```
from collections import deque
GOAL_STATE = [[1, 2, 3], [4, 5, 6], [7, 8, None]]
MOVES = {
         'up': (-1, 0),
          'down': (1, 0),
          'left': (0, -1),
          'right': (0, 1),
def generate_successors(state):
         successors = []
         for i in range(3):
                  for j in range(3):
                            if state[i][j] is None:
                                     blank_pos = (i, j)
                                     break
         for direction, (di, dj) in MOVES.items():
                  new_i, new_j = blank_pos[0] + di, blank_pos[1] + dj
                  if 0 <= new_i < 3 and 0 <= new_j < 3:
                           new_state = [row[:] for row in state]
                            new\_state[blank\_pos[0]][blank\_pos[1]], \ new\_state[new\_i][new\_j] = new\_state[new\_i][new\_j], \ new\_state[blank\_pos[0]][blank\_pos[1]], \ new\_state[blank\_pos[0]][blank\_pos[1]], \ new\_state[blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[0]][blank\_pos[
                           successors.append(new_state)
         return successors
def bfs(initial_state):
         queue = deque([(initial_state, [initial_state])])
         visited = set()
         visited.add(tuple(map(tuple, initial_state)))
         while queue:
                  current_state, path = queue.popleft()
                  if current_state == GOAL_STATE:
                           return path
                  for next_state in generate_successors(current_state):
                           state_tuple = tuple(map(tuple, next_state))
                            if state_tuple not in visited:
                                     visited.add(state_tuple)
                                     queue.append((next_state, path + [next_state]))
         return None
def print_state(state):
         for row in state:
                 print(' '.join(str(x) if x is not None else '_' for x in row))
         print()
         __name__ == "__main__":
         initial_state = [[1, 2, 3], [None, 4, 6], [7, 5, 8]]
         bfs_path = bfs(initial_state)
         print("BFS Solution Found:")
         if bfs_path:
                  for step in bfs_path:
                           print_state(step)
                  print(f"Number of moves: {len(bfs_path) - 1}")
         else:
                 print("No solution")

→ BFS Solution Found:
           1 2 3
             4 6
           7 5 8
           1 2 3
           1 2 3
           4 5 6
           7 _ 8
           1 2 3
           4 5 6
           78_
           Number of moves: 3
```

```
GOAL_STATE = [[1, 2, 3], [4, 5, 6], [7, 8, None]]
MOVES = [(-1, 0), (1, 0), (0, -1), (0, 1)]
def generate_successors(state):
    successors = []
   blank_i, blank_j = next((i, j) for i in range(3) for j in range(3) if <math>state[i][j] is None)
    for di, dj in MOVES:
        new_i, new_j = blank_i + di, blank_j + dj
        if 0 <= new_i < 3 and 0 <= new_j < 3:
           new_state = [row[:] for row in state]
           new_state[blank_i][blank_j], new_state[new_i][new_j] = new_state[new_i][new_j], new_state[blank_i][blank_j]
           successors.append(new_state)
    return successors
def dfs(initial_state):
    stack = [(initial_state, 0)]
    visited = {tuple(map(tuple, initial_state))}
    while stack:
       current_state, moves = stack.pop()
        if current_state == GOAL_STATE:
           print state(current state)
           return moves
        for next_state in generate_successors(current_state):
            state_tuple = tuple(map(tuple, next_state))
            if state_tuple not in visited:
               visited.add(state_tuple)
                stack.append((next_state, moves + 1))
    return -1
def print_state(state):
   print("Goal State Reached:")
    for row in state:
       print(' '.join(str(x) if x is not None else '_' for x in row))
    print()
if __name__ == "__main__":
   initial_state = [[1, 2, 3], [None, 4, 6], [7, 5, 8]]
   moves_to_goal = dfs(initial_state)
    if moves_to_goal != -1:
       print("DFS Solution Found: True")
       print(f"Number of moves to reach the goal state: {moves_to_goal}")
    else:
       print("DFS Solution Found: False")
→ Goal State Reached:
     1 2 3
     4 5 6
     7 8 _
     DFS Solution Found: True
     Number of moves to reach the goal state: 49285
```