

Practice Programs

1. To check whether the given number is armstrong or not

$$n = 153$$

: (a, p) exp. of 9 not

$$s = n$$

: sum < [9] 1000 of 9

$$b = \text{len}(\text{str}(n))$$

$$[9] 1000 = \text{sum}$$

$$\text{sum1} = 0$$

sum1 starts

while $n \neq 0$:

$$x = n \% 10$$

$$[001, 00, 28, 42, 01] = 1030$$

$$\text{sum1} = \text{sum1} + (x^{**} b)$$

$$(1030) mod = 0$$

$$n = n / 10$$

$$(a, p) exp. = 2100$$

If $s = \text{sum1}$; print ("The given number", s, "is Armstrong")

print ("The given number", s, "is not Armstrong")

else:

print ("The given number", s, "is not Armstrong")

Output

The given number 153 is Armstrong number

$$2101 - (0) mod = 69m$$

$$0 = 10072$$

$$1 - (0) mod = 1201$$

$$0 = 5078$$

2. Largest number in the array

def largest (array, n):

max = array[0]

for i in range (1, n):

if array[i] > max:

max = array[i]

return max

array = [10, 24, 35, 90, 100]

n = len(array)

ans = largest (array, n)

print ("Largest in given array", ans)

Output

Largest in given array 100

3. To check given string is palindrome and symmetry

def palindrome(a):

mid = (len(a)-1) // 2

start = 0

last = len(a)-1

flag = 0

while (start <= mid):

if (a[start] == a[last]):

start + = 1

last - = 1

else:

flag = 1

break

if flag == 0:

print ("string is palindrome")

else:

print ("string is not palindrome")

string = ammaana

palindrome (string)

Output

The entered string is /palindrome

4. To reverse the given string

string = "Wonderful"

s = string.split()[::-1]

l = []

for i in s:

l.append(i)

Print(" : print(x)");
if (front == front + 1) {
 l = front + 2;
 r = - front - 1;

Output

l of r ednow

5. def is_arm(n):

num_str = str(n)

num_d = len(num_str)

Sum = sum(int(dig)) * num_d for dig in num_str
return = sum

num = 371

if is_arm(num):

print("Yes")

~~else:~~
~~print("No")~~

Output

Yes

ARMSTRONG = print

(print) Armstrong

tuqur

print moving est

reverse or

"reversed"

= print

[1 : -1] + 1 / 2 * print = ?

[1] = 1

: 2 3 4 5 6 7 8 9 10

(0 loops + 2

PROJECT :- Image-based music recommendation system

INITIALIA

DOMAIN :- MULTIMEDIA CONTENT RECOMMENDATION

Problem Statement

Develop a music recommendation system that suggest songs based on user uploaded images. The system will analyze the images to detect objects, scenes and emotions and then match these with suitable tracks. Using advanced computer vision techniques, the system aims to deliver personalized

TARGET AUDIENCE

Primary user: Users of streaming platforms

Secondary user: Users of social media who want personalized music recommendation based on images they upload

OBJECTIVES

- Analyze user Images
- Detect mood and themes
- Generate recommendation
- Good user Interface

- Real-time performance boost -> TUTORIAL
multitask learning

ALGORITHMS

- Image Feature Extraction

- Object and Scene Detection

- Emotion and Mood analysis

- Recommendation mapping

- Enhanced recommendations.

enhanced recommendations based on user behavior and past interactions.

new recommendations based on user behavior and past interactions.

enhanced recommendations based on user behavior and past interactions.

personalized recommendations

TARGET AUDIENCE

target audience for news: user after news: user

and other users for news: user

non-discriminative news: less personalized news

though just news is better

23K(358)

target audience for news

current: less news to get

non-discriminative news

target audience for news

N Queens problem

```
def print_board(board):
    for row in board:
        print (".".join(["Q" if cell else "."
                        for cell in row]))
    print()

def is_safe(board, row, col):
    for i in range(col):
        if board[row][i]:
            return False
    for i, j in zip(range(row, -1, -1), range(col, -1, -1)):
        if board[i][j]:
            return False
    for i, j in zip(range(row, len(board), 1), range(col, -1, -1)):
        if board[i][j]:
            return False
    return True

def solve_queens_util(board, col):
    if col >= len(board):
        print_board(board)
        return True
    for i in range(len(board)):
        if is_safe(board, i, col):
            board[i][col] = True
            if solve_queens_util(board, col+1):
                board[i][col] = False
            else:
                board[i][col] = True
    return False
```

def solve-queens!

N = int(input("Enter the board size (N, 1, 2, 3)"))

board = [[False] * N for _ in range(N)]

print(f"Solution")

solve-queens-util(board, 0)

DFS

~~def add-edge(adj, s, t):~~

adj[s].append(t)

adj[t].append(s)

~~def dfs-rec(adj, visited, s):~~

visited[s] = True

print(s, end=" ")

for i in adj[s]:

if not visited[i]:

dfs-rec(adj, visited, i)

~~def dfs(adj, s):~~

~~visited = [False] * len(adj)~~

~~dfs-rec(adj, visited, s)~~

~~if __name__ == '__main__':~~

~~x = 5~~

~~adj = [{} for _ in range(x)]~~

~~edges = [[1, 2], [1, 0], [2, 0], [2, 3], [2, 4]]~~

~~for e in edges:~~

~~adj[e[0]].append(e[1])~~

Source = 1

Print("DFS from source", source)
dfs (adj, source)

Output

((1, (0, 0))) b3q90. d3t2

((0, 0)) t3e. b3t2v

DFS from source: 1

1 2 0 3 4

: p-arr = [1]s-tots-ws-ro p-arr = [0]s-tots-ws fi

[s-tots-ws] = s-tots-ws-newtree

Output for n queen

Solutions for 4 queen problem

.. Q ..

: b3t2v n? for s-tots-tree fi

Q

(s-tots-tree) b3q90. d3t2

.. . . Q

(s-tots-tree) b3s. b3t2v

Solutions for 8 queens problem

Q

: b3t2v n? for s-tots-tree fi

.. Q

((1) s-tots - 1 p-arr - 1)) b3q90. d3t2-tree

.. Q ..

((1) s-tots - 1 p-arr - 1)) b3q90. d3t2-tree

.. Q ..

((1) s-tots - 1 p-arr - 1)) b3q90. d3t2-tree

.. Q ..

((1) s-tots - 1 p-arr - 1)) b3q90. d3t2-tree

RESULT

(1) s-tots - 1 p-arr - 1 ((1) s-tots - 1 p-arr - 1)

Thus, the n Queen Problem, and

DFS problem has been executed

successfully

Water Jug using DFS

```
def solveWaterJug(c_jug1, c_jug2, des_q):  
    stack = [ ]  
    stack.append([(0, 0), [ ]])  
    visited = set([(0, 0)])  
    while stack:  
        cur_state, path = stack.pop()  
        if cur_state[0] == des_q or cur_state[1] == des_q:  
            return cur_state, path + [cur_state]  
        next_states = generateNextStates(cur_state, c_jug1, c_jug2)  
        for next_state in next_states:  
            if next_state not in visited:  
                stack.append((next_state, path + [cur_state]))  
                visited.add(next_state)  
    return "No solution found"  
  
def generateNextStates(state, c_jug1, c_jug2):  
    next_states = [ ]  
    next_states.append((c_jug1, state[1]))  
    next_states.append((state[0], c_jug2))  
    next_states.append((0, state[1]))  
    next_states.append((state[0], 0))  
    pour_amt = min(state[0], c_jug2 - state[1])  
    next_states.append((state[0] - pour_amt, state[1] + pour_amt))  
    pour_amt = min(state[1], c_jug1 - state[0])  
    next_states.append((state[0] + pour_amt, state[1] - pour_amt))  
    return next_states
```

def main():

c_jug1 = int(input("Enter the capacity of Jug1:"))

c_jug2 = int(input("Enter the capacity of Jug2:"))

des_q = int(input("Enter the desired quantity:"))

result, path = solveWaterJug(c_jug1, c_jug2, des_q)

if result == "No solution found":

print(f"The desired quantity {des_q} can be achieved.")

for i, state in enumerate(path):

print(f"Step {i+1}: {state}")

else:

print("No solution found")

If -name- == "main":

Output

Enter the capacity of Jug1: 5

Enter the capacity of Jug2: 3

Enter the desired quantity: 4

The desired quantity 4 is achieved

(0,0)

(0,3)

(3,0)

(3,3)

(5,1)

(0,1)

(1,0)

(1,3)

(4,0)

Result

Thus the water jug problem using BFS
executed successfully.

A* Algorithm

Import math

Import heapq

class cell:

def __init__(self):

self.parent_i = 0

self.parent_j = 0

self.f = float('inf')

self.g = float('inf')

self.h = 0

ROW = 9

COL = 10

def is_valid(row, col):

return (row >= 0) and (row < ROW) and (col >= 0) and (col < COL)

def is_unblocked(grid, row, col):

return grid[row][col] == 1

def is_destination(row, col, dest):

return row == dest[0] and col == dest[1]

def calc_h_val(row, col, dest):

return ((row - dest[0]) ** 2 + (col - dest[1]) ** 2) ** 0.5

def trace_path(cell_d, dest):

print("The Path is")

path = []

row = dest[0]

col = dest[1]

while not (cell_d[row][col].parent_i == row and cell_d[row][col].parent_j == col):

path.append((row, col))

temp_row = cell_d[row][col].parent_i

temp_col = cell_d[row][col].parent_j

row = temp_row

col = temp_col

```

path.append((row0,col1))
path.reverse()
for i in path:
    print("→", i, end=" ")
print()

def a_star(grid, src, dest):
    if not is_valid(src[0], src[1]) or not (dest[0], dest[1]):
        print("Source is blocked")
        return
    if is_destination(grid, src[0], src[1]):
        print("Source or destination is blocked")
        return
    if is_destination(src[0], src[1], dest[1]):
        print("reached")
        return

```

cl-list = [[false for _ in range (coc)] for _ in range (2000)]
 cell-d = [[cell for _ in range (coc)] for _ in range (2000)]
 i = &xc[0]
 j = &xc[1] work + aux p - aux-f
 cell-d[i][j].f = 0
 cell-d[i][i].g = f. (i-aux) [i-aux] b-nes fi
 cell-d[i][j].h
 cell-d[i][j].p-1 = i
 cell-d[i][j].p-2 = j
 O-list[]
 heapq.push(O-list, (0, 0, i, j))
 ("work ok before" i to i)

while len(b-list) > 0:
 P = heapq.heappop(b-list)
 i = P[1]
 j = P[2]
 c-list[i][j] = "True"
 PEI(0,0,1,0,0,0)

directions = [(0,1), (0,-1), (1,0), (-1,0), (1,1), (1,-1), (-1,1), (-1,-1)]

for dir in directions:

$$n_{-i} = i + \text{dir}[0]$$

$$n_{-j} = j + \text{dir}[1]$$

if p_f is valid (n_{-i} , n_{-j}) and not closed - list [new-i][new-j],
for v in (1, 2, 3) to move if too fit

if is_destination (n_{-i} , n_{-j} , dest):

cell_d [new-i] [new-j].p-i = i

cell_d [new-i] [new-j].p-j = j

print ("Not found")

f-path (cell_d, dest).

f-dest = True

return

else:

$$g_new = \text{cell}_d[i][j].g + 1.0$$

$$h_new = \text{cal_h_values}[new-i][new-j].dest]$$

$$f_new = g_new + h_new$$

if cell_d [new-i] [new-j].f = float('inf'): f-new:

heappush (0-leaf, (f-new, new-i, new-j))

if not found - dest:

print ("Failed to reach")

def main ():

grid [

[1, 0, 1, 1, 1, 0, 1, 1],

[1, 1, 1, 0, 1, 0, 1, 1],

[1, 1, 1, 0, 1, 1, 0, 1],

[1, 0, 1, 1, 1, 1, 0, 1, 0],

[1, 0, 1, 1, 1, 1, 0, 1, 1],

[1, 0, 0, 0, 1, 0, 0, 1]

$src = [8, 0]$

$dest = [0, 0]$

a-star-search (grid, src, dest)

if-name- == "-main-":

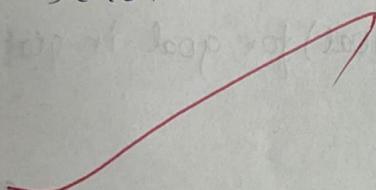
main()

Output

The destination cell is reached

The path is

$\rightarrow (8, 0) \rightarrow (7, 0) \rightarrow (6, 0) \rightarrow (5, 0) \rightarrow (4, 1) \rightarrow (3, 1) \rightarrow (2, 1)$
 $\rightarrow (1, 0) \rightarrow (0, 0)$



Result

Thus A* algorithm has been
executed successfully

AO* Algorithm

Aim: To Implement AO* algorithm

Program

import heapq

def heuristic(a, b):

return abs(a[0] - b[0]) + abs(a[1] - b[1])

def ao_star(grid, start, goals):

directions = [(0, 1), (1, 0), (0, -1), (-1, 0)]

open_list = [0 + minheu(start, goal) for goal in goals]

g-cost, came-from = {start: 0}, {}

while open_list:

If any current == goal for goal in goals:

path = []

while current in came-from:

path.append(current)

current = came-from[current]

return path + [start][::-1]

for dx, dy in directions:

neighbor = (current[0] + dx, current[1] + dy)

If v <= neighbor[0] < len(grid) and v <= neighbor[1]

tentative-g = current-g + 1

If neighbor not in g-cost or tentative-g

g-cost[neighbor] = tentative-g

f-cost = tentative-g + min(heuristic[neighbor], goal)

heappush (open-list, [f-cost, tentative-g, neighbor])
came-from[neighbor] = current

return None

Output

expanding: A

Best path for A: [B', C']

grid = [[0, 0, 0, 0, 0],
[0, 1, 1, 1, 0],
[0, 1, 0, 0, 0],
[0, 1, 0, 0, 0],
[0, 0, 0, 0, 0]]

start = (0, 0)

goals = [(4, 4), (2, 2)]

path = ad_star(grid, start, goals)

print ("Path found: ", path)

path found: [(2, 2), (2, 1), (2, 0), (1, 0), (0, 0)]

~~RESULT~~

Thus the AO* algorithm has been
executed successfully.

Implementation of decision Tree classification Techniques.

Aim: To implement a decision tree classification techniques for gender classification using python

Program

```
from sklearn.tree import DecisionTreeClassifier  
import numpy as np
```

```
x = np.array([ [170, 65, 42],  
[180, 75, 44],  
[160, 50, 38],  
[175, 70, 43],  
[165, 55, 39],  
[185, 80, 45] ])
```

```
y = np.array([0, 1, 0, 1, 0, 1])
```

```
clf = DecisionTreeClassifier()
```

```
clf.fit(x, y)
```

```
new_data = np.array([[168, 52, 38]])
```

```
prediction = clf.predict(new_data)
```

Print("Predicted gender", "Male" if

~~prediction[0] = 1 else "Female"~~

Output: Predicted gender: Male

Result: Thus the decision tree classification techniques has been executed successfully

Implementing of clustering Techniques

k-means

Aim: To implement a k-means clustering technique using python language

Program.

```
import numpy as np  
import matplotlib.pyplot as plt  
from sklearn.cluster import KMeans  
  
X = np.array([[1, 2], [1.5, 1.8], [5, 8], [8, 8.7], [1, 0.6],  
[9, 11], [8, 12], [10, 2], [9, 3]])
```

```
kmeans = KMeans(n_clusters=3)
```

```
kmeans.fit(X)
```

```
centroids = kmeans.cluster_centers_
```

```
labels = kmeans.labels_
```

```
plt.scatter(X[:, 0], X[:, 1], c=labels, cmap='viridis')
```

```
plt.scatter(centroids[:, 0], centroids[:, 1])
```

~~plt.title('K-Means clustering')~~

~~plt.xlabel('Feature 1')~~

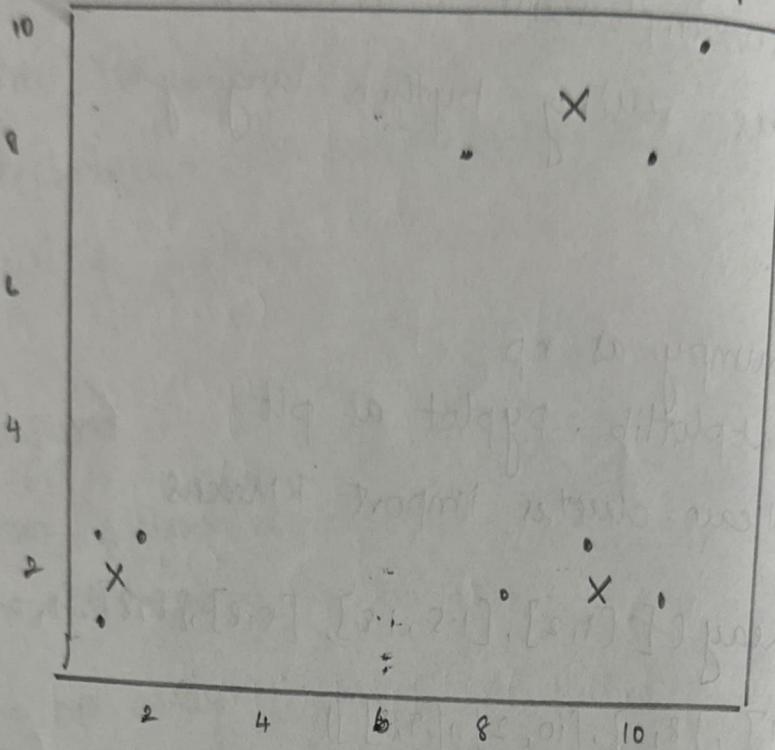
~~plt.ylabel('Feature 2')~~

~~plt.legend()~~

~~plt.show()~~

Output

K-Means Clustering



Result

Thus, implementing of clustering
techniques k-means executed
successfully.

Aim: To implement artificial neural
for an application in regression
using python

Program

```
import numpy as np
import matplotlib.pyplot as plt
from sklearn.model_selection import train_test_split
from tensorflow.keras.models import Sequential
from tensorflow.keras.layers import Dense
from sklearn.preprocessing import StandardScaler
np.random.seed(42)
x = np.linspace(0, 10, 100)
y = 2*x + 1 + np.random.normal(0, 1, 100)
x = x.reshape(-1, 1)
x_train, x_test, y_train, y_test = train_test_split(x, y, test_size=0.2, random_state=42)
```

scaler = StandardScaler()

x_train = scaler.fit_transform(x_train)

x_test = scaler.transform(x_test)

model = Sequential()

model.add(Dense(units=64, activation='relu', input)

model.add(Dense(units=32, activation='relu'))

model.add(Dense(units=1))

model.compile(optimizer='adam', loss='mean_squared_error')

history = model.fit(x_train, y_train, epochs=100)

y_pred = model.predict(x_test)

plt.scatter(x_test, y_test, color='blue', label='True values')

plt.plot(x_test, y_pred, color='red', linewidth=2)

plt.xlabel('x')

plt.ylabel('y')

plt.legend()

plt.show()

plt.plot(history.history['loss'], label='Training Loss')

plt.plot(history.history['val_loss'], label='Validation Loss')

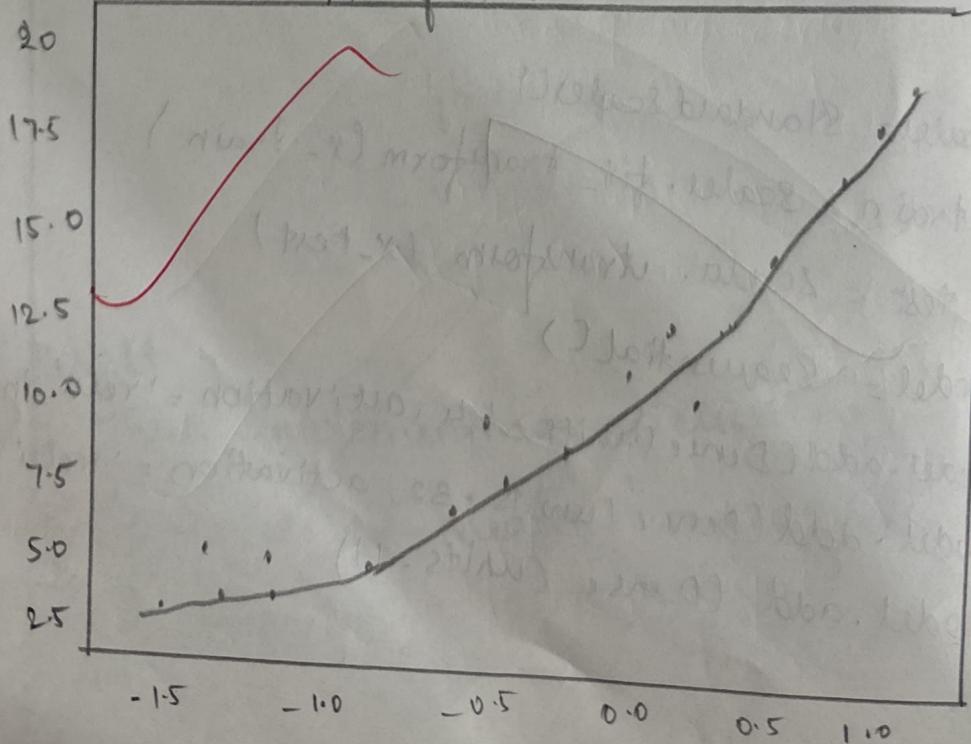
plt.xlabel('Epochs')

plt.legend()

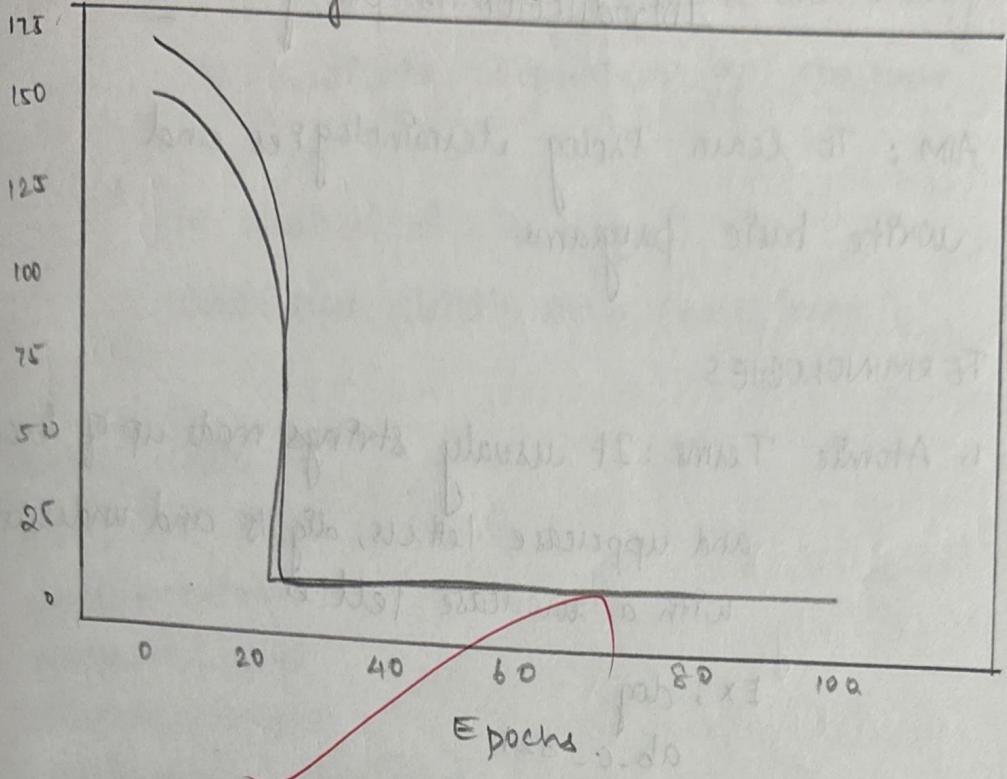
plt.show()

Output

Artificial Neural Network Regression



Training and Validation loss



After 10 epochs we get validation loss
After 20 epochs we get training loss

We used sigmoid error function
to calculate error up to 100
of iteration. After 100 it is not
improved further. So we stop

(x, weight, error, iteration)

(10-100)

Result

Thus artificial neural for an
application in regression using python

Ps Implemented and executed successfully

Introduction to prolog

AIM : To learn Prolog terminologies and write basic programs

TERMINOLOGIES

1. Atomic Terms : It usually strings made up of lower and uppercase letters, digits and underscore with a lowercase letter at the start.

Ex : dog
ab_c_321

2. Variables : Variables are strings of letters, digits and the underscore starting with a capital letter

Ex : Dog
Apple - 420

3. Compound Terms : Compound terms are made up of a PROLOG atom and a number of arguments enclosed in parentheses and separated by commas

Ex : is_bigger (elephant, x)
+ (g(x), -), 7)

4. Facts

A fact is a predicate followed by a dot

Ex : bigger_animal (whale)

life_is_beautiful

5. Rules - A rule consists of a head and a body
of predicate separated by commas

Ex $\text{is_smaller}(x, y) :- \text{is_bigger}(y, x)$

$\text{aunt}(\text{Aunt}, \text{Child}) :- \text{sister}(\text{Aunt}, \text{Parent})$

Source code

KB1:

$\text{woman}(\text{mia})$

$\text{woman}(\text{jody})$

$\text{woman}(\text{yolanda})$

$\text{playsAirGuitar}(\text{jody})$

Party

Output

$\text{woman}(\text{mia})$ - true

$\text{playsAirGuitar}(\text{mia})$ - false

KB2

$\text{happy}(\text{yolanda})$

$\text{listens2music}(\text{mia})$

$\text{listens2music}(\text{yolanda})$ - $\text{happy}(\text{yolanda})$

$\text{playsAirGuitar}(\text{mia})$:- $\text{listens2music}(\text{mia})$

$\text{playsAirGuitar}(\text{yolanda})$:- $\text{listens2music}(\text{yolanda})$

Output

$\text{playsAirGuitar}(\text{mia})$ - true

$\text{playsAirGuitar}(\text{yolanda})$ - true

KB8

likes (dan, sally)

likes (sally, dan)

likes (john, brittney)

married (x, y) :- likes (x, y), likes (y, x)

friends (x, y) :- likes (x, y); likes (y, x)

Output

likes (dan, x)

x = sally

married (dan, sally) - true

KB4

food (burger)

food (sandwich)

food (pizza)

lunch (sandwich)

dinner (pizza)

meal (x) :- food (x)

Output

food (pizza) - true

meal (x), lunch (x)

x = sandwich.

KB5

Owns (jack, car (bmw))

Owns (john, car (chevy))

Owns (lily, car (civic))

Owns (jane, car (chevy))

Sedan (car (bmw))

Sedan (car (civic))

truck (car (chevy))

Output

→ Owns (john, x)

x = car (chevy)

→ Owns (john, z) - true

→ Owns (Who, car (Chevy))

Who = john

Result

Thus, the programme written using Prolog terminologies are written and executed successfully.

Prolog - Family Tree

AIM: To develop a family tree program using
PROLOG with all possible facts, rules and queries

Source code

male(peter)

male(john)

male(chris)

male(kelvin)

female(betty)

female(penny)

female(lisa)

female(helen)

parentof(chris, peter)

parentof(chris, betty)

parentof(helen, peter)

parentof(helen, betty)

parentof(kelvin, chris)

parentof(kelvin, lisa)

parentof(kelvin, john)

parentof(penny, helen)

RULES

father(x,y) :- male(y), parentof(x,y)

mother(x,y) :- female(y), parentof(x,y)

grandfather(x,y) :- male(y), parentof(x,z), parentof(z,y)

grandmother(x,y) :- female(y), parentof(x,z), parentof(z,y)

brother(x,y) :- male(y), father(x,z), father(y,w), z == w

sister(x,y) :- female(y), father(x,z), father(y,w), z == w

Output

→ parentof(kelvin,x)

x = chris

→ father(x,chris)

x = kelvin

→ father(x,chris)

x = kelvin

→ sister(x,chris)

false

Result

Thus the family Prolog tree has
been executed successfully.