

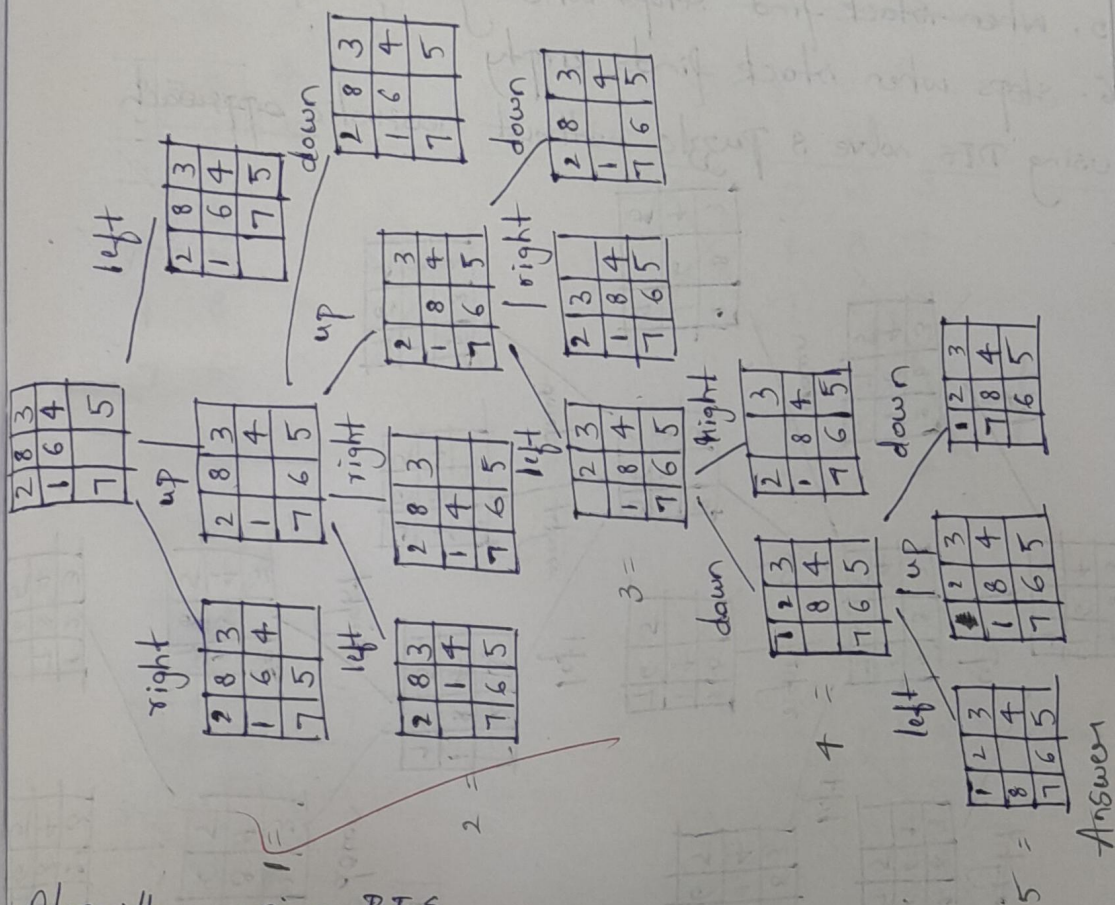
1/09/25

2	8	3
1	6	4
7		5

initial

1	2	3
8		4
7	6	5

goal



### Algorithm using BFS

1. start with initial state of the puzzle
2. Create a queue and insert a initial state into it
3. also create a visited list, so that should not go with list which is already visited
4. to check for the goal move up, down, right and left if

DFS  
solution

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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DFS output  
solution found in 5 moves:

2	8	3
1	6	4
7	0	5

= initial

↓

2	8	3
1	0	4
7	6	5

↓

2	0	3
1	8	4
7	6	5

↓

0	2	3
1	8	4
7	6	5

↓

1	2	3
0	8	4
7	6	5

↓

1	2	3
8	0	4
7	6	5

= goal

BFS output  
solution found in 5 moves

2	8	3
1	6	4
7	0	5

= initial

↓

2	8	3
1	0	4
7	6	5

↓

2	0	3
1	8	4
7	6	5

↓

0	2	3
1	8	4
7	6	5

↓

1	2	3
0	8	4
7	6	5

↓

1	2	3
8	0	4
7	6	5

= goal

Solution found in 5 moves:

(2, 8, 3)  
(1, 6, 4)  
(7, 0, 5)

(2, 8, 3)  
(1, 0, 4)  
(7, 6, 5)

(2, 0, 3)  
(1, 8, 4)  
(7, 6, 5)

(0, 2, 3)  
(1, 8, 4)  
(7, 6, 5)

(1, 2, 3)  
(0, 8, 4)  
(7, 6, 5)

(1, 2, 3)  
(8, 0, 4)  
(7, 6, 5)

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# Iterative Deepening Search (IDS) on Iterative Deepening Depth First Search (IDDFS)

1	2	3
4	0	5
6	7	8

Initial

1	2	3
4	5	0
6	7	8

Goal

Depth limit = 0

1	2	3
4	0	5
6	7	8

Depth limit = 1

left

1	2	3
0	4	5
6	7	8

goal state

right

1	2	3
4	5	0
6	7	8

up

1	0	3
4	2	5
6	7	8

down

1	2	3
4	7	5
6	0	8

## Algorithm

1. Begin by searching for a solution that is 0 moves
2. if not found, search for solutions up to 1 move away
3. if still not found, search up to 2 moves away
4. keep increasing how deep you search until you find the solution

output:

searching with depth limit = 0

searching with depth limit = 1

solution found in 1 move

step 0:

1	2	3
4	0	5
6	7	8

step 1:

1	2	3
4	5	0
6	7	8

up

2	3
1	8
7	6

H.V = 4 + 1 = 5

Searching with depth limit = 0  
Searching with depth limit = 1  
Solution found in 1 moves!

Step 0:

1 2 3  
4 0 5  
6 7 8

Step 1:

1 2 3  
4 5 0  
6 7 8

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