Sliding Puzzle

- Numbered tiles in a board
  - One empty space
- Move
  - Slide adjacent tile into space
- Continue until
  - All tiles are in order
  - Space in top left corner
Puzzle Representation

- Represent puzzle as int list
- 2D array (in row-major order) • (0,0) (0,1) (0,2) (1,0) (1,1) (1,2) (2,0) (2,1) (2,2)
- 2D coordinates stored in 1D (2,0) (2,1) (2,2)
- 1D positions
  - 0 1 2 3 4 5 6 7 8
- 2D (x,y) coordinate ↔ 1D position
  - X goes down, Y goes right (opposite normal behavior)
Puzzle Representation in OCaml

- int list = board
  - \([0;1;2;3]\) \(0 = \) space, sorted = solved

- int list list = list of boards
  - \([ [1;0;2;3]; [0;1;2;3] ]\)
  - May indicate a solution if
    - Adjacent boards result of a single move
    - Boards start with original configuration & end at solved board

- int list list list = list of solutions
  - \([ [ [1;0;2;3]; [0;1;2;3] ] ; [ [2;1;0;3]; [0;1;2;3] ]; ]\)
Project 4

- Implement utility functions in OCaml
  - Together can be used to solve puzzle

- Learn to use
  - Lists
  - Recursion

- OCaml modules
  - May use functions in Pervasives
  - May not use any other modules (e.g., List, Array, Set)
Project 4

- Functions use currying
  - \texttt{index x v} \hspace{1cm} 
  \texttt{\texttt{\texttt{\texttt{'a list \rightarrow \texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{\texttt{'a \rightarrow int}}}}}}}}}}}}

- In general, assume legal inputs
  - Up to you to ensure used with legal inputs in solver
Project Files

- Your code
  - puzzle.ml

- Public test cases
  - testRecursion1.ml, testRecursion2.ml
  - testHigherOrder.ml
  - testPuzzle1.ml, testPuzzle2.ml, testPuzzle3.ml
  - testSolve1.ml, testSolve2.ml

- Utility files
  - testUtils.ml - OCaml functions used in test cases
  - goTest.rb - Ruby script to run test cases
Using OCaml

- Run interpreter in shell
  - Go to directory p3 (from p3.zip) containing project files
    - E.g., cd c:\Users\myname\Desktop\p3
  - Type `ocaml testRecursion1.ml`
    - Runs test code in OCaml interpreter
      - Will include puzzle.ml in testRecursion1.ml
      - Should produce same output as in testRecursion1.out
    - Typing `ocaml puzzle.ml` won’t produce any output
  - Type `ruby goTest.rb`
    - Runs each public test case OCaml interpreter
    - First uncomment line selecting fc / diff for comparisons