

# Search Algorithms to solve 8-puzzle

BFS - DFS - A\*

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## Data structures used:

- Hash Maps

- “explored” hash map is used to keep track of all the nodes whose children were extended (used in both DFS and BFS).
- “inQueue” hash map is used to keep track of the current nodes in queue (used in BFS).
- “inStack” hash map is used to keep track of the current nodes in stack (used in DFS).

- Queue

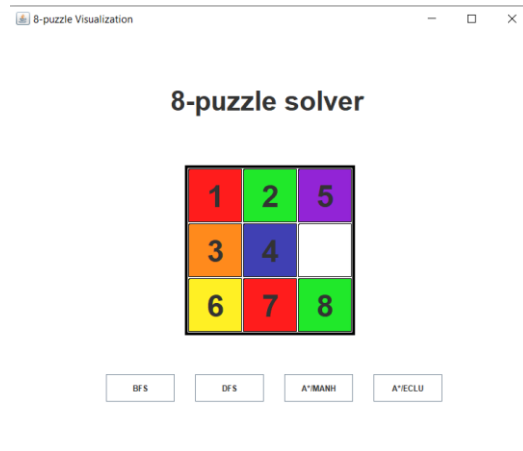
- “queue” is used in BFS to guarantee that all nodes are explored in each level before moving to the next level.

- Stack

- “stack” is used in DFS to guarantee that nodes are explored deeply (not level by level).

# 1. BFS

- Initial state: 125340678



- Nodes expanded:

```
Run: Visualization x
"C:\Program Files\Java\jdk1.8.0_161\bin\java" ...
8-puzzle solver
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Initial state: 125340678

parent: [1, 2, 5, 3, 4, 0, 6, 7, 8]
> [1, 2, 0, 3, 4, 5, 6, 7, 8]
> [1, 2, 5, 3, 0, 4, 6, 7, 8]
> [1, 2, 5, 3, 4, 8, 6, 7, 0]
.....

parent: [1, 2, 0, 3, 4, 5, 6, 7, 8]
> [1, 0, 2, 3, 4, 5, 6, 7, 8]
.....

parent: [1, 2, 5, 3, 0, 4, 6, 7, 8]
> [1, 0, 5, 3, 2, 4, 6, 7, 8]
> [1, 2, 5, 0, 3, 4, 6, 7, 8]
> [1, 2, 5, 3, 7, 4, 6, 0, 8]
.....

parent: [1, 2, 5, 3, 4, 8, 6, 7, 0]
> [1, 2, 5, 3, 4, 8, 6, 0, 7]
.....

parent: [1, 0, 2, 3, 4, 5, 6, 7, 8]
> [0, 1, 2, 3, 4, 5, 6, 7, 8]
> [1, 4, 2, 3, 0, 5, 6, 7, 8]
.....

parent: [1, 0, 5, 3, 2, 4, 6, 7, 8]
> [0, 1, 5, 3, 2, 4, 6, 7, 8]
> [1, 5, 0, 3, 2, 4, 6, 7, 8]
.....

parent: [1, 2, 5, 0, 3, 4, 6, 7, 8]
> [0, 2, 5, 1, 3, 4, 6, 7, 8]
> [1, 2, 5, 6, 3, 4, 0, 7, 8]
.....
```

- path:

```
parent: [1, 2, 5, 3, 7, 4, 6, 0, 8]
> [1, 2, 5, 3, 7, 4, 0, 6, 8]
> [1, 2, 5, 3, 7, 4, 6, 8, 0]
.....


parent: [1, 2, 5, 3, 4, 8, 6, 0, 7]
> [1, 2, 5, 3, 0, 8, 6, 4, 7]
> [1, 2, 5, 3, 4, 8, 0, 6, 7]
.....

parent: [0, 1, 2, 3, 4, 5, 6, 7, 8]
Goal: [0, 1, 2, 3, 4, 5, 6, 7, 8]
Success

no of explored nodes: 10

> Reversed Path:
[0, 1, 2, 3, 4, 5, 6, 7, 8]
[1, 0, 2, 3, 4, 5, 6, 7, 8]
[1, 2, 0, 3, 4, 5, 6, 7, 8]
[1, 2, 5, 3, 4, 0, 6, 7, 8]
```

- Goal state:

 8-puzzle Visualization

— □ ×

### 8-puzzle solver

	1	2
3	4	5
6	7	8

BFS

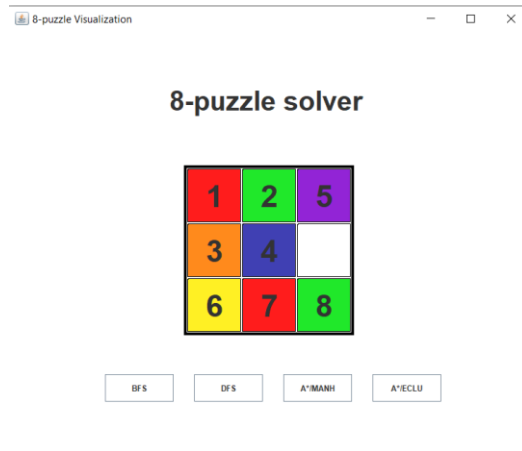
DFS

A\*/MANH

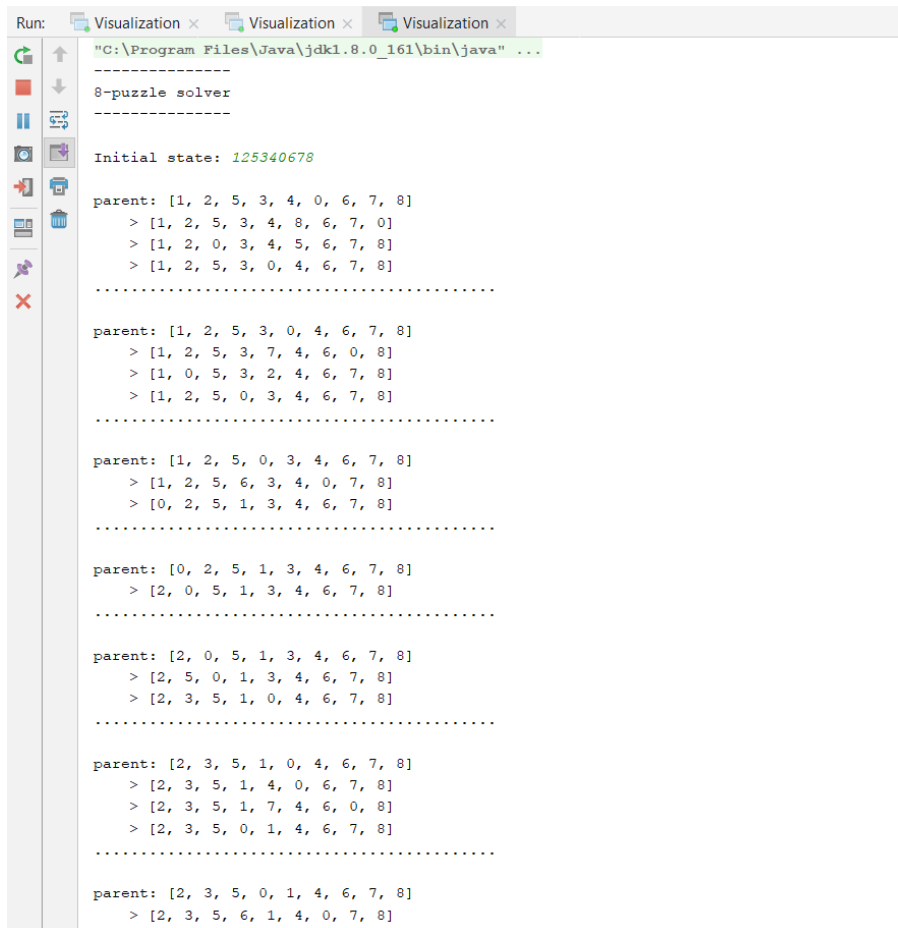
A\*/ECLU

## 2. DFS

- Initial state: 125340678



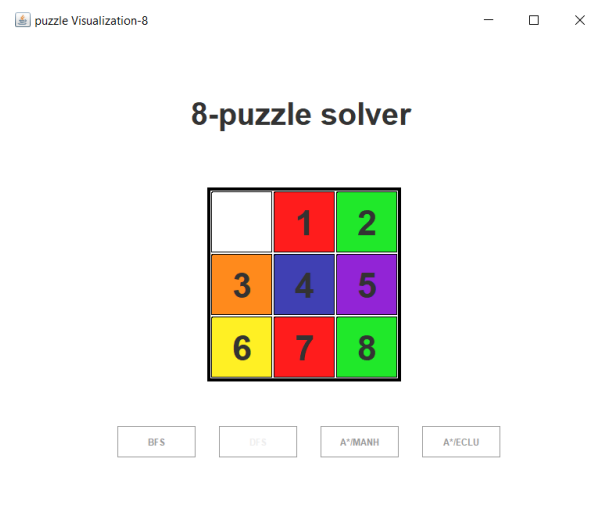
- Nodes expanded:



- path:

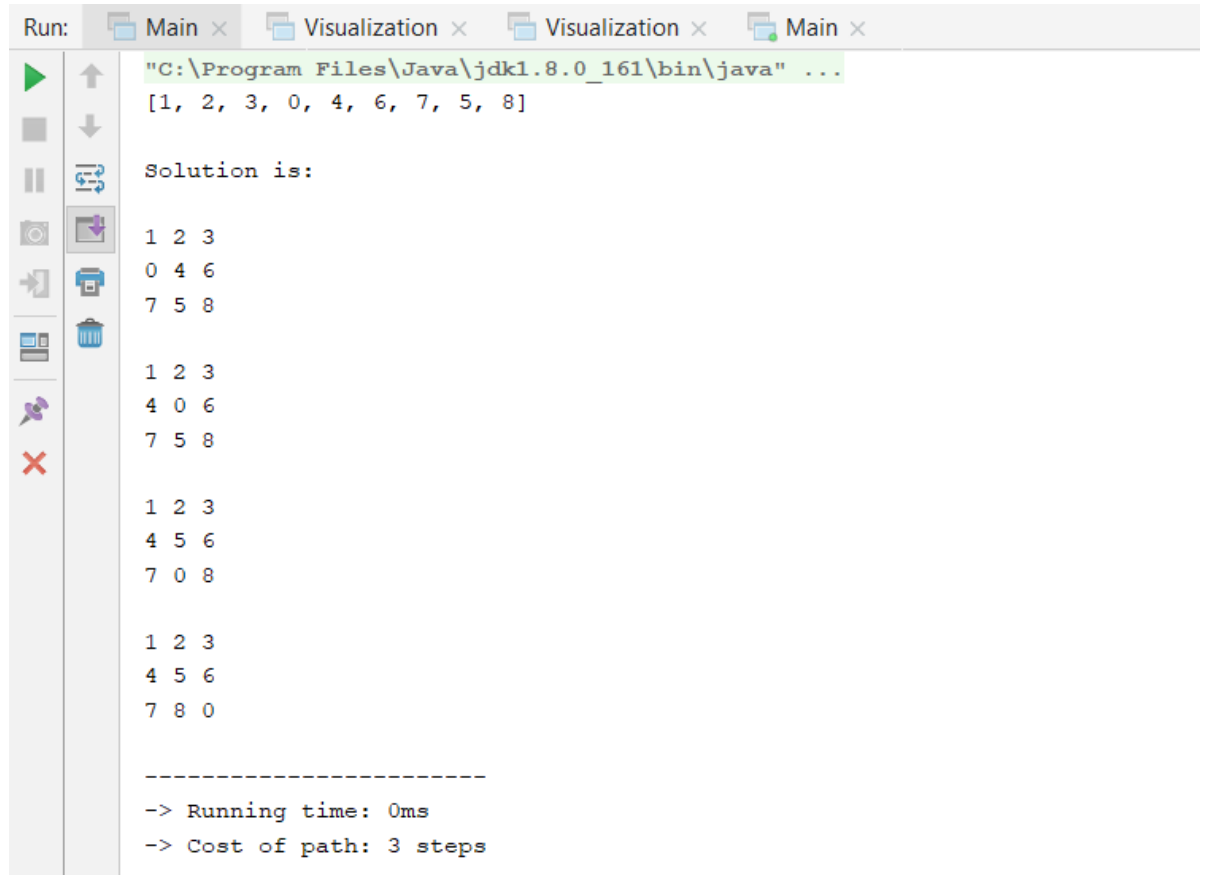
```
Run: Visualization x Visualization x Visualization x
> Reversed Path:
[0, 1, 2, 3, 4, 5, 6, 7, 8]
[3, 1, 2, 0, 4, 5, 6, 7, 8]
[3, 1, 2, 4, 0, 5, 6, 7, 8]
[3, 0, 2, 4, 1, 5, 6, 7, 8]
[0, 3, 2, 4, 1, 5, 6, 7, 8]
[4, 3, 2, 0, 1, 5, 6, 7, 8]
[4, 3, 2, 1, 0, 5, 6, 7, 8]
[4, 0, 2, 1, 3, 5, 6, 7, 8]
[0, 4, 2, 1, 3, 5, 6, 7, 8]
[1, 4, 2, 0, 3, 5, 6, 7, 8]
[1, 4, 2, 3, 0, 5, 6, 7, 8]
[1, 4, 2, 3, 5, 0, 6, 7, 8]
[1, 4, 0, 3, 5, 2, 6, 7, 8]
[1, 0, 4, 3, 5, 2, 6, 7, 8]
[0, 1, 4, 3, 5, 2, 6, 7, 8]
[3, 1, 4, 0, 5, 2, 6, 7, 8]
[3, 1, 4, 5, 0, 2, 6, 7, 8]
[3, 0, 4, 5, 1, 2, 6, 7, 8]
[0, 3, 4, 5, 1, 2, 6, 7, 8]
[5, 3, 4, 0, 1, 2, 6, 7, 8]
[5, 3, 4, 1, 0, 2, 6, 7, 8]
[5, 0, 4, 1, 3, 2, 6, 7, 8]
[0, 5, 4, 1, 3, 2, 6, 7, 8]
[1, 5, 4, 0, 3, 2, 6, 7, 8]
[1, 5, 4, 3, 0, 2, 6, 7, 8]
[1, 5, 4, 3, 2, 0, 6, 7, 8]
[1, 5, 0, 3, 2, 4, 6, 7, 8]
[1, 0, 5, 3, 2, 4, 6, 7, 8]
[0, 1, 5, 3, 2, 4, 6, 7, 8]
[3, 1, 5, 0, 2, 4, 6, 7, 8]
[3, 1, 5, 2, 0, 4, 6, 7, 8]
[3, 0, 5, 2, 1, 4, 6, 7, 8]
[0, 3, 5, 2, 1, 4, 6, 7, 8]
[2, 3, 5, 0, 1, 4, 6, 7, 8]
[2, 3, 5, 1, 0, 4, 6, 7, 8]
[2, 0, 5, 1, 3, 4, 6, 7, 8]
[0, 2, 5, 1, 3, 4, 6, 7, 8]
[1, 2, 5, 0, 3, 4, 6, 7, 8]
[1, 2, 5, 3, 0, 4, 6, 7, 8]
[1, 2, 5, 3, 4, 0, 6, 7, 8]
```

- Goal state:



### 3. A\*

- Solution:



```
Run: Main x Visualization x Visualization x Main x
"C:\Program Files\Java\jdk1.8.0_161\bin\java" ...
[1, 2, 3, 0, 4, 6, 7, 5, 8]

Solution is:

1 2 3
0 4 6
7 5 8

1 2 3
4 0 6
7 5 8

1 2 3
4 5 6
7 0 8

1 2 3
4 5 6
7 8 0

-----
-> Running time: 0ms
-> Cost of path: 3 steps
```