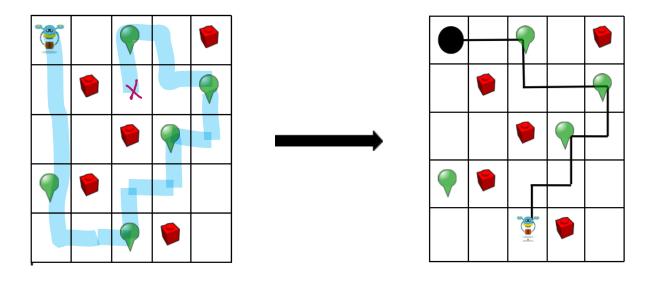
Cairo University
Faculty of Computers & Artificial Intelligence
Department of Computer Science
Artificial Intelligence Course

Assignment 2

Problem 1 - Delivery Drone Routing with Uninformed Search: (3.5 Marks)

A drone has to deliver packages in a city grid (M X N). The drone (represented by D) starts at the top-left corner and must visit various delivery points (represented by P) to drop off packages. There are obstacles (represented by O), and the drone must avoid them. The goal is to visit as many delivery points as possible while avoiding obstacles.

You are required to write a Prolog program that finds the path for the drone to visit the most delivery points and avoid obstacles using formal uninformed search (DFS or BFS).



Initial State Final State

Bonus: (0.5 Marks)

Draw the initial grid, the solution steps, and the final state when run the program.

```
?- solve().
Drone Route:
Steps:
  - P 0 -
```

```
P 0 D * -
- - P O -
Final:
- - D O -
```

Problem 2 - Delivery Drone Routing with Informed Search: (3.5 Marks)

A drone Still needs to deliver packages in a city grid. The drone starts at the top-left corner and must visit all delivery points while minimizing the total cost. The goal is to complete all deliveries in the shortest possible path using an informed search algorithm (A*).

Bonus: (1 Mark)

The drone can only fly a limited distance before its battery runs out. It starts with **X** energy units (e.g. 6), and each move costs 1 unit. The value of X should be taken as input from the user. If the drone runs out of energy, it can't move. Add one recharge station (represented by R) to the grid, where the drone can refill its battery to full.

You should modify your A* algorithm to include energy constraints and recharging behavior.

Important Notes:

Please read these notes carefully to avoid losing grades:

The number of students in a team is 3-4 students from the same lab group or with the same TA.

- Please make sure that the load is almost equally distributed between team members.
- Please submit one .pl file containing your solution. The file name must follow this Structure:
 - For General Students Gen TA ID1 ID2 ID3 ID4 GROUP.pl
 - For Special Students SP TA ID1 ID2 ID3 ID4 GROUP.pl
 - Note that: any violation in the assignment submission will cost you 0.5 mark of the assignment grade (like submitting more than one file, not following the naming convention, using different file extension)
- Cheaters will be given a NEGATIVE grade and no excuses will be accepted.

Grading Criteria:

Problem 1 (Uninformed search)	
1	Design of Inputs and State Representation
1	Player Engine (search)
1	Moves
0.5	Output
0.5	Bonus Task

Problem 2 (Informed search)	
0.5	State Representation and Moves
1	Player Engine (search)
1	Heuristic Function
1	Output
1	Bonus Task