

NATIONAL UNIVERSITY OF COMPUTER & EMERGING SCIENCES FAST - PESHAWAR CAMPUS

Subject: AL 2002 - Artificial Intelligence Lab Instructor: Muhammad Saood Sarwar

Lab Task: Informed Searches

Question 1: Best-First Search in a Maze

Problem Statement: Implement a Best-First Search algorithm to navigate a maze represented as a 2D grid. The algorithm should find a path from a given start position to a goal position using a heuristic function that estimates the cost to reach the goal. **Requirements:**

- The maze is represented as a 2D list where '0' indicates a passable cell and '1' indicates an obstacle.
- The agent can move horizontally or vertically but not diagonally.
- Implement a heuristic function that estimates the cost from the current cell to the goal cell.

Your Implementation:

```
def best_first_search():
2
       # Your implementation here
3
      pass
4
5
  def heuristic():
6
       # Your heuristic function implementation here
7
      pass
8
9 # Example usage:
10 # maze = [
         [0, 1, 0, 0, 0],
11 #
```

```
12 # [0, 1, 0, 1, 0],

13 # [0, 0, 0, 1, 0],

14 # [0, 1, 1, 0, 0],

15 # [0, 0, 0, 0, 0]

16 # ]

17 # start = (0, 0)

18 # goal = (4, 4)

19 # path = best_first_search(maze, start, goal)

20 # print(path)
```

Question 2: A* Search

Problem Statement

You are tasked with developing a program to assist drivers in planning their routes across cities in India efficiently. To achieve this, you have been provided with a CSV file containing the distances between various cities in India.

Your program should read this CSV file and utilize the information to suggest the optimal path for a driver based on their input of the source and destination city.

Instructions

- 1. Read the provided CSV file containing cities in India and their distances between them.
- 2. Prompt the user to input their source and destination city.
- 3. Utilizing the data from the CSV file, determine the optimal path using the A* searching algorithm for the driver to minimize their travel distance.
- 4. Display the recommended path of cities to the user.

Ensure your program is user-friendly and provides clear instructions to the user.