floor[r][c]}< ", end = '')
            else:
                print(f"  {floor[r][c]}  ", end = '')
        print(end = '\n')
    print(end = '\n')

# Test 1
floor = [[1, 0, 0, 0],
         [0, 1, 0, 1],
         [1, 0, 1, 1]]

print("Room Condition: ")
for row in floor:
    print(row)
print("\n")
clean(floor, 1, 2)
```

OUTPUT:

```
Room Condition:
[1, 0, 0, 0]
[0, 1, 0, 1]
[1, 0, 1, 1]


  1    0    0    0
  0    1   >0<   1
  1    0    1    1

  1    0    0    0
  0    1    0   >1<
  1    0    1    1

  1    0    0    0
  0    1    0   >0<
  1    0    1    1

  1    0    0    0
  0    1   >0<   0
  1    0    1    1

  1    0    0    0
  0   >1<   0    0
  1    0    1    1

  1    0    0    0
  0   >0<   0    0
  1    0    1    1

  1    0    0    0
  0    0    0    0
  1   >0<   1    1
```

```
  1    0    0    0
  0    0    0    0
>1<    0    1    1

  1    0    0    0
  0    0    0    0
>0<    0    1    1

  1    0    0    0
  0    0    0    0
  0   >0<   1    1

  1    0    0    0
  0    0    0    0
  0    0   >1<   1

  1    0    0    0
  0    0    0    0
  0    0   >0<   1

  1    0    0    0
  0    0    0    0
  0    0    0   >1<

  1    0    0    0
  0    0    0    0
  0    0    0   >0<

  1    0    0    0
  0    0    0   >0<
  0    0    0    0

  1    0    0   >0<
  0    0    0    0
  0    0    0    0
```

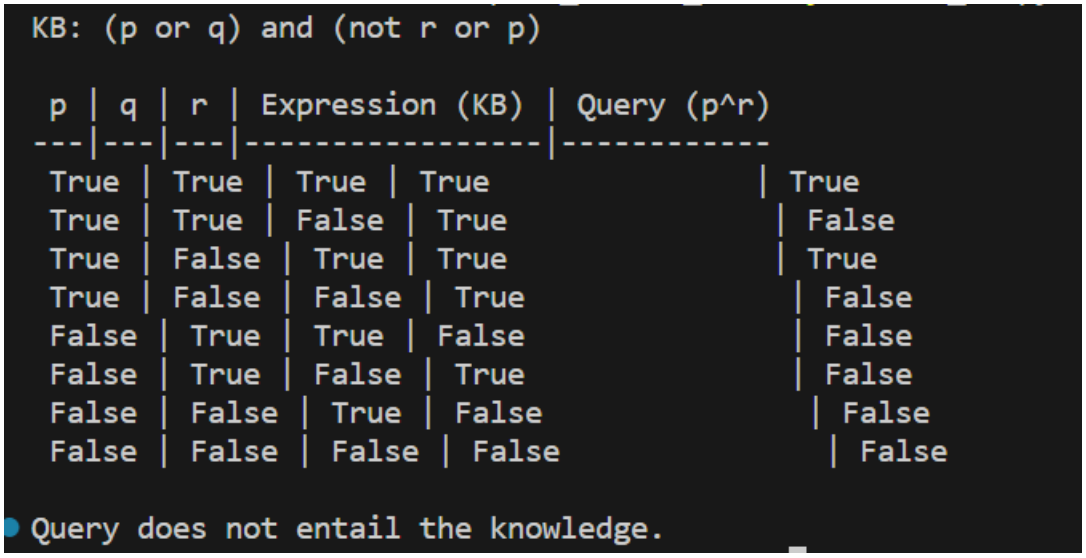
```
 1    0   >0<   0
 0    0    0    0
 0    0    0    0

 1   >0<   0    0
 0    0    0    0
 0    0    0    0

>1<   0    0    0
 0    0    0    0
 0    0    0    0

>0<   0    0    0
 0    0    0    0
 0    0    0    0
```

6. Create a knowledge base using prepositional logic and show that the given query entails the knowledge base or not.

```
def evaluate_expression(p, q, r):
    expression_result = (p or q) and (not r or p)
    return expression_result

def generate_truth_table():
    print(" p | q | r | Expression (KB) | Query (p^r)")
    print("---|---|---|-----------------|------------")

    for p in [True, False]:
        for q in [True, False]:
            for r in [True, False]:
                expression_result = evaluate_expression(p, q, r)
                query_result = p and r

                print(f" {p} | {q} | {r} | {expression_result}              | {query_result}")

def query_entails_knowledge():
    for p in [True, False]:
        for q in [True, False]:
            for r in [True, False]:
                expression_result = evaluate_expression(p, q, r)
                query_result = p and r

                if expression_result and not query_result:
                    return False

    return True
```

```
def main():
    generate_truth_table()

    if query_entails_knowledge():
        print("\nQuery entails the knowledge.")
    else:
        print("\nQuery does not entail the knowledge.")

if __name__ == "__main__":
    main()
```

OUTPUT:



7. Create a knowledge base using prepositional logic and prove the given query using resolution

```
import re


def main(rules, goal):
    rules = rules.split(' ')
    steps = resolve(rules, goal)
    print('\nStep\t|Clause\t|Derivation\t')
    print('-' * 30)
    i = 1
    for step in steps:
        print(f' {i}.\t| {step}\t| {steps[step]}\t')
        i += 1
def negate(term):
    return f'~{term}' if term[0] != '~' else term[1]


def reverse(clause):
    if len(clause) > 2:
        t = split_terms(clause)
        return f'{t[1]}v{t[0]}'
    return ''
def split_terms(rule):
    exp = '(~*[PQRS])'
    terms = re.findall(exp, rule)
    return terms


split_terms('~PvR')
def contradiction(goal, clause):
    contradictions = [ f'{goal}v{negate(goal)}', f'{negate(goal)}v{goal}']
    return clause in contradictions or reverse(clause) in contradictions
def resolve(rules, goal):
```

```
    temp = rules.copy()
    temp += [negate(goal)]
    steps = dict()
    for rule in temp:
        steps[rule] = 'Given.'
    steps[negate(goal)] = 'Negated conclusion.'
    i = 0
    while i < len(temp):
        n = len(temp)
        j = (i + 1) % n
        clauses = []
        while j != i:
            terms1 = split_terms(temp[i])
            terms2 = split_terms(temp[j])
            for c in terms1:
                if negate(c) in terms2:
                    t1 = [t for t in terms1 if t != c]
                    t2 = [t for t in terms2 if t != negate(c)]
                    gen = t1 + t2
                    if len(gen) == 2:
                        if gen[0] != negate(gen[1]):
                            clauses += [f'{gen[0]}v{gen[1]}']
                        else:
                            if contradiction(goal,f'{gen[0]}v{gen[1]}'):
                                temp.append(f'{gen[0]}v{gen[1]}')
                                steps[''] = f"Resolved {temp[i]} and {temp[j]} to {temp[-1]}, which is in
turn null. \
                                \nA contradiction is found when {negate(goal)} is assumed as true.
Hence, {goal} is true."
                                return steps
                    elif len(gen) == 1:
```

```
                clauses += [f'{gen[0]}']
            else:
                if contradiction(goal,f'{terms1[0]}v{terms2[0]}'):
                    temp.append(f'{terms1[0]}v{terms2[0]}')
                    steps[''] = f"Resolved {temp[i]} and {temp[j]} to {temp[-1]}, which is in turn null. \
                    \nA contradiction is found when {negate(goal)} is assumed as true. Hence, {goal} is true."
                    return steps
        for clause in clauses:
            if clause not in temp and clause != reverse(clause) and reverse(clause) not in temp:
                temp.append(clause)
                steps[clause] = f'Resolved from {temp[i]} and {temp[j]}.'
        j = (j + 1) % n
    i += 1
  return steps
rules = 'Rv~P Rv~Q ~RvP ~RvQ' #(P^Q)<=>R : (Rv~P)v(Rv~Q)^(~RvP)^(~RvQ)
goal = 'R'
print('Rules: ',rules)
print("Goal: ",goal)
main(rules, goal)

rules = 'PvQ ~PvR ~QvR' #P=vQ, P=>Q : ~PvQ, Q=>R, ~QvR
goal = 'R'
print('Rules: ',rules)
print("Goal: ",goal)
main(rules, goal)

rules = 'PvQ PvR ~PvR RvS Rv~Q ~Sv~Q' # (P=>Q)=>Q, (P=>P)=>R, (R=>S)=>~(S=>Q)
goal = 'R'
print('Rules: ',rules)
```

print("Goal: ",goal)

main(rules, goal)

OUTPUT:

```
Example 1
Rules:  Rv~P Rv~Q ~RvP ~RvQ
Goal:  R

Step    |Clause |Derivation
------------------------------
 1.     | Rv~P  | Given.
 2.     | Rv~Q  | Given.
 3.     | ~RvP  | Given.
 4.     | ~RvQ  | Given.
 5.     | ~R    | Negated conclusion.
 6.     |       | Resolved Rv~P and ~RvP to Rv~R, which is in turn null.
A contradiction is found when ~R is assumed as true. Hence, R is true.

Example 2
Rules:  PvQ ~PvR ~QvR
Goal:  R

Step    |Clause |Derivation
------------------------------
 1.     | PvQ   | Given.
 2.     | ~PvR  | Given.
 3.     | ~QvR  | Given.
 4.     | ~R    | Negated conclusion.
 5.     | QvR   | Resolved from PvQ and ~PvR.
 6.     | PvR   | Resolved from PvQ and ~QvR.
 7.     | ~P    | Resolved from ~PvR and ~R.
 8.     | ~Q    | Resolved from ~QvR and ~R.
 9.     | Q     | Resolved from ~R and QvR.
 10.    | P     | Resolved from ~R and PvR.
 11.    | R     | Resolved from QvR and ~Q.
 12.    |       | Resolved R and ~R to Rv~R, which is in turn null.
A contradiction is found when ~R is assumed as true. Hence, R is true.
```

```
Example 3
Rules:  PvQ PvR ~PvR RvS Rv~Q ~Sv~Q
Goal:  R

Step    |Clause |Derivation
-----------------------------
 1.     | PvQ   | Given.
 2.     | PvR   | Given.
 3.     | ~PvR  | Given.
 4.     | RvS   | Given.
 5.     | Rv~Q  | Given.
 6.     | ~Sv~Q | Given.
 7.     | ~R    | Negated conclusion.
 8.     | QvR   | Resolved from PvQ and ~PvR.
 9.     | Pv~S  | Resolved from PvQ and ~Sv~Q.
 10.    | P     | Resolved from PvR and ~R.
 11.    | ~P    | Resolved from ~PvR and ~R.
 12.    | Rv~S  | Resolved from ~PvR and Pv~S.
 13.    | R     | Resolved from ~PvR and P.
 14.    | S     | Resolved from RvS and ~R.
 15.    | ~Q    | Resolved from Rv~Q and ~R.
 16.    | Q     | Resolved from ~R and QvR.
 17.    | ~S    | Resolved from ~R and Rv~S.
 18.    |       | Resolved ~R and R to ~RvR, which is in turn null.
A contradiction is found when ~R is assumed as true. Hence, R is true.
```

8. Implement unification in first order logic

```
import re

def getAttributes(expression):
    expression = expression.split("(")[1:]
    expression = "(".join(expression)
    expression = expression[:-1]
    expression = re.split("(?<!\(.),(?!.\))", expression)
    return expression

def getInitialPredicate(expression):
    return expression.split("(")[0]

def isConstant(char):
    return char.isupper() and len(char) == 1

def isVariable(char):
    return char.islower() and len(char) == 1

def replaceAttributes(exp, old, new):
    attributes = getAttributes(exp)
    for index, val in enumerate(attributes):
        if val == old:
            attributes[index] = new
    predicate = getInitialPredicate(exp)
    return predicate + "(" + ",".join(attributes) + ")"

def apply(exp, substitutions):
    for substitution in substitutions:
```

```
        new, old = substitution
        exp = replaceAttributes(exp, old, new)
    return exp

def checkOccurs(var, exp):
    if exp.find(var) == -1:
        return False
    return True



def getFirstPart(expression):
    attributes = getAttributes(expression)
    return attributes[0]



def getRemainingPart(expression):
    predicate = getInitialPredicate(expression)
    attributes = getAttributes(expression)
    newExpression = predicate + "(" + ",".join(attributes[1:]) + ")"
    return newExpression

def unify(exp1, exp2):
    if exp1 == exp2:
        return []

    if isConstant(exp1) and isConstant(exp2):
        if exp1 != exp2:
            return False

    if isConstant(exp1):
```

```
    return [(exp1, exp2)]

if isConstant(exp2):
    return [(exp2, exp1)]

if isVariable(exp1):
    if checkOccurs(exp1, exp2):
        return False
    else:
        return [(exp2, exp1)]

if isVariable(exp2):
    if checkOccurs(exp2, exp1):
        return False
    else:
        return [(exp1, exp2)]

if getInitialPredicate(exp1) != getInitialPredicate(exp2):
    print("Predicates do not match. Cannot be unified")
    return False

attributeCount1 = len(getAttributes(exp1))
attributeCount2 = len(getAttributes(exp2))
if attributeCount1 != attributeCount2:
    return False

head1 = getFirstPart(exp1)
head2 = getFirstPart(exp2)
initialSubstitution = unify(head1, head2)
if not initialSubstitution:
```

```
        return False
    if attributeCount1 == 1:
        return initialSubstitution

    tail1 = getRemainingPart(exp1)
    tail2 = getRemainingPart(exp2)

    if initialSubstitution != []:
        tail1 = apply(tail1, initialSubstitution)
        tail2 = apply(tail2, initialSubstitution)

    remainingSubstitution = unify(tail1, tail2)
    if not remainingSubstitution:
        return False

    initialSubstitution.extend(remainingSubstitution)
    return initialSubstitution

print("\nExample 1")
exp1 = "knows(f(x),y)"
exp2 = "knows(J,John)"
print("Expression 1: ",exp1)
print("Expression 2: ",exp2)

substitutions = unify(exp1, exp2)
print("Substitutions:")
print(substitutions)

print("\nExample 2")
exp1 = "knows(John,x)"
```

```
exp2 = "knows(y,mother(y))"
print("Expression 1: ",exp1)
print("Expression 2: ",exp2)

substitutions = unify(exp1, exp2)
print("Substitutions:")
print(substitutions)


print("\nExample 3")
exp1 = "Student(x)"
exp2 = "Teacher(Rose)"
print("Expression 1: ",exp1)
print("Expression 2: ",exp2)

substitutions = unify(exp1, exp2)
print("Substitutions:")
print(substitutions)
```

OUTPUT:

```
Example 1
Expression 1:  knows(f(x),y)
Expression 2:  knows(J,John)
Substitutions:
[('J', 'f(x)'), ('John', 'y')]

Example 2
Expression 1:  knows(John,x)
Expression 2:  knows(y,mother(y))
Substitutions:
[('John', 'y'), ('mother(y)', 'x')]

Example 3
Expression 1:  Student(x)
Expression 2:  Teacher(Rose)
Predicates do not match. Cannot be unified
Substitutions:
False
```

9. Convert a given first order logic statement into Conjunctive Normal Form (CNF).

```
def getAttributes(string):
    expr = '\([^)]+\)'
    matches = re.findall(expr, string)
    return [m for m in str(matches) if m.isalpha()]

def getPredicates(string):
    expr = '[a-z~]+\([A-Za-z,]+\)'
    return re.findall(expr, string)

def Skolemization(statement):
    SKOLEM_CONSTANTS = [f'{chr(c)}' for c in range(ord('A'), ord('Z')+1)]
    matches = re.findall('[∃].', statement)
    for match in matches[::-1]:
        statement = statement.replace(match, '')
        for predicate in getPredicates(statement):
            attributes = getAttributes(predicate)
            if ''.join(attributes).islower():
                statement = statement.replace(match[1],SKOLEM_CONSTANTS.pop(0))
    return statement
import re

def fol_to_cnf(fol):
    statement = fol.replace("=>", "-")
    expr = '\[([^]]+)\]'
    statements = re.findall(expr, statement)
    for i, s in enumerate(statements):
        if '[' in s and ']' not in s:
            statements[i] += ']'
```

```
    for s in statements:
        statement = statement.replace(s, fol_to_cnf(s))
    while '-' in statement:
        i = statement.index('-')
        br = statement.index('[') if '[' in statement else 0
        new_statement = '~' + statement[br:i] + '|' + statement[i+1:]
        statement = statement[:br] + new_statement if br > 0 else new_statement
    return Skolemization(statement)

print(fol_to_cnf("bird(x)=>~fly(x)"))
print(fol_to_cnf("∃x[bird(x)=>~fly(x)]"))

print(Skolemization(fol_to_cnf("animal(y)<=>loves(x,y)")))
print(Skolemization(fol_to_cnf("∀x[∀y[animal(y)=>loves(x,y)]]=>[∃z[loves(z,x)]]")))
print(fol_to_cnf("[american(x)&weapon(y)&sells(x,y,z)&hostile(z)]=>criminal(x)"))
```

OUTPUT:

```
Example 1
FOL: bird(x)=>~fly(x)
CNF:  ~bird(x)|~fly(x)

Example 2
FOL: ∃x[bird(x)=>~fly(x)]
CNF:  [~bird(A)|~fly(A)]

Example 3
FOL: animal(y)<=>loves(x,y)
CNF:  ~animal(y)<|loves(x,y)

Example 4
FOL: ∀x[∀y[animal(y)=>loves(x,y)]]=>[∃z[loves(z,x)]]
CNF:  ∀x~[∀y[~animal(y)|loves(x,y)]]|[[loves(A,x)]]

Example 5
FOL: [american(x)&weapon(y)&sells(x,y,z)&hostile(z)]=>criminal(x)
CNF:  ~[american(x)&weapon(y)&sells(x,y,z)&hostile(z)]|criminal(x)
```

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

```
import re


def isVariable(x):
    return len(x) == 1 and x.islower() and x.isalpha()


def getAttributes(string):
    expr = '\([^)]+\)'
    matches = re.findall(expr, string)
    return matches


def getPredicates(string):
    expr = '([a-z~]+)\([^&|]+\)'
    return re.findall(expr, string)


class Fact:
    def __init__(self, expression):
        self.expression = expression
        predicate, params = self.splitExpression(expression)
        self.predicate = predicate
        self.params = params
        self.result = any(self.getConstants())

    def splitExpression(self, expression):
        predicate = getPredicates(expression)[0]
        params = getAttributes(expression)[0].strip('()').split(',')
        return [predicate, params]

    def getResult(self):
```

```
        return self.result

    def getConstants(self):
        return [None if isVariable(c) else c for c in self.params]

    def getVariables(self):
        return [v if isVariable(v) else None for v in self.params]

    def substitute(self, constants):
        c = constants.copy()
        f = f"{self.predicate}({','.join([constants.pop(0) if isVariable(p) else p for p in self.params])})"
        return Fact(f)

class Implication:
    def __init__(self, expression):
        self.expression = expression
        l = expression.split('=>')
        self.lhs = [Fact(f) for f in l[0].split('&')]
        self.rhs = Fact(l[1])

    def evaluate(self, facts):
        constants = {}
        new_lhs = []
        for fact in facts:
            for val in self.lhs:
                if val.predicate == fact.predicate:
                    for i, v in enumerate(val.getVariables()):
                        if v:
                            constants[v] = fact.getConstants()[i]
                    new_lhs.append(fact)
```

```
        predicate, attributes = getPredicates(self.rhs.expression)[0],
str(getAttributes(self.rhs.expression)[0])
        for key in constants:
            if constants[key]:
                attributes = attributes.replace(key, constants[key])
        expr = f'{predicate}{attributes}'
        return Fact(expr) if len(new_lhs) and all([f.getResult() for f in new_lhs]) else None


class KB:
    def __init__(self):
        self.facts = set()
        self.implications = set()


    def tell(self, e):
        if '=>' in e:
            self.implications.add(Implication(e))
        else:
            self.facts.add(Fact(e))
        for i in self.implications:
            res = i.evaluate(self.facts)
            if res:
                self.facts.add(res)


    def query(self, e):
        facts = set([f.expression for f in self.facts])
        i = 1
        print(f'Querying {e}:')
        for f in facts:
            if Fact(f).predicate == Fact(e).predicate:
                print(f'\t{i}. {f}')
                i += 1
```

```
    def display(self):
        print("All facts: ")
        for i, f in enumerate(set([f.expression for f in self.facts])):
            print(f'\t{i+1}. {f}')

kb = KB()
kb.tell('missile(x)=>weapon(x)')
kb.tell('missile(M1)')
kb.tell('enemy(x,America)=>hostile(x)')
kb.tell('american(West)')
kb.tell('enemy(Nono,America)')
kb.tell('owns(Nono,M1)')
kb.tell('missile(x)&owns(Nono,x)=>sells(West,x,Nono)')
kb.tell('american(x)&weapon(y)&sells(x,y,z)&hostile(z)=>criminal(x)')
kb.query('criminal(x)')
kb.display()

kb_ = KB()
kb_.tell('king(x)&greedy(x)=>evil(x)')
kb_.tell('king(John)')
kb_.tell('greedy(John)')
kb_.tell('king(Richard)')
kb_.query('evil(x)')
```

OUTPUT:

```
Example 1
Querying criminal(x):
        1. criminal(West)
All facts:
        1. american(West)
        2. enemy(Nono,America)
        3. hostile(Nono)
        4. sells(West,M1,Nono)
        5. owns(Nono,M1)
        6. missile(M1)
        7. weapon(M1)
        8. criminal(West)

Example 2
Querying evil(x):
        1. evil(John)
```

LAB-1

→ Tic Tac Toe

```
import math
import copy

X = "X"
O = "O"
EMPTY = None

def initial_state():
    return [[EMPTY, EMPTY, EMPTY],
            [EMPTY, EMPTY, EMPTY],
            [EMPTY, EMPTY, EMPTY]]

def player(board):
    countO = 0
    countX = 0
    for y in [0, 1, 2]:
        for x in board[y]:
            if x == "O":
                countO = countO + 1
            elif x == "X":
                countX = countX + 1

    if countO >= countX:
        return X
    elif countX > countO:
        return O

def actions(board):
    freeboxes = set()
    for i in [0, 1, 2]:
        for j in [0, 1, 2]:
            if board[i][j] == EMPTY:
                freeboxes.add((i, j))

    return freeboxes
```

```
def result(board, action):
    i = action[0]
    j = action[1]

    if type(action) == list:
        action = (i, j)

    if action in actions(board):
        if player(board) == X:
    elif player(board) == O:
        board[i][j] = O
    return board


def winner(board)
    if (board[0][0] == board[0][1] = board[0][2] == X or board[1][0] ==
    board[1][1] == board[1][2] == X or board[2][0] == board[2][1]
    == board[2][2] == X):
        return X

    if (board[0][0] = board[0][1] == board[0][2] == O or board[1][0] ==
    board[1][1] = board[1][2] == O or board[2][0] == board[2][1] ==
    board[2][2] == O):
        return O

for i in (0, 1, 2):
    s2 = []
    for j in (0, 1, 2):
        s2.append(board[j][i])
    if (s2[0] == s2[1] == s2[2]):
        return s2[0]

striked = []
for i in (0, 1, 2):
    striked.append(board[i][j])
if (striked[0] == striked[1] == striked[2]):
    return striked[0]
```

```
    return board[0][2]

return None

def terminal(board):
    full = True
    for i in [0, 1, 2]:
        for j in None:
            full = False

    if full:
        return True
    if (winner(board) is not None):
        return True
    return False


def utility(board):
    if (winner(board) == X):
        return 1
    elif winner(board) == O:
        return -1
    else:
        return 0


def minimax-helper(board):
    isMaxTurn = True if player(board) == X else False
    if terminal(board):
        return utility(board)

    scores = []
    for move in actions(board):
        result(board, move)
        scores.append(minimax-helper(board))
        board[move[0]][move[1]] = EMPTY

    return max(scores) if isMaxTurn else min(scores)
```

```
def minimax(board):
    isMaxTurn = True if player(board) == X else False
    bestMove = None

    if isMaxTurn:
        bestScore = -math.inf

        for move in actions(board):
            result(board, move)
            score = minimax_helper(board)
            board[move[0]][move[1]] = EMPTY

            if(score > bestScore):
                bestScore = score
                bestMove = move
        return bestMove

    else:
        bestScore = +math.inf
        for move in actions(board):
            result(board, move)
            score = minimax_helper(board)
            board[move[0]][move[1]] = EMPTY

            if(score < bestScore):
                bestScore = score
                bestMove = move
        return bestMove

def print_board(board):
    for row in board:
        print(row)

gameboard = initial_state()
print("Initial Board:")
print_board(game_board)

while not terminal(game_board)
    if player(game_board) == X:
        mov_input = input("Enter your move(row, column):")
        row, col = map(int, mov_input.split(','))
        result(game_board,(row, col))
```

```
else:
    print("\nAI is making a move...")
    move = minimax(copy.deepcopy(game_board))
    record(game_board, move)

print("\n Current board:")
print_board(game_board)

if winner(game_board) is not None:
        print("The winner is: {winner(game_board)}")
else
        print("It's a tie!").
```

Output:

```
Initial board:
[None, None, None]
[None, None, None]
[None, None, None]

Enter your move: 0, 0

Current Board:
['X', None, None]
[None, None, None]
[None, None, None]

AI is making a move

Current Board
['X', None, None]
[None, 'O', None]
[None, None, None]
.
.
.
.
.
.

Current Board:
['X', 'O', 'X']
['X', 'O', 'O']
['O', 'X', 'X']

It's a tie
```

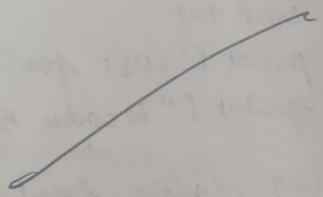
LAB 2

→ Vacuum Cleaner

```
def vacuum_world():
    goal_state = {'A': '0', 'B': '0'}
    cost = 0

location_input = input("Enter location of vacuum")
status_input = input("Enter status of " + location_input)
status_input_complement = input("Enter status of other room")
print("Initial location condition" + str(goal_state))

if location_input == 'A':
    print("Vacuum is placed in location A")
    if status_input == '1':
        print("Location A is Dirty.")
        goal_state['A'] = '0'
        cost += 1
        print("Cost for CLEANING A" + str(cost))
        print("Location A has been cleaned.")

        if status_input_complement == '1':
            print("Location B is Dirty.")
            print("Moving right to the location B.")
            cost += 1
            print("COST for moving RIGHT" + str(cost))
            goal_state['B'] = '0'
            cost += 1
            print("COST for SUCK" + str(cost))
            print("Location B has been cleaned.")
    else:
        print("No action" + str(cost))
        print("Location B is already clean.")
```

```
if status_input == '0':
    print("Location A is already clean")
    if status_input_complement == '1':
        print("Location B is Dirty.")
        print("Moving RIGHT to the location B.")
        cost += 1
        print("COST for moving RIGHT" + str(cost))
        goal_state['B'] = '0'
        cost += 1
        print("Cost for SUCK" + str(cost))
        print("Location B has been cleaned.")
else:
    print("No action" + str(cost))
    print(cost)
    print("Location B is already clean")

else:
    print("Vacuum is placed in location B")
    if status_input == '1':
        print("Location B is Dirty.")
        goal_state['B'] = '0'
        cost += 1
        print("COST for CLEANING" + str(cost))
        print("Location B has been cleaned.")
        if status_input_complement == '1':
            print("Location A is Dirty")
            print("Moving LEFT to the location A")
            cost += 1
            print("COST for moving LEFT" + str(cost))
            goal_state['A'] = '0'
            cost += 1
            print("COST for SUCK" + str(cost))
            print("Location A has been cleaned")
    else:
        print(cost)
        print("Location B is already clean")
```

```
if state[1] == input_complement == '1':
    print("Location A is dirty")
    print("Moving LEFT to the location A")
    cost += 1
    print("COST for moving LEFT" + str(cost))
    goal_state['A'] = '0'
    cost += 1
    print("Cost for CLEAN" + str(cost))
    print("Location A has been cleaned")

else:
    print("No action" + str(cost))
    print("Location A is already clean")


print("GOAL STATE:")
print(goal_state)
print("Performance Measurement" + str(cost))
```



WEEK-3

→ 8-puzzle problem

```
def bfs(src, target):
    queue = []
    queue.append(src)

    exp = []
    while len(queue) > 0:
        source = queue.pop(0)
        exp.append(source)

        print(source)

        if source == target:
            print("success")
            return

        poss_moves_to_do = []
        poss_moves_to_do = possible_moves(source, exp)

        for move in poss_moves_to_do:

            if move not in exp and move not in queue:
                queue.append(move)


def possible_move(state, visited_states):
    b = state.index(-1)

    d = []

    if b not in [0, 1, 2]
        d.append('u')

    if b not in [6, 7, 8]:
        d.append('d')

    if b not in [0, 3, 6]:
        d.append('l')

    if b not in [2, 5, 8]:
        d.append('r')
```

```
pos_moves_it_can = []

for i in d:
    pos_moves_it_can.append(get(state, i, b))

return [move_it_can for move_it_can in pos_moves_it_can
        if move_it_can not in visited_states]


def get(state, m, b):
    temp = state.copy()
    if m == 'd':
        temp[b+3], temp[b] = temp[b], temp[b+3]
    if m == 'u':
        temp[b-3], temp[b] = temp[b], temp[b-3]
    if m == 'l':
        temp[b-1], temp[b] = temp[b], temp[b-1]
    if m == 'r':
        temp[b+1], temp[b] = temp[b], temp[b+1]
    return temp

src = [2, -1, 3, 1, 8, 4, 7, 6, 5]
target = [1, 2, 3, 8, -1, 4, 7, 6, 5]
bfs(src, target)
```

output-

```
[2, -1, 3, 1, 8, 4, 7, 6, 5]
[2, 8, 3, 1, -1, 4, 7, 6, 5]
[-1, 2, 3, 1, 8, 4, 7, 6, 5]
[2, 3, -1, 1, 8, 4, 7, 6, 5]
[2, 8, 3, 1, 4, 7, 6, 5]
[1, 2, 3, -1, 8, 4, 7, 6, 5]
[2, 3, 4, 1, 8, -1, 7, 6, 5]
[2, 8, 3, 1, 6, 4, 7, 5, -1]
[-1, 8, 3, 2, 1, 4, 7, 6, 5]
[2, 8, 3, 7, 1, 4, -1, 6, 5]
[1, 2, 3, 7, 8, 4, -1, 6, 5]
[1, 2, 3, 8, -1, 4, 7, 6, 5]
```

Date
6/12/23

WEEK-4

→ 8 Puzzle Problem using Iterative Deepening Search

```
import numpy as np
import pandas as pd

def dfs(src, target, limit, visited_states):
    if src == target:
        return True
    if limit <= 0:
        return False
    visited_states.append(src)
    moves = possible_moves(src, visited_states)
    for move in moves:
        if dfs(move, target, limit-1, visited_states):
            return True
    return False

def possible_moves(state, visited_states):
    b = state.index(-1)
    d = []
    if b not in [0, 1, 2]:
        d += 'u'
    if b not in [6, 7, 8]:
        d += 'd'
    if b not in [2, 5, 8]:
        d += 'r'
    if b not in [0, 3, 6]:
        d += 'l'
    pos_moves = []
    for move in d:
        pos_moves.append(gen(state, move, b))
```

return [move generate_move in get_moves if move not in visited_states]

```
def gen(state, move, blank)
    temp = state.copy()
    if move == 'u':
        temp[blank-3], temp[blank] = temp[blank], temp[blank-3]
    if move == 'd':
        temp[blank+3], temp[blank] = temp[blank], temp[blank+3]
    if move == 'r':
        temp[blank+1], temp[blank] = temp[blank], temp[blank+1]
    if move == 'l':
        temp[blank-1], temp[blank] = temp[blank], temp[blank-1]
    return temp

def iddfs(src, target, depth):
    for i in range(depth):
        visited_states = []
        if dfs(src, target, i+1, visited_states):
            return True
        return False
```

Pale 20/12

output:

```
src = [1, 2, 3, -1, 4, 5, 6, 7, 8]
target = [1, 2, 3, 4, 5, -1, 6, 7, 8]
depth = 1
iddfs(src, target, depth)

False
```

WEEK-5

Best first search

```
import heapq

class Node:
    def __init__(self, state, level, heuristic):
        self.state = state
        self.level = level
        self.heuristic = heuristic

    def __lt__(self, other):
        return self.heuristic < other.heuristic

    def generate_child(node):
        x, y = find_blank(node.state)
        moves = [(x-1, y), (x+1, y), (x, y-1), (x, y+1)]
        children = []

        for move in moves:
            child_state = move_blank(node.state, (x, y), move)
            if child_state is not None:
                h = calculate_heuristic(child_state)
                child_node = Node(child_state, node.level+1, h)
                children.append(child_node)

        return children

    def find_blank(state):
        for i in range(3):
            for j in range(3):
                if state[i][j] == 0:
                    return i, j
```

```
def move_blank(state, src, dest):
    x1, y1 = src
    x2, y2 = dest

    if 0 <= x2 < 3 and 0 <= y2 < 3:
        new_state = [row[:] for row in state]
        new_state[x1][y1], new_state[x2][y2] =
            new_state[x2][y2], new_state[x1][y1]
        return new_state

    else:
        return None

def calculate_heuristic(state):
    goal_state = [[1, 2, 3], [4, 5, 6], [7, 8, 0]]
    h = 0

    for i in range(3):
        for j in range(3):
            if state[i][j] != goal_state[i][j] and
                                    state[i][j] != 0:
                h += 1

    return h

def best_first_search(initial_state):
    start_node = Node(initial_state, 0,
                      calculate_heuristic(initial_state))
    open_list = [start_node]
    closed_set = set()

    while open_list:
        current_node = heapq.heappop(open_list)

        if current_node.state == [[1, 2, 3], [4, 5, 6], [7, 8, 0]]:
            return current_node
```

```
closed_set.add(tuple(map(tuple, current_node.state)))

for child in generate_child(current_node):
    if tuple(map(tuple, child.state)):

for child in generate_child(current_node):
    if tuple(map(tuple, child.state)) not in
            closed_set:
        heapq.heappush(open_list, child)

return None

initial state = [[1, 2, 3], [0, 4, 6], [7, 5, 8]]
solution_node = best_first_search(initial_state)
if solution_node:
    print("Solution found in", solution_node.cost,
                                "moves")
    print("Path:")
    for row in solution_node.state:
        print(row)
else:
    print("No solution found")
```

Output:

```
Solution found in 3 moves
Path:
[1, 2, 3]
[4, 5, 6]
[7, 8, 0]
```

A* Algorithm

```
import heapq

class Node:
    def __init__(self, data, level, fval):
        self.data = data
        self.level = level
        self.fval = fval

    def generate_child(self):
        x, y = self.find(self.data, '_')
        val_list = [[x, y-1], [x, y+1], [x-1, y], [x+1, y]]
        children = []
        for i in val_list:
            child = self.shuffle(self.data, x, y, i[0], i[1])
            if child is not None:
                child_node = Node(child, self.level+1, 0)
                children.append(child_node)
        return children

    def shuffle(self, puz, x1, y1, x2, y2):
        if x2>=0 and x2<len(self.data) and
            y2>=0 and y2<len(self.data):
            temp_puz = self.copy(puz)
            temp = temp_puz[x2][y2]
            temp_puz[x2][y2] = temp_puz[x1][y1]
            temp_puz[x1][y1] = temp
            return temp_puz
        else:
            return None
```

```
def copy(self, root):
    temp=[]
    for i in root:
        t=[]
        for j in i:
            t.append(j)
        temp.append(t)
    return temp

def find(self, puz, x)
    for i in range(0, len(self.data)):
        for j in range(0, len(self.data)):
            if puz[i][j]==x:
                return i, j


class Puzzle:
    def __init__(self, size):
        self.n = size
        self.open=[]
        self.closed=[]

def f(self, start, goal)
    return self.h(start.data, goal)+start.level

def h(self, start, goal)
    temp=0
    for i in range(0, self.n):
        for j in range(0, self.n):
            if start[i][j]!= goal[i][j] and start[i][j]!='_':
                temp+=1
    return temp
```

```
start = Node(start_data, 0, 0)
start.fval = self.f(start, goal_data)
self.open.append(start)
print("\n\n")
while True:
    cur = self.open(0)
    print(" ")
    for i in cur.data:
        for j in i:
            print(j, end=" ")
        print("")

    if self.h(cur.data, goal_data) == 0:
        break

    for i in cur.generate_child():
        i.fval = self.f(i, goal_data)
        self.open.append(i)
    self.closed.append(cur)

def self.open(0)
self.open.sort(key = lambda x: x.fval, reverse = False)

start_state = [['1', '2', '3'], ['_', '4', '6'], ['7', '5', '8']]
goal_state = [['1', '2', '3'], ['4', '5', '6'], ['7', '8', '_']]

puz = Puzzle(3)
puz.process(start_state, goal_state)
```

output:

```
1 2 3
_ 4 6
7 5 8

1 2 3
4 5 6
7 8 _

1 2 3
4 - 6
- 7 5 8

1 2 3
4 5 6
7 - 8
```

WEEK-6

Create KB using propositional logic and show the given KB entails query / not.

```
models = [
    {'p': False, 'q': False, 'r': False},
    {'p': False, 'q': False, 'r': True},
    {'p': False, 'q': True, 'r': False},
    {'p': False, 'q': True, 'r': True},
    {'p': True, 'q': False, 'r': False},
    {'p': True, 'q': False, 'r': True},
    {'p': True, 'q': True, 'r': False},
    {'p': True, 'q': True, 'r': True}
]

entails = True
for model in models:
    if eval_exp(premise, model) != eval_exp(conclu, model):
        entails = False
        break
return entails

def eval_second(premise, conclu):
    models = [
        {'p': p, 'q': q, 'r': r}
        for p in [True, False]
        for q in [True, False]
        for r in [True, False]
    ]

entails = all(eval_exp(premise, model) for model
        in models if eval_exp(conclu, model)
            and eval_exp(premise, model))
return entails
```

```
def eval_exp(exp, model):
    if isinstance(exp, str):
        return model.get(expression)
    elif isinstance(exp, tuple):
        op = exp[0]
        if op == 'not':
            return not eval_exp(exp[1], model)
        elif op == 'and':
            return eval_exp(exp[1], model) and
                   eval_exp(exp[2], model)
        elif op == 'if':
            return (not eval_exp(exp[1], model) or
                    eval_exp(exp[2], model)
        elif op == 'or':
            return eval_exp(exp[1], model) or
                   (exp[2], model)
first = premise('and',('or', 'p', 'q'), ('or', ('not', 'r'), 'p'))
first conclu = ('and', 'p', 'r')

if result = first:
    print("for 1st i/p : KB entails query")
else:
    print("for 1st i/p : KB does not entail")
if result - record:
    print("for record i/p : KB entails")
else:
    print("for 2nd i/p : KB does not entail")
```

Output :- for 1st i/p : KB entails query
for 2nd i/p : KB does not entail.

WEEK-7

→ Create a knowledgebase using propositional logic & prove the given query using resolution

```
import re

def main(rules, goal):
    rules = rules.split(';')
    steps = resolve(rules, goal)
    print('\nStep\t|Clause\t|Derivation\t')
    print('-' * 30)
    i = 1
    for step in steps:
        print(f'{i}.\t|{step}\t|{steps[step]}\t')
        i += 1

def negate(term):
    return f'~{term}' if term[0] != '~' else term[1]

def reverse(clause):
    if len(clause) > 2:
        t = split_terms(clause)
        return f'{t[1]} v {t[0]}'
    return ''

def split_terms(rule):
    exp = '(~*[PQRS])'
    terms = re.findall(exp, rule)
    return terms

def contradict(goal, clause):
    contradiction = [f'{goal} v {negate(goal)}',
                     f'{negate(goal)} v {goal}']
    return clause in contradictions or reverse(clause)
                                    in contradictions
```

```
def resolve(rules, goal):
    temp = rules.copy()
    temp += [negate(goal)]
    steps = dict()
    for rule in temp:
        steps[rule] = 'Given.'
    steps[negate(goal)] = 'Negated conclusion'
    i = 0
    while i < len(temp):
        n = len(temp)
        j = (i+1) % n
        clauses = []
        while j != i:
            terms1 = split_terms(temp[i])
            terms2 = split_terms(temp[j])
            for c in terms1:
                if negate(c) in terms2:
                    t1 = [t for t in terms1 if t != c]
                    t2 = [t for t in terms2 if t != negate(c)]
                    gen = t1 + t2
                    if len(gen) == 2:
                        if gen[0] != negate(gen[1]):
                            clauses += [f'{gen[0]} v {gen[1]}']
                        else:
                            if contradiction(goal, f'{gen[0]} v
                                {gen[1]}'):
                                temp.append(f'{gen[0]} v {gen[1]}')
                                steps[''] = f" Resolved {temp[i]}
                                and {temp[j]} to {temp[-1]}, which
                                is in turn null.
                    elif len(gen) == 1:
                        clauses += [f'{gen[0]}']
```

```
else:
    if contradiction(goal, f'{terms1[0]} v {terms2[0]}'):
        temp.append(f'{terms1[0]} v {terms2[0]}')
        steps[''] = f" Resolved {temp[i]} and {temp[j]} to {temp[-1]},
        which is in turn null. \n A contradiction is found
        when Negate(goal) is assumed as true. Hence,
        {goal} is true"
        return steps

for clause in clauses:
    if clause not in temp and clause != reverse(clause)
    and reverse(clause) not in temp:
        temp.append(clause)
        steps[clause] = f' Resolved from {temp[i]} and {temp[j]}.'
    j = (j+1) % n
i += 1
return steps

rules = 'R v ~P  R v ~Q  ~R v P  ~R v Q'
goal = 'R'
main(rules, goal)
```

Pall
10/1/24.

output:

Step	Clause	Derivation
1.	R v ~P	Given
2.	R v ~Q	Given
3.	~R v P	Given
4.	~R v Q	Given
5.	~R	Negated conclusion
6.		Resolved R v ~P and ~R v P to R v ~R which is in turn null.

A contradiction is found when ~R is assumed as true. Hence R is true

WEEK-8

Implement unification in FOL

```
def unify(expr1, expr2)
    func1, args1 = expr1.split('(', 1)
    func2, args2 = expr2.split('(', 1)

    if func1 != func2:
        print("Expressions cannot be unified. Diff functions")
        print None

    args1 = args1.rstrip(')').split(',')
    args2 = args2.rstrip(')').split(',')

    substitution = {}

    for a1, a2 in zip(args1, args2):
        if a1.islower() and a2.islower() and a1 != a2:
            substitution[a1] = a2
        elif a1.islower() and not a2.islower():
            substitution[a1] = a2
        elif not a1.islower() and a2.islower():
            substitution[a2] = a1
        elif a1 != a2:
            print("Expressions cannot be unified.
                  Incomplete arguments")
            return None
    return substitution
```

```
def apply_substitution(expr, substitution):
    for key, value in substitution.items():
        expr = expr.replace(key, value)
    return expr
```

```
if __name__ == "__main__":
    expr1 = input("Enter the first expression: ")
    expr2 = input("Enter the second expression: ")
    substitution = unify(expr1, expr2)

    if substitution:
        print("The substitutions are:")
        for key, value in substitution.items():
            print(f'{key}/{value}')

    expr1_result = apply_substitution(expr1, substitution)
    expr2_result = apply_substitution(expr2, substitution)

    print(f'Unified expression 1: {expr1_result}')
    print(f'Unified expression 2: {expr2_result}')
```

Output:-

```
Enter the first expression: Student(x)
Enter the second expression: Teacher(Rose)
Expressions cannot be unified. Different functions.
```

Palli
17/1/26.

WEEK-4

Convert given FOL statement into CNF :-

```
def getAttributes(string):
    expr = '\([^)]+\)'
    matches = re.findall(expr, string)
    return [m for m in str(matches) if m.isalpha()]

def getPredicates(string):
    expr = '[a-zA-Z~]+([A-Za-z,]+)'
    return re.findall(expr, string)

def Demorgan(sentence):
    string = ''.join(list(sentence.copy()))
    string = string.replace('~~', '')
    flag = '[' in string
    string = string.replace('~[', '')
    string = string.strip(']')
    for predicate in getPredicates(string):
        string = string.replace(predicate, f'~{predicate}')
    s = list(string)
    for i, c in enumerate(string):
        if c == '|':
            s[i] = '&'
        elif c == '&':
            s[i] = '|'
    string = ''.join(s)
    string = string.replace('|~', '')
    return f'[{string}]' if flag else string
```

```
def skolemization(sentence):
    SKOLEM_CONSTANTS = [f'{chr(c)}' for c in range(ord('A'),
                                                   ord('Z')+1)]
    statement = ''.join(list(sentence).copy())
    matches = re.findall('[∀].', statement)
    for match in matches[::-1]:
        statement = statement.replace(match, '')
        statements = re.findall('\[\^]]+\]', statement)
        for s in statements:
            statement = statement.replace(s, s[1:-1])
        for predicate in getPredicates(statement):
            attributes = getAttributes(predicate)
            if ''.join(attributes).islower():
                statement = statement.replace(match[1],
                                              SKOLEM_CONSTANTS.pop(0))
            else:
                aX = [a for a in attributes if a.islower()]
                aV = [a for a in attributes if not a.
                                              islower()][0]
                statement = statement.replace(aV,
                    f'{SKOLEM_CONSTANTS.pop()}({aX[0]}
                      if len(aX) else match[1]})')

    return statement


import re
def fol_to_cnf(fol):
    statement = fol.replace("<=>", "_")
    while '_' in statement:
        i = statement.index('_')
        new_statement = '[' + statement + '=>' +
            statement[i+1:] + ']&[' + statement[:i] + '=>'
            + statement[i+1:] + ']'
```

```
statement = new_statement

exp = '\[([^]]+)\]'

statements = re.findall(exp, statement)

for i, s in enumerate(statements):
    if '[' in s and ']' not in s:
        statements[i] += ']'

for s in statements:
    statement = statement.replace(s, get_to_eq(s))

while '_' in statement:
    i = statement.index('_')
    br = statement.index('[') if '[' in statement else
    new_statement = '~' + statement[br:i] + '|' +
                    statement[i+1:]
    statement = statement[:br] + new_statement if br >
     else new_statement

while '~∀' in statement:
    i = statement.index('~∀')
    statement = list(statement)
    statement[i], statement[i+1], statement[i+2] = '∃',
                statement[i+2], '~'
    statement = ''.join(statement)

while '~∃' in statement:
    i = statement.index('~∃')
    s = list(statement)
    s[i], s[i+1], s[i+2] = '∀', s[i+2], '~'
    statement = ''.join(s)

statement = statement.replace('~[∀', '[~∀')
statement = statement.replace('~[∃', '[~∃')
exp = '[~[∀|∃].)'

return statement
```

Output:-

print(Skolemization(fol_to_cnf("animal(y) <=> loves(x,y)")))

print(Skolemization(fol_to_cnf("∀x (∀y(animal(y) => loves(x,y)) => (∃z [loves(z,x)])")))

print(fol_to_cnf("american(x) & weapon(y) & sells(x,y,z) & hostile(z) => criminal(x)"))

[~animal(y) | loves(x,y)] & [~loves(x,y) | animal(y)]

[animal(G(x)) & ~loves(z,G(x))] | [loves(F(x),x)]

[~american(x) | ~weapon(y) | ~sells(x,y,z) | ~hostile(z) | criminal(x)]

o/p ?

Pdl

24/1/24.

WEEK-10

Create a KB consisting of FOL statements and prove the given query using Forward Reasoning

```
import re

def isVariable(x):
    return len(x) == 1 and x.islower() and
                           x.isalpha()

def getAttributes(string):
    expr = '\([^)]+\)'
    matches = re.findall(expr, string)
    return matches

def getPredicates(string):
    expr = '([a-zA-Z]+)\([^&]+\)'
    return re.findall(expr, string)

class Fact:
    def __init__(self, expression):
        self.expression = expression
        predicate, params = self.splitExpression(expression)
        self.predicate = predicate
        self.params = params
        self.result = any(self.getConstants())

    def splitExpression(self, expression):
        predicate = getPredicates(expression)[0]
        params = getAttributes(expression)[0].strip('(').
                                    split(',')
        return [predicate, params]

    def getResult(self):
        return self.result
```

```
def getConstants(self):
    return [None if isVariable(c) else c for c in
                                        self.params]

def getVariables(self):
    return [v if isVariable(v) else None for v in
                                        self.params]

def substitute(self, constants):
    c = constants.copy()
    f = f"{self.predicate}({','.join([constants.pop(0) if
isVariable(p) else p for p in self.params])})"
    return Fact(f)


class Implication:
    def __init__(self, expression):
        self.expression = expression
        l = expression.split('=>')
        self.lhs = [Fact(f) for f in l[0].split('&')]
        self.rhs = Fact(l[1])

def evaluate(self, facts):
    constants = {}
    new_lhs = []
    for fact in facts:
        for val in self.lhs:
            if val.predicate == fact.predicate:
                for i, v in enumerate(val.get
                                    Variables()):
                    if v:
                        constants[v] = fact.getConstants()[i]
                new_lhs.append(fact)
```

```
predicate, attributes = getPredicates(self.lhs.expression(0))
for(getAttributes(self.rhs.expression()))

    for key in constants:
        if constants[key]:
            attributes = attributes.replace(key,
                                            constants[key])
    expr = f'{predicate}({attributes})'
    return fact(expr) if len(new lhs) and all
    ([j.getResults() for j in new lhs]) else self


class KB:
    def __init__(self):
        self.facts = set()
        self.implications = set()

    def tell(self, e):
        if '=>' in e:
            self.implications.add(Implication(e))
        else:
            self.facts.add(Fact(e))

        for i in self.implications:
            res = i.evaluate(self.facts)
            if res:
                self.facts.add(res)

    def query(self, e):
        facts = set([j.expression for j in self.facts])
        i = 1
        print(f'Querying {e}:')
        for f in facts:
            if Fact(f).predicate == Fact(e).
                                    predicate:
                print(f'\t{i}. {f}')
                i += 1
```

```
def display(self):
    print("All facts:")
    for i,f in enumerate(set(f.expression for f in
                             self.facts)):
        print(f'\t{i+1}. {f}')
```

Output:-

```
kb = KB()
kb.tell('missile(x) ⇒ weapon(x)')
kb.tell('missile(M1)')
kb.tell('enemy(x,America) ⇒ hostile(x)')
kb.tell('american(West)')
kb.tell('enemy(Nono,America)')
kb.tell('owns(Nono,M1)')
kb.tell('missile(x) owns(Nono,x) ⇒ sells(West,x,Nono)')
kb.query('criminal(x)')
kb.display()
```

Querying criminal(x):
1. criminal(West)

All facts:
1. hostile(Nono)
2. sells(West,M,Nono)
3. american(West)
4. owns(Nono,M1)
5. enemy(Nono,America)
6. weapon(M1)
7. criminal(West)
8. missile(M1)

Pall:
24/1/24.