

Total time: 0.072s

File: /Users/rishabhjain/Documents/Masters/SEM 2/Aritificial Intelligence/Program/Program 1/program_1.py

Function: expand at line 48

Line #	Hits	Time	Per Hit	% Time	Line Contents
=====					
48					@cpu
49					def expand(board):
50	2208	0.6ms	.	0.8%	for i in range(len(board.data)):
51	5520	1.5ms	.	2.1%	for j in range(len(board.data[i])):
52	4416	1.3ms	.	1.8%	if board.data[i][j] == '*':
53	552	0.1ms	.	0.2%	location = [i,j];
54	552	0.1ms	.	0.1%	break
55					
56	552	0.1ms	.	0.2%	actions = []
57	2003	7.8ms	.	10.7%	for move in possible_actions(constants.board, location):
58	1451	60.7ms	.	83.9%	actions.append([result(location, move, board.data) , move])
59					
60	552	0.1ms	.	0.2%	return actions

Total time: 0.004s

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Function: possible_actions at line 62

Line #	Hits	Time	Per Hit	% Time	Line Contents
=====					
62					@cpu
63					def possible_actions(board, location):
64	552	0.2ms	.	5.0%	actions = ["RIGHT", "LEFT", "UP", "DOWN"]
65	552	0.1ms	.	3.0%	actionstopeform = []
66					
67	2760	0.7ms	.	18.1%	for x in actions:
68					# for moving right
69	2208	0.5ms	.	13.0%	if x == "RIGHT":
70	552	0.2ms	.	5.8%	if location[1]+1 < len(board):
71	359	0.1ms	.	3.8%	actionstopeform.append([x,location[0],location[1]+1])
72					# for moving left
73	1656	0.4ms	.	11.5%	elif x == "LEFT":
74	552	0.2ms	.	4.4%	if location[1]-1 >= 0:
75	359	0.1ms	.	3.6%	actionstopeform.append([x,location[0],location[1]-1])
76					# for moving up
77	1104	0.3ms	.	7.0%	elif x == "UP":
78	552	0.2ms	.	4.7%	if location[0]-1 >= 0:
79	356	0.1ms	.	3.7%	actionstopeform.append([x,location[0]-1,location[1]])
80					# for moving down
81	552	0.1ms	.	3.9%	elif x == "DOWN":
82	552	0.2ms	.	5.2%	if location[0]+1 < len(board):
83	377	0.1ms	.	4.0%	actionstopeform.append([x,location[0]+1,location[1]])
84					
85	552	0.1ms	.	3.4%	return actionstopeform

Total time: 0.057s

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Function: result at line 87

Line #	Hits	Time	Per Hit	% Time	Line Contents
=====					
87					@cpu
88					def result(location,action,board):
89					# copy of a board so that we can modify it
90	1451	46.9ms	.	81.8%	newBoard = copy.deepcopy(board)
91	1451	3.5ms	.	6.1%	temp = copy.deepcopy(newBoard[action[1]][action[2]])
92	1451	3.4ms	.	5.9%	newBoard[action[1]][action[2]] = copy.deepcopy('*')
93	1451	3.3ms	.	5.7%	newBoard[location[0]][location[1]] = copy.deepcopy(temp)
94					# return new board after moving * - NIL to the new location
95	1451	0.3ms	.	0.5%	return newBoard

Total time: 0.034s

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Function: linear_conflict at line 178

Line #	Hits	Time	Per Hit	% Time	Line Contents
=====					
178					@cpu
179					def linear_conflict(board, goal):
180	842	0.3ms	.	1.0%	n = len(board)
181	842	0.3ms	.	0.9%	linear_conflicts = 0
182					
183					# Find the linear conflicts in rows
184	3368	1.3ms	.	3.9%	for i in range(n):
185	2526	1.0ms	.	2.9%	row = board[i]
186	2526	1.0ms	.	2.9%	goal_row = goal[i]
187	10104	4.0ms	.	11.9%	for j in range(n):
188	7578	3.5ms	.	10.5%	if row[j] != '*' and row[j] in goal_row:
189	5313	2.5ms	.	7.5%	for k in range(j+1, n):
190	2775	1.5ms	.	4.5%	if row[k] != '*' and row[k] in goal_row and goal_row.index(row[j])
191	69	.	.	0.1%	linear_conflicts += 2
192					
193					# Find the linear conflicts in columns
194	3368	1.4ms	.	4.1%	for j in range(n):
195	2526	2.7ms	.	8.0%	column = [board[i][j] for i in range(n)]
196	2526	2.5ms	.	7.5%	goal_column = [goal[i][j] for i in range(n)]
197	10104	4.1ms	.	12.2%	for i in range(n):
198	7578	3.6ms	.	10.6%	if column[i] != '*' and column[i] in goal_column:
199	4766	2.3ms	.	6.7%	for k in range(i+1, n):

```

200      2268      1.3ms      .      3.7%      if column[k] != '*' and column[k] in goal_column and goal_column.i
201      222      0.1ms      .      0.2%      linear_conflicts += 2
202
203      842      0.3ms      .      0.9%      return linear_conflicts

```

Total time: 0.022s

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Function: manhattan at line 205

Line #	Hits	Time	Per Hit	% Time	Line Contents
205					@cpu
206					def manhattan(state):
207	842	0.3ms	.	1.2%	state = state.data
208	842	0.2ms	.	1.1%	goal_state = constants.goalBoard
209	842	0.2ms	.	1.0%	distance = 0
210					
211					# Create a dictionary that maps each value to its position in the goal state
212	842	0.2ms	.	0.9%	goal_dict = {}
213	3368	1.1ms	.	4.9%	for i in range(len(goal_state)):
214	10104	2.9ms	.	13.4%	for j in range(len(goal_state[0])):
215	7578	2.2ms	.	10.1%	if goal_state[i][j] != '*':
216	6736	2.3ms	.	10.6%	goal_dict[goal_state[i][j]] = (i, j)
217					
218					# Calculate Manhattan distance
219	3368	0.9ms	.	4.3%	for i in range(len(state)):
220	10104	2.8ms	.	12.8%	for j in range(len(state[0])):
221	7578	3.1ms	.	14.1%	if state[i][j] != '*' and state[i][j] != goal_state[i][j]:
222	5646	1.6ms	.	7.2%	value = state[i][j]
223	5646	1.5ms	.	6.9%	row, col = goal_dict[value]
224	5646	2.3ms	.	10.4%	distance += abs(row - i) + abs(col - j)
225					
226	842	0.2ms	.	1.0%	return distance

Total time: 0.105s

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Function: f at line 228

Line #	Hits	Time	Per Hit	% Time	Line Contents
228					@cpu
229					def f(board):
230					""" Heuristic Function to calculate hueristic value f(x) = h(x) + g(x) """
231	842	41.4ms	.	39.3%	manhattan_distance = manhattan(board)
232					# Add linear conflict distance
233	842	63.8ms	0.1ms	60.5%	manhattan_distance += linear_conflict(board.data, constants.goalBoard)
234	842	0.2ms	.	0.2%	return manhattan_distance + board.depth

Total time: 0.207s

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Function: a_star at line 236

Line #	Hits	Time	Per Hit	% Time	Line Contents
236					@cpu
237					def a_star(initialProblem, f):
238	1	.	.	.	initialNode = Node(data = initialProblem) # node=NODE(STATE=problem.INITIAL)
239	1	.	.	.	frontier = PriorityQueue()
240	1	0.1ms	0.1ms	0.1%	frontier.append((f(initialNode), initialNode))
241					# frontier-a priority queue
242	1	.	.	.	reached = {str(initialProblem): initialNode}
243					# reached-a lookup table, w
244	553	0.4ms	.	0.2%	while not frontier.empty():
245	553	0.4ms	.	0.2%	node = frontier.get()
246					# while not IS-EMPTY(fronti
247	553	0.4ms	.	0.2%	if constants.goalBoard == node[1].data:
248	1	.	.	.	print('Max queue size:', frontier.getSize())
249	1	.	.	.	return node[1]
250					# then return node
251	2003	77.0ms	.	37.2%	for child in expand(node[1]):
252					# s=child.STATE
253	1451	1.8ms	.	0.9%	s = Node(data = child[0], depth = node[1].depth + 1, move = child[1], pr
254					
255					# if s is not in reached or child.PATH-COST < reached[s].PATH-COST then
256	1451	3.0ms	.	1.4%	if str(s.data) not in reached or s.depth < reached[str(s.data)].depth:
257	841	1.2ms	.	0.6%	reached[str(s.data)] = s
258	841	122.7ms	0.1ms	59.3%	frontier.append((f(s), s))
259					# add child to frontier
260					return constants.failure
					# return failure

Total time: 0.000s

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Function: printStatistics at line 262

Line #	Hits	Time	Per Hit	% Time	Line Contents
262					@cpu
263					def printStatistics(solution):
264	1	.	.	.	pathCost = 0
265	1	.	.	.	stateSequence = []
266	1	.	.	.	actionSequence = []
267					
268	25	.	.	5.8%	while solution.prev != None:
269	24	.	.	5.8%	stateSequence.insert(0, solution.data)

270	24	.	.	5.8%	actionSequence.insert(0, solution.move)
271	24	.	.	4.3%	solution = solution.prev
272	24	.	.	5.8%	pathCost += 1
273					
274	1	.	.	2.9%	print('Action sequence:')
275	1	.	.	30.2%	print(*actionSequence, sep='\n')
276					
277	1	.	.	2.2%	print('\nState sequence:')
278	1	.	.	35.3%	print(*stateSequence, sep='\n')
279					
280	1	.	.	2.2%	print('\nPath cost:', pathCost)