

AIML Problem Statements

1. Implement the Informed Search algorithm for real-life problems.
4. Develop a pathfinding solution using the A* algorithm for a maze-based game environment. The agent must find the most cost-efficient route from the start position to the goal, considering movement costs and a suitable heuristic function (e.g., Manhattan distance) to guide the search efficiently.

```
from queue import PriorityQueue

maze = [
    [0, 1, 0, 0, 0],
    [0, 1, 0, 1, 0],
    [0, 0, 0, 1, 0],
    [1, 1, 0, 0, 0]
]

start = (0, 0)
goal = (3, 4)

def heuristic(a, b):
    return abs(a[0] - b[0]) + abs(a[1] - b[1])

def a_star(start, goal):
    pq = PriorityQueue()
    pq.put((0, start, [start])) # (priority, current_node, path)
    visited = set()

    while not pq.empty():
        cost, node, path = pq.get()
        if node == goal:
            return path
        x, y = node
        for dx, dy in [(1,0), (-1,0), (0,1), (0,-1)]:
            nx, ny = x + dx, y + dy
            if 0 <= nx < len(maze) and 0 <= ny < len(maze[0]) and (nx, ny) not in visited:
                new_cost = cost + 1
                pq.put((new_cost, (nx, ny), path + [(nx, ny)]))
                visited.add((nx, ny))
```

```
if 0 <= nx < len(maze) and 0 <= ny < len(maze[0]) and maze[nx][ny] == 0 and (nx,ny)  
not in visited:
```

```
    g = len(path)  
    h = heuristic((nx, ny), goal)  
    f = g + h  
    pq.put((f, (nx, ny), path + [(nx, ny)]))  
    visited.add(node)
```

```
return None
```

```
path = a_star(start, goal)
```

```
if path:
```

```
    print("Shortest Path Found:")  
    print(path)  
    print(f"Total Steps: {len(path)-1}")
```

```
else:
```

```
    print("No Path Found.")
```

```
Output:
```

```
Shortest Path Found:
```

```
[(0, 0), (1, 0), (2, 0), (2, 1), (2, 2), (3, 2), (3, 3), (3, 4)]
```

```
Total Steps: 7
```

2. Design an algorithm using Breadth-First Search (BFS) to find the shortest path from a start node to a goal node in a maze represented as a grid graph. The maze contains obstacles (walls) and free cells. Implement BFS to ensure that the first found path is the optimal one in terms of the number of steps

```
from queue import Queue
```

```
maze = [  
    [0, 1, 0, 0, 0],  
    [0, 1, 0, 1, 0],  
    [0, 0, 0, 1, 0],  
    [1, 1, 0, 0, 0]
```

```

]

start = (0, 0)
goal = (3, 4)

def bfs(start, goal):
    q = Queue()
    q.put((start, [start]))
    visited = set()

    while not q.empty():
        node, path = q.get()

        if node == goal:
            return path

        x,y = node
        for dx, dy in [(1,0), (-1,0), (0,1), (0,-1)]:
            nx, ny = x + dx, y + dy
            if 0 <= nx < len(maze) and 0 <= ny < len(maze[0]) and maze[nx][ny] == 0 and
            (nx,ny) not in visited:
                q.put(((nx, ny), path + [(nx, ny)]))
                visited.add((nx, ny))

    return None

path = bfs(start, goal)
if path:
    print("Shortest Path Found (BFS):")
    print(path)
    print(f"Total Steps: {len(path) - 1}")
else:

```

```
print(" No Path Found.")
```

o/p:

Shortest Path Found (BFS):

```
[(0, 0), (1, 0), (2, 0), (2, 1), (2, 2), (3, 2), (3, 3), (3, 4)]
```

Total Steps: 7

3. Implement a Depth-First Search (DFS) algorithm to traverse a tree or graph representing a game map. The goal is to explore all possible paths from the starting node to the target location, marking visited nodes to avoid cycles, and visualize the order of traversal.

```
graph = {  
    'A': ['B', 'C'],  
    'B': ['D', 'E'],  
    'C': ['F'],  
    'D': [],  
    'E': ['G'],  
    'F': [],  
    'G': []  
}
```

```
def dfs(start, goal, graph):
```

```
    stack = [(start, [start])]
```

```
    visited = set()
```

```
    while stack:
```

```
        node, path = stack.pop()
```

```
        if node == goal:
```

```
            print("Goal Found:", path)
```

```
            return
```

```
        if node not in visited:
```

```
            visited.add(node)
```

```
            for neighbor in reversed(graph[node]):
```

```

    stack.append((neighbor, path + [neighbor]))

print("Goal Not Found ")

dfs('A', 'G', graph)

A->B->E->G

```

5. Implementation of 8 puzzles game.

```

p = ["1","2","3","4","5","6","7","8"," "]
g = ["1","2","3","4","5","6","7","8"," "]

```

```

# Display Board

def show():

    print(p[0], p[1], p[2])
    print(p[3], p[4], p[5])
    print(p[6], p[7], p[8])

# Game Loop

while p != g:

    show()

    move = input("Move (W=Up A=Left S=Down D=Right): ").upper()
    i = p.index(" ")    # blank position

    if move == "W" and i > 2:
        p[i], p[i-3] = p[i-3], p[i]

    elif move == "S" and i < 6:
        p[i], p[i+3] = p[i+3], p[i]

    elif move == "A" and i % 3 != 0:
        p[i], p[i-1] = p[i-1], p[i]

    elif move == "D" and i % 3 != 2:
        p[i], p[i+1] = p[i+1], p[i]

```

```
else:  
    print("Invalid Move")
```

```
print("Solved!")
```

6. Implementation of Tic-Tac-Toe game.

```
board = [" "] * 9
```

```
player = "X"
```

```
def show():
```

```
    print(f" {board[0]}|{board[1]}|{board[2]} ")
```

```
    print("-+-+-")
```

```
    print(f" {board[3]}|{board[4]}|{board[5]} ")
```

```
    print("-+-+-")
```

```
    print(f" {board[6]}|{board[7]}|{board[8]} ")
```

```
def check():
```

```
    wins = [(0,1,2),(3,4,5),(6,7,8),
```

```
            (0,3,6),(1,4,7),(2,5,8),
```

```
            (0,4,8),(2,4,6)]
```

```
    return any(board[a]==board[b]==board[c]!=" " for a,b,c in wins)
```

```
for _ in range(9):
```

```
    show()
```

```
    pos = int(input("Enter 0-8: "))
```

```
    if board[pos] != " ":
```

```
        print("Invalid"); break
```

```
        board[pos] = player
```

```
        if check():
```

```
            show(); print(player, "wins!"); break
```

```
        player = "O" if player=="X" else "X"
```

```
else:  
    show(); print("Draw!")
```

7. Implementation of Tower of Hanoi game.

```
def tower_of_hanoi(n, source, auxiliary, destination):  
    if n == 1:  
        print(f" move disk 1 from {source} -> {destination}")  
        return 1  
  
    moves = 0  
  
    moves += tower_of_hanoi(n-1, source, destination, auxiliary)  
    print(f" moves disk {n} from {source} -> {destination}")  
    moves+=1  
  
    moves += tower_of_hanoi(n-1, auxiliary, source, destination)  
  
    return moves
```

```
n = int(input("enter number of disks: "))  
print("\n Steps to solve tower_of_hanoi")  
total_moves = tower_of_hanoi(n, "A", "B", "C")  
print(f"\n ✅ Total moves required: {total_moves}")
```

8. Implementation of water jug problem.

9. Uber Ride Price Prediction using PCA and EDA: Dataset can be change(iris dataset) • Perform Exploratory Data Analysis (EDA) on Uber ride data • Use Principal Component Analysis (PCA) to reduce dimensionality • Compare the performance of models with and without PCA

10. Uber Ride Price Prediction using PCA and EDA: Dataset can be change(iris dataset) • Perform Exploratory Data Analysis (EDA) on Uber ride data • Use Principal Component Analysis (PCA) to reduce dimensionality • Evaluate models using metrics like R², RMSE, MAE

```
import pandas as pd
```

```
import numpy as np
import seaborn as sns
import matplotlib.pyplot as plt
from sklearn.model_selection import train_test_split
from sklearn.preprocessing import LabelEncoder, StandardScaler
from sklearn.decomposition import PCA
from sklearn.linear_model import LinearRegression
from sklearn.metrics import r2_score, mean_squared_error, mean_absolute_error

# Load Excel file
df=pd.read_csv("uber_9 _ 10.xls - uber_9 _ 10.xls.csv")
# Show basic info
print(df.head())
print(df.info())

# Drop rows with missing values
df = df.dropna()

# Convert pickup_datetime to datetime
df['pickup_datetime'] = pd.to_datetime(df['pickup_datetime'], errors='coerce')

# Extract useful time features
df['hour'] = df['pickup_datetime'].dt.hour
df['day'] = df['pickup_datetime'].dt.day
df['month'] = df['pickup_datetime'].dt.month

# Define features and target
X = df.drop(columns=['fare_amount'])
y = df['fare_amount']
```

```

# ----- Visualization Part Added -----

# Pairplot
sns.pairplot(pd.concat([X, y.rename('fare_amount')], axis=1))
plt.show()

# Heatmap
plt.figure(figsize=(10,6))
sns.heatmap(X.corr(), annot=True, cmap='coolwarm')
plt.title("Feature Correlation Heatmap")
plt.show()

# -----Train-test split
X_train, X_test, y_train, y_test = train_test_split(X, y, test_size=0.2, random_state=42)

# Standardize
scaler = StandardScaler()
X_train_scaled = scaler.fit_transform(X_train)
X_test_scaled = scaler.transform(X_test)

# Linear Regression without PCA
model = LinearRegression()
model.fit(X_train_scaled, y_train)
y_pred = model.predict(X_test_scaled)

print("\nWithout PCA:")
print("R2:", r2_score(y_test, y_pred))
print("RMSE:", np.sqrt(mean_squared_error(y_test, y_pred)))
print("MAE:", mean_absolute_error(y_test, y_pred))

```

```

# PCA

pca = PCA(n_components=2)

X_train_pca = pca.fit_transform(X_train_scaled)

X_test_pca = pca.transform(X_test_scaled)

model_pca = LinearRegression()

model_pca.fit(X_train_pca, y_train)

y_pred_pca = model_pca.predict(X_test_pca)

print("\nWith PCA:")

print("R2:", r2_score(y_test, y_pred_pca))

print("RMSE:", np.sqrt(mean_squared_error(y_test, y_pred_pca)))

print("MAE:", mean_absolute_error(y_test, y_pred_pca))

```

12. Build a Linear Regression model from scratch to predict students' final exam scores based on their study hours. Implement all computations manually (without using built-in regression libraries) — including parameter estimation, prediction, and model evaluation using Mean Squared Error (MSE) and R² Score.

```

import numpy as np

import pandas as pd

df = pd.read_csv("C:/Users/sarth/Downloads/student_exam_scores_12_13.csv")

df = df.dropna(subset=["hours_studied", "exam_score"])

```

```

X = df["hours_studied"].values.astype(float)

y = df["exam_score"].values.astype(float)

```

```

if X.size < 2:

    raise ValueError("Need at least 2 data points to fit linear regression.")

```

```
X_mean = X.mean()
```

```

y_mean = y.mean()

num = np.sum((X - X_mean) * (y - y_mean))
den = np.sum((X - X_mean)**2)
if den == 0:
    raise ValueError("Cannot compute slope — all X values are identical.")
b1 = num / den
b0 = y_mean - b1 * X_mean

y_pred = b0 + b1 * X

mse = np.mean((y - y_pred)**2)
r2 = 1 - (np.sum((y - y_pred)**2) / np.sum((y - y_mean)**2))

print(f"Intercept (b0): {b0:.4f}")
print(f"Slope (b1): {b1:.4f}")
print(f"MSE: {mse:.4f}")
print(f"R2: {r2:.4f}")
print("First 5 actual vs predicted:")
for actual, pred in zip(y[:5], y_pred[:5]):
    print(f"actual={actual:.2f} pred={pred:.2f}")

```

11. Implement a Linear Regression model to predict house prices from area, bedrooms, and location features. Apply K-Fold Cross-Validation to validate the model.
13. Build a Linear Regression model to predict students' exam scores using study hours, attendance, and internal marks. Validate model accuracy using K-Fold Cross-Validation.
14. Develop a Linear Regression model to estimate IT professionals' salaries based on experience, education, and skills. Evaluate performance using 5-Fold Cross-Validation.
15. Create a Linear Regression model to forecast monthly sales using ad spend, discounts, and customer footfall. Use 5-Fold Cross-Validation to assess prediction accuracy.

```
import pandas as pd

from sklearn.model_selection import KFold, cross_val_score

from sklearn.linear_model import LinearRegression


# Example dataset

data = {

    'area': [1000, 1500, 2000, 2500, 3000],  

    'bedrooms': [2, 3, 3, 4, 4],  

    'location': [1, 2, 2, 3, 3], # Encoded location  

    'price': [200000, 250000, 300000, 350000, 400000]

}

df = pd.DataFrame(data)

# Features & target

X = df[['area', 'bedrooms', 'location']]  

y = df['price']

# Model

model = LinearRegression()

# K-Fold Cross Validation

kf = KFold(n_splits=5, shuffle=True, random_state=42)
scores = cross_val_score(model, X, y, cv=kf, scoring='r2')

print("R2 Scores from K-Fold:", scores)
print("Mean R2:", scores.mean())
```

16. Apply the Naïve Bayes algorithm to a real-world classification problem such as email spam detection, sentiment analysis, or disease diagnosis. Train and test the model, then evaluate its performance using a Confusion Matrix and related metrics such as accuracy, precision, recall, and F1-score.

17. Implement the Naïve Bayes algorithm from scratch to solve a real-world classification problem such as email spam detection, sentiment analysis, or disease diagnosis.

```
import pandas as pd
```

```
from sklearn.model_selection import train_test_split
```

```
from sklearn.naive_bayes import MultinomialNB
```

```
from sklearn.metrics import confusion_matrix, accuracy_score, precision_score, recall_score, f1_score
```

```
df = pd.read_csv("C:/Users/Downloads/emails_16_17_18_19 (1).csv")
```

```
df = df.select_dtypes(include=["number"])
```

```
df = df.dropna()
```

```
X = df.drop(columns=["Prediction"])
```

```
y = df["Prediction"]
```

```
X_train, X_test, y_train, y_test = train_test_split(X, y, test_size=0.3, random_state=42, stratify=y)
```

```
model = MultinomialNB()
```

```
model.fit(X_train, y_train)
```

```
y_pred = model.predict(X_test)
```

```
cm = confusion_matrix(y_test, y_pred)
```

```
accuracy = accuracy_score(y_test, y_pred)
```

```
precision = precision_score(y_test, y_pred)
```

```
recall = recall_score(y_test, y_pred)
```

```
f1 = f1_score(y_test, y_pred)
```

```
print("Confusion Matrix:\n", cm)
print(f"Accuracy: {accuracy:.4f}")
print(f"Precision: {precision:.4f}")
print(f"Recall: {recall:.4f}")
print(f"F1-Score: {f1:.4f}")
```