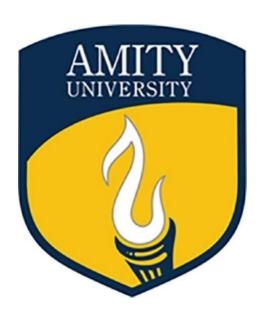
PRACTICAL FILE

Course Title: Artificial Intelligence

Course Code: CSE401



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Aim: Write a program in python for implementing BFS and DFS.

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 BFS(self, s): visited = [False] * (max(self.graph)
          + 1) queue = [] queue.append(s) visited[s] =
          True
while queue:
                   s = queue.pop(0) print
                   (s, end = "") for i
                   in self.graph[s]:
                       if visited[i] == False:
                           queue.append(i)
                           visited[i] = True
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)
g = Graph()
      g.addEdge(0, 1)
      g.addEdge(0, 2)
      g.addEdge(1, 2)
      g.addEdge(2, 0)
      g.addEdge(2, 3)
      q.addEdge(3, 3)
startNode = int(input("Starting vertex : ")) print
      ("\nBreadth First Traversal :- \n")
      q.BFS(startNode)
      print("\n\nDepth First Traversal :-\n")
      g.DFS(startNode)
```

Output:

```
Console Shell

Starting vertex : 2

Breadth First Traversal :-
2 0 3 1

Depth First Traversal :-
2 0 1 3 • [
```

Aim: Write a program in python to develop tic tac toe game.

```
import random
        class TicTacToe:
def init (self):
              -self-board = []
            def create board(self):
                for i in range(3): row =
                    [] for j in range(3):
                    row.append('-')
                    self.board.append(row)
def get random first player(self): return
            random.randint(0, 1)
            def fix_spot(self, row, col, player):
                self.board[row][col] = player
            def is player win(self, player):
                win = None n =
                len(self.board)
                for i in range(n): win
                    = True for j in
                    range(n):
                        if self.board[i][j] != player:
                            win =
                    False break if
                    win:
                        return win
for i in range(n): win = True for j
                in range(n):
                        if self.board[j][i] != player:
                            win =
                    False break if
                    win:
```

```
return win
win = True for i in range(n):
                    if self.board[i][i] != player:
                        win = False
                break if win:
                    return win
win = True for i in range(n):
                    if self.board[i][n - 1 - i] != player:
                        win = False
                break if win:
                return win return
                False
for row in self.board:
                    for item in row:
                        if item == '-':
                            return False
                return True
def is board filled(self):
                for row in self.board:
                    for item in row:
                        if item == '-':
                            return False
                return True
            def swap player turn(self, player):
                return 'X' if player == '0' else '0'
            def show board(self):
                for row in self.board:
                    for item in row:
                        print(item, end=" ")
                    print()
            def start(self):
                self.create board()
player = 'X' if self.get random first player() == 1 else 'O' while True:
                    print(f"Player {player} turn")
                    self.show board()
                    row, col = list( map(int, input("Enter row and column
                        numbers to fix spot:
        ").split())) print() self.fix spot(row - 1, col -
                    1, player)
                    if self.is player win(player):
                        print(f"Player {player} wins the game!")
if self.is board filled():
                        print("Match Draw!")
                        break
                    player = self.swap player turn(player)
                print()
        self.show board() tic tac toe =
        TicTacToe() tic tac toe.start()
```

Output:

```
Player 0 turn
Enter row and column numbers to fix spot: 1 1
Player X turn
0 - -
Enter row and column numbers to fix spot: 2 2
Player 0 turn
0 - -
- X -
Enter row and column numbers to fix spot: 1 2
Player X turn
00-
- X -
Enter row and column numbers to fix spot: 2 3
Player 0 turn
00-
- X X
Enter row and column numbers to fix spot: 1 3
Player 0 wins the game!
0 0 0
- X X
5 []
```

Aim: Write program from linear search and binary Search.

```
# Linear Search in Python
def linearSearch(array, n, x):

    # Going through array sequencially
    for i in range(0, n):
        if (array[i] == x):
            return i
    return -1

array = [2, 4, 0, 1, 9] x = 1 n =
len(array) result =
```

```
linearSearch(array, n, x)
if(result == -1):
    print("Element not found")
else:
    print("Element found at index: ", result)
```

Output:

```
Shell
Element found at index: 3
>
```

Output:

```
Shell
Element is present at index 1
> |
```

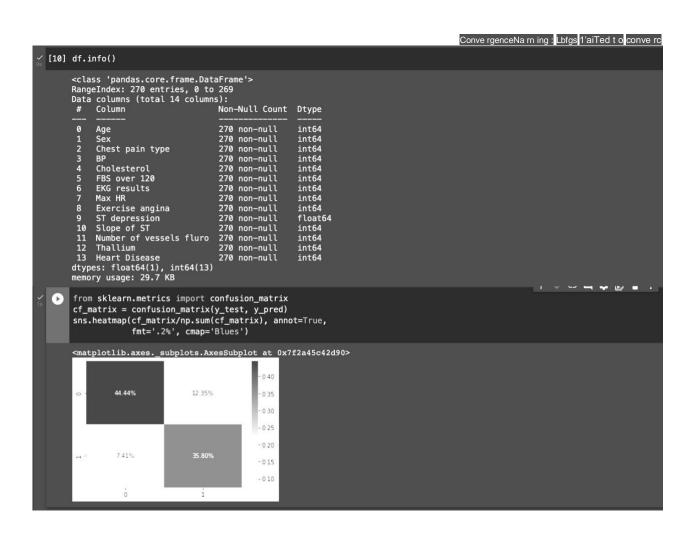
Aim: Write a model in python for implementing Disease detection by Logistic Regression.

Dataset used: Heart_Disease_Prediction.csv



6.20000 3.000

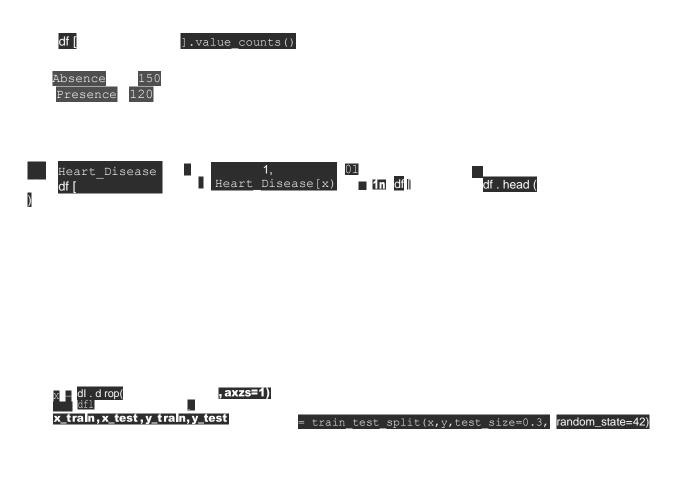


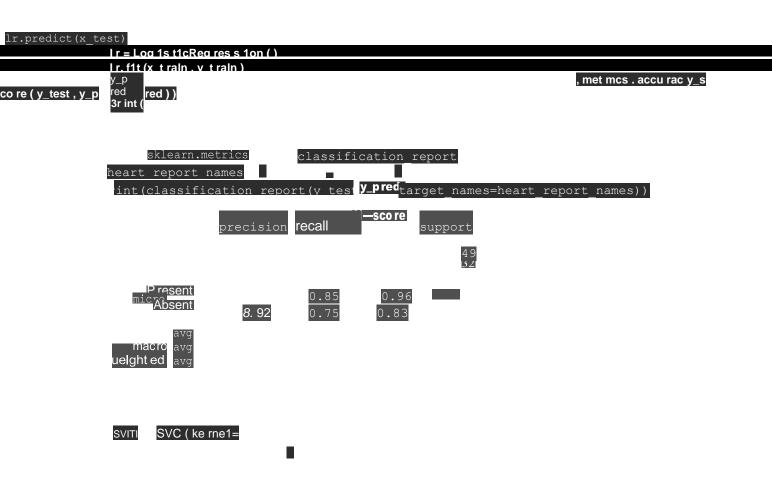


Aim: Write a model in python for implementing Disease detection by classification.

Dataset used: Heart Disease Prediction.csv

```
[ ] import numpy as np
     import pandas as pd
     import matplotlib.pyplot as plt
    import seaborn as sns
     from scipy import stats
     from sklearn.ensemble import RandomForestClassifier
     from sklearn.model_selection import train_test_split, cross_val_score, cross_val_predict
     from sklearn import metrics
     from sklearn.linear_model import LogisticRegression
     from sklearn.svm import SVC
b df = pd.read_csv('/Users/mac/Downloads/Heart_Disease_Prediction.csv')
     pd.set_option('display.max_rows', None)
     df.head()
                                    FBS over EKG Max Exercise 31-
120 results HR angina depression
0 2 109 0 2.4
           Chest pain by Cholesterol type
                                                                                            Number of vessels fluro Thallium
                                                                                                                     Presence
                                                                                                                     Absence
 64
df.info()
    <class 'pandas.core.frame.DataFrame'>
     RangeIndex: 270 entries, 0 to 269
     Data columns (total 14 columns):
     Age
                                          270 non-null int64
     Sex
                                          270 non-null int64
                                        270 non-null int64
     Chest pain type
                                         270 non-null int64
     Cholesterol
                                         270 non-null int64
     FBS over 120 270 non-null int64
EKG results 270 non-null int64
Max HR 270 non-null int64
Exercise angina 270 non-null int64
ST depression 270 non-null int64
Slope of ST 270 non-null int64
Number of vessels fluro 270 non-null int64
Thallium 270 non-null int64
                            270 non-null object
     Heart Disease
     dtypes: float64(1), int64(12), object(1)
     memory usage: 29.6+ KB
```





```
precision
                   recall fl-score
                                support
   P resent
             0.82
                                    49
                    0.92
                            0.87
             0.85
                    0.69
                            0.76
                                    32
    Absent
                                    81
  micro avg
             0.83
                    0.83
                           0.83
                    0.80
             0.83
                           0.81
  macro avg
weighted avg
             0.83
                    0.83
                           0.82
                                    81
```

Aim: Write programs to implement A* and Fractional Knapsack algorithms in Python.

Code:

A* Algorithm

```
from collections import deque
       class Graph:
           # example of adjacency list (or rather map)
           # adjacency list = {
           # 'A': [('B', 1), ('C', 3), ('D', 7)],
           # 'B': [('D', 5)],
           # 'C': [('D', 12)]
           # }
def init (self, adjacency list):
              _self_adjacency list = adjacency list
def get neighbors(self, v):
               return self.adjacency list[v]
           # heuristic function with equal values for all
           nodes def h(self, n): H = {
                   'A': 1,
                   'B': 1,
                   'C': 1,
                   'D': 1
               }
return H[n]
def a star algorithm(self, start node, stop node):
               # open list is a list of nodes which have been visited,
       but who's neighbors
               # haven't all been inspected, starts off with the start
       node
               # closed list is a list of nodes which have been visited
               # and who's neighbors have been inspected open list
               = set([start node])
               closed list = set([])
               # g contains current distances from start node to all
       other nodes
               # the default value (if it's not found in the map) is
       +infinity g =
g[start node] = 0
```

```
# parents contains an adjacency map of all nodes
               parents = {}
               parents[start node] = start node
while len(open list) > 0:
                   n = None
                    # find a node with the lowest value of f() -
       evaluation function for v in
                    open list:
                        if n == None \text{ or } q[v] + self.h(v) < q[n] +
       self.h(n):
                            n = v;
                    if n == None:
    print('Path does not exist!')
                                   return None
                    # if the current node is the stop node
                    # then we begin reconstructin the path from it to the
                         if n ==
       start node
stop node:
           reconst path = []
    while parents[n] != n: reconst path.append(n)
                            n = parents[n]
                        reconst path.append(start node)
reconst path.reverse()
                        print('Path found: {}'.format(reconst path))
                        return reconst path
     # for all neighbors of the current node do for (m, weight)
in self.get neighbors(n):
                          # if the current node isn't in both open list and
       closed list
                        # add it to open list and note n as it's parent
                        if m not in open list and m not in closed_list:
                            open list.add(m)
                            parents[m] = n g[m]
                            = g[n] + weight
 # otherwise, check if it's quicker to first visit n, then m
                        # and if it is, update parent data and g data
                          # and if the node was in the closed list, move it
       to open list else:
                            if g[m] > g[n] + weight:
                                g[m] = g[n] + weight parents[m]
                     if m in closed list:
                                closed list.remove(m)
                                open list.add(m)
```

```
# remove n from the open_list, and add it to
closed_list

# because all of his neighbors were
    inspected open_list.remove(n)
    closed_list.add(n)

print('Path does not exist!')
return None
```

Fractional Knapsack Algorithm

```
class Solution:
     def solve(self, weights, values, capacity):
          res = 0
          for pair in sorted(zip(weights, values), key=lambda x: -
x[1]/x[0]): if not bool(capacity):
               break
               if pair[0] > capacity: res += int(pair[1] /
                     (pair[0] / capacity)) capacity = 0
               elif pair[0] <= capacity:</pre>
                    res += pair[1]
                    capacity -= pair[0]
          return int(res)
ob = Solution() weights = [6, 7, 3]
values = [110, 120, 2] capacity = 10
print(ob.solve(weights, values,
capacity))
```

Output:

ı.lı Result

```
$python main.py
230
```