

# untitled1-1

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[3]: from collections import deque

# Define the graph as an adjacency list
graph = {
    0: [1, 2],
    1: [0, 3, 4],
    2: [0, 5],
    3: [1],
    4: [1],
    5: [2]
}

# Define the BFS function
def bfs(graph, start_vertex):
    # Initialize the visited set to keep track of visited vertices
    visited = set()

    # Initialize the queue with the starting vertex
    queue = deque([start_vertex])

    # Loop until the queue is empty
    while queue:
        # Dequeue the next vertex from the queue
        current_vertex = queue.popleft()

        # If the current vertex has not been visited yet, print it and mark it
        ↪as visited
        if current_vertex not in visited:
            print(current_vertex)
            visited.add(current_vertex)

            # Enqueue the neighbors of the current vertex that have not been
            ↪visited yet
            for neighbor in graph[current_vertex]:
                if neighbor not in visited:
                    queue.append(neighbor)
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# Call the BFS function with the graph and a starting vertex  
bfs(graph,0)
```

0  
1  
2  
3  
4  
5

```
[4]: def dfs(graph, start):  
    visited = set()  
    stack = [start]  
  
    while stack:  
        vertex = stack.pop()  
        if vertex not in visited:  
            visited.add(vertex)  
            print(vertex)  
            stack.extend(neighbor for neighbor in graph[vertex] if neighbor not  
↪in visited)  
  
    # Example usage:  
    graph = {  
        'A': ['B', 'C'],  
        'B': ['A', 'D', 'E'],  
        'C': ['A', 'F'],  
        'D': ['B'],  
        'E': ['B', 'F'],  
        'F': ['C', 'E']  
    }  
  
    dfs(graph, 'A')
```

A  
C  
F  
E  
B  
D

```
[ ]: import heapq  
  
class PuzzleNode:  
    def __init__(self, state, g_value, heuristic):  
        self.state = state  
        self.g_value = g_value
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        self.heuristic = heuristic

    def _lt_(self, other):
        return (self.g_value + self.heuristic) < (other.g_value + other.
↪heuristic)

class EightPuzzleSolver:
    def _init_(self, initial_state, goal_state):
        self.initial_state = initial_state
        self.goal_state = goal_state
        self.moves = [(1, 0), (-1, 0), (0, 1), (0, -1)] # Possible moves:↵
↪right, left, down, up

    def calculate_heuristic(self, state):
        # Your heuristic function h(x) implementation for the 8-puzzle problem
        # You can use various heuristics such as Manhattan distance, misplaced_↵
↪tiles, etc.
        # For simplicity, let's assume the heuristic is the count of misplaced_↵
↪tiles.
        misplaced_tiles = sum([1 for i, j in zip(state, self.goal_state) if i !
↪= j])
        return misplaced_tiles

    def is_valid_move(self, x, y):
        return 0 <= x < 3 and 0 <= y < 3

    def generate_next_states(self, current_state):
        zero_index = current_state.index(0)
        zero_x, zero_y = zero_index % 3, zero_index // 3
        next_states = []

        for dx, dy in self.moves:
            new_x, new_y = zero_x + dx, zero_y + dy

            if self.is_valid_move(new_x, new_y):
                new_state = current_state[:]
                new_index = new_y * 3 + new_x
                new_state[zero_index], new_state[new_index] =↵
↪new_state[new_index], new_state[zero_index]

                next_states.append(new_state)

        return next_states

    def solve_puzzle(self):

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        initial_node = PuzzleNode(self.initial_state, 0, self.
↪calculate_heuristic(self.initial_state))
        priority_queue = [initial_node]
        visited_states = set()

        while priority_queue:
            current_node = heapq.heappop(priority_queue)

            if current_node.state == self.goal_state:
                return current_node.g_value # Return the cost to reach the goal

            visited_states.add(tuple(current_node.state))

            for next_state in self.generate_next_states(current_node.state):
                if tuple(next_state) not in visited_states:
                    next_g_value = current_node.g_value + 1
                    next_heuristic = self.calculate_heuristic(next_state)
                    next_node = PuzzleNode(next_state,
↪next_g_value, next_heuristic)

```