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LAB : AI LAB TEST -1

Program : 8-puzzle using A* algorithm

program :

```
def process(self):  
    # accept start and goal state  
    print("Enter start state \n")  
    start = self.accept()  
    print("Enter goal state \n")  
    goal = self.accept()  
  
    start = Node(start, 0, 0)  
    start.fval = self.f(start, goal)  
  
    # put start node in open list  
    print("\n")  
    self.open.append(start)  
    while True:  
        cur = self.open[0]  
        for i in cur.data:  
            for j in i:  
                print(j, end=" ")  
            print(" ")  
  
        # if h value of node is 0 then we reached  
        # goal state.  
        if (self.h(cur.data, goal) == 0):  
            break
```


Continued ---

```
for i in cur.generate_child():
```

```
    i.fval = self.f(i, goal)
```

```
    self.open.append(i)
```

```
self.closed.append(cur)
```

```
del self.open[0]
```

```
# sorting open list based on f value
```

```
#  $f(n) = h(n) + g(n)$ 
```

```
self.open.sort(key=lambda x: x.fval, reverse=False)
```

```
puz = puzzle(3)
```

```
puz.process()
```

```
# function f
```

```
def f(self, start, goal):
```

```
    return self.h(start.data, goal) + start.level
```

```
# function h
```

```
def h(self, start, goal):
```

```
# manhattan distance  $\text{abs}(x_2 - x_1)$  and
```

```
#  $\text{abs}(y_2 - y_1)$  or number of misplaced tiles.
```

```
temp = 0
```

```
for i in range(0, self.n):
```

```
    for j in range(0, self.n):
```

```
        if start[i][j] != goal[i][j] and
```

```
            start[i][j] != '-':
```

```
            temp += 1
```

```
return temp.
```


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```
def astar (start, goal):
```

```
    States = [start]
```

```
    g = 0
```

```
    visited_state = set()
```

```
    while len (States):
```

```
        print (f "level : {g} ")
```

```
        moves = []
```

```
        for state in States:
```

```
            visited_state.add (tuple (state))
```

```
            print_grid (state)
```

```
            if state == goal
```

```
                print ("success")
```

```
                return
```

```
        move + = [move for move in possible_moves  
                  (state, visited_state) if move  
                  not in moves]
```

```
        costs = [g + h (move, goal) for move in moves]
```

```
        States = [moves[i] for i in range (len (moves)) if  
                  cost [i] == min (costs)]
```

```
        g + = 1
```

```
        print ("NO SOLUTION")
```

```
# We will implement function for possible
```

```
# moves and gen.
```