B.M.S COLLEGE OF ENGINEERING
BENGALURU Autonomous Institute, Affiliated to VTU

Lab Record

Artificial Intelligence

(22CS5PCAIN)

Submitted in partial fulfillment for the 6^{5h} Semester Laboratory

Bachelor of Technology
in
Computer Science and Engineering

Submitted by:

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B.M.S COLLEGE OF ENGINEERING

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CERTIFICATE

This is to certify that the Artificial Intelligence (22CS5PCAIN) laboratory has been carried out by SPOORTHI (1BM21CS218) during the 5th Semester September-January 2021.

Signature of the Faculty Incharge:

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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 action(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
```

```
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

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
elif (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 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)

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)
            scored = minimax_helper(board)
            board[move[0]][move[1]] = EMPTY
            if (score > bestScore):
                bestScore = score
```

```
    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)
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)
if winner(game_board) is not None:
    print(f"\nThe winner is: {winner(game_board)}")
else:
    print("\nIts 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]

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

Current Board :

['x', None, None]
['x', 'O', None]
[None, None, None]

AI is making move...

Current Board :

['x', None, None]
['x', 'O', None]
['O', None, None]

Enter your move (row, column) : 0, 2

Current Board :

['x', None, 'x']
['x', 'O', None]
['O', None, None]

AI is making a move

Current Board :

['x', 'O', 'x']
['x', 'O', 'O']
['O', 'x', None]

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

Current Board :

['x', 'O', 'x']
['x', 'O', 'O']
['O', 'x', 'x']

It's a tie!

WEEK 1 – 02

VACUUM AGENT

```
def vacuum world():
    goal-state = {'A':'0', 'B':'0'}
    cost = 0
    location_input = input("Enter your 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 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
if status_input == '0':
    print (" Locat A is already clean")

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")

    else:
        print(cost)
        print (" Location A is already clean.")

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

print("Goal state:")
print(goal_state)
print("Performance Measurement:" + str(cost))
print("
vacuum_world()
```

Output:

```
Enter Location of Vacuum A
Enter status of A1
Enter status of other room1
Initial Location Condition{'A':'0', 'B':'0'}
Vacuum is placed in location A
Location A is Dirty.
Cost for Cleaning A 1
Location A is cleaned.
Location B is Dirty.
Moving right to the Location B,
Cost for moving RIGHT2
Cost for SUCK 3
LOCATION B has been Cleaned.
Goal STATE:
{'A':'0','B':'0'}
Performance Measurement : 3
```

WEEK - 03

8 PUZZLE Problem (BFS)

```
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("sourcess s")
            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):
    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(gen(state,i,b))
```

return [more_it_can for more_it_can in pos_moves - 9t_can if more_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 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, 6, 4, 7, -1, 5]
[2, 8, 3, -1, 1, 4, 7, 6, 5]
[2, 8, 3, 1, 4, -1, 7, 6, 5]
[2, 8, 3, 1, 4, -1, 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, -1, 7, 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]
[2, 8, -1, 1, 4, 3, 7, 6, 5]
[2, 8, 3, 1, 4, 5, 7, 6, -1]
[1, 2, 3, 7, 8, 4, -1, 6, 5]
[1, 2, 3, 8, -1, 4, 7, 6, 5]

Success

WEEK - 04

8 PUZZLE WITH ITERATIVE DEEPENING DEPTH FIRST SEARCH

```
class PuzzleNode:
    def __init__(self, state, parent=None, action=None):
        self.state = state
        self.parent = parent
        self.action = action

    def get_path(self):
        path=[]
        current = self
        while current:
            path.append([(current.state, current.action)])
            curren = current.parent
        return path[::-1]

def is_goal(state):
    goal_state = (1, 2, 3, 6, 4, 5, 0, 7, 8)
    return state == goal_state

def get_neighbors(state):
    neighbours = []
    empty_index = state.index(0)
    row, col = divmod(empty_index, 3)

    for move in [(0,1), (1,0), (0,-1), (-1,0)]:
        new_row, new_col = row+move[0], col+move[1]
        if 0<=new_row<3 and 0<=new_col<3:
            neighbour_state = list(state)
            neighbour_state[empty_index],
            neighbour_state[neighbor_index] = (
```

```
        neighbour_state[neighbour_index],
        neighbour_state[empty_index],)

        neighbor_state[empty_index],
        neighbors.append(tuple(neighbor_state))

    return neighbors

def depth_limited_search(node, goal_state, depth_limit):
        if is_goal(node.state):
            return True
        elif depth_limit == 0:
            return False
        else:
            for neighbor_state in get_neighbours(node.state):
                child = PuzzleNode(neighbor_state, node)
                if depth_limited_search(child, goal_state,
                    depth_limit-1):
                    return True
            return False
if __name__ == "__main__":
    initial_state = (1, 2, 3, 0, 4, 5, 6, 7, 8)
    depth_limit = 1
    initial_node = PuzzleNode(initial_state)
    result = depth_limited_search(initial_node,
        (1, 2, 3, 4, 6, 5, 0, 7, 8), depth_limit)
    print(result)
```

Output

True.

7/12/23

Greedy Best First Search

13/12/23

```
import heapq
class PuzzleNode:
    def __init__(self, state, parent=None):
        self.state = state
        self.parent = parent
        self.cost = 0

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

def man_dis(state, goal_state):
    distance = 0
    for i in range(3):
        for j in range(3):
            if state[i][j] != goal_state[i][j]:
                x, y = divmod(goal_state[i][j], 3)
                distance += abs(x-i) + abs(y-j)
    return distance
def get_blank_position(state):
    for i in range(3):
        for j in range(3):
            if state[i][j] == 0:
                return i, j
def get_neighbours(node):
    i, j = get_blank_position(node.state)
    neighbours = []
    for x, y in ((i+1, j), (i-1, j), (i, j+1), (i, j-1)):
        if 0 <= x < 3 and 0 <= y < 3:
            neighbor_state = [row[:] for row in node.state]
            neighbor_state[i][j], neighbor_state[x][y] =
                neighbor_state[x][y], neighbor_state[i][j]
```

```
        neighbors.append(PuzzleNode(neighbor_state, parent=node))
    return neighbors

def greedy_bfs(initial_state, goal_state, heuristic):
    initial_node = PuzzleNode(initial_state)
    goal_node = PuzzleNode(goal_state)
    if initial_state == goal_state:
        return [initial_state]

    priority_queue = [initial_node]
    visited_states = set()

    while priority_queue:
        current_node = heapq.heappop(priority_queue)
        if current_node.state == goal_state:
            path = [current_node.state]
            while current_node.parent:
                current_node = current_node.parent
                path.append(current_node.state)
            path.reverse()
            return path

        visited_states.add(tuple(map(tuple, current_node.state)))
        neighbors = get_neighbors(current_node)
        for neighbor in neighbors:
            if tuple(map(tuple, neighbor.state)) not in
                                        visited_states:
                neighbor.cost = heuristic(neighbor.state,
                                          goal_state)
                heapq.heappush(priority_queue, neighbor)

    return None
```

```
initial_state = [
    [1, 2, 3],
    [4, 0, 5],
    [6, 7, 8]
]
goal_state = [
    [1, 2, 3],
    [4, 5, 6],
    [7, 8, 0].
]
heuristic_function = manhattan_distance
path = greedy_bfs(initial_state, goal_state, heuristic_function)
if path:
    print("Solution found:")
    for state in path:
        for row in state:
            print(row)
        print()
else:
    print("No solution found.")
```

Output :-

Step 0:

[1, 2, 3]
[4, 5, 6]
[0, 7, 8]

Step 1:

[1, 2, 3]
[4, 5, 6]
[7, 0, 8]

Step 2:

[1, 2, 3]
[4, 5, 6]
[7, 8, 0]

A* Algorithm

```
import heapq
class PuzzleNode:
    def __init__(self, state, parent=None, g=0, h=0):
        self.state = state
        self.parent = parent
        self.g = g
        self.h = h
        self.f = self + self.h
    def __lt__(self, other):
        return self.f < other.f

def manhattan_distance(state, goal_state):
    distance = 0
    for i in range(3):
        for j in range(3):
            if state[i][j] != goal_state[i][j] and state[i][j] != 0:
                x, y = divmod(goal_state[i][j], 3)
                distance += abs(x-i) + abs(y-j)
    return distance

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

def get_neighbors(node):
    i, j = get_blank_position(node.state)
    neighbors[]
```

```
for x, y in ((i+1, j), (i-1, j), (i, j+1), (i, j-1)):
    if 0 <= x < 3 and 0 <= y < 3:
        neighbor_state = [row[:] for row in node.state]
        neighbor_state[i][j], neighbor_state[x][y] =
        neighbor_state[x][y], neighbor_state[i][j]
        neighbors.append(PuzzleNode(neighbor_state,
            parent=node))
    return neighbors

a_star_search(initial_state, goal_state, heuristic):
    initial_node = PuzzleNode(initial_state, g=0, h=heuristic
                   (initial_state, goal_state))
    goal_node = PuzzleNode(goal_state)
if initial_state == goal_state:
    return [initial_state]

priority_queue:
    current_node = heapq.heappop(priority_queue)
    if current_node.state == goal_state:
        path = [current_node.state]
        while current_node.parent:
            current_node = current_node.parent
            path.append(current_node.state)
        path.reverse()
        return path
    visited_states.add(tuple(map(tuple, current_node.state)))
    neighbor in neighbors:
        if tuple(map(tuple, neighbor.state)) not in visited_
                                                  states:
```

```
        neighbor.g = current_node.g + 1
        neighbor.h = heuristic(neighbor.state, goal_state)
        neighbor.f = neighbor.g + neighbor.h
        heapq.heappush(priority_queue, neighbor)
    return None

heuristic_function = manhattan_distance
path = a_star_search(initial_state, goal_state.heuristic_
                     function)

if path:
    print("Solution found:")
    for state in path:
        for row in state:
            print(row)
        print()
else:
    print("No Solution found")
```

Output :-

Reached in one Move.

Sneha
20/12/23

Propositional Logic

20/12/23

```
def evaluate_first(premise, conclusion):
    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 evaluate_expression(premise, model) != evaluate_expression(conclusion, model):
            entails = False
            break
    return entails

def evaluate_second(premise, conclusion):
    models = [
        {'p': p, 'q': q, 'r': r}
```

```
    for p in [True, False]
     for q in [True, False]
      for r in [True, False]
]

entails = all(evaluate_expression(premise, model) for
model in models if evaluate_expression(conclusion, model)
and evaluate_expression(premise, model))
    return entails.

def evaluate_expression(expression, model):
    if isinstance(expression, str):
        return model.get(expression)
    elif isinstance(expression, tuple):
        op = expression[0]
        if op == 'not':
            return not evaluate_expression(expression[1], model)

        elif op == 'and'
            return evaluate_expression(expression[1], model)

        elif op == 'if':
            return(not evaluate_expression(expression[1], model)
            or evalute_expression(expression[2], model)

        elif op == 'iff':
            return evaluate_expression(expression[1],
            model) or evaluate_expression(expression[2], model)
```

```
first_premise = ('and', ('or', 'p', 'q'), ('or', ('not', 'r'), 'p'))
first_conclusion = ('and', 'p', 'r')
second_premise = ('and', ('or', ('not', 'q'), 'r'), ('and', ('not',
                 'p'), 'q'))
second_conclusion = 'r'

result_first = evaluate_first(first_premise, first_conclusion)
result_second = evaluate_second(second_premise, second
                                conclusion)

if result_second:
    print("For the second input: The premise entails the
     conclusion.")
else:
    print("For the second input: The premise does not
     entail the conclusion")

if result_first:
    print("For the first input: The premise entails
         the conclusion.")

else:
    print("For the first input: The premise doesn't
         entail the conclusion")
```

Output

For the first input : The premise does not entail the conclusion

For the second input : The premise entails the conclusion.

27/12/2023.

Create a Knowledge base using propositional 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

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 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. In a contradiction is found when
{negate(goal)} is assumed as true.

```
elif len(gen) == 1:
    clauses += [f'gen[0]']

else:
    if contradiction(goal, f'{term1[0]} v {term2[0]}'):
        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)
```

Output :

Step	clauses	Derivation
1	R ∨ P	Given
2	R ∨ ¬Q	Given
3	¬R ∨ P	Given
4.	¬R ∨ Q	Given
5.	¬R	Negated conclusion.

Resolved R ∨ P and ¬R ∨ P to R ∨ ¬R, which in tu
is null.

A contradiction is found when ¬R is assumed a
true. Hence, R is true.

7/12/23

10/1/24

Implement Unification In First order Logic

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

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

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 False

    if exp1 == exp2:
        return []

    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 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 = getRemaingPart(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.
```

```
exp1 = "knows(A,x)"
exp2 = "knows(y,y)"
substitutions = unify(exp1, exp2)
print("Substitutions:")
print(substitutions)
```

Output :-

```
Substitutions :
[('A', 'y'), ('y', 'x')]
```

10/1/24

Program to convert fol to cnf

17/01/24

```
import re
def fol_to_cnf(fol):
    statement = fol.replace("=>", "-")
    expr = '\[([^]]+)\]'
    statements = re.findall(expr, statement)
    for i, s in enumerate(statement):
        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 = statment.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)

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

print(fol_to_cnf("bird(x) => ~fly(x)"))
```

Output:-

~bird(x) ∨ ~fly(x)

```
print(fol_to_cnf("bird(x) => ~fly(x)"))
```

[~bird(A) ∨ ~fly(A)]

Create a Knowledge Base consisting of first order logic statements and prove given query using forward chaing

```
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):
        result self.result
    def getConstants(self):
        result [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) /atlea
```

```
        if v:
            constants[v] = fact.get(constants[i])
        new_lhs.append(fact)
    predicate, attributes = getPredicates(self.lhs.expression)[0],
        str(getAttributes(self.lhs.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)
```

```
if res:
    s

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

OUTPUT:

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

All facts: king (John)

2. King(Richard)
3. evil(John)
4. Greedy(John)

25/1/24

1.TIC-TAC-TOE

```
def printBoard(board):
print(board[1] + '|' + board[2] + '|' + board[3])
print('-+-+-')
print(board[4] + '|' + board[5] + '|' + board[6])
print('-+-+-')
print(board[7] + '|' + board[8] + '|' + board[9])
print("\n")
def spaceIsFree(position):
if board[position] == ' ':
return True
else:
return False
def insertLetter(letter, position):
if spaceIsFree(position):
board[position] = letter
printBoard(board)
if (checkDraw()):
print("Draw!")
exit()
if checkForWin():
if letter == 'X':
print("Bot wins!")
exit()
else:
print("Player wins!")
exit()
return
else:
```

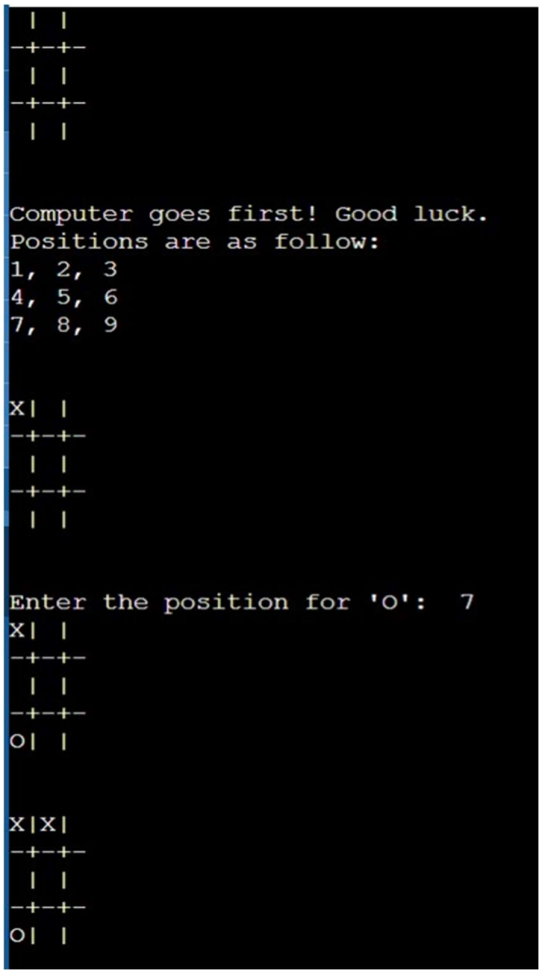
```
print("Can't insert there!")
position = int(input("Please enter new position: "))
insertLetter(letter, position)
return
def checkForWin():
if (board[1] == board[2] and board[1] == board[3] and board[1] != ' '):
return True
elif (board[4] == board[5] and board[4] == board[6] and board[4] != ' '):
return True
elif (board[7] == board[8] and board[7] == board[9] and board[7] != ' '):
return True
elif (board[1] == board[4] and board[1] == board[7] and board[1] != ' '):
return True
elif (board[2] == board[5] and board[2] == board[8] and board[2] != ' '):
return True
elif (board[3] == board[6] and board[3] == board[9] and board[3] != ' '):
return True
elif (board[1] == board[5] and board[1] == board[9] and board[1] != ' '):
return True
elif (board[7] == board[5] and board[7] == board[3] and board[7] != ' '):
return True
else:
return False
def checkWhichMarkWon(mark):
if board[1] == board[2] and board[1] == board[3] and board[1] == mark:
return True
elif (board[4] == board[5] and board[4] == board[6] and board[4] == mark):
return True
elif (board[7] == board[8] and board[7] == board[9] and board[7] == mark):
return True
```

```
elif (board[1] == board[4] and board[1] == board[7] and board[1] == mark):
return True
elif (board[2] == board[5] and board[2] == board[8] and board[2] == mark):
return True
elif (board[3] == board[6] and board[3] == board[9] and board[3] == mark):
return True
elif (board[1] == board[5] and board[1] == board[9] and board[1] == mark):
return True
elif (board[7] == board[5] and board[7] == board[3] and board[7] == mark):
return True
else:
return False
def checkDraw():
for key in board.keys():
if (board[key] == ' '):
return False
return True
def playerMove():
position = int(input("Enter the position for 'O': "))
insertLetter(player, position)
return
def compMove():
bestScore = -800
bestMove = 0
for key in board.keys():
if (board[key] == ' '):
board[key] = bot
score = minimax(board, 0, False)
board[key] = ' '
if (score > bestScore):
```

```
bestScore = score
bestMove = key
insertLetter(bot, bestMove)
return
def minimax(board, depth, isMaximizing):
if (checkWhichMarkWon(bot)):
return 1
elif (checkWhichMarkWon(player)):
return -1
elif (checkDraw()):
return 0
if (isMaximizing):
bestScore = -800
for key in board.keys():
if (board[key] == ' '):
board[key] = bot
score = minimax(board, depth + 1, False)
board[key] = ' '
if (score > bestScore):
bestScore = score
return bestScore
else:
bestScore = 800
for key in board.keys():
if (board[key] == ' '):
board[key] = player
score = minimax(board, depth + 1, True)
board[key] = ' '
if (score < bestScore):
bestScore = score
```

```
return bestScore
board = {1: ' ', 2: ' ', 3: ' ',
4: ' ', 5: ' ', 6: ' ',
7: ' ', 8: ' ', 9: ' '}
printBoard(board)
print("Computer goes first! Good luck.")
print("Positions are as follow:")
print("1, 2, 3 ")
print("4, 5, 6 ")
print("7, 8, 9 ")
print("\n")
player = 'O'
bot = 'X'
global firstComputerMove
firstComputerMove = True
while not checkForWin():
compMove()
playerMove()
```

OUTPUT


| |
-+-+-
| |
-+-+-
| |
Computer goes first! Good luck.
Positions are as follow:
1, 2, 3
4, 5, 6
7, 8, 9
X| |
-+-+-
| |
-+-+-
| |
Enter the position for 'O': 7
X| |
-+-+-
| |
-+-+-
O| |
X|X|
-+-+-
| |
-+-+-
O| |

```
Enter the position for 'O':  3
X|X|O
-+-+-
 | |
-+-+-
O| |


X|X|O
-+-+-
 |X|
-+-+-
O| |


Enter the position for 'O':  8
X|X|O
-+-+-
 |X|
-+-+-
O|O|


X|X|O
-+-+-
 |X|
-+-+-
O|O|X


Bot wins!
```

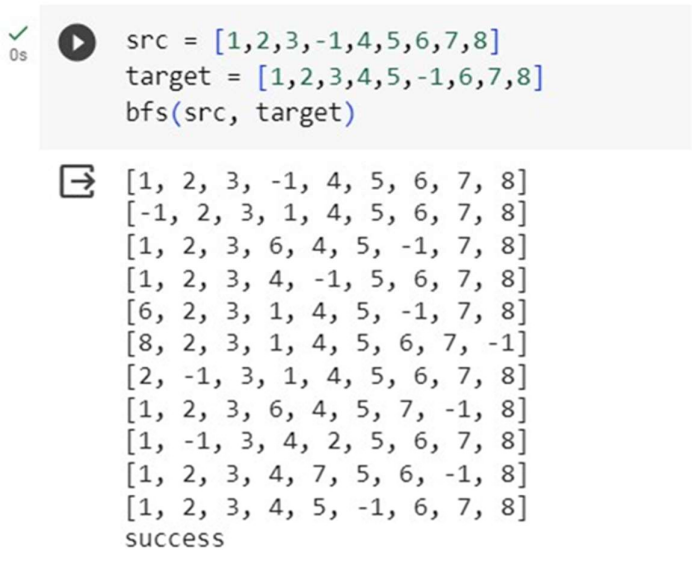
2. 8 Puzzle
(bfs)

```
import numpy as np
import pandas as pd
import os

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(-1)

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

    if b not in [-1,1,2]:
        d.append('u')
    if b not in [6,7,8]:
        d.append('d')
    if b not in [-1,3,6]:
        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
```

OUTPUT



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

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

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

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

3. Implement Iterative deepening search algorithm

```
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 for move in pos_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

src = []
target=[]
n = int(input("Enter number of elements : "))
print("Enter source elements")
for i in range(0, n):
    ele = int(input())
    src.append(ele)
print("Enter target elements")
for i in range(0, n):
    ele = int(input())
    target.append(ele)
```

depth=8

iddfs(src, target,depth)

OUTPUT

```
Enter number of elements : 9
Enter source elements
1
2
3
-1
4
5
6
7
8
Enter target elements
1
2
3
4
5
-1
6
7
8
True
```

4. 8 Puzzle A* Search Algorithm

```
class Node:
    def __init__(self, data, level, fval):
        # Initialize the node with the data ,level of the node and the calculated fvalue
        self.data = data
        self.level = level
        self.fval = fval

    def generate_child(self):
        # Generate hild nodes from the given node by moving the blank space
        # either in the four direction {up,down,left,right}
        x, y = self.find(self.data, '_')
        # val_list contains position values for moving the blank space in either of
        # the 4 direction [up,down,left,right] respectively.
        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):
        # Move the blank space in the given direction and if the position value are out
        # of limits the return None
        if x2 >= 0 and x2 < len(self.data) and y2 >= 0 and y2 < len(self.data):
            temp_puz = []
            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):
        # copy function to create a similar matrix of the given node
        temp = []
        for i in root:
            t = []
            for j in i:
                t.append(j)
            temp.append(t)
        return temp

    def find(self, puz, x):
        # Specifically used to find the position of the blank space
        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):
        # Initialize the puzzle size by the the specified size,open and closed lists to empty
        self.n = size
        self.open = []
        self.closed = []
```

```
def accept(self):
    # Accepts the puzzle from the user
    puz = []
    for i in range(0, self.n):
        temp = input().split(" ")
        puz.append(temp)
    return puz

def f(self, start, goal):
    # Heuristic function to calculate Heuristic value f(x) = h(x) + g(x)
    return self.h(start.data, goal) + start.level

def h(self, start, goal):
    # Calculates the difference between the given puzzles
    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

def process(self):
    # Accept Start and Goal Puzzle state
    print("enter the start state matrix \n")
    start = self.accept()
    print("enter the goal state matrix \n")
    goal = self.accept()
    start = Node(start, 0, 0)
    start.fval = self.f(start, goal)
```

```
        # put the start node in the open list
        self.open.append(start)
        print("\n\n")
        while True:
            cur = self.open[0]
            print("=================================================\n")
            for i in cur.data:
                for j in i:
                    print(j, end=" ")
                print("")
            # if the difference between current and goal node is 0 we have reached the goal node
            if (self.h(cur.data, goal) == 0):
                break
            for i in cur.generate_child():
                i.fval = self.f(i, goal)
                self.open.append(i)
            self.closed.append(cur)
            del self.open[0]
            # sort the open list based on f value
            self.open.sort(key=lambda x: x.fval, reverse=False)
puz = Puzzle(3)
puz.process()
```

OUTPUT

```
enter the start state matrix

1 2 3
_ 4 6
7 5 8
enter the goal state matrix

1 2 3
4 5 6
7 8 _


==================================================

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

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

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

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

5.Vaccum cleaner

```
def vacuum_world():
    # initializing goal_state
    # 0 indicates Clean and 1 indicates Dirty
  goal_state = {'A': '0', 'B': '0'}
  cost = 0

  location_input = input("Enter Location of Vacuum") #user_input of location vacuum is placed
  status_input = input("Enter status of " + location_input) #user_input if location is dirty or clean
  status_input_complement = input("Enter status of other room")
  print("Initial Location Condition" + str(goal_state))

  if location_input == 'A':
    # Location A is Dirty.
    print("Vacuum is placed in Location A")
    if status_input == '1':
      print("Location A is Dirty.")
      # suck the dirt  and mark it as clean
      goal_state['A'] = '0'
      cost += 1                    #cost for suck
      print("Cost for CLEANING A " + str(cost))
      print("Location A has been Cleaned.")

      if status_input_complement == '1':
        # if B is Dirty
        print("Location B is Dirty.")
        print("Moving right to the Location B. ")
        cost += 1                    #cost for moving right
        print("COST for moving RIGHT" + str(cost))
        # suck the dirt and mark it as clean
```

```
            goal_state['B'] = '0'
            cost += 1                    #cost for suck
            print("COST for SUCK " + str(cost))
            print("Location B has been Cleaned. ")
        else:
            print("No action" + str(cost))
            # suck and mark clean
            print("Location B is already clean.")

    if status_input == '0':
        print("Location A is already clean ")
        if status_input_complement == '1':# if B is Dirty
            print("Location B is Dirty.")
            print("Moving RIGHT to the Location B. ")
            cost += 1                    #cost for moving right
            print("COST for moving RIGHT " + str(cost))
            # suck the dirt and mark it as clean
            goal_state['B'] = '0'
            cost += 1                    #cost for suck
            print("Cost for SUCK" + str(cost))
            print("Location B has been Cleaned. ")
        else:
            print("No action " + str(cost))
            print(cost)
            # suck and mark clean
            print("Location B is already clean.")

else:
    print("Vacuum is placed in location B")
    # Location B is Dirty.
```

```
if status_input == '1':
    print("Location B is Dirty.")
    # suck the dirt  and mark it as clean
    goal_state['B'] = '0'
    cost += 1  # cost for suck
    print("COST for CLEANING " + str(cost))
    print("Location B has been Cleaned.")

    if status_input_complement == '1':
        # if A is Dirty
        print("Location A is Dirty.")
        print("Moving LEFT to the Location A. ")
        cost += 1  # cost for moving right
        print("COST for moving LEFT" + str(cost))
        # suck the dirt and mark it as clean
        goal_state['A'] = '0'
        cost += 1  # cost for suck
        print("COST for SUCK " + str(cost))
        print("Location A has been Cleaned.")

else:
    print(cost)
    # suck and mark clean
    print("Location B is already clean.")

    if status_input_complement == '1':  # if A is Dirty
        print("Location A is Dirty.")
        print("Moving LEFT to the Location A. ")
        cost += 1  # cost for moving right
        print("COST for moving LEFT " + str(cost))
```

```
            # suck the dirt and mark it as clean
            goal_state['A'] = '0'
            cost += 1  # cost for suck
            print("Cost for SUCK " + str(cost))
            print("Location A has been Cleaned. ")
        else:
            print("No action " + str(cost))
            # suck and mark clean
            print("Location A is already clean.")

    # done cleaning
    print("GOAL STATE: ")
    print(goal_state)
    print("Performance Measurement: " + str(cost))


vacuum_world()
```

OUTPUT

```
Enter Location of VacuumA
Enter status of A1
Enter status of other room1
Initial Location Condition{'A': '0', 'B': '0'}
Vacuum is placed in Location A
Location A is Dirty.
Cost for CLEANING A 1
Location A has been Cleaned.
Location B is Dirty.
Moving right to the Location B.
COST for moving RIGHT2
COST for SUCK 3
Location B has been Cleaned.
GOAL STATE:
{'A': '0', 'B': '0'}
Performance Measurement: 3
```

```
vacuum_world()
```

```
Enter Location of VacuumA
Enter status of A0
Enter status of other room0
Initial Location Condition{'A': '0', 'B': '0'}
Vacuum is placed in Location A
Location A is already clean
No action 0
0
Location B is already clean.
GOAL STATE:
{'A': '0', 'B': '0'}
Performance Measurement: 0
```

```
Enter Location of VacuumB
Enter status of B0
Enter status of other room1
Initial Location Condition{'A': '0', 'B': '0'}
Vacuum is placed in location B
0
Location B is already clean.
Location A is Dirty.
Moving LEFT to the Location A.
COST for moving LEFT 1
Cost for SUCK 2
Location A has been Cleaned.
GOAL STATE:
{'A': '0', 'B': '0'}
Performance Measurement: 2
```

6. Knowledge Base Entailment

```
def tell(kb, rule):
    kb.append(rule)

combinations = [(True, True, True), (True, True, False),
                (True, False, True), (True, False, False),
                (False, True, True), (False, True, False),
                (False, False, True), (False, False, False)]



def ask(kb, q):
    for c in combinations:
        s = all(rule(c) for rule in kb)
        f = q(c)
        print(s, f)
        if s != f and s != False:
            return 'Does not entail'
    return 'Entails'



kb = []

# Get user input for Rule 1
rule_str = input("Enter Rule 1 as a lambda function (e.g., lambda x: x[0] or x[1] and (x[0] and x[1]): ")
r1 = eval(rule_str)
tell(kb, r1)

# Get user input for Rule 2
#rule_str = input("Enter Rule 2 as a lambda function (e.g., lambda x: (x[0] or x[1]) and x[2]): ")
```

```
#r2 = eval(rule_str)
#tell(kb, r2)

# Get user input for Query
query_str = input("Enter Query as a lambda function (e.g., lambda x: x[0] and x[1] and (x[0] or x[1]): ")
q = eval(query_str)

# Ask KB Query
result = ask(kb, q)
print(result)
```

OUTPUT

```
Enter Rule 1 as a lambda function (e.g., lambda x: x[0] or x[1] and (x[0] and x[1]): lambda x:  (x[0] or x[1]) and ( not x[2] or x[0])
Enter Query as a lambda function (e.g., lambda x: x[0] and x[1] and (x[0] or x[1]): lambda x:  (x[0] and x[2])
True True
True False
Does not entail
```

7. Knowledge Base 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 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'
main(rules, goal)
 rules = 'PvQ ~PvR ~QvR' #P=vQ, P=>Q : ~PvQ, Q=>R, ~QvR
goal = 'R'
main(rules, goal)
```

OUTPUT

```
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.

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.
```

8. Unification

```
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


exp1 = "knows(A,x)"
exp2 = "knows(y,mother(y))"
substitutions = unify(exp1, exp2)
print("Substitutions:")
print(substitutions)
```

OUTPUT

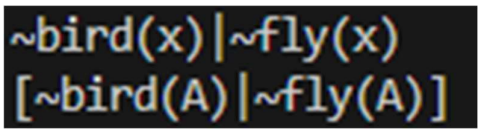
```
Substitutions:
[('A', 'y'), ('mother(y)', 'x')]
```

9. FOL to CNF

```
import re
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

def fol_to_cnf(fol):
    statement = fol.replace("=>", "-")
    expr = '\[([^]]+)\]'
    statements = re.findall(expr, statement)
    print(statements)
    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)]"))
```

OUTPUT



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

OUTPUT