clas: TE COMPS A

Roll No: 9766

AI Exposiment 3.

Postlab:

9.1) What is the time complainty of the water july problem?

Are: The time complainty of the water july problem depends on the algorithm used to Solve it. The most common appeach is using boundth - foint soonch (BFS) are depth - friest Second. (Drg. which typically have a time complainty of O(V + E), where V is the number of states (nodes) and E vis the number of states (nodes) and E vis the number of states can be bounded by the product of the capacities of the julys . So the time complexity is O(M * N), where M and N are the capacities of the julys. However, this can reary depending on the specific dotails of the implemation and the constraints of the problem.

9.2) What is DFS not used for solving a water jug problem?

DFS (Depth-first search) is not commonly used for solving.

The water jug problem because it can get stuck exploring a deep branch of the search bove felipore Linding a solution. In worst case, DFS may haverse deeply donen one branch of the search object brokhacking, which can be inefferent and may not find the optimal solution.

Officiently Additionally DFS can get stuck in infinite books if cycles in the state space. While DFS is suitable for

certain types of problems, such as searching for a path in a maze or graph traversal, its lack of optimatity and potential for infinite cloops make it less suitable for finding the shortest path or sequence of steps in the water jug problem. Therefore, BF5 is preferred our the problem as it guarantees finding the shortest path if one emits.