CSU33061 Artificial Intelligence

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This assignment asks you to apply the A^* search algorithm to the processing of propositional Prolog knowledge bases such as

```
q:- a.
q:- b,c.
a:- d,e.
a:- c,e,f.
b:- c.
c:- e,f.
e.
f:- e.
```

which we can represent as the list

```
[[q,a],[q,b,c],[a,d,e],[a,c,e,f],[b,c],[c,e,f],[e],[f,e]]
```

and use as KB in the clauses

heuristic(Node,H) :- length(Node,H).

```
goal([]).
```

Your task is to define a predicate

```
astar(+Node,?Path,?Cost,+KB)
```

that implements A*, returning a path from Node to the goal node [] with minimal cost, given KB. Test your code with queries such as

Hint Modify the skeletal search algorithm

so that the head of the list New obtained in add2frontier has f-value no larger than any in New's tail, where

```
f(\text{node}) = \cos(\text{node}) + h(\text{node}).
```

Let the frontier be a list of path-cost pairs (instead of just nodes), being careful to update path costs, and to bring in the heuristic function in forming the frontier New.

```
less-than([[Node1|_],Cost1],[[Node2|_],Cost2]) :-
heuristic(Node1,Hvalue1), heuristic(Node2,Hvalue2),
F1 is Cost1+Hvalue1, F2 is Cost2+Hvalue2,
F1 =< F2.</pre>
```