

AI LAB 6 – 9557-Gaurav Mishra – Batch B

Implementation of AO* algorithm

Code:

```
import random

# Define the initial state of the block world
initial_state = ['A', 'B', 'C', 'D']

# Define the goal state of the block world
goal_state = ['D', 'C', 'B', 'A']

# Define a function to calculate the heuristic (number of misplaced blocks)
def heuristic(state):
    return sum([1 for i, j in zip(state, goal_state) if i != j])

# Define a function to generate neighboring states (move a block to the top)
def generate_neighbors(state):
    neighbors = []
    for i in range(len(state)):
        for j in range(i+1, len(state)):
            neighbor = state[:i] + [state[j]] + state[i:j] + state[j+1:]
            neighbors.append(neighbor)
    return neighbors

# Define the Hill Climbing algorithm
```

```
def hill_climbing(initial_state, goal_state):  
    current_state = initial_state  
    while True:  
        current_heuristic = heuristic(current_state)  
        neighbors = generate_neighbors(current_state)  
        best_neighbor = min(neighbors, key=lambda neighbor:  
heuristic(neighbor))  
        if heuristic(best_neighbor) >= current_heuristic:  
            return current_state  
        current_state = best_neighbor  
  
# Run the Hill Climbing algorithm  
final_state = hill_climbing(initial_state, goal_state)  
  
# Print the result  
print("Initial State:", initial_state)  
print("Final State:", final_state)
```

OUTPUT:

