

```

graph = {
    '5': ['3', '7'],
    '3': ['2', '4'],
    '7': ['8'],
    '2': [],
    '4': ['8'],
    '8': []
}

def dfs_limited(graph, node, depth, visited=set()):
    if depth == 0:
        return False
    if node not in visited:
        print(node, end=" ")
        visited.add(node)
        if depth == 1:
            return False
        for neighbor in graph[node]:
            if dfs_limited(graph, neighbor, depth - 1, visited):
                return True
    return False

def ids(graph, start, max_depth):
    for depth in range(max_depth):
        visited = set() # Reset visited nodes for each depth level
        print(f"\nDepth Level: {depth}")
        if dfs_limited(graph, start, depth + 1, visited):
            break

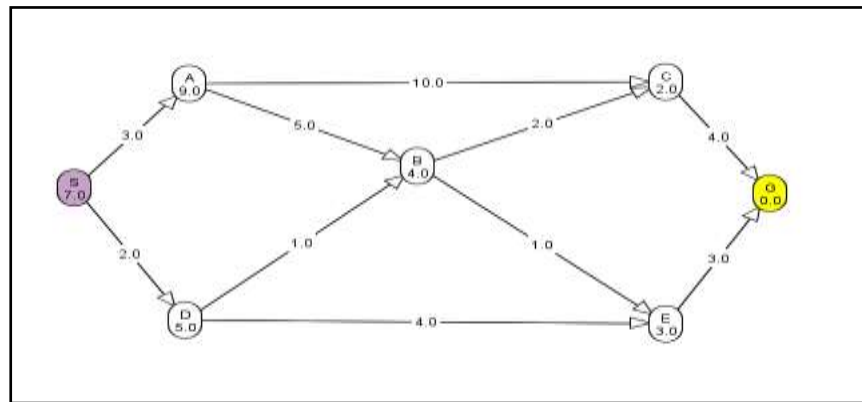
# Driver Code
print("Following is the Iterative Deepening Search")
ids(graph, '5', 5) # Perform IDS starting from node '5' with a maximum depth of 5

```

```

Depth Level: 0
5
Depth Level: 1
5 3 7
Depth Level: 2
5 3 2 4 7 8
Depth Level: 3
5 3 2 4 8 7
Depth Level: 4
5 3 2 4 8 7

```



BFS:

Algorithm Selected: Breadth First

CURRENT PATH:
 S → A → C → G (Goal)
 Path to last Goal Node: S → A → C → G (Goal) Cost: 17.0
 Nodes expanded: 10

NEW FRONTIER:

Node	Path Cost	h(G)	fvalue	Path
Node: E	Path Cost 4.0	h(E): 3.0	fvalue: 7.0	Path: S → D → B → E
Node: C	Path Cost 5.0	h(C): 2.0	fvalue: 7.0	Path: S → D → B → C
Node: G	Path Cost 9.0	h(G): 0.0	fvalue: 9.0	Path: S → D → E → G
Node: G	Path Cost 12.0	h(G): 0.0	fvalue: 12.0	Path: S → A → B → E → G
Node: G	Path Cost 14.0	h(G): 0.0	fvalue: 14.0	Path: S → A → B → C → G

Goal Node Reached

Path found: S → A → C → G (Goal)
 Path cost: 17.0
 Nodes expanded: 10

OK

DFS:

Algorithm Selected: Depth First

CURRENT PATH:
 S → A → B → E → G (Goal)
 Path to last Goal Node: S → A → B → E → G (Goal) Cost: 12.0
 Nodes expanded: 5

NEW FRONTIER:

Node	Path Cost	h(G)	fvalue	Path
Node: C	Path Cost 10.0	h(C): 2.0	fvalue: 12.0	Path: S → A → B → C
Node: C	Path Cost 13.0	h(C): 2.0	fvalue: 15.0	Path: S → A → C
Node: D	Path Cost 2.0	h(D): 5.0	fvalue: 7.0	Path: S → D

Goal Node Reached

Path found: S → A → B → E → G (Goal)
 Path cost: 12.0
 Nodes expanded: 5

OK