

3.4.3 Example : designing Heuristics

Q

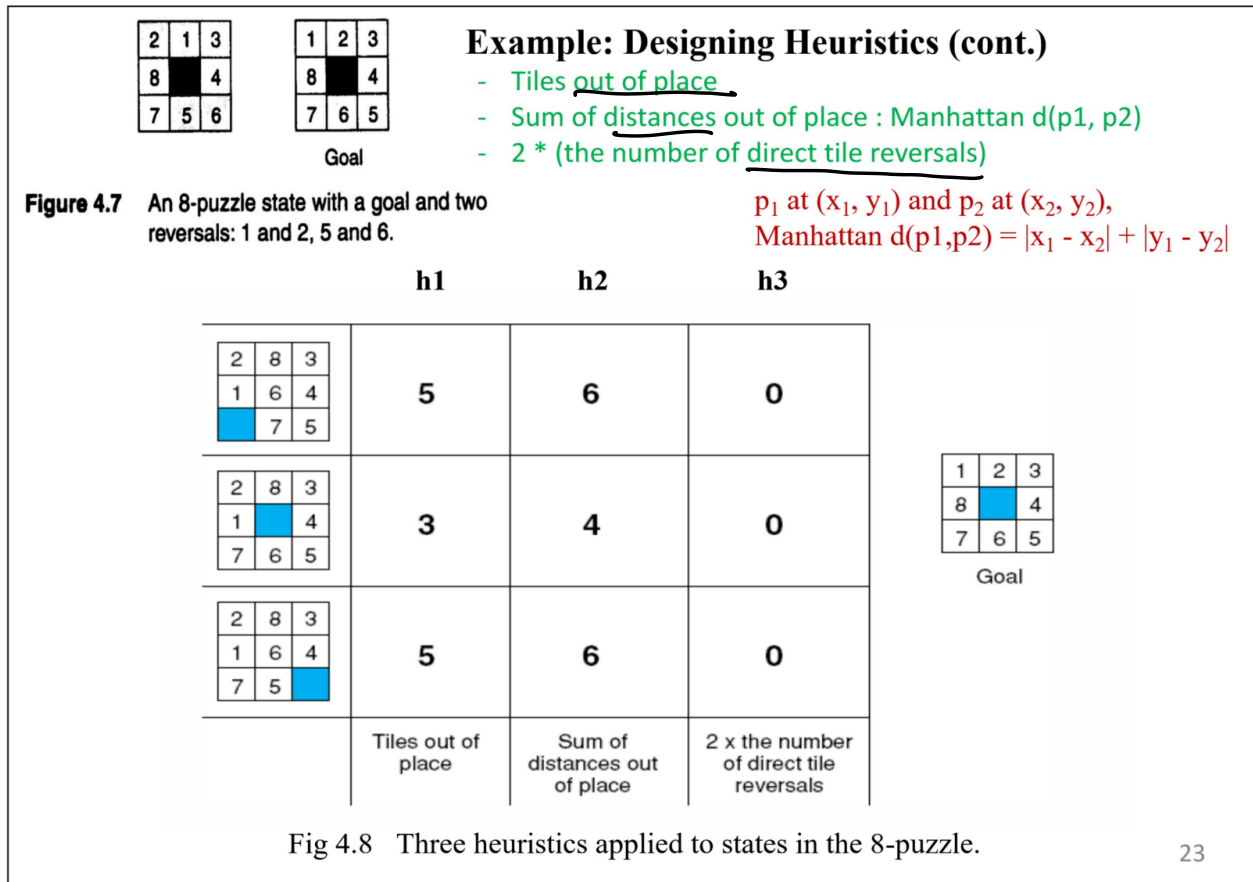
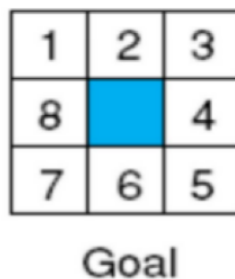
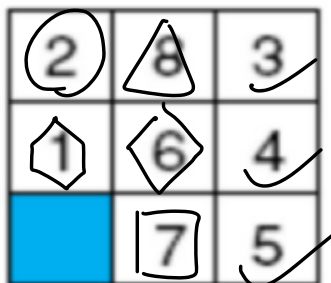


Fig 4.8 Three heuristics applied to states in the 8-puzzle.

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Solution : ① (1, 1)



wrong position
= 5

② (1, 2)

1	2	3
1	1	0
	1	0

1	2	3
8		4
7	6	5

Goal

$$1 + 2 + 1 + 1 + 1 = 6$$

③ (1, 3)

0	2	8	3
x	1	6	4
		7	5

1	2	3
8		4
7	6	5

Goal

2	0	8	3
1	x	6	4
		7	5

Similarly, No reverse can be right

$$\text{So } 2 \times 0 = 0$$