## Water-Jug Puzzles

In the water-jug puzzle we are given a 4-liter jug, and a 7-liter jug. Initially, both jugs are empty. Either jug can be filled with water from a tap, and we can discard water from either jug down a drain. Water may be poured from one jug into the other. There is no additional measuring device. We want to find a set of operations that will leave precisely x liters of water in either one of the jugs.

- i. Set up a state-space search formulation of the water jug puzzle:
  - a) Given the initial iconic state description as a data structure.
  - b) Give a goal condition on states as some test on data structures.
  - c) Name the operators on states and give precise descriptions of what each operator does to a state description.
- ii. Find whether the goals  $x = \{1, 2, 3, 4, 5, 6, 7\}$  can be accomplished in 8 or fewer steps.

Hint: Use breadth-first search.

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## Water-Jug Puzzle

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## Water-Jug Puzzle Solution



Water Jug Puzzles

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## Bouncing Ball Solution

Graphing the paths of balls bouncing inside rhomboidal tables



January 29, 2013 4 / 6

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7-pint and 11-pint jugs. Readings on the horizontal axis represent the amount of water in the 11-pint vessel at any time and readings on the vertical axis tell how much water is in the 7-pint vessel.

The angle of vertical to the horizontal side is  $60^{\circ}$ .

To use this graph, imagine a ball at point 0 in the lower left corner. It travels to the right along the base of the rhomboid until it strikes the right-hand cushion at a point labeled 11 on the base line: the 11-pint vessel has been filled and the 7-pint jug remains empty. After bouncing off the right-hand cushion the ball travels up to the left until it hits the top cushion at point 4 on the horizontal coordinate and on the seventh line on the side coordinate. This plot indicates that 7 pints have been transferred from the 11-pint vessel to the 7-pint vessel, leaving 4 pints in the larger vessel.

If you continue to follow the bouncing ball until it strikes a point marked 2, keeping a record of each step, you will obtain the 18-step answer shown below the graph. This is actually not the shortest answer. An alternative procedure is to begin by filling the 7-pint vessel. This is graphed by starting the ball at the 0 point and rolling it up along the table's left side. If you trace the ball's path until it strikes a 2 point, keeping a record of the steps, you will find that this ball computer bounces out a solution in 14 steps—the minimum.

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