

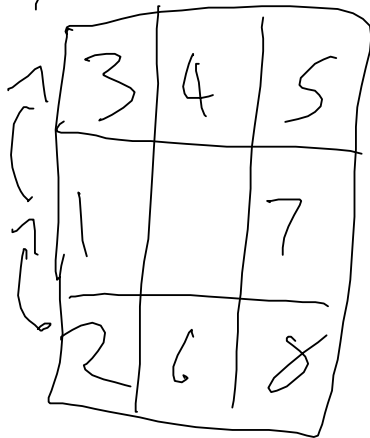
## Heuristics cont'd

Friday, September 16, 2016 10:31 AM

- Consistent heuristics are admissible
- not always true other way
- Mostly true though

## Design

- More an art than science
- Some strategies for design
- Relax the problem



### constraints

- 1) Can only move A if adj to B
- ~~2) A or B must be blank~~

- Remove constraint 2,  
Manhattan Distance

- Remove 1 & 2

- # of tiles out of place

- Remove 1

Gaschnig's distance