

## Results explanation (using figures)

### Time results

- The performance plots (performance\_metric1.png, performance\_metric2.png, performance\_metric3.png; algo1\_performance.png)
- Representative stats (see ANALYSIS.txt and time\_memory\_analysis.png):
  - ? Algo1: avg 284,566 generated / 52,493 expanded; solved 11/16.
  - ? Algo2: avg 708,516 generated / 653,439 expanded; solved 16/16; impassable3 ~10.3M expanded (~1011 s).
  - ? Algo3: avg 12,167 generated / 11,917 expanded; solved 16/16; impassable3 ~155K expanded (~68.8 s).

### Space results

- The space plots (space\_algorithm\_1.png, space\_algorithm\_2.png, space\_algorithm\_3.png, space\_comparative.png) show
- Illustrative numbers (ANALYSIS.txt): impassable3 ? Algo2 ~358 MB auxiliary + large queue; Algo3 ~5 MB total (no persistence)

Q1. Which time complexity growth does the data show, and does it match theory?

- Algorithm 1: Data shows exponential-like growth in time; fails on harder puzzles. Matches theory.
- Algorithm 2: Data scales roughly linearly with the number of unique states; completes all puzzles. Matches theory.
- Algorithm 3: Data shows markedly reduced growth (solutions found at small widths), far below exploring the full space. Matches theory.

Q2. What's the memory (space) growth of Algorithms 2 and 3, and do they decrease the growth rate vs Algorithm 1?

- Algorithm 2: Memory grows with the count of unique states because it stores a visited set (radix tree). This reduces growth rate.
- Algorithm 3: Memory is bounded by the current width's working set and freed between iterations, yielding substantially smaller memory usage.