

## Iterative Deepening Search

"""

*UVA 155 - All Squares*

*Searching strategy: IDS*

"""

*cx, cy, total = [0] \* 3*

*true, false = True, False*

*def scan(t=int):*

*scanned = input().split()*

*len\_scan = len(scanned)*

*if len\_scan is 1:*

*return t(scanned[0])*

*return [t(val) for val in scanned]*

*def depth\_limited\_search(x, y, k, level, max\_level):*

*if k is 0:*

*return true*

*if level is max\_level:*

*return false*

*global cx, cy, total*

*if (x - k <= cx <= x + k) and (y - k <= cy <= y + k):*

*total += 1*

*return (*

*depth\_limited\_search(x + k, y + k, int(k / 2), level + 1, max\_level) and*

*depth\_limited\_search(x + k, y - k, int(k / 2), level + 1, max\_level) and*

*depth\_limited\_search(x - k, y + k, int(k / 2), level + 1, max\_level) and*

*depth\_limited\_search(x - k, y - k, int(k / 2), level + 1, max\_level)*

*)*

*def main():*

*global cx, cy, total*

*while true:*

*k, cx, cy = scan()*

*if k is cx is cy is 0:*

*break*

```

depth_limit = 11 #  $\log_2(1024) = 10$ 
for max_depth in range(depth_limit):
    total = 0
    if depth_limited_search(1024, 1024, k, 0, max_depth):
        print('%3d' % total)
        break

```

```
main()
```

## A\* Searching Algorithm

```
"""
```

```
A* searching algorithm
```

```
Road to Bucharest
```

```
"""
```

```
from queue import PriorityQueue
```

```
Arad = "Arad"
```

```
Bucharest = "Bucharest"
```

```
Craiova = "Craiova"
```

```
Dobreta = "Dobreta"
```

```
Eforie = "Eforie"
```

```
Fagaras = "Fagaras"
```

```
Giurgiu = "Giurgiu"
```

```
Hirsova = "Hirsova"
```

```
Iasi = "Iasi"
```

```
Lugoj = "Lugoj"
```

```
Mehadia = "Mehadia"
```

```
Neamt = "Neamt"
```

```
Oradea = "Oradea"
```

```
Pitesti = "Pitesti"
```

```
RimnicuVilcea = "Rimnicu Vilcea"
```

```
Sibiu = "Sibiu"
```

```
Timisoara = "Timisoara"
```

```
Urziceni = "Urziceni"
```

```
Vaslui = "Vaslui"
```

```
Zerind = "Zerind"
```

```
dist_to_bucharest = {
```

```
    Arad: 366,
```

```
Bucharest: 0,  
Craiova: 160,  
Dobreta: 242,  
Eforie: 161,  
Fagaras: 176,  
Giurgiu: 77,  
Hirsova: 151,  
Iasi: 226,  
Lugoj: 244,  
Mehadia: 241,  
Neamt: 234,  
Oradea: 380,  
Pitesti: 100,  
RimnicuVilcea: 193,  
Sibiu: 253,  
Timisoara: 329,  
Urziceni: 80,  
Vaslui: 199,  
Zerind: 374  
}
```

```
cost_so_far = {  
    Arad: 0,  
    Bucharest: 0,  
    Craiova: 0,  
    Dobreta: 0,  
    Eforie: 0,  
    Fagaras: 0,  
    Giurgiu: 0,  
    Hirsova: 0,  
    Iasi: 0,  
    Lugoj: 0,  
    Mehadia: 0,  
    Neamt: 0,  
    Oradea: 0,  
    Pitesti: 0,  
    RimnicuVilcea: 0,  
    Sibiu: 0,  
    Timisoara: 0,  
    Urziceni: 0,  
    Vaslui: 0,  
    Zerind: 0  
}
```

```
map_of_romania = {
  Arad: {
    Zerind: 75,
    Timisoara: 118,
    Sibiu: 140
  },
  Bucharest: {
    Fagaras: 211,
    Pitesti: 101,
    Giurgiu: 90,
    Urziceni: 85
  },
  Craiova: {
    Dobreta: 120,
    RimnicuVilcea: 146,
    Pitesti: 138
  },
  Dobreta: {
    Craiova: 120,
    Mehadia: 75
  },
  Eforie: {
    Hirsova: 86
  },
  Fagaras: {
    Sibiu: 99,
    Bucharest: 211
  },
  Giurgiu: {
    Bucharest: 90
  },
  Hirsova: {
    Eforie: 86,
    Urziceni: 98
  },
  Iasi: {
    Neamt: 87,
    Vaslui: 92
  },
  Lugoj: {
    Timisoara: 111,
    Mehadia: 70
  },
  Mehadia: {
```

```
Lugoj: 70,  
Dobreta: 75  
,  
Neamt: {  
    Iasi: 87  
,  
Oradea: {  
    Zerind: 71,  
    Sibiu: 151  
,  
Pitesti: {  
    RimnicuVilcea: 97,  
    Craiova: 138,  
    Bucharest: 101  
,  
RimnicuVilcea: {  
    Pitesti: 97,  
    Sibiu: 80,  
    Craiova: 146  
,  
Sibiu: {  
    RimnicuVilcea: 80,  
    Oradea: 151,  
    Arad: 140,  
    Fagaras: 99  
,  
Timisoara: {  
    Arad: 118,  
    Lugoj: 111  
,  
Urziceni: {  
    Bucharest: 85,  
    Vaslui: 142,  
    Hirsova: 98  
,  
Vaslui: {  
    Urziceni: 142,  
    Iasi: 92  
,  
Zerind: {  
    Arad: 75,  
    Oradea: 71  
}  
}
```

```
def h(n):  
    global dist_to_bucharest  
    return dist_to_bucharest[n]
```

```
def g(n):  
    global cost_so_far  
    return cost_so_far[n]
```

```
def f(n):  
    return h(n) + g(n)
```

```
def a_star(root, goal):  
    q = PriorityQueue()  
    q.put((h(root), root, [root]))
```

```
    while not q.empty():  
        front = q.get()  
        city = front[1]  
        if city is goal:  
            print("Reached with {} cost".format(front[0]))  
            print("Path:", front[2])  
            return
```

```
        adjacent_cities = map_of_romania[city]  
        for adjacent_city, cost in adjacent_cities.items():  
            cost_so_far[adjacent_city] = cost_so_far[city] + cost  
            q.put((f(adjacent_city), adjacent_city, front[2] + [adjacent_city]))
```

```
def main():  
    a_star(Arad, Bucharest)
```

```
main()
```