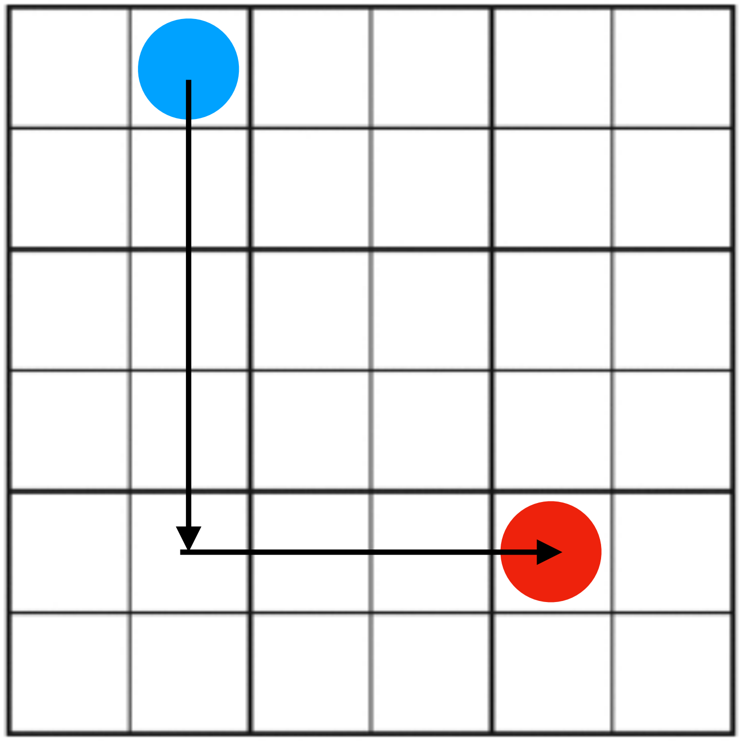
Inf2D Assignment 1

Due: 3pm,13 March 2018

- Download assignment from course webpage: www.inf.ed.ac.uk/teaching/courses/inf2d/coursework
- Worth 12.5% of final course mark
- Submission deadline: 3pm,13 March 2018

Search and Games

Part 1: Implement basic search algorithms for a path-finding problem in a grid-world



Uninformed search:

- Breadth-first & Depth-first
- Depth-limited & Iterative deepening

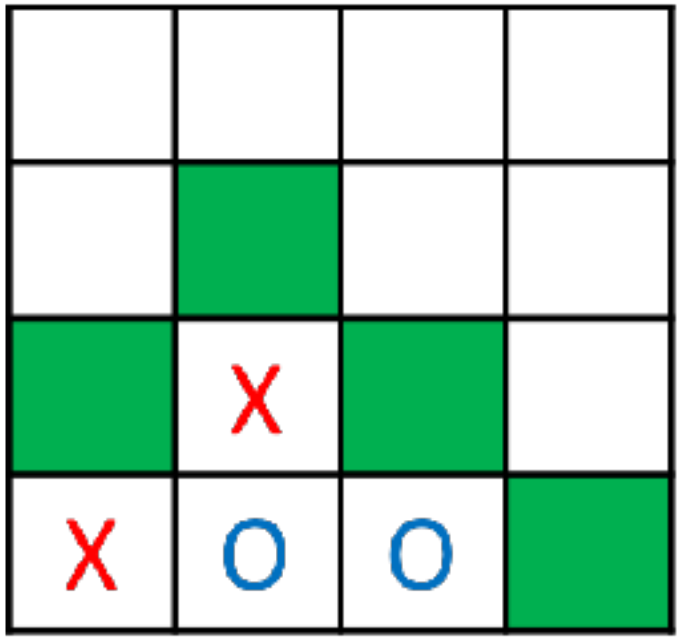
Informed Search:

- Best-first & A* using "Manhattan distance" heuristic

Search and Games

Part 2: Implement game playing algorithms for the game Connect Four

- Minimax search
- Alpha-Beta pruning



Solutions programmed in **Haskell**

- Many resources/documentation/tutorials online

We provide 5 files:

- Main.hs: main application starter
- RobotPath.hs: path-finding problem
- PlayGame.hs: game starter
- ConnectFour.hs: game specification
- **Inf2d1.hs:** YOUR CODE GOES HERE

Submission

Two steps:

1. Rename **Inf2d1.hs** file to **Inf2d_ass1_s<matric>.hs**, where <matric> is your matriculation number

2. Submit your file using command

   submit inf2d cw1 Inf2d_ass1_s<matric>.hs

Help

- Go to lab sessions and ask demonstrators
- Check Piazza
- Read e-mails sent to Inf2D mailing list
- Contact TA or demonstrators by e-mail

Demo

Questions?