## A star algo

```
def aStarAlgo(start_node, stop_node):
 open set = set(start node)
  closed set = set()
  g = \{\}
  parents = \{\}
  g[start node] = 0
  parents[start node] = start node
 while len(open set) > 0:
    n = None
    for v in open set:
       if n == None \text{ or } g[v] + heuristic(v) < g[n] + heuristic(n):
         n = v
    if n == stop node or Graph nodes[n] == None:
       pass
    else:
       for (m, weight) in get neighbors(n):
        if m not in open_set and m not in closed_set:
            open_set.add(m
            parents[m] = n
            g[m] = g[n] + weight
          else:
            if g[m] > g[n] + weight:
               g[m] = g[n] + weight
               parents[m] = n
               if m in closed set:
                 closed set.remove(m)
                 open set.add(m)
if n == None
print('Path does not exist!')
       return None
    if n == stop_node:
       path = []
  while parents[n] != n:
```

```
path.append(n)
            n = parents[n]
 path.append(start node)
         path.reverse()
         print('Path found: {}'.format(path))
         return path
      open_set.remove(n)# {'F','B'} len=2
      closed_set.add(n) #{A} len=1
 print('Path does not exist!')
   return None
def get neighbors(v):
   if v in Graph nodes:
      return Graph_nodes[v]
   else:
      return None
def heuristic(n):
   H dist = {
      \label{eq:continuous} \ ^{\ }\text{A': 10,} \quad ^{\ }\text{B': 8, 'C': 5, 'D': 7, 'E': 3, 'F': 6, 'G': 5, 'H': 3, 'I': 1, 'J': 0 \ \}
   return H dist[n]
Graph nodes = {
   'A': [('B', 6), ('F', 3)],
   'B': [('C', 3), ('D', 2)],
  'C': [('D', 1), ('E', 5)],
   'D': [('C', 1), ('E', 8)],
   'E': [('I', 5), ('J', 5)],
  'F': [('G', 1),('H', 7)],
   'G': [('I', 3)],
   'H': [('I', 2)],
   'I': [('E', 5), ('J', 3)],
}
aStarAlgo('A', 'J')
```

## AO\* algo

```
class Graph:
  def __init__(self, graph, heuristicNodeList, startNode):
    self.graph = graph
    self.H=heuristicNodeList
    self.start=startNode
    self.parent={}
    self.status={}
    self.solutionGraph={}
  def applyAOStar(self):
    self.aoStar(self.start, False)
  def getNeighbors(self, v):
    return self.graph.get(v,")
  def getStatus(self,v):
    return self.status.get(v,0)
  def setStatus(self,v, val):
    self.status[v]=val
  def getHeuristicNodeValue(self, n):
    return self.H.get(n,0)
  def setHeuristicNodeValue(self, n, value):
    self.H[n]=value
  def printSolution(self):
    print("FOR GRAPH SOLUTION, TRAVERSE THE GRAPH FROM THE STARTNODE:", self. start)
    print("----")
    print(self.solutionGraph)
    print("-----
  def computeMinimumCostChildNodes(self, v):
    minimumCost=0
    costToChildNodeListDict={}
    costToChildNodeListDict[minimumCost]=[]
    flag=True
    for nodeInfoTupleList in self.getNeighbors(v):
      cost=0
      nodeList=[]
      for c, weight in nodeInfoTupleList:
        cost=cost+self.getHeuristicNodeValue(c)+weight
        nodeList.append(c)
      if flag==True:
        minimumCost=cost
        costToChildNodeListDict[minimumCost]=nodeList
        flag=False
      else:
        if minimumCost>cost:
          minimumCost=cost
          costToChildNodeListDict[minimumCost]=nodeList
    return minimumCost, costToChildNodeListDict[minimumCost]
Minimum Cost child node/s
  def aoStar(self, v, backTracking):
    print("HEURISTIC VALUES :", self.H)
    print("SOLUTION GRAPH:", self.solutionGraph)
    print("PROCESSING NODE :", v)
```

```
print("-----")
    if self.getStatus(v) \geq 0: # if status node v \geq 0, compute Minimum Cost nodes of v
       minimumCost, childNodeList = self.computeMinimumCostChildNodes(v)
       self.setHeuristicNodeValue(v, minimumCost)
      self.setStatus(v,len(childNodeList))
      solved=True
      for childNode in childNodeList:
         self.parent[childNode]=v
         if self.getStatus(childNode)!=-1:
           solved=solved & False
      if solved==True:
         self.setStatus(v,-1)
         self.solutionGraph[v]=childNodeList
 if v!=self.start:
         self.aoStar(self.parent[v], True)
      if backTracking==False:
         for childNode in childNodeList:
           self.setStatus(childNode,0)
           self.aoStar(childNode, False)
h1 = {'A': 1, 'B': 6, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 5, 'H': 7, 'I': 7, 'J':1, 'T': 3}
graph1 = {
  'A': [[('B', 1), ('C', 1)], [('D', 1)]],
  'B': [[('G', 1)], [('H', 1)]],
  'C': [[('J', 1)]],
  'D': [[('E', 1), ('F', 1)]],
  'G': [[('I', 1)]]
G1= Graph(graph1, h1, 'A')
G1.applyAOStar()
G1.printSolution()
h2 = {'A': 1, 'B': 6, 'C': 12, 'D': 10, 'E': 4, 'F': 4, 'G': 5, 'H': 7}
graph2 = {
  'A': [[('B', 1), ('C', 1)], [('D', 1)]],
  'B': [[('G', 1)], [('H', 1)]],
  'D': [[('E', 1), ('F', 1)]]
G2 = Graph(graph2, h2, 'A')
G2.applyAOStar()
G2.printSolution()
```

}

# **Candidate-Elimination algorithm**

```
import csv
with open("trainingexamples.csv") as f:
  csv_file = csv.reader(f)
  data = list(csv_file)
  specific = data[1][:-1]
  general = [['?' for i in range(len(specific))] for j in range(len(specific))]
  for i in data:
    if i[-1] == "Yes":
       for j in range(len(specific)):
         if i[j] != specific[j]:
            specific[j] = "?"
            general[j][j] = "?"
     elif i[-1] == "No":
       for j in range(len(specific)):
         if i[j] != specific[j]:
            general[j][j] = specific[j]
         else:
            general[j][j] = "?"
     print("\nStep " + str(data.index(i)+1) + " of Candidate Elimination Algorithm")
     print(specific)
     print(general)
 gh = [] # gh = general Hypothesis
  for i in general:
    for j in i:
       if j != '?':
         gh.append(i)
         break
  print("\nFinal Specific hypothesis:\n", specific)
  print("\nFinal General hypothesis:\n", gh)
```

# **ID3 Algorithm**

```
import pandas as pd
import math
def base_entropy(dataset):
  p = 0
  n = 0
  target = dataset.iloc[:, -1]
  targets = list(set(target))
  for i in target:
    if i == targets[0]:
      p = p + 1
    else:
               n = n + 1
  if p == 0 or n == 0:
    return 0
  elif p == n:
    return 1
            entropy = 0 - (
  else:
      ((p/(p+n)) * (math.log2(p/(p+n))) + (n/(p+n)) * (math.log2(n/(p+n)))))
    return entropy
def entropy(dataset, feature, attribute):
  p = 0
            n = 0
  target = dataset.iloc[:, -1]
  targets = list(set(target))
  for i, j in zip(feature, target):
    if i == attribute and j == targets[0]:
      p = p + 1
    elif i == attribute and j == targets[1]:
      n = n + 1
    if p == 0 or n == 0:
      return 0
    elif p == n:
      return 1
    else:
                  entropy = 0 - (
         ((p/(p+n))*(math.log2(p/(p+n)))+(n/(p+n))*(math.log2(n/(p+n)))))
       return entropy
def counter(target, attribute, i):
  p = 0
             n = 0
  targets = list(set(target))
  for j, k in zip(target, attribute):
    if j == targets[0] and k == i:
       p = p + 1
    elif j == targets[1] and k == i:
      n = n + 1
  return p, n
def Information_Gain(dataset, feature):
  Distinct = list(set(feature))
Info Gain = 0
  for i in Distinct:
    Info_Gain = Info_Gain + feature.count(i) / len(feature) * entropy(dataset,feature, i)
```

```
Info Gain = base entropy(dataset) - Info Gain
  return Info Gain
def generate_childs(dataset, attribute_index):
  distinct = list(dataset.iloc[:, attribute_index])
  childs = dict()
  for i in distinct:
    childs[i] = counter(dataset.iloc[:, -1], dataset.iloc[:, attribute index], i)
  return childs
def modify_data_set(dataset,index, feature, impurity):
  size = len(dataset)
  subdata = dataset[dataset[feature] == impurity]
  del (subdata[subdata.columns[index]])
  return subdata
def greatest_information_gain(dataset):
  max = -1
  attribute index = 0
  size = len(dataset.columns) - 1
  for i in range(0, size):
    feature = list(dataset.iloc[:, i])
    i_g = Information_Gain(dataset, feature)
    if max < i g:
       max = i_g
       attribute_index = i
  return attribute index
def construct_tree(dataset, tree):
  target = dataset.iloc[:, -1]
  impure childs = []
  attribute_index = greatest_information_gain(dataset)
  childs = generate childs(dataset, attribute index)
  tree[dataset.columns[attribute index]] = childs
  targets = list(set(dataset.iloc[:, -1]))
  for k, v in childs.items():
    if v[0] == 0:
       tree[k] = targets[1]
    elif v[1] == 0:
      tree[k] = targets[0]
    elif v[0] != 0 or v[1] != 0:
      impure childs.append(k)
  for i in impure childs:
    sub = modify_data_set(dataset,attribute_index,
    dataset.columns[attribute index], i)
    tree = construct tree(sub, tree)
  return tree
def main():
  df = pd.read_csv("playtennis.csv")
  tree = dict()
  result = construct_tree(df, tree)
  for key, value in result.items():
    print(key, " => ", value)
if __name__ == "__main__":
  main()
import numpy as np
```

# **Regression algo**

```
import matplotlib.pyplot as plt
def local regression(x0, X, Y, tau):
    x0 = [1, x0]
    X = [[1, i] \text{ for } i \text{ in } X]
    X = np.asarray(X)
    xw = (X.T) * np.exp(np.sum((X - x0) ** 2, axis=1) / (-2 * tau))
    beta = np.linalg.pinv(xw @ X) @ xw @ Y @ x0
    return beta
def draw(tau):
    prediction = [local regression(x0, X, Y, tau) for x0 in domain]
    plt.plot(X, Y, 'o', color='black')
    plt.plot(domain, prediction, color='red')
    plt.show()
X = np.linspace(-3, 3, num=1000)
domain = X
Y = np.log(np.abs(X ** 2 - 1) + .5)
draw(10)
draw(0.1)
draw(0.01)
draw(0.001)
```

### **NAÏVE-BAYES**

```
from sklearn.model selection import train test split
from sklearn.naive bayes import GaussianNB
from sklearn.metrics import accuracy score
import pandas as pd
import numpy as np
from sklearn import datasets
iris = datasets.load iris()
data = iris.data
target = iris.target
x_train, x_test, y_train, y_test = train_test_split(data, target, test_size=0.30)
# Create a Naive Bayes classifier
clf = GaussianNB()
clf.fit(x train, y train)
y_pred = clf.predict(x_test)
accuracy = accuracy_score(y_test, y_pred)
print("Accuracy:", accuracy)
```

#### **NEURAL NETWOK**

```
import numpy
def sigmoid(sop):
  return 1.0/(1+numpy.exp(-1*sop))
def sigmoid sop deriv(sop):
  return sigmoid(sop)*(1.0-sigmoid(sop))
x1, x2 = 0.1, 0.3
target = 0.03
learning_rate = 0.1
w1 =numpy.random.rand()
w2 =numpy.random.rand()
for k in range(50000):
  y = w1*x1 + w2*x2
  predicted = sigmoid(y)
  g1 = 2*(predicted-target) # error_predicted_deriv
  g2 = sigmoid_sop_deriv(y)
  gradw1 = x1*g2*g1
  gradw2 = x2*g2*g1
  w1 = w1 - learning_rate*gradw1
  w2 = w2 - learning_rate*gradw2
print("Inputs: ", x1, x2)
print("Expected Target : ", target)
print("Predicted Target: ", predicted)
print("Accuracy: ", (1-numpy.abs(target-predicted))*100, "%")
```

### **CLUSTERING**

```
import matplotlib.pyplot as plt
from sklearn import datasets
from sklearn.cluster import KMeans
from sklearn.mixture import GaussianMixture
import sklearn.metrics as sm
import pandas as pd
import numpy as np
iris = datasets.load iris()
X = pd.DataFrame(iris.data)
X.columns = ['Sepal Length', 'Sepal Width', 'Petal Length', 'Petal Width']
Y = pd.DataFrame(iris.target)
Y.columns = ['Targets']
colormap = np.array(['red', 'lime', 'black'])
model1 = KMeans(n clusters=3)
model1.fit(X)
plt.subplot(1,2,2)
plt.scatter(X.Petal Length, X.Petal Width, c=colormap[model1.labels ], s=40)
plt.title('K Mean Clustering')
plt.show()
model2 = GaussianMixture(n components=3)
model2.fit(X)
plt.subplot(1,2,1)
plt.scatter(X.Petal Length, X.Petal Width, c=colormap[model2.predict(X)], s=40)
plt.title('EM Clustering')
plt.show()
print("Accuracy of KMeans is ",sm.accuracy score(Y,model1.predict(X)))
print("Accuracy of EM is ",sm.accuracy_score(Y, model2.predict(X)))
KNN
from sklearn.model selection import train test split
from sklearn.neighbors import KNeighborsClassifier
from sklearn.metrics import accuracy_score
from sklearn import datasets
iris = datasets.load iris()
```

x\_train, x\_test, y\_train, y\_test = train\_test\_split(iris.data, iris.target, test\_size=0.30)

classifier = KNeighborsClassifier(n neighbors=5)

accuracy = accuracy\_score(y\_test, y\_pred)
print('Correct predictions:', accuracy)
print('Wrong predictions:', 1 - accuracy)

classifier.fit(x\_train, y\_train)
y\_pred = classifier.predict(x\_test)