

Name: Jawad Ahmed

Roll no: 20P-0165

LAB TASK 10 (Best First Search)

```
In [2]: import networkx as nx
import matplotlib.pyplot as plt
```

Generate Graph for Map of Romania

```
In [3]: G = nx.Graph()

G.add_nodes_from(["Arad", "Bucharest", "Oradea", "Zerind", "Timisoara", "Lugoj", "Mehadia", "Dobreta", "Craiova", "Pitesti", "Rimnicu Vilcea", "Sibiu", "Fagaras", "Giurgiu", "Urziceni", "Vaslui", "Iasi", "Neamt", "Hirsova", "Eforie"])

In [4]: edges = [("Arad", "Zerind", 75),("Arad", "Sibiu", 140),
                ("Arad", "Timisoara", 118), ("Zerind", "Oradea", 71), ("Timisoara", "Lugoj", 111), ("Lugoj", "Mehadia", 70), ("Mehadia", "Dobreta", 75),
                ("Dobreta", "Craiova", 120), ("Craiova", "Rimnicu Vilcea", 146), ("Craiova", "Pitesti", 138), ("Pitesti", "Rimnicu Vilcea", 97),
                ("Rimnicu Vilcea", "Sibiu", 80), ("Oradea", "Sibiu", 151), ("Sibiu", "Fagaras", 99), ("Fagaras", "Bucharest", 211),
                ("Pitesti", "Bucharest", 101), ("Bucharest", "Giurgiu", 90), ("Bucharest", "Urziceni", 85), ("Urziceni", "Vaslui", 142), ("Vaslui", "Iasi", 92),
                ("Lasi", "Neamt", 87), ("Urziceni", "Hirsova", 98), ("Hirsova", "Eforie", 86), ("Fagaras", "Bucharest", 211)] #add remaining edges to the list

for edge in edges:
    G.add_edge(edge[0], edge[1], weight=edge[2])

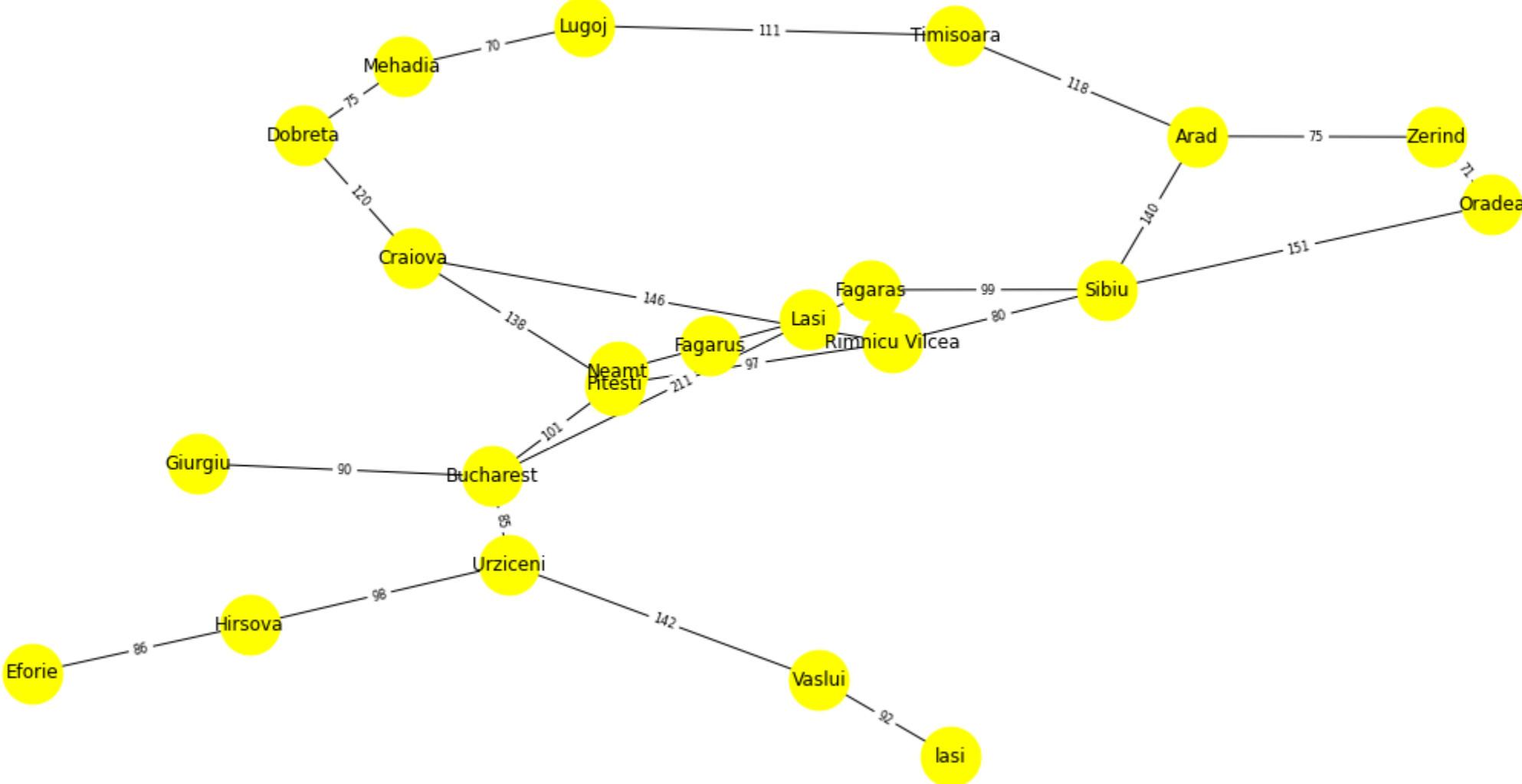
In [5]: heuristic_values = {'Arad': 366, 'Sibiu': 253, 'Bucharest': 0, 'Craiova': 160, 'Eforie': 161, 'Fagaras': 176, 'Mehadia': 241, 'Neamt': 234, 'Oradea': 380, 'Pitesti': 100, 'Rimnicu Vilcea': 193, 'Dobreta': 242, 'Hirsova': 151, 'Iasi': 179}

In [6]: # Set node positions using Kamada-Kawai layout
pos = nx.kamada_kawai_layout(G)

In [7]: # Draw graph with labels and edge weights
plt.figure(figsize=(16, 8))
nx.draw(G, pos, with_labels=True, font_size=12, node_size= 1500, node_color ="yellow")

edge_labels = nx.get_edge_attributes(G, "weight")
nx.draw_networkx_edge_labels(G, pos, edge_labels=edge_labels, font_size=8)

plt.show()
```



```
In [8]: class Node():
def __init__(self, state, parent, action):
    self.state = state
    self.parent = parent
    self.action = action
```

```
In [9]: class Frontier():
def __init__(self):
    self.frontier = []

def empty(self):
    return (len(self.frontier) == 0)

def add(self, node):
    self.frontier.append(node)

def remove(self):
    if self.empty():
        return Exception("Empty Queue")
    else:
        node = self.frontier[0]
        self.frontier = self.frontier[1:]
        return node
```

```
In [10]: def best_first_search(start, goal, graph):
frontier = Frontier()
frontier.add(Node(state=start, parent=None, action=None))

explored = set()

while True:
    if frontier.empty():
        return None

    node = frontier.remove()

    if node.state == goal:
        path = []
        while node.parent is not None:
            path.append(node.state)
            node = node.parent
        path.append(start)
        return path[::-1]

    # selection of best first search
    neighbours = list(graph.neighbors(node.state))
    smaller_huristic_node = neighbours[0]
    for neighbour in neighbours:
        if neighbour not in explored:
            if smaller_huristic_node is neighbour:
                continue
            else:
                if (heuristic_values[neighbour] < heuristic_values[smaller_huristic_node]):
                    smaller_huristic_node = neighbour

    explored.add(node.state)
    child = Node(state=smaller_huristic_node, parent=node, action=None)
    frontier.add(child)
```

```
In [11]: path = best_first_search('Arad', 'Bucharest', G)
```

```
In [12]: def calculate_cost(path, graph):
total_cost = 0
for city in range(len(path) - 1):
    edge_data = graph.get_edge_data(path[city], path[city + 1])
    total_cost += edge_data['weight']
return total_cost
```

```
In [13]: cost = calculate_cost(path, G)
```

```
In [14]: print("The path will using Best First Search", path)
print("Cost of the path willbe: ", cost)
```

The path will using Best First Search ['Arad', 'Sibiu', 'Fagaras', 'Bucharest']  
Cost of the path willbe: 450

```
In [ ]:

In [84]:

In [85]:

In [99]:

In [100]:

In [101]:

In [102]:

Shortest path from Arad to Bucharest:  ['Arad', 'Sibiu', 'Rimnicu Vilcea', 'Pitesti', 'Bucharest']
Distance:  418
```

```
In [ ]:

In [ ]:
```