

# Artificial Intelligence

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## Lab Assignment 5

**Q1. Write a PROLOG program based on list:-**

- A) To find the length of a list.**
- B) To find whether a given element is a member of a list.**
- C) To add the member of a given list (sum of elements of List).**
- D) To find the last element of a list.**
- E) To reverse a list.**

**Code:**

```
% list length
lisLen([], 0).
lisLen([_|TAIL], LEN) :- lisLen(TAIL, N), LEN is N+1.
% membership test
isLisMem(X, [X|_], Found) :- Found is 1.
isLisMem(X, [_|T], Found) :- isLisMem(X, T, Found).
% add members
addLisMem([], 0).
addLisMem([H|T], SUM) :- addLisMem(T, ST), SUM is H + ST.
% last element
lisLasEle([H], LE) :- LE is H.
lisLasEle([_|T], LE) :- lisLasEle(T, LE).
% Reverse a list
lisConcat([], L, L).
lisConcat([H1|T1], L2, [H1|T3]) :- lisConcat(T1, L2, T3).
lisRev([], []).
lisRev([H|T], RL) :- lisRev(T, RT), lisConcat(RT, [H], RL).
main:-
    write("The list: [1, 2, 3]"),nl,
    write("Length of list is "),
    lisLen([1, 2, 3], LEN),
    write(LEN),nl,
    write("Is 1 member of list: "),
    isLisMem(1, [1, 2, 3], Found),
    write(Found), nl,
    write("Sum of list: "),
    addLisMem([1, 2, 3], SUM),
    write(SUM), nl,
    write("Last element of list: "),
    lisLasEle([1, 2, 3], LE),
    write(LE), nl,
    write("Reversed list: "),
    lisRev([1, 2, 3], RL),
    write(RL),nl.
```

The list: [1, 2, 3]

Length of list is 3

Is 1 member of list: 1

Sum of list: 6

Last element of list: 3

Reversed list: [3, 2, 1]

**true**

Next

10

100

1,000

Stop

?-

main

**Q2. Implement A\* algorithm. You can implement the algorithm in any language. Try to solve following problem as shown figure 1 below -Find shortest path from A to J**

```
import heapq

def astar(graph, start_node, end_node):
    f_distance={node:float('inf') for node in graph}
    f_distance[start_node]=0
    g_distance={node:float('inf') for node in graph}
    g_distance[start_node]=0
    came_from={node:None for node in graph}
    came_from[start_node]=start_node
    queue=[(0,start_node)]
    while queue:

        current_f_distance, current_node = heapq.heappop(queue)

        if current_node == end_node:
```

```

        return f_distance, came_from

    for next_node, weights in graph[current_node].items():
        temp_g_distance = g_distance[current_node] + weights[0]

        if temp_g_distance < g_distance[next_node]:
            g_distance[next_node] = temp_g_distance
            heuristic = weights[1]
            f_distance[next_node] = temp_g_distance + heuristic
            came_from[next_node] = current_node

            heapq.heappush(queue, (f_distance[next_node], next_node))

    return f_distance, came_from


if __name__ == "__main__":
    # node: [weight, h(n)]
    graph = {
        'A': {'B': [6, 8], 'F': [3, 6]},
        'B': {'C': [3, 5], 'D': [2, 7]},
        'C': {'D': [1, 7], 'E': [5, 3]},
        'D': {'E': [8, 3]},
        'E': {'I': [5, 1], 'J': [5, 0]},
        'F': {'G': [1, 5], 'H': [7, 3]},
        'G': {'I': [3, 1]},
        'H': {'I': [2, 1]},
        'I': {'J': [3, 0]},
        'J': {}
    }

    start_node = 'A'
    end_node = 'J'

    ret = astar(graph, start_node, end_node)

    path = [end_node]
    cur_node = end_node
    while cur_node != start_node:
        cur_node = ret[1][cur_node]
        path.append(cur_node)

```

```
path.reverse()
```

```
print("Path: ", path)
```

● jhajharia@Nehals-MacBook-Air Asmt5 % python3 main.py

Path: ['A', 'F', 'G', 'I', 'J']

○ jhajharia@Nehals-MacBook-Air Asmt5 % □