

Solving 12-knight Puzzle

(0,0)

(0,4)

2	1	2	1	1
1	1	2	0	1
2	1	1	1	2
2	1	2	1	2
2	2	1	2	2

here, white knight is represented
by 2

& and Black knight is represented
by 1

and blank space is
represented by 0

(4,0)

Here, in worst case, the number of the generated
states ~~is~~ ^{are} is 8

and in best case, the number of the generated
state is 2.

Here, valid state is remained between

row ≥ 0 & row ≤ 4 and column ≥ 0 & column ≤ 4

Heuristic function is created by the number
of mis match from the Goal state compared
to the current state.