

Question 2

In the box below, write down the Prolog representation for the initial board state given in question 1.

`[[[1,1], [2,6], [3,4], [3,5], [3,8], [4,1], [4,2], [5,7], [6,2], [7,1], [7,3], [7,5]],
[[1,8], [2,2], [2,8], [3,7], [4,6], [5,3], [6,6], [7,6], [7,7], [7,8], [8,3], [8,7]]]`

Use this representation, and the predicate

`next_generation(+BoardState, -NextGenerationBoardState)`

to check whether your answer for question 1 was correct. If it is, then run a further two generations, and put the resulting board states in the tables below:

3rd Generation:

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | b | r | |
| 2 | | b | | b | b | b | | r |
| 3 | b | | | | | | | b |
| 4 | | | | | | | | b |
| 5 | b | | | | | | | b |
| 6 | | | | | | | | r |
| 7 | | | | | | r | | r |
| 8 | | | | b | b | | r | r |

4th Generation:

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | b | r | |
| 2 | | | | | b | b | | r |
| 3 | | | | | b | | | b |
| 4 | | | | | | | b | b |
| 5 | | | | | | | b | b |
| 6 | | | | | | | | r |
| 7 | | | | | b | r | | r |
| 8 | | | | | b | r | r | r |

Question 3

In a Prolog shell, load the file `war_of_life.pl` and run this query:

`play(verbose, random, random, NumMoves, WinningPlayer).`

This will play a game of war of life. Each player will randomly move a piece until the game is won or drawn. The predicate records how many moves there were in the game and who won. Run this a few times to get a feel for what it does and how the games progress when players choose randomly.

Now open a new file called `my_wol.pl`. In the file, write a Prolog program to act as a wrapper for the `play/5` predicate. In particular, you should write a predicate called `test_strategy/3` which takes three inputs: the number of games, `N`, to play, the strategy for player 1 and the strategy for player 2. When run, the predicate will play the war of life game `N` times and tell you (print to screen) how many draws and how many wins for each player there have been, the longest, shortest, and average moves in a game, and the average time taken to play a game. Use the `test_strategy/3` predicate to run the game 1000 times, with both players moving pieces randomly. Record the results in this box:

| | |
|---|------------|
| Number of draws | 50 |
| Number of wins for player 1 (blue) | 477 |
| Number of wins for player 2 (red) | 473 |
| Longest (non-exhaustive) game | 42 moves |
| Shortest game | 2 moves |
| Average game length (including exhaustives) | 11.5 moves |
| Average game time | 0.03 sec |