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15 PUZZLE

// live-node-set: set to hold the live nodes at any time

// lowcost: variable to hold the cost of the best cost at any given node.

Begin

lowcost = ∞

while live-node-set $\neq \emptyset$ do

→ choose a branching node k
such that $k \in \text{live-node-set}$;
// k is E-node

→ live-node-set = $\{k\}$;

→ Generate the children of node k and the corresponding lower bounds;

$S = \{(i, z_i) : i \text{ is child of } k \text{ and } z_i \text{ its lower bound}\}$

for each element (i, z_i) in S_k do

→ if $z_i > U$ // more than lower bound

-then

-kill child i ; if i is a child node

else

if child is a solution

then

$U = Z_i$; current best = child i ;

else

add child i to live-node-set;

endif;

endif;

endfor;

end while;

END

~~From~~

Complexity Analysis

Time complexity = $O(n^2)$

Space complexity = $O(n^2)$