COMP 4106 - ARTIFICIAL INTELLIGENCE
WINTER 2018

ASSIGNMENT #1

DUE DATE: FEBRUARY 14, 2018
Peg Solitaire

Introduction
In this assignment you will be implementing the European (French) version of the game Peg Solitaire. Different from the popular card game solitaire, this board game is said to date back to the court of Louis XIV.

The game is played by one player moving pegs (or marbles) on a cross-shaped board. The English game starts with the entire board filled with pegs except for one open square. The player chooses a peg that will jump over an adjacent peg into any open position. The jumped peg is then removed from the board. The objective for the player is to move the pegs in such a way that at the end of the game all that remains is a single peg in the centre position.

Game Definition

![Figure 1: An illustration of the English version of the game Peg Solitaire.](image)

The above figure illustrates both the starting position (the left board) and a possible board state after the first move of the game (the right board). At the start of the game, there are four valid moves. The red pegs represent the four pegs that the player may legally move to start the game. In the second picture, the green peg was moved from the top position into the open spot. Here a second spot becomes open and new set of possible moves is again highlighted by the red pegs. The game continues on until such time as either no more moves are possible (failure), or the last peg is found in the middle (success).

The video at [http://www.youtube.com/watch?v=I6uW03APKvw](http://www.youtube.com/watch?v=I6uW03APKvw) will give you an idea of one way in which the game is solved. If you watch the video, keep in mind the restrictions placed on the game in this assignment. The video was not made for this assignment and should only be used to get an idea of what the game is like.

Assignment Objectives

- Implement the European (French) game of Peg Solitaire where the picture of the board is given in Figure 2.
• Implement a Breadth_First Search for the player to solve the game.
• Implement Depth_First search for the player to solve the European game.
• Implement A* search.
  – Implement two (2) different heuristics for the player to solve the European game.
  – Implement a third heuristic which takes the average of the first two heuristics.
• Write a short report (no more than one (1) page) about the state space of the game, and about the choice of your heuristics.

Questions
During the demo you should be prepared to discuss the following questions:

• Which search worked best?
• Which heuristics did you use?
• Why did you choose these heuristics?
• Does the combination of the two heuristics work better or worse than they do individually?
• How well do the searches work if you increase the size of the board to 3x3 quadrants (45 holes) or 5x5 quadrants (125 holes).

Bonus
The following items are considered as bonus. You should work on these if you have completed the required objectives.

• Implement the Asymmetric variation of the game-board where the picture of the board is given in Figure 3.
• Instead of the cross-variants, use a triangle-shaped board with five hole sides. In this case, if the base of the triangle is horizontal, the topmost layer has one hole, the next level has two holes and so on, and the bottom level has five holes.
Figure 3: An illustration of the European version of the game Peg Solitaire.

Tips

Don’t spend too much time on the graphics. The search maybe slow. In this case, think about how you can optimize it. One of the first steps is to make sure that the search actually works.