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I. Algorithm.

11 PUZZLE

```
algorithm LLSEARCH (listnode *l)
{
    // LC  $\rightarrow$  least cost
    // search for answer node
    if (*l is an answer node)
    {
        print (*l)
        return;
    }
    E = l: // E-node
```

initialise the list of live node to be empty;

```
while (true)
{
```

```
    for each child x of E
    {
```

```
        for each child
        if x is an answer node
        {
```

```
            print the path from x to t;
            return;
        }
```

```
Add (x): // Add to list of live nodes  
x → parent = E // pointer from path to root
```

```
}
```

```
// If there are no more live nodes  
print ("No answer node");  
return;
```

```
}
```

```
// Find a live node with least  
// estimated cost
```

```
E = least();
```

```
// The found node is deleted from  
list of live nodes
```

```
}
```

```
}
```

## 2. Complexity analysis

Time Complexity =  $O(n^2)$

Space Complexity =  $O(n^2)$