

IT3105 - Artificial Intelligence Programming Project 1

Kristian Våge and Bjørn Bråthen

September 18, 2015

Abstract

This is a collection of the reports written for modules 1, 2 and 3 for the course IT3105.

The modules are listed here:

- Module 1: Using A* to solve Navigation Problems.
- Module 2: A*-GAC, A General Constraint-Satisfaction Problem Solver.
- Module 3: Using A*-GAC to Solve Nonograms.

These have be written and completed for demoday October 6th 2015.

Using A^* to solve Navigation Problems

Kristian Våge and Bjørn Bråthen

September 18, 2015

1 Central aspects of your A* program

1.1 The agenda and how it is managed

The agenda...

1.2 Generality of the program

Very general...

```
1 class HelloWorldPrintable(object):
2     def __init__(self):
3         self.string = 'hello , world!'
4
5     def __str__(self):
6         return self.string
7
8 print(HelloWorldPrintable())
```

1.3 Heuristic function and method for generating successor states

Very heuristic..