AI Experiment-4

March 4, 2024

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[]: from collections import deque
     class State:
         def __init__(self, missionaries_left, cannibals_left, boat_left,__

missionaries_right, cannibals_right):
             self.missionaries_left = missionaries_left
             self.cannibals_left = cannibals_left
             self.boat_left = boat_left
             self.missionaries_right = missionaries_right
             self.cannibals_right = cannibals_right
         def is_valid(self):
             if (
                 0 <= self.missionaries_left <= 3</pre>
                 and 0 <= self.cannibals_left <= 3</pre>
                 and 0 <= self.missionaries_right <= 3</pre>
                 and 0 <= self.cannibals_right <= 3</pre>
             ):
                 if (
                     self.missionaries_left >= self.cannibals_left
                     or self.missionaries_left == 0
                 ) and (
                     self.missionaries_right >= self.cannibals_right
                     or self.missionaries_right == 0
                 ):
                     return True
             return False
         def is_goal(self):
             return self.missionaries_left == 0 and self.cannibals_left == 0
         def _eq_(self, other):
             return (
                 self.missionaries_left == other.missionaries_left
                 and self.cannibals_left == other.cannibals_left
                 and self.boat_left == other.boat_left
                 and self.missionaries_right == other.missionaries_right
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and self.cannibals_right == other.cannibals_right
        )
    def __hash__(self):
        return hash((
            self.missionaries_left,
            self.cannibals_left,
            self.boat_left,
            self.missionaries_right,
            self.cannibals_right
        ))
def generate_next_states(current_state):
    next_states = []
    moves = [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1)]
    for m, c in moves:
        if current_state.boat_left:
            new_state = State(
                current_state.missionaries_left - m,
                current_state.cannibals_left - c,
                1 - current_state.boat_left,
                current state.missionaries right + m,
                current_state.cannibals_right + c
        else:
            new_state = State(
                current_state.missionaries_left + m,
                current_state.cannibals_left + c,
                1 - current_state.boat_left,
                current_state.missionaries_right - m,
                current_state.cannibals_right - c
            )
        if new_state.is_valid():
            next_states.append(new_state)
    return next_states
def bfs search():
    start_state = State(3, 3, 1, 0, 0)
    goal_state = State(0, 0, 0, 3, 3)
    queue = deque([(start_state, [])])
    visited = set()
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while queue:
        current_state, path = queue.popleft()
        if current_state.is_goal():
            return path
        if current_state not in visited:
            visited.add(current_state)
            next_states = generate_next_states(current_state)
            for next_state in next_states:
                 if next_state not in visited:
                     queue.append((next_state, path + [current_state]))
    return None
def print_state_description(state):
    left_shore = f"{state.missionaries_left} Missionaries and {state.
  ⇒cannibals_left} Cannibals on the Left Shore"
    right_shore = f"{state.missionaries_right} Missionaries and {state.
 ⇔cannibals_right} Cannibals on the Right Shore"
    print(f"{left_shore}, {right_shore}\n")
if __name__ == "__main__":
    solution_path = bfs_search()
    if solution_path:
        print("Solution Path:")
        for i, state in enumerate(solution_path):
            print(f"Step {i + 1}:")
            print_state_description(state)
    else:
        print("No solution found.")
Solution Path:
Step 1:
3 Missionaries and 3 Cannibals on the Left Shore, 0 Missionaries and 0 Cannibals
on the Right Shore
Step 2:
3 Missionaries and 1 Cannibals on the Left Shore, 0 Missionaries and 2 Cannibals
on the Right Shore
Step 3:
3 Missionaries and 2 Cannibals on the Left Shore, 0 Missionaries and 1 Cannibals
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on the Right Shore

Step 4:

3 Missionaries and 0 Cannibals on the Left Shore, 0 Missionaries and 3 Cannibals on the Right Shore

Step 5:

3 Missionaries and 1 Cannibals on the Left Shore, 0 Missionaries and 2 Cannibals on the Right Shore

Step 6:

1 Missionaries and 1 Cannibals on the Left Shore, 2 Missionaries and 2 Cannibals on the Right Shore

Step 7:

2 Missionaries and 2 Cannibals on the Left Shore, 1 Missionaries and 1 Cannibals on the Right Shore

Step 8:

 ${\tt 0}$ Missionaries and ${\tt 2}$ Cannibals on the Left Shore, 3 Missionaries and 1 Cannibals on the Right Shore

Step 9:

 ${\tt 0}$ Missionaries and ${\tt 3}$ Cannibals on the Left Shore, ${\tt 3}$ Missionaries and ${\tt 0}$ Cannibals on the Right Shore

Step 10:

 ${\tt O}$ Missionaries and ${\tt I}$ Cannibals on the Left Shore, 3 Missionaries and 2 Cannibals on the Right Shore

Step 11:

 ${\bf 1}$ Missionaries and ${\bf 1}$ Cannibals on the Left Shore, 2 Missionaries and 2 Cannibals on the Right Shore

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[]: from collections import deque

def pour_water(state, action):
    x, y = state
    if action == 'fill_4':
        return (4, y)
    elif action == 'fill_3':
        return (x, 3)
    elif action == 'empty_4':
        return (0, y)
    elif action == 'empty_3':
        return (x, 0)
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elif action == 'pour_4_to_3':
        amount = min(x, 3 - y)
        return (x - amount, y + amount)
    elif action == 'pour_3_to_4':
        amount = min(y, 4 - x)
        return (x + amount, y - amount)
    else:
        return state
def bfs(initial_state):
    visited = set()
    queue = deque([([initial_state], initial_state)])
    while queue:
        path, state = queue.popleft()
        if state[0] == 2:
            return path
        visited.add(state)
        for action in ['fill_4', 'fill_3', 'empty_4', 'empty_3', 'pour_4_to_3', _

¬'pour_3_to_4']:
            new_state = pour_water(state, action)
            if new state not in visited:
                 queue.append((path + [new_state], new_state))
    return None
def print_steps(path):
    for i, state in enumerate(path):
        jug_4, jug_3 = state
        print(f"Step {i+1}: Jug 4: {jug_4} gallons, Jug 3: {jug_3} gallons")
initial_state = (0, 0)
path = bfs(initial_state)
if path:
    print("Steps to measure 2 gallons:")
    print_steps(path)
else:
    print("No solution found.")
Steps to measure 2 gallons:
Step 1: Jug 4: 0 gallons, Jug 3: 0 gallons
Step 2: Jug 4: 4 gallons, Jug 3: 0 gallons
Step 3: Jug 4: 1 gallons, Jug 3: 3 gallons
Step 4: Jug 4: 1 gallons, Jug 3: 0 gallons
Step 5: Jug 4: 0 gallons, Jug 3: 1 gallons
Step 6: Jug 4: 4 gallons, Jug 3: 1 gallons
Step 7: Jug 4: 2 gallons, Jug 3: 3 gallons
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