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Implement Uniform-cost-search and Iterative deepening depth first search algorithm

Uniform cost search:

Code:

```
# Uniform Cost Search Algorithm
def uniform_cost_search(goal, start):
    global graph,cost
    answer = []
    queue = [] #priority queue
    for i in range(len(goal)):
        answer.append(10**8)
    # insert the starting index
    queue.append([0, start])
    visited = {}
    count = 0
    while (len(queue) > 0):
        queue = sorted(queue)
        p = queue[-1]
        del queue[-1]
        # since maxHeap can be implemented by multiplying all values to -1 in
        p[0] *= -1
        if (p[1] in goal):
            index = goal.index(p[1])
            if (answer[index] == 10**8):
                count += 1
            if (answer[index] > p[0]):
```

```
answer[index] = p[0]
            del queue[-1]
            queue = sorted(queue)
            if (count == len(goal)):
                return answer
        # check for the non visited nodes
        # which are adjacent to present node
        if (p[1] not in visited):
            for i in range(len(graph[p[1]])):
                queue.append( [(p[0] + cost[(p[1], graph[p[1]][i])])* -1,
graph[p[1]][i]])
        visited[p[1]] = 1
    return answer
# main function
if __name__ == '__main__':
    # create the graph
    graph,cost = [[] for i in range(8)],{}
    graph[0].append(1)
    graph[0].append(3)
    graph[3].append(1)
    graph[3].append(6)
    graph[3].append(4)
    graph[1].append(6)
    graph[4].append(2)
    graph[4].append(5)
    graph[2].append(1)
    graph[5].append(2)
    graph[5].append(6)
    graph[6].append(4)
    cost[(0, 1)] = 2
    cost[(0, 3)] = 5
    cost[(1, 6)] = 1
    cost[(3, 1)] = 5
    cost[(3, 6)] = 6
    cost[(3, 4)] = 2
    cost[(2, 1)] = 4
    cost[(4, 2)] = 4
```

```
cost[(4, 5)] = 3
cost[(5, 2)] = 6
cost[(5, 6)] = 3
cost[(6, 4)] = 7

# goal state nodes
goal = []
# set the goal
goal.append(6)

# get the answer
answer = uniform_cost_search(goal, 0)

print("Minimum cost from 0 to 6 is = ",answer[0])
```

OUTPUT:

Iterative Deepening Depth First Search:

Code:

```
# Iterative Deepening Depth First Search Algorithm global node
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```
def dfs(src,target,maxDepth):
    print(f"{node[src]} ")
    if src == target : return True
    if maxDepth <= 0 : return False</pre>
    for i in graph[src]:
        if(dfs(i,target,maxDepth-1)):
            return True
    return False
# Create a graph
graph,node = [[] for i in range(8)],{}
#S A B C D E G -> GOAL IS G
#0 1 2 3 4 5 6
graph[0].append(1)
graph[0].append(2)
graph[1].append(3)
graph[1].append(4)
graph[2].append(5)
graph[2].append(6)
node[0]='S'
node[1]='A'
node[2]='B'
node[3]='C'
node[4]='D'
node[5]='E'
node[6]='G'
target = 6; maxDepth = 4; src = 0
for i in range(maxDepth):
    if (dfs(src,target,i)):
        print(f"GOAL reached in level {i}")
        break
    else:
        print(f"GOAL not reachable in level {i}")
```

OUTPUT: