



REPORT FILE

8 PUZZEL SOLVER

INFORMATION

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COURSE

B.TECH

BRANCH

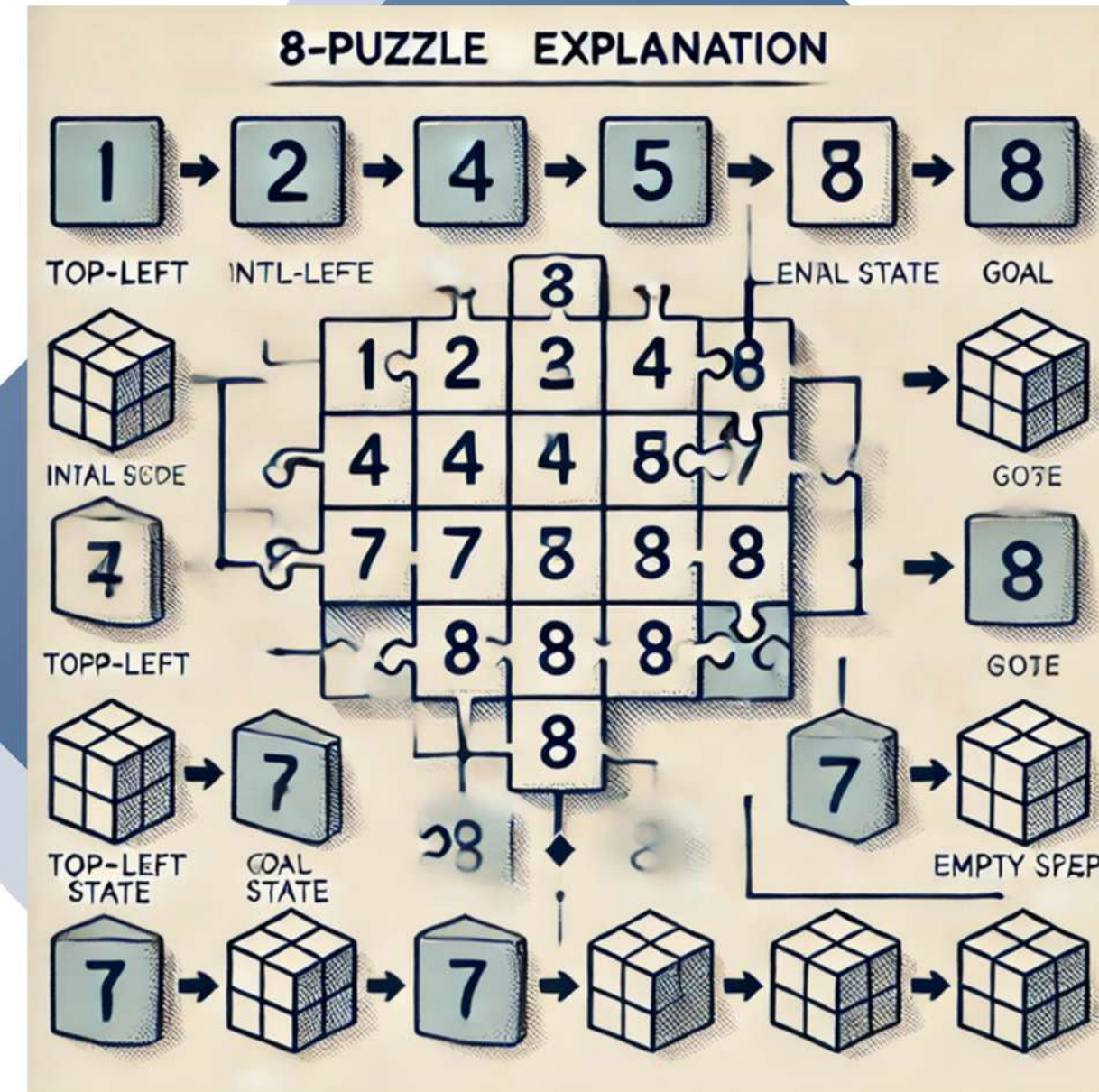
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SECTION

A

INTRODUCTION

The 8-puzzle is a sliding puzzle where tiles are arranged in order by moving them into an empty space. AI techniques like A* efficiently solve it by finding the shortest solution.



Approach to Solve

The 8-puzzle is solved using search algorithms. Uninformed methods like BFS and DFS explore blindly, while informed methods like A* use heuristics (misplaced tiles, Manhattan distance) to find efficient solutions. Other approaches include Greedy Best-First Search, IDA*, and AI techniques like genetic algorithms or reinforcement learning for optimization.

```
import heapq
```

```
# Define the goal state of the puzzle
```

```
goal_state = (1, 2, 3, 4, 5, 6, 7, 8, 0)
```

```
# Possible moves (up, down, left, right) as (row_offset, col_offset)
```

```
MOVES = [(-1, 0), (1, 0), (0, -1), (0, 1)]
```

```
# Heuristic function: Manhattan Distance
```

```
def manhattan_distance(state):
```

```
    distance = 0
```

```
    for i in range(9):
```

```
        if state[i] != 0:
```

```
            goal_pos = goal_state.index(state[i])
```

```
            current_pos = i
```

```
            # Calculate the Manhattan distance for each tile
```

```
            distance += abs(goal_pos // 3 - current_pos // 3, + abs(goal_pos % 3 -  
current_pos % 3)
```

```
    return distance
```

```

# A* algorithm to solve the 8-puzzle
def solve_puzzle(start_state):
    # Priority Queue (min-heap) to store the states
    open_list = []
    heapq.heappush(open_list, (0 + manhattan_distance(start_state), 0, start_state, []))

    # Set to keep track of visited states
    visited = set()
    visited.add(start_state)

    while open_list:
        _, g, current_state, path = heapq.heappop(open_list)

        # If we reached the goal state
        if current_state == goal_state:
            return path

        # Find the position of 0 (empty space)
        zero_pos = current_state.index(0)

        # Generate possible moves
        for move in MOVES:
            new_zero_pos = zero_pos + move[0] * 3 + move[1]
            if 0 <= new_zero_pos < 9:
                new_state = list(current_state)
                new_state[zero_pos], new_state[new_zero_pos] = new_state[new_zero_pos], new_state[zero_pos]

                new_state_tuple = tuple(new_state)
                if new_state_tuple not in visited:
                    visited.add(new_state_tuple)
                    new_g = g + 1
                    heapq.heappush(open_list, (new_g + manhattan_distance(new_state), new_g, new_state_tuple, path + [new_state]))

    return None

```


Function to print the puzzle state

```
def print_puzzle(state):  
    for i in range(0, 9, 3):  
        print(state[i:i+3])  
    print()
```

Function to get user input for the start state

```
def get_user_input():  
    print("Enter the initial state of the puzzle (9 numbers from 0 to 8, where 0 represents the empty  
space):")  
    input_state = input("Enter the state as a single line, space-separated (e.g., '1 2 3 4 5 6 7 8 0'): ")  
    state_list = list(map(int, input_state.split()))  
  
    if len(state_list) != 9 or any(x not in range(9) for x in state_list):  
        print("Invalid input! Please ensure you enter exactly 9 numbers between 0 and 8.")  
        return get_user_input() # Prompt again if the input is invalid  
    return tuple(state_list)
```

```
# Main function to run the solver
if __name__ == "__main__":
    # Get user input for the start state
    start_state = get_user_input()

    print("\nStart state:")
    print_puzzle(start_state)

    # Solve the puzzle
    solution = solve_puzzle(start_state)

    if solution:
        print("\nSolution path:")
        for step in solution:
            print_puzzle(step)
    else:
        print("\nNo solution found.")
```


8 puzzle solve Output

Enter the initial state of the puzzle (9 numbers from 0 to 8, where 0 represents the empty space):
Enter the state as a single line, space-separated (e.g., '1 2 3 4 5 6 7 8 0'): 1 2 3 4 0 5 7 8 6

Start state:

(1, 2, 3)

(4, 0, 5)

(7, 8, 6)

Solution path:

[1, 2, 3]

[4, 5, 0]

[7, 8, 6]

[1, 2, 3]

[4, 5, 6]

[7, 8, 0]

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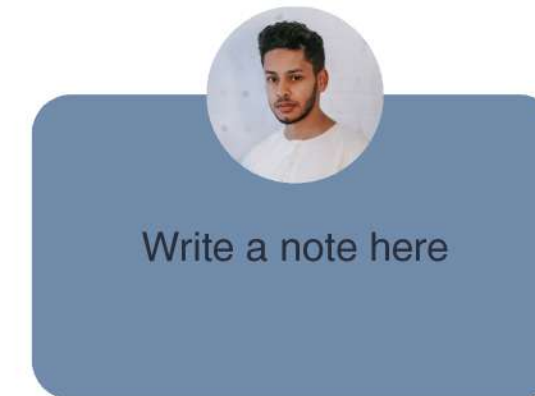
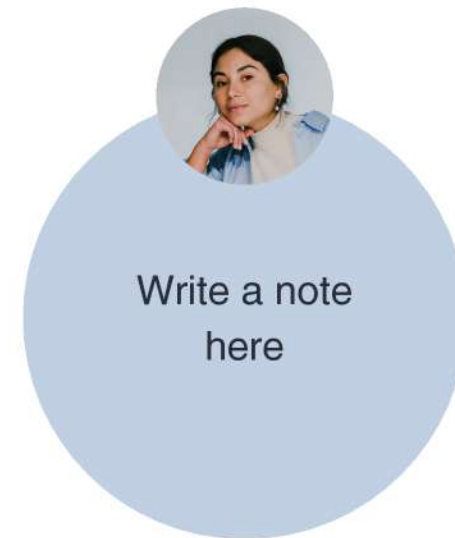


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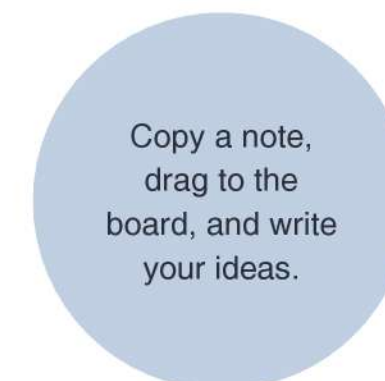


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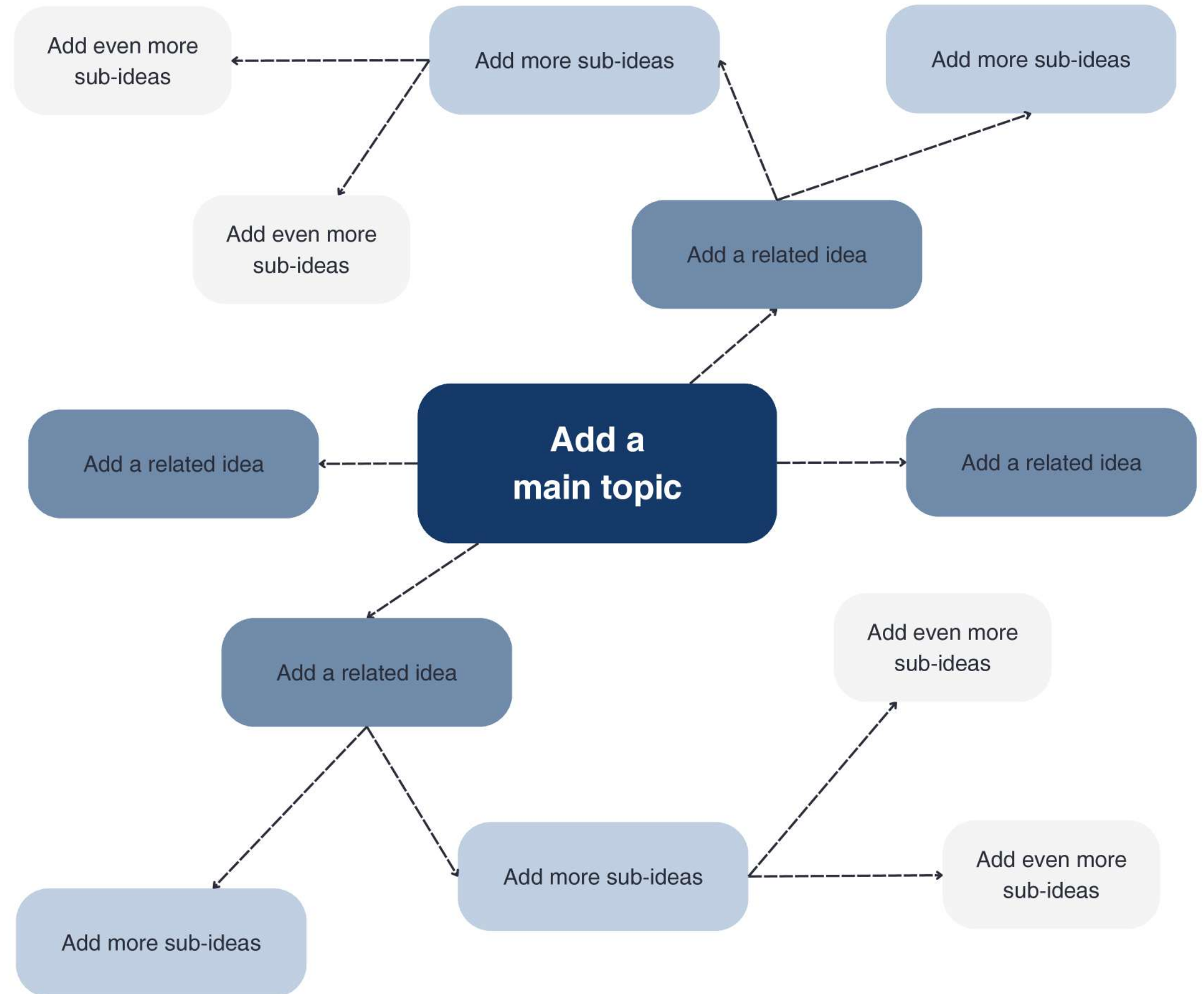
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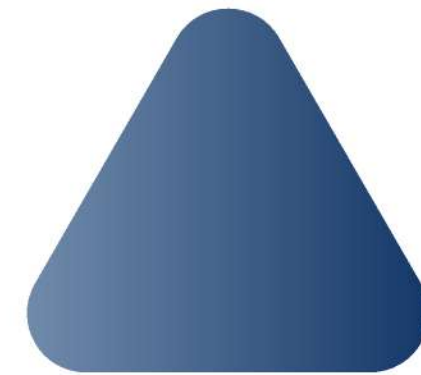
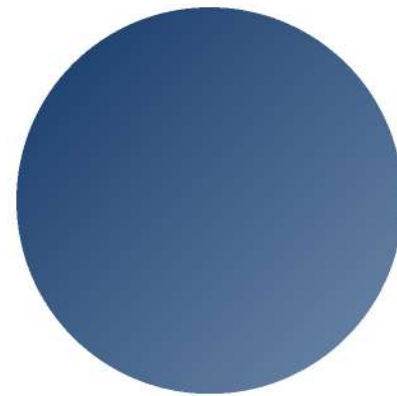
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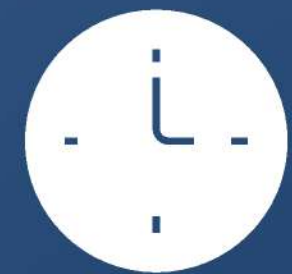
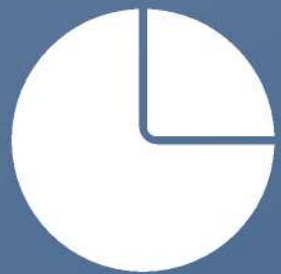
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