

Project Title: 4-queens using Hill Climbing Algorithm.

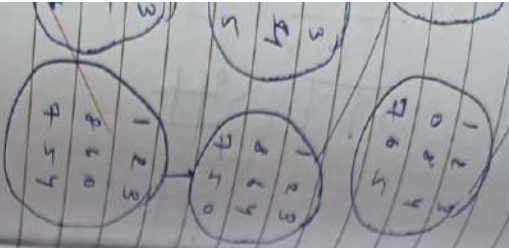
Algorithm / Pseudocode:
function HILL-CLIMBING (problem) returns a state
that is local maximum.

current ← MAKE-NODE (problem, INITIAL-STATE)
loop do

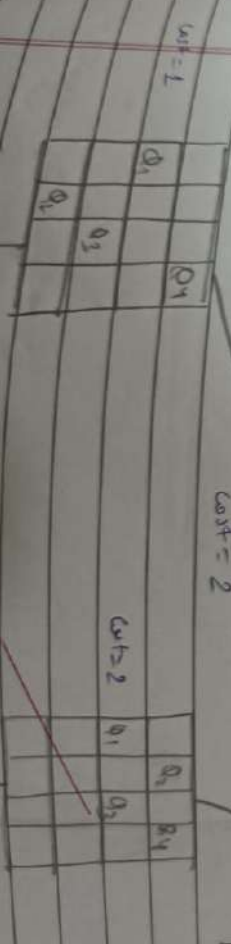
neighbour ← a highest-valued successor of current
if neighbour.VALUE ≤ current.VALUE then return
current.STATE

current ← neighbour

State-Space tree :



classmate
Date 23/10/14
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$$\cos 4 = 0$$

A 3x3 grid with labels Q_1 , Q_2 , and Q_3 .

Maneater 14
29/10/2024

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