Artificial Intelligence HW1: Greedy Best-First Search

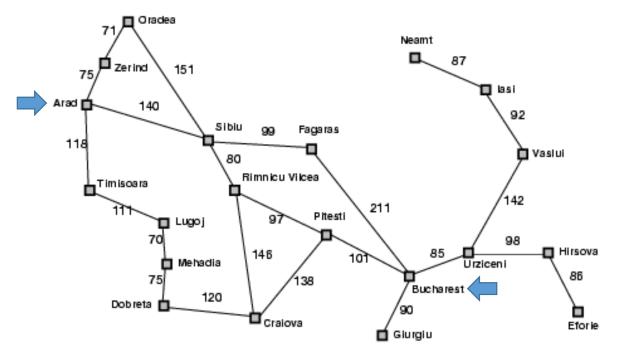
Instructor: YuanFu Yang

yfyangd@nycu.edu.tw



- Homework due: 10/1
- Late submissions will incur a penalty of one point for each day overdue.
- The assignment allows a maximum extension of 3 days (it will not be accepted if submitted later than 3 days).
- Submit files: code and report (4 questions), and submit them in both .ipynb and PDF file formats respectively.
- This assignment can be carried out using <u>Colab</u> or completed on your PC.

- Design a algorithm of <u>Greedy Best-First Search</u> for the shortest path search problem on the European railway network. Below is a European railway map where each node represents a station, and each edge represents the straight-line distance between stations.
- The table on the right shows the straight-line distance from each station to the destination station, Bucharest.
- Our goal is to find the optimal path from the starting station to the destination station,
 Bucharest.



Straight-line distance	
to Bucharest	
Arad	360
Bucharest	(
Craiova	160
Dobreta	242
Eforie	16
Fagaras	176
Giurgiu	7
Hirsova	15
Iasi	220
Lugoj	24
Mehadia	241
Neamt	234
Oradea	380
Pitesti	10
Rimnicu Vilcea	193
Sibiu	253
Timisoara	329
Urziceni	80
Vaslui	199
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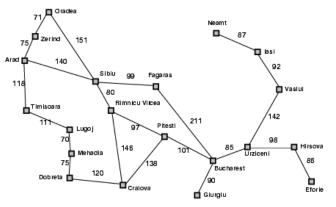
Zerind

• The heuristic function (the straight-line distance from each station to the destination station, Bucharest) is defined as follows. Please make good use of it to perform Greedy Best-First Search.

```
Straight-line distance
to Bucharest
Arad
                   366
Bucharest
                     \Omega
Craiova
                   160
Dobreta
                   242
Eforie.
                   161
Fagaras
                   176
Giurgiu
                    77
Hirsova
                   151
Tasti
                   226
Lugoj
                   244
Mehadia
                   241
Neamt
                   234
Oradea
                   380
Pitesti
                    10
Rimnicu Vilcea
                   193
Sibiu
                   253
Timisoara.
                   329
Urziceni
                    80
Vashni
                   199
Zerind
                   374
```

```
# 啟發函數,根據給定城市返回到 Bucharest 的直線距離
heuristics = {
    '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, 'Rimnicu Vilcea': 193,
    'Sibiu': 253, 'Timisoara': 329, 'Urziceni': 80,
    'Vaslui': 199, 'Zerind': 374
}
```

• The European railway network graph and the distances between stations are also defined as follows. Please follow this graph to perform Greedy Best-First Search.



```
# 城市之間的連接與直線距離
graph = {
    'Arad': [('Zerind', 75), ('Timisoara', 118), ('Sibiu', 140)],
    'Zerind': [('Arad', 75), ('Oradea', 71)],
    'Oradea': [('Zerind', 71), ('Sibiu', 151)],
    'Sibiu': [('Arad', 140), ('Oradea', 151), ('Fagaras', 99), ('Rimnicu Vilcea', 80)],
    'Timisoara': [('Arad', 118), ('Lugoj', 111)],
    'Lugoj': [('Timisoara', 111), ('Mehadia', 70)],
    'Mehadia': [('Lugoj', 70), ('Dobreta', 75)],
    'Dobreta': [('Mehadia', 75), ('Craiova', 120)],
    'Craiova': [('Dobreta', 120), ('Pitesti', 138), ('Rimnicu Vilcea', 146)],
    'Rimnicu Vilcea': [('Sibiu', 80), ('Craiova', 146), ('Pitesti', 97)],
    'Pitesti': [('Rimnicu Vilcea', 97), ('Craiova', 138), ('Bucharest', 101)],
    'Fagaras': [('Sibiu', 99), ('Bucharest', 211)],
    'Bucharest': [('Fagaras', 211), ('Pitesti', 101), ('Giurgiu', 90), ('Urziceni', 85)],
    'Giurgiu': [('Bucharest', 90)],
    'Urziceni': [('Bucharest', 85), ('Hirsova', 98), ('Vaslui', 142)],
    'Hirsova': [('Urziceni', 98), ('Eforie', 86)],
    'Eforie': [('Hirsova', 86)],
    'Vaslui': [('Urziceni', 142), ('Iasi', 92)],
    'Iasi': [('Vaslui', 92), ('Neamt', 87)],
    'Neamt': [('Iasi', 87)]
```

- Plan-to-Do
 - Complete and refine a function for greedy_best_first_search(start, goal), and execute the route planning to ultimately provide the route from Arad to Bucharest (For Question-1).

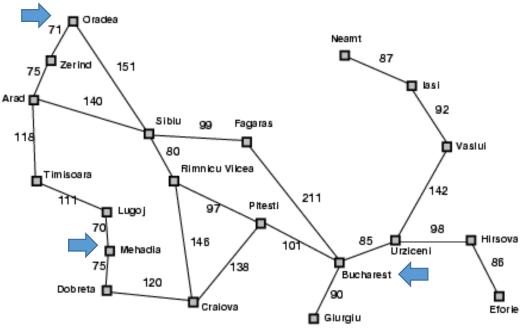
```
# 重建從起點到終點的路徑
def reconstruct path(node):
   path = []
   while node is not None:
       path.append(node.city)
       node = node.parent
   return path[::-1] # 反轉路徑,從起點到終點
# Greedy Best-First Search 演算法
def greedy_best_first_search(start, goal):
 # TODO: Reconstruct the path using function of reconstruct path()
   return None # 沒有找到解決方案
# 從Arad到Bucharest的路徑
path = greedy best first_search('Arad', 'Bucharest')
print("Path from Arad to Bucharest:", path)
```



Path from Arad to Bucharest: ['Arad', 'Sibiu', 'Fagaras', 'Bucharest']

Provide the route planning from Oradea and Mehadia to the destination station Bucharest,

respectively (Q2).



```
# 從Oradea到Bucharest的路徑
path = greedy_best_first_search('Oradea', 'Bucharest')
print("Path from Oradea to Bucharest:", path)

Path from Oradea to Bucharest: ['Oradea', 'Sibiu', 'Fagaras', 'Bucharest']

# 從Mehadia到Bucharest的路徑
path = greedy_best_first_search('Mehadia', 'Bucharest')
print("Path from Mehadia to Bucharest:", path)

Path from Mehadia to Bucharest: ['Mehadia', 'Dobreta', 'Craiova', 'Pitesti', 'Bucharest']
```

Homework Question:

Q1: Provide the route planning from Arad to the destination station Bucharest.

Q1: Provide the route planning from Oradea and Mehadia to the destination station Bucharest, respectively.

Q3: Discuss the Pros and Cons of Greedy Best-First Search.

Q4: Provide suggestions for improving the disadvantages of Greedy Best-First Search.



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Artificial Intelligence

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Q & A

Instructor: YuanFu Yang

yfyangd@nycu.edu.tw

