

Machine Problem

Write a program in C/C++ implementing a blind search strategy, i.e. Iterative Deepening Search(IDS) and a heuristic search strategy, i.e. A* Search with graph search to solve the 8-puzzle problem using Manhattan distance as the heuristic. Your program should use the board configuration below as the goal state and let the user input the initial/start board configuration.

1	2	3
8		4
7	6	5

It should output the following for both the IDS and A* Search:

- solution path(corresponds to the moves needed to reach the goal): e.g. [Up-Left-Left-Right]
- solution cost(# of moves in the solution): 4
- number of nodes expanded before reaching the goal
- running time

Submit the following:

1. Source code of your interactive program. Make sure that it can be compiled on gcc, so please use only standard functions.
 - Make sure that your name/s will also appear on your source codes as comments.
 - Although there maybe available codes on the internet for the 8-puzzle, make sure that for the A* Search, your codes follow the pseudocode given in the lecture. As much as possible, write your code from scratch given the pseudocode described.
2. Documentation that includes the following:
 - a detailed discussion/explanation of your implementation or source code and the participation/contribution of each member in making the machine project.
 - the analysis and comparison of the performance of the two algorithms. Use the table provided in the next page to show your analysis and comparison.

There will be a short demonstration/presentation to defend your program which can be conducted through Zoom or Google Meet.

You can work on this project by group with 3-4 members. Work independently from your other classmates to avoid having the same output. Outputs that are almost identical will not be accepted.

Initial State				IDS	A*
Easy			Solution path		
1	3	4	Solution cost		
8	6	2	Number of nodes expanded		
7		5	Running Time		
Medium			Solution path		
2	8	1	Solution cost		
	4	3	Number of nodes expanded		
7	6	5	Running Time		
Hard			Solution path		
2	8	1	Solution cost		
4	6	3	Number of nodes expanded		
7	5		Running Time		
Worst			Solution path		
5	6	7	Solution cost		
4		8	Number of nodes expanded		
3	2	1	Running Time		
Your preferred initial configuration			Solution path		
			Solution cost		
			Number of nodes expanded		
			Running Time		