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DEPARTMENT: CSE YEAR: 4th

ROLL NUMBER: 13

SEMESTER: 7th

SUBJECT: AI ASSIGNMENT

• **QUESTION:**

In this problem, three missionaries and three cannibals must cross a river using a boat which can carry at most two people, under the constraint that, for both banks, that the missionaries present on the bank cannot be outnumbered by cannibals. The boat cannot cross the river by itself with no people on board. Implement the above problem of AI using python/MATLAB/C.

• **CODE:**

```
import math
```

```
class State():  
    def __init__(self, cannibalLeft, missionaryLeft, boat, cannibalRight,  
        missionaryRight):
```

```
        self.cannibalLeft = cannibalLeft  
        self.missionaryLeft = missionaryLeft  
        self.boat = boat  
        self.cannibalRight = cannibalRight  
        self.missionaryRight = missionaryRight  
        self.parent = None
```

```
    def is_goal(self):
```

```
        if self.cannibalLeft == 0 and self.missionaryLeft == 0:  
            return True  
        else:  
            return False
```

```

def is_valid(self):
    if self.missionaryLeft >= 0 and self.missionaryRight >= 0 \
        and self.cannibalLeft >= 0 and self.cannibalRight >= 0 \
        and (self.missionaryLeft == 0 or self.missionaryLeft >= self.cannibalLeft) \
        and (self.missionaryRight == 0 or self.missionaryRight >= self.cannibalRight): return True
    else:
        return False

def __eq__(self, other):
    return self.cannibalLeft == other.cannibalLeft and self.missionaryLeft == other.missionaryLeft \
        and self.boat == other.boat and self.cannibalRight == other.cannibalRight \
        and self.missionaryRight == other.missionaryRight

def __hash__(self): return hash((self.cannibalLeft, self.missionaryLeft, self.boat,
    self.cannibalRight,
    self.missionaryRight))

def successors(cur_state):
    children = []; if
    cur_state.boat == 'left':
        new_state = State(cur_state.cannibalLeft, cur_state.missionaryLeft - 2, 'right',
            cur_state.cannibalRight, cur_state.missionaryRight + 2) if
        new_state.is_valid():
            new_state.parent = cur_state children.append(new_state) new_state
            = State(cur_state.cannibalLeft - 2, cur_state.missionaryLeft, 'right',
                cur_state.cannibalRight + 2, cur_state.missionaryRight) if
            new_state.is_valid():
                new_state.parent = cur_state children.append(new_state) new_state =
                State(cur_state.cannibalLeft - 1, cur_state.missionaryLeft - 1, 'right',
                    cur_state.cannibalRight + 1, cur_state.missionaryRight + 1) if
                new_state.is_valid():
                    new_state.parent = cur_state children.append(new_state) new_state
                    = State(cur_state.cannibalLeft, cur_state.missionaryLeft - 1, 'right',
                        cur_state.cannibalRight, cur_state.missionaryRight + 1) if
                    new_state.is_valid():

```

```

        new_state.parent = cur_state children.append(new_state) new_state
= State(cur_state.cannibalLeft - 1, cur_state.missionaryLeft, 'right',
cur_state.cannibalRight + 1, cur_state.missionaryRight) if
new_state.is_valid():
        new_state.parent = cur_state children.append(new_state)
else:
    new_state = State(cur_state.cannibalLeft, cur_state.missionaryLeft + 2, 'left',
        cur_state.cannibalRight, cur_state.missionaryRight - 2) if
new_state.is_valid():
        new_state.parent = cur_state children.append(new_state) new_state
= State(cur_state.cannibalLeft + 2, cur_state.missionaryLeft, 'left',
        cur_state.cannibalRight - 2, cur_state.missionaryRight) if
new_state.is_valid():
        new_state.parent = cur_state children.append(new_state) new_state =
State(cur_state.cannibalLeft + 1, cur_state.missionaryLeft + 1, 'left',
        cur_state.cannibalRight - 1, cur_state.missionaryRight - 1) if
new_state.is_valid():
        new_state.parent = cur_state children.append(new_state) new_state
= State(cur_state.cannibalLeft, cur_state.missionaryLeft + 1, 'left',
        cur_state.cannibalRight, cur_state.missionaryRight - 1)

    if new_state.is_valid():
        new_state.parent = cur_state children.append(new_state) new_state
= State(cur_state.cannibalLeft + 1, cur_state.missionaryLeft, 'left',
        cur_state.cannibalRight - 1, cur_state.missionaryRight) if
new_state.is_valid():
        new_state.parent = cur_state
children.append(new_state) return
children

```

```

def breadth_first_search(): initial_state
= State(3,3,'left',0,0) if
initial_state.is_goal():
    return initial_state
frontier = list() explored =

```

```
set()  
frontier.append(initial_state)  
while frontier:
```

```

state = frontier.pop(0)
if state.is_goal():
    return state

explored.add(state) children
= successors(state) for child
in children:

    if (child not in explored) or (child not in frontier):

        frontier.append(child)

return None

```

```

def print_solution(solution):

    path = []
    path.append(solution)
    parent = solution.parent
    while parent:

        path.append(parent) parent
        = parent.parent

    for t in range(len(path)):

        state = path[len(path) - t - 1] print "(" + str(state.cannibalLeft) +
        "," + str(state.missionaryLeft) \

        + "," + state.boat + "," + str(state.cannibalRight) + "," + \
str(state.missionaryRight) + ")"

```

```

def main():

    solution = breadth_first_search() print "Missionaries and Cannibals
solution:" print
"(cannibalLeft,missionaryLeft,boat,cannibalRight,missionaryRight)"
print_solution(solution)

```

```

if __name__ == "__main__":
    main()

```

