

Artificial Intelligence for Robotics – Lab

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SUBMISSION RULES:

- All results have to be submitted in a single PDF-file.
- Please use the following naming convention for that file:
YYYYMMDD_<LastNamesOfGroupMembers>_AI<AssignmentNr>.pdf
(where YYYYMMDD denotes the date of the deadline).
- Sourcecode has to be submitted in an extra folder along with all necessary files to run the code.
- Members of teams have to be stated clearly in an additional file *members.txt*, one line per team member.
- Please submit your files in an archive using the following naming convention:
YYYYMMDD_<LastNamesOfGroupMembers>_AI<AssignmentNr>.tar.gz
- Late submissions will not be regarded.

Assignment 10

Due Date: Sunday, 11.6.2017, 23:59

1. Implement a simple Connect 4 game to demonstrate the use of adversarial search for deterministic, fully observable, two player turn-taking zero-sum games.

For the adversarial search problem, implement a **minmax** and **alpha-beta pruning** agent that **allows you to play against the computer**.

Compare these two approaches based on their search time, space requirement and other information that you think is important.

You need not implement a nice GUI. A simple console interface is sufficient.