THOMPSON RIVERS UNIVERSITY

COMP 3710 - 3
Applied Artificial Intelligence (3,1,0)
Fall 2017

Seminar/Lab 2-2

A* Algorithm, and *n*-Puzzle Game

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n-Puzzle Game

Initial board = 0,8,6,4,5,2,1,7,3
Found the goal
Number of visited nodes = 3443

Here is an optimal path from the initial board to the goal board:

```
0 8 6
4 5 2
1 7 3

4 8 6
0 5 2
1 7 3

4 8 6
1 5 2
0 7 3
```

n-Puzzle Game

Initial board = 0,2,1,8,7,6,3,5,4
Found the goal
Number of visited nodes = 9903

Here is an optimal path from the initial board to the goal board:

```
0 2 1
8 7 6
3 5 4

8 2 1
0 7 6
3 5 4
```