

8 - QUEENS PROBLEM.

7/8/24

CODE:

~~def isSafe(Boards, row, col):~~

~~N=8, N=4~~

~~def SolveQueens(board , col):~~

~~if col == N:~~

~~Print(Board):~~

~~return True.~~

~~for i in range (n):~~

~~if isSafe (board , i , col):~~

~~board [i] [col] = 1~~

~~if solveNQueens (board , col + 1):~~

~~board [i] [col] = 0~~

~~return False.~~

~~def isSafe (board , row , col):~~

~~for i in range (col):~~

~~if board [row] [i] == 1:~~

~~return False~~

~~for y,x in zip (range (row,-1,-1), range (col,-1,-1)):~~

~~if board [x] [y] == 1:~~

~~return False~~

~~for x,y in zip (range (row,N,1), range (col,1,-1)):~~

~~if board [x] [y] == 1:~~

~~return False.~~

~~return True~~

```
board = [[0 for x in range(n)] for y  
         in range(n)]  
if not solveNQueens(board, 0):  
    print("No solution found")
```

OUTPUT :

```
[ [ 1, 0, 0, 0, 0, 0, 0, 0 ],  
  [ 0, 0, 0, 0, 0, 0, 1, 0 ],  
  [ 0, 0, 0, 0, 1, 0, 0, 0 ],  
  [ 0, 0, 0, 0, 0, 0, 0, 1 ],  
  [ 0, 1, 0, 0, 0, 0, 0, 0 ],  
  [ 0, 0, 0, 1, 0, 0, 0, 0 ],  
  [ 0, 0, 0, 0, 0, 1, 0, 0 ],  
  [ 0, 0, 1, 0, 0, 0, 0, 0 ] ].
```

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

~~RESULT:~~ Thus given 8-queen problem
has been executed successfully.

DFS - DEPTH FIRST SEARCH

14/8/24

CODE:

```
from collections import defaultdict

class Graph:
    def __init__(self):
        self.graph = defaultdict(list)

    def addEdge(self, u, v):
        self.graph[u].append(v)

    def DFSutil(self, v, visited):
        visited.add(v)
        print(v, end=' ')
        for neighbour in self.graph[v]:
            if neighbour not in visited:
                self.DFSutil(neighbour, visited)

    def DFS(self, v):
        visited = set()
        self.DFSutil(v, visited)

if __name__ == "__main__":
    g = Graph()
    g.addEdge(0, 5)
    g.addEdge(0, 4)
    g.addEdge(0, 3)
    g.addEdge(2, 3)
    g.addEdge(2, 0)
    g.addEdge(3, 1)
```

Point C "Following is Depth First Search

TRAVERSAL (Starting from vertex 2)

g. DFS(2)

OUTPUT:

Following is Depth First Traversal

(Starting from vertex 2)

2 3 1 0 5 4

At

RESULT: Thus the given DFS problem
has been executed successfully.



A* ALGORITHM

26/8/24

CODE :

```
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-unlocked(grid, row, col):
```~~~~```
    return grid[row][col] == 1
```~~~~```
def is-destination(row, col, dest):
```~~~~```
    return ((row - dest[0]) ** 2 + (col - dest[1]) ** 2) **
```~~~~```
def tracepath(cell_details, dest):
```~~

```
Print ("The path is")
```

```
Path = []
```

```
row = dest[0]
```

```
col = dest[1]
```

while not (cell-details[row][col].parent\_i == -1 and cell-details[row][col].parent\_j == -1):

    Parent\_i = cell-details[row][col].parent\_i

    Parent\_j = cell-details[row][col].parent\_j

Path.append((row, col))

Path.reverse()

temp\_row = cell-details[row][col].parent\_i

temp\_col = cell-details[row][col].parent\_j

row = temp\_row

col = temp\_col

Path.append((row, col))

Path.reverse()

for i in path:

    print("→", i, end="")

print()

def a-star-app-search(grid, src, dest):

    if not is-valid(src[0], src[1]) or not is-locked(grid, dest[0], dest[1]):

        print("We are already at destination")

        return

    closed-list = [False for \_ in range(len(grid[0]))] for

        \_i in range(len(grid))]

    cell-details = [[[cell] for \_ in range(len(grid[0]))] for

        \_in range(len(grid))]

    i = src[0]

    j = src[1]

    cell-details[i][j].f = 0

    cell-details[i][j].g = 0

    cell-details[i][j].h = 0

    cell-details[i][j].parent\_i = i

cell-details[i][j].parent-j = j

open-list = []

heappush(open-list, (0, 0, i, j))

found-dest = False

while len(open-list) > 0:

P = heappop(open-list)

i = P[1]

j = P[2]

closed-list[i][j] = True.

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

for dir in directions:

new-i = i + dir[0]

new-j = j + dir[1]

if is-valid(new-i, new-j) and is-unblocked

(grid, new-i, new-j) and not closed-list

[new-i][new-j]:

if is-destination(new-i, new-j, dest):

cell-details[new-i][new-j].parent-i = i

cell-details[new-i][new-j].parent-j = j

print("The destination cell is found")

trace-path(cell-details, dest)

found-dest = True

return

else

g-new = cell-details[i][j] + g + 1.0

n-new = calculate-n-value(new-i, new-j, dest)

f-new = g-new + n-new

```

 if cell-details[new-i][new-j].f == float('inf'):
 or cell-details[new-i][new-j].f > f-new:
 heapq.heappush(open-WST, (f-new, new-i, new-j))
 cell-details[new-i][new-j].f = f-new
 cell-details[new-i][new-j].g = g-new
 cell-details[new-i][new-j].h = h-new
 cell-details[new-i][new-j].parent-i = i
 cell-details[new-i][new-j].parent-j = j

```

if not found-dest:

Print("Failed to find destination cell")

def main():

grid = [

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

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

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

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

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

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

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

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

src = [5, 0]

dest = [0, 0]

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

if \_\_name\_\_ == "\_\_main\_\_":
 main()

OUTPUT:

Destination cell is found

The path is

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



RESULT:

Thus the given A\* Algorithm has been executed successfully.

# WATER JUG PROBLEM:

Sols/2n

```
def waterjug_Problem(capacity-jug1, capacity-jug2,
stack=[])
 stack.append([(0,0),[]])
 visited = set((0,0))
```

while stack:

current\_state, path = stack.pop()

if current\_state[0] == desired\_quantity or current\_state[1] == desired\_quantity:

return current\_state, path + [current\_state]

next\_states = generateNextStates(current\_state, capacity\_jug1, capacity\_jug2)

for next\_state in next\_states:

if next\_state not in visited:

stack.append([next\_state, path + [current\_state]])  
 visited.add(next\_state)

return "No solution found"

def generateNextStates(state, capacity-jug1, capacity-jug2):

next\_states.append([0, state[1]])

next\_states.append([capacity-jug1, state[1]])

next\_states.append([state[0], capacity-jug2])

next\_states.append([0, state[0]])

next\_states.append([state[0], 0])

~~Pour amount from~~ =

pour-amount =  $\min[\text{state}[0], \text{Capacity} - \text{jug}_2 \cdot \text{state}]$   
next-states.append([state[0] - pour-amount, state[1] + pour-amount])

6/9/24

## AO\* Algorithm

Aim: To implement AO\* Algorithm.

Program:

```
import heapq
```

```
def heuristic(a, u):
```

```
 return abs(a[0] - u[0]) + abs(a[1] - u[1])
```

```
def ao_star(grid, start, goals):
```

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

```
 open_list = [min((heuristic(start, goal) for goal
```

```
in goals), 0)]
```

g-wst, came-from = start, 0 } } }

```
while open_list:
```

```
 if any(current == goal for goal in goal
```

```
path = []
```

while current in came-from:

```
 path.append(current)
```

```
 current = came-from[current]
```

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

```
for dx, dy in directions:
```

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

```
 if 0 <= neighbour[0] < len(grid) and 0 <= neighbour[1] < len(grid[0]):
```

```
 neighbour = (neighbour[0], neighbour[1])
```

```
 tentative_g = current[2] + 1
```

```
 if tentative_g < g[neighbour]:
```

```
 tentative_g = tentative_g + 1
```

```
 if tentative_g < g[neighbour]:
```

return None

OUTPUT:

expanding : 1

best path for A: [B', ' ']

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 = ao - start(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.

To implement a decision tree classification technique for gender classification using Python.

Step 1: Import decision tree classifier from sklearn tree import DecisionTreeClassifier  
import numpy as np

x = np.array([170, 65, 42], [180, 75, 44],

[160, 60, 38],

[175, 70, 43],

[165, 55, 39],

[185, 80, 45]])

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

clf = DecisionTreeClassifier()

clf.fit(x, y)

new\_data = np.array([165, 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 technique has been executed

successfully

# Implementing of Clustering Technique

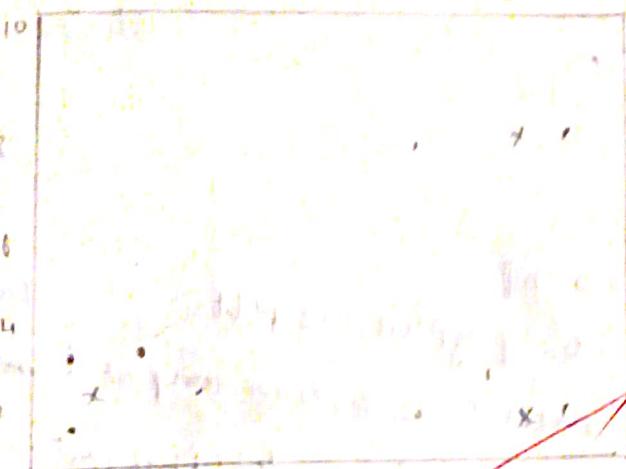
## K-means

Aim: To implement a K-mean 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], [3, 6], [8, 8],
 [1, 0.6], [9, 11], [8, 12], [10, 2], [9, 3]])
kmeans = KMeans(n_clusters=3)
centroids = kmeans.cluster_centers_
labels = kmeans.labels_
plt.scatter(x[:, 0], x[:, 1], c=labels,
 cmap='viridis')
plt.title('K-means clustering')
plt.xlabel('Feature 1')
plt.ylabel('Feature 2')
plt.legend()
plt.show()
```

OUTPUT:



✓

RESULT:

Thus, implementing of clustering  
technique K-means, executed successfully

Aim: To implement Artificial neural for  
an application in regression using  
18/10/24

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 tensorflow.keras.preprocessing import StandardScaler
```

scaler =

```
np.random.seed(42)
```

```
x = np.linspace(0, 10, 100)
```

```
y = 2 + x + np.random.normal(0, 1)**10
```

```
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_dim=1))
```

```
model.add(Dense(units=1))
```

history = model.fit(x\_train, y\_train, epochs=100)

plt.

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()

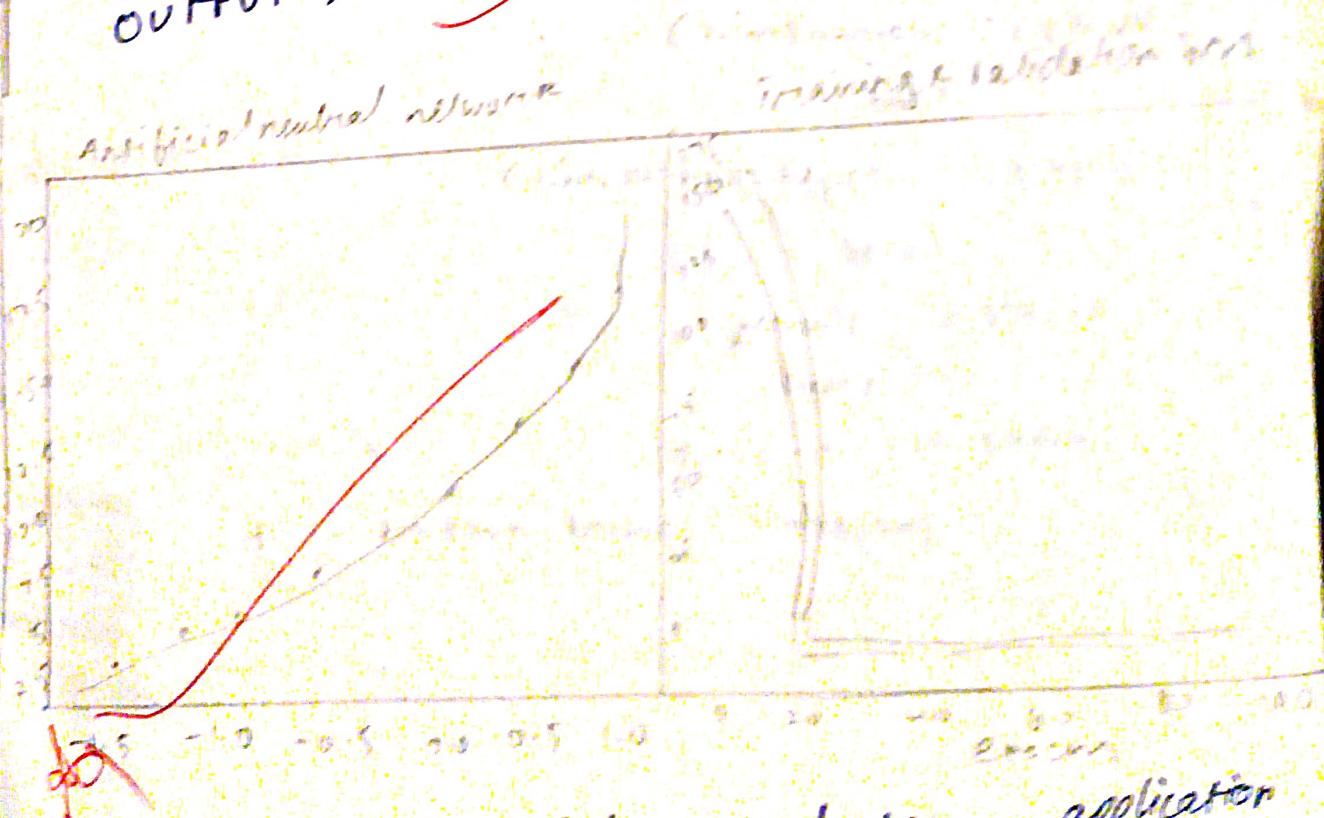
plt.plot(history.history['val\_loss'], label='validation loss')

plt.xlabel('epoches')

plt.legend()

plt.show()

OUTPUT:



RESULT: This Artificial neural for an application  
using python is implemented and

# INTRODUCTION TO PROLOG

SOURCE CODE:

KB1:

woman(mia).

woman(jody).

women(yolanda)

playsTimGuitar(jody)

Party.

Query 1: ? - woman(mia)

Query 2: ? - playsTimGuitar(mia).

Query 3: ? - Party.

Query 4: ? - concert.

OUTPUT:

QUERY 1: woman(mia)

True

QUERY 2: playsTimGuitar(mia)

False

QUERY 3: Party

True

QUERY 4: concert

procedure 'concert' does not exist.

KB2

happy(yolanda).

listens2music(mia).

host  
query:

listens2music(yolanda):

OUTPUT

false

happy(yolanda):

true

playsdguitar(mia):

false

listens2music(mia):

true

playsguitar(yolanda):

yolanda > jody

listens2music(yolanda):

false

KB3:

likes(dan, sally).

likes(sally, dan).

likes(john, britney).

Query:

married(x,y).

OUTPUT

does not exist

lived(x,y).

x = dan y = sally true

likes(y,x).

true

friends(x,y).

does not exist

likes(x,y).

true

likes(y,x).

true

KB 4:

food(Burger).

food(Sandwich).

food(Pizza).

beer

lunch(Sandwich).

dinner(Pizza).

Query:

meal(x).

OUTPUT

does not exist.

food(x)?

x = Burger, Pizza

KB 5:

owns(jack, car(boat)).

owns(john, car(cherry)).

owns(olivia, car(civic)).

owns(jane, car(cherry)).

sedan(car(univ)).

sedan(car(civic)).

truck(car(cherry)).

~~RESULT:~~

Thus, the introduction to prolog has been executed successfully.

FAMILY  
TREE

AIM:

TO write a program for prolog family tree.

SOURCE CODE:

```
(* Facts :: :-)
```

```
male (peter)
```

```
male (john)
```

```
male (chris)
```

```
{ male (kevin) }
```

```
female (betty)
```

```
female (jerry)
```

```
female (lisa)
```

```
female (helen)
```

```
parent of (chris, peter)
```

```
parent of (chris, betty)
```

```
parent of (helen, peter)
```

```
parent of (helen, betty)
```

```
parent of (kevin, chris)
```

```
parent of (kevin, betty)
```

```
parent of (jerry, john)
```

```
parent of (jerry, helen)
```

```
/* Rule: :- a */
```

```
/* son-parent */
```

```
+ son-parent(A, B) :- parent(A, C), parent(B, C), sibling(A, B).
```

OUTPUT :

father(x,y) :- male(y), parent of(x,y)

mother(x,y) :- female(x), parent of(x,y)

grandfather(x,y) :- male(y), parent of  
(x,z), parent of(z,y)

grandmother(x,y) :- female(x),  
parent of(x,z), parent of(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

RESULT :

Thus the program has been  
executed successfully.