Lab 5 Iterative deepening

Code:

```
class <u>PuzzleState</u>:
        self.board = board
        self.empty tile pos = empty tile pos
        self.moves = moves
        self.previous = previous
        return self.board == goal
    def get possible moves(self):
        possible moves = []
        x, y = self.empty tile pos
        directions = [(1, 0), (-1, 0), (0, 1), (0, -1)] # Down, Up,
        for dx, dy in directions:
            new_x, new_y = x + dx, y + dy
            if 0 \le \text{new } x \le 3 \text{ and } 0 \le \text{new } y \le 3:
                new board = [list(row) for row in self.board] # Create a
                new board[x][y], new board[new x][new y] =
new board[new x][new y], new board[x][y]
                possible moves.append(PuzzleState (new board, (new x,
new_y), self.moves + 1, self()
        return possible moves
def iddfs(initial state, goal state, depth limit):
    def dls(state, depth):
        if state.is goal(goal state):
```

```
for move in state.get possible moves():
            result = dls(move, depth - 1)
            if result is not None:
               return result
    for depth in range(depth limit):
        result = dls(initial_state, depth)
        if result is not None:
           return result
initial board = [
   [1, 2, 3],
    [4, 0, 5],
goal board = [
   [1, 2, 3],
   [4, 5, 6],
initial state = PuzzleState (initial board, (1, 1)) # (1, 1) is the
position of the empty tile
goal state = goal board
depth limit = 3
# Run IDDFS
solution = iddfs(initial_state, goal_state, depth_limit)
# Function to print the solution path
def print solution(solution):
   path = []
```

Output:

```
Solution found:
[1, 2, 3]
[4, 0, 5]
[7, 8, 6]

[1, 2, 3]
[4, 5, 0]
[7, 8, 6]

[1, 2, 3]
[4, 5, 6]
[7, 8, 0]
```

For level limit 1

```
PS C:\Users\Admin\Documents\Bramha> python -u "c
No solution found within the depth limit.
```