CS3061 Artificial Intelligence

Submit to Blackboard by Mon, Feb 12.¹

This assignment asks you to apply the A^* search algorithm to graphs over the set of nodes $\{1,2,3,\ldots\}$, with arcs N,M and costs Cost induced by a positive integer Seed as follows

```
arc(N,M,Seed,Cost) :- M is N*Seed, Cost=1.
arc(N,M,Seed,Cost) :- M is N*Seed + 1, Cost=2.
```

(E.g. Seed = 3 yields arc 1,3 with cost 1 and 1,4 with cost 2.) Let us agree also that the goal nodes are given by a positive integer Target as those nodes divisible by Target — i.e. Target, 2*Target, 3*Target, ...

```
goal(N,Target) :- 0 is N mod Target.
```

Given Target, let us set the heuristic function to 0 on goal nodes, and to the reciprocal elsewhere.

```
h(N,Hvalue,Target) :- goal(N,Target), !, Hvalue is 0
;
Hvalue is 1/N.
```

Your task is to define a predicate

```
a-star(+Start,+Seed,+Target,?Found)
```

that given positive integers Start, Seed and Target returns the lowest cost goal node Found calculated by A^* .

The idea is to modify the skeletal search algorithm

so that the list FNew obtained in add-to-frontier is (as prescribed by A^*) sorted in order of increasing f-values, where $f(\text{node}) = \cos(\text{node}) + h(\text{node})$.

Hint. Let the frontier be a list of node-cost pairs (instead of just nodes), being careful to add the cost of the parent to its children, and to bring in the heuristic function in ordering the frontier FNew.

```
less-than([Node1,Cost1],[Node2,Cost2],Target) :-
   h(Node1,Hvalue1,Target), h(Node2,Hvalue2,Target),
   F1 is Cost1+Hvalue1, F2 is Cost2+Hvalue2,
   F1 =< F2.</pre>
```

Test your definitions with queries such as

```
?- a-star(1,3,6,F).
```

¹For any extensions beyond that date, email your demonstrator/marker, David Woods (dwoods@tcd.ie).