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

Lab Record

Artificial Intelligence

22CS5PCAIN

Submitted in partial fulfilment for the 5th Semester Laboratory

Bachelor of Technology

in

Computer Science and Engineering

Submitted by:

YASHASWINI G A

1BM21CS253

Department of Computer Science and Engineering

B.M.S College of Engineering

Bull Temple Road, Basavanagudi, Bangalore 560 019

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B.M.S COLLEGE OF ENGINEERING

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CERTIFICATE

This is to certify that the Artificial Intelligence (22CS5PCAIN) laboratory has been carried out by **Yashaswini G A (1BM21CS253)** during the 5th Semester November-Febraury 2024

Signature of the Faculty Incharge:

Dr. Kayarvizhy N
Asscociate Professor
Department of Computer Science and Engineering
B.M.S. College of Engineering, Bangalore

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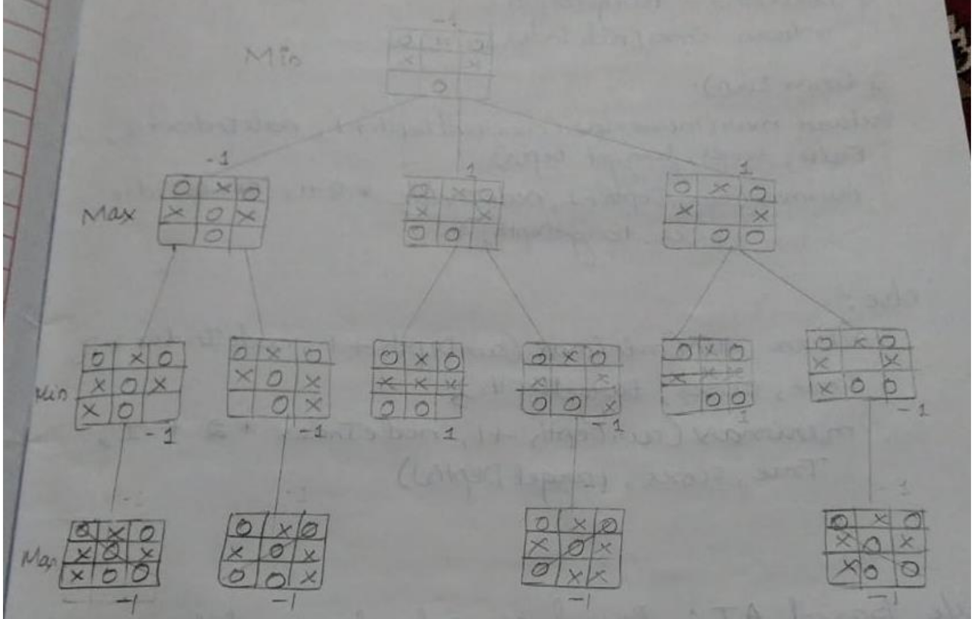
MiniMax algorithm

* If X has line of three - Max wins so attach +1
* If O has line of three - Min wins so attach -1
* If board is full, neither players wins so neutral.



* value of the root node, which is said to be the value of the game, tells who wins

8/11/23

Minimax algorithm

```
import math
def minimax (curDepth, nodeIndex, ~~&~~ maxTurn, scores,
                 targetDepth):
    if (curDepth == targetDepth):
        return scores[nodeIndex]

    if (maxTurn):
    return max(minimax(currentDepth + 1, nodeIndex * 2,
      False, scores, target Depth),
       minimax (curDepth + 1, nodeIndex * 2 + 1, ~~True~~ False,
              scores, targetDepth))

    else:
       return min(minimax (curDepth + 1, nodeIndex * 2,
       True, scores, targetDepth),
        minimax (curDepth + 1, nodeIndex * 2 + 1,
         True, scores, target Depth))
```

) Rule based AI: Based on set of predetermined rules and conditions. Rules are programmed by programmers.

) Learning based AI: It involves training AI models using past experiences, data and exposures to make decisions.

3) Finite State Machines
4) Path finding AI
5) Behaviour Trees
6) Reinforcement learning.

15/11/23

Tic-Tac-Toe.

```
def printBoard(board):
print(board[1] + '|' + board[2] + '|' + board[3])
print('-+-+-')
print (board[4] + '|' + board[5] + '|' + board[6])
print('-+-+-')
print (board [7]+ '|' + board[8] + '|' + board [9])
print("\n")

def spaceIsFree(position):
    if board[position]== ' ':
        return True
    else:
        return False

def insertLetter (letter, position):
    if spaceIsFree(position):
        board[position]= letter
        printBoard(board)
        if (checkDraw()):
            print("Draw!")
            exit()
        if checkForWin()
            if letter == 'X':
                print("Bot wins!")
                exit()
            else:
                print("Player wins!")
                exit()
    return
```

```
else:
    print("can't insert there!")
    position = int(input("Please enter new position: "))
    insertLetter(letter, position)
    return

def checkForWin():
    if (board[1] == board[2] and boar[1] and board[3] and
            board[1] != ' '):
        return True
    elif (board[4] == board[5] and board[4] == board[6] and
        board[4] != ' '):
        return True
    elif (board[7] == board[8] and board[7] == board[9] and
        board[7] != ' '):
        return True
    elif (board[1] == board[4] and board[1] == board[7]
        and board[1] != ' ').
        return True
    elif (board[2] == board[5] and board[2] == board[8]
        and board[2] != ' '):
        return True
    elif (board[3] == board[6] and board[3] == board[9]
        and board[3] != ' '):
        return True
    elif (board[7] == board[5] and board[7] == board[3]
        and board[7] != ' '):
        return True
    else:
        return False
```

```
def checkWhichMarkWon(mark):
if (board [1] == board [2] and board[1] == board[3] and
        board[1] == mark :
    return True
  elif (board [4] == board[5] and board[4] == board [6] and
        board [4] == mark ):
        return True
  elif ( board [1] == board[4]  and board[1] == board [7] and
         board [1] == mark ):
         return True
  elif (board[7] == board [5] and board [7] == bard [3]
          and board[7] == mark ):
        return True
  else :
      return False

def check Draw ():
   for Key in board.keys():
       if (board [Key] == ' '):
           return False
   return True

def playerMove():
   position = int(input ("Enter the position for 'O': "))
   insertLetter (player, position)
   return

def compMove():
   bestScore = -800
   bestMove = 0
   for Key in board.Keys():
       if(board [key] == ' '):
           board [Key] = bot
```

```
        score = minimax (board, 0, False)
        board[key] = ' '
        if (score > bestScore):
            bestScore = score
            best Move = key
insertLetter (bot, bestMove)
return

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

```
board = {1: ' ', 2: ' ', 3: ' ', 4: ' ', 5: ' ',
         6: ' ', 7: ' ', 8: ' ', 9: ' '}

printBoard(board)
print("Computer goes first! Good luck.")
print("Positions are as follow:")
print("1, 2, 3 ")
print("4, 5, 6 ")
print("7, 8, 9 ")
print("\n")
player = 'O'
bot = 'X'

global firstComputerMove
firstComputerMove = True

while not checkForWin():
    compMove()
    playerMove()
```

OUTPUT

```
Computer goes first
Positions are as follow:

1 2 3
4 5 6
7 8 9

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

Enter the position for 'O': 7
X| |
-+-+-
 | |
-+-+-
O| |

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

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

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

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

X|X|O
-+-+-
 |X|
-+-+-
O|O|X
Bot Wins!
```

Analysis and implementation of vacuum cleaner agent

```
def vaccum_world():
    goal_state = {'A' : '0', 'B' : '0'}
    cost=0
    location = input("Enter location of Vaccum")
    status = input ("Enter status of "+ location)
    status_comp = input ("Enter status of other room")
    print ("Initial location Condition" + str(goal_state))

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

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

        if status_input_compliment == '1':
            print("Location A is Dirty.")
            print("Moving LEFT to the Location A.")
            cost +=1
            print("cost for moving left" +str(cost))
            goal_state['A']='0'
            print("COST for SUCK" +str(cost))
            print("Location A has been cleansed")
```

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

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

OUTPUT

```
Enter location of Vaccum: A
Enter status of A : 1
Enter status of other room: 1
Initial Location Condition {'A': '0', 'B': '0'}
Vaccum is placed in Location A
Location A is Dirty
Cost for cleaning A 1
Location A has been cleaned
Location B is Dirty
Moving right to the location B.
cost for moving right 2
```

cost for suck 3
Location B has been cleaned.
GOALSTATE:
{'A':'0', 'B':'0'}
performance Measurement: 3

Analysing and implementation of 8 Puzzle problem

```
def bfs(src, target):
    queue=[]
    queue.append(src)
    exp=[]
    while len(queue)>0:
        source=queue.pop(0)
        exp.append(source)
        print(source)
        if source==target:
            print("success")
            return
        poss_moves_to_do=[]
        poss_moves_to_do=possible_moves(source, exp)
        for move in poss_moves_to_do:
            if move not in exp and move not in queue:
                queue.append(move)

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

```
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]
    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, 5, -1, 6, 7, 8]
bfs(src, target)
```

OUTPUT

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

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

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

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

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

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

success.

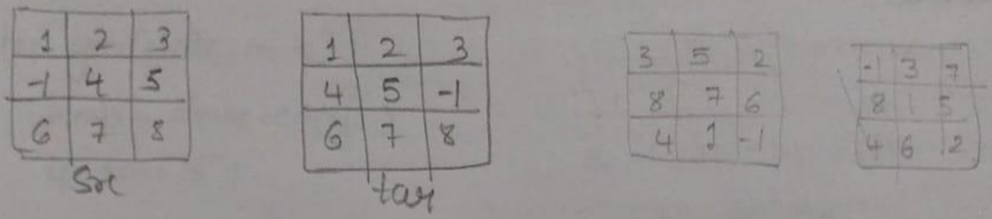
6/12/2023

8 puzzle using Iterative Deepening search Algorithm

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

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

False

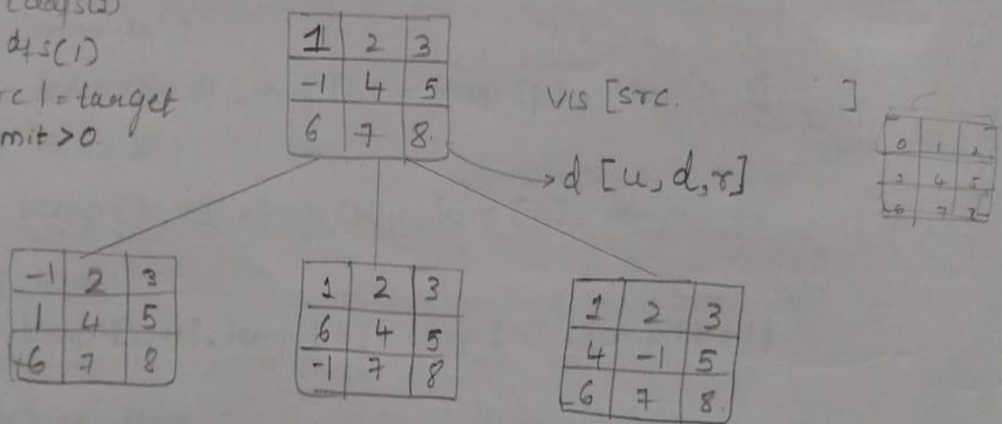


iddfs(1)

dfs(1)

src != target

Limit > 0



Here depth = 1

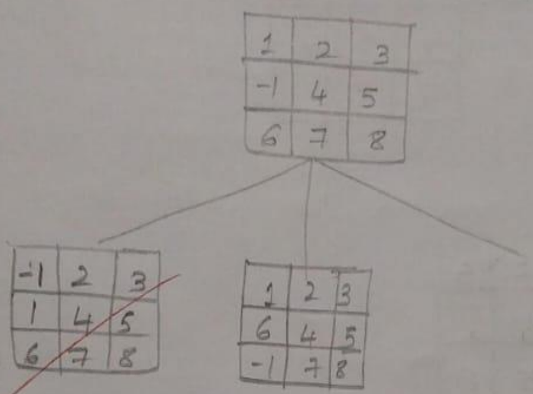
So, dfs function with limit 1 is called then it checks for all possible moves, if any one of those possible moves is equal to target then it returns true, or else it returns false.

For the above example if we increase the depth to 2, solution is true within 2 steps we can reach the target state.

Input

src = [1, 2, 3, -1, 4, 5, 6, 7, 8]
target = [1, 2, 3, 6, 4, 5, -1, 7, 8]

OUTPUT
true.



6/12/23

10/10

13|12|2023

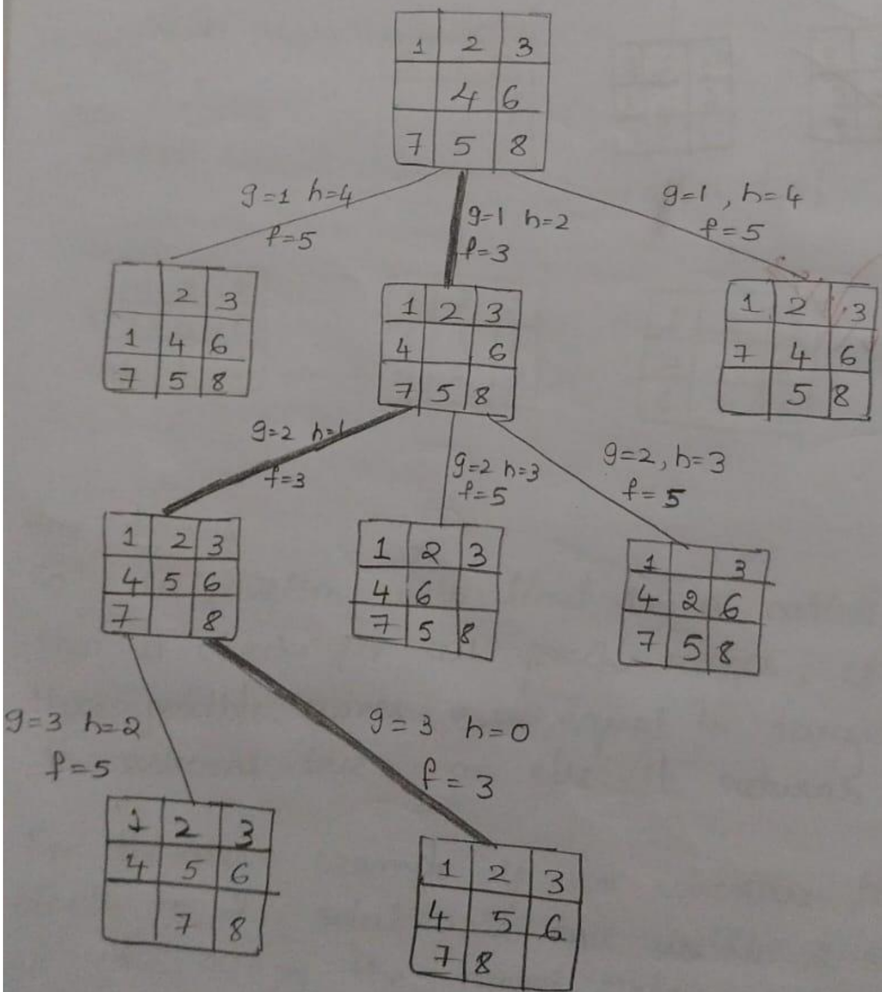
8-puzzle problem implementation using A* algorithm.

Start state.

1	2	3
	4	6
7	5	8

Goal state.

1	2	3
4	5	6
7	8	



A* algorithm calculates f score
where f score = h(n) + g(n)
h(n) = heuristic value (No of misplaced tiles, i.e. comparison with goal state)
g(n) = Distance in nodes from the start node to the curr node,
Each time it choose the least f score to find the next state.

Best first search algorithm.

In best first search only heuristic value is considered to choose the next state, each time it chooses the least heuristic value

13/12/23

10/10

20|12|2023

Propositional logic

~P is true iff P is false in m

P ∧ Q is true if both P and Q are true in m

P V Q is true iff either P or Q is true in m

P → Q is true unless P is true and Q is false in m

P ⟺ Q is true iff P and Q are both true or both false in m

Enter Rule 1 as lambda function

lambda x: (x[0] or x[1]) and (not x[2] or x[0])

Enter Query as a lambda Function:

lamda x: (x[0] and x[2])

True True

True False

10/10

Does not entail.

20/12/23

α entails KB

whenever α = true and KB = true

α = false and KB = false.

Does not entail ω

27/12/2023

Create a Knowledgebase using prepositional logic and prove the given query using resolution.

Kb: R V ~P   R V ~Q   ~R V P   ~R V Q

Query: R

R V ~P   R V ~Q   ~R V P   ~R V Q

R V ~P V ~Q   R V ~R

null.

n=4   i=0
      j=1

10/10

terms1 - R, ~P
terms2 ~R, V P
C=R
t_1 = ~P
t_2 = P

gen = 2

27/1/23

So first if condition is encountered but contradiction function returns false

1. Now c = ~P
t_1 = R
t_2 = ~R
This time contradiction returns true.

10/01/2024

Unification in first order logic

Unification

1) same predicate symbol
2) same no of arguments.
3) same variable shouldn't be used in two different expression

Unify

```
if exp1 == exp2
    return []
if is_constant(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)]
```

Here isconstant, isVariable checks whether given the function is constant or variable.

Check occurs checks whether the same variable is present in both the expression. If that is the case then unification is not possible.

After this it checks for attribute length, if the length is same then it takes the first attribute of each and unify.

This unify function is called recursively.

First expression knows (f(x), y)
second expression (J, John)
Substitutions
[('J', 'f(x)'), ('John', 'y')]

First expression Student(x)
Second expression Teacher(Rose)
Predicates do not match. Cannot be unified.

10/1/24

17/1/2024

FOL to CNF

CNF - conjunction of clauses
clauses - disjunctions of literals

Conversion.

1. Eliminate biconditionals and implications.
2. Move ~ inwards
3. Standardize variables
4. Skolemize
5. Drop universal quantifiers
6. Distribute ∧ over ∨

$\sim(\forall x\, p) = \exists x \sim p$
$\sim(\exists x\, p) = \forall x \sim p$
$\sim(\alpha \vee \beta) = \sim\alpha \wedge \sim\beta$
$\sim(\alpha \wedge \beta) = \sim\alpha \vee \sim\beta$
$\sim\sim\alpha = \alpha$.

string.strip('J') - removes trailing characters of 'J'
s = list(string) - converts modified string into characters

1)
[american(x) & weapon(y) & sells (x,y,z) & hostile(z)] $\Rightarrow$ criminal(x)

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

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

2) $\forall x [\exists z [loves(x,z)]]$

$[\exists z [loves(x,z)]$

loves (x, A)

loves (x, B(x))

3) $\forall x$ food (x) $\Rightarrow$ likes (john, x)

~[$\forall x$ food(x)] V likes (john, x)

$\exists x$ ~food(x) V likes (john, x)

~food(A) V likes (john, A)

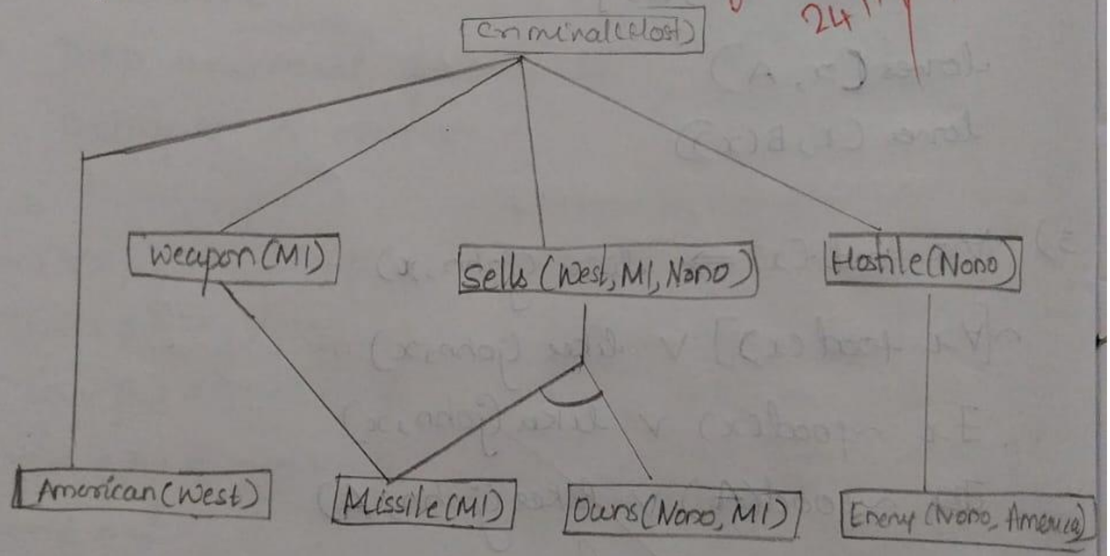
17/1/24

24|1|24

missile(x) ⇒ weapon(x)
missile(M1)
enemy(x, America) ⇒ hostile(x)
american(West)
enemy(Nono, America)
owns(Nono, M1)
missile(x) & owns(Nono, x) ⇒ sells(West, x, Nono)
american(x) & weapon(y) & sells(x, y, z) & hostile(z)
⇒ criminal(x)

Query - criminal(x).

24/1/24



1.TIC-TAC-TOE

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

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

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

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

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

OUTPUT

```
 | |
-+-+-
 | |
-+-+-
 | |


Computer goes first! Good luck.
Positions are as follow:
1, 2, 3
4, 5, 6
7, 8, 9


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


Enter the position for 'O':  7
X| |
-+-+-
 | |
-+-+-
O| |


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

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


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


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


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


Bot wins!
```

2. 8 Puzzle
(bfs)

```
import numpy as np

import pandas as pd

import os


def bfs(src,target):

    queue = []

    queue.append(src)


    exp = []


    while len(queue) > 0:

        source = queue.pop(0)

        exp.append(source)


        print(source)


        if source==target:

            print("success")

            return


        poss_moves_to_do = []

        poss_moves_to_do = possible_moves(source,exp)


        for move in poss_moves_to_do:


            if move not in exp and move not in queue:

                queue.append(move)


def possible_moves(state,visited_states):
```

```
    #index of empty spot
    b = state.index(-1)

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

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



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

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

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

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

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

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

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

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

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

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

OUTPUT

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

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

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

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

3. Implement Iterative deepening search algorithm

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

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

def gen(state, move, blank):
```

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

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

src = []
target=[]
n = int(input("Enter number of elements : "))
print("Enter source elements")
for i in range(0, n):
    ele = int(input())
    src.append(ele)
print("Enter target elements")
for i in range(0, n):
    ele = int(input())
    target.append(ele)
depth=8
```

iddfs(src, target,depth)

OUTPUT

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

4. 8 Puzzle A* Search Algorithm

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

    def generate_child(self):
        # Generate hild nodes from the given node by moving the blank space
        # either in the four direction {up,down,left,right}
        x, y = self.find(self.data, '_')
        # val_list contains position values for moving the blank space in either of
        # the 4 direction [up,down,left,right] respectively.
        val_list = [[x, y - 1], [x, y + 1], [x - 1, y], [x + 1, y]]
        children = []
        for i in val_list:
            child = self.shuffle(self.data, x, y, i[0], i[1])
            if child is not None:
                child_node = Node(child, self.level + 1, 0)
                children.append(child_node)
        return children

    def shuffle(self, puz, x1, y1, x2, y2):
        # Move the blank space in the given direction and if the position value are out
        # of limits the return None
        if x2 >= 0 and x2 < len(self.data) and y2 >= 0 and y2 < len(self.data):
            temp_puz = []
            temp_puz = self.copy(puz)
            temp = temp_puz[x2][y2]
```

```
            temp_puz[x2][y2] = temp_puz[x1][y1]
            temp_puz[x1][y1] = temp
            return temp_puz
        else:
            return None

    def copy(self, root):
        # copy function to create a similar matrix of the given node
        temp = []
        for i in root:
            t = []
            for j in i:
                t.append(j)
            temp.append(t)
        return temp

    def find(self, puz, x):
        # Specifically used to find the position of the blank space
        for i in range(0, len(self.data)):
            for j in range(0, len(self.data)):
                if puz[i][j] == x:
                    return i, j


class Puzzle:
    def __init__(self, size):
        # Initialize the puzzle size by the the specified size,open and closed lists to empty
        self.n = size
        self.open = []
        self.closed = []
```

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

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

def h(self, start, goal):
    # Calculates the difference between the given puzzles
    temp = 0
    for i in range(0, self.n):
        for j in range(0, self.n):
            if start[i][j] != goal[i][j] and start[i][j] != '_':
                temp += 1
    return temp

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

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

OUTPUT

```
enter the start state matrix

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

1 2 3
4 5 6
7 8 _



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

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

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

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

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

5.Vaccum cleaner

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

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

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

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

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

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

else:
    print("Vacuum is placed in location B")
```

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

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

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

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

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

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


vacuum_world()
```

OUTPUT

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

```
vacuum_world()
```

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

```
vacuum_world()
```

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

6. Knowledge Base Entailment

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


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



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



kb = []


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


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

```
#r2 = eval(rule_str)

#tell(kb, r2)


# Get user input for Query

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

q = eval(query_str)


# Ask KB Query

result = ask(kb, q)

print(result)
```

OUTPUT

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

7. Knowledge Base Resolution

```
import re


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


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


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


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


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

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

```
                        return steps
                elif len(gen) == 1:
                    clauses += [f'{gen[0]}']
                else:
                    if contradiction(goal,f'{terms1[0]}v{terms2[0]}'):
                        temp.append(f'{terms1[0]}v{terms2[0]}')
                        steps[''] = f"Resolved {temp[i]} and {temp[j]} to {temp[-1]}, which is in
turn null. \
                        \nA contradiction is found when {negate(goal)} is assumed as true. Hence,
{goal} is true."
                        return steps
            for clause in clauses:
                if clause not in temp and clause != reverse(clause) and reverse(clause) not in temp:
                    temp.append(clause)
                    steps[clause] = f'Resolved from {temp[i]} and {temp[j]}.'
            j = (j + 1) % n
        i += 1
    return steps

rules = 'Rv~P Rv~Q ~RvP ~RvQ' #(P^Q)<=>R : (Rv~P)v(Rv~Q)^(~RvP)^(~RvQ)
goal = 'R'
main(rules, goal)
 rules = 'PvQ ~PvR ~QvR' #P=vQ, P=>Q : ~PvQ, Q=>R, ~QvR
goal = 'R'
main(rules, goal)
```

OUTPUT

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

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

8. Unification

```
import re


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


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


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


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


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


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

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

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

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

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

def unify(exp1, exp2):
    if exp1 == exp2:
        return []
    if isConstant(exp1) and isConstant(exp2):
        if exp1 != exp2:
            return False
    if isConstant(exp1):
        return [(exp1, exp2)]
    if isConstant(exp2):
        return [(exp2, exp1)]
    if isVariable(exp1):
        if checkOccurs(exp1, exp2):
```

```
        return False
    else:
        return [(exp2, exp1)]
if isVariable(exp2):
    if checkOccurs(exp2, exp1):
        return False
    else:
        return [(exp1, exp2)]
if getInitialPredicate(exp1) != getInitialPredicate(exp2):
    print("Predicates do not match. Cannot be unified")
    return False
attributeCount1 = len(getAttributes(exp1))
attributeCount2 = len(getAttributes(exp2))
if attributeCount1 != attributeCount2:
    return False
head1 = getFirstPart(exp1)
head2 = getFirstPart(exp2)
initialSubstitution = unify(head1, head2)
if not initialSubstitution:
    return False
if attributeCount1 == 1:
    return initialSubstitution
tail1 = getRemainingPart(exp1)
tail2 = getRemainingPart(exp2)
if initialSubstitution != []:
    tail1 = apply(tail1, initialSubstitution)
    tail2 = apply(tail2, initialSubstitution)
remainingSubstitution = unify(tail1, tail2)
if not remainingSubstitution:
    return False
```

```
    initialSubstitution.extend(remainingSubstitution)
    return initialSubstitution

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

OUTPUT

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

9. FOL to CNF

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

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

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

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

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

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

OUTPUT

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

10. Forward Reasoning

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

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

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

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

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

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

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

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

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

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

    def evaluate(self, facts):
        constants = {}
        new_lhs = []
        for fact in facts:
            for val in self.lhs:
                if val.predicate == fact.predicate:
                    for i, v in enumerate(val.getVariables()):
                        if v:
                            constants[v] = fact.getConstants()[i]
                    new_lhs.append(fact)
        predicate, attributes = getPredicates(self.rhs.expression)[0], str(getAttributes(self.rhs.expression)[0])
```

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

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

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

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

```
    def display(self):
        print("All facts: ")
        for i, f in enumerate(set([f.expression for f in self.facts])):
            print(f'\t{i+1}. {f}')
kb_ = KB()
kb_.tell('king(x)&greedy(x)=>evil(x)')
kb_.tell('king(John)')
kb_.tell('greedy(John)')
kb_.tell('king(Richard)')
kb_.query('evil(x)')
```

OUTPUT

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