

15 Puzzle Game: Existence Of The Solution

This game is played on a 4×4 board. On this board there are 15 playing tiles numbered from 1 to 15. One cell is left empty (denoted by 0). You need to get the board to the position presented below by repeatedly moving one of the tiles to the free space:

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	0

The game "15 Puzzle" was created by Noyes Chapman in 1880.

Existence Of The Solution

Let's consider this problem: given position on the board, determine whether a sequence of moves which leads to a solution exists.

Suppose we have some position on the board:

a_1	a_2	a_3	a_4
a_5	a_6	a_7	a_8
a_9	a_{10}	a_{11}	a_{12}
a_{13}	a_{14}	a_{15}	a_{16}

where one of the elements equals zero and indicates an empty cell $a_z = 0$

Let's consider the permutation:

$$a_1 a_2 \dots a_{z-1} a_{z+1} \dots a_{15} a_{16}$$

(i.e. the permutation of numbers corresponding to the position on the board without a zero element)

Let N be the number of inversions in this permutation (i.e. the number of such elements a_i and a_j that $i < j$, but $a_i > a_j$).

Suppose K is an index of a row where the empty element is located (i.e. in our indications $K = (z - 1) \operatorname{div} 4 + 1$).

Then, **the solution exists iff $N + K$ is even.**

Implementation

The algorithm above can be illustrated with the following program code:

```
int a[16];
for (int i=0; i<16; ++i)
    cin >> a[i];

int inv = 0;
for (int i=0; i<16; ++i)
    if (a[i])
        for (int j=0; j<i; ++j)
            if (a[j] > a[i])
                ++inv;
for (int i=0; i<16; ++i)
    if (a[i] == 0)
        inv += 1 + i / 4;

puts ((inv & 1) ? "No Solution" : "Solution Exists");
```

Proof

In 1879 Johnson proved that if $N + K$ is odd, then the solution doesn't exist, and in the same year Story proved that all positions when $N + K$ is even have a solution.

However, all these proofs were quite complex.

In 1999 Archer proposed a much simpler proof (you can download his article [here](#)).

Practice Problems

- [Hackerrank - N-puzzle](#)

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