

Tiles out of row and column

My own heuristic function is that I count the number of tiles that is out of the right row and the number of tiles that is out of columns. It is admissible because we at least have to move one step if we find a tile that is not in its desired row and same as the tile that is not in its desired column. Therefore, the heuristic function above never overestimates the shortest path it takes from the current state to the goal state.