Code:

```
import numpy as np
def find neighbours(state, landscape):
  neighbours = []
  dim = landscape.shape
  # left neighbour
  if state [0] != 0:
     neighbours.append((state[0] - 1, state[1]))
  # right neighbour
  if state[0] != dim[0] - 1:
    neighbours.append((state[0] + 1, state[1]))
  # top neighbour
  if state[1] != 0:
     neighbours.append((state[0], state[1] - 1))
  # bottom neighbour
  if state[1] != dim[1] - 1:
     neighbours.append((state[0], state[1] + 1))
  # top left
  if state [0] != 0 and state [1] != 0:
     neighbours.append((state[0] - 1, state[1] - 1))
  # bottom left
  if state[0] != 0 and state[1] != dim[1] - 1:
     neighbours.append((state[0] - 1, state[1] + 1))
  # top right
  if state[0] != dim[0] - 1 and state[1] != 0:
```

```
neighbours.append((state[0] + 1, state[1] - 1))
  # bottom right
  if state[0] != dim[0] - 1 and state[1] != dim[1] - 1:
     neighbours.append((state[0] + 1, state[1] + 1))
  return neighbours
# Current optimization objective: local/global maximum
def hill climb(curr state, landscape):
  neighbours = find neighbours(curr state, landscape)
  bool
  ascended = False
  next state = curr state
  for neighbour in neighbours: #Find the neighbour with the greatest value
     if landscape[neighbour[0]][neighbour[1]] > landscape[next_state[0]][next_state[1]]:
       next state = neighbour
       ascended = True
  return ascended, next state
def main ():
  landscape = np.random.randint(1, high=100, size=(5, 5))
  print(landscape)
  start state = (1, 4) # matrix index coordinates
  current state = start state
  count = 1
  ascending = True
  while ascending:
     print("\nStep #", count)
     print("Current state coordinates: ", current state)
     print("Current state value: ", landscape[current state[0]][current state[1]])
```

```
count += 1
ascending, current_state = hill_climb(current_state, landscape)

print("\nStep #", count)
print("Optimization objective reached.")
print("Final state coordinates: ", current_state)
print("Final state value: ", landscape[current_state[0]][current_state[1]])
```

main()

Output:

