1. Write a python program to trace out how the searching process works for the given graph using bidirectional Search.



## Program:

from collections import deque

```
def bidirectional search(graph, start, goal):
  forward queue = deque([(start, [start])])
  backward_queue = deque([(goal, [goal])])
  forward visited = set([start])
  backward visited = set([goal])
  while forward_queue and backward_queue:
    forward_node, forward_path = forward_queue.popleft()
    backward node, backward path = backward queue.popleft()
    if forward node in backward visited:
       intersection node = forward node
       intersection_path = forward_path + backward_path[::-1]
```

return intersection path

```
for neighbor in graph[forward node]:
       if neighbor not in forward visited:
          forward visited.add(neighbor)
          forward_queue.append((neighbor, forward_path + [neighbor]))
     if backward node in forward visited:
       intersection node = backward node
       intersection path = forward path + backward path[::-1]
       return intersection_path
     for neighbor in graph[backward node]:
       if neighbor not in backward visited:
         backward visited.add(neighbor)
         backward queue.append((neighbor, backward path + [neighbor]))
  return None # No intersection found
def main():
  # Example graph represented as an adjacency list
  graph = {
    'A': ['B', 'C'],
     'B': ['A', 'D', 'E'],
     'C': ['A', 'F', 'G'],
     'D': ['B'],
```

```
'E': ['B', 'H'],
     'F': ['C', 'I'],
     'G': ['C'],
     'H': ['E', 'J'],
    'I': ['F'],
    'J': ['H']
  }
  start_node = 'A'
  goal_node = 'J'
  result_path = bidirectional_search(graph, start_node, goal_node)
  if result path:
     print(f"Path from {start_node} to {goal_node}: {result_path}")
  else:
     print("No path found between the start and goal nodes.")
if __name__ == "__main__":
  main()
```

## Output:

Path from A to J: ['A', 'C', 'E', 'H', 'J']