Hill - Climbing search algorithm :-

function Hill-climbing (problem) return a state that is
a local maximum
      current ← make-node (problem, initial-state)

    loop do
        neighbor ← a highest-valued successor of
      if neighbor value < current.value current
          then return current.state
      current ← neighbor

Problem :-

$h = 2$

$h = 2$ → $h = 1$

$h = 1$ → $h = 0$

08.11