## vaccand8puzzle

November 9, 2024

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[3]: print("Name:Vismay Pawar N", "USN:1BM22CS331", sep="\n")
     def vacuum_world():
         # Initializing goal_state
         # 0 indicates Clean and 1 indicates Dirty
         goal_state = { "A": "0", "B": "0"}
         cost = 0
         location_input = input("Enter Location of Vacuum (A or B): ").strip().
      →upper() # User input for vacuum location
         status_input = input(f"Enter status of {location_input} (0 for Clean, 1 for_
      Dirty): ").strip() # Status of the current location
         other_location = 'B' if location_input == 'A' else 'A'
         status_input_complement = input(f"Enter status of {other_location} (0 for_

→Clean, 1 for Dirty): ").strip() # Status of the other room

         print("Initial Location Condition: " + str(goal_state))
         # Helper function to clean a location
         def clean(location):
             nonlocal cost
             goal_state[location] = "0"
             cost += 1 # Cost for sucking dirt
             print(f"Location {location} has been Cleaned. Cost: {cost}")
         # Main logic
         if location_input == "A":
             print("Vacuum is placed in Location A.")
             if status_input == "1":
                 print("Location A is Dirty.")
                 clean("A")
                 if status_input_complement == "1":
                     print("Location B is Dirty.")
                     print("Moving right to Location B.")
                     cost += 1 # Cost for moving right
                     print(f"COST for moving RIGHT: {cost}")
                     clean('B')
                 else:
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print("Location B is already clean.")
        else:
            print("Location A is already clean.")
            if status_input_complement == "1":
                print("Location B is Dirty.")
                print("Moving right to Location B.")
                cost += 1 # Cost for moving right
                print(f"COST for moving RIGHT: {cost}")
                clean("B")
            else:
                print("Location B is already clean.")
    else: # Vacuum is placed in Location B
        print("Vacuum is placed in Location B.")
        if status_input == "1":
            print("Location B is Dirty.")
            clean("B")
            if status_input_complement == "1":
                print("Location A is Dirty.")
                print("Moving left to Location A.")
                cost += 1 # Cost for moving left
                print(f"COST for moving LEFT: {cost}")
                clean('A')
            else:
                print("Location A is already clean.")
        else:
            print("Location B is already clean.")
            if status_input_complement == "1":
                print("Location A is Dirty.")
                print("Moving left to Location A.")
                cost += 1 # Cost for moving left
                print(f"COST for moving LEFT: {cost}")
                clean("A")
            else:
                print("Location A is already clean.")
    # Done cleaning
    print("GOAL STATE: ")
    print(goal_state)
    print("Performance Measurement: " + str(cost))
# Output
vacuum_world()
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Name:Vismay Pawar N USN:1BM22CS331 Enter Location of Vacuum (A or B): B

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Enter status of B (0 for Clean, 1 for Dirty): 1
    Enter status of A (0 for Clean, 1 for Dirty): 1
    Initial Location Condition: {'A': '0', 'B': '0'}
    Vacuum is placed in Location B.
    Location B is Dirty.
    Location B has been Cleaned. Cost: 1
    Location A is Dirty.
    Moving left to Location A.
    COST for moving LEFT: 2
    Location A has been Cleaned, Cost: 3
    GOAL STATE:
    {'A': 'O', 'B': 'O'}
    Performance Measurement: 3
[4]: #8 puzzle problem using BFS technique
     print("Name:Vismay Pawar N","USN:1BM22CS331",sep="\n")
     from collections import deque
     def solve_8puzzle_bfs(initial_state):
         Solves the 8-puzzle using Breadth-First Search.
         Args:
             initial_state: A list of lists representing the initial state of the
      ⇔puzzle.
         Returns:
             A list of lists representing the solution path, or None if no solution.
      ⇔is found.
         def find_blank(state):
             """Finds the row and column of the blank tile."""
             for row in range(3):
                 for col in range(3):
                     if state[row][col] == 0:
                         return row, col
         def get_neighbors(state):
             """Generates possible neighbor states by moving the blank tile."""
             row, col = find_blank(state)
             neighbors = []
             if row > 0:
                 new_state = [row[:] for row in state]
                 new_state[row][col], new_state[row - 1][col] = new_state[row -...
      41][col], new_state[row][col]
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neighbors.append(new_state)
        if row < 2:
            new_state = [row[:] for row in state]
            new_state[row][col], new_state[row + 1][col] = new_state[row +_
 □1][col], new_state[row][col]
            neighbors.append(new_state)
        if col > 0:
            new_state = [row[:] for row in state]
            new_state[row][col], new_state[row][col - 1] = new_state[row][col -_
 □1], new_state[row][col]
            neighbors.append(new_state)
        if col < 2:
            new_state = [row[:] for row in state]
            new_state[row][col], new_state[row][col + 1] = new_state[row][col +__
 □1], new_state[row][col]
            neighbors.append(new_state)
        return neighbors
    goal_state = [[1, 2, 3], [4, 5, 6], [7, 8, 0]]
    queue = deque([(initial_state, [])])
    visited = set()
    while queue:
        current_state, path = queue.popleft()
        if current_state == goal_state:
            return path + [current_state]
        visited_add(tuple(map(tuple, current_state)))
        for neighbor in get_neighbors(current_state):
            if tuple(map(tuple, neighbor)) not in visited:
                queue.append((neighbor, path + [current_state]))
    return None # No solution found
# Example usage:
initial\_state = [[1, 2, 3], [4, 0, 6], [7, 5, 8]]
solution = solve_8puzzle_bfs(initial_state)
if solution:
    print("Solution found:")
    for state in solution:
        for row in state:
            print(row)
        print()
else:
    print("No solution found.")
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Solution found:
    [1, 2, 3]
    [4, 0, 6]
    [7, 5, 8]
    [1, 2, 3]
    [4, 5, 6]
    [7, 0, 8]
    [1, 2, 3]
    [4, 5, 6]
    [7, 8, 0]
[5]: #8 puzzle problem using DFS technique
     print("Name:Vismay pawar N", "USN:1BM22CS331", sep="\n")
     from collections import deque
     def solve_8puzzle_dfs(initial_state):
         Solves the 8-puzzle using Depth-First Search.
         Args:
             initial_state: A list of lists representing the initial state of the_
      ⇔puzzle.
         Returns:
             A list of lists representing the solution path, or None if no solution_

→is found.
         def find_blank(state):
             """Finds the row and column of the blank tile."""
             for row in range(3):
                 for col in range(3):
                     if state[row][col] == 0:
                         return row, col
         def get_neighbors(state):
             """Generates possible neighbor states by moving the blank tile."""
             row, col = find_blank(state)
             neiahbors = \Pi
             directions = [(-1, 0), (1, 0), (0, -1), (0, 1)] # Up, Down, Left, Right
             for dr. dc in directions:
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new\_row, new\_col = row + dr, col + dc
             if 0 \le \text{new\_row} \le 3 and 0 \le \text{new\_col} \le 3:
                 new_state = [r[:] for r in state]
                 new_state[row][col], new_state[new_row][new_col] =__
  anew_state[new_row][new_col], new_state[row][col]
                 neighbors.append(new_state)
         return neighbors
     goal_state = [[1, 2, 3], [4, 5, 6], [7, 8, 0]]
     stack = [(initial_state, [])]
    visited = set()
    while stack:
         current_state, path = stack.pop()
         state_tuple = tuple(map(tuple, current_state)) # Convert to tuple for_
  ⇔set
         if state_tuple in visited:
             continue
         visited.add(state_tuple)
         if current_state == goal_state:
             return path + [current_state]
         for neighbor in get_neighbors(current_state):
             stack.append((neighbor, path + [current_state]))
    return None # No solution found
# Example usage:
initial\_state = [[1, 2, 3], [4, 5, 6], [0, 7, 8]]
solution = solve_8puzzle_dfs(initial_state)
if solution:
     print("Solution found:")
    for state in solution:
         for row in state:
             print(row)
         print()
else:
     print("No solution found.")
Name: Vismay Pawar N USN: 1BM22CS331
Solution found:
[1, 2, 3]
[4, 5, 6]
[0, 7, 8]
```

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