Hill climbing search algorithm

function Hill-climbing (problem) return a state that is a local maximum

current ← make-node (problem.initial-state)

loop do

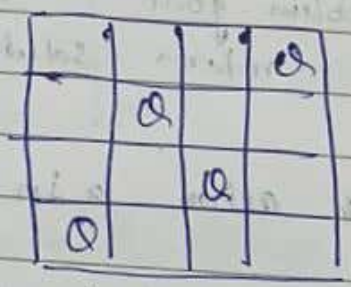
neighbour ← a highest-valued successor of current

if neighbour.value ≤ current.value

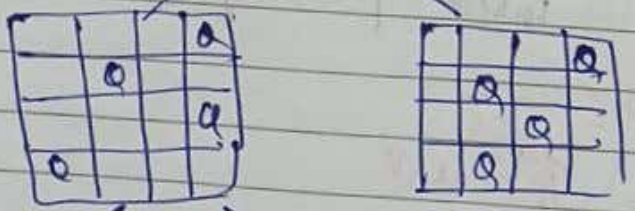
then return current.state

current ← neighbour

Solution:

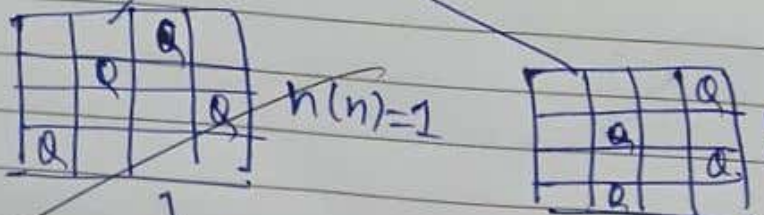


h(n) = 2



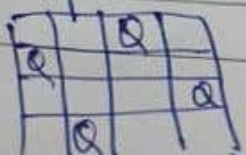
h(n) = 3

h(n) = 2



h(n) = 1

h(n) = 2



h(n) = 0

08.11