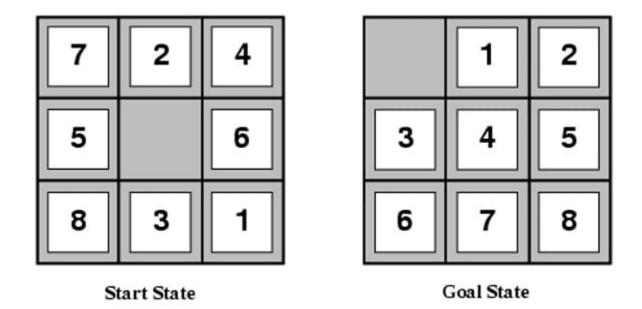
Problem Formulation Of N-Puzzle



States: location of tiles

Initial State: any random arrangement

Successor Function: move blank left, right, up, down

Goal test: Ordered arrangement

Path cost: 1 per move