(S 540'-HW2 02/18/18 Rounen Gula 2. (a) #tiles = m·n - K 2- Hiles => 2 states 21 (1, 2, 3) (1, 3, 2) (3, 2, 1) 3-ther => 6 shifes (2,1,3) (3,1,2)(2,3,1) 4 x 3 x 2 x ! = 4! 4-states => 24 states. = 24 possible states. (assuming each tile is unique) (c) Let 0 denote the empty tile: Starting Istate = [2] $\begin{bmatrix} 1 & 2 \\ 0 & 3 \end{bmatrix} \rightarrow \begin{bmatrix} 0 & 2 \\ 1 & 3 \end{bmatrix} \rightarrow \begin{bmatrix} 2 & 0 \\ 1 & 3 \end{bmatrix}$