Report

April 10, 2022

1 Team Members

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2 Data Structures used

- Node custom made structure
- Tree custom made structure
- ArrayList
- Queue
- Stack
- Priority Queue
- HashTable or HashMap
- Enumeration
- ActionPath custom made structure

2.1 Action Enumeration

It's used to represent that action taken by the parent node to reach the child node and it contains the following

- Up
- Down
- Left
- Right

2.2 Creating the Node

The Node will contain the following data fields:

- Parent:Node
- Children:ArrayList
- state:int[][]
- stringState:String which will be used to generate a hash code and compare it the goal state
- ullet Direction:Action $Action\ taken\ to\ reach\ this\ node$

• depth:int

• missingTileRow:int

- missingTileCol:int
- cost:int
- secondaryCost:int

It contains the following methods:

- CreateStringBoard():String which creates a string of the state of the node
- addChild(Node child): void which is a helper function when creating a child'
- CreateChild(int a, int b):void Creates a child where paramaters a,b represent the position of missing tile
- getRowCol(int value):int[] returns an array of size two, the method is used in calculating the herustic functions
- equals(Object obj):boolean Override It overrides the default equals method
- isGoal():boolean checks if the Node state is the goal state
- hashCode():int Override Overrides the default hashCode method so that it returns the hash code of the string state
- toString:String Override Overrides the default toString method and makes use of the string builder object

2.3 Creating the ActionPath class

The main goal of this class is to use backtracking to print the path from the goal node to the root node with the neccessary information. The class uses the Stack data-structure -LIFO- where we are going to use the property that the last element that enters the stack is the first element that exits.

The methods the class contains are as follows:

- getPath:Stack
- printPath:void

getpath functions takes both the root node and goal node as inputs and pushes the goal node parents inside it till it reaches the root node.

printPath function returns nothing, it is only used for printing the path from the root to the goal.

2.4 Creating the Tree

The tree class will contain the search functions as well as the expand function for the nodes.

Moreover, it contains the $f_1\&f_2\&f_3\&f_5\&f_6\&f_7$ Comparator objects that will be used in the priority queue.

It has only one data field: root:Node

The inner classes:

- $f1 \rightarrow f_1(n) = g(n)$ where g is the cumulative cost
- $f2 \rightarrow f_2(n) = h(n)$ where h is the manhattan distance
- f3 \rightarrow $f_3(n) = h(n)$ where h is the euclidean distance
- $f4 \rightarrow f_4(n) = h(n)$ where h is the misplaced tiles herustic

- f5 $\rightarrow f_5(n) = g(n) + h(n)$ where h is the manhattan distance
- f6 \rightarrow $f_6(n) = g(n) + h(n)$ where h is the euclidean distance
- f7 $\rightarrow f_7(n) = g(n) + h(n)$ where h is the mispalced tiles herustic

The methods:

- expand(Node node):List<Node> returns a list of the children of the given node i.e. it expands it.
- breadthFirstSearch():boolean returns true if the search is successful otherwise return false
- depthFirstSearch():boolean returns true if the search is successful otherwise return false.
- misplacedTiles(Node n):int returns the number of misplaced tiles.
- manhattanDistance(Node n):int which calculates the manhattan distance.
- euclideanDistance(Node n):int which calculates the euclidean distance.
- uniformCostSearch():boolean implements the uniform cost search.
- bestFirstSearch(int i):boolean which implementes the Best first search, i parameter is used to determine which herustic to use
- aStar(int i):boolean which implements the A* star search, i parameter is used to determine which herustic to use

2.5 Creating the Main function

The main function contains checks for the correct input and choices while running the solver.

3 Assumtions

While creating the node the cost of each movement is 1 which not extremely beneficial, so we have created a secondary cost, which will be used in A* search instead of normal cost, is cumulation of numbers swapped for example, we have swapped 0 with 4 which makes g(n) = 4 then swapped 0 with 5 then g(n) = 9. This will gives a better estimate than normal cost of the movement

4 Breadth First Search: 1 2 3 4 0 5 6 7 8

Testing the Breadth first search.

Breadth frist search was implemented with an early goal test.

Welcome to 8 puzzle Solver
Enter the puzzle : 1 2 3 4 0 5 6 7 8
Choose the Algorithm

- 1. Breadth First Search
- 2. Depth First Search
- 3. Uniform Cost Search
- 4. Best First Search
- 5. A*

Enter your choice: 1
The root node

1	2	3
4	0	5
6	7	8

Current Node:

1 2 3 0 4 5 6 7 8

Direction Moved: Left
Depth : 1
Primary Cost : 1
Secondary Cost : 4

Current Node:

0 2 3 1 4 5 6 7 8

Direction Moved: Up
Depth : 2
Primary Cost : 2
Secondary Cost : 5

Current Node:

2 0 3 1 4 5 6 7 8

Direction Moved: Right
Depth : 3
Primary Cost : 3
Secondary Cost : 7

Current Node:

2 3 0 1 4 5 6 7 8

Direction Moved: Right
Depth : 4
Primary Cost : 4
Secondary Cost : 10

Current Node:

2 3 5 1 4 0 6 7 8

Direction Moved: Down
Depth : 5
Primary Cost : 5
Secondary Cost : 15

Current Node:

2 3 5 1 0 4 6 7 8

Direction Moved: Left
Depth : 6
Primary Cost : 6
Secondary Cost : 19

Current Node:

2 0 5 1 3 4 6 7 8

Direction Moved: Up
Depth : 7
Primary Cost : 7
Secondary Cost : 22

Current Node:

0 2 5 1 3 4 6 7 8

Direction Moved: Left
Depth : 8
Primary Cost : 8
Secondary Cost : 24

Current Node:

1 2 5 0 3 4 6 7 8

Direction Moved: Down
Depth : 9
Primary Cost : 9
Secondary Cost : 25

Current Node:

1 2 5 3 0 4 6 7 8

Direction Moved: Right
Depth : 10
Primary Cost : 10
Secondary Cost : 28

Current Node:

1 2 5 3 4 0 6 7 8

Direction Moved: Right
Depth : 11
Primary Cost : 11
Secondary Cost : 32

Current Node:

1 2 0 3 4 5 6 7 8

Direction Moved: Up
Depth : 12
Primary Cost : 12
Secondary Cost : 37

Current Node:

1 0 2 3 4 5 6 7 8

Direction Moved: Left Depth : 13 Primary Cost: 13 Secondary Cost: 39

Current Node:

0 1 2 3 4 5 6 7 8

Direction Moved: Left
Depth : 14
Primary Cost : 14
Secondary Cost : 40

Time: 72.0 millie seconds

Space: 3718

5 Depth First Search: 1 0 2 3 4 5 6 7 8

The implementation contains an early goal test even though that might not result in the optimal solution but it results in better search time. Since the solution of the depth first search is sub-optimal in most cases. An example file has been added which highlights the output of the algorithm with different input

Welcome to 8 puzzle Solver

Enter the puzzle : 1 0 2 3 4 5 6 7 8

Choose the Algorithm

- 1. Breadth First Search
- 2. Depth First Search
- 3. Uniform Cost Search
- 4. Best First Search
- 5. A*

Enter your choice: 2

The root node

1 0 2 3 4 5 6 7 8

Current Node:

0 1 2 3 4 5 6 7 8

Direction Moved: Left Depth : 1

Primary Cost : 1 Secondary Cost : 1

Time: 0.0 millie seconds

Space: 2

6 Uniform Cost Search: 1 2 3 4 0 5 6 7 8

Welcome to 8 puzzle Solver

Enter the puzzle : 1 2 3 4 0 5 6 7 8

Choose the Algorithm

- 1. Breadth First Search
- 2. Depth First Search
- 3. Uniform Cost Search
- 4. Best First Search
- 5. A*

Enter your choice: 3

The root node

- 1 2 3 4 0 5 6 7 8
- 6 7 8

Current Node:

1 2 3 0 4 5 6 7 8

Direction Moved: Left

Depth : 1
Primary Cost : 1
Secondary Cost : 4

Current Node:

0 2 3 1 4 5 6 7 8

Direction Moved: Up
Depth : 2
Primary Cost : 2
Secondary Cost : 5

Current Node:

2	0	3
1	4	5
6	7	8

Direction Moved: Right
Depth : 3
Primary Cost : 3
Secondary Cost : 7

Current Node:

2 3 0 1 4 5 6 7 8

Direction Moved: Right
Depth : 4
Primary Cost : 4
Secondary Cost : 10

Current Node:

2 3 5 1 4 0 6 7 8

Direction Moved: Down
Depth : 5
Primary Cost : 5
Secondary Cost : 15

Current Node:

2 3 5 1 0 4 6 7 8

Direction Moved: Left
Depth : 6
Primary Cost : 6
Secondary Cost : 19

Current Node:

2 0 5 1 3 4 6 7 8 Direction Moved: Up
Depth : 7
Primary Cost : 7
Secondary Cost : 22

Current Node:

0 2 5 1 3 4 6 7 8

Direction Moved: Left
Depth : 8
Primary Cost : 8
Secondary Cost : 24

Current Node:

1 2 5 0 3 4 6 7 8

Direction Moved: Down
Depth : 9
Primary Cost : 9
Secondary Cost : 25

Current Node:

1 2 5 3 0 4 6 7 8

Direction Moved: Right
Depth : 10
Primary Cost : 10
Secondary Cost : 28

Current Node:

1 2 5 3 4 0 6 7 8

Direction Moved: Right
Depth : 11
Primary Cost : 11

Secondary Cost : 32

Current Node:

1 2 0 3 4 5 6 7 8

Direction Moved: Up
Depth : 12
Primary Cost : 12
Secondary Cost : 37

Current Node:

1 0 2 3 4 5 6 7 8

Direction Moved: Left
Depth : 13
Primary Cost : 13
Secondary Cost : 39

Current Node:

0 1 2 3 4 5 6 7 8

Direction Moved: Left
Depth : 14
Primary Cost : 14
Secondary Cost : 40

Time: 9.0 millie seconds

Space: 1099

7 Best first Search: 1 2 3 4 0 5 6 7 8

7.1 Manhattan Distance

Welcome to 8 puzzle Solver

Enter the puzzle : 1 2 3 4 0 5 6 7 8

Choose the Algorithm

- 1. Breadth First Search
- 2. Depth First Search

- 3. Uniform Cost Search
- 4. Best First Search
- 5. A*

Enter your choice: 4

Choose the Heuristic function

- 1. Manhattan Distance
- 2. Euclidean Distance
- 3. Misplaced Tiles

Enter your choice: 1

The root node

- 1 2 3 4 0 5 6 7 8
- -----

Current Node:

1 2 3 4 5 0 6 7 8

Direction Moved: Right

Depth : 1
Primary Cost : 1
Secondary Cost : 5

Current Node:

1 2 0 4 5 3 6 7 8

Direction Moved: Up
Depth : 2
Primary Cost : 2
Secondary Cost : 8

Current Node:

1 0 2 4 5 3 6 7 8

Direction Moved: Left
Depth : 3
Primary Cost : 3

Secondar	ry Cost	:	10
Current	Node:		
1	5	2	2

4 0 3 6 7 8

Direction Moved: Down
Depth : 4
Primary Cost : 4
Secondary Cost : 15

Current Node:

1 5 2 4 3 0 6 7 8

Direction Moved: Right
Depth : 5
Primary Cost : 5
Secondary Cost : 18

Current Node:

1 5 0 4 3 2 6 7 8

Direction Moved: Up
Depth : 6
Primary Cost : 6
Secondary Cost : 20

Current Node:

1 0 5 4 3 2 6 7 8

Direction Moved: Left
Depth : 7
Primary Cost : 7
Secondary Cost : 25

Current Node:

0	1	5
4	3	2
6	7	8

Direction Moved: Left
Depth : 8
Primary Cost : 8
Secondary Cost : 26

Current Node:

4 1 5 0 3 2 6 7 8

Direction Moved: Down
Depth : 9
Primary Cost : 9
Secondary Cost : 30

Current Node:

4 1 5 3 0 2 6 7 8

Direction Moved: Right
Depth : 10
Primary Cost : 10
Secondary Cost : 33

Current Node:

4 1 5 3 2 0 6 7 8

Direction Moved: Right
Depth : 11
Primary Cost : 11
Secondary Cost : 35

Current Node:

4 1 0 3 2 5 6 7 8 Direction Moved: Up
Depth : 12
Primary Cost : 12
Secondary Cost : 40

Current Node:

4 0 1 3 2 5 6 7 8

Direction Moved: Left
Depth: 13
Primary Cost: 13
Secondary Cost: 41

Current Node:

0 4 1 3 2 5 6 7 8

Direction Moved: Left
Depth : 14
Primary Cost : 14
Secondary Cost : 45

Current Node:

3 4 1 0 2 5 6 7 8

Direction Moved: Down
Depth: 15
Primary Cost: 15
Secondary Cost: 48

Current Node:

3 4 1 2 0 5 6 7 8

Direction Moved: Right
Depth : 16
Primary Cost : 16
Secondary Cost : 50

Current Node:

3 0 1 2 4 5 6 7 8

Direction Moved: Up
Depth : 17
Primary Cost : 17
Secondary Cost : 54

Current Node:

3 1 0 2 4 5 6 7 8

Direction Moved: Right
Depth: 18
Primary Cost: 18
Secondary Cost: 55

Current Node:

3 1 5 2 4 0 6 7 8

Direction Moved: Down
Depth : 19
Primary Cost : 19
Secondary Cost : 60

Current Node:

3 1 5 2 0 4 6 7 8

Direction Moved: Left
Depth : 20
Primary Cost : 20
Secondary Cost : 64

Current Node:

3 1 5

0	2	4
6	7	8

Direction Moved: Left
Depth : 21
Primary Cost : 21
Secondary Cost : 66

Current Node:

0 1 5 3 2 4 6 7 8

Direction Moved: Up
Depth : 22
Primary Cost : 22
Secondary Cost : 69

Current Node:

1 0 5 3 2 4 6 7 8

Direction Moved: Right
Depth : 23
Primary Cost : 23
Secondary Cost : 70

Current Node:

1 2 5 3 0 4 6 7 8

Direction Moved: Down
Depth : 24
Primary Cost : 24
Secondary Cost : 72

Current Node:

1 2 5 3 4 0 6 7 8

Direction Moved: Right

Depth : 25 Primary Cost: 25 Secondary Cost: 76

Current Node:

2 1 0 3 4 5 6 7 8

Direction Moved: Up Depth : 26 Primary Cost: 26 Secondary Cost : 81 _____

Current Node:

1 0 2 3 4 5 6 7 8

Direction Moved: Left Depth : 27 Primary Cost: 27 Secondary Cost: 83 _____

Current Node:

0 1 3 4 5 7 6 8

Direction Moved: Left Depth : 28 Primary Cost: 28 Secondary Cost: 84

Time: 14.0 millie seconds

Space: 142

7.2 Euclidean Distance

Welcome to 8 puzzle Solver

Enter the puzzle : 1 2 3 4 0 5 6 7 8

Choose the Algorithm

- 1. Breadth First Search
- 2. Depth First Search

- 3. Uniform Cost Search
- 4. Best First Search
- 5. A*

Enter your choice: 4

Choose the Heuristic function

- 1. Manhattan Distance
- 2. Euclidean Distance
- 3. Misplaced Tiles

Enter your choice: 2

The root node

1 2 3 4 0 5 6 7 8

Current Node:

1 0 3 4 2 5 6 7 8

Direction Moved: Up
Depth : 1
Primary Cost : 1
Secondary Cost : 2

Current Node:

1 3 0 4 2 5 6 7 8

Direction Moved: Right
Depth : 2

Primary Cost : 2 Secondary Cost : 5

Current Node:

1 3 5 4 2 0 6 7 8

Direction Moved: Down
Depth: 3
Primary Cost: 3

Seconda	ry Cost	: 10
Current	Node:	
1	3	5
4	0	2
6	7	8

Direction Moved: Left
Depth : 4
Primary Cost : 4
Secondary Cost : 12

Current Node:

1 3 5 0 4 2 6 7 8

Direction Moved: Left
Depth : 5
Primary Cost : 5
Secondary Cost : 16

Current Node:

0 3 5 1 4 2 6 7 8

Direction Moved: Up
Depth : 6
Primary Cost : 6
Secondary Cost : 17

Current Node:

3 0 5 1 4 2 6 7 8

Direction Moved: Right
Depth : 7
Primary Cost : 7
Secondary Cost : 20

Current Node:

3	5	0
1	4	2
6	7	8

Direction Moved: Right
Depth : 8
Primary Cost : 8
Secondary Cost : 25

Current Node:

3 5 2 1 4 0 6 7 8

Direction Moved: Down
Depth : 9
Primary Cost : 9
Secondary Cost : 27

Current Node:

3 5 2 1 0 4 6 7 8

Direction Moved: Left
Depth : 10
Primary Cost : 10
Secondary Cost : 31

Current Node:

3 5 2 0 1 4 6 7 8

Direction Moved: Left
Depth : 11
Primary Cost : 11
Secondary Cost : 32

Current Node:

0 5 2 3 1 4 6 7 8 Direction Moved: Up
Depth : 12
Primary Cost : 12
Secondary Cost : 35

Current Node:

5 0 2 3 1 4 6 7 8

Direction Moved: Right
Depth: 13
Primary Cost: 13
Secondary Cost: 40

Current Node:

5 1 2 3 0 4 6 7 8

Direction Moved: Down
Depth : 14
Primary Cost : 14
Secondary Cost : 41

Current Node:

5 1 2 3 4 0 6 7 8

Direction Moved: Right
Depth : 15
Primary Cost : 15
Secondary Cost : 45

Current Node:

5 1 0 3 4 2 6 7 8

Direction Moved: Up
Depth : 16
Primary Cost : 16
Secondary Cost : 47

Current Node:

5 0 1 3 4 2 6 7 8

Direction Moved: Left
Depth: 17
Primary Cost: 17
Secondary Cost: 48

Current Node:

0 5 1 3 4 2 6 7 8

Direction Moved: Left
Depth: 18
Primary Cost: 18
Secondary Cost: 53

Current Node:

3 5 1 0 4 2 6 7 8

Direction Moved: Down
Depth: 19
Primary Cost: 19
Secondary Cost: 56

Current Node:

3 5 1 4 0 2 6 7 8

Direction Moved: Right
Depth : 20
Primary Cost : 20
Secondary Cost : 60

Current Node:

3 0 1

4	5	2
6	7	8

Direction Moved: Up
Depth : 21
Primary Cost : 21
Secondary Cost : 65

Current Node:

3 1 0 4 5 2 6 7 8

Direction Moved: Right
Depth : 22
Primary Cost : 22
Secondary Cost : 66

Current Node:

3 1 2 4 5 0 6 7 8

Direction Moved: Down
Depth : 23
Primary Cost : 23
Secondary Cost : 68

Current Node:

3 1 2 4 0 5 6 7 8

Direction Moved: Left
Depth : 24
Primary Cost : 24
Secondary Cost : 73

Current Node:

3 1 2 0 4 5 6 7 8

Direction Moved: Left

Depth : 25 Primary Cost : 25 Secondary Cost : 77

Current Node:

0 1 2 3 4 5 6 7 8

Direction Moved: Up
Depth : 26
Primary Cost : 26
Secondary Cost : 80

Time: 1.0 millie seconds

Space: 144

7.3 Misplaced Tiles

Welcome to 8 puzzle Solver

Enter the puzzle : 1 2 3 4 0 5 6 7 8

Choose the Algorithm

- 1. Breadth First Search
- 2. Depth First Search
- 3. Uniform Cost Search
- 4. Best First Search
- 5. A*

Enter your choice: 4

Choose the Heuristic function

- 1. Manhattan Distance
- 2. Euclidean Distance
- 3. Misplaced Tiles

Enter your choice: 3

The root node

1 2 3 4 0 5 6 7 8

Current Node:

1 0 3 4 2 5 6 7 8 Direction Moved: Up Depth : 1 Primary Cost: 1 Secondary Cost : 2

Current Node:

3 4 2 5 6 7 8

Direction Moved: Right Depth : 2 Primary Cost: 2 Secondary Cost : 5 _____

Current Node:

1 3 5 2 4 0 7 6 8

Direction Moved: Down Depth : 3 Primary Cost : 3 Secondary Cost : 10 -----

Current Node:

3 1 5 4 0 2 7 8

Direction Moved: Left Depth : 4 Primary Cost: 4 Secondary Cost : 12 _____

Current Node:

1 3 5 0 4 2 6 7 8

Direction Moved: Left Depth : 5 Primary Cost: 5

Secondar	ry Cost	:	16	
Current	Node:			

0 3 5 1 4 2 6 7 8

Direction Moved: Up
Depth : 6
Primary Cost : 6
Secondary Cost : 17

Current Node:

3 0 5 1 4 2 6 7 8

Direction Moved: Right
Depth : 7
Primary Cost : 7
Secondary Cost : 20

Current Node:

3 5 0 1 4 2 6 7 8

Direction Moved: Right
Depth : 8
Primary Cost : 8
Secondary Cost : 25

Current Node:

3 5 2 1 4 0 6 7 8

Direction Moved: Down
Depth : 9
Primary Cost : 9
Secondary Cost : 27

Current Node:

3	5	2
1	0	4
6	7	8

Direction Moved: Left
Depth : 10
Primary Cost : 10
Secondary Cost : 31

Current Node:

3	5	2
0	1	4
6	7	8

Direction Moved: Left
Depth : 11
Primary Cost : 11
Secondary Cost : 32

Current Node:

0	5	2
3	1	4
6	7	8

Direction Moved: Up
Depth : 12
Primary Cost : 12
Secondary Cost : 35

Current Node:

5	0	2
3	1	4
6	7	8

Direction Moved: Right
Depth: 13
Primary Cost: 13
Secondary Cost: 40

Current Node:

5	1	2	
3	0	4	
6	7	8	

Direction Moved: Down
Depth : 14
Primary Cost : 14
Secondary Cost : 41

Current Node:

5 1 2 3 4 0 6 7 8

Direction Moved: Right
Depth: 15
Primary Cost: 15
Secondary Cost: 45

Current Node:

5 1 0 3 4 2 6 7 8

Direction Moved: Up
Depth: 16
Primary Cost: 16
Secondary Cost: 47

Current Node:

5 0 1 3 4 2 6 7 8

Direction Moved: Left
Depth : 17
Primary Cost : 17
Secondary Cost : 48

Current Node:

0 5 1 3 4 2 6 7 8

Direction Moved: Left
Depth : 18
Primary Cost : 18
Secondary Cost : 53

Current Node:

3 5 1 0 4 2 6 7 8

Direction Moved: Down
Depth : 19
Primary Cost : 19
Secondary Cost : 56

Current Node:

3 5 1 4 0 2 6 7 8

Direction Moved: Right
Depth : 20
Primary Cost : 20
Secondary Cost : 60

Current Node:

3 0 1 4 5 2 6 7 8

Direction Moved: Up
Depth : 21
Primary Cost : 21
Secondary Cost : 65

Current Node:

3 1 0 4 5 2 6 7 8

Direction Moved: Right
Depth : 22
Primary Cost : 22
Secondary Cost : 66

Current Node:

3 1 2

4 5 0 6 7 8

Direction Moved: Down
Depth: 23
Primary Cost: 23
Secondary Cost: 68

Current Node:

3 1 2 4 0 5 6 7 8

Direction Moved: Left
Depth : 24
Primary Cost : 24
Secondary Cost : 73

Current Node:

3 1 2 0 4 5 6 7 8

Direction Moved: Left
Depth : 25
Primary Cost : 25
Secondary Cost : 77

Current Node:

0 1 2 3 4 5 6 7 8

Direction Moved: Up
Depth : 26
Primary Cost : 26
Secondary Cost : 80

Time: 1.0 millie seconds

Space: 186

8 A* search: 1 2 3 4 0 5 6 7 8

8.1 Manhattan distance

Welcome to 8 puzzle Solver

Enter the puzzle : 1 2 3 4 0 5 6 7 8

Choose the Algorithm

- 1. Breadth First Search
- 2. Depth First Search
- 3. Uniform Cost Search
- 4. Best First Search
- 5. A*

Enter your choice: 5

Choose the Heuristic function

- 1. Manhattan Distance
- 2. Euclidean Distance
- 3. Misplaced Tiles

Enter your choice: 1

The root node

- 1 2 3 4 0 5 6 7 8
- _____

Current Node:

1 2 3 0 4 5 6 7 8

Direction Moved: Left

Depth : 1
Primary Cost : 1
Secondary Cost : 4

Current Node:

0 2 3 1 4 5 6 7 8

Direction Moved: Up
Depth : 2
Primary Cost : 2

Secondary Cost : 5

Current Node:

2 0 3 1 4 5 6 7 8

Direction Moved: Right

Depth : 3 Primary Cost : 3 Secondary Cost : 7

Current Node:

2 3 0 1 4 5 6 7 8

Direction Moved: Right
Depth : 4
Primary Cost : 4
Secondary Cost : 10

Current Node:

2 3 5 1 4 0 6 7 8

Direction Moved: Down
Depth : 5
Primary Cost : 5
Secondary Cost : 15

Current Node:

2 3 5 1 0 4 6 7 8

Direction Moved: Left
Depth : 6
Primary Cost : 6
Secondary Cost : 19

Current Node:

2 0 5

1	3	4
6	7	8

Direction Moved: Up
Depth : 7
Primary Cost : 7
Secondary Cost : 22

Current Node:

0 2 5 1 3 4 6 7 8

Direction Moved: Left
Depth : 8
Primary Cost : 8
Secondary Cost : 24

Current Node:

1 2 5 0 3 4 6 7 8

Direction Moved: Down
Depth : 9
Primary Cost : 9
Secondary Cost : 25

Current Node:

1 2 5 3 0 4 6 7 8

Direction Moved: Right
Depth : 10
Primary Cost : 10
Secondary Cost : 28

Current Node:

1 2 5 3 4 0 6 7 8

Direction Moved: Right

Depth : 11 Primary Cost : 11 Secondary Cost : 32

Current Node:

1 2 0 3 4 5 6 7 8

Direction Moved: Up
Depth : 12
Primary Cost : 12
Secondary Cost : 37

Current Node:

1 0 2 3 4 5 6 7 8

Direction Moved: Left
Depth : 13
Primary Cost : 13
Secondary Cost : 39

Current Node:

0 1 2 3 4 5 6 7 8

Direction Moved: Left
Depth : 14
Primary Cost : 14
Secondary Cost : 40

Time: 2.0 millie seconds

Space: 371

8.2 Euclidean distance

Welcome to 8 puzzle Solver

Enter the puzzle : 1 2 3 4 0 5 6 7 8

Choose the Algorithm

- 1. Breadth First Search
- 2. Depth First Search

- 3. Uniform Cost Search
- 4. Best First Search
- 5. A*

Enter your choice: 5

Choose the Heuristic function

- 1. Manhattan Distance
- 2. Euclidean Distance
- 3. Misplaced Tiles

Enter your choice: 2

The root node

- 1 2 3 4 0 5 6 7 8
- -----

Current Node:

1 2 3 0 4 5 6 7 8

Direction Moved: Left Depth : 1

Primary Cost: 1
Secondary Cost: 4

Current Node:

0 2 3 1 4 5 6 7 8

Direction Moved: Up
Depth : 2
Primary Cost : 2
Secondary Cost : 5

Current Node:

2 0 3 1 4 5 6 7 8

Direction Moved: Right

Depth : 3 Primary Cost : 3

Secondary Cost : 7			
Current	Node:		
2 1 6	3 4 7	0 5 8	
Directi	n Mossed	· Right	

Direction Moved: Right
Depth : 4
Primary Cost : 4
Secondary Cost : 10

Current Node:

2 3 5 1 4 0 6 7 8

Direction Moved: Down
Depth : 5
Primary Cost : 5
Secondary Cost : 15

Current Node:

2 3 5 1 0 4 6 7 8

Direction Moved: Left
Depth : 6
Primary Cost : 6
Secondary Cost : 19

Current Node:

2 0 5 1 3 4 6 7 8

Direction Moved: Up
Depth : 7
Primary Cost : 7
Secondary Cost : 22

Current Node:

0	2	5	
1	3	4	
6	7	8	

Direction Moved: Left
Depth : 8
Primary Cost : 8
Secondary Cost : 24

Current Node:

1 2 5 0 3 4 6 7 8

Direction Moved: Down
Depth : 9
Primary Cost : 9
Secondary Cost : 25

Current Node:

1 2 5 3 0 4 6 7 8

Direction Moved: Right
Depth : 10
Primary Cost : 10
Secondary Cost : 28

Current Node:

1 2 5 3 4 0 6 7 8

Direction Moved: Right
Depth : 11
Primary Cost : 11
Secondary Cost : 32

Current Node:

1 2 0 3 4 5 6 7 8 Direction Moved: Up
Depth : 12
Primary Cost : 12
Secondary Cost : 37

Current Node:

1 0 2 3 4 5 6 7 8

Direction Moved: Left
Depth: 13
Primary Cost: 13
Secondary Cost: 39

Current Node:

0 1 2 3 4 5 6 7 8

Direction Moved: Left
Depth: 14
Primary Cost: 14
Secondary Cost: 40

Time: 1.0 millie seconds

Space: 494

8.3 Misplaced Tiles

Welcome to 8 puzzle Solver

Enter the puzzle : 1 2 3 4 0 5 6 7 8

Choose the Algorithm

- 1. Breadth First Search
- 2. Depth First Search
- 3. Uniform Cost Search
- 4. Best First Search
- 5. A*

Enter your choice: 5

Choose the Heuristic function

- 1. Manhattan Distance
- 2. Euclidean Distance
- 3. Misplaced Tiles

Enter you	r choice: 3
The root	node
1 2	
4 (~
6	8
Current N	 lode:
1 2	2 3
0 4	5
6 7	8
Depth Primary	Moved: Left : 1 Cost : 1 Cost : 4
Current N	lode:
0 2	2 3
1 4	5
6 7	8
Depth	Moved: Up : 2 Cost : 2

Current Node:

2 0 3 1 4 5 6 7 8

Secondary Cost : 5

Direction Moved: Right
Depth : 3
Primary Cost : 3
Secondary Cost : 7

Current Node:

2 3 0 1 4 5 6 7 8

Direction Moved: Right
Depth: 4

Primary	Cost	:	4
Secondary	Cost	:	10

Current Node:

2	3	5	
1	4	0	
6	7	8	

Direction Moved: Down Depth : 5 Primary Cost : 5 Secondary Cost : 15 _____

Current Node:

2	3	5	
1	0	4	
6	7	8	

Direction Moved: Left Depth : 6 Primary Cost: 6 Secondary Cost : 19 -----

Current Node:

2 0 5 1 3 4 6 7 8

Direction Moved: Up Depth : 7 Primary Cost: 7 Secondary Cost : 22 _____

Current Node:

0 2 5 1 3 4 7 8

Direction Moved: Left Depth : 8 Primary Cost: 8 Secondary Cost : 24 _____

Current Node:

1	2	5
0	3	4
6	7	8

Direction Moved: Down
Depth : 9
Primary Cost : 9
Secondary Cost : 25

Current Node:

1 2 5 3 0 4 6 7 8

Direction Moved: Right
Depth : 10
Primary Cost : 10
Secondary Cost : 28

Current Node:

1 2 5 3 4 0 6 7 8

Direction Moved: Right
Depth : 11
Primary Cost : 11
Secondary Cost : 32

Current Node:

1 2 0 3 4 5 6 7 8

Direction Moved: Up
Depth: 12
Primary Cost: 12
Secondary Cost: 37

Current Node:

1 0 2 3 4 5 6 7 8 Direction Moved: Left
Depth: 13
Primary Cost: 13
Secondary Cost: 39

Current Node:

0 1 2 3 4 5 6 7 8

Direction Moved: Left
Depth : 14
Primary Cost : 14
Secondary Cost : 40

Time: 1.0 millie seconds

Space: 530