

HILL CLIMBING ALGORITHM

function HILL-CLIMBING (problem) returns a state
 that is a local maximum

current ← MAKE-NODE (problem.INITIAL-STATE)

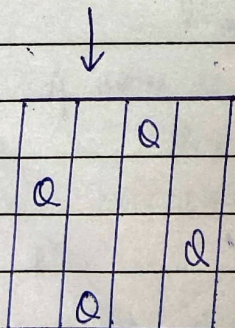
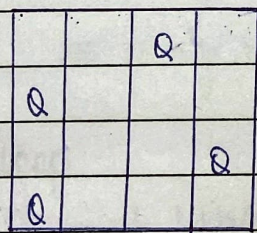
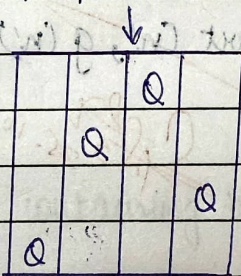
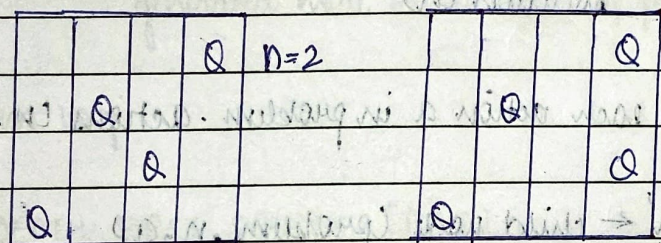
loop do

neighbor ← a highest-valued successor of
 current.

if neighbor.VALUE ≤ current.VALUE then

return current.STATE

current ← neighbor



Gen 08/11