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**Source code:** HW0.py

**How to run:** python HW0.py

Example output:

```
bcharyyev@056211806jhl2l:~/Desktop/assignment0/submit$ python HW0.py
missionary(L),cannibal(L),boat,missionary(R),cannibal(R)
3,      3,      left,  0,      0
3,      1,      right, 0,      2
3,      2,      left,  0,      1
3,      0,      right, 0,      3
3,      1,      left,  0,      2
1,      1,      right, 2,      2
2,      2,      left,  1,      1
0,      2,      right, 3,      1
0,      3,      left,  3,      0
0,      1,      right, 3,      2
0,      2,      left,  3,      1
0,      0,      right, 3,      3
bcharyyev@056211806jhl2l:~/Desktop/assignment0/submit$
```

I used breadth first search (BFS) because depth first search (DFS) is not guaranteed to find solution moreover it is not optimal.

1<sup>st</sup> column: number of missionary on the left side of the river

2<sup>nd</sup> column: number of cannibals on the left side of the river

3<sup>rd</sup> column: shows in which side boat is located

4<sup>th</sup> column: number of missionary on the right side of the river

5<sup>th</sup> column: number of cannibals on the right side of the river

```

import Queue

def check(state):
    m=state[0]
    c=state[1]
    b=state[2]
    if m==0 and c==0:
        return "Win"

    if m >= 0 and (3-c) >= 0 \
        and c >= 0 and (3-c)>= 0 \
        and (m == 0 or m >= c) \
        and ((3-m) == 0 or (3-m) >= (3-c)):
        return "continue"
    return "Lose"

def generateNextStates(state):
    m=state[0]
    c=state[1]
    b=state[2]
    nextSteps=[]

    steps=[]
    if b==1: #if boat is on this side
        #steps.append((m,c,0))
        steps.append((m-1,c,0))
        steps.append((m-1,c-1,0))
        steps.append((m-2,c,0))
        steps.append((m,c-1,0))
        steps.append((m,c-2,0))
    else:
        #steps.append((m,c,1))
        steps.append((m+1,c,1))
        steps.append((m+1,c+1,1))
        steps.append((m+2,c,1))
        steps.append((m,c+1,1))
        steps.append((m,c+2,1))

    for s in steps:
        if (s[0]<0) or (s[1]<0):
            continue

        nextSteps.append(s)

    return nextSteps

```

```
dic={}
```

```
def pathPrinter(S):
```

```
    level=S[1]
```

```
    state=S[0]
```

```
    path=[]
```

```
    while level!=0:
```

```
        path.append(state)
```

```
        parent=dic.get((state,level))
```

```
        level=parent[1]
```

```
        state=parent[0]
```

```
    path.append(state)
```

```
    print ""
```

```
    print "missionary(L),cannibal(L),boat,missionary(R),cannibal(R)"
```

```
    print ""
```

```
    for p in reversed(path):
```

```
        ml=str(p[0])
```

```
        cl=str(p[1])
```

```
        b="left"
```

```
        if p[2]==0:
```

```
            b="right"
```

```
        mr=str(3-p[0])
```

```
        cr=str(3-p[1])
```

```
        print ml+"",\t"+cl+"",\t"+b+"",\t"+mr+"",\t"+cr
```

```
def search(state):
```

```
    L = Queue.Queue()
```

```
    L.put([state,0])
```

```
    while L.empty() == False:
```

```
        S=L.get()
```

```
        currentState=S[0]
```

```
        currentlevel=S[1]
```

```
#         print currentState
```

```
        if "Win" == check(currentState):
```

```
            pathPrinter(S)
```

```
        break

    elif "Lose" == check(currentState):
        continue
    else:
        nextStates=generateNextStates(currentState)
        for s in nextStates:

            dic[(s,currentlevel+1)]=[currentState,currentlevel]
            L.put((s,currentlevel+1))

if __name__ == '__main__':

    search((3,3,1)) #MCB
```