

Assignment-2

Depth-first search and Best first search

Outputs:

- Path to the destination city from the source city.
- The total cost incurred.

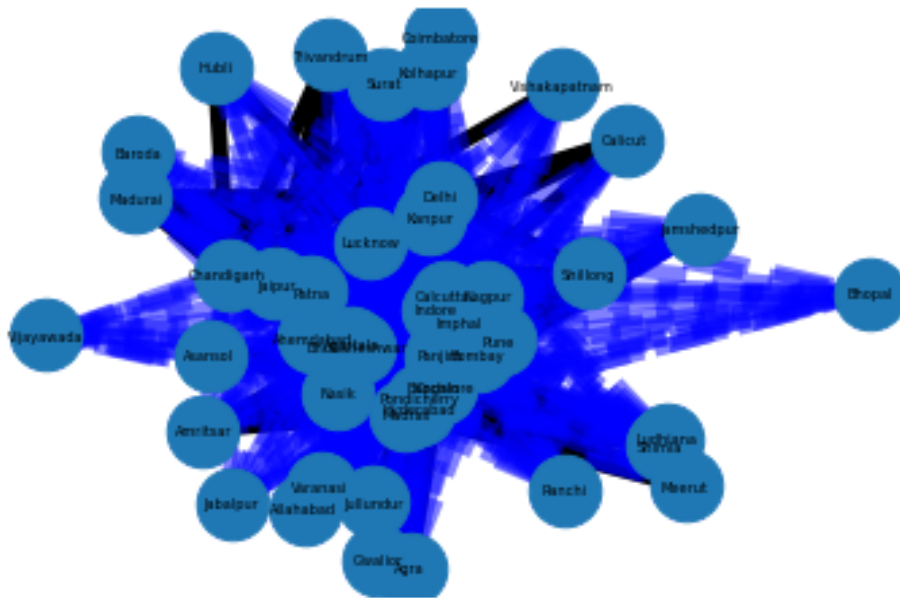
Prolog features used:

- Lists
- Recursion
- Backtracking
- Dynamic assertion
- Read / Write

Creation of heuristics:

- Heuristics are created using the *Dijkstra algorithm* as it always gives the shortest path between any two vertices while maintaining consistency and admissibility.
- The Dijkstra algorithm which is used for heuristics was coded in python and a CSV file was generated from it. Both (the CSV file and the python file) files are present in the zipped submission.
- A snapshot of the heuristic data is given below:

Graph Visualisation:



Screenshots of working of the program:

```

SWI-Prolog (AMD64, Multi-threaded, version 8.2.1)
File Edit Settings Run Debug Help

?- start.
Source City:'Agartala'.
Destination City:'.Ranchi'.
1 for DFS and 2 for Best First Search: 2.
Executing Best first search method

Path found:
Agartala
Patna
Ranchi

Total_cost is:
1983
true.

?- start.
Source City:'Agartala'.
Destination City:'.Ranchi'.
1 for DFS and 2 for Best First Search: 1.
Executing Depth first search method

Path found:
Agartala
Pune
Ranchi

Total cost is:
5117
true.

?- |

```

The first screenshot shows the execution of a Prolog program for finding paths between cities. The window title is "SWI-Prolog (AMD64, Multi-threaded, version 8.2.1)". The menu bar includes File, Edit, Settings, Run, Debug, and Help. The main text area displays the following output:

```
?- start.
Source City:'Agartala'.
Destination City: 'Gwalior'.
1 for DFS and 2 for Best First Search: 1.
Executing Depth first search method

Path found:
Agartala
Pune
Gwalior

Total cost is:
4542
true.

?- start.
Source City:'Agartala'.
Destination City: 'Gwalior'.
1 for DFS and 2 for Best First Search: 2.
Executing Best first search method

Path found:
Agartala
Kanpur
Gwalior

Total_cost is:
2561
true.

?- |
```

The second screenshot shows the execution of a Prolog program for finding paths between cities. The window title is "SWI-Prolog (AMD64, Multi-threaded, version 8.2.1)". The menu bar includes File, Edit, Settings, Run, Debug, and Help. The main text area displays the following output:

```
true.

?- start.
Source City:'Ahemdabad'.
Destination City: 'Agra'.
1 for DFS and 2 for Best First Search: 1.
Executing Depth first search method

Path found:
Ahemdabad
Agra

Total cost is:
878
true.

?- start.
Source City:'Ahemdabad'.
Destination City: 'Agra'.
1 for DFS and 2 for Best First Search: 2.
Executing Best first search method

Path found:
Ahemdabad
Agra

Total_cost is:
878
true.

?-
```

Source code:

```
%find path controls the whole flow of the initial system.
%State record is kept as [State, Parent, Distance from source, heuristic]
```

```

%[State,Parent,Distance_from_parent,heuristic value]

:-dynamic(distance_gen/3).
:-dynamic(heuristics/3).
:-[depth].
%-----Creating knowledge
base-----

check_h:-csv_read_file('C:/Users/hp/Desktop/IIITD/SEM-7/AI/heuristic_data.csv',Rows1,[functor(
heuristic_data),arity(48)]),maplist(assert, Rows1), print(Rows1),
setof([A,B,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T,U,V,W,X,Y,Z,AA,AB,AC,AD,AE,AF,AG,AH,AI,AJ,AK,AL
,AM,AN,AO,AP,AQ,AR,AS,AT,AU,AV],
heuristic_data(A,B,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T,U,V,W,X,Y,Z,AA,AB,AC,AD,AE,AF,AG,AH,AI,
AJ,AK,AL,AM,AN,AO,AP,AQ,AR,AS,AT,AU,AV), AZ),nl,nl,nl,print(AZ),nl,nl,nl,extract_header_h(AZ).

assign_head_h([H|T],H).
remove_head_h([_|T],T).
extract_header_h(Data):-
    assign_head_h(Data,H),
    remove_head_h(Data,NewData),
    remove_head_h(H,Header),
    print(Header),nl,nl,nl,
    print(NewData),nl,nl,nl,
    %print_for_single_city(NewData,Header).
    pred_gen_all_city_h(NewData,Header).

extractdistances_h([Cityname|Distances],Cityname,Distances).

pred_gen_single_city_h(_,[]):-
    write('The end').
pred_gen_single_city_h([City1name|[CurDist|OtherDist]], [City2name|Tcity2]):-
    %atom_number(CurDist,CurDist1),
    asserta(heuristics(City1name,City2name,CurDist)),
    asserta(heuristics(City2name,City1name,CurDist)),
    %print(City1name),nl,print(City2name),nl,print(CurDist),nl,
    pred_gen_single_city_h([City1name|OtherDist],Tcity2).

print_for_single_city_h([H|T],Distances):-
    pred_gen_single_city_h(H,Distances).

pred_gen_all_city_h([],_):-
    write('Execution Stopped').

pred_gen_all_city_h([H|T],Distances):-
    pred_gen_single_city_h(H,Distances),
    pred_gen_all_city_h(T,Distances).

%-----
start:-
    write('Source City:'),
    read(City1),
    write('Destination City:'),
    read(City2),
    write('1 for DFS and 2 for Best First Search'),
    read(X),
    find_option(X,City1,City2).

find_option(1,City1,City2):-
    write('Executing Depth first search method'),nl,nl,
    find_dfs(City1,City2).

```

```

find_option(2,City1,City2):-
    write('Executing Best first search method'),nl,nl,
    find_path(City1,City2).
%-----Best First
code-----

find_path(Start,Goal):-
    empty_closed(Closed),
    empty_open(Open),
    heuristics(Start,Goal,H),
    insert_state_in_open([Start,nil,0,H],Open,New_open),
    search_further(New_open,Closed,Goal).

empty_closed([]).
empty_open([]).

reverse_print_stack(S) :-
    empty_stack(S).
reverse_print_stack(S) :-
    stack([State,_,_,_], Rest, S),
    %reverse_print_stack(Rest),
    write(State), nl.

empty_stack([]).
stack(Start,Es,[Start|Es]).

%3 cases for search :- 1. what if open is empty. 2. What is the next state is goal, 3. more
search required
search_further(Open,_,_):-
    empty_open(Open),
    write('No path found'),nl.

search_further(Open,Closed,Goal):-
    pop_from_open([Current_state,Parent,Costbob,_,_],Open,_),
    Current_state=Goal,
    write('Path found:'),nl,
    printsolution_h([Current_state, Parent,_,_],Closed),
    pop_from_open([Last_state,_,Cost,_,_],Closed,_),
    distance_gen(Last_state,Goal,X),
    Total_cost is X + Cost,nl,
    write('Total_cost is:'),nl,
    print(Costbob),!.
    %reverse_print_stack(Closed),
    %write(Goal).

search_further(Open,Closed,Goal):-
    pop_from_open([Current_state,Parent,D,H],Open,New_open),
    find_children_nodes([Current_state,Parent,D,H],New_open,Closed,Children,Goal),
    insert_list_in_open(Children,New_open,Updated_open),
    insert_in_closed([Current_state,Parent,D,H],Closed,New_closed),
    search_further(Updated_open,New_closed,Goal),!.

%define pop_from_open,
insert_in_open,insert_in_closed,find_children_nodes,member_closed,member_open

find_children_nodes([Parent_node,_,Parent_dist,_,_],Updated_open,Updated_closed,Children,Goal)
:-
    findall(Child, find_child([Parent_node,_,Parent_dist,_,_],Updated_open, Updated_closed,
Child,Goal),Children).

```

```

find_child([Parent_node,_,Parent_dist,_],
Updated_open,Updated_closed,[Next,Parent_node,New_Dist,H], Goal) :-
    distance_gen(Parent_node,Next,Dist),
    not(member_open([Next,_,_,_],Updated_open)),
    not(member_closed([Next,_,_,_],Updated_closed)),
    New_Dist is Parent_dist + Dist ,
    heuristics(Next, Goal, H).

%-----HELPER
FUNCTIONS-----

comparator([_,_,_,H1], [_,_,_,H2]):-
    H1=<H2.

insert_state_in_open(Current_state,[],[Current_state]):-!.
insert_state_in_open(Current_state,[H|T],[Current_state,H|T]):-
    comparator(Current_state,H).

insert_state_in_open(Current_state,[H|T],[H|T1]):-
    insert_state_in_open(Current_state,T,T1).

insert_list_in_open([],L,L).
insert_list_in_open([State|T],L,Lnew):-
    insert_state_in_open(State,L,Lmid),
    insert_list_in_open(T,Lmid,Lnew).

member_open(State,Open):-
    member(State,Open).

member_closed(State,Closed):-
    member(State,Closed).

add_if_not_in_set(X, S, S) :-
    member(X, S), !.

add_if_not_in_set(X, S, [X | S]).

insert_in_closed([], S, S).
insert_in_closed([H | T], S, S_new) :-
    insert_in_closed(T, S, S2),
    add_if_not_in_set(H, S2, S_new),!.

pop_from_open(E, [E | T], T).
pop_from_open(E, [E | T], _).

member(X, [X | _]).
member(X, [_ | T]) :- member(X, T).

printsolution_h([State, nil,_,_], _) :-
    write(State), nl,!.

printsolution_h([State, Parent, _, _], Closed_set):-
    not(same(State,Parent)),
    member_closed([Parent, Grandparent, _, _],Closed_set),
    printsolution_h([Parent, Grandparent,_, _],Closed_set),
    write(State), nl.

same(X1,X1).

:-dynamic(distance_gen/3).

```

```

%-----Creating knowledge
base-----

check:-csv_read_file('C:/Users/hp/Desktop/IIITD/SEM-7/AI/roaddistance1.csv',Rows,[functor(city
dist), arity(21)]),maplist(assert, Rows), print(Rows),
setof([A,B,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T,U],
citydist(A,B,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T,U),
Z),nl,nl,nl,print(Z),nl,nl,nl,extract_header(Z).

assign_head([H|T],H).
remove_head([_|T],T).
extract_header(Data):-
    assign_head(Data,H),
    remove_head(Data,NewData),
    remove_head(H,Header),
    print(Header),nl,nl,nl,
    print(NewData),nl,nl,nl,
    %print_for_single_city(NewData,Header).
    pred_gen_all_city(NewData,Header).

extractdistances([Cityname|Distances],Cityname,Distances).

pred_gen_single_city(_,[]):-
    write('The end').
pred_gen_single_city([City1name|[CurDist|OtherDist]], [City2name|Tcity2]):-
    %atom_number(CurDist,CurDist1),
    asserta(distance_gen(City1name,City2name,CurDist)),
    asserta(distance_gen(City2name,City1name,CurDist)),
    %print(City1name),nl,print(City2name),nl,print(CurDist),nl,
    pred_gen_single_city([City1name|OtherDist],Tcity2).

print_for_single_city([H|T],Distances):-
    pred_gen_single_city(H,Distances).

pred_gen_all_city([],_):-
    write('Execution Stopped').

pred_gen_all_city([H|T],Distances):-
    pred_gen_single_city(H,Distances),
    pred_gen_all_city(T,Distances).

%-----DFS
CODE-----

find_dfs(Start,Goal):-
    empty_open(Start_open),
    stack([Start,nil,0],Start_open,Open),
    empty_closed(Closed),
    search(Open,Closed,Goal).

search(Open,_,_):-
    empty_open(Open),
    write('No path found').

search(Open,Closed,Goal):-
    stack([State,Parent,Cost],_,Open),
    State=Goal,

```



```

write('Path found:'),nl,
%print(Closed),nl,
printsolution_dfs([State,Parent,Cost],Closed),nl,
write('Total cost is:'),nl,
print(Cost).

search(Open,Closed,Goal):-
    stack([State,Parent,D],Popped_open,Open),
    find_children([State,Parent,D],Popped_open,Closed,Children),
    add_to_stack(Children, Popped_open, Updated_open),
    insert_in_closed([[State,Parent,D]],Closed,Updated_closed),
    search(Updated_open,Updated_closed,Goal),!.

find_children([State,_,D], Rest_open_stack, Closed_set, Children) :-
    findall(Child, moves([State,_,D], Rest_open_stack, Closed_set, Child), Children).

moves([State,_,OldDist], Rest_open_stack, Closed_set, [Next,State,NewDist]) :-
    distance_gen(State,Next,Dist),
    NewDist is OldDist+Dist,
    %Dist is NewDist - OldDist,
    %is(NewDist,+(OldDist,Dist)),
    not(member_stack([Next,_,_], Rest_open_stack)),
    not(member_set([Next,_,_], Closed_set)).

printsolution_dfs([State, nil,_,_]):-
    write(State), nl.

printsolution_dfs([State, Parent,_,_], Closed_set) :-
    not(same(State,Parent)),
    member_set([Parent, Grandparent,_,_], Closed_set),
    printsolution_dfs([Parent, Grandparent,_,_], Closed_set),
    write(State), nl.

%-----HELPER
FUNCTIONS-----

same(X1,X1).

empty_open([]).

stack(Start,Es,[Start|Es]).

empty_closed([]).

member(X, [X | _]).
member(X, [_ | T]) :- member(X, T).

member_set(State,Closed):-
    member(State,Closed).

add_to_stack(List, Stack, Result) :-
    append(List, Stack, Result).

member_stack(Element, Stack) :-
    member(Element, Stack).

member_closed(State,Closed):-
    member(State,Closed).

add_if_not_in_set(X, S, S) :-

```

```
member(X, S), !.  
  
add_if_not_in_set(X, S, [X | S]).  
  
insert_in_closed([], S, S).  
insert_in_closed([H | T], S, S_new) :-  
    insert_in_closed(T, S, S2),  
    add_if_not_in_set(H, S2, S_new), !.
```
