

8 SLIDING TILE PUZZLE PROBLEM

The aim of this task is to implement a program to solve the 8 sliding tile puzzle, while the A* algorithm is employed in your program.

Generally, in the A* algorithm, a numerical value $f(S)$ is assigned to each state S of the search space, consisting of two terms:

$$f(S) = g(S) + h(S)$$

where $g(S)$ is the known cost in reaching S from the initial state S_0 and $h(S)$ is a heuristic function that estimates the cost of reaching the solution from S by the best possible of sequence of actions. Thus, $f(S)$ is an estimate of the cost of any solution that, from S_0 , passes through S .

Consider the famous puzzle devised by Sam Loyd - the sliding tile puzzle: eight square tiles numbered 1 to 8 are held in a 3x3 frame, leaving one square empty, any of the neighbouring tiles can be slid horizontally or vertically into the empty square, so creating a new space. The problem is to go from a given initial configuration S_0 to a given final configuration S_f (eg. as shown in the following figure) in the least number of such moves.

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2 8 3	1 2 3
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1 6 4	8 4
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7 5	7 6 5
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S ₀	S _f

Task

Write a program to solve the sliding tile puzzle. Your program should be able to accept any initial configuration S_0 and the final configuration S_f , and print out the solution (a sequence of configurations from S_0 to S_f).

Note that you need first to define your heuristic function h . Since $f(S) = g(S) + h(S)$, where $g(S)$ gives the path cost from the start node to node S , and $h(S)$ is the estimated cost of the cheapest path from S to S_f , $f(S)$ is in fact an estimated cost of the cheapest solution through S . In this problem, $g(S)$ can be defined as the number of moves taken in going from S_0 to S . Therefore, it is important that you define a good h function that will find a minimal-move sequence with much less search. It is most important that your h heuristic should be as accurate as possible so as to limit the search but it must be guaranteed never to overestimate (hint: read Russell and Norvig's book, pp 101-104).

Note: Use file "8puzzle.testsample" provided.