Devesh Vengurlekar Roll No: 9766 TE Comps A

AI Experiment 5

Aim: Eight puzzle game solution by A* algorithm

Program:

a) Water Jug Problem

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# Devesh Vengurlekar
# Roll No: 9766
# TE Comps A
from queue import PriorityQueue
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i = Tile Number
b = Current Position
g = Target Position
def h(puzzle, target):
  return sum(abs(b \% 3 - g \% 3) + abs(b // 3 - g // 3) for b, g in ((puzzle.index(i),
target.index(i)) for i in range(1, 9)))
def solve(puzzle, target):
  queue = PriorityQueue()
  queue.put((0, puzzle))
  came from = {tuple(puzzle): None}
  cost_so_far = {tuple(puzzle): 0}
  while not queue.empty():
    _, current = queue.get()
    if current == target:
       path = []
       while current:
         path.append(current)
         current = came_from[tuple(current)]
       path.reverse()
       return path
```

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for new in neighbors(current):
       new cost = cost so far[tuple(current)] + 1
       if tuple(new) not in cost_so_far or new_cost < cost_so_far[tuple(new)]:
         cost so far[tuple(new)] = new cost
         priority = new cost + h(new, target)
         queue.put((priority, new))
         came_from[tuple(new)] = current
def neighbors(current):
  neighbors = []
  i = current.index(0)
  if i in [3, 4, 5, 6, 7, 8]:
    neighbors.append(swap(list(current), i, i - 3))
  if i in [1, 2, 4, 5, 7, 8]:
    neighbors.append(swap(list(current), i, i - 1))
  if i in [0, 1, 3, 4, 6, 7]:
    neighbors.append(swap(list(current), i, i + 1))
  if i in [0, 1, 2, 3, 4, 5]:
    neighbors.append(swap(list(current), i, i + 3))
  return neighbors
def swap(puzzle, i, j):
  puzzle[i], puzzle[j] = puzzle[j], puzzle[i]
  return puzzle
puzzle = [1, 2, 5, 3, 4, 0, 6, 7, 8]
target = [0, 1, 2, 3, 4, 5, 6, 7, 8]
path = solve(puzzle, target)
if path:
  print("Steps to reach the target:")
  for i in path:
    print(i)
else:
  print("No solution found.")
```

Output: