

# Assignment 1

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## 1 Question 1

For the given problem, a state will be represented as a *tuple*, where the first element represents the amount of water in the 4 gallon jug, and the second element represents the amount of water in the 3 gallon jug.

The initial state will be represented as  $(0, 0)$ , indicating an empty 4 gallon jug and an empty 3 gallon jug.

The goal state will be represented as  $(, 2)$  indicating that the 3 gallon jug has 2 gallons of water, and the 4 gallon jug has anywhere from 0-4 gallons of water.

At any state, the given actions are:

- Pour all water from the 4 gallon jug to the 3 gallon jug
- Pour all water from the 3 gallon jug to the 4 gallon jug
- Pour all water from the 4 gallon jug to the ground
- Pour all water from the 3 gallon jug to the ground
- Fill the 4 gallon jug with 4 gallons of water via the pump
- Fill the 3 gallon jug with 3 gallons of water via the pump

The condition for the actions is as follows:

- If jug  $x$  is pouring water into jug  $y$  then the water in jug  $x > 0$
- If jug  $x$  is getting filled with water via the pump, then the water in jug  $x < \text{max capacity of jug } x$

## 2 Question 2

For the given problem, a state will be represented as 3 *arrays*, one per pole. The items in the array represent discs on a pole, with element 0 being the base of the pole (largest diameter), and the end of the array being the top most disc on the pole (smallest diameter). The discs are represented as their numeric diameter.

The initial state will be represented as  $[x, y, z...], [], []$  indicating that the first pole has all the discs in descending order, and the other two poles are empty. Here  $x, y, z$  represent arbitrary disc diameters where the diameters follow as  $x > y > z$ .

The goal state will be represented as  $[], [x, y, z], []$  or  $[], [], [x, y, z]$  indicating that the first pole has no discs, and either the second or third pole has all the discs in descending order of disc diameter.

At any state, the given actions are:

- Move a disc from pole  $a$  to pole  $b$  where  $a \neq b$

The condition for the actions is as follows:

- If a disc is being moved from pole  $a$  to pole  $b$ , then there must exist at least 1 disc in pole  $a$
- If a disc is being moved from pole  $a$  to pole  $b$  and  $b$  is not empty, then the disc at the top of pole  $b$  must be less than the disc at the top of pole  $a$

### 3 Question 3

#### 3.1 Breadth-First Search

In Table 1 the steps of the breadth first search algorithm are shown. The open-queue is a FIFO queue, with the next element being the left-most element in the array. By step 10, we are processing the goal state  $I$ . This gives us a final path of

$$A \rightarrow E \rightarrow I, \quad (1)$$

with a cost of 2.

Table 1: Steps for BFS

Step	Current Node	Goal Node	Open Queue	Closed Queue
1		I	$[A^0]$	$[\ ]$
2	$A^0$	I	$[B^1, D^1, E^1]$	$[\ ]$
3	$B^1$	I	$[D^1, E^1, G^2]$	$[A^0]$
4	$D^1$	I	$[E^1, G^2, C^2, F^2]$	$[A^0, B^1]$
5	$E^1$	I	$[G^2, C^2, F^2, H^2, I^2]$	$[A^0, B^1, D^1]$
6	$G^2$	I	$[C^2, F^2, H^2, I^2]$	$[A^0, B^1, D^1, E^1]$
7	$C^2$	I	$[F^2, H^2, I^2]$	$[A^0, B^1, D^1, E^1, G^2]$
8	$F^2$	I	$[H^2, I^2]$	$[A^0, B^1, D^1, E^1, G^2, C^2]$
9	$H^2$	I	$[I^2]$	$[A^0, B^1, D^1, E^1, G^2, C^2, F^2]$
10	$I^2$	I	$[\ ]$	$[A^0, B^1, D^1, E^1, G^2, C^2, F^2, H^2]$

#### 3.2 Depth-First Search

In Table 2 the steps of the depth first search algorithm are shown. The open-queue is a LIFO queue, with the next element being the left-most element in the array. By step 4, we are processing the goal state  $I$ . This gives us a final path of

$$A \rightarrow E \rightarrow I, \quad (2)$$

with a cost of 2.

Table 2: Steps for BFS

Step	Current Node	Goal Node	Open Queue	Closed Queue
1		I	$[A^0]$	$[]$
2	$A^0$	I	$[E^1, D^1, B^1]$	$[]$
3	$E^1$	I	$[I^2, H^2, G^2, D^1, B^1]$	$[A^0]$
4	$I^2$	I	$[H^2, G^2, D^1, B^1]$	$[A^0, E^1]$

## 4 Question 4

NOTE: For this question, I assume that states can be repeated as it was not stated in the document.

### 4.1 Breadth-First Search

In Table 3 the steps of the breadth first search algorithm are shown. The open-queue is a FIFO queue, with the next element being the left-most element in the array. By step 14, we are processing the goal state  $G$ . This gives us a final path of

$$S \rightarrow A \rightarrow B \rightarrow H \rightarrow G, \quad (3)$$

with a cost of 12.

### 4.2 Depth-First Search

In Table 4 the steps of the depth first search algorithm are shown. The open-queue is a LIFO queue, with the next element being the left-most element in the array. By step 7, we are processing the goal state  $G$ . This gives us a final path of

$$S \rightarrow D \rightarrow F \rightarrow H \rightarrow G, \quad (4)$$

with a cost of 16.

Table 3: Steps for BFS

Step	Node	Goal	Open Queue	Closed Queue
1		G	$[S^0]$	$[\ ]$
2	$S^0$	G	$[A^3, D^4]$	$[\ ]$
3	$A^3$	G	$[D^4, B^7, D^8]$	$[S^0]$
4	$D^4$	G	$[B^7, D^8, E^6]$	$[S^0, A^3]$
5	$B^7$	G	$[D^8, E^6, C^{10}, H^{11}]$	$[S^0, A^3, D^3]$
6	$D^8$	G	$[E^6, C^{10}, H^{11}, E^{10}]$	$[S^0, A^3, D^3, B^7]$
7	$E^6$	G	$[C^{10}, H^{11}, E^{10}, B^{11}, C^{10}, F^{10}]$	$[S^0, A^3, D^3, B^7, D^8]$
8	$C^{10}$	G	$[H^{11}, E^{10}, B^{11}, C^{10}, F^{10}]$	$[S^0, A^3, D^3, B^7, D^8, E^6]$
9	$H^{11}$	G	$[E^{10}, B^{11}, C^{10}, F^{10}, G^{12}]$	$[S^0, A^3, D^3, B^7, D^8, E^6, C^{10}]$
10	$E^{10}$	G	$[B^{11}, C^{10}, F^{10}, G^{12}, B^{15}, C^{14}, F^{14}]$	$[S^0, A^3, D^3, B^7, D^8, E^6, C^{10}, H^{11}]$
11	$B^{11}$	G	$[C^{10}, F^{10}, G^{12}, B^{15}, C^{14}, F^{14}, C^{14}, H^{15}]$	$[S^0, A^3, D^3, B^7, D^8, E^6, C^{10}, H^{11}, E^{10}]$
12	$C^{10}$	G	$[F^{10}, G^{12}, B^{15}, C^{14}, F^{14}, C^{14}, H^{15}]$	$[S^0, A^3, D^3, B^7, D^8, E^6, C^{10}, H^{11}, E^{10}, B^{11}]$
13	$F^{10}$	G	$[G^{12}, B^{15}, C^{14}, F^{14}, C^{14}, H^{15}, H^{15}]$	$[S^0, A^3, D^3, B^7, D^8, E^6, C^{10}, H^{11}, E^{10}, B^{11}, C^{10}]$
14	$G^{12}$	G	$[B^{15}, C^{14}, F^{14}, C^{14}, H^{15}, H^{15}]$	$[S^0, A^3, D^3, B^7, D^8, E^6, C^{10}, H^{11}, E^{10}, B^{11}, C^{10}, F^{10}]$

Table 4: Steps for BFS

Step	Current	Goal	Open Queue	Closed Queue
1		G	$[S^0]$	$[\ ]$
2	$S^0$	G	$[D^4, A^3]$	$[\ ]$
3	$D^4$	G	$[E^6, A^3]$	$[S^0]$
4	$E^6$	G	$[F^{10}, C^{10}, B^{11}, A^3]$	$[S^0, D^4]$
5	$F^{10}$	G	$[H^{15}, C^{10}, B^{11}, A^3]$	$[S^0, D^4, E^6]$
6	$H^{15}$	G	$[G^{16}, C^{10}, B^{11}, A^3]$	$[S^0, D^4, E^6, F^{10}]$
7	$G^{16}$	G	$[C^{10}, B^{11}, A^3]$	$[S^0, D^4, E^6, F^{10}, H^{15}]$

### 4.3 Uniform Cost Search

In Table 5 the steps of the uniform cost search algorithm are shown. By step 13, we are processing the goal state  $G$ . This gives us a final path of

$$S \rightarrow A \rightarrow B \rightarrow H \rightarrow G, \quad (5)$$

with a cost of 12.

Table 5: Uniform Cost Search

Step	Current Node	Goal Node	Open Queue	Closed Queue
1		G	$[S^0]$	$[\ ]$
2	$S^0$	G	$[A^3, D^4]$	$[\ ]$
3	$A^3$	G	$[D^4, B^7, D^8]$	$[S^0]$
4	$D^4$	G	$[E^6, B^7, D^8]$	$[S^0, A^3]$
5	$E^6$	G	$[B^7, D^8, C^{10}, F^{10}, B^{11},]$	$[S^0, A^3, D^4]$
6	$B^7$	G	$[D^8, C^{10}, C^{10}, F^{10}, H^{11}, B^{11}]$	$[S^0, A^3, D^4, E^6]$
7	$D^8$	G	$[C^{10}, C^{10}, E^{10}, F^{10}, H^{11}, B^{11}]$	$[S^0, A^3, D^4, E^6, B^7]$
8	$C^{10}$	G	$[C^{10}, E^{10}, F^{10}, H^{11}, B^{11}]$	$[S^0, A^3, D^4, E^6, B^7, D^8]$
9	$C^{10}$	G	$[E^{10}, F^{10}, H^{11}, B^{11}]$	$[S^0, A^3, D^4, E^6, B^7, D^8, C^{10}]$
10	$E^{10}$	G	$[F^{10}, H^{11}, B^{11}, C^{14}, F^{14}, B^{15}]$	$[S^0, A^3, D^4, E^6, B^7, D^8, C^{10}, C^{10}]$
11	$F^{10}$	G	$[H^{11}, B^{11}, C^{14}, F^{14}, B^{15}, H^{15}]$	$[S^0, A^3, D^4, E^6, B^7, D^8, C^{10}, C^{10}, E^{10}]$
12	$H^{11}$	G	$[G^{12}, B^{11}, C^{14}, F^{14}, B^{15}, H^{15}]$	$[S^0, A^3, D^4, E^6, B^7, D^8, C^{10}, C^{10}, E^{10}, F^{10}]$
13	$G^{12}$	G	$[G^{12}, B^{11}, C^{14}, F^{14}, B^{15}, H^{15}]$	$[S^0, A^3, D^4, E^6, B^7, D^8, C^{10}, C^{10}, E^{10}, F^{10}, H^{11}]$

## 5 Question 5

### 5.1 Uniform Cost Search

In Table 6 the steps of the uniform cost search algorithm are shown. By step 11, we are processing the goal state 7. This gives us a final path of

$$1 \rightarrow 8 \rightarrow 10 \rightarrow 9 \rightarrow 7, \quad (6)$$

with a cost of 100.

Table 6: Uniform Cost Search

Step	Current Node	Goal Node	Open Queue	Closed Queue
1		G	[1 <sup>0</sup> ]	[]
2	1 <sup>0</sup>	7	[5 <sup>5</sup> , 8 <sup>24</sup> ]	[]
3	5 <sup>5</sup>	7	[8 <sup>24</sup> , 6 <sup>40</sup> ]	[1 <sup>0</sup> ]
4	8 <sup>24</sup>	7	[10 <sup>39</sup> , 6 <sup>40</sup> , 3 <sup>47</sup> ]	[1 <sup>0</sup> , 5 <sup>5</sup> ]
5	10 <sup>39</sup>	7	[6 <sup>40</sup> , 3 <sup>47</sup> , 9 <sup>65</sup> ]	[1 <sup>0</sup> , 5 <sup>5</sup> , 8 <sup>24</sup> ]
6	6 <sup>40</sup>	7	[3 <sup>47</sup> , 9 <sup>65</sup> , 2 <sup>78</sup> ]	[1 <sup>0</sup> , 5 <sup>5</sup> , 8 <sup>24</sup> , 10 <sup>39</sup> ]
7	3 <sup>47</sup>	7	[4 <sup>54</sup> , 9 <sup>65</sup> , 2 <sup>78</sup> ]	[1 <sup>0</sup> , 5 <sup>5</sup> , 8 <sup>24</sup> , 10 <sup>39</sup> , 6 <sup>40</sup> ]
8	4 <sup>54</sup>	7	[9 <sup>65</sup> , 2 <sup>78</sup> ]	[1 <sup>0</sup> , 5 <sup>5</sup> , 8 <sup>24</sup> , 10 <sup>39</sup> , 6 <sup>40</sup> , 3 <sup>47</sup> ]
9	9 <sup>65</sup>	7	[2 <sup>78</sup> , 7 <sup>100</sup> ]	[1 <sup>0</sup> , 5 <sup>5</sup> , 8 <sup>24</sup> , 10 <sup>39</sup> , 6 <sup>40</sup> , 3 <sup>47</sup> , 4 <sup>54</sup> ]
10	2 <sup>78</sup>	7	[7 <sup>100</sup> ]	[1 <sup>0</sup> , 5 <sup>5</sup> , 8 <sup>24</sup> , 10 <sup>39</sup> , 6 <sup>40</sup> , 3 <sup>47</sup> , 4 <sup>54</sup> , 9 <sup>65</sup> ]
11	7 <sup>100</sup>	7	[]	[1 <sup>0</sup> , 5 <sup>5</sup> , 8 <sup>24</sup> , 10 <sup>39</sup> , 6 <sup>40</sup> , 3 <sup>47</sup> , 4 <sup>54</sup> , 9 <sup>65</sup> , 2 <sup>78</sup> ]

## 5.2 Greedy Best First Search

## 5.3 A\* Search