

General Game Playing

Prof. Michael Thielscher and Stephan Schiffel

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Exercise 4.1

Implement exhaustive search for single player games. Now your program should be able to solve small single player games like 'Maze', 'Blocks', 'Buttons' or 'Pancakes' within few minutes. (All the games are available on <http://games.stanford.edu:5101/>)

Exercise 4.2

Test your program with bigger single player games (e.g. '8puzzle' or 'Peg') and longer start clock ($\approx 15 - 30min$) and play clock ($\approx 3 - 5min$) to check that it is able to handle longer runtime and bigger memory requirements. Although your program is probably not able to solve the games it should not crash and return legal moves.

Exercise 4.3

Think about how you can improve the performance of your player and start implementing some of the ideas. Ideally your program should be able to solve bigger single player games like 'Incredible', 'Aipsrovers01' or 'Hanoi' given enough time.