VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"JnanaSangama", Belgaum -590014, Karnataka.

LAB REPORT
on

Artificial Intelligence (23CS5PCAIN)

Submitted by

Utkrisht Umang (1BM23CS355)

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

B.M.S. COLLEGE OF ENGINEERING
(Autonomous Institution under VTU)
BENGALURU-560019
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B.M.S. College of Engineering,

Bull Temple Road, Bangalore 560019

(Affiliated To Visvesvaraya Technological University, Belgaum)

Department of Computer Science and Engineering

CERTIFICATE

This is to certify that the Lab work entitled "Artificial Intelligence (23CS5PCAIN)" carried out by **Utkrisht Umang (1BM23CS355),** 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. The Lab report has been approved as it satisfies the academic requirements in respect of an Artificial Intelligence (23CS5PCAIN) work prescribed for the said degree.

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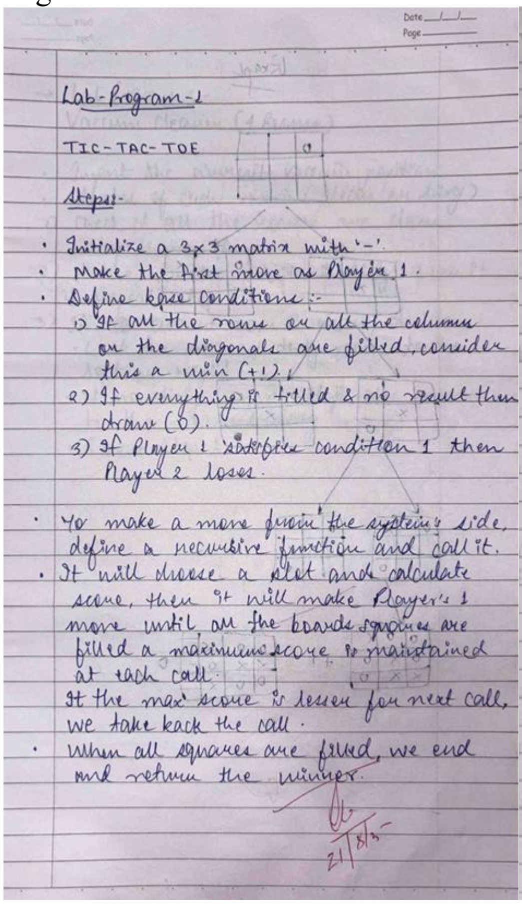
Github Link:
https://github.com/utk1college/AI

Program 1

Implement Tic –Tac –Toe Game

Implement vacuum cleaner agent

Algorithm:



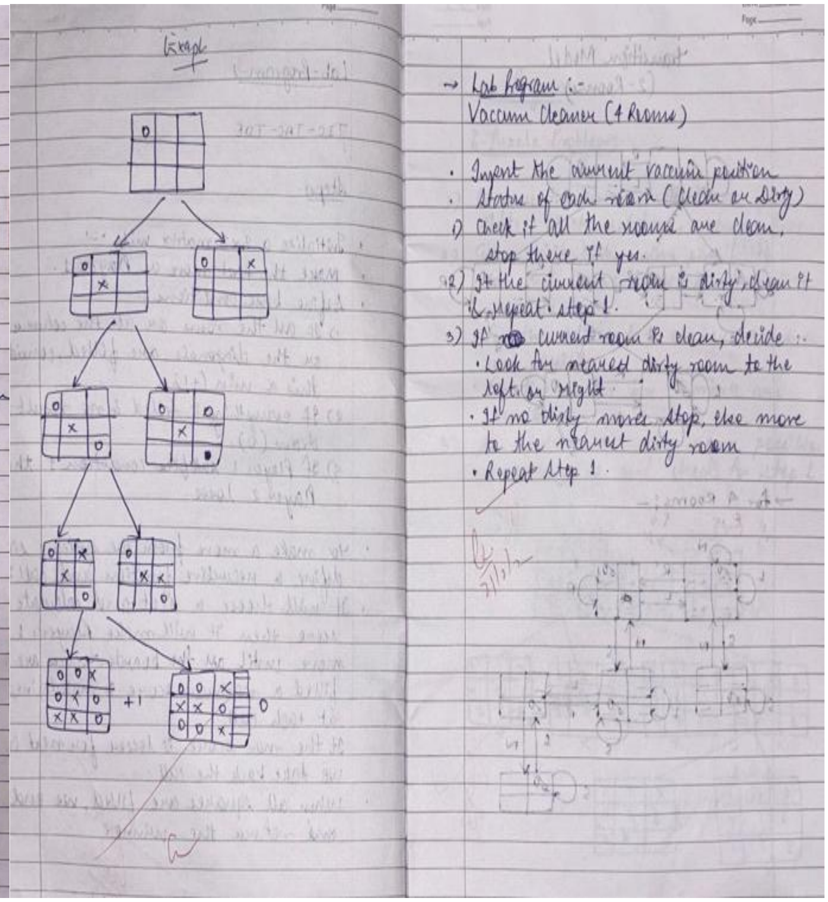
Lab-Program-1

TIC-TAC-TOE

Steps:-

- Initialize a 3x3 matrix with '-'.
- Make the first move as Player 1.
- Define base conditions :-
  1) If all the rows or all the columns or the diagonals are filled, consider this a win (+1).
  2) If everything is filled & no result then draw (0).
  3) If Player 1 satisfies condition 1 then Player 2 loses.
- To make a move from the system's side, define a recursive function and call it.
- It will choose a slot and calculate score, then it will make Player's 1 move until all the boards squares are filled a maximum score is maintained at each call.
  If the max score is lesser for next call, we take back the call.
- When all squares are filled, we end and return the winner.

21/8/25

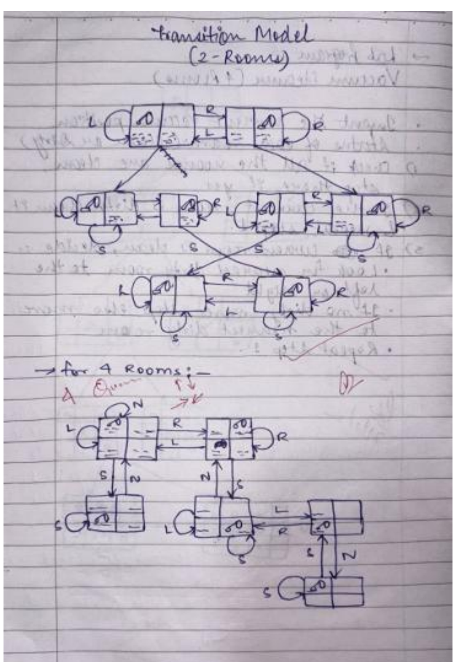


→ Lab Program :-

Vaccum Cleaner (4 Rooms)

- Input the current vaccum position
- Status of each room (Clean or Dirty)

1) Check if all the rooms are clean, stop there if yes.
2) If the current room is dirty, clean it & repeat step 1.
3) If current room is clean, decide :-
   - Look for nearest dirty room to the left or right
   - If no dirty rooms stop, else move to the nearest dirty room
   - Repeat step 1.



Code:

TIC TAC TOE Game

```
def print_board(board):
    print()
    print("-------------")
    for i in range(3):
        print("|", board[i][0], "|", board[i][1], "|", board[i][2], "|")
        print("-------------")
    print()

def is_win(board,symbol):
    #same row
    for i in range(3):
        if board[i][0] == symbol and board[i][1] == symbol and board[i][2] == symbol:
            return True

    #same Column
    for j in range(3):
        if board[0][j] == symbol and board[1][j] == symbol and board[2][j] == symbol:
            return True

    #same diagonal
    if board[0][0] == symbol and board[1][1] == symbol and board[2][2] == symbol:
        return True

    if board[0][2] == symbol and board[1][1] == symbol and board[2][0] == symbol:
        return True

    #if all case fails
    return False


def is_draw(board):
    for i in range(3):
        for j in range(3):
            if board[i][j] == " ":
                return False
    return True



def get_input(mark,id):
    while True:
        try:
            move = input(f"Player{id}, Enter the position to place {mark}->  ")
            ip = move.strip().split()

            if len(ip) != 2:
                print("Enter exactly 2 coordinates!")
                continue

            row,col = int(ip[0]),int(ip[1])

            if (row>=1 and row<= 3) and (col>=1 and col<=3):
                return [row-1,col-1]
            else:
                print("Enter values between 1 and 3 only")
```

```
        except ValueError:
            print("Invalid inputs, enter numbers only")


board = []
for i in range(3):
    board.append([" "," "," "])

mark1 = "X"
mark2 = "O"
p1 = 1
p2 = 2
curr_p = 1
curr_m = "X"
while True:
    print_board(board)
    row,col = get_input(curr_m,curr_p)

    if board[row][col] != " ":
        print("Move already taken!,Try again")
        continue

    board[row][col] = curr_m

    if is_win(board,curr_m):
        print_board(board)
        print(f"Congrats 🎉, Player{curr_p} wins!!!")
        break

    if is_draw(board):
        print_board(board)
        print("Its a draw, 🤓!")
        break

    if curr_p == p1:
        curr_p = p2
        curr_m = "O"
    else:
        curr_p = p1
        curr_m = "X"
```

```
-------------
|   |   |   |
-------------
|   |   |   |
-------------
|   |   |   |
-------------

Player1, Enter the position to place X->  1 1

-------------
| X |   |   |
-------------
|   |   |   |
-------------
|   |   |   |
```

```
-------------

Player2, Enter the position to place O->  3 1

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

Player1, Enter the position to place X->  2 2

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

Player2, Enter the position to place O->  3 2

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

Player1, Enter the position to place X->  3 3

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

Congrats 🎉, Player1 wins!!!
```

Vacuum Cleaner Agent

```
def is_clean(status):
```

```
  return status[room_a] and status[room_b]


def simulate(state, choice, status, cost, do_clean=True):
    if is_clean(status):
        print("All rooms are clean")
        return cost

    if choice != 1 and choice != -1:
        print("Invalid choice")
        return cost

    # Vacuum in room A
    if state[0][0]:
        if choice == -1:
            if do_clean and not state[0][1]:
                state[0][1] = True
                status[room_a] = True
                print("Cleaned room A")
                cost += 1  # Cost of cleaning
            else:
                print("No cleaning in room A")
        elif choice == 1:
          state[0][0] = False
          state[1][0] = True
          print("Moved vacuum from A to B")
        else:
            print("Cannot move from A to B")

    # Vacuum in room B
    elif state[1][0]:
        if choice == 1:
            if do_clean and not state[1][1]:
                state[1][1] = True
                status[room_b] = True
                print("Cleaned room B")
                cost += 1  # Cost of cleaning
            else:
                print("No cleaning in room B")
        elif choice == -1:
            state[1][0] = False
            state[0][0] = True
            print("Moved vacuum from B to A")
        else:
            print("Cannot move from B to A")
    else:
        print("Vacuum is not in any room!")

    return cost


if __name__ == "__main__":
    room_a = 'A'
    room_b = 'B'
    state = [[True, False], [False, False]]
    status = {room_a:False, room_b:False}
    total_cost = 0  # Initialize total cost
```

```
while True:
  if is_clean(status):
    print("All rooms are clean. Exiting.")
    print(f"Total cost: {total_cost}") # Display total cost
    break

  choice = int(input("Enter -1 to act in Room A, 1 to act in Room B: "))
  action = input("Enter 'c' to clean, 'm' to move without cleaning: ").lower()

  if action == 'c':
      total_cost = simulate(state, choice, status, total_cost)
  elif action == 'm':
      total_cost = simulate(state, choice, status, total_cost, False)
  else:
      print("Invalid action choice")
```

Enter -1 to act in Room A, 1 to act in Room B: -1
Enter 'c' to clean, 'm' to move without cleaning: c
Cleaned room A
Enter -1 to act in Room A, 1 to act in Room B: 1
Enter 'c' to clean, 'm' to move without cleaning: m
Moved vacuum from A to B
Enter -1 to act in Room A, 1 to act in Room B: 1
Enter 'c' to clean, 'm' to move without cleaning: c
Cleaned room B
All rooms are clean. Exiting.
Total cost: 2

Program 2

Implement 8 puzzle problems using Depth First Search (DFS)
Implement Iterative deepening search algorithm

Algorithm:

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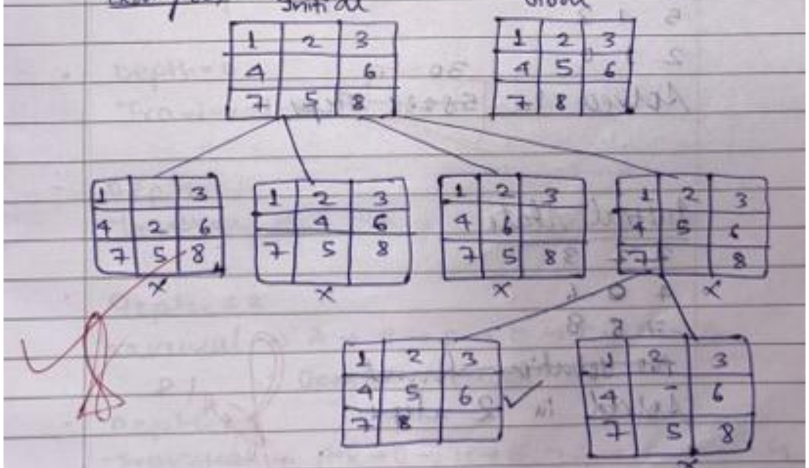
→ Lab Program:-

8-Puzzle Problem:-

1) Compare the current state to the goal state, if it matches, return true.
2) Else, visit each move possibility :-
   - For, the corner boxes, 2 moves are possible.
   - For the adjacent to corner, 3 moves are possible.
   - For the center box, 4 moves are possible.
3) So, explore all the moves possible at each step and check for step 1.

Example:- Initial Goal



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Exeute - Brute force

- o/p -
1) Initial
2) Goal
3) No. of Third

// Output:-

Goal:-
1 2 3
4 5 6
7 8 0

Initial State:-
6 8 7
2 4 5
3 0 1
Solved in ~~...~~ 27 steps

Initial State:-
8 7 6
5 4 3
2 1 0
Solved in $\boxed{\cancel{58288}}$ 30 steps.

Initial State
1 2 3
4 0 6
7 5 8
~~No solution found.~~
Solved in 2 steps.

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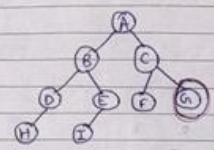
→ IDDFS :-

(1) Set the depth limit as 0.
(2) Perform DFS till the depth-limit.
(3) If goal found, return
(4) Else do depth-limit ++ and perform steps 2 and 3 again and repeat until the goal state is found.



Max- Depth=3

- Depth=0.
Traversal ⇒ A.

- Depth=1
Traversal ⇒ A → B → C

- Depth=2
Traversal ⇒ A → B → D → E → C → F → G.
∴ Goal 'G' found.

- Depth=3
Traversal ⇒ A → B → D → H → E → I → C → F → G

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Solving 8-Puzzle using IDDFS:-

Start state.
1 2 3
4 5 6
0 7 8

Goal State:
1 2 3
4 5 6
7 8 0

Depth=0
Goal ≠ Start.

Depth=1

1 2 3
4 5 6
0 7 8

1 2 3	1 2 3
0 5 6	4 5 6
4 7 8	7 0 8
State ≠ Goal	State ≠ Goal

Date: / /
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Depth = 2

1 2 3
4 5 6
0 7 8

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

0 2 3	1 2 3	1 2 3	1 2 3
1 5 6	5 0 6	4 5 6	4 0 6
4 7 8	4 7 8	7 8 0	7 5 8
×	×	Goal = State	×

∴ Solution Found

O/p

Code:

8 Puzzle using DFS

```
from collections import deque

# Helper to print board in 3x3 format
def print_board(state):
    for i in range(0, 9, 3):
        print(state[i:i+3])
    print()

# Generate possible moves
def get_neighbors(state):
    neighbors = []
    idx = state.index(0)  # blank space
    row, col = divmod(idx, 3)
    moves = []
    if row > 0: moves.append((-1, 0, 'Up'))
    if row < 2: moves.append((1, 0, 'Down'))
    if col > 0: moves.append((0, -1, 'Left'))
    if col < 2: moves.append((0, 1, 'Right'))

    for dr, dc, action in moves:
        new_row, new_col = row + dr, col + dc
        new_idx = new_row * 3 + new_col
        new_state = list(state)
        new_state[idx], new_state[new_idx] = new_state[new_idx], new_state[idx]
        neighbors.append((tuple(new_state), action))
    return neighbors

# DFS Search
def solve_puzzle(start, goal, max_depth=50):
    stack = [(start, [])]
    explored = set()

    while stack:
        state, path = stack.pop()

        if state in explored:
            continue
        explored.add(state)

        if state == goal:
            return path

        if len(path) < max_depth:
            for neighbor, action in get_neighbors(state):
                if neighbor not in explored:
                    stack.append((neighbor, path + [(action, neighbor)]))
    return None

if __name__ == "__main__":
    print("Enter the initial state (0 for blank, space-separated, 9 numbers):")
    start = tuple(map(int, input().split()))

    print("Enter the goal state (0 for blank, space-separated, 9 numbers):")
    goal = tuple(map(int, input().split()))
```

```python
    print("\nSolving puzzle with DFS...\n")
    solution = solve_puzzle(start, goal)

    if solution:
        print("Solution found using DFS! (may not be optimal)\n")
        print("Total steps:", len(solution))
        current = start
        print("Initial State:")
        print_board(current)
        for step, state in solution:
            print("Move:", step)
            print_board(state)
    else:
        print("No solution found within depth limit.")
```

Enter the initial state (0 for blank, space-separated, 9 numbers):
2 8 3 1 6 4 7 0 5
Enter the goal state (0 for blank, space-separated, 9 numbers):
1 2 3 8 0 4 7 6 5

Solving puzzle with DFS...

Solution found using DFS! (may not be optimal)

Total steps: 49
Initial State:
(2, 8, 3)
(1, 6, 4)
(7, 0, 5)

Move: Right
(2, 8, 3)
(1, 6, 4)
(7, 5, 0)

Move: Up
(2, 8, 3)
(1, 6, 0)
(7, 5, 4)

Move: Left
(2, 8, 3)
(1, 0, 6)
(7, 5, 4)

Move: Left
(2, 8, 3)
(0, 1, 6)
(7, 5, 4)

Move: Down
(2, 8, 3)
(7, 1, 6)
(0, 5, 4)

Move: Right
(2, 8, 3)
(7, 1, 6)
(5, 0, 4)

Move: Right
(2, 8, 3)
(7, 1, 6)
(5, 4, 0)

Move: Up
(2, 8, 3)
(7, 1, 0)
(5, 4, 6)

Move: Left
(2, 8, 3)
(7, 0, 1)
(5, 4, 6)

Move: Left
(2, 8, 3)
(0, 7, 1)
(5, 4, 6)

Move: Down
(2, 8, 3)
(5, 7, 1)
(0, 4, 6)

Move: Right
(2, 8, 3)
(5, 7, 1)
(4, 0, 6)

Move: Right
(2, 8, 3)
(5, 7, 1)
(4, 6, 0)

Move: Up
(2, 8, 3)
(5, 7, 0)
(4, 6, 1)

Move: Left
(2, 8, 3)
(5, 0, 7)
(4, 6, 1)

Move: Left
(2, 8, 3)
(0, 5, 7)
(4, 6, 1)

Move: Down
(2, 8, 3)
(4, 5, 7)
(0, 6, 1)

Move: Right
(2, 8, 3)
(4, 5, 7)
(6, 0, 1)

Move: Right
(2, 8, 3)
(4, 5, 7)
(6, 1, 0)

Move: Up
(2, 8, 3)
(4, 5, 0)
(6, 1, 7)

Move: Left
(2, 8, 3)
(4, 0, 5)
(6, 1, 7)

Move: Left
(2, 8, 3)
(0, 4, 5)
(6, 1, 7)

Move: Down
(2, 8, 3)
(6, 4, 5)
(0, 1, 7)

Move: Right
(2, 8, 3)
(6, 4, 5)
(1, 0, 7)

Move: Right
(2, 8, 3)
(6, 4, 5)
(1, 7, 0)

Move: Up
(2, 8, 3)
(6, 4, 0)
(1, 7, 5)

Move: Left
(2, 8, 3)
(6, 0, 4)
(1, 7, 5)

Move: Down
(2, 8, 3)
(6, 7, 4)
(1, 0, 5)

Move: Left
(2, 8, 3)
(6, 7, 4)
(0, 1, 5)

Move: Up
(2, 8, 3)
(0, 7, 4)
(6, 1, 5)

Move: Right
(2, 8, 3)
(7, 0, 4)
(6, 1, 5)

Move: Right
(2, 8, 3)
(7, 4, 0)
(6, 1, 5)

Move: Down
(2, 8, 3)
(7, 4, 5)
(6, 1, 0)

Move: Left
(2, 8, 3)
(7, 4, 5)
(6, 0, 1)

Move: Up
(2, 8, 3)
(7, 0, 5)
(6, 4, 1)

Move: Right
(2, 8, 3)
(7, 5, 0)
(6, 4, 1)

Move: Down
(2, 8, 3)
(7, 5, 1)
(6, 4, 0)

Move: Left
(2, 8, 3)
(7, 5, 1)
(6, 0, 4)

Move: Up
(2, 8, 3)
(7, 0, 1)
(6, 5, 4)

Move: Right
(2, 8, 3)
(7, 1, 0)
(6, 5, 4)

Move: Down
(2, 8, 3)
(7, 1, 4)
(6, 5, 0)

Move: Left
(2, 8, 3)
(7, 1, 4)
(6, 0, 5)

Move: Left
(2, 8, 3)
(7, 1, 4)
(0, 6, 5)

Move: Up
(2, 8, 3)
(0, 1, 4)
(7, 6, 5)

Move: Right
(2, 8, 3)
(1, 0, 4)
(7, 6, 5)

Move: Up
(2, 0, 3)
(1, 8, 4)
(7, 6, 5)

Move: Left
(0, 2, 3)
(1, 8, 4)
(7, 6, 5)

Move: Down
(1, 2, 3)
(0, 8, 4)
(7, 6, 5)

Move: Right
(1, 2, 3)
(8, 0, 4)
(7, 6, 5)

8 Puzzle using Iterative Deepening DFS

```
from collections import deque

# Helper to print board in 3x3 format
def print_board(state):
    for i in range(0, 9, 3):
        print(state[i:i+3])
    print()

# Generate possible moves
def get_neighbors(state):
    neighbors = []
    idx = state.index(0)  # blank space
    row, col = divmod(idx, 3)
    moves = []
    if row > 0: moves.append((-1, 0, 'Up'))
    if row < 2: moves.append((1, 0, 'Down'))
    if col > 0: moves.append((0, -1, 'Left'))
    if col < 2: moves.append((0, 1, 'Right'))

    for dr, dc, action in moves:
        new_row, new_col = row + dr, col + dc
        new_idx = new_row * 3 + new_col
        new_state = list(state)
        new_state[idx], new_state[new_idx] = new_state[new_idx], new_state[idx]
        neighbors.append((tuple(new_state), action))
    return neighbors

# Depth-Limited Search (helper for IDDFS)
def dls(state, goal, depth, path, explored):
    if state == goal:
        return path
    if depth == 0:
        return None
    explored.add(state)
    for neighbor, action in get_neighbors(state):
        if neighbor not in explored:
            result = dls(neighbor, goal, depth-1, path + [(action, neighbor)], explored)
            if result is not None:
                return result
    return None

# Iterative Deepening DFS
def iddfs(start, goal, max_depth=50):
    for depth in range(max_depth):
        explored = set()
        result = dls(start, goal, depth, [], explored)
        if result is not None:
            return result
    return None

if __name__ == "__main__":
    print("Enter the initial state (0 for blank, space-separated, 9 numbers):")
    start = tuple(map(int, input().split()))

    print("Enter the goal state (0 for blank, space-separated, 9 numbers):")
    goal = tuple(map(int, input().split()))
```

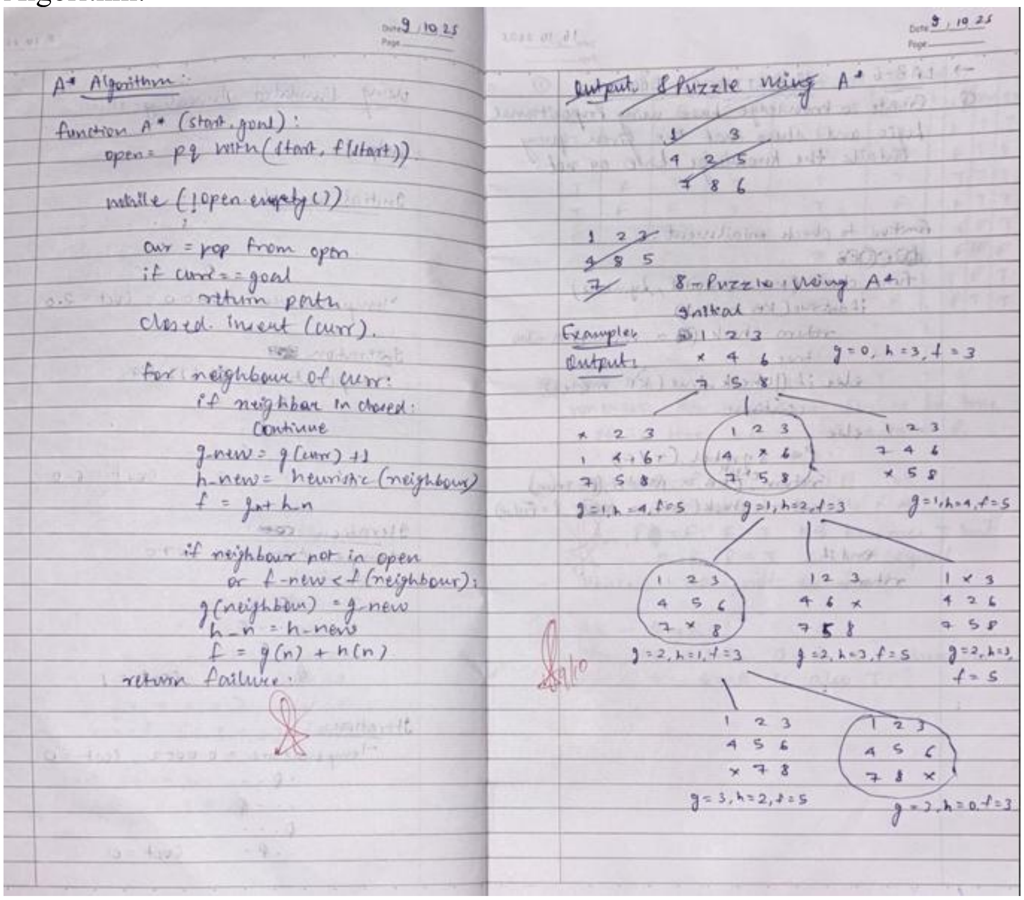
```
    print("\nSolving puzzle with Iterative Deepening DFS...\n")
    solution = iddfs(start, goal)

    if solution:
        print("Optimal solution found using IDDFS!\n")
        print("Total steps:", len(solution))
        current = start
        print("Initial State:")
        print_board(current)
        for step, state in solution:
            print("Move:", step)
            print_board(state)
    else:
        print("No solution found within depth limit.")
```

```
Enter the initial state (0 for blank, space-separated, 9 numbers):
2 8 3 1 6 4 7 0 5
Enter the goal state (0 for blank, space-separated, 9 numbers):
1 2 3 8 0 4 7 6 5

Solving puzzle with Iterative Deepening DFS...

Optimal solution found using IDDFS!

Total steps: 5
Initial State:
(2, 8, 3)
(1, 6, 4)
(7, 0, 5)

Move: Up
(2, 8, 3)
(1, 0, 4)
(7, 6, 5)

Move: Up
(2, 0, 3)
(1, 8, 4)
(7, 6, 5)

Move: Left
(0, 2, 3)
(1, 8, 4)
(7, 6, 5)

Move: Down
(1, 2, 3)
(0, 8, 4)
(7, 6, 5)

Move: Right
(1, 2, 3)
(8, 0, 4)
(7, 6, 5)
```

Program 3

Implement A* search algorithm

Algorithm:



Date 9/10/25

A* Algorithm:

function A* (start, goal):
  open = pq with(start, f(start))

  while (!open.empty())

    curr = pop from open
    if curr == goal
      return path
    closed.insert (curr).

    for neighbour of curr:
      if neighbour in closed:
        continue
      g-new = g(curr) +1
      h-new = heuristic (neighbour)
      f = g+h-n

      if neighbour not in open
        or f-new < f (neighbour):
      g(neighbour) = g-new
       h_n = h-new
       f = g(n) + h(n)
  return failure.

Date 9/10/25

8-Puzzle using A*

Initial

Example Output

g=0, h=3, f=3

g=1, h=4, f=5

g=1, h=2, f=3

g=1, h=4, f=5

g=2, h=1, f=3

g=2, h=3, f=5

g=2, h=3, f=5

g=3, h=2, f=5

g=2, h=0, f=3

Code:

A* using misplaced tiles for 8 puzzle

```
from heapq import heappush, heappop

MOVES = {
    'up': -3,
    'down': 3,
    'left': -1,
    'right': 1
}

def is_valid_move(zero_pos, move):
    if move == 'left' and zero_pos % 3 == 0:
        return False
    if move == 'right' and zero_pos % 3 == 2:
        return False
    if move == 'up' and zero_pos < 3:
        return False
    if move == 'down' and zero_pos > 5:
        return False
    return True
```

```python
def misplaced_tiles(state, goal):
    return sum([1 if state[i] != 0 and state[i] != goal[i] else 0 for i in range(9)])

def print_state_formatted(state):
    for i in range(0, 9, 3):
        row = state[i:i+3]
        print(" ".join(str(x) if x != 0 else " " for x in row))
    print()

def a_star_misplaced(start, goal):
    open_set = []
    closed_set = set()
    g = 0
    h = misplaced_tiles(start, goal)
    f = g + h
    heappush(open_set, (f, g, start, [], None))  # last element: move that got here

    while open_set:
        f, g, current, path, move_made = heappop(open_set)

        # Print detailed info with matrix format and move made
        if move_made is None:
            print(f"Expanding node with f={f}, g={g} - Start state")
        else:
            print(f"Expanding node with f={f}, g={g} - Move: {move_made}")
        print_state_formatted(current)

        if current == goal:
            print("Goal reached!")
            print("Solution path (moves):", path)
            print(f"Final depth (number of moves): {g}")
            return path, g

        closed_set.add(current)

        zero_pos = current.index(0)

        for move, shift in MOVES.items():
            if is_valid_move(zero_pos, move):
                new_zero_pos = zero_pos + shift
                new_state = list(current)
                new_state[zero_pos], new_state[new_zero_pos] = new_state[new_zero_pos], new_state[zero_pos]
                new_state = tuple(new_state)

                if new_state in closed_set:
                    continue

                new_g = g + 1
                new_h = misplaced_tiles(new_state, goal)
                new_f = new_g + new_h
                heappush(open_set, (new_f, new_g, new_state, path + [move], move))

    print("No solution found.")
    return None, None

def get_state_matrix(prompt):
    print(prompt)
```

```
    matrix = []
    for i in range(3):
        while True:
            try:
                row = list(map(int, input().strip().split()))
                if len(row) != 3:
                    raise ValueError("Each row must have exactly 3 numbers.")
                matrix.extend(row)
                break
            except Exception as e:
                print("Invalid input:", e)
    if set(matrix) != set(range(9)):
        print("Error: The numbers must be from 0 to 8 without repetition.")
        return get_state_matrix(prompt)
    return tuple(matrix)

if __name__ == "__main__":
    start_state = get_state_matrix("Enter the initial state (3 rows, each with 3 numbers separated by spaces):")
    goal_state = get_state_matrix("Enter the goal state (3 rows, each with 3 numbers separated by spaces):")

    print("\nInitial State:")
    print_state_formatted(start_state)
    print("Goal State:")
    print_state_formatted(goal_state)

    a_star_misplaced(start_state, goal_state)
```

```
Enter the initial state (3 rows, each with 3 numbers separated by spaces):
2 8 3
1 6 4
7 0 5
Enter the goal state (3 rows, each with 3 numbers separated by spaces):
1 2 3
8 0 4
7 6 5

Initial State:
2 8 3
1 6 4
7   5

Goal State:
1 2 3
8   4
7 6 5

Expanding node with f=4, g=0 - Start state
2 8 3
1 6 4
7   5

Expanding node with f=4, g=1 - Move: up
2 8 3
1   4
7 6 5
```

```
Expanding node with f=5, g=2 - Move: up
2   3
1 8 4
7 6 5

Expanding node with f=5, g=2 - Move: left
2 8 3
  1 4
7 6 5

Expanding node with f=5, g=3 - Move: left
  2 3
1 8 4
7 6 5



Expanding node with f=5, g=4 - Move: down
1 2 3
  8 4
7 6 5

Expanding node with f=5, g=5 - Move: right
1 2 3
8   4
7 6 5

Goal reached!
Solution path (moves): ['up', 'up', 'left', 'down', 'right']
Final depth (number of moves): 5
```

Program 4

Implement Hill Climbing search algorithm to solve N-Queens problem

Algorithm:

Date 9/10/25

Hill Climbing

func HillClimbing (current Val, max-iter) {

for i = 1 to max_iter:
new_val += random_val.
if new_val > current_val:
current_val ← new_val
continue

elseif new_val < current_val:
reject the new_val
continue

return current_val

Hill Climbing is a local search algorithm that iteratively moves from a current solution to a better solution until no improvement or maximum iterations

Date 9/10/25

Example: (N-Queens)

4-Queen using Hill Climbing:-

Output:

Initial board: [3,1,2,0]
Initial cost: 2

Iteration 1
Neighbor 1: [1,3,2,0], Cost: 1
" 2: [2,1,3,0], Cost: 1
" 3: [0,1,2,3], Cost: 6
" 4: [3,2,1,0], Cost: 6
" 5: [3,0,2,1], Cost: 1
Board 6: [3,1,0,2], Cost: 1
New Board: [1,3,2,0], Cost: 1

Iteration 2
1: [3,1,2,0], Cost = 2
2: [2,3,1,0] Cost = 2
3: [0,3,2,1] Cost = 4
4: [1,2,3,0] Cost = 4
5: [1,0,2,3] Cost = 2
6: [1,3,0,2], Cost 0
New board: [1,3,0,2], Cost: 0

Final Solution:
Board [1,3,0,2]
Cost: 0

Code:

```
def get_user_input(n):
    board = []
    print(f"Enter the row positions (0 to {n-1}) of the queens for each column:")
    for col in range(n):
        while True:
            try:
                row = int(input(f"Column {col}: "))
                if 0 <= row < n:
                    board.append(row)
                    break
                else:
                    print(f"Invalid input. Please enter a number between 0 and {n-1}.")
            except ValueError:
                print("Invalid input. Please enter an integer.")
    return board

def print_board(board):
```

```
    n = len(board)
    for row in range(n):
        line = ""
        for col in range(n):
            if board[col] == row:
                line += " Q "
            else:
                line += " . "
        print(line)
    print()

def heuristic(board):
    n = len(board)
    attacks = 0
    for i in range(n):
        for j in range(i+1, n):
            # Check same row
            if board[i] == board[j]:
                attacks += 1
            # Check same diagonal
            if abs(board[i] - board[j]) == abs(i - j):
                attacks += 1
    return attacks

def get_best_neighbor(board):
    n = len(board)
    current_heuristic = heuristic(board)
    best_board = list(board)
    best_heuristic = current_heuristic

    for col in range(n):
        for row in range(n):
            if board[col] != row:
                new_board = list(board)
                new_board[col] = row
                new_heuristic = heuristic(new_board)
                if new_heuristic < best_heuristic:
                    best_heuristic = new_heuristic
                    best_board = new_board
    return best_board, best_heuristic

def hill_climbing_with_user_input(n):
    board = get_user_input(n)
    current_heuristic = heuristic(board)

    steps = 0
    while True:
        print(f"Step {steps}: Heuristic = {current_heuristic}")
        print_board(board)

        if current_heuristic == 0:
            print("Solution found!")
            return board

        neighbor, neighbor_heuristic = get_best_neighbor(board)

        # If no improvement, stuck at local minimum
        if neighbor_heuristic >= current_heuristic:
```

```
            print("Reached local minimum (no better neighbors).")
            return board

        board = neighbor
        current_heuristic = neighbor_heuristic
        steps += 1

# Run the algorithm
if __name__ == "__main__":
    n = 4
    solution = hill_climbing_with_user_input(n)
    print("Final solution:")
    print_board(solution)
```

```
Enter the row positions (0 to 3) of the queens for each column:
Column 0: 3
Column 1: 1
Column 2: 2
Column 3: 0
```

```
Step 0: Heuristic = 2
 . . . Q
 . Q . .
 . . Q .
 Q . . .

Reached local minimum (no better neighbors).
Final solution:
 . . . Q
 . Q . .
 . . Q .
 Q . . .
```

Program 5

Simulated Annealing to Solve 8-Queens problem

Algorithm:

9/10/25

Simulated Annealing

func SimulatedAnn (current_val, T, max)

Set T as some high value
for i = 1 to max_iter:
 neighbour = neighbour + random_val

 if neighbour > current_val
  current_val ← neighbour

 else if neighbour < current_val:
  // Accept neighbour with some probability
  change = current_val − neighbour
  prob = $e^{-change/T}$
  Accept the neighbour with this probability

Reduce T by some factor
Loop over
Return current_val.

Simulated Annealing is a search algorithm like Hill climbing, but it also accepts the bad solution with some probability to avoid getting stuck at local maxima

9/10/25

using Simulated Annealing

Output:

Initial board:

Temperature = 9950.0, cost = 2.0

Iteration
Temperature = 811.64

Cost = 6.0

Iteration
Temperature = 66.2070

Cost = 1

Iteration:
Temperature = 0.0002, cost = 0

Cost = 0

Code:

```
import random
import math

def get_user_input(n):
    board = []
    print(f"Enter the row positions (0 to {n-1}) of the queens for each column:")
    for col in range(n):
        while True:
            try:
                row = int(input(f"Column {col}: "))
                if 0 <= row < n:
                    board.append(row)
                    break
                else:
```

```python
                print(f"Invalid input. Please enter a number between 0 and {n-1}.")
            except ValueError:
                print("Invalid input. Please enter an integer.")
    return board

def print_board(board):
    n = len(board)
    for row in range(n):
        line = ""
        for col in range(n):
            line += " Q " if board[col] == row else " . "
        print(line)
    print()

def heuristic(board):
    n = len(board)
    attacks = 0
    for i in range(n):
        for j in range(i+1, n):
            if board[i] == board[j] or abs(board[i] - board[j]) == abs(i - j):
                attacks += 1
    return attacks

def random_neighbor(board):
    n = len(board)
    neighbor = list(board)
    col = random.randint(0, n-1)
    row = random.randint(0, n-1)
    while row == neighbor[col]:
        row = random.randint(0, n-1)
    neighbor[col] = row
    return neighbor

def simulated_annealing(n=8, max_iter=100000, initial_temp=100, cooling_rate=0.995):
    current_board = get_user_input(n)
    current_heuristic = heuristic(current_board)
    temperature = initial_temp
    iteration = 0

    print(f"Initial heuristic: {current_heuristic}")
    print_board(current_board)

    while temperature > 0.1 and current_heuristic > 0 and iteration < max_iter:
        neighbor = random_neighbor(current_board)
        neighbor_heuristic = heuristic(neighbor)
        delta_e = current_heuristic - neighbor_heuristic

        if delta_e > 0:
            current_board = neighbor
            current_heuristic = neighbor_heuristic
        else:
            probability = math.exp(delta_e / temperature)
            if random.random() < probability:
                current_board = neighbor
                current_heuristic = neighbor_heuristic

        temperature *= cooling_rate
        iteration += 1
```

```python
        if iteration % 1000 == 0:
            print(f"Iteration {iteration}, Temperature: {temperature:.2f}, Heuristic: {current_heuristic}")
            print_board(current_board)

    if current_heuristic == 0:
        print("Solution found!")
    else:
        print("Stopped without full solution. Best board found:")
    print(f"Final heuristic: {current_heuristic}")
    print_board(current_board)

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

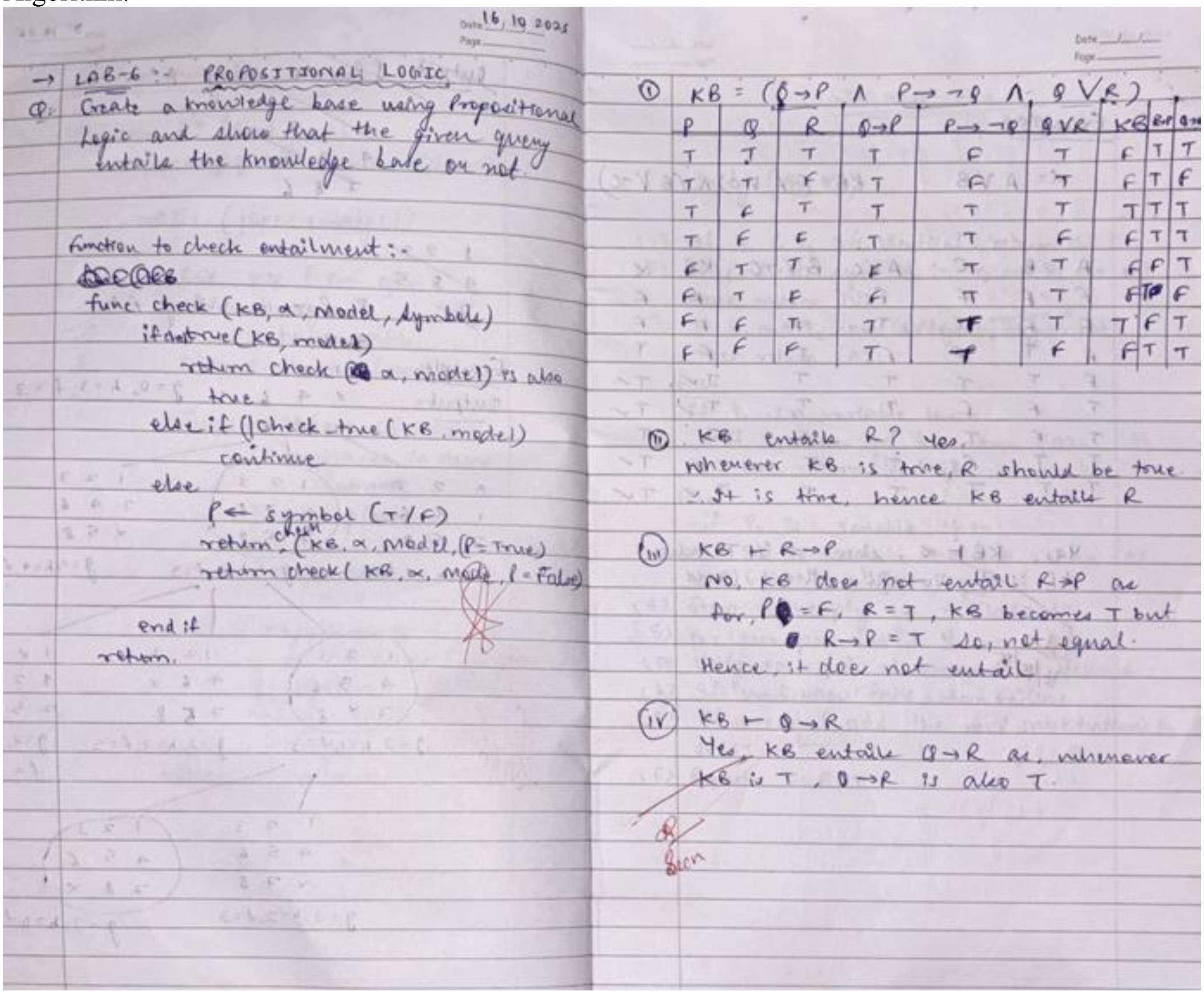
```
Enter the row positions (0 to 7) of the queens for each column:
Column 0: 4
Column 1: 6
Column 2: 1
Column 3: 5
Column 4: 2
Column 5: 0
Column 6: 3
Column 7: 7
```

```
Initial heuristic: 0
. . . . . Q . .
. . Q . . . . .
. . . . Q . . .
. . . . . . Q .
Q . . . . . . .
. . . Q . . . .
. Q . . . . . .
. . . . . . . Q

Solution found!
Final heuristic: 0
. . . . . Q . .
. . Q . . . . .
. . . . Q . . .
. . . . . . Q .
Q . . . . . . .
. . . Q . . . .
. Q . . . . . .
. . . . . . . Q
```

Program 6

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

Algorithm:



Date 16, 10 2025

→ LAB-6 :- PROPOSITIONAL LOGIC

Q: Create a knowledge base using Propositional Logic and show that the given query entails the knowledge base or not.

function to check entailment :-

```
func check (KB, α, Model, symbols)
    if ~~not~~ true(KB, model)
        return check (α, model)) is also true
    else if (!check_true (KB, model)
        continue
    else
        P ← symbol (T/F)
        return check (KB, α, Model, (P=True)
        return check( KB, α, Mode, P=False)

    end if
return.
```

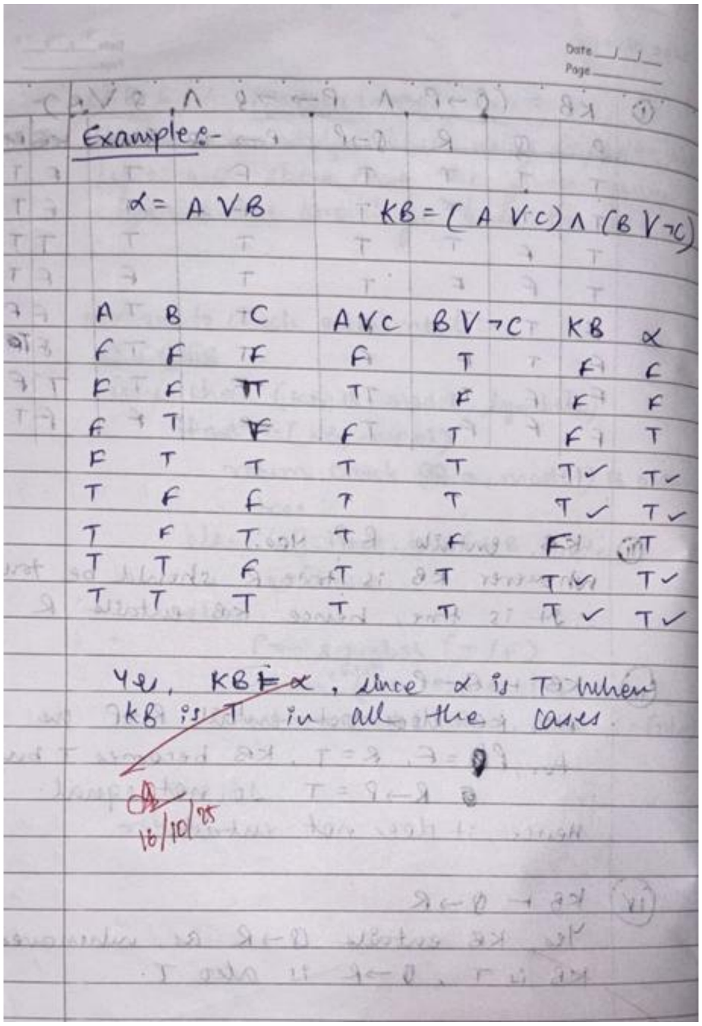
① $KB = (Q \to P \wedge P \to \neg Q \wedge Q \vee R)$

P	Q	R	Q→P	P→¬Q	Q∨R	KB	R→P	Q→
T	T	T	T	F	T	F	T	T
T	T	F	T	F	T	F	T	F
T	F	T	T	T	T	T	T	T
T	F	F	T	T	F	F	T	T
F	T	T	F	T	T	F	F	T
F	T	F	F	T	T	F	T	F
F	F	T	T	T	T	T	F	T
F	F	F	T	T	F	F	T	T

(ii) KB entails R? Yes.
whenever KB is true, R should be true
∴ It is true, hence KB entails R

(iii) $KB \vdash R \to P$
No, KB does not entail R→P as for, P = F, R = T, KB becomes T but R→P = T so, not equal.
Hence, it does not entail

(iv) $KB \vdash Q \to R$
Yes, KB entails Q→R as, whenever KB is T, Q→R is also T.



Examples:-

$\alpha = A \vee B$ $KB = (A \vee C) \wedge (B \vee \neg C)$

A	B	C	$A \vee C$	$B \vee \neg C$	KB	α
F	F	F	F	T	F	F
F	F	T	T	F	F	F
F	T	F	F	T	F	T
F	T	T	T	T	T ✓	T ✓
T	F	F	T	T	T ✓	T ✓
T	F	T	T	F	F	T
T	T	F	T	T	T ✓	T ✓
T	T	T	T	T	T ✓	T ✓

Yes, $KB \models \alpha$, since α is T when KB is T in all the cases.

16/10/25

Code:

```
import itertools
import pandas as pd
import re

def replace_implications(expr):
    """
    Replace every X => Y with (not X or Y).
    This uses regex with a callback to avoid partial string overwrites.
    """
    # Pattern: capture left side and right side around =>
    # Made more flexible to handle various expressions
    pattern = r'([^=><]+?)\s*=>\s*([^=><]+?)(?=\s|$|[&|)])'
    while re.search(pattern, expr):
        expr = re.sub(pattern,
                      lambda m: f"(not {m.group(1).strip()} or {m.group(2).strip()})",
                      expr,
                      count=1)
    return expr

def pl_true(sentence, model):
    expr = sentence.strip()
    expr = expr.replace("<=>", "==")
    expr = replace_implications(expr)
```

```
    # Replace propositional symbols with their truth values safely
    for sym, val in model.items():
        expr = re.sub(rf'\b{sym}\b', str(val), expr)

    # Clean up spacing and add proper spacing for boolean operators
    expr = re.sub(r'\s+', ' ', expr)  # Remove extra spaces
    expr = expr.replace(" and ", " and ").replace(" or ", " or ").replace(" not ", " not ")

    return eval(expr)

def get_symbols(KB, alpha):
    symbols = set()
    for sentence in KB + [alpha]:
        # Find all alphabetic tokens (propositional variables)
        for token in re.findall(r'\b[A-Za-z]+\b', sentence):
            if token not in ['and', 'or', 'not']:  # Exclude boolean operators
                symbols.add(token)
    return sorted(list(symbols))

def tt_entails(KB, alpha):
    symbols = get_symbols(KB, alpha)
    rows = []
    entails = True

    for values in itertools.product([True, False], repeat=len(symbols)):
        model = dict(zip(symbols, values))

        try:
            kb_val = all(pl_true(sentence, model) for sentence in KB)
            alpha_val = pl_true(alpha, model)

            rows.append({**model, "KB": kb_val, "alpha": alpha_val})

            if kb_val and not alpha_val:
                entails = False
        except Exception as e:
            print(f"Error evaluating with model {model}: {e}")
            return False

    df = pd.DataFrame(rows)

    # Create a beautiful formatted table
    print("\n" + "="*50)
    print("                TRUTH TABLE")
    print("="*50)

    # Get column widths for proper alignment
    col_widths = {}
    for col in df.columns:
        col_widths[col] = max(len(str(col)), df[col].astype(str).str.len().max())

    # Calculate total table width
    table_width = sum(col_widths.values()) + len(df.columns) * 3 - 1

    # Print top border
    print("┌" + "─" * table_width + "┐")
```

```
    # Print header
    header = "│"
    for col in df.columns:
        header += f" {col:^{col_widths[col]}} │"
    print(header)

    # Print separator
    separator = "├"
    for col in df.columns:
        separator += "─" * (col_widths[col] + 2) + "┼"
    separator = separator[:-1] + "┤"
    print(separator)

    # Print rows
    for _, row in df.iterrows():
        row_str = "│"
        for col in df.columns:
            value = str(row[col])
            row_str += f" {value:^{col_widths[col]}} │"
        print(row_str)

    # Print bottom border
    print("└" + "─" * table_width + "┘")

    # Print result with styling
    print("\n" + "="*50)
    result_text = f"KB ENTAILS ALPHA: {'✓ YES' if entails else '✗ NO'}"
    print(f"{result_text:^50}")
    print("="*50)
    return entails

# --- Interactive input ---
print("Enter Knowledge Base (KB) sentences, separated by commas.")
print("Use symbols like A, B, C and operators: and, or, not, =>, <=>")
kb_input = input("KB: ").strip()
KB = [x.strip() for x in kb_input.split(",")]
alpha = input("Enter query (alpha): ").strip()
result = tt_entails(KB, alpha)
print(f"Result: {result}")
#
```

Enter Knowledge Base (KB) sentences, separated by commas.
Use symbols like A, B, C and operators: and, or, not, =>, <=>
KB: not (S or T)
Enter query (alpha): T or (not T)

TRUTH TABLE

S	T	KB	alpha
True	True	False	True
True	False	False	True
False	True	False	True
False	False	True	True

KB ENTAILS ALPHA: ✓ YES
Result: True

Program 7

Implement unification in first order logic

Algorithm:

Date 30/10/2025

Unification – FOL

Unify (Ψ_1, Ψ_2)

(1) If Ψ_1 & Ψ_2 are identical, return NIL
(2) If Predicate symbol in Ψ_1 and Ψ_2 are not same, return NIL
(3) If Ψ_1 and Ψ_2 have different number of arguments, then return FAIL.
Else
if Ψ_1 is a variable, then:
(i) if Ψ_1 occurs in Ψ_2, return FAIL.
(ii) Else return $\{\Psi_2 / \Psi_1\}$
Else
if Ψ_2 is a variable, then:
(i) if Ψ_2 occurs in Ψ_1, then return FAIL
(ii) Else return $\{(\Psi_1 / \Psi_2)\}$.
(4) Start with empty set → SUBST = {}.
(5) For each pair in Ψ_1 & Ψ_2:
(a) Unify each pair of corresponding elements.
(b) If unification fails, return failure.
(c) If successful, add the new substitutions to SUBST.
(6) Return SUBST.

① $P(f(x), g(y), y)$
$P(f(g(z)), g(f(a)), f(a))$

② $Q(x, f(x))$
$Q(g(y), y)$

③ $P(x, g(x))$
$P(g(y), g(g(z)))$

Find θ or MGU

Soln

(1) Same no of arguments.
$f(x) = f(g(z))$.
$\therefore x = g(z)$
$y = f(a)$.
$\Rightarrow g(y) = g(f(a))$.

MGU or $\theta = \{x \mapsto g(z), y \mapsto f(a)\}$
z is a free var
$\Rightarrow$ It is unifiable

(2) $x = g(y)$.
$f(x) = y$.
$\therefore f(g(y)) = y$.
$\because$ y occurs in both sides
$\therefore$ It is not unifiable

(3) $x = g(y)$
$g(x) = g(g(z))$
$x = g(z)$
$g(y) = g(z)$
$\therefore y = z$.
$\theta = \{x \mapsto g(z), y \mapsto z\}$
$x \mapsto g(y), z \mapsto y\}$.
$\therefore$ It is unifiable.

29/10/25

Code:

```
class Term:
    """Base class for terms in first-order logic"""
    pass

class Constant(Term):
    """Represents a constant"""
    def __init__(self, name):
        self.name = name

    def __eq__(self, other):
        return isinstance(other, Constant) and self.name == other.name

    def __repr__(self):
        return self.name

    def __hash__(self):
        return hash(('Constant', self.name))

class Variable(Term):
    """Represents a variable"""
    def __init__(self, name):
        self.name = name

    def __eq__(self, other):
        return isinstance(other, Variable) and self.name == other.name

    def __repr__(self):
        return self.name

    def __hash__(self):
        return hash(('Variable', self.name))

class Predicate(Term):
    """Represents a predicate with arguments"""
    def __init__(self, name, args):
        self.name = name
        self.args = args if isinstance(args, list) else [args]

    def __eq__(self, other):
        return (isinstance(other, Predicate) and
                self.name == other.name and
                len(self.args) == len(other.args) and
                all(a == b for a, b in zip(self.args, other.args)))

    def __repr__(self):
        return f"{self.name}({', '.join(str(arg) for arg in self.args)})"

def occurs_check(var, term, subst):
    """Check if variable occurs in term (prevents infinite structures)"""
    if var == term:
        return True
    elif isinstance(term, Variable) and term in subst:
        return occurs_check(var, subst[term], subst)
    elif isinstance(term, Predicate):
        return any(occurs_check(var, arg, subst) for arg in term.args)
    return False
```

```python
def apply_substitution(term, subst):
    """Apply substitution to a term"""
    if isinstance(term, Variable):
        if term in subst:
            return apply_substitution(subst[term], subst)
        return term
    elif isinstance(term, Predicate):
        new_args = [apply_substitution(arg, subst) for arg in term.args]
        return Predicate(term.name, new_args)
    else:
        return term

def unify(term1, term2, subst=None):
    """
    Unification Algorithm
    Returns substitution set if unification succeeds, None if it fails
    """
    if subst is None:
        subst = {}

    # Apply existing substitutions
    term1 = apply_substitution(term1, subst)
    term2 = apply_substitution(term2, subst)

    # Step 1: If term1 or term2 is a variable or constant
    # Step 1a: If both are identical
    if term1 == term2:
        return subst

    # Step 1b: If term1 is a variable
    elif isinstance(term1, Variable):
        if occurs_check(term1, term2, subst):
            return None  # FAILURE
        else:
            new_subst = subst.copy()
            new_subst[term1] = term2
            return new_subst

    # Step 1c: If term2 is a variable
    elif isinstance(term2, Variable):
        if occurs_check(term2, term1, subst):
            return None  # FAILURE
        else:
            new_subst = subst.copy()
            new_subst[term2] = term1
            return new_subst

    # Step 1d: Both are constants but not equal
    elif isinstance(term1, Constant) or isinstance(term2, Constant):
        return None  # FAILURE

    # Step 2: Check if both are predicates with same name
    elif isinstance(term1, Predicate) and isinstance(term2, Predicate):
        if term1.name != term2.name:
            return None  # FAILURE

        # Step 3: Check if they have same number of arguments
        if len(term1.args) != len(term2.args):
```

```
            return None  # FAILURE

        # Step 4 & 5: Unify arguments recursively
        current_subst = subst.copy()
        for arg1, arg2 in zip(term1.args, term2.args):
            current_subst = unify(arg1, arg2, current_subst)
            if current_subst is None:  # If unification fails
                return None

        return current_subst

    else:
        return None  # FAILURE

def print_substitution(subst):
    """Pretty print substitution set"""
    if subst is None:
        print("FAILURE: Unification failed")
    elif not subst:
        print("NIL: Terms are already unified")
    else:
        print("Substitution:")
        for var, term in subst.items():
            print(f"  {var} -> {term}")

def parse_term(term_str):
    """Parse a string representation of a term into Term objects"""
    term_str = term_str.strip()

    # Check if it's a predicate (contains parentheses)
    if '(' in term_str:
        paren_idx = term_str.index('(')
        pred_name = term_str[:paren_idx].strip()

        # Extract arguments between parentheses
        args_str = term_str[paren_idx+1:term_str.rindex(')')].strip()

        # Split arguments by comma (handle nested predicates)
        args = []
        depth = 0
        current_arg = ""
        for char in args_str:
            if char == ',' and depth == 0:
                args.append(parse_term(current_arg))
                current_arg = ""
            else:
                if char == '(':
                    depth += 1
                elif char == ')':
                    depth -= 1
                current_arg += char

        if current_arg.strip():
            args.append(parse_term(current_arg))

        return Predicate(pred_name, args)

    # Check if it's a variable (lowercase first letter or starts with ?)
```

```
    elif term_str[0].islower() or term_str[0] == '?':
        return Variable(term_str)

    # Otherwise it's a constant (uppercase first letter)
    else:
        return Constant(term_str)

def run_interactive():
    """Interactive mode for user input"""
    print("=== Unification Algorithm (Interactive Mode) ===")
    print("Enter terms to unify. Use:")
    print("  - Variables: lowercase letters (x, y, z) or ?x, ?y")
    print("  - Constants: uppercase letters (John, Mary, A)")
    print("  - Predicates: Name(arg1, arg2, ...) e.g., P(x, y)")
    print("  - Type 'quit' to exit\n")

    while True:
        print("-" * 50)
        term1_str = input("Enter first term: ").strip()

        if term1_str.lower() == 'quit':
            print("Exiting...")
            break

        term2_str = input("Enter second term: ").strip()

        if term2_str.lower() == 'quit':
            print("Exiting...")
            break

        try:
            term1 = parse_term(term1_str)
            term2 = parse_term(term2_str)

            print(f"\nUnifying: {term1} and {term2}")
            result = unify(term1, term2)
            print_substitution(result)
            print()

        except Exception as e:
            print(f"Error parsing terms: {e}")
            print("Please check your input format.\n")

def run_examples():
    """Run predefined examples"""
    print("=== Unification Algorithm Examples ===\n")

    # Example 1: Unifying variables
    print("Example 1: Unify(x, y)")
    x = Variable('x')
    y = Variable('y')
    result = unify(x, y)
    print_substitution(result)
    print()

    # Example 2: Unifying variable with constant
    print("Example 2: Unify(x, John)")
    x = Variable('x')
```

```
    john = Constant('John')
    result = unify(x, john)
    print_substitution(result)
    print()

    # Example 3: Unifying predicates
    print("Example 3: Unify(P(x, y), P(John, z))")
    p1 = Predicate('P', [Variable('x'), Variable('y')])
    p2 = Predicate('P', [Constant('John'), Variable('z')])
    result = unify(p1, p2)
    print_substitution(result)
    print()

    # Example 4: Unifying complex predicates
    print("Example 4: Unify(P(x, f(y)), P(a, f(b)))")
    p1 = Predicate('P', [Variable('x'), Predicate('f', [Variable('y')])])
    p2 = Predicate('P', [Constant('a'), Predicate('f', [Constant('b')])])
    result = unify(p1, p2)
    print_substitution(result)
    print()

    # Example 5: Failure case - occurs check
    print("Example 5: Unify(x, f(x)) - Occurs Check")
    x = Variable('x')
    fx = Predicate('f', [x])
    result = unify(x, fx)
    print_substitution(result)
    print()

    # Example 6: Failure case - different predicates
    print("Example 6: Unify(P(x), Q(x)) - Different Predicates")
    p1 = Predicate('P', [Variable('x')])
    p2 = Predicate('Q', [Variable('x')])
    result = unify(p1, p2)
    print_substitution(result)
    print()

    # Example 7: Failure case - different constants
    print("Example 7: Unify(John, Mary) - Different Constants")
    john = Constant('John')
    mary = Constant('Mary')
    result = unify(john, mary)
    print_substitution(result)

# Main program
if __name__ == "__main__":
    print("Choose mode:")
    print("1. Run predefined examples")
    print("2. Interactive mode (enter your own terms)")

    choice = input("\nEnter choice (1 or 2): ").strip()
    print()

    if choice == '1':
        run_examples()
    elif choice == '2':
        run_interactive()
    else:
```

```
    print("Invalid choice. Running examples by default...\n")
    run_examples()
```

```
Choose mode:
1. Run predefined examples
2. Interactive mode (enter your own terms)

Enter choice (1 or 2): 1

=== Unification Algorithm Examples ===

Example 1: Unify(x, y)
Substitution:
  x -> y

Example 2: Unify(x, John)
Substitution:
  x -> John

Example 3: Unify(P(x, y), P(John, z))
Substitution:
  x -> John
  y -> z

Example 4: Unify(P(x, f(y)), P(a, f(b)))
Substitution:
  x -> a
  y -> b

Example 5: Unify(x, f(x)) - Occurs Check
FAILURE: Unification failed

Example 6: Unify(P(x), Q(x)) - Different Predicates
FAILURE: Unification failed

Example 7: Unify(John, Mary) - Different Constants
FAILURE: Unification failed
```

Program 8

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

Algorithm:

Date 06/11/2025

Q:- Prove using Forward Reasoning.
Create Knowledge base consisting of FOL and prove the given query using Forward Reasoning.

- Man (Marcus) : Marcus is a man.
- Pompeian (Marcus) : Marcus is a Pompeian.
- All (x) (Pompeian (x) → Roman (x)) : All pompeians are Romans.
- All (x) (Roman (x) → Loyal (x)) : All Romans are Loyal.
- All (x) (Man (x) → Person (x)) : All men are persons.
- All (x) (Person (x) → Mortal (x)) : All persons are mortal.

→ Converting to CNF:-

- {Man (Marcus)}
- (Pompeian (Marcus))
- ∀(x) (¬Pompeian (x) V Roman (x))
  Pompeian (x) V Roman (x))
- ~~∀~~(x) (¬Roman (x) V Loyal (x))
  ¬Roman (x) V Loyal (x).
- ∀(x) (¬Man (x) V Person (x)).
  ¬Man (x) V Person (x).
- ∀ (x) (¬Person (x) V Mortal (x))
  ¬Person (x) V Mortal (x).

Date 06/11/2025

To solve:- Mortal (Marcus)

Code:

```
class Term:
    """Base class for terms in first-order logic"""
    pass

class Constant(Term):
    """Represents a constant"""
    def __init__(self, name):
        self.name = name
```

```python
    def __eq__(self, other):
        return isinstance(other, Constant) and self.name == other.name

    def __repr__(self):
        return self.name

    def __hash__(self):
        return hash(('Constant', self.name))

class Variable(Term):
    """Represents a variable"""
    def __init__(self, name):
        self.name = name

    def __eq__(self, other):
        return isinstance(other, Variable) and self.name == other.name

    def __repr__(self):
        return self.name

    def __hash__(self):
        return hash(('Variable', self.name))

class Predicate(Term):
    """Represents a predicate with arguments"""
    def __init__(self, name, args):
        self.name = name
        self.args = args if isinstance(args, list) else [args]

    def __eq__(self, other):
        return (isinstance(other, Predicate) and
                self.name == other.name and
                len(self.args) == len(other.args) and
                all(a == b for a, b in zip(self.args, other.args)))

    def __repr__(self):
        return f"{self.name}({', '.join(str(arg) for arg in self.args)})"

    def __hash__(self):
        return hash((self.name, tuple(self.args)))

class Rule:
    """Represents an implication rule: premises => conclusion"""
    def __init__(self, premises, conclusion):
        self.premises = premises if isinstance(premises, list) else [premises]
        self.conclusion = conclusion

    def __repr__(self):
        premises_str = ' ∧ '.join(str(p) for p in self.premises)
        return f"{premises_str} => {self.conclusion}"

# Variable counter for standardization
_var_counter = 0

def get_new_variable():
    """Generate a new unique variable"""
    global _var_counter
    _var_counter += 1
```

```
    return Variable(f"v{_var_counter}")

def standardize_variables(rule):
    """Replace all variables in rule with new unique variables"""
    var_mapping = {}

    def replace_vars(term):
        if isinstance(term, Variable):
            if term not in var_mapping:
                var_mapping[term] = get_new_variable()
            return var_mapping[term]
        elif isinstance(term, Predicate):
            new_args = [replace_vars(arg) for arg in term.args]
            return Predicate(term.name, new_args)
        else:
            return term

    new_premises = [replace_vars(p) for p in rule.premises]
    new_conclusion = replace_vars(rule.conclusion)
    return Rule(new_premises, new_conclusion)

def occurs_check(var, term, subst):
    """Check if variable occurs in term"""
    if var == term:
        return True
    elif isinstance(term, Variable) and term in subst:
        return occurs_check(var, subst[term], subst)
    elif isinstance(term, Predicate):
        return any(occurs_check(var, arg, subst) for arg in term.args)
    return False

def apply_substitution(term, subst):
    """Apply substitution to a term"""
    if isinstance(term, Variable):
        if term in subst:
            return apply_substitution(subst[term], subst)
        return term
    elif isinstance(term, Predicate):
        new_args = [apply_substitution(arg, subst) for arg in term.args]
        return Predicate(term.name, new_args)
    else:
        return term

def unify(term1, term2, subst=None):
    """Unification algorithm"""
    if subst is None:
        subst = {}

    term1 = apply_substitution(term1, subst)
    term2 = apply_substitution(term2, subst)

    if term1 == term2:
        return subst
    elif isinstance(term1, Variable):
        if occurs_check(term1, term2, subst):
            return None
        else:
            new_subst = subst.copy()
```

```
            new_subst[term1] = term2
            return new_subst
    elif isinstance(term2, Variable):
        if occurs_check(term2, term1, subst):
            return None
        else:
            new_subst = subst.copy()
            new_subst[term2] = term1
            return new_subst
    elif isinstance(term1, Constant) or isinstance(term2, Constant):
        return None
    elif isinstance(term1, Predicate) and isinstance(term2, Predicate):
        if term1.name != term2.name or len(term1.args) != len(term2.args):
            return None

        current_subst = subst.copy()
        for arg1, arg2 in zip(term1.args, term2.args):
            current_subst = unify(arg1, arg2, current_subst)
            if current_subst is None:
                return None
        return current_subst
    else:
        return None

def unify_all(premises, kb_facts, subst=None):
    """Try to unify all premises with facts in KB"""
    if subst is None:
        subst = {}

    if not premises:
        return [subst]

    first_premise = premises[0]
    remaining_premises = premises[1:]

    all_substitutions = []

    for fact in kb_facts:
        theta = unify(first_premise, fact, subst.copy())
        if theta is not None:
            # Apply substitution to remaining premises
            substituted_remaining = [apply_substitution(p, theta) for p in remaining_premises]
            # Recursively unify remaining premises
            result_substs = unify_all(substituted_remaining, kb_facts, theta)
            all_substitutions.extend(result_substs)

    return all_substitutions

def fol_fc_ask(kb_facts, kb_rules, query, max_iterations=100):
    """
    Forward Chaining Algorithm for First-Order Logic

    Args:
        kb_facts: List of atomic sentences (facts) in KB
        kb_rules: List of implication rules in KB
        query: The query to prove (atomic sentence)
        max_iterations: Maximum number of iterations to prevent infinite loops
```

```
    Returns:
        Substitution if query can be proved, None otherwise
    """
    print("=== Forward Chaining Algorithm ===\n")
    print(f"Query: {query}\n")
    print("Initial KB Facts:")
    for fact in kb_facts:
        print(f"  {fact}")
    print("\nKB Rules:")
    for rule in kb_rules:
        print(f"  {rule}")
    print("\n" + "="*50 + "\n")

    iteration = 0

    while iteration < max_iterations:
        iteration += 1
        new = []

        print(f"Iteration {iteration}:")

        # For each rule in KB
        for rule in kb_rules:
            # Standardize variables in the rule
            std_rule = standardize_variables(rule)

            # Try to find substitutions that satisfy all premises
            substitutions = unify_all(std_rule.premises, kb_facts)

            # For each valid substitution
            for theta in substitutions:
                # Apply substitution to conclusion
                inferred = apply_substitution(std_rule.conclusion, theta)

                # Check if this fact is new
                if inferred not in kb_facts and inferred not in new:
                    new.append(inferred)
                    print(f"  Inferred: {inferred}")
                    print(f"    From rule: {std_rule}")
                    print(f"    With substitution: {theta}")

                    # Check if inferred fact unifies with query
                    result = unify(inferred, query)
                    if result is not None:
                        print(f"\n*** Query proved! ***")
                        print(f"Substitution: {result}")
                        return result

        # If no new facts inferred, we're done
        if not new:
            print("  No new facts inferred.")
            print("\nForward chaining completed. Query cannot be proved.")
            return None

        # Add new facts to KB
        kb_facts.extend(new)
        print()
```

```
    print(f"Maximum iterations ({max_iterations}) reached.")
    return None

def parse_term(term_str):
    """Parse a string into a Term object"""
    term_str = term_str.strip()

    if '(' in term_str:
        paren_idx = term_str.index('(')
        pred_name = term_str[:paren_idx].strip()
        args_str = term_str[paren_idx+1:term_str.rindex(')')].strip()

        args = []
        depth = 0
        current_arg = ""
        for char in args_str:
            if char == ',' and depth == 0:
                args.append(parse_term(current_arg))
                current_arg = ""
            else:
                if char == '(':
                    depth += 1
                elif char == ')':
                    depth -= 1
                current_arg += char

        if current_arg.strip():
            args.append(parse_term(current_arg))

        return Predicate(pred_name, args)
    elif term_str[0].islower():
        return Variable(term_str)
    else:
        return Constant(term_str)

def parse_rule(rule_str):
    """Parse a rule string like 'P(x) ∧ Q(x) => R(x)'"""
    if '=>' in rule_str:
        parts = rule_str.split('=>')
        conclusion_str = parts[1].strip()
        premises_str = parts[0].strip()

        # Split premises by ∧ or AND
        premise_parts = [p.strip() for p in premises_str.replace('AND', '∧').split('∧')]

        premises = [parse_term(p) for p in premise_parts]
        conclusion = parse_term(conclusion_str)

        return Rule(premises, conclusion)
    else:
        # It's just a fact
        return parse_term(rule_str)

# Example usage
if __name__ == "__main__":
    print("Choose mode:")
    print("1. Run example (Animal reasoning)")
    print("2. Interactive mode")
```

```
choice = input("\nEnter choice (1 or 2): ").strip()
print()

if choice == '1':
    # Example: Animal reasoning
    # Facts
    kb_facts = [
        Predicate('Animal', [Constant('Dog')]),
        Predicate('Animal', [Constant('Cat')]),
        Predicate('Loves', [Constant('John'), Constant('Dog')]),
        Predicate('Owns', [Constant('John'), Constant('Dog')])
    ]

    # Rules
    kb_rules = [
        # Animal(x) ∧ Loves(y, x) => Loves(x, y)
        Rule([Predicate('Animal', [Variable('x')]),
              Predicate('Loves', [Variable('y'), Variable('x')])],
             Predicate('Loves', [Variable('x'), Variable('y')])),

        # Owns(x, y) ∧ Animal(y) => KeepsAsPet(x, y)
        Rule([Predicate('Owns', [Variable('x'), Variable('y')]),
              Predicate('Animal', [Variable('y')])],
             Predicate('KeepsAsPet', [Variable('x'), Variable('y')]))
    ]

    # Query: Does Dog love John?
    query = Predicate('Loves', [Constant('Dog'), Constant('John')])

    result = fol_fc_ask(kb_facts, kb_rules, query)

elif choice == '2':
    print("=== Interactive Forward Chaining ===")
    print("Enter facts and rules for the knowledge base.\n")

    kb_facts = []
    kb_rules = []

    # Input facts
    print("Enter facts (one per line, empty line to finish):")
    print("Example: Animal(Dog), Loves(John, Dog)")
    while True:
        fact_str = input("Fact: ").strip()
        if not fact_str:
            break
        try:
            fact = parse_term(fact_str)
            kb_facts.append(fact)
        except Exception as e:
            print(f"Error parsing fact: {e}")

    # Input rules
    print("\nEnter rules (one per line, empty line to finish):")
    print("Example: Animal(x) ∧ Loves(y,x) => Loves(x,y)")
    print("You can also use 'AND' instead of ∧")
    while True:
        rule_str = input("Rule: ").strip()
```

```
            if not rule_str:
                break
            try:
                rule = parse_rule(rule_str)
                kb_rules.append(rule)
            except Exception as e:
                print(f"Error parsing rule: {e}")

        # Input query
        print("\nEnter query:")
        query_str = input("Query: ").strip()
        try:
            query = parse_term(query_str)
            result = fol_fc_ask(kb_facts, kb_rules, query)
        except Exception as e:
            print(f"Error parsing query: {e}")

    else:
        print("Invalid choice.")
```

```
Choose mode:
1. Run example (Animal reasoning)
2. Interactive mode

Enter choice (1 or 2): 2

=== Interactive Forward Chaining ===
Enter facts and rules for the knowledge base.

Enter facts (one per line, empty line to finish):
Example: Animal(Dog), Loves(John, Dog)
Fact: Owns(A, T1)
Fact: Missile(T1)
Fact: American(Robert)
Fact: Enemy(A, America)
Fact:

Enter rules (one per line, empty line to finish):
Example: Animal(x) ∧ Loves(y,x) => Loves(x,y)
You can also use 'AND' instead of ∧
Rule: American(p) ∧ Weapon(q) ∧ Sells(p,q,r) ∧ Hostile(r) => Criminal(p)
Rule: Missile(x) ∧ Owns(A,x) => Sells(Robert,x,A)
Rule: Missile(x) => Weapon(x)
Rule: Enemy(x,America) => Hostile(x)
Rule:

Enter query:
Query: Criminal(Robert)
=== Forward Chaining Algorithm ===

Query: Criminal(Robert)

Initial KB Facts:
  Owns(A, T1)
  Missile(T1)
  American(Robert)
```

```
  Enemy(A, America)

KB Rules:
  American(p) ∧ Weapon(q) ∧ Sells(p, q, r) ∧ Hostile(r) => Criminal(p)
  Missile(x) ∧ Owns(A, x) => Sells(Robert, x, A)
  Missile(x) => Weapon(x)
  Enemy(x, America) => Hostile(x)

==================================================
Iteration 1:
  Inferred: Sells(Robert, T1, A)
    From rule: Missile(v4) ∧ Owns(A, v4) => Sells(Robert, v4, A)
    With substitution: {v4: T1}
  Inferred: Weapon(T1)
    From rule: Missile(v5) => Weapon(v5)
    With substitution: {v5: T1}
  Inferred: Hostile(A)
    From rule: Enemy(v6, America) => Hostile(v6)
    With substitution: {v6: A}

Iteration 2:
  Inferred: Criminal(Robert)
    From rule: American(v7) ∧ Weapon(v8) ∧ Sells(v7, v8, v9) ∧ Hostile(v9) => Criminal(v7)
    With substitution: {v7: Robert, v8: T1, v9: A}

*** Query proved! ***
Substitution: {}
```

Program 9

Create a knowledge base consisting of first order logic statements and prove the given query using Resolution

Algorithm:

Date 3/11/2025

→ Resolution

→ Create a knowledge base consisting of first order logic statements and prove the given query using Resolution.

Algorithm:-

Input:

KB = set of FOL sentences (knowledge base)

Q = query to be proved.

Output:

True if KB ⊨ Q (i.e., Q is entailed by KB)

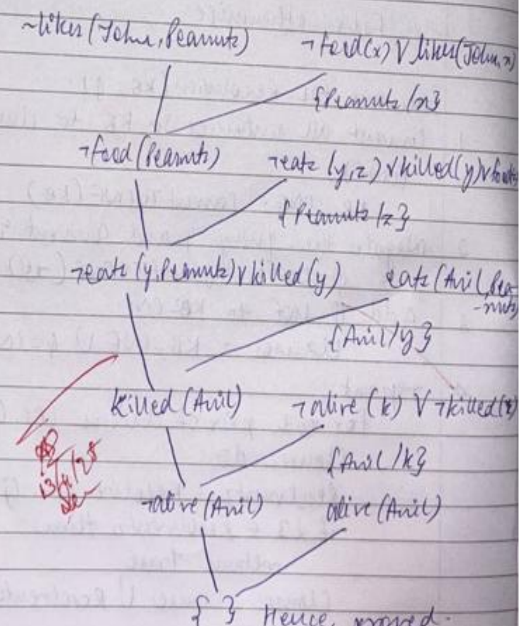
False otherwise

Procedure FOL-Resolution (KB, Q):

1. Convert all sentences in KB to clause form (CNF):
   KB_CNF = ConvertToCNF (KB)
2. Negate the query Q and convert it to CNF:
   Q_CNF = ConvertToCNF (¬Q)
3. Add Q_CNF to KB_CNF:
   Clauses = KB_CNF ∪ Q_CNF
4. repeat
   for each pair of clauses (Ci, Cj) in Clauses do:
   Resolvents = Resolve (Ci, Cj)
   if {} ∈ Resolvents then
   return True
   Clauses = Clauses ∪ Resolvents
   end for
   until no new clauses are generated
5. return False

Proof by Resolution:

(a) ∀x ¬food(x) V likes(John, x)
(b) food(Apple)
(c) food(vegetables)
(d) ¬eats(y, z) V killed(y) V food(z)
(e) eats(Anil, Peanuts)
(f) alive(Anil)
(g) ¬eats(Anil, w) V eats(Harry, w)
(h) killed(g) V alive(g)
(i) ¬alive(k) V ¬killed(k)
(j) likes(John, Peanuts)



Code:

```
import re
import itertools

VAR_RE = re.compile(r'^[a-z](_\d+)?$')   # single-letter variable optionally standardized (x_0, y_3)

def is_variable(token: str) -> bool:
```

```
    return bool(VAR_RE.fullmatch(token))

def parse_literal(text):
    text = text.strip()
    neg = False
    if text.startswith('¬') or text.startswith('~'):
        neg = True
        text = text[1:].strip()
    if '(' in text:
        pred = text[:text.index('(')].strip()
        args = [a.strip() for a in text[text.index('(')+1:-1].split(',')]
    else:
        pred = text
        args = []
    return {'neg': neg, 'pred': pred, 'args': args}

def clause_to_str(clause):
    if clause == []:
        return '⊥'
    parts = []
    for lit in clause:
        s = ('¬' if lit['neg'] else '') + (lit['pred'] + '(' + ', '.join(lit['args']) + ')' if lit['args'] else lit['pred'])
        parts.append(s)
    return ' ∨ '.join(parts)

def standardize_apart_clause(clause, idx):
    # only rename variables (single-letter) to var_index form
    mapping = {}
    new_clause = []
    for lit in clause:
        new_args = []
        for a in lit['args']:
            if is_variable(a):
                if a not in mapping:
                    mapping[a] = f"{a}_{idx}"
                new_args.append(mapping[a])
            else:
                new_args.append(a)
        new_clause.append({'neg': lit['neg'], 'pred': lit['pred'], 'args': new_args})
    return new_clause

# ----- Unification for flat args (no nested function terms) -----
def occurs_check(var, val, subs):
    # var and val are token strings
    if var == val:
        return True
    if is_variable(val) and val in subs:
        return occurs_check(var, subs[val], subs)
    return False

def apply_subs_token(tok, subs):
    if is_variable(tok):
        while tok in subs:
            tok = subs[tok]
        return tok
    return tok

def apply_subs_literal(lit, subs):
```

```
    new_args = [apply_subs_token(a, subs) for a in lit['args']]
    return {'neg': lit['neg'], 'pred': lit['pred'], 'args': new_args}

def unify_tokens(x, y, subs):
    # x,y are token strings (variables or constants)
    if x == y:
        return subs
    if is_variable(x):
        if x in subs:
            return unify_tokens(subs[x], y, subs)
        if occurs_check(x, y, subs):
            return None
        new = subs.copy()
        new[x] = y
        return new
    if is_variable(y):
        return unify_tokens(y, x, subs)
    # both constants and different => fail
    return None

def unify_arg_lists(a_list, b_list):
    if len(a_list) != len(b_list):
        return None
    subs = {}
    for a, b in zip(a_list, b_list):
        a_ap = a if not is_variable(a) else a
        b_ap = b if not is_variable(b) else b
        subs = unify_tokens(apply_subs_token(a_ap, subs), apply_subs_token(b_ap, subs), subs)
        if subs is None:
            return None
    return subs

# ----- Resolution -----
def is_tautology_clause(clause):
    # clause is a list of literals (after substitution). If it contains A and ¬A same args -> tautology
    seen = {}
    for lit in clause:
        key = (lit['pred'], tuple(lit['args']))
        if key in seen:
            if seen[key] != lit['neg']:
                return True
        else:
            seen[key] = lit['neg']
    return False

def resolve_pair(c1, c2):
    # c1, c2 are lists of literals (each literal dict)
    for i, l1 in enumerate(c1):
        for j, l2 in enumerate(c2):
            if l1['pred'] == l2['pred'] and l1['neg'] != l2['neg']:
                # try to unify their args
                subs = unify_arg_lists(l1['args'], l2['args'])
                if subs is None:
                    continue
                # apply substitution to the remainder of both clauses
                new_clause = []
                for k, lit in enumerate(c1):
                    if k == i: continue
```

```
            new_clause.append(apply_subs_literal(lit, subs))
          for k, lit in enumerate(c2):
            if k == j: continue
            new_clause.append(apply_subs_literal(lit, subs))
          # remove duplicates (syntactic)
          uniq = []
          for lit in new_clause:
            if not any(lit['pred']==u['pred'] and lit['neg']==u['neg'] and lit['args']==u['args'] for u in uniq):
              uniq.append(lit)
          if is_tautology_clause(uniq):
            continue
          return uniq, subs, (i, j)
  return None, None, None

# ----- Build derivation tree nodes -----
class Node:
  def __init__(self, clause, parents=None, label=None):
    self.clause = clause
    self.parents = parents if parents else []
    self.label = label

def resolution_with_tree(initial_clauses, goal_clause):
  # standardize apart initial clauses
  clauses_nodes = []
  for idx, c in enumerate(initial_clauses):
    std = standardize_apart_clause(c, idx)
    clauses_nodes.append(Node(std, parents=[] , label=f"C{idx}"))

  # add negated goal as a fresh clause (standardize apart too)
  neg_goal = []
  # goal_clause is a clause list (we take its first literal if single-literal goal)
  for lit in goal_clause:
    # negate each literal in goal clause (if goal is a single positive literal user passed)
    neg_goal.append({'neg': not lit['neg'], 'pred': lit['pred'], 'args': lit['args'][:]})
  neg_goal_std = standardize_apart_clause(neg_goal, len(clauses_nodes))
  goal_node = Node(neg_goal_std, parents=[], label="¬Goal")
  clauses_nodes.append(goal_node)

  # mapping from index -> Node
  idx = len(clauses_nodes)
  seen_clauses = {clause_to_str(n.clause): i for i, n in enumerate(clauses_nodes)}

  # perform breadth-first-ish resolution (pairwise), record parents as indices
  for a_index in range(len(clauses_nodes)):
    pass  # placeholder, we'll use dynamic loop below

  frontier_changed = True
  while True:
    new_added = False
    # iterate pairs over current clauses
    n = len(clauses_nodes)
    pairs = [(i,j) for i in range(n) for j in range(i+1, n)]
    for i,j in pairs:
      c1 = clauses_nodes[i].clause
      c2 = clauses_nodes[j].clause
      resolvent, subs, which = resolve_pair(c1, c2)
      if resolvent is None:
        continue
```

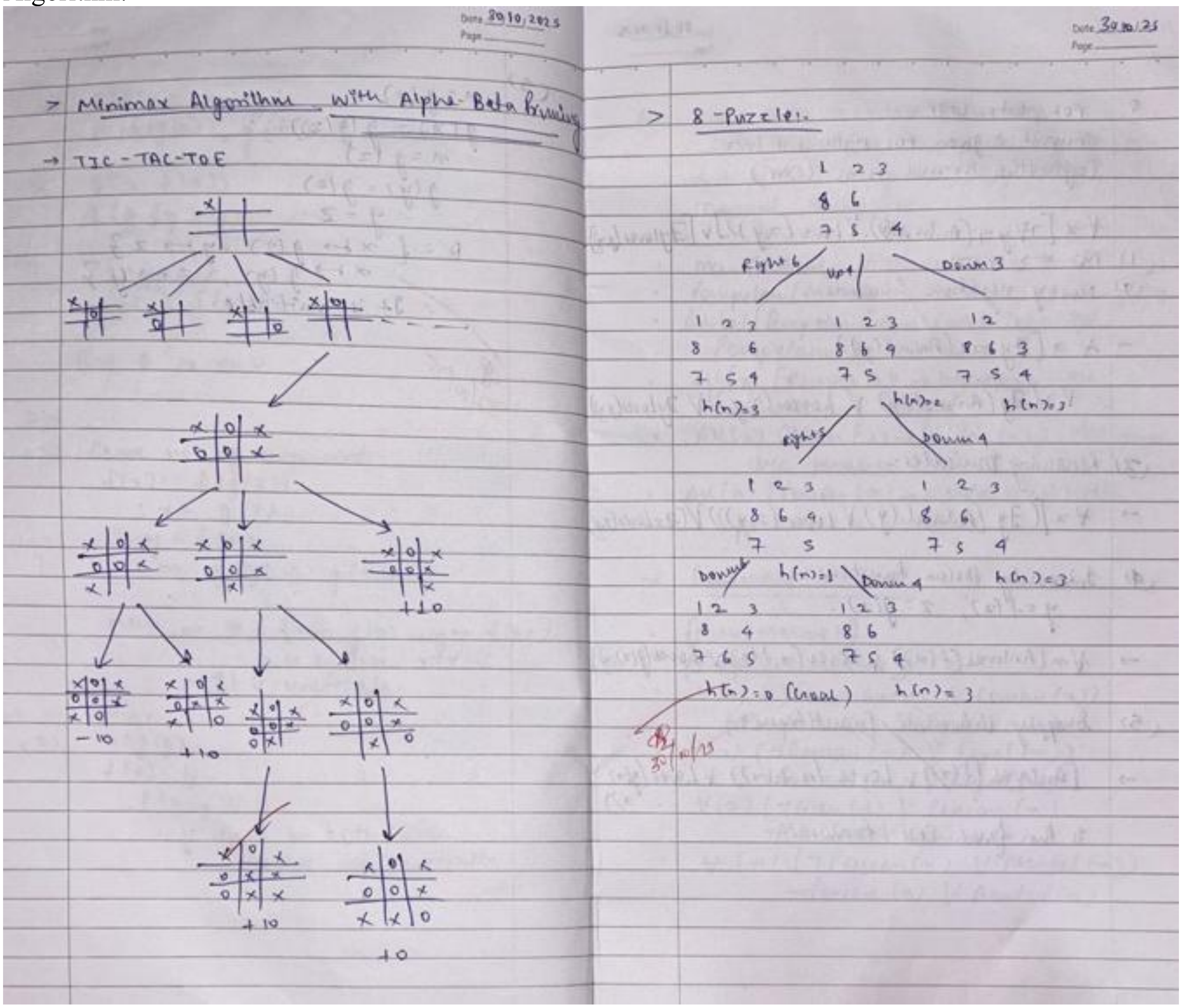
```
            s = clause_to_str(resolvent)
            if s in seen_clauses:
                continue
            # add node
            new_node = Node(resolvent, parents=[i, j], label=f"R{idx}")
            clauses_nodes.append(new_node)
            seen_clauses[s] = idx
            new_added = True
            idx += 1
            if resolvent == []:
                # build bottom-up tree node for ⊥
                root = new_node
                return clauses_nodes, seen_clauses, idx-1  # return nodes, map, index of empty clause node
        if not new_added:
            return clauses_nodes, seen_clauses, None

# ----- ASCII print bottom-up (root bottom) -----
def print_bottom_up_tree(nodes, root_index):
    # recursively print node; ensure parents printed above
    def recurse(node_index, prefix="", is_last=True):
        node = nodes[node_index]
        connector = " └── " if is_last else " ├── "
        print(prefix + connector + clause_to_str(node.clause))
        # if this node has parents, print them above (parents as children in recursion so they appear above)
        parents = node.parents
        for k, pidx in enumerate(parents):
            recurse(pidx, prefix + ("    " if is_last else " │   "), k == len(parents)-1)
    recurse(root_index, "", True)

# ----- Runner -----
if __name__ == "__main__":
    print("="*70)
    print("FIRST-ORDER LOGIC RESOLUTION SYSTEM (FIXED)")
    print("="*70)
    print("Enter CNF clauses (one per line). End with a blank line.")
    raw = []
    while True:
        try:
            line = input().strip()
        except EOFError:
            break
        if line == "":
            break
        raw.append(line)
    clauses = [ [parse_literal(tok.strip()) for tok in re.split(r"∨", line) ] for line in raw ]

    # read goal
    goal_line = input("\nEnter GOAL clause (single literal form): ").strip()
    goal_clause = [parse_literal(goal_line)]

    nodes, seen_map, root_idx = resolution_with_tree(clauses, goal_clause)
    if root_idx is None:
        print("\nNo empty clause could be derived — goal not entailed by KB.")
    else:
        print("\nDERIVATION TREE (bottom-up):")
        print_bottom_up_tree(nodes, root_idx)
        print("\nResolution complete — ⊥ derived.")
```

```
======================================================================
FIRST-ORDER LOGIC RESOLUTION SYSTEM
======================================================================
Enter CNF clauses (one per line). End with a blank line.
¬human(x) ∨ mortal(x)
human(Socrates)


Enter GOAL clause (single literal form): mortal(Socrates)

DERIVATION TREE (bottom-up):
└── ⊥
    ├── human(Socrates)
    └── ¬human(Socrates)
        ├── ¬human(x_0) ∨ mortal(x_0)
        └── ¬mortal(Socrates)

Resolution complete — ⊥ derived.
```

Program 10

Implement Alpha-Beta Pruning.

Algorithm:



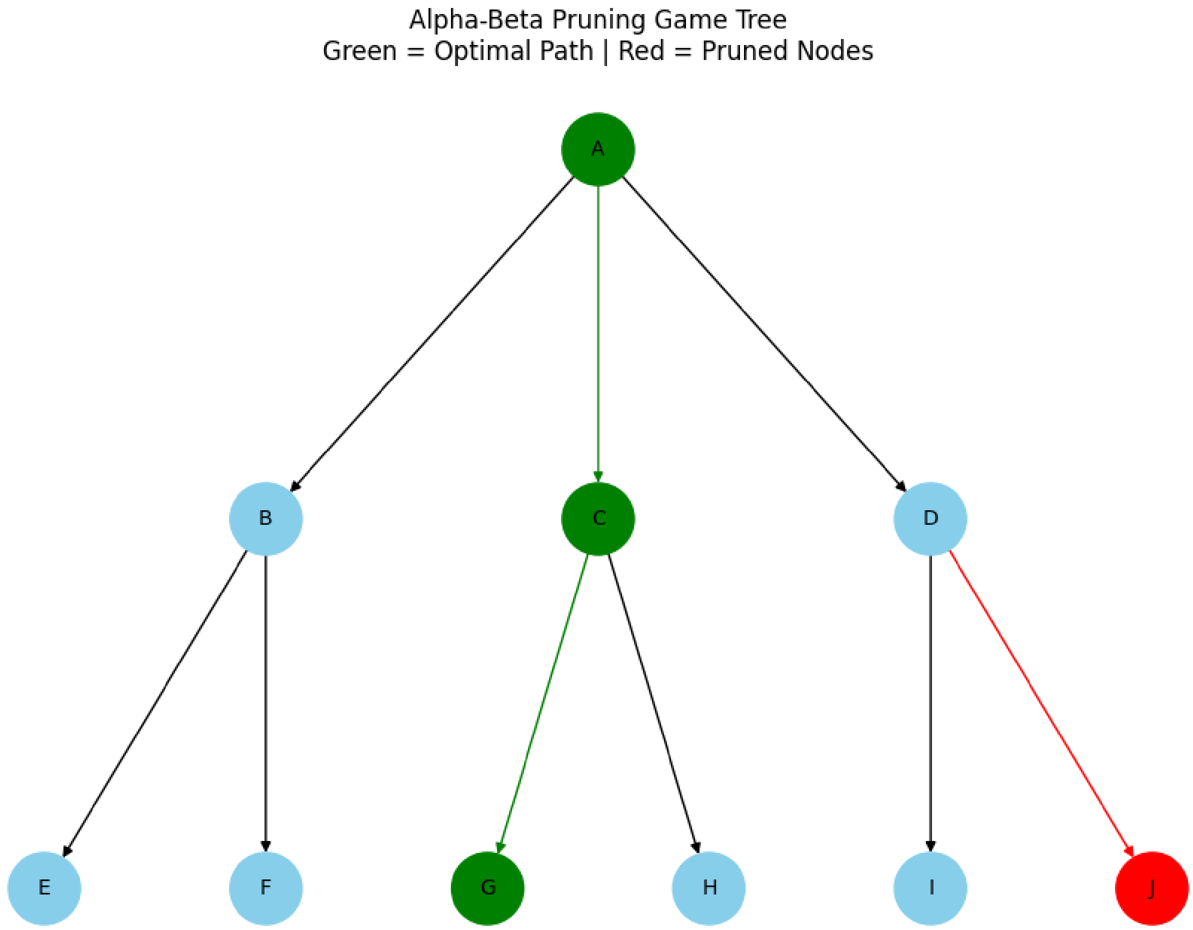
Code:

```
import networkx as nx
import matplotlib.pyplot as plt
import math

# --- Alpha-Beta Pruning ---
def alpha_beta(node, depth, alpha, beta, maximizing, tree, values, pruned_nodes, path):
    # Leaf node
    if depth == 0 or node not in tree:
        return values.get(node, None)

    if maximizing:
        value = -math.inf
        for child in tree[node]:
            val = alpha_beta(child, depth - 1, alpha, beta, False, tree, values, pruned_nodes, path)
```

```
            if val is None:
                continue
            value = max(value, val)
            alpha = max(alpha, value)
            if beta <= alpha:
                # Prune remaining children
                prune_index = tree[node].index(child) + 1
                for c in tree[node][prune_index:]:
                    pruned_nodes.append(c)
                break
        values[node] = value
        return value
    else:
        value = math.inf
        for child in tree[node]:
            val = alpha_beta(child, depth - 1, alpha, beta, True, tree, values, pruned_nodes, path)
            if val is None:
                continue
            value = min(value, val)
            beta = min(beta, value)
            if beta <= alpha:
                prune_index = tree[node].index(child) + 1
                for c in tree[node][prune_index:]:
                    pruned_nodes.append(c)
                break
        values[node] = value
        return value


# --- Draw Game Tree ---
def draw_game_tree(G, path, pruned):
    pos = nx.nx_agraph.graphviz_layout(G, prog="dot")
    plt.figure(figsize=(9, 6))

    edge_colors = []
    for (u, v) in G.edges():
        if u in path and v in path:
            edge_colors.append('green')
        elif v in pruned:
            edge_colors.append('red')
        else:
            edge_colors.append('black')

    node_colors = []
    for node in G.nodes():
        if node in path:
            node_colors.append('green')
        elif node in pruned:
            node_colors.append('red')
        else:
            node_colors.append('skyblue')

    nx.draw(
        G, pos, with_labels=True,
        node_color=node_colors,
        edge_color=edge_colors,
        node_size=1200,
        font_size=10
```

```
    )

    plt.title("Alpha-Beta Pruning Game Tree\nGreen = Optimal Path | Red = Pruned Nodes")
    plt.show()



# --- Main Program ---
def main():
    tree = {}
    G = nx.DiGraph()

    n = int(input("Enter number of non-leaf nodes: "))
    for _ in range(n):
        parent = input("\nEnter parent node: ").strip()
        children = input("Enter children of " + parent + " (space separated): ").split()
        tree[parent] = children
        for c in children:
            G.add_edge(parent, c)

    leaf_count = int(input("\nEnter number of leaf nodes: "))
    values = {}
    for _ in range(leaf_count):
        leaf, val = input("Enter leaf node and its value (e.g. E 3): ").split()
        values[leaf] = int(val)

    root = input("\nEnter root node: ").strip()
    depth = int(input("Enter total depth of tree: "))

    pruned_nodes = []
    path = []

    print("\n--------------------------------")
    result = alpha_beta(root, depth, -math.inf, math.inf, True, tree, values, pruned_nodes, path)
    print(f"Final Optimal Value: {result}")
    print(f"Pruned Nodes: {pruned_nodes}")
    print("--------------------------------")

    draw_game_tree(G, path=[root, 'C', 'G'], pruned=pruned_nodes)


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

```
Enter number of non-leaf nodes: 4

Enter parent node: A
Enter children of A (space separated): B C D

Enter parent node: B
Enter children of B (space separated): E F

Enter parent node: C
Enter children of C (space separated): G H

Enter parent node: D
```



Enter children of D (space separated): I J

Enter number of leaf nodes: 6
Enter leaf node and its value (e.g. E 3): E 3
Enter leaf node and its value (e.g. E 3): F 5
Enter leaf node and its value (e.g. E 3): G 6
Enter leaf node and its value (e.g. E 3): H 9
Enter leaf node and its value (e.g. E 3): I 1
Enter leaf node and its value (e.g. E 3): J 2

Enter root node: A
Enter total depth of tree: 3

Final Optimal Value: 6
Pruned Nodes: ['J']
