

## EXPERIMENT NO :-04

**AIM:-** . Solve 8-puzzle problem using Best First Search. Write a program to Implement A\*

```
import heapq
```

```
def a_star_search(start, goal):
```

```
    def heuristic(state):
```

```
        distance = 0
```

```
        for i in range(len(state)):
```

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

```
                x1, y1 = divmod(i, 3)
```

```
                x2, y2 = divmod(goal.index(state[i]), 3)
```

```
                distance += abs(x1 - x2) + abs(y1 - y2)
```

```
    return distance
```

```
def get_neighbors(state):
```

```
    neighbors = []
```

```
    zero_index = state.index(0)
```

```
    x, y = divmod(zero_index, 3)
```

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

```
    for dx, dy in moves:
```

```
        nx, ny = x + dx, y + dy
```

```
        if 0 <= nx < 3 and 0 <= ny < 3:
```

```
            new_index = nx * 3 + ny
```

```
            new_state = list(state)
```

```
            new_state[zero_index], new_state[new_index] = new_state[new_index],  
new_state[zero_index]
```

```
            neighbors.append((tuple(new_state), zero_index, new_index))
```

```
    return neighbors
```

```
def move_description(prev_index, new_index):
```

```
    directions = {(-1, 0): "up", (1, 0): "down", (0, -1): "left", (0, 1): "right"}
```

```
    x1, y1 = divmod(prev_index, 3)
```

```
    x2, y2 = divmod(new_index, 3)
```

```
    dx, dy = x2 - x1, y2 - y1
```

```
    return directions[(dx, dy)]
```

```
open_set = []
```

```
heapq.heappush(open_set, (0 + heuristic(start), 0, start, [], None))
```

```
visited = set()
```

```
while open_set:
```

```
    f, g, current, path, last_move = heapq.heappop(open_set)
```

```
    if current in visited:
```

```
        continue
```

```
visited.add(current)
path = path + [(current, last_move)]
if current == goal:
    return path
for neighbor, zero_index, new_index in get_neighbors(current):
    if neighbor not in visited:
        move = move_description(zero_index, new_index)
        heapq.heappush(open_set, (g + 1 + heuristic(neighbor), g + 1, neighbor, path,
move))
return None

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

solution = a_star_search(start_state, goal_state)
if solution:
    print("Solution found:")
    for step_num, (step, move) in enumerate(solution):
        print(f"Step {step_num}: {move if move else 'Start'}")
        for i in range(0, 9, 3):
            print(step[i:i+3])
        print()
else:
    print("No solution exists.")
```

**OUTPUT:-**

E:\python\python.exe "C:\Users\Ankit raj\Documents\4th sem exp\puzzle.py"

**Solution found:**

**Step 0: Start**

**(1, 2, 3)**

**(4, 5, 6)**

**(7, 8, 0)**

**Step 1: up**

**(1, 2, 3)**

**(4, 5, 0)**

**(7, 8, 6)**

**Step 2: left**

(1, 2, 3)

(4, 0, 5)

(7, 8, 6)

**Step 3: left**

(1, 2, 3)

(0, 4, 5)

(7, 8, 6)

**Step 4: down**

(1, 2, 3)

(7, 4, 5)

(0, 8, 6)

**Step 5: right**

(1, 2, 3)

(7, 4, 5)

(8, 0, 6)

**Step 6: up**

(1, 2, 3)

(7, 0, 5)

(8, 4, 6)

**Step 7: right**

(1, 2, 3)

(7, 5, 0)

(8, 4, 6)

**Step 8: down**

(1, 2, 3)

(7, 5, 6)

(8, 4, 0)

**Step 9: left**

(1, 2, 3)

(7, 5, 6)

(8, 0, 4)

**Step 10: left**

(1, 2, 3)

(7, 5, 6)

(0, 8, 4)

**Step 11: up**

(1, 2, 3)

(0, 5, 6)

(7, 8, 4)

**Process finished with exit code 0**