Abstract

Water-jug problem is a famous problem in the field of artificial intelligence, computer programming, recreational mathematics and psychology. Classical methods used to solve this problem are Depth first search, Breadth first search, Diophantine approach, etc. These methods are memory and time consuming. This paper implemented a cognitive approach with two new methods to solve water jug problem using the problem space computational model (PSCM) processing strategy of soar software. Result analyzed in term of time.

References

1. SOAR: A Cognitive Architecture
http://soar.eecs.umich.edu/articles/downloads/soar-suite/103-soar-suite-9-4-0
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**Index Terms**

Computer Science  
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**Keywords**

Water jug problem, soar software, simple water jug agent