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— MODULE SlidingPuzzles
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EXTENDS Integers

VARIABLE board

$$\begin{array}{l} W \ \stackrel{\triangle}{=}\ 4H \ \stackrel{\triangle}{=}\ 5\\ Pos \ \stackrel{\triangle}{=}\ (0\ ..\ W-1)\times (0\ ..\ H-1)\\ Piece \ \stackrel{\triangle}{=}\ \text{SUBSET}\ Pos\\ \\ Klotski \ \stackrel{\triangle}{=}\ \left\{\{\langle 0,0\rangle,\ \langle 0,1\rangle\},\\ \qquad \qquad \qquad \left\{\langle 1,0\rangle,\ \langle 2,0\rangle,\ \langle 1,1\rangle,\ \langle 2,1\rangle\},\\ \qquad \qquad \left\{\langle 3,0\rangle,\ \langle 3,1\rangle\},\ \left\{\langle 0,2\rangle,\ \langle 0,3\rangle\},\\ \qquad \qquad \left\{\langle 1,2\rangle,\ \langle 2,2\rangle\},\ \left\{\langle 3,2\rangle,\ \langle 3,3\rangle\},\\ \qquad \qquad \left\{\langle 1,3\rangle\},\ \left\{\langle 2,3\rangle\},\ \left\{\langle 0,4\rangle\},\ \left\{\langle 3,4\rangle\}\right\}\right.\\ \\ KlotskiGoal \ \stackrel{\triangle}{=}\ \left\{\langle 1,3\rangle,\ \langle 1,4\rangle,\ \langle 2,3\rangle,\ \langle 2,4\rangle\right\}\in board\\ \\ ChooseOne(S,P(_)) \ \stackrel{\triangle}{=}\ \text{CHOOSE}\ x\in S:P(x)\wedge\forall\ y\in S:P(y)\Rightarrow y=x \end{array}$$

 $TypeOK \triangleq board \in SUBSET Piece$

Given a position and a set of empty positions return a set of appropriately filtered von Neumann neighborhood points

$$\begin{array}{ll} \operatorname{dir}(p,\,es) \; \stackrel{\triangle}{=} \; \operatorname{LET} \; \operatorname{dir} \; \stackrel{\triangle}{=} \; \{\langle 1,\,0\rangle,\,\langle 0,\,1\rangle,\,\langle -1,\,0\rangle,\,\langle 0,\,-1\rangle\} \\ & \operatorname{IN} \quad \{d \in \operatorname{dir}: \, \wedge \langle p[1] + d[1],\, p[2] + d[2]\rangle \in \operatorname{Pos} \\ & \wedge \langle p[1] + d[1],\, p[2] + d[2]\rangle \notin \operatorname{es} \} \end{array}$$

Given a position and a unit translation vector return a pair of pieces, before and after translation in opposite this vector direction

$$\begin{array}{ccc} move(p,\,d) \; \stackrel{\triangle}{=} \; \operatorname{LET} \; s \; \stackrel{\triangle}{=} \; \langle p[1] + d[1], \; p[2] + d[2] \rangle \\ & pc \; \stackrel{\triangle}{=} \; ChooseOne(board, \text{Lambda} \; pc : s \in pc) \\ & \operatorname{IN} \; \; \langle pc, \; \{\langle q[1] - d[1], \; q[2] - d[2] \rangle : \; q \in pc \} \rangle \end{array}$$

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

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update(e, es) \stackrel{\triangle}{=} LET \ dirs \qquad \stackrel{\triangle}{=} \ dir(e, es) \\ moved \stackrel{\triangle}{=} \ \{move(e, d) : d \in dirs\}
                                                         \stackrel{\triangle}{=} \{\langle pc, m \rangle \in moved :
                                                                         \land m \cap (UNION \ (board \setminus \{pc\})) = \{\}
                                                                         \land \forall p \in m : p \in Pos \}
                                           \{(board \setminus \{pc\}) \cup \{m\} : \langle pc, m \rangle \in free\}
Init \stackrel{\triangle}{=} board = Klotski
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 $Next \stackrel{\triangle}{=} LET \ empty \stackrel{\triangle}{=} Pos \setminus UNION \ board$ IN $\exists e \in empty : board' \in update(e, empty)$