HW4 Grading Rubric
ECE 479/579 Fall 2014

Below is the table describing the breakdown of how the points will be awarded.

Description – The Program shall	Points Undergraduate	Points Graduate
Take a filename as an argument	10	10
Compile & run	10	10
Avoid invalid states (e.g., the hand must be empty or holding a valid block, the hand cannot pick up a block which is not clear, etc.)	10	10
Output only the actions taken and in order	10	10
Output actions after being unified. For example STACK(B, A) should correspond to the rule STACK(x, y), where x has been replaced by block B and y has been replaced by block A	10	10
Output the state after every action	10	10
Find a reasonable solution (within 2x of optimal)	20	15
Find a good solution (within 1-2 moves)	15	15
Find an optimal solution	5	10
E.C. – Design and Implement a heuristic to improve the efficiency of your planning algorithm (the search for a series of actions). This heuristic should be an underestimate, but it is up to you whether it satisfies the monotone restriction. For credit you must show the number of states/nodes explored with and without your heuristic.	10	10
Total possible points (graded out of 100)	110	110