# AI Assignment Report

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### 1 Approach

The basic approach we used for the A.I assignment is to use the concept of graphs & vertices and applied BFS{Breadth First Search}, DFS {Depth First Search} and DFID {Depth First Iterative Deepening Search}.

Along with applying the above algorithms for the PacMan , we have also set the preference order for adding the neighbor nodes which are:

$$DOWN > UP > RIGHT > LEFT$$

If the input number  $\in \{0,1,2\}$  , then the program executes the algorithms BFS , DFS and DFID respectively .

After visiting the neighbors in the maze graph, We can easily find out the length of the path and the number of states for the maze.

### 2 Variables used in Python Program

- **dfs\_stop** : tells when dfs to stop.
- goaldfs: target state to achieve for DFS.
- goaldfid: target state to achieve for DFID.
- statesdfs: No. of states explored during DFS traversal.
- ullet statesdfid: No. of states explored during DFID traversal.
- **DFIDstop**: to break out of recursion.
- visited : Variable created to store the set of visited vertices .
- $\bullet$   $\mathbf{parent}$  : Tuple to store the parent of each node . It is used for finding path .
- graph\_input : This stores the input given in as a list of lists .
- $\bullet$  m: No. of rows in the Maze.
- ullet n : No. of columns in the Maze .
- states : Variable to store no. of states explored .
- pathlength: Variable to store length of the path.

#### 3 Functions created in Python Program

- $goal\_state(i,j,graph\_input)$ : This function determines whether the coordinate (i,j) is the end goal for the PacMan or not .
- move\_gen(i,j,graph\_input): This function's task is returning all possible moves available to the pacman, if the adjecent block has a space('') or astrik('\*\*'), funtion returns its coordinates.
- DFSUtil(v, visited,parent,graph\_input,open\_list) : This is the recursive DFS Utility function .
- $DFS(graph\_input,v=(0,0))$ : The function to do DFS traversal. It uses recursive DFSUtil()- dfs utility function .
- **DFID**(**graph\_input**, **depth,v**=(0,0)): The function to do DFID traversal. It uses recursive DFSUtil()- DFS Utility Function.
- **DFIDUtil(v, visited,parent,graph\_input, depth)**: This is recursive DFID- utility function .
- dfid(graph\_input,v=(0,0)): This is the Main DFID function- which calls DFID- which is dfs version for DFID. The extra thing is the depth here.
- $bfs(graph\_input,s=(0,0))$ : This function is used to perform BFS.
- searchmethod(bdd,graph\_input): Simple function to deal with the case wise operation to perform BFS, DFS or DFID as per the requirement

#### 4 Pseudo Code

The main logic for the code is to find the value of k while determining the type of distribution for  $W_i$ .

#### Logic:

Now , we have gone through each case of probable probability distribution functions for  $W_i$  ,

Next , we must first round of the value of k obtained and check whether the rounded off integer value is  $\in \{2,3,4\}$  .

If the value of  $k \in \{2, 3, 4\}$  then , the test case is labelled successful but if not the it is labelled unsuccessful.

If multiple test cases are found successful , then the test case which has the least deviation of the value of k from the nearest integer is taken as the true test case and is considered for the final answer .

## 5 Graphical Analysis

I have made the P.D.F (Probability Distribution Function) of Y from the final P.D.F type obtained for  ${\cal W}_i$  .

Based on my dataset , I have gotten my P.D.F type for  $W_i$  and Y as half-normal distribution function .

### 6 Results

The following conclusions have been made after evaluation of my program :

- 1. The P.D.F of  $W_i$  is half-normal distribution function .
- 2. The value of k is 2.
- 3. The value of  $\sigma$  is 2

#### Conclusion

Thus , the distribution function is of Half-Normal type and the value of  $k=2, \sigma=2$ .

# 7 References

- http://geeksforgeeks.com
- https://wikipedia.org
- https://stackoverflow.com