VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"JnanaSangama", Belgaum -590014, Karnataka.

LAB REPORT
on

Artificial Intelligence
(22CS5PCAIN)

Submitted by

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

B.M.S. COLLEGE OF ENGINEERING
(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**" carried out by **VANDAN N KOTHARI (1BM21CS236),** who is bonafide student of **B.M.S. College of Engineering.** It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum during the academic semester June-2023 to Sep-2023. The Lab report has been approved as it satisfies the academic requirements in respect of a **Artificial Intelligence (22CS5PCAIN)** work prescribed for the said degree.

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Course Outcome

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

Lab Observation Notes:

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Python Programming Basics

1. Print ("Hello World")
   - prints the message in a single line
   - Hello World

2. Arithmatic operations
   - a+b = Sum
   - a-b = Difference
   - a*b = Product
   - a/b = Quotient with decimal
   - a//b = Quotient without decimal
   - a%b = Remainder
   - a**b = a power b
   - -a = -ve a

3. Order of operations : PEM/DA/S

4. Built in functions:
   i) min (1,2,3) = 1
   ii) max (1,2,3) = 3
   iii) abs (-32) = 32
   iv) float (10) = 10.0
   v) int (3.33) = 3

5. Getting help: help(function_name)
   It defines the function that we passed.

6. Round(): function rounds off a number to its nearest 10^{th} or 100^{th} or 1000^{th} number.

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Solving 8 puzzle problem Using (Best first search)

```
import q as Q
goal = [1,2,3], [4,5,6], [7,8,9]
def goal_signal(state):
    return state == goal

def heuristic_value(states):
    cnt = 0
    for i in range(len(goal)):
    for j in range(len(queue[i])):
        if goal[i][j] != state[i][j]:
            cnt += 1
    return cnt;
def get_coordinates(currentState)
for i in range(len(goal)):
for j in range(len(goal[i])):
if current state[i][j] == 0;
return (i,j)
def BFS(state, goal) -> int;
    visited = set()
    pq = Q.priority queue()
    pq.put((Heuristic value(state), 0, state))
    while not pq.empty():
        moves, current, state = pq.get()
    if current state == goal:
        return moves
    if tuple(map(tuple, curr state)))
    coordinates = get coordinates(curr state)
        i, j = coordinates[0], coordinates[1]

return -1
```

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```
if status_input == 0:
    print("location A is already clean")
    if status_input_complement == '1':
    print("location B is dirty")
    print("Moving Right to the loc B")
    cost += 1
    print("cost of moving right" + str(cost))
    goal_state['B'] = '0'
    cost += 1
    print("cost for Suck" + str(cost))
    print("loc B has been cleaned")
else:
    print("No action") + str(cost))
    Bint(cost)
    print("loc B is already clean")
else
    print("vacuum is in loc B")
    if status_input == '1':
        print("location B is dirty")
        goal_state['B'] = '0'
        cost += 1
        print("cost for cleaning "+str(cost))
        Bint("Loc B has been cleaned")
if status_input_complement == '1':
    print("Loc A is Dirty")
    print("Moving left to the loc A")
    cost += 1
    print("cost for Moving left", str(cost))
    print("loc A has been cleaned")
else:
    print("No action " + str(cost))
    print("loc A is already clean")
```

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```
For dx,dy in [(0,1) (0,-1) (1,0) , (-1,0)]:
    new-i , new-j = i+dx , j+dj
    if is valid (new-i , new-j):
        new-stack = [ row[i] for row in current state]
new_state [i][j] . new-state[new-i][new-j] =
        new-state.[new-i] [new-j] , new-state[i][j]
if tuple (map ( tuple , new state)) not in visited:
pq.put ( (Heuristic value(new_state)+moves,
                moves +1, new state))
if (new-state == goal);
  print (new state)
  return 1

State [[1,2,3] [4,5,0] [6,7,8]]
  moves = astar( state , goal)
    if  moves == -1
      print (" No way")
    else
print ("Reached in " + str(moves) + " moves")
```

Output:

Reached in 12 moves

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```
i=0
while i< len(temp):
    n= len(temp)
    j = (i+1) %.n
    clauses = [ ]
    while j! =i :
      terms 1= split_terms [temp[i])
      terms 2 = Split_terms (temp [j])
      for c in terms 1
        if negate(c) in terms 2:
    t1 = [t for t in terms 1 if t! = c]
    t2 = [ t for t in terms 2 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. 1
an A contradiction is found when {
  negate (goal) } is assumed as true
Hence, {goal} is true."
                    return steps
for clause in clauses:
  if clauses not in temp and clause !=
  reverse (clause) and reverse (clause)
    not in temp :
  temp. append (clause)
  steps [clause ] = f' resolve from
```

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8- Puzzle using IDS

```
def ids(src, target):
    depth_limit = 0
    While true:
        result = depth_limited_search(search, target,
                                      depth limit, [])
    if result is not None:
        print("Success")
    return
    depth_limit += 1
    if depth_limit > 30:
    print("Soln not found within depth limit.")
    return.

def depth limited_search(src, target, depth limit,
                         visit_status):
    if src = target:
        print_target(src)
        return src
    if depth_limit == 0:
        return none
    visited states.append(src)
pos_moves_to_do = possible_moves(src, visited_states
for move in pos_moves_to_do:
if move not in visited_states:
        point_state(move)
result = depth_limited_search(move, target, depthlimit
                              visited_states)
if result is not None:
return result
return None
```

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{temp[i] and {temp[j]}
j = (j+1) % n
i += 1
return steps
rules = 'R∨¬P, P∨¬Q, ¬R∨P ¬R∨Q'
goal = 'R'
main (rules, goal)
rules = 'P∨Q ¬P∨R ¬Q∨R'
goal = 'R'
main (rules, goal)
rules = 'P∨Q ¬P∨R ¬P∨R R∨S R∨¬Q
¬S∨¬Q'
main (rules, 'R')

Output:

Step	Clauses	Derivation
1	R∨P	Given
2	R∨¬Q	Given
3	¬R∨P	Given
4	¬R∨Q	Given
5	¬R	Negated conclusion.
6		Resolved R∨¬P and ¬R∨P to R∨¬R, which is ~~false~~ in turn null

Contradiction is found when ¬R is assumed as true. Hence, R is true.

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Program :- 2 : Implement vacuum cleaner agent.

code:

```
def vacuum_world():
    goal state {'A':'0', 'B':'0'}
    cost = 0
    location_input = input("Enter loc 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 loc A")
    if status_input == '1';
    print("loc A is Dirty")
    goal state["A"] = '0'
     cost += 1
    print("cost for cleaning A" + str(cost))
    Print("loc A has been cleaned")
    if status_input_comlement = '1':
        print("Loc B is dirty")
        print("Moving right to Loc B")
        cost += 1
        print("cost of moving Right" + str(cost))
        goal_state {['B'] = '0'
        cost ++ 1
        print("cost of Suck "+str(cost))
        print("location B has been cleaned");
else:
    print("No action" + str(cost))
    print("loc B is always clean")
```

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A* Algorithm — 8-puzzle

```
import queue as Q
goal = [[1,2,3], [4,5,6] [7,8,0]]
def isGoal(State):
    return state == goal
def huristic value(state1):
    cnt = 0
for i in range (len (goal)):
for j in range (len (queue [i])):
if goal [i] [j] != state [i][j]:
    cnt += 1
    return cnt
def getcoordinates (current state):
for i in range (len (goal)):
for j in range (len (goal [i])):
    if currstate [i] [j] == 0;
    return (i, j)
def is valid (i, j) → bool:
  return 0 <= i < 3 and 0 <= j < 3

def Astar (State, goal) → int:
    visited = set ()
    pq = Q priority queue ()
    pq.put (( Heuristicvalue (state, 0, state)

while not pq.empty ():
  → moves, current star = pq.get ()
    if curr star == goal:
    return moves
if tuple (map (tuple, current state)) is visited:
continue.
```

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Program - 1 : Tic Tac Toe.

Code:

```
function findBestMove(baard):
 Best move = -ve
for each move in board:
    if current move is better:
          Best move = current
          return Bestmove.

function miniman (baard, depth, isManiPlayer)
      # all possible winning solutions
      if current board state is terminal
      return value of board.
if isManiPlayer:
  best val = -Infinity
  for each move in bound;
  value = minimax (board, depth+1, not isManiPlayer)
best val = max (best Val, value)
return best val.
else:
  best val = +Infinity
  for each move in board:
value = minimal (board, depth+1, not isManiPlayer)
best val = Min (best val, value)
return best val

function is Moves left (board):
  for each cell in board:
    if current cell is empty
        return true
return false.
```

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```
State = [[1, 4, 3], [4, 5, 6], [7, 0, 2]]
moves = BFS (state, goal)
if moves == -1
  print ("Reached in" + str moves + " moves")
```

Output:

Reached in 1 moves.

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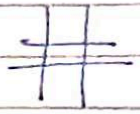
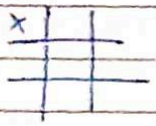
```
def possible-moves (states, visited_states)
    b = state.index(0)
    d = []
if b not in [0,1,2]:
    d.append('u')
if b not in [6,7,8]
    d.append ('d')

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

pos_moves_it_can = []
for i in d:
  pos_moves_it_can.append (gen (state, i, b))
return [move_it_can for move_it_can in
        pos_moves_it_can if move_it_can not in
        visit_states]

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

Output :



Enter your move (1-9): 1



Enter your move (1-9) : 2

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

→ f = n = 5 + g = 0

g = 1

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

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Program #: 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('~P', 'R')
['~P', 'R']

def resolve(rules, goal):
    temp = rules.copy()
    temp += [negate(goal)]
    steps[negate(goal)] = 'Negated conclusion'
```

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```
print ("In Query entails the knowledge.")
else:
print("In Query doesnot entail the knowledge.")

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

Output:

Expression(KB)

True | True
True | False
False | False
True | False
True | True
True | False
False | False
False | False

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

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

ids(search, target)
```

Output:

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

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

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

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7. Defining functions

```
def function_name(args):
# code
    return col.
```

8. Lists: Ordered sequence of values.
   eg: Date = [1, 2, 4, 7]

9. Indexing: Accessing individual list element with seq. brackets eg: Date[0]

10. Slicing: Ex Date[0:3]
    will give [1, 2, 4]

11. List functions: (i) len() gives length of the list passed eg: i) len(Date) & output = 4
    ii) Date.append(): adds an item to the end list
    iii) Date.pop: Pops and returns the last element.

12. Tuples differ from list in two ways
    i) () → NO ; [] → Yes
    ii) cannot be modified like lists.

1 Loops

13. for i in Date:
        print(i)

14. while i < 5:
        Print(i)
        i++.

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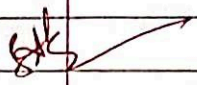
```
print ("goal state:")
print ("goal state")
print("Performance : " +str(cost))
vacuum world ()
```



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7. Defining functions

```
def function_name(args):
# code
  return col.
```

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   eg: Date = [1, 2, 4, 7]

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Loops

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        print(i)

14. while i < 5:
        print(i)
        i++

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Python Programming Basics

1. Print ("Hello World")
   - prints the message in a single line
   - Hello World

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   a+b = Sum
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   a*b = Product
   a/b = Quotient with decimal
   a//b = Quotient without decimal
   a%b = Remainder
   a**b = a power b
   -a = -ve a

3. Order of operations : PEM/DA/S

4. Built in functions:
   i) min (1,2,3) = 1
   ii) max (1,2,3) = 3
   iii) abs (-32) = 32
   iv) float (10) = 10.0
   v) int (3.33) = 3

5. Getting help: help(function_name)
   - defines the function that we passed.

6. Round(): function rounds off a number to its nearest 10^{th} or 100^{th} or 1000^{th} number.

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Program-8 - Knowledge base (Wumpus)

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

def generate_truth_table():
print("It Expression (KB)")
print("...|...|...|.....|.....")

for q in [True, False]:
for p in [True, False]:
 for r in [True, False]:
  expression_result = evaluate_expression(q, p, r)
  query_result = p and r
  print(f"{expression_result} | {query_result}")

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

 if expression_result and not query_result:
  return False

def main():
  generate_truth_table()
  if query_entails_knowledge():
```

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Program 8: Implement unification of first Logic

```
def unify (exp1, exp2)
# split expressions into function and arguements
func1, args1 = expr1.split('(', 1)
func2, args2 = expr2.split('(', 1)

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

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

Substitution = {}

# unify arguements

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

def apply substitution .items():
  expr = expr.replace(key, value)
  return expr
```

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

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Program :- 3 : Solve 8 puzzle program/Problem.

code:

```
def bfs(scr, target):
 queue [ ]
  queue . append (scr)
   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_move_to-do:
  // for the 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 (0)
     d = [ ]
     if b not in [0, 1, 2] :
          d. append ('u')
     if b not in [6, 7, 8] :
          d. append ('d')
     if b not in [0, 3, 6] :
      d. append ('l')
     if b not in [2, 5, 8] :
          d. append ('r')
     pos - moves_it - can = [ ]
```

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Create a Knowledge base consisting of FOL and prove give query using forward reasoning.

```
import re

def isVariable(x):
    return len(x)==1 and x.islower() and
    x.isalpha()
def getAttributes(string):
    expr='\([^)]+\)'
matches = re.findall(expr, string)
    return matches
    def getPredicates(string):
    expr = '([a-zA-Z]+)\([^&|]+\)'
    return re.findall(expr, string)

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

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```
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()
```

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```
for s in statements :
statements = 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

```
~ bird (x) | ~ fly (x)
[~ bird (A) | ~ fly (A)]
```

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```
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.tell ('evil(x)')
```

Output:

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

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```
if __name__ == '__main__':

    expr1 = input("Enter the first expression")
    expr2 = input("Enter the second expr")

    substitution = unify(expr1, expr2)

    if(substitution's are:")

    for key, value in substitution.items():
    print(f'{key} {value}')

    exp1_result = apply_subs(expr1, substitution)
    exp2_result = apply_subs(expr2, substitution)

    print(f' unified exp 1 : {expr1_result}')
    print(f' unified exp 2 : {expr2_result}')
```

Enter the 1st exp : f(x, y)
Enter the 2nd exp : f(a, b)

x, y
a, b

Unified exp 1 = f(a, b)
Unified exp 2 = f(a, b)

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Program - 13: FOL To CNF

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

def getPredicates (string):
    expr = '[a-zA-Z]+\([A-Za-z,]+\)'
return [m for m in str(matches) if m.isalpha()]
return re.findall(expr, string)

def Skolemization (statement):
    SKOLEM_CONSTANTS = [f'{chr(c)}' for c in
range (ord('A'), ord('Z')+1)]
matches = re.findall ('(∃).', statement)
for match in matches[::-1]:
statement = statement.replace (match, '')
    for predicate in getPredicates (statement):
        attributes = getAttributes (predicate)
if ''.join(attributes).islower():
statement = statement.replace(match[1],
SKOLEM_CONSTANTS.pop(0))
return statement
import re
def fol_to_cnf (fol):
    statement = fol.replace ("=>", "-")
    expr = '\[([^]]+)\]'
    statements = re.findall (expr, statement)
    for i, s in enumerate (statements):
        if '[' in s and ']' not in s:
            statements[i] += ']'
```

1. Implement Tic –Tac –Toe Game.

```
import math
import copy

X = "X"
O = "O"
EMPTY = None
def initial_state():
    return [[EMPTY, EMPTY, EMPTY],
            [EMPTY, EMPTY, EMPTY],
            [EMPTY, EMPTY, EMPTY]]

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


def actions(board):
    freeboxes = set()
```

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


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


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

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


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


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

```
    else:
        return 0


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

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


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

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



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



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

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

```
        result(game_board, move)

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

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

OUTPUT:

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

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

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

AI is making a move...

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

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

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

AI is making a move...

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

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

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

AI is making a move...

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

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

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

AI is making a move...

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

The winner is: O
```

2. Solve 8 puzzle problems.

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

    exp = []

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

        print(source)

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

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

        for move in poss_moves_to_do:

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

    #directions array
    d = []
```

```
    #Add all the possible directions

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



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

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

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

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

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

    if m=='u':
        temp[b-3],temp[b] = temp[b],temp[b-3]
```

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

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


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

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

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

OUTPUT:

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

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

3. Implement Iterative deepening search algorithm.

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

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

    if depth_limit == 0:
        return None

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

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

```
    return None

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

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

    pos_moves_it_can = []

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

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

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

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

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

    return temp

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

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

OUTPUT:

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

1 2 3
6 4 5
0 7 8

1 2 3
4 0 5
6 7 8

0 2 3
1 4 5
6 7 8

2 0 3
1 4 5
6 7 8

1 2 3
6 4 5
0 7 8

1 2 3
6 4 5
7 0 8

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

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

1 2 3
4 7 5
6 0 8

1 2 3
4 5 0
6 7 8

1 2 3
4 5 0
6 7 8

Success
```

4. Implement A* search algorithm.

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

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

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

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


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


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

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

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


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


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

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

OUTPUT:

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

1 2 3
  4 5
6 7 8


1 2 3
4   5
6 7 8


1 2 3
4 5
6 7 8

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

1 2 3
  4 5
6 7 8


1 2 3
6 4 5
  7 8

Success
```

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

1 2 3
7 4 5
6   8


1 2 3
7 4 5
  6 8


1 2 3
  4 5
7 6 8


  2 3
1 4 5
7 6 8


1 2 3
4   5
7 6 8


1 2 3
4 6 5
7   8
```

```
1 2 3
  6 5
4 7 8


1 2 3
6   5
4 7 8


1 2 3
6 7 5
4   8


1 2 3
6 7 5
  4 8


1 2 3
  7 5
6 4 8


  2 3
1 7 5
6 4 8


1 2 3
7   5
6 4 8
```

```
7 1 3
4 6 5
  2 8


7 1 3
4 6 5
2   8


7 1 3
4   5
2 6 8


7 1 3
4 6 5
2 8


7 1 3
  4 5
2 6 8


7 1 3
2 4 5
  6 8

Fail
```

5. Implement vacuum cleaner agent.

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

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

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

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

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

OUTPUT:

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


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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

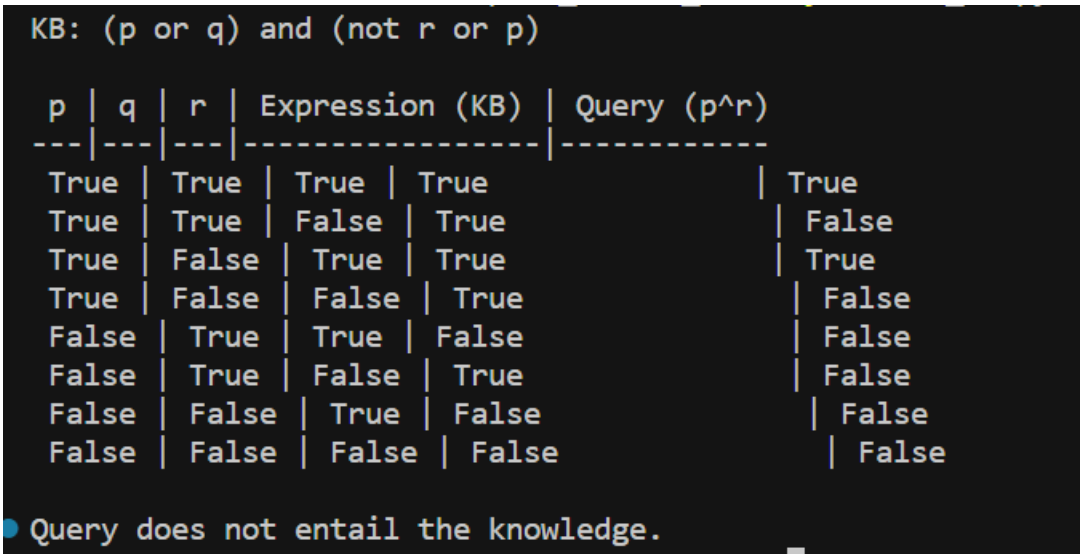
```
 1    0   >0<   0
 0    0    0    0
 0    0    0    0

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

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

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

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

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

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

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

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

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

                if expression_result and not query_result:
                    return False

    return True
```

```
def main():
    generate_truth_table()

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

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

OUTPUT:



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

```
import re


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


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


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

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

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

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

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

print("Goal: ",goal)

main(rules, goal)

OUTPUT:

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

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

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

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

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

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

8. Implement unification in first order logic

```
import re

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

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

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

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

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

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

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

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



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



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

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

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

    if isConstant(exp1):
```

```
    return [(exp1, exp2)]

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

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

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

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

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

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

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

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

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

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

    initialSubstitution.extend(remainingSubstitution)
    return initialSubstitution

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

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

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

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

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


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

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

OUTPUT:

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

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

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

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

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

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

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

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

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

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

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

OUTPUT:

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

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

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

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

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

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

```
import re

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

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

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

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

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

    def getResult(self):
```

```
        return self.result

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

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

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

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

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

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


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


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


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

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

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

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

OUTPUT:

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

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