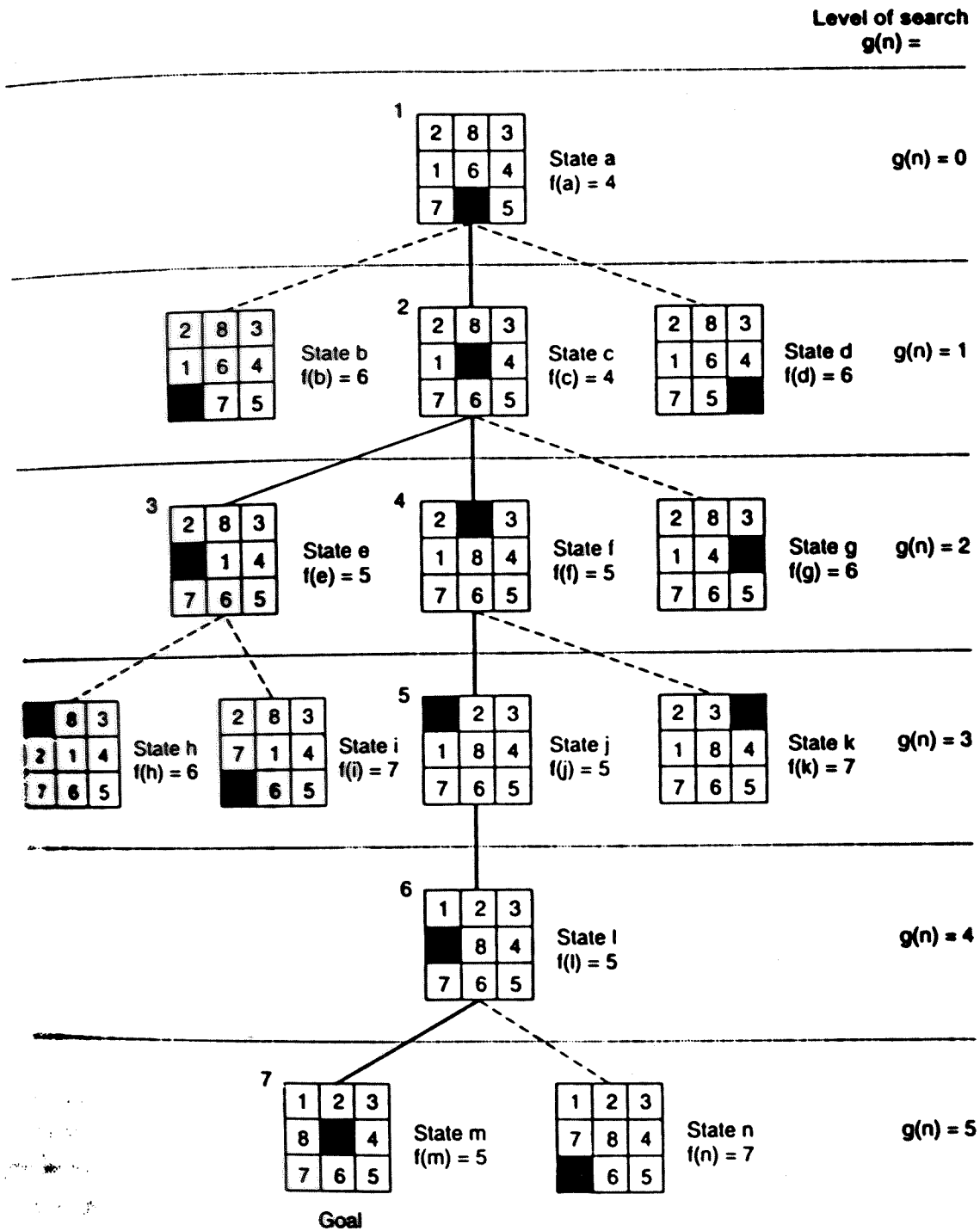


The heuristic  $h(s)$  = number of tiles out of place.



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