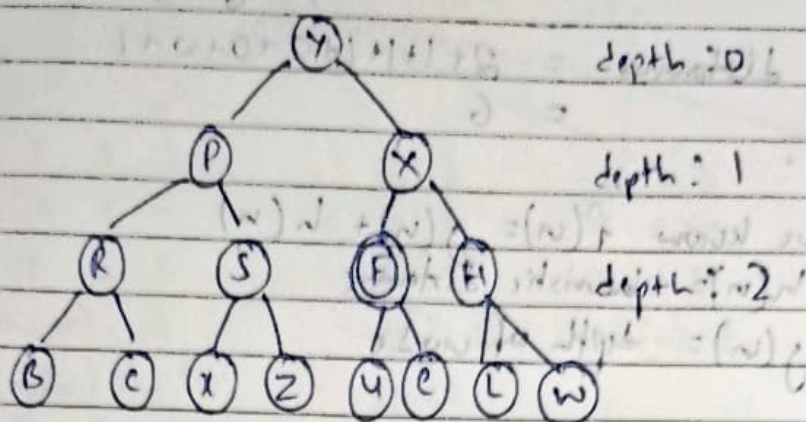


Iterative deepening Search Algorithm



Step 1: print the root node
Y

Step 2: Print the children of the root node

Y

Goal: Not found depth: 0

Y P X

Goal: Not found depth: 1

Y P R S X F H

Goal: ~~Not~~ Found depth: 2

Return (F)

Using A*, 8 puzzle problem

Initial State

1 2 3

Goal state

2 8 1

8 0 4

0 4 3

7 6 5

7 6 5

The Blank Space can move in 4 directions
which is 2, 8, 6, 4.

when moved to 2

1 0 3

8 2 4

7 6 5

Heuristic distance = $2 + 2 + 1 + 1 + 0 + 0 + 2$
= 8

when moved to 8-

1	2	3
0	8	4
7	6	5

$$\text{distance} = 2 + 1 + 1 + 1 + 0 + 0 + 0 + 1$$

$$= 6$$

we know $f(n) = g(n) + h(n)$

$h(n)$ = heuristic distance

$g(n)$ = depth of node

Initially

$$h(n) = 7$$

$$g(n) = 0$$

$$f(n) = 0 + 7 = 7$$

after 1st move

0	8	4
---	---	---

7	6	5
---	---	---

$$h(n) = 6$$

$$g(n) = 1$$

$$f(n) = 1 + 6 = 7$$

after 2nd move

1	2	3
---	---	---

8	4	0
---	---	---

7	6	5
---	---	---

$$h(n) = 6$$

$$g(n) = 1$$

$$f(n) = 6 + 1 = 7$$

after 3rd move

1	0	3
---	---	---

8	2	4
---	---	---

7	6	5
---	---	---

$$h(n) = 8$$

$$g(n) = 1$$

$$f(n) = 9$$

