

9/11/20

# AI lab Test-1.

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18M18CS097.

```
import numpy as np. IDS algo.  
from PuzzleNode import *  
import copy.  
import time.  
from queue import PriorityQueue.  
from itertools import count.
```

```
class PuzzleNode:  
    def __init__(self, init=None):  
        self.goal = np.array([[1, 1, 2], [3, 4, 0], [0, 0, 0]])  
        self.node = self.goal.copy() if init is None else  
            init.copy()  
        self.i0 = 2.  
        self.j0 = j.  
        self.parent = None.  
    def down(self):  
        assert self.i0 > 0.  
        i0 = self.i0  
        j0 = self.j0  
        self.node[i0][j0], self.node[i0-1][j0] = self.node[i0-1][j0], self.node[i0][j0]  
    def up(self):  
        assert self.i0 < 2.  
        i0 = self.i0  
        j0 = self.j0  
        self.node[i0][j0], self.node[i0+1][j0] = self.node[i0+1][j0], self.node[i0][j0]  
    def right(self):  
        assert self.j0 > 0.  
        i0 = self.i0  
        j0 = self.j0  
        self.node[i0][j0], self.node[i0][j0-1] = self.node[i0][j0-1], self.node[i0][j0]
```

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```
def left(self): assert self.jo < 2
```

```
io = self.io
```

```
jo = self.jo
```

```
self.node[io][jo], self.node[io][jo+1] = self.node[io][jo+1],
```

```
self.node[io][jo]
```

```
self.jo += 1
```

```
def getValidmoves(self);
```

```
validDir = []
```

```
if self.io > 0;
```

```
validDir.append('d')
```

```
if self.io < 2;
```

```
validDir.append('u')
```

```
if self.jo > 0;
```

```
validDir.append('r')
```

```
if self.jo < 2;
```

```
validDir.append('l')
```

```
return validDir
```

```
def do move(self, moveChar);
```

```
if moveChar == 'd':
```

```
self.down()
```

```
elif moveChar == 'u':
```

```
self.up()
```

```
elif moveChar == 'r':
```

```
self.right()
```

```
elif moveChar == 'l':
```

```
self.left()
```

```
def random step(self);
```

```
validDir = self.getValidmoves()
```

```
dirNum = len(validDir)
```

```
randomDir = validDir[random.randint(0, dirNum)]
```

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```
self.do move (random Dir).
def shuffle (self, shuffle Time):
    for i in range (shuffle Time);
        self.random step ();
    def is Goal (self):
        return (self.node == self.goal).all ()
    def num of wrong (self):
        return 9 - np.sum (self.node == self.goal).
    def manhattan Dist (self):
        dist = 0.
        for i in range (3):
            for j in range (3):
                num = self.node [i][j]
                if num != 0:
                    j Goal = (num - 1) // 3.
                    i Goal = (num - 1) % 3.
                    dist += abs (i Goal - i) + abs (j Goal - j).
        return dist.
    def show (self):
        print (self.node).
# print solution trace.
test = Puzzle Node ()
test.shuffle ()
test.show ()
step, trace = iterative Deeping Search (test)
print (step)
while len (trace) != 0:
    n = trace.pop ()
    print (n).
```

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