## **CP-Algorithms**

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# 15 Puzzle Game: Existence Of The Solution

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This game is played on a  $4 \times 4$  board. On this board there are 15 playing tiles numbered from 1 to 15. One cell is left empty (denoted by 0). You need to get the board to the position presented below by repeatedly moving one of the tiles to the free space:

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	0

The game "15 Puzzle" was created by Noyes Chapman in 1880.

#### **Existence Of The Solution**

Let's consider this problem: given position on the board, determine whether a sequence of moves which leads to a solution exists.

Suppose we have some position on the board:

where one of the elements equals zero and indicates an empty cell  $a_z=0\,$ 

Let's consider the permutation:

$$a_1 a_2 \dots a_{z-1} a_{z+1} \dots a_{15} a_{16}$$

(i.e. the permutation of numbers corresponding to the position on the board without a zero element)

Let N be the number of inversions in this permutation (i.e. the number of such elements  $a_i$  and  $a_j$  that i < j, but  $a_i > a_j$ ).

Suppose K is an index of a row where the empty element is located (i.e. in our indications  $K=(z-1)\;div\;4+1$ ).

Then, the solution exists iff N+K is even.

### **Implementation**

The algorithm above can be illustrated with the following program code:

#### **Proof**

In 1879 Johnson proved that if N+K is odd, then the solution doesn't exist, and in the same year Story proved that all positions when N+K is even have a solution.

However, all these proofs were quite complex.

In 1999 Archer proposed a much simpler proof (you can download his article here).

#### **Practice Problems**

• Hackerrank - N-puzzle

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