30/4/25

## Emplementation of Depth first Search

Alm. To implement depth first search

result a des Copph, relighbant, god, Care Scenario:

a voboble delarens system is implemented in a smart ween house, the newhouse modeled as a graph, where each node, represents a storage unit, and each edge represent a possible path,

The robotes movement stratugy is to explore storage unit by going as deep as possible before backbracking of needed. The warehouse as not fully mapped. So the robot was a dopth first search method. to Ixplene the paths. Egoal-rode3: Epah-found 3")

Procedure

step! : Enput the araple. Lungton

- & Represent the overrelieuse as a graph.
- . Define the stubrode and the goal node.

My 2: Unchalise DRS.

- · un a set to back visited nocles.
- · all a let to stone the lurrent Traversal path.

# Explore reighbours.

for neighbour in graph Estart ]:

if neighbour not in viseled:

nesult = dfs (graph, neighbour, goal,

Visited, Path[:])

i'f neult #
return result

neturn None

# Example Usage

Steut-node 2 A m sold will

goal - node 2 (pl dins proble

path\_found 2 dfs (workhouse\_graph, Short-node, goal\_node)

Print Cf" DRS Path from Estart-Node 3 to

Sgoal-node3: Spath\_found 34)

Step 1: Papert His augh. tugtes

nocles.

DRS path from A to P: ['A'', B', E', E']

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Depth Fist Search	to to so	2000	N EV

Step 3: Recursière DES Fundión. Mark the Current node as visited · Add the current node to pate · check if the current rock its the goal. . if. ges, return Karpath · if no, proceed with the next steps. · Explore all relighbouring nodes.

of a neighbour is not iduled, recursively call DPS on it. . If a path is found return it of No path is found return None step 4: Call the DRS function. o call DPS with the openen start and goal node · pant Hu path, it found any board [6][2] 22 board Er][1]20 bourdles Thesult: Thus the implementation of depth first search were alone releasfully.