

Total time: 0.004s

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	136	.	.	1.0%	for i in range(len(board.data)):
51	338	0.1ms	.	2.2%	for j in range(len(board.data[i])):
52	270	0.1ms	.	1.8%	if board.data[i][j] == '*':
53	34	.	.	0.2%	location = [i,j];
54	34	.	.	0.3%	break
55					
56	34	.	.	0.1%	actions = []
57	119	0.5ms	.	11.0%	for move in possible_actions(constants.board, location):
58	85	3.6ms	.	83.3%	actions.append([result(location, move, board.data) , move])
59					
60	34	.	.	0.1%	return actions

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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	34	.	.	4.6%	actions = ["RIGHT", "LEFT", "UP", "DOWN"]
65	34	.	.	2.5%	actionstopeform = []
66					
67	170	0.1ms	.	22.6%	for x in actions:
68					# for moving right
69	136	.	.	11.3%	if x == "RIGHT":
70	34	.	.	5.4%	if location[1]+1 < len(board):
71	22	.	.	4.2%	actionstopeform.append([x,location[0],location[1]+1])
72					# for moving left
73	102	.	.	11.7%	elif x == "LEFT":
74	34	.	.	4.6%	if location[1]-1 >= 0:
75	20	.	.	2.1%	actionstopeform.append([x,location[0],location[1]-1])
76					# for moving up
77	68	.	.	7.5%	elif x == "UP":
78	34	.	.	5.0%	if location[0]-1 >= 0:
79	22	.	.	2.5%	actionstopeform.append([x,location[0]-1,location[1]])
80					# for moving down
81	34	.	.	3.8%	elif x == "DOWN":
82	34	.	.	5.4%	if location[0]+1 < len(board):
83	21	.	.	3.3%	actionstopeform.append([x,location[0]+1,location[1]])
84					
85	34	.	.	3.3%	return actionstopeform

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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	85	2.8ms	.	81.8%	newBoard = copy.deepcopy(board)
91	85	0.2ms	.	6.2%	temp = copy.deepcopy(newBoard[action[1]][action[2]])
92	85	0.2ms	.	5.8%	newBoard[action[1]][action[2]] = copy.deepcopy('*')
93	85	0.2ms	.	5.6%	newBoard[location[0]][location[1]] = copy.deepcopy(temp)
94					# return new board after moving * - NIL to the new location
95	85	.	.	0.7%	return newBoard

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Function: manhattan at line 204

Line #	Hits	Time	Per Hit	% Time	Line Contents
=====					
204					@cpu
205					def manhattan(state):
206	53	.	.	1.3%	state = state.data
207	53	.	.	1.4%	goal_state = constants.goalBoard
208	53	.	.	0.9%	distance = 0
209					
210					# Create a dictionary that maps each value to its position in the goal state
211	53	.	.	0.9%	goal_dict = {}
212	212	0.1ms	.	5.5%	for i in range(len(goal_state)):
213	636	0.2ms	.	15.0%	for j in range(len(goal_state[0])):
214	477	0.1ms	.	10.6%	if goal_state[i][j] != '*':
215	424	0.1ms	.	11.2%	goal_dict[goal_state[i][j]] = (i, j)
216					
217					# Calculate Manhattan distance
218	212	0.1ms	.	4.0%	for i in range(len(state)):
219	636	0.2ms	.	13.2%	for j in range(len(state[0])):
220	477	0.2ms	.	13.1%	if state[i][j] != '*' and state[i][j] != goal_state[i][j]:
221	348	0.1ms	.	6.3%	value = state[i][j]
222	348	0.1ms	.	6.2%	row, col = goal_dict[value]
223	348	0.1ms	.	9.5%	distance += abs(row - i) + abs(col - j)
224					

Line #	Hits	Time	Per Hit	% Time	Line Contents
225	53	.	.	0.9%	return distance

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Function: a_star at line 234

Line #	Hits	Time	Per Hit	% Time	Line Contents
=====					
234					@cpu
235					def a_star(initialProblem, f):
236	1	.	.	.	initialNode = Node(data = initialProblem) # node=NODE(STATE=problem.INITIAL)
237	1	.	.	.	frontier = PriorityQueue()
238	1	0.1ms	0.1ms	0.8%	frontier.append((f(initialNode), initialNode)) # frontier-a priority queue
239					
240	1	.	.	0.1%	reached = {str(initialProblem): initialNode} # reached-a lookup table, w
241					
242	35	.	.	0.3%	while not frontier.empty(): # while not IS-EMPTY(fronti
243	35	.	.	0.3%	node = frontier.get() # node=POP(frontier)
244					
245	35	.	.	0.1%	if constants.goalBoard == node[1].data: # if problem.IS-GOAL(node.s
246	1	.	.	0.3%	print('Max queue size:', frontier.getSize())
247	1	.	.	.	return node[1] # then return node
248					
249	119	4.6ms	.	61.5%	for child in expand(node[1]): # for each child in EXPAND(problem
250					# s=child.STATE
251	85	0.1ms	.	1.5%	s = Node(data = child[0], depth = node[1].depth + 1, move = child[1], pr
252					
253					# if s is not in reached or child.PATH-COST < reached[s].PATH-COST then
254	85	0.2ms	.	2.1%	if str(s.data) not in reached or s.depth < reached[str(s.data)].depth:
255	52	0.1ms	.	1.0%	reached[str(s.data)] = s # reached[s]=child
256	52	2.4ms	.	32.1%	frontier.append((f(s), s)) # add child to frontier
257					
258					return constants.failure # return failure

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Function: printStatistics at line 260

Line #	Hits	Time	Per Hit	% Time	Line Contents
=====					
260					@cpu
261					def printStatistics(solution):
262	1	.	.	.	pathCost = 0
263	1	.	.	.	stateSequence = []
264	1	.	.	.	actionSequence = []
265					
266	29	.	.	2.7%	while solution.prev != None:
267	28	.	.	2.0%	stateSequence.insert(0, solution.data)
268	28	.	.	2.3%	actionSequence.insert(0, solution.move)
269	28	.	.	1.7%	solution = solution.prev
270	28	.	.	2.0%	pathCost += 1
271					
272	1	.	.	0.7%	print('Action sequence:')
273	1	.	.	13.7%	print(*actionSequence, sep='\n')
274					
275	1	.	.	0.7%	print('\nState sequence:')
276	1	0.2ms	0.2ms	71.7%	print(*stateSequence, sep='\n')
277					
278	1	.	.	2.7%	print('\nPath cost:', pathCost)