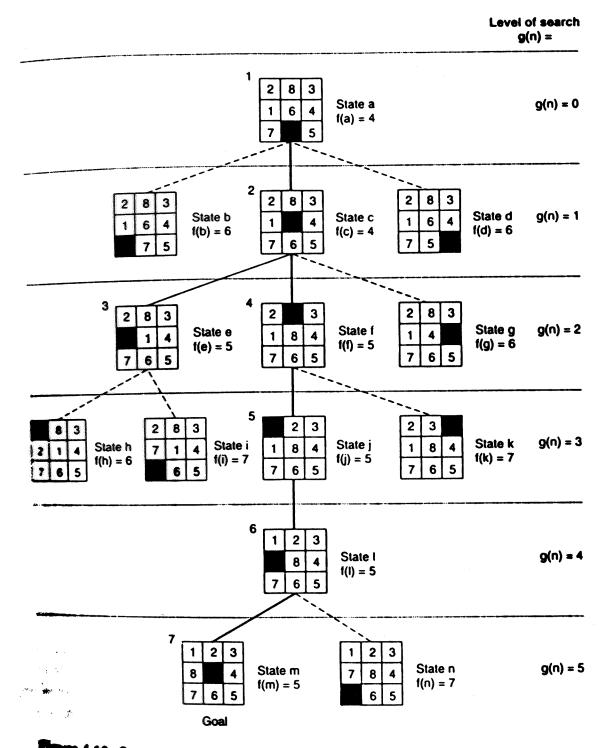
Figure taken from G.F. Luger and W.A. Subblefield "Artificial Intelligence: Structures for Complex Problem Solving" 3rd edition. Addison-Wesley. 1998

The heuristic h(s) = number of tiles out of place.



4.10 State space generated in heuristic search of the 8-puzzle graph.

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