

## EXPERIMENT-10

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Course: CSA1789 Artificial Intelligence

Q) Write the python program to solve 8-Puzzle problem

Program:

```
import copy
```

```
from heapq import heappush, heappop
```

```
n = 3
```

```
rows = [ 1, 0, -1, 0 ]
```

```
cols = [ 0, -1, 0, 1 ]
```

```
class priorityQueue:
```

```
    def __init__(self):  
        self.heap = []
```

```
    def push(self, key):  
        heappush(self.heap, key)
```

```
    def pop(self):  
        return heappop(self.heap)
```

```
    def empty(self):  
        if not self.heap:  
            return True  
        else:  
            return False
```

```
class nodes:
```

```
    def __init__(self, parent, mats, empty_tile_posi,  
                  costs, levels):
```

```
        self.parent = parent
```

```
        self.mats = mats
```

```
        self.empty_tile_posi = empty_tile_posi
```

```

        self.costs = costs

        self.levels = levels

    def __lt__(self, nxt):
        return self.costs < nxt.costs

def calculateCosts(mats, final) -> int:

    count = 0
    for i in range(n):
        for j in range(n):
            if ((mats[i][j]) and
                (mats[i][j] != final[i][j])):
                count += 1

    return count

def newNodes(mats, empty_tile_posi, new_empty_tile_posi,
            levels, parent, final) -> nodes:

    new_mats = copy.deepcopy(mats)

    x1 = empty_tile_posi[0]
    y1 = empty_tile_posi[1]
    x2 = new_empty_tile_posi[0]
    y2 = new_empty_tile_posi[1]
    new_mats[x1][y1], new_mats[x2][y2] = new_mats[x2][y2], new_mats[x1][y1]

    costs = calculateCosts(new_mats, final)

    new_nodes = nodes(parent, new_mats, new_empty_tile_posi,
                      costs, levels)
    return new_nodes

def printMatsrix(mats):

    for i in range(n):
        for j in range(n):
            print("%d " % (mats[i][j]), end = " ")

        print()

def isSafe(x, y):

    return x >= 0 and x < n and y >= 0 and y < n

```

```

def printPath(root):

    if root == None:
        return

    printPath(root.parent)
    printMatsrix(root.mats)
    print()

def solve(initial, empty_tile_posi, final):

    pq = priorityQueue()

    costs = calculateCosts(initial, final)
    root = nodes(None, initial,
                 empty_tile_posi, costs, 0)

    pq.push(root)

    while not pq.empty():

        minimum = pq.pop()
        if minimum.costs == 0:

            printPath(minimum)
            return

        for i in range(n):
            new_tile_posi = [
                minimum.empty_tile_posi[0] + rows[i],
                minimum.empty_tile_posi[1] + cols[i], ]

            if isSafe(new_tile_posi[0], new_tile_posi[1]):

                child = newNodes(minimum.mats,
                                minimum.empty_tile_posi,
                                new_tile_posi,
                                minimum.levels + 1,
                                minimum, final,)

                pq.push(child)

initial = [ [ 1, 2, 3 ],
            [ 5, 6, 0 ],
            [ 7, 8, 4 ] ]

final = [ [ 1, 2, 3 ],
           [ 5, 8, 6 ],

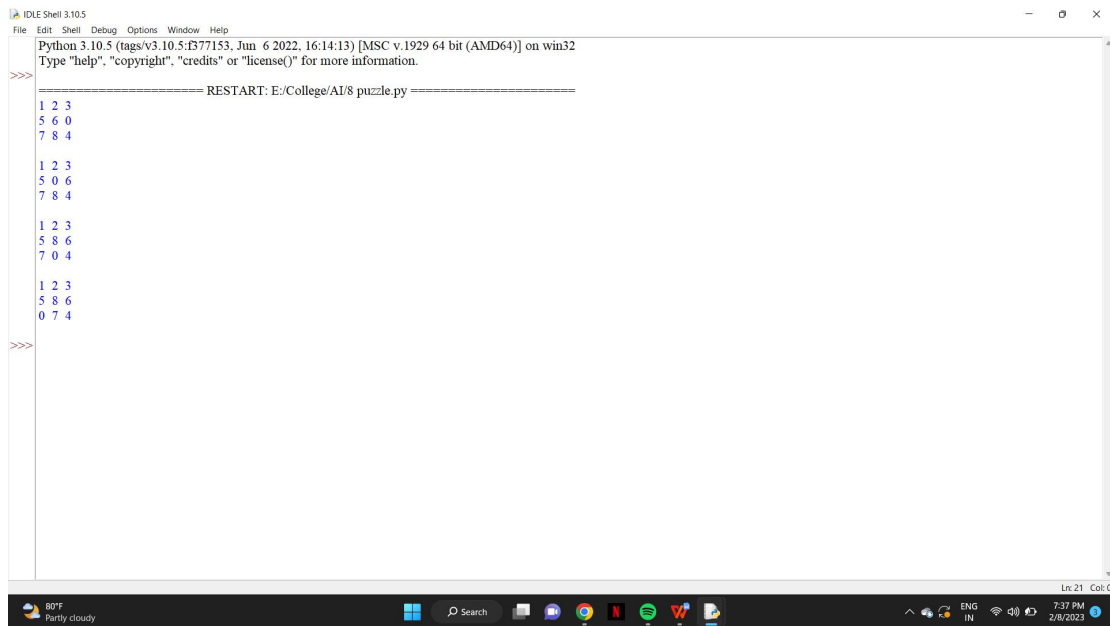
```

```
[ 0, 7, 4 ]]
```

```
empty_tile_posi = [ 1, 2 ]
```

```
solve(initial, empty_tile_posi, final)
```

Output:



```
IDLE Shell 3.10.5
File Edit Shell Debug Options Window Help
Python 3.10.5 (tags/v3.10.5:f377153, Jun 6 2022, 16:14:13) [MSC v.1929 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
=====RESTART: E:/College/Al/8 puzzle.py=====
1 2 3
5 6 0
7 8 4

1 2 3
5 0 6
7 8 4

1 2 3
5 8 6
7 0 4

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