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A1 Lab Test 1

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B3

~~Program~~

Program 1

Writeup

1) Creating function that finds an total estimated cost through nodes n

```
def h(State, Start)
    // manhattan distance
    dist = 0
```

```
for i in State :
```

```
    d1, d2 = State.index(i), target.index(i)
```

```
    n1, y1 = d1 // 3, d1 % 3
```

```
    n2, y2 = d2 // 3, d2 % 3
```

```
    dist += abs(n1 - n2) + abs(y1 - y2)
```

```
return dist
```

2) Create Search fun.

To traverse across tree using f(n) to select next nodes

a) make sure it to discard visited sites

b) Create possible move fun

c) Create move Generator fun

```
def astar (src, target)
    states = [src]
```

```
    g = 0
```

```
    visited - states = set()
```

```
    while len(states):
```

```
        print (f"level : {g}")
```

```
        moves = []
```

```
        for state in states :
```

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Sangeer

visited\_states.add(tuple(state))

print\_grid(state)

if state == target:

print("Success")

return

moves += [move for move in possible\_moves\_states, visited\_states) if move not in moves]

Costs = [g + h(move, target) for move in moves]  
States = [moves[i] for i in range(len(moves)) if  
Costs[i] == min(Costs)]

g += 1

print("No Solution")

// def possible\_moves(state, visited\_states):

// def gen(state, direction, h)

class puzzle:

def \_\_init\_\_(self, size)

self.n = size

self.open = []

self.closed = []

def accept(self):

puz = []

for i in range(0, self.n):

temp = input().split(" ")

puz.append(temp)

return puz

def f(self, start, goal)

return self.h(start.data, goal) + start.level

def h(self, start, goal)

temp = 0

for i in range(0, self.n):

for j in range(0, self.n):

if start[i][j] != goal[i][j] and start[i][j] != '-'

temp += 1

return temp



def process (Self) :

print ("Enter start matrix \n")

Start = self.accept ( )

print ("Enter Goal matrix \n")

Goal = self.accept ( )

Start = node (Start 0, 0)

Start f. val = self. f (Start, Goal)

self.open.append (Start)

print ("\n\n")

while True :

Cur = self.open[0]

print (" ")

print (" | ")

print (" | ")

for i in Cur.data

for j in i

print (j, end = " ")

print (" ")

if (self.h (Cur.data, goal) == 0):  
break :

for i in Cur.generate\_child ( ) :

i.fval = self.f (i, goal)

self.open.append (i)

self.closed.append (Cur)

del self.open[0]

self.open.sort (key = lambda x : x.fval, reverse = False)

puz = puzzle(3)

puz.solve()