AI

Assignment 1

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Problem statement:

Solving the 8-puzzle game using BFS, DFS, and A* with the heuristic function as euclidean distance or manhattan distance.

Assumptions:

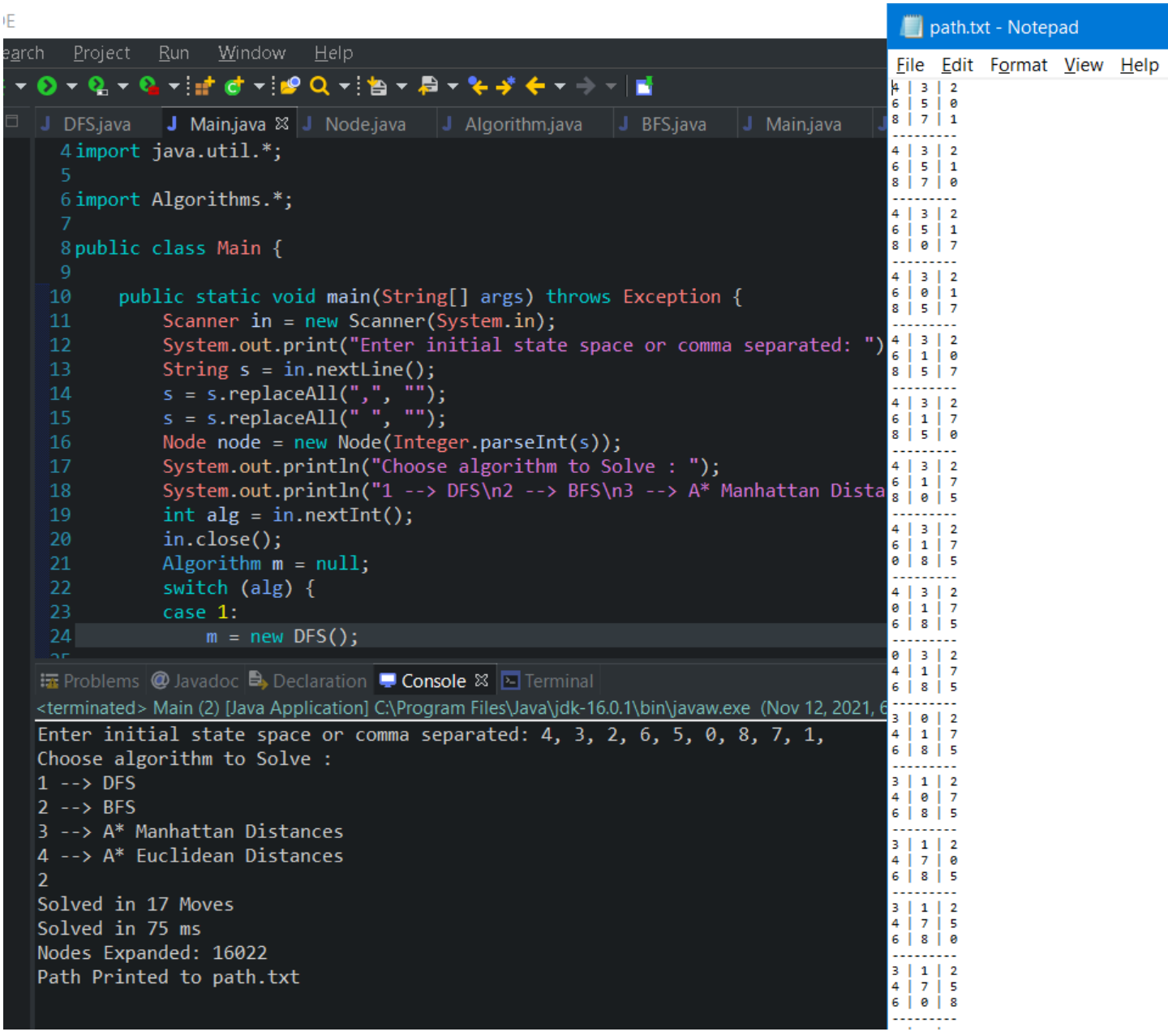
- Code detects invalid and unsolvable states and doesn’t attempt to solve them.
- Enough memory.
- Enough processing power to run in a reasonable time.

Data structures:

- Queue:
  Used in BFS as the frontier list.
- Stack:
  Used in DFS as the frontier list.
- PriorityQueue:
  Used in A* as the frontier list.
- HashSet
  Used for the explored list in all algorithms.
  Also used for the frontier list in BFS and DFS to avoid O(n) running time of Queue and Stack (.contains) methods.
- HashMap
  Used additionally in A* to store the lowest cost for the states that are currently in the frontier only, To avoid O(n) complexity for just checking the lowest cost for a given state in the priority queue(frontier).
- LinkedList
  Used in storing neighbors and in storing the path to the goal.

Sample runs:

Run 1:



Run 2:

```
Enter initial state space or comma separated: 1 2 3 4 5 7 8 6 0
Choose algorithm to Solve :
1 --> DFS
2 --> BFS
3 --> A* Manhattan Distances
4 --> A* Euclidean Distances
1
Solved in 21264 Moves
Solved in 92 ms
Nodes Expanded: 22081
Path Printed to path.txt
```

Run 3:

```
Enter initial state space or comma separated: 7 6 8 2 4 3 1 0 5
Choose algorithm to Solve :
1 --> DFS
2 --> BFS
3 --> A* Manhattan Distances
4 --> A* Euclidean Distances
3
Solved in 27 Moves
Solved in 36 ms
Nodes Expanded: 4215
Path Printed to path.txt
```

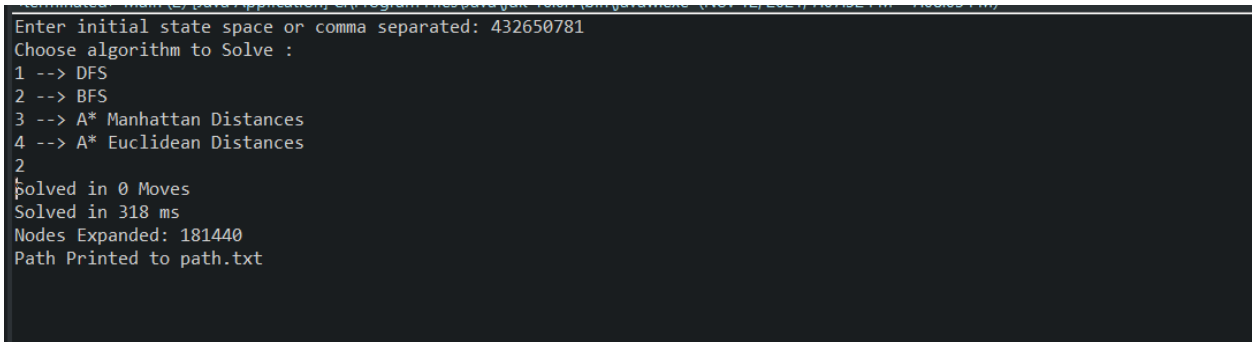
Run 4:

```
Enter initial state space or comma separated: 1 2 3 4 5 6 7 8 8
Choose algorithm to Solve :
1 --> DFS
2 --> BFS
3 --> A* Manhattan Distances
4 --> A* Euclidean Distances
3
Invalid Initial State
Exiting
```

Run 5:

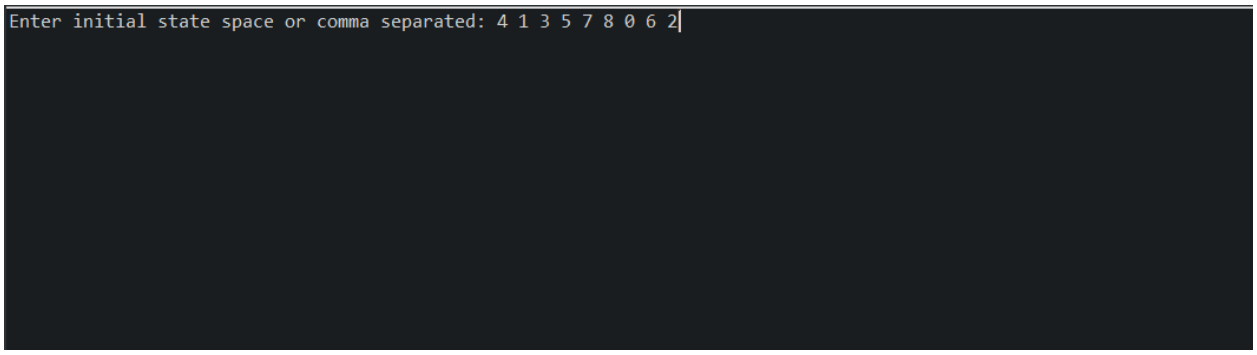
```
Enter initial state space or comma separated: 432650781
Choose algorithm to Solve :
1 --> DFS
2 --> BFS
3 --> A* Manhattan Distances
4 --> A* Euclidean Distances
2
Unsolvable Initial State
Exiting
```

Worst case running time (solvability check is off)

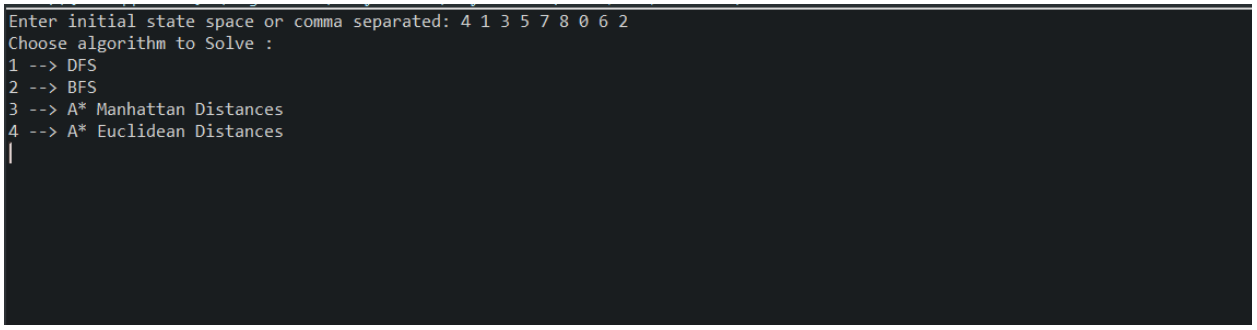


How to use:

Enter initial state



Choose which algorithm to run



The detailed path to the goal is saved in the file path.txt