AIMA search Problem class

- `init_()`: Initialize a problem, specifying required & optional arguments.
- `goal_test(state)`: Returns True iff `state` is a goal.
- `actions(state)`: Returns iterable of legal actions that can be applied to `state`.
- `results(state, action)`: Returns new state obtained by applying an action in `state`.
- `path_cost(c, s1, a, s2)`: Returns cost of path from start to state `s2`, if the cost to get to state `s1` is `c` and we applied action `a` to `s1` producing state `s2`.
- `h(node)`: Returns non-negative number estimating the distance from `node.state` to a goal.

All methods also take `self` as an initial arg.