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Profiles

Iterative Deepening Search:

		Time			Allocations		
Tot / % measured:		5.07ms / 69.6%			1.07MiB / 97.5%		
Section	ncalls	time	%tot	avg	alloc	%tot	avg
depth limited search	5	3.53ms	100%	706µs	1.04MiB	100%	214KiB
expand	102	1.55ms	44.0%	15.2µs	640KiB	59.9%	6.27KiB
possibleactions	102	1.04ms	29.4%	10.2µs	379KiB	35.4%	3.71KiB
create node	284	224µs	6.36%	790ns	31.1KiB	2.91%	112B
push	568	148µs	4.20%	261ns	5.69KiB	0.53%	10.3B
pop	283	51.0µs	1.45%	180ns	0.00B	0.00%	0.00B

Breadth-First Search:

		Time			Allocations		
Tot / % measured:		1.06ms / 39.2%			642KiB / 95.1%		
Section	ncalls	time	%tot	avg	alloc	%tot	avg

expand	59	236µs	56.8%	3.99µs	375KiB	61.5%	6.36KiB
possibleactions	59	136µs	32.9%	2.31µs	219KiB	35.9%	3.72KiB
create node	109	25.5µs	6.13%	234ns	11.9KiB	1.95%	112B
push	218	13.8µs	3.33%	63.4ns	4.25KiB	0.70%	20.0B
pop	59	3.71µs	0.89%	62.9ns	0.00B	0.00%	0.00B

A* Search with Manhattan Distance

		Time			Allocations		
Tot / % measured:		759µs / 18.5%			116KiB / 69.6%		
Section	ncalls	time	%tot	avg	alloc	%tot	avg
expand	7	56.9µs	40.6%	8.13µs	45.3KiB	56.2%	6.47KiB
heuristic score	19	37.9µs	27.0%	1.99µs	7.13KiB	8.84%	384B
possibleactions	7	28.6µs	20.4%	4.08µs	26.0KiB	32.3%	3.72KiB
create node	19	8.24µs	5.88%	434ns	2.08KiB	2.58%	112B
dequeue	7	7.80µs	5.56%	1.11µs	0.00B	0.00%	0.00B
push	7	695ns	0.50%	99.3ns	128B	0.16%	18.3B

A* Search with Manhattan Distance and Linear Conflicts

		Time			Allocations		
Tot / % measured:		30.3ms / 98.2%			469KiB / 92.5%		
Section	ncalls	time	%tot	avg	alloc	%tot	avg
heuristic score	19	29.7ms	100%	1.56ms	360KiB	83.0%	18.9KiB
possibleactions	7	37.4µs	0.13%	5.35µs	26.0KiB	6.00%	3.72KiB
expand	7	36.1µs	0.12%	5.16µs	45.3KiB	10.4%	6.47KiB

create node	19	9.86µs	0.03%	519ns	2.08KiB	0.48%	112B
dequeue	7	8.52µs	0.03%	1.22µs	0.00B	0.00%	0.00B
push	7	773ns	0.00%	110ns	128B	0.03%	18.3B

Solutions

Iterative Deepening Search:

Step 6:

[0, 1, 2]

[3, 4, 5]

[6, 7, 8]

Action: (CartesianIndex(1, 1), "DOWN")

Step 5:

[3, 1, 2]

[0, 4, 5]

[6, 7, 8]

Action: (CartesianIndex(2, 1), "RIGHT")

Step 4:

[3, 1, 2]

[4, 0, 5]

[6, 7, 8]

Action: (CartesianIndex(2, 2), "DOWN")

Step 3:

[3, 1, 2]

[4, 7, 5]

[6, 0, 8]

Action: (CartesianIndex(3, 2), "LEFT")

Step 2:

[3, 1, 2]

[4, 7, 5]

[0, 6, 8]

Action: (CartesianIndex(3, 1), "UP")

Step 1:

[3, 1, 2]

[0, 7, 5]

[4, 6, 8]

Action: (CartesianIndex(2, 1), "RIGHT")

Step 0:

[3, 1, 2]

[7, 0, 5]

[4, 6, 8]

Action: nothing

Breadth-First Search:

Step 6:

[0, 1, 2]

[3, 4, 5]

[6, 7, 8]

Action: (CartesianIndex(1, 1), "DOWN")

Step 5:

[3, 1, 2]

[0, 4, 5]

[6, 7, 8]

Action: (CartesianIndex(2, 1), "RIGHT")

Step 4:

[3, 1, 2]

[4, 0, 5]

[6, 7, 8]

Action: (CartesianIndex(2, 2), "DOWN")

Step 3:

```

[3, 1, 2]
[4, 7, 5]
[6, 0, 8]
Action: (CartesianIndex(3, 2), "LEFT")

```

Step 2:

```

[3, 1, 2]
[4, 7, 5]
[0, 6, 8]
Action: (CartesianIndex(3, 1), "UP")

```

Step 1:

```

[3, 1, 2]
[0, 7, 5]
[4, 6, 8]
Action: (CartesianIndex(2, 1), "RIGHT")

```

Step 0:

```

[3, 1, 2]
[7, 0, 5]
[4, 6, 8]
Action: nothing

```

A* Search with Manhattan Distance

Step 6:

```

[0, 1, 2]
[3, 4, 5]
[6, 7, 8]
Action: (CartesianIndex(1, 1), "DOWN")

```

Step 5:

```

[3, 1, 2]
[0, 4, 5]
[6, 7, 8]
Action: (CartesianIndex(2, 1), "RIGHT")

```

Step 4:

```

[3, 1, 2]
[4, 0, 5]
[6, 7, 8]
Action: (CartesianIndex(2, 2), "DOWN")

```

Step 3:

```

[3, 1, 2]
[4, 7, 5]
[6, 0, 8]
Action: (CartesianIndex(3, 2), "LEFT")

```

Step 2:

```

[3, 1, 2]
[4, 7, 5]
[0, 6, 8]
Action: (CartesianIndex(3, 1), "UP")

```

Step 1:

```

[3, 1, 2]
[0, 7, 5]
[4, 6, 8]
Action: (CartesianIndex(2, 1), "RIGHT")

```

Step 0:

```

[3, 1, 2]
[7, 0, 5]
[4, 6, 8]
Action: nothing

```

A* Search with Manhattan Distance and Linear Conflicts

Step 6:

[0, 1, 2]

[3, 4, 5]

[6, 7, 8]

Action: (CartesianIndex(1, 1), "DOWN")

Step 5:

[3, 1, 2]

[0, 4, 5]

[6, 7, 8]

Action: (CartesianIndex(2, 1), "RIGHT")

Step 4:

[3, 1, 2]

[4, 0, 5]

[6, 7, 8]

Action: (CartesianIndex(2, 2), "DOWN")

Step 3:

[3, 1, 2]

[4, 7, 5]

[6, 0, 8]

Action: (CartesianIndex(3, 2), "LEFT")

Step 2:

[3, 1, 2]

[4, 7, 5]

[0, 6, 8]

Action: (CartesianIndex(3, 1), "UP")

Step 1:

[3, 1, 2]

[0, 7, 5]

[4, 6, 8]

Action: (CartesianIndex(2, 1), "RIGHT")

Step 0:

[3, 1, 2]

[7, 0, 5]

[4, 6, 8]

Action: nothing