

1.

Solving 8 puzzle problems:

Pseudocode:

Class node:

Function\_init (state, parent = none, action = none, path-cost = 0):

SET self.state = state

SET self.parent = parent

SET self.action = action

SET self.path-cost = path-cost

Function expand():

CREATE children

SET row, col = find-blank()

CREATE possible-actions

IF row > 0 THEN ADD 'Up' to possible-actions

IF row < 2 THEN ADD 'Down' to possible-actions

IF col > 0 THEN ADD 'Left' to possible-actions

FOR action IN possible-actions:

CREATE new-state as a copy of self.state



```

IF action == 'Up' THEN SWAP new-state[row],
    [col] with new-state[row-1][col]
ELSE IF action == 'Down' THEN SWAP
    new-state[row][col] with new-state[row+1]
    [col]
ELSE IF action == 'left' THEN SWAP new-state
    [row][col] with new-state[row][col-1]
ELSE IF action == 'Right' THEN SWAP new-
    state[row][col] with new-state[row][col+1]
APPEND newnode(new-state, self, action,
    self.path-cost+1) to children.
RETURN children

```

```

FUNCTION find-blank():

```

```

    FOR row FROM 0 TO 2:

```

```

        FOR col FROM 0 to 2:

```

```

            IF self.state[row][col] == 0 THEN

```

```

                RETURN row, col

```

```

FUNCTION depth-first-search(initial-state,
    goal-state):

```

```

    SET frontier = [node(initial-state)]

```

```

    SET explored = empty-set

```

```

    WHILE frontier is not empty:

```

```

        SET node = frontier.pop()

```

```

        IF node.state == goal-state

```

```

            THEN RETURN node

```

```

        ADD tuple of node, state to explored

```

```

        FOR child IN node.expand():

```

```

            IF tuple of child.state NOT IN explored

```

```

                THEN APPEND child to frontier

```

```

        RETURN none

```

```

FUNCTION print-solution(node):

```

```

    CREATE path

```

```

    WHILE node is not None:

```



```
APPEND (node.action, node.state) to path
SET node = node.parent
REVERSE path
```

```
FOR (action, state) IN path:
```

```
IF action is not none THEN
```

```
PRINT "Action:", action
```

```
PRINT state
```

```
PRINT ""
```

```
SET initial_state = [[1, 2, 3], [0, 4, 6], [7, 5, 8]]
```

```
SET goal_state = [[1, 2, 3], [4, 5, 6], [7, 8, 0]]
```

```
SET solution = depth-first-search(initial_state,  
goal_state)
```

```
IF solution is not none THEN PRINT "Solution  
found:"
```

```
CALL print_solution(solution)
```

```
ELSE
```

```
PRINT "Solution not found"
```

## 1) Implementing Iterative Deepening Search.

Pseudocode:

```
FUNCTION iterative-deepening-search(initial_state,  
goal_state, depth):
```

```
FOR depth FROM 0 TO max-depth:
```

```
SET result = depth-limited-search(initial_state,  
goal_state, depth)
```

```
IF result is not none THEN
```

```
RETURN result
```

```
RETURN none
```

```
FUNCTION depth-limited-search(node, goal_state,  
limit):
```

```
IF node.state == goal_state THEN RETURN node
```

```
IF node.depth >= limit THEN RETURN none
```

```
FOR each child IN expand(node):
```



SET result = depth-limited-search (child, goal state, limit)

IF result is not None THEN RETURN result  
RETURN none.

SET initial-state

SET goal-state

SET max-depth

SET solution = iterative-deepening-search (initial state, goal state, max-depth)

IF solution is not none THEN PRINT solution

ELSE PRINT "no solution found"