

Lab program

3] 8-Puzzle Iterative deepening search algorithm.

Algorithm

Step 1: Define puzzle node class.
Each node represents a state of the puzzle.

Step 2: Define helper functions

get blank position (state)
get neighbors (node)
apply-action (state, action)
print solution (solution)

Step 3: depth limited search function

depth limited search (node,
goal state, depth limit)

Step 4: Iterative deepening search functions

iterative deepening search (initial state,
goal state)

Step 5: Main function.

code

import copy

```
GOAL_STATE = [[1, 2, 3], [8, 0, 4], [7, 6, 5]]
MOVE_UP, MOVE_DOWN, MOVE_LEFT, MOVE_RIGHT
= 'U', 'D', 'L', 'R'
MOVES = [MOVE_UP, MOVE_DOWN, MOVE_LEFT,
          MOVE_RIGHT]
```

```
def print_puzzle(state):
    for row in state:
        print(row)
    print()
```

```
def find_blank(state):
    for i in range(3):
        for j in range(3):
            if state[i][j] == 0:
                return i, j
```

```
def move(state, direction):
    i, j = find_blank(state)
    new_state = copy.deepcopy(state)
```

```
    if direction == MOVE_UP and i > 0:
        new_state[i][j], new_state[i-1][j] =
            new_state[i-1][j], new_state[i][j]
    elif direction == MOVE_DOWN and i < 2:
        new_state[i][j], new_state[i+1][j] =
            new_state[i+1][j], new_state[i][j]
```

```
    return new_state
```

```
def is_goal(state):
    return state == GOAL_STATE
```

```
def depth_limited_search(state, depth, path):
    if depth == 0:
        return None
```

```
    if is_goal(state):
        return path
```

```
    for move in MOVES:
```

```
        newstate = move(state, move.direction)
```

```
        if newstate not in path:
```

```
            new_path = path + [newstate]
```

```
            result = depth_limited_search(
                newstate, depth-1,
                new_path)
```

```
    return None
```

```
def iterative_deepening_search(initial
    state):
```

```
    depth = 0
```

```
    while True:
```

```
        result = depth_limited_search(
            initial_state, depth, [initial_state])
```

```
        if result is not None:
```

```
            return result
```

```
        depth += 1
```

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

```
if solution_path is not None:  
    print("Solution found!")
```

```
else:
```

```
    print("No solution found")
```

Output

Initial State:

[1, 2, 3]

[0, 8, 4]

[7, 6, 5]

Solution found!

step 1:

[1, 2, 3]

[0, 8, 4]

[7, 6, 5]

step 2:

[1, 2, 3]

[8, 0, 4]

[7, 6, 5]