8/10/24

Lab-02

① Solving 8 puzzle problem using BFS algorithm

⇒
```
function BFS(start, goal)
    queue = empty deque()
    visited = empty set()
    parent_map = empty dictionary()

    queue.append(start)
    visited.add(start)
    parent_map[start] = None

while queue is not empty:
    current = queue.popleft()
if current is goal
    return current, parent_map

for each neighbour in get_neighbours(current):
    if neighbour is not in visited:
        visited.add(neighbour)
        queue.append(neighbour)
        parent_map[neighbour] = current

return None, parent_map

function get_neighbours(puzzle):
    neighbours = empty list
    (blank_x, blank_y) = find_blank(puzzle)

moves = [(0,1), (0,-1), (1,0), (-1,0)]
```

```
for (dx,dy) in moves:
    new_x = blank_x + dx
    new_y = blank_y + dy

if (new_x, new_y) is within puzzle bounds:
        new_puzzle = copy(puzzle)
    swap new_puzzle[blank_x][blank_y] with
        new_puzzle[new_x][new_y]
    neighbors.append(new_puzzle)

return neighbors
```

⇒

```
function find_blank(puzzle):
    for row in range(0,3)
        for col in range(0,3)
            if puzzle[row][col] == 0:
                return (row, col).
```

⇒

```
function get_solution_path(start, goal, parent_map
    path = empty_list
    current = goal

while current is not None:
    path.append(current)
    current = parent_map[current]

return reverse(path)
```

⇒ function solve_8_puzzle():
print ("Take input")

start_state = empty list
for i in range(0,3):
row = input()
start_state.append([int(x) for x in row.split()])

goal_state = [[1,2,3],[4,5,6],[7,8,0]]

print_puzzle(start_state)

solution, parent_map = BFS(start_state, goal_state)

if solution is not None:
print_puzzle(solution)

⇒ function print_puzzle(puzzle):
for row in puzzle:
print()

output:
Enter the starting state (use 0 for blank space)
Enter row 1 : 1 2 3
Enter row 2 : 5 4 6
Enter row 3 : 0 8 7
Starting puzzle: Solution found:

1	2	3
5	4	6
—	8	7

1	2	3
4	5	6
7	8	—