The grid is filled in increasing hit order, 1 at a time.
Graph search by Dynamic Programming (DP)

Build a table of path costs backwards.
Let $\text{cost-to-goal}(n)$ be the actual minimum cost to the goal node from node $n$. (We call this $h^*(m)$.)
\[ h^*(n) = \begin{cases} \text{cost}(s, \text{goal}) & \text{if } n \text{ is a goal} \\ \min \{ \text{cost}(n, m) + \text{cost}(m, \text{goal}) \} & \text{otherwise} \end{cases} \]

A stage network:

- \( h^*(3) = 0 \)
- \( h^*(2, 1) = \text{cost}(2, 1, 3) + h^*(3) = 4 + 0 = 4 \)
- \( h^*(2, 2) = \text{cost}(2, 2, 3) + h^*(3) = 5 + 0 = 5 \)
- \( h^*(1, 2) = \text{cost}(1, 2, 3) + h^*(2, 2) = 7 + 5 = 12 \)
\[ h^*(1, 1) = \min \left\{ \begin{align*}
\text{cost} (2, 1, 2, 1) + h^*(2, 1) & = 1 + 4 = 5 \checkmark \\
\text{cost} (1, 1, 2, 2) + h^*(1, 2) & = 3 + 5 = 8 
\end{align*} \right. \]

\[ h^*(0) = \min \left\{ \begin{align*}
\text{cost} (0, 1, 1) + h^*(1, 1) & = 5 + 5 = 10 \checkmark \\
\text{cost} (0, 1, 2) + h^*(1, 2) & = 2 + 12 = 14 
\end{align*} \right. \]