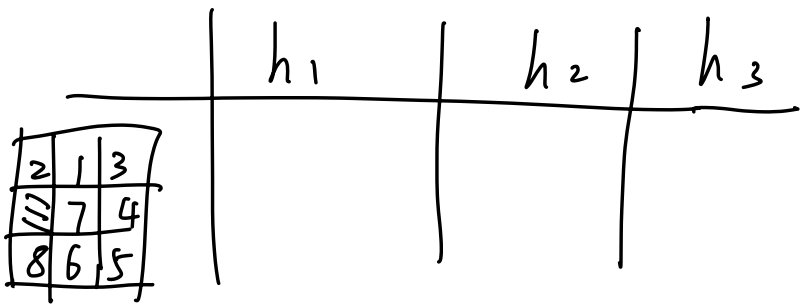
3.4.4. Example: Designing Heuristics (cont.)

Q

h_1: Tiles out of place

h_2: Manhattan

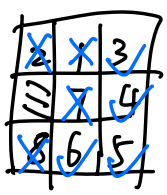
h_3: #reversals



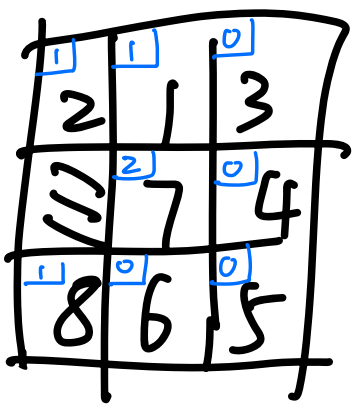
Goal

1	2	3
8		4
7	6	5

Solution ① $h_1 = 4$



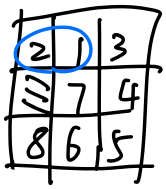
② $h_2 = 5$



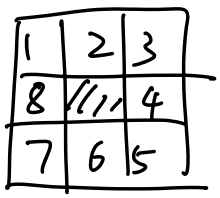
Goal

1	2	3
8		4
7	6	5

③ $h_3 = 2$



Goal



④ S_0

	h_1	h_2	h_3
	4	5	2