

Lab-6

Implement 8-Puzzle Problem using Hill Climbing Algorithm and apply the following heuristic.

- Count how far away (how many tile movements) each tile is from its correct position.
- Sum up this count over all the tiles.
- This is another estimate on the number of moves away from a solution.

2	8	3
1	6	4
7		5

Initial State

1	2	3
8		4
7	6	5

Goal State