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module SlidingPuzzles

extends Integers

variable board

 $W \triangleq 4H \triangleq 5$ 
 $Pos \triangleq (0 \dots W - 1) \times (0 \dots H - 1)$ 
 $Piece \triangleq \text{subset } Pos$ 

 $Klotski \triangleq \{ \{ \langle 0, 0 \rangle, \langle 0, 1 \rangle \},$ 
 $\{ \langle 1, 0 \rangle, \langle 2, 0 \rangle, \langle 1, 1 \rangle, \langle 2, 1 \rangle \},$ 
 $\{ \langle 3, 0 \rangle, \langle 3, 1 \rangle \}, \{ \langle 0, 2 \rangle, \langle 0, 3 \rangle \},$ 
 $\{ \langle 1, 2 \rangle, \langle 2, 2 \rangle \}, \{ \langle 3, 2 \rangle, \langle 3, 3 \rangle \},$ 
 $\{ \langle 1, 3 \rangle \}, \{ \langle 2, 3 \rangle \}, \{ \langle 0, 4 \rangle \}, \{ \langle 3, 4 \rangle \} \}$ 

 $KlotskiGoal \triangleq \{ \langle 1, 3 \rangle, \langle 1, 4 \rangle, \langle 2, 3 \rangle, \langle 2, 4 \rangle \} \in board$ 

 $ChooseOne(S, P(-)) \triangleq \text{choose } x \in S : P(x) \wedge \forall y \in S : P(y) \Rightarrow y = x$ 

 $TypeOK \triangleq board \in \text{subset } Piece$ 

Given a position and a set of empty positions return a set of appropriately itered von Neumann
neighborhood points
 $dir(p, es) \triangleq \text{let } dir \triangleq \{ \langle 1, 0 \rangle, \langle 0, 1 \rangle, \langle -1, 0 \rangle, \langle 0, -1 \rangle \}$ 
in  $\{ d \in dir : \wedge \langle p[1] + d[1], p[2] + d[2] \rangle \in Pos$ 
 $\wedge \langle p[1] + d[1], p[2] + d[2] \rangle \notin es \}$ 

Given a position and a unit translation vector return a pair of pieces, before and after translation
in opposite this vector direction
 $move(p, d) \triangleq \text{let } s \triangleq \langle p[1] + d[1], p[2] + d[2] \rangle$ 
 $pc \triangleq ChooseOne(board, \lambda pc : s \in pc)$ 
in  $\langle pc, \{ \langle q[1] - d[1], q[2] - d[2] \rangle : q \in pc \} \rangle$ 

Given specific free position and a set of all free positions return a set of boards updated by moving
appropriate pieces to that free position
 $update(e, es) \triangleq \text{let } dirs \triangleq dir(e, es)$ 
 $moved \triangleq \{ move(e, d) : d \in dirs \}$ 
 $free \triangleq \{ \langle pc, m \rangle \in moved :$ 
 $\wedge m \cap (\text{union } (board \setminus \{ pc \})) = \{ \}$ 
 $\wedge \forall p \in m : p \in Pos \}$ 
in  $\{ (board \setminus \{ pc \}) \cup \{ m \} : \langle pc, m \rangle \in free \}$ 

 $Init \triangleq board = Klotski$ 

 $Next \triangleq \text{let } empty \triangleq Pos \setminus \text{union } board$ 
in  $\exists e \in empty : board^0 \in update(e, empty)$ 

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