

Department: Computer Science & Engineering

Assignment - Lab 4

Semester : Fall 2021 Course Number : CSE366

Course Title : Artificial Intelligence

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Section: 01

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Lab work 4

BFS

```
In [1]: 1  # sample graph implemented as a dictionary
2  graph = {'A': ['B', 'C', 'E'],
3  'B': ['A', 'D', 'E'],
4  'C': ['A', 'F', 'G'],
5  'D': ['B'],
6  'E': ['A', 'B', 'D'],
7  'F': ['C'],
8  'G': ['C']}
```

```
In [2]: 1 # finds shortest path between 2 nodes of a graph using BFS
                     2 def bfs_shortest_path(graph, start, goal):
                          def bfs_shortest_path(graph, start, goal):
    # keep track of explored nodes
    explored = []
    # keep track of all the paths to be checked
    queue = [[start]]
    # return path if start is goal
    if start == goal:
        return "That was easy! Start = goal"
    # keeps looping until all possible paths have been checked
    while queue:
                   8
                  10
                  11
12
13
                                while queue:
                                    # pop the first path from the queue
path = queue.pop(0)
                                         # get the last node from the path
node = path[-1]
                  14
15
16
17
18
                                         if node not in explored:
    neighbours = graph[node]
    # go through all neighbour nodes, construct a new path and
                  19
                                                 # push it into the queue
                                             # push it the the queue
for neighbour in neighbours:
new_path = list(path)
new_path.append(neighbour)
queue.append(new_path)
# return path if neighbour is goal
if neighbour == goal:
return new_path
                  20
21
                  22
23
                  25
26
                                             return new_path
# mark node as explored
                  27
                  28
29
                                 explored.append(node)
# in case there's no path between the 2 nodes
                                return "So sorry, but a connecting path doesn't exist :("
```

Out[3]: ['G', 'C', 'A', 'B', 'D']

DFS

UCS

```
In [8]: 1 import queue as Q
               def search(graph, start, end):
    if start not in graph:
                               raise TypeError(str(start) + ' not found in graph !')
                               return
                         if end not in graph:
                              raise TypeError(str(end) + ' not found in graph !')
                         return
queue = Q.PriorityQueue()
             11
12
13
14
15
16
17
                         queue.put((0, [start]))
                        while not queue.empty():
   node = queue.get()
   current = node[1][len(node[1]) - 1]
   if end in node[1]:
                                  print("Path found: " + str(node[1]) + ", Cost = " + str(node[0]))
                                     break
                               cost = node[0]
              19
                               for neighbor in graph[current]:
             20
21
                                  temp = node[1][:]
                                    temp.append(neighbor)
queue.put((cost + graph[current][neighbor], temp))
              22
             23
24 def readGraph():
                       lines = int( input() )
graph = {}
              25
             26
27
                         for line in range(lines):
    line = input()
              28
             29
30
31
32
33
34
35
36
37
                               tokens = line.split()
node = tokens[0]
                               graph[node] = {}
                              frain(node) = ()
print
for i in range(1, len(tokens) - 1, 2):
    #print(node, tokens[i], tokens[i + 1])
    #graph.addEdge(node, tokens[i], int(tokens[i + 1]))
    graph[node][tokens[i]] = int(tokens[i + 1])
                         return graph
```

```
In [9]: 1 graph = readGraph()

14

Arad Zerind 75 Timisoara 118 Sibiu 140
Zerind Oradea 71 Arad 75

Timisoara Arad 118 Lugoj 111
Sibiu Arad 140 Oradea 151 Fagaras 99 RimnicuVilcea 80
Oradea Zerind 71 Sibiu 151
Lugoj Timisoara 111 Mehadia 70
RimnicuVilcea Sibiu 80 Pitesti 97 Craiova 146
Mehadia Lugoj 70 Dobreta 75
Craiova Dobreta 120 RimnicuVilcea 146 Pitesti 138
Pitesti RimnicuVilcea 97 Craiova 138 Bucharest 101
Fagaras Sibiu 99 Bucharest 211
Dobreta Mehadia 75 Craiova 120
Bucharest Fagaras 211 Pitesti 101 Giurgiu 90
Giurgiu Bucharest 90

In [10]: 1 search(graph, 'Arad', 'Bucharest')
Path found: ['Arad', 'Sibiu', 'RimnicuVilcea', 'Pitesti', 'Bucharest'], Cost = 418

In []: 1
```