

ncalls	tottime	percall	cumtime	percall	filename:lineno(function)
673	0.004	0.000	0.008	0.000	node.py:215(touch)
14	0.003	0.000	0.003	0.000	{built-in method io.open}
7	0.003	0.000	0.017	0.002	puzzle.py:73(traverse)
673	0.002	0.000	0.003	0.000	node.py:95(__init__)
1353	0.001	0.000	0.001	0.000	node.py:145(h)
1436	0.001	0.000	0.002	0.000	node.py:174(__lt__)
680	0.001	0.000	0.001	0.000	astar_agent.py:8(h)
701	0.001	0.000	0.001	0.000	node.py:205(__len__)
2932	0.001	0.000	0.001	0.000	node.py:126(f)
673	0.001	0.000	0.002	0.000	{built-in method _heapq.heappush}
680	0.000	0.000	0.001	0.000	node.py:201(__contains__)
1390	0.000	0.000	0.000	0.000	node.py:106(length)
680	0.000	0.000	0.000	0.000	{method 'count' of 'str' objects}
14	0.000	0.000	0.000	0.000	{method 'writelines' of '_io._IOBase' objects}
1353	0.000	0.000	0.000	0.000	node.py:140(g)
680	0.000	0.000	0.000	0.000	astar_agent.py:5(g)
1407	0.000	0.000	0.000	0.000	node.py:122(depth)
1419	0.000	0.000	0.000	0.000	{built-in method builtins.len}
680	0.000	0.000	0.000	0.000	node.py:161(state)
680	0.000	0.000	0.000	0.000	{built-in method builtins.isinstance}
6	0.000	0.000	0.000	0.000	{method 'clear' of 'list' objects}
14	0.000	0.000	0.000	0.000	{built-in method _locale.nl_langinfo}
14	0.000	0.000	0.000	0.000	_bootlocale.py:33(getpreferredencoding)
54	0.000	0.000	0.000	0.000	{built-in method _heapq.heappop}
60	0.000	0.000	0.000	0.000	node.py:238(search_artifact)
22	0.000	0.000	0.000	0.000	node.py:241(solution_artifact)
59	0.000	0.000	0.000	0.000	{built-in method math.sqrt}
7	0.000	0.000	0.000	0.000	puzzle.py:136(<listcomp>)
96	0.000	0.000	0.000	0.000	{method 'append' of 'list' objects}
14	0.000	0.000	0.000	0.000	codecs.py:186(__init__)
54	0.000	0.000	0.000	0.000	node.py:154(previous_action)
13	0.000	0.000	0.000	0.000	{method 'join' of 'str' objects}
16	0.000	0.000	0.000	0.000	{built-in method builtins.chr}
14	0.000	0.000	0.000	0.000	{built-in method time.time}
14	0.000	0.000	0.000	0.000	node.py:118(size)
7	0.000	0.000	0.000	0.000	puzzle.py:69(goal_state)
16	0.000	0.000	0.000	0.000	{built-in method builtins.divmod}
14	0.000	0.000	0.000	0.000	astar_agent.py:25(__str__)
22	0.000	0.000	0.000	0.000	node.py:150(predecessor)
7	0.000	0.000	0.000	0.000	puzzle.py:57(id)
16	0.000	0.000	0.000	0.000	{built-in method builtins.ord}
6	0.000	0.000	0.000	0.000	{method 'reverse' of 'list' objects}
1	0.000	0.000	0.000	0.000	{method 'disable' of '_lsprof.Profiler' objects}