# 15 Puzzle Game: Existence Of The Solution

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 3 6 7 8  $9 \quad 10 \quad 11 \quad 12$ 13 14 15

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

#### Existence Of The Solution

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

Suppose we have some position on the board:

$$egin{array}{ccccccc} a_1 & a_2 & a_3 & a_4 \\ a_5 & a_6 & a_7 & a_8 \\ a_9 & a_{10} & a_{11} & a_{12} \\ a_{13} & a_{14} & a_{15} & a_{16} \\ \end{array}$$

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

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. using our convention,  $K=(z-1)\div\ 4+1$ ).

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

## Implementation

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

```
int a[16];
for (int i=0; i<16; ++i)
   cin >> a[i];
```

#### 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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