

Total time: 0.059s

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	1676	0.5ms	.	0.8%	for i in range(len(board.data)):
51	4153	1.2ms	.	2.1%	for j in range(len(board.data[i])):
52	3315	1.0ms	.	1.7%	if board.data[i][j] == '*':
53	419	0.1ms	.	0.2%	location = [i,j];
54	419	0.1ms	.	0.1%	break
55					
56	419	0.1ms	.	0.2%	actions = []
57	1510	6.7ms	.	11.3%	for move in possible_actions(constants.board, location):
58	1091	49.5ms	.	83.4%	actions.append([result(location, move, board.data) , move])
59					
60	419	0.1ms	.	0.1%	return actions

Total time: 0.003s

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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	419	0.1ms	.	4.6%	actions = ["RIGHT", "LEFT", "UP", "DOWN"]
65	419	0.2ms	.	5.4%	actionstopeform = []
66					
67	2095	0.6ms	.	18.1%	for x in actions:
68					# for moving right
69	1676	0.4ms	.	13.9%	if x == "RIGHT":
70	419	0.2ms	.	5.4%	if location[1]+1 < len(board):
71	291	0.1ms	.	4.5%	actionstopeform.append([x,location[0],location[1]+1])
72					# for moving left
73	1257	0.3ms	.	10.8%	elif x == "LEFT":
74	419	0.1ms	.	4.5%	if location[1]-1 >= 0:
75	254	0.1ms	.	3.8%	actionstopeform.append([x,location[0],location[1]-1])
76					# for moving up
77	838	0.2ms	.	6.3%	elif x == "UP":
78	419	0.1ms	.	4.5%	if location[0]-1 >= 0:
79	253	0.1ms	.	3.3%	actionstopeform.append([x,location[0]-1,location[1]])
80					# for moving down
81	419	0.1ms	.	3.2%	elif x == "DOWN":
82	419	0.1ms	.	4.6%	if location[0]+1 < len(board):
83	293	0.1ms	.	3.9%	actionstopeform.append([x,location[0]+1,location[1]])
84					
85	419	0.1ms	.	3.3%	return actionstopeform

Total time: 0.047s

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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	1091	38.4ms	.	82.0%	newBoard = copy.deepcopy(board)
91	1091	2.8ms	.	5.9%	temp = copy.deepcopy(newBoard[action[1]][action[2]])
92	1091	2.7ms	.	5.8%	newBoard[action[1]][action[2]] = copy.deepcopy('*')
93	1091	2.7ms	.	5.7%	newBoard[location[0]][location[1]] = copy.deepcopy(temp)
94					# return new board after moving * - NIL to the new location
95	1091	0.3ms	.	0.6%	return newBoard

Total time: 0.026s

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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	664	0.3ms	.	1.1%	n = len(board)
181	664	0.2ms	.	0.9%	linear_conflicts = 0
182					
183					# Find the linear conflicts in rows
184	2656	1.2ms	.	4.4%	for i in range(n):
185	1992	0.8ms	.	3.1%	row = board[i]
186	1992	0.8ms	.	3.2%	goal_row = goal[i]
187	7968	3.4ms	.	13.2%	for j in range(n):
188	5976	3.0ms	.	11.6%	if row[j] != '*' and row[j] in goal_row:
189	2461	1.2ms	.	4.7%	for k in range(j+1, n):
190	1204	0.7ms	.	2.7%	if row[k] != '*' and row[k] in goal_row and goal_row.index(row[j])
191	90	.	.	0.2%	linear_conflicts += 2
192					
193					# Find the linear conflicts in columns
194	2656	1.1ms	.	4.4%	for j in range(n):
195	1992	2.3ms	.	8.8%	column = [board[i][j] for i in range(n)]
196	1992	2.2ms	.	8.5%	goal_column = [goal[i][j] for i in range(n)]
197	7968	3.5ms	.	13.3%	for i in range(n):
198	5976	3.0ms	.	11.5%	if column[i] != '*' and column[i] in goal_column:
199	2516	1.2ms	.	4.8%	for k in range(i+1, n):

```

200      1200      0.7ms      .      2.6%      if column[k] != '*' and column[k] in goal_column and goal_column.i
201      81      .      .      0.1%      linear_conflicts += 2
202
203      664      0.2ms      .      0.9%      return linear_conflicts

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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	664	0.2ms	.	0.9%	state = state.data
208	664	0.2ms	.	1.0%	goal_state = constants.goalBoard
209	664	0.2ms	.	0.8%	distance = 0
210					
211					# Create a dictionary that maps each value to its position in the goal state
212	664	0.2ms	.	0.8%	goal_dict = {}
213	2656	0.9ms	.	4.3%	for i in range(len(goal_state)):
214	7968	2.4ms	.	11.2%	for j in range(len(goal_state[0])):
215	5976	1.8ms	.	8.4%	if goal_state[i][j] != '*':
216	5312	1.9ms	.	8.6%	goal_dict[goal_state[i][j]] = (i, j)
217					
218					# Calculate Manhattan distance
219	2656	0.8ms	.	3.6%	for i in range(len(state)):
220	7968	2.3ms	.	10.7%	for j in range(len(state[0])):
221	5976	2.5ms	.	11.6%	if state[i][j] != '*' and state[i][j] != goal_state[i][j]:
222	4791	1.9ms	.	8.7%	value = state[i][j]
223	4791	1.3ms	.	5.9%	row, col = goal_dict[value]
224	4791	5.0ms	.	22.8%	distance += abs(row - i) + abs(col - j)
225					
226	664	0.2ms	.	0.8%	return distance

Total time: 0.085s

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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	664	35.7ms	0.1ms	42.0%	manhattan_distance = manhattan(board)
232					# Add linear conflict distance
233	664	49.1ms	0.1ms	57.8%	manhattan_distance += linear_conflict(board.data, constants.goalBoard)
234	664	0.2ms	.	0.2%	return manhattan_distance + board.depth

Total time: 0.164s

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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	420	0.3ms	.	0.2%	while not frontier.empty():
245	420	0.3ms	.	0.2%	node = frontier.get()
246					
247	420	0.2ms	.	0.1%	if constants.goalBoard == node[1].data:
248	1	.	.	.	print('Max queue size:', frontier.getSize())
249	1	.	.	.	return node[1]
250					# then return node
251	1510	63.3ms	.	38.5%	for child in expand(node[1]):
252					# s=child.STATE
253	1091	1.5ms	.	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	1091	2.5ms	.	1.5%	if str(s.data) not in reached or s.depth < reached[str(s.data)].depth:
257	663	0.9ms	.	0.6%	reached[str(s.data)] = s
258	663	95.1ms	0.1ms	57.8%	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	29	.	.	5.4%	while solution.prev != None:
269	28	.	.	9.0%	stateSequence.insert(0, solution.data)

270	28	.	.	6.0%	actionSequence.insert(0, solution.move)
271	28	.	.	3.6%	solution = solution.prev
272	28	.	.	6.0%	pathCost += 1
273					
274	1	.	.	2.4%	print('Action sequence:')
275	1	0.1ms	0.1ms	31.1%	print(*actionSequence, sep='\n')
276					
277	1	.	.	1.8%	print('\nState sequence:')
278	1	0.1ms	0.1ms	32.9%	print(*stateSequence, sep='\n')
279					
280	1	.	.	1.8%	print('\nPath cost:', pathCost)