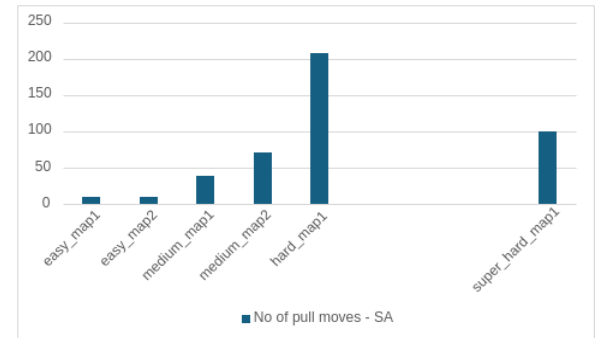
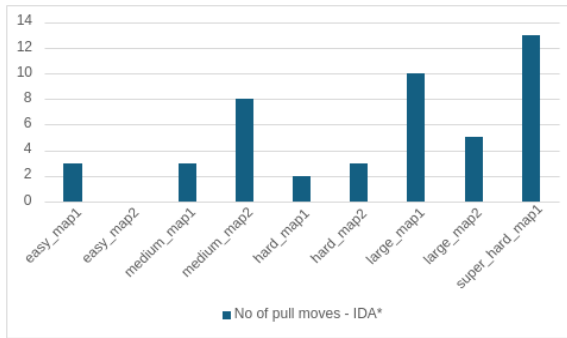
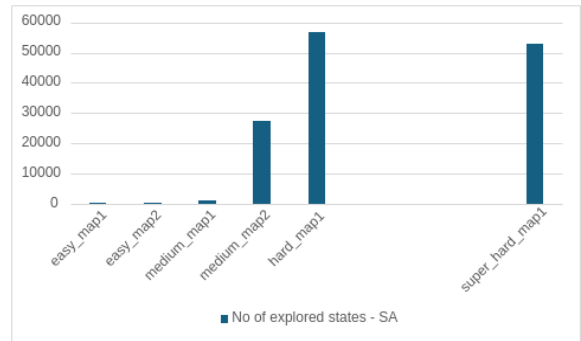
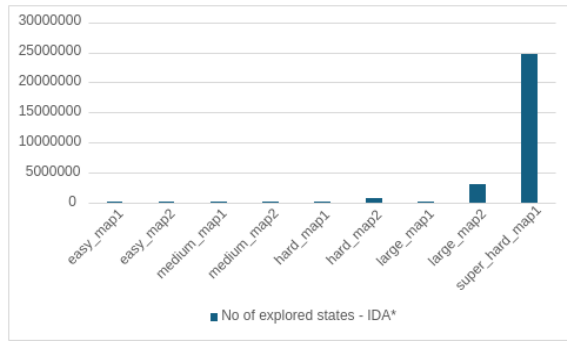
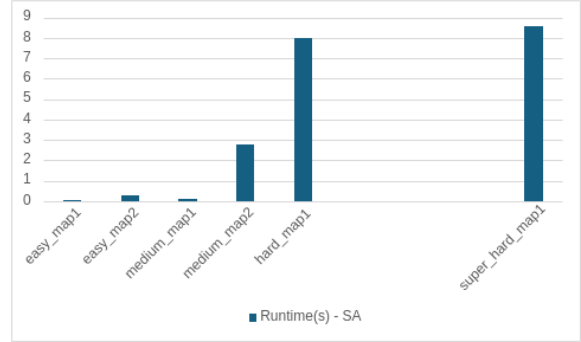
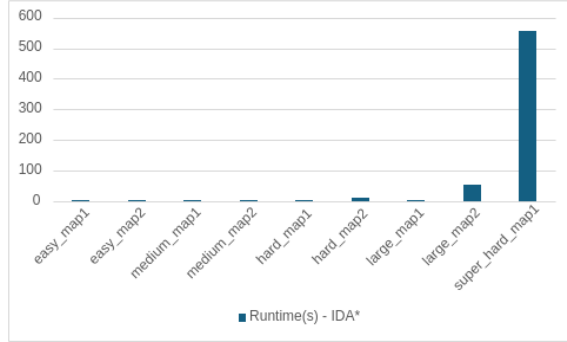
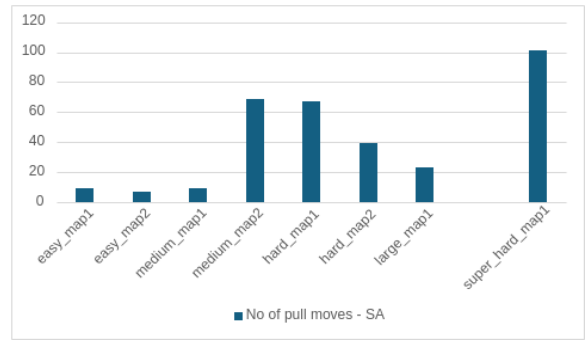
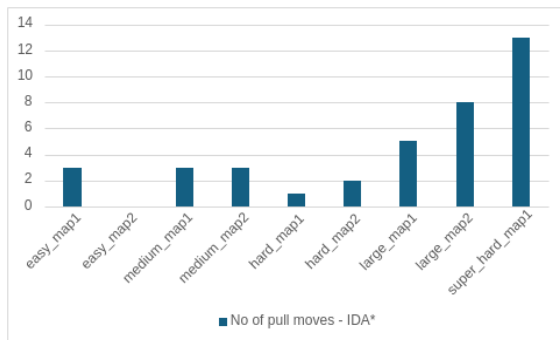
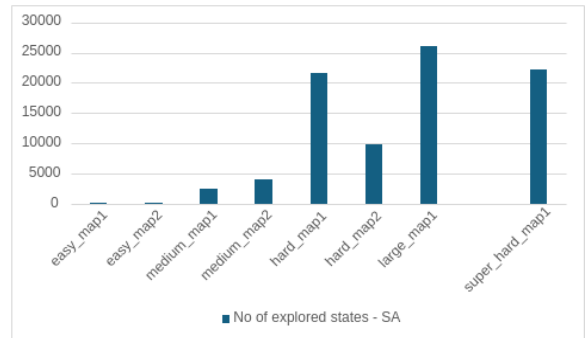
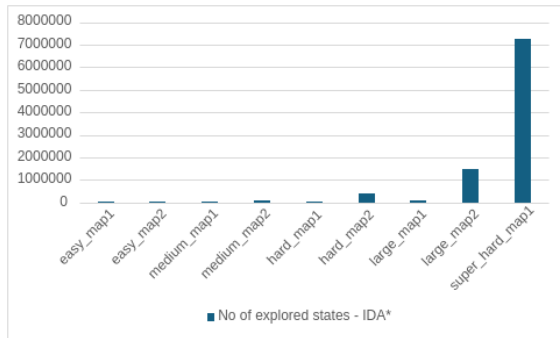
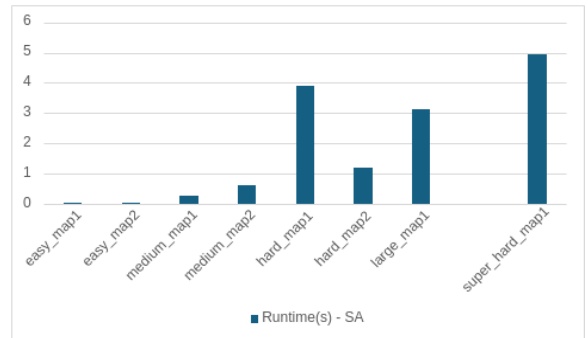
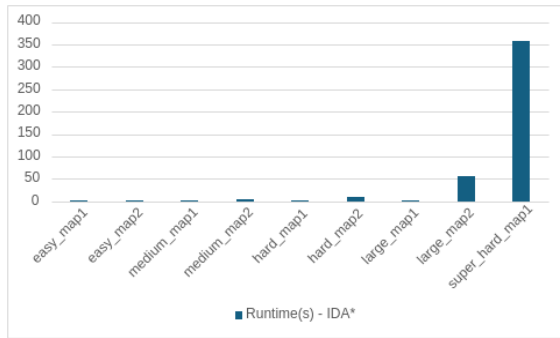


*~ Sokoban Puzzle using IDA\* and Simulated Annealing - Statistics ~*

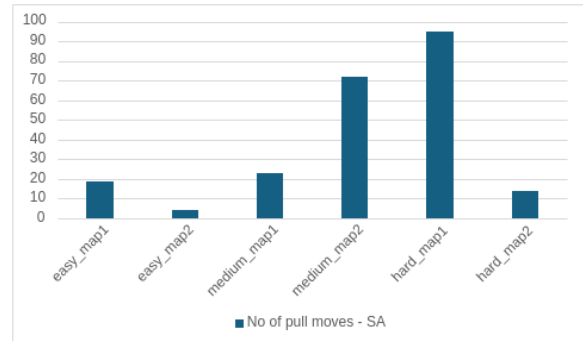
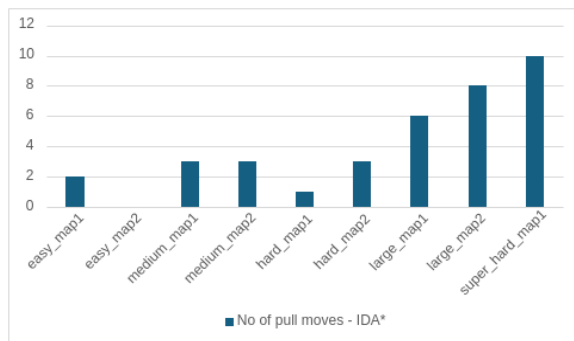
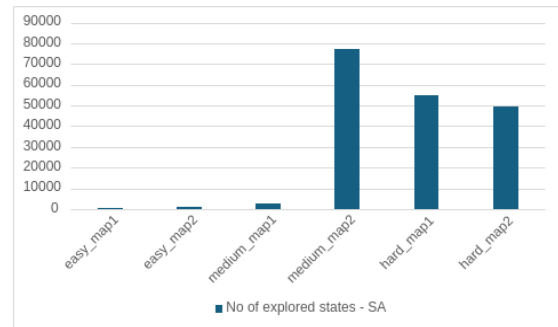
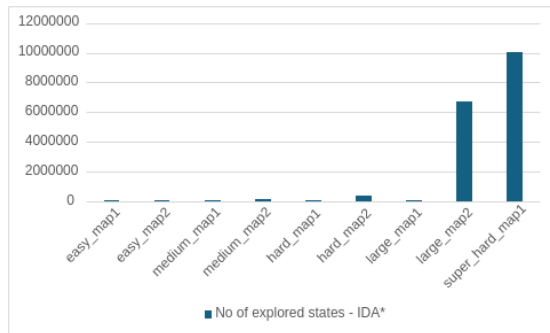
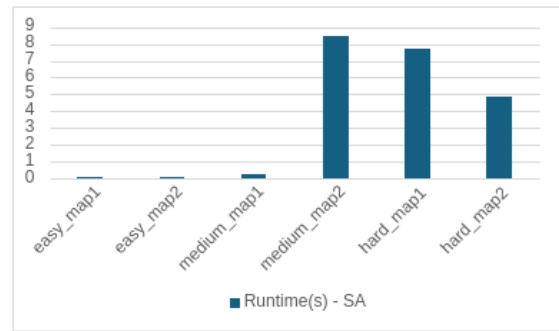
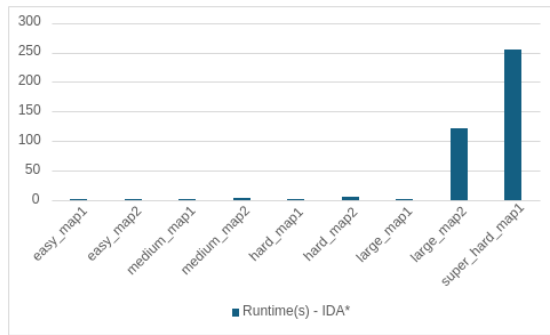
**manhattan\_dist\_heuristic**



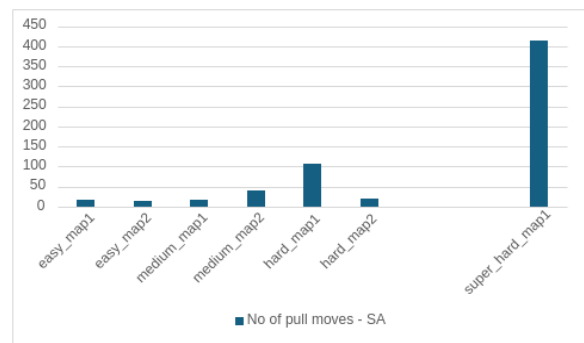
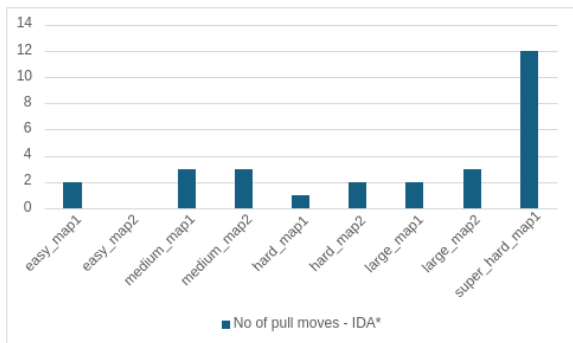
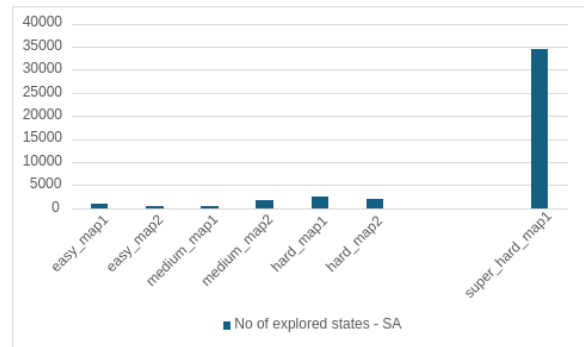
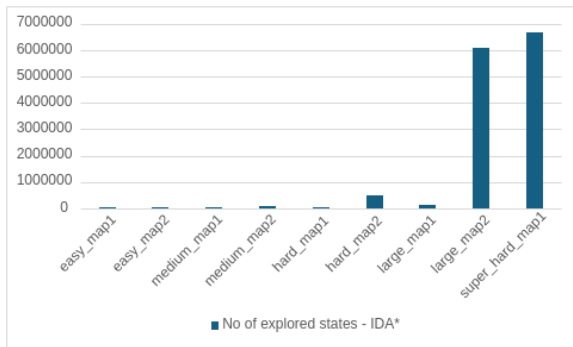
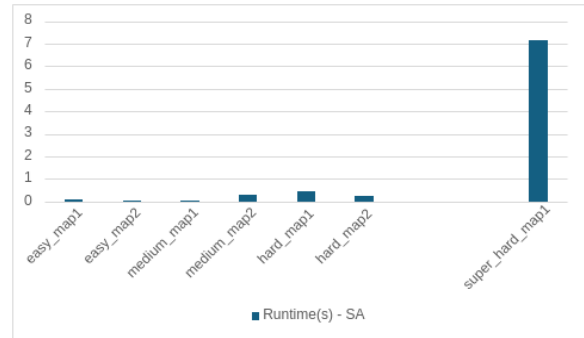
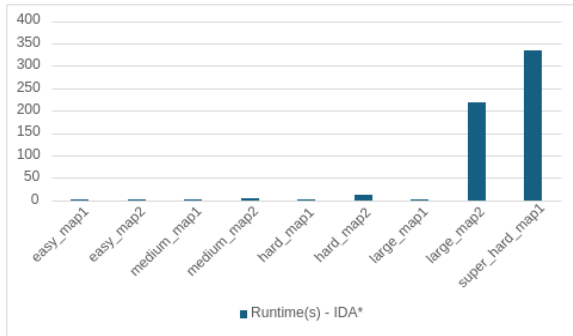
## deadlock\_manhattan\_heuristic



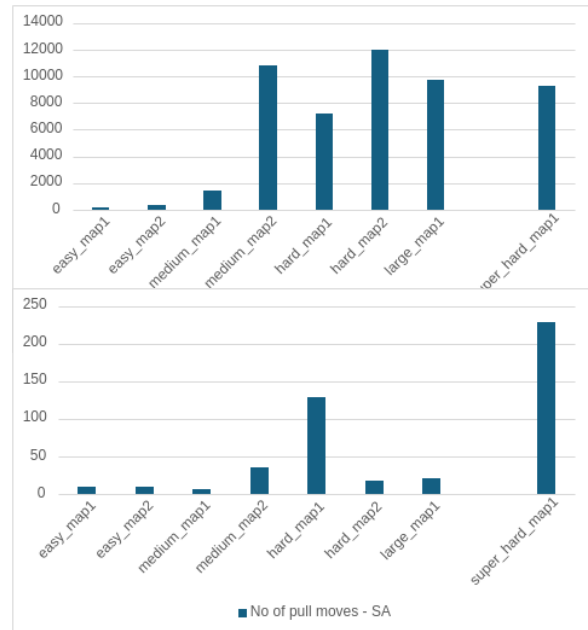
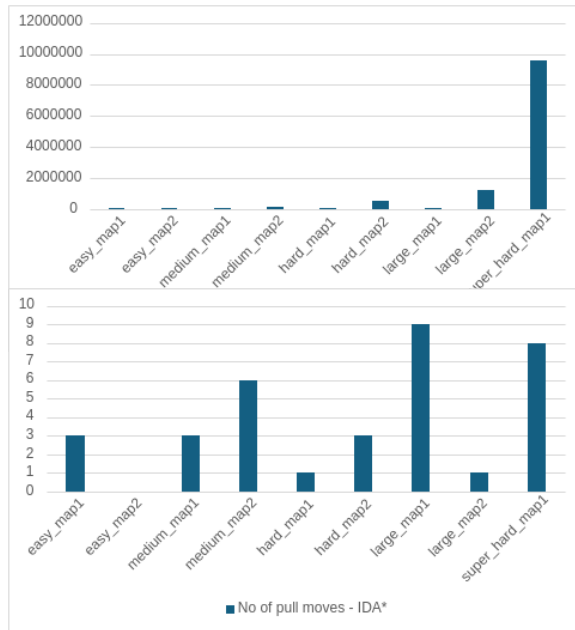
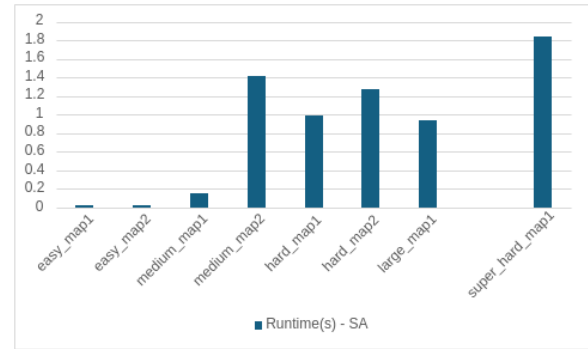
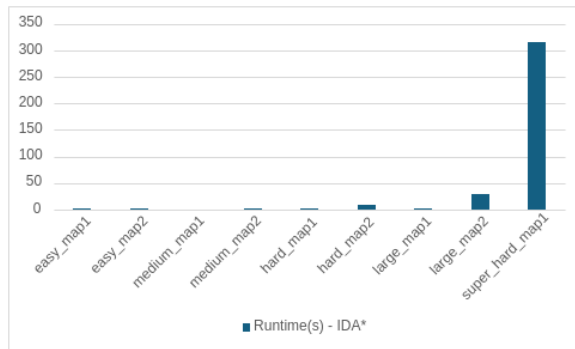
## euclidian\_dist\_heuristic



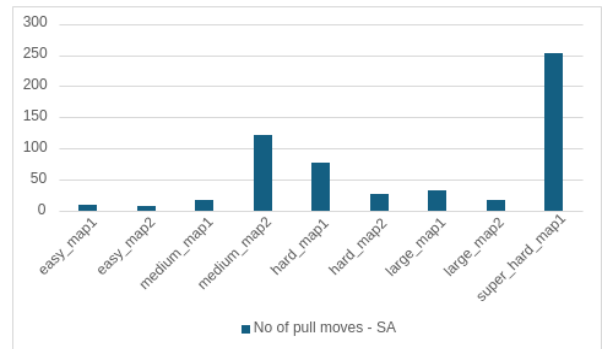
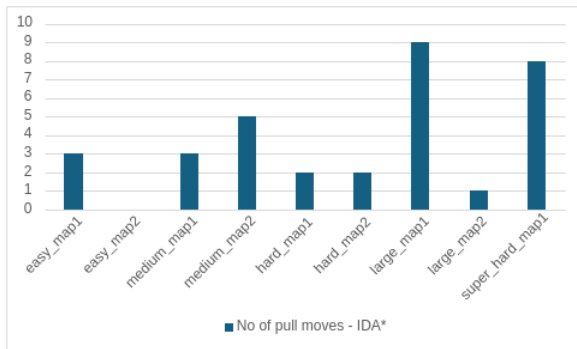
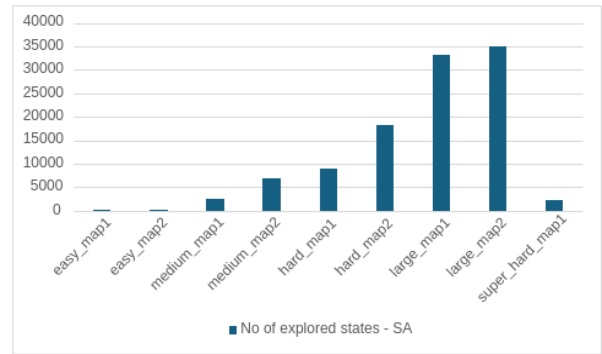
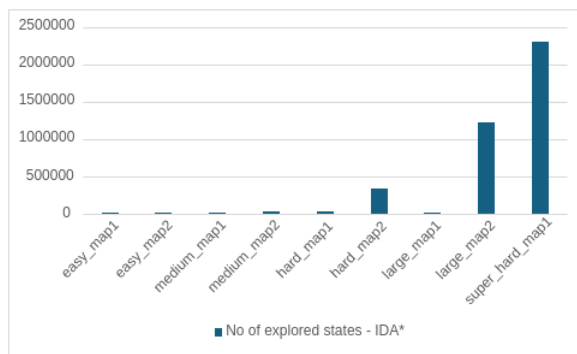
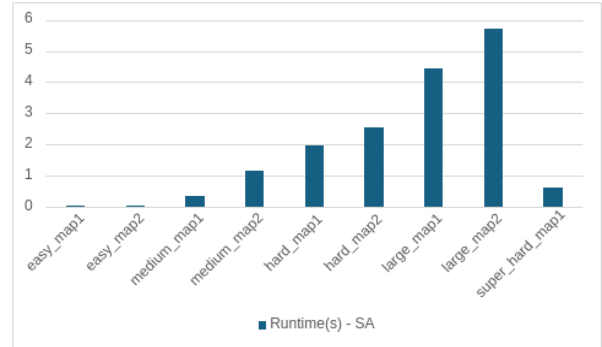
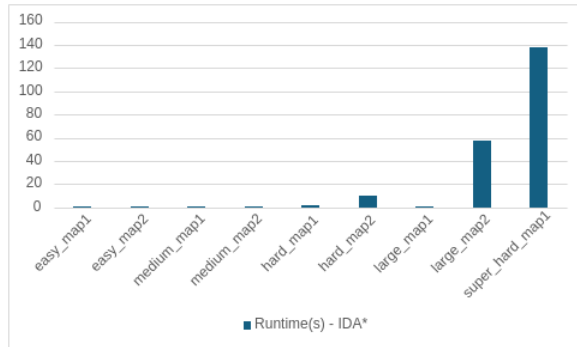
## deadlock\_euclidian\_heuristic



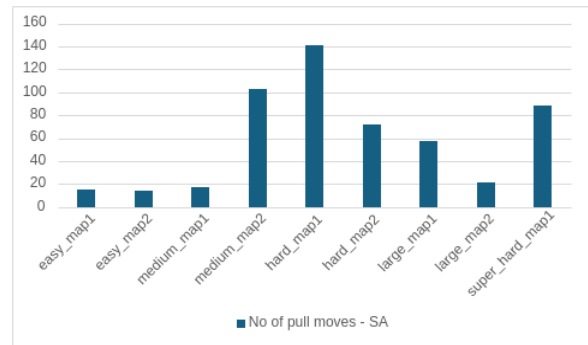
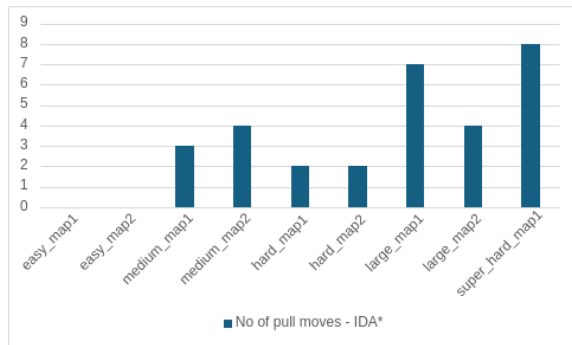
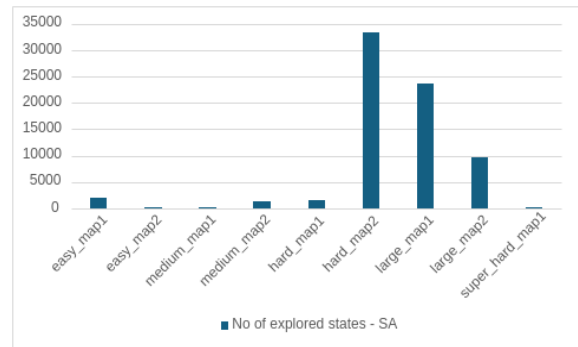
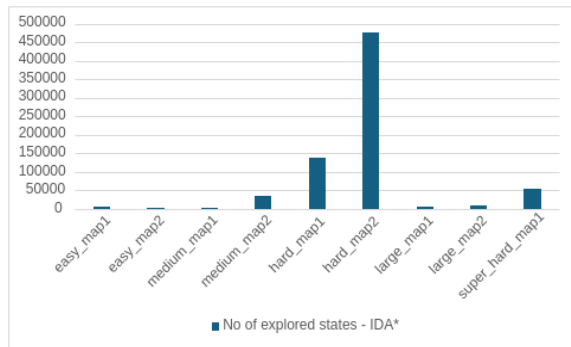
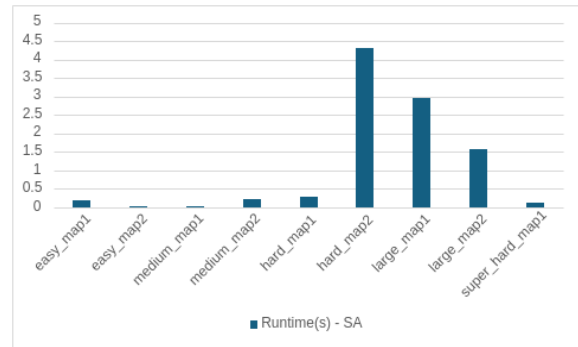
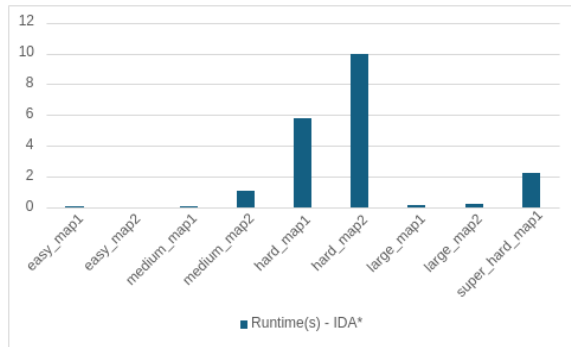
## hungarian\_dist\_heuristic



## deadlock\_hungarian\_heuristic



## efficient\_heuristic



## deadlock\_efficient\_heuristic

