

```

Kaivalya_31449_LPII_Assignment_2.cpp x
1  #include <bits/stdc++.h>
2  using namespace std;
3
4  map<vector<vector<int>>, bool> visited;
5  map<vector<vector<int>>, vector<vector<int>>> parent; // 2-d to 2-d
6  vector<vector<int>> goal(3, vector<int>(3)); // initializing the matrix
7
8  bool visit(vector<vector<int>> a)
9  {
10     if (visited[a] == true)
11         return true;
12     else
13         return false;
14 }
15
16 int manhattan(vector<vector<int>> a, int moves)
17 {
18     int dist = moves;
19     for (int i = 0; i < 3; i++) // for initial-state
20     {
21         for (int j = 0; j < 3; j++)
22         {
23             if (a[i][j] != 0)
24             {
25                 for (int k = 0; k < 3; k++) // for goal-state
26                 {
27                     for (int l = 0; l < 3; l++)
28                     {
29                         if (a[i][j] == goal[k][l])
30                             dist += abs(i - k) + abs(j - l);
31                     }
32                 }
33             }
34         }
35     }
36
37     return dist; // f(x)
38     // f(x) -> manhattan distance(number of misplaced tiles by comparing the current state with the goal state)
39 }
40

```

```

input.in x
1  0 1 2
2  3 4 5
3  6 7 8
4  1 2 5
5  0 4 8
6  3 6 7

output.in x
1  Enter the initial state of 8-puzzle game:[ Example Below ]
2
3      1 2 3
4      4 0 5
5      6 7 8
6  =====
7  Enter the goal state of 8-puzzle game:[ Example Below ]
8      1 2 3
9      4 0 5
10     6 7 8
11
12
13  Solution...
14
15  0 1 2
16  3 4 5
17  6 7 8
18  |
19  v
20
21  1 0 2
22  3 4 5
23  6 7 8
24  |
25  v
26
27  1 2 0
28  3 4 5
29  6 7 8
30  |
31  v
32
33  1 2 5

```

[Finished in 2.0s]

```
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23             if (a[i][j] != 0)
24             {
25                 for (int k = 0; k < 3; k++) // for goal-state
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27                     for (int l = 0; l < 3; l++)
28                     {
29                         if (a[i][j] == goal[k][l])
30                             dist += abs(i - k) + abs(j - l);
31                     }
32                 }
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36
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```
input.in x
1  0 1 2
2  3 4 5
3  6 7 8
4  1 2 5
5  0 4 8
6  3 6 7
```

```
output.in x
37  v
38
39  1 2 5
40  3 4 8
41  6 7 0
42  |
43  v
44
45  1 2 5
46  3 4 8
47  6 0 7
48  |
49  v
50
51  1 2 5
52  3 4 8
53  0 6 7
54  |
55  v
56
57  1 2 5
58  0 4 8
59  3 6 7
60  |
61  v
62
63  Done
64  -----
65
```

[Finished in 2.0s]