

Artificial Intelligence: Assignment 4

Due date: April 2 (Wednesday)

Problem 1 (4 points)

Read Chapters 11 and 12, and the PRODIGY article, and answer the following questions:

- (a) What is the difference between operators and inference rules?
- (b) Can a partial-order planner handle inference rules? If it can, briefly explain how you can modify the POP algorithm to use inference rules. If not, discuss the main obstacles.
- (c) The textbook describes hierarchical decomposition in partial-order planning (Sections 12.2 and 12.3). Suppose that you need to add a similar technique to PRODIGY, and integrate it with control rules. Identify the main difficulties and briefly discuss ways to overcome them.

Problem 2 (6 points)

Implement a program for constructing plans in the Robot Domain with two operators:

$go(x, y)$	$push(b, x, y)$
x, y : room	b : box; x, y : room
Pre : $robot-in(x) \wedge (door(x, y) \vee door(y, x))$	Pre : $in(b, x) \wedge robot-in(x) \wedge (door(x, y) \vee door(y, x))$
Eff : $del\ robot-in(x)$; $add\ robot-in(y)$	Eff : $del\ in(b, x)$; $del\ robot-in(x)$; $add\ in(b, y)$; $add\ robot-in(y)$

Your program should read an initial state and goals from a file, and print out a plan that achieves these goals; all test problems will be solvable. Your program may return a non-optimal plan; however, if it finds a shortest plan, you will get a bonus. The format for encoding the initial state and goals is as follows:

```
rooms: <room-name> ... <room-name>
boxes: <box-name> ... <box-name>

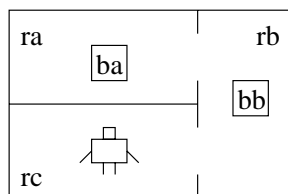
<init-literal>
...
<init-literal>

<goal-literal>
...
<goal-literal>
```

Every room name and every box name is a string of two lower-case letters; all names are distinct. The literals after the first blank line describe the initial state, and the literals after the second blank line are the goals. An initial-state literal may be “door <room-name> <room-name>”, “in <box-name> <room-name>”, or “robot-in <room-name>”. A goal literal is either “in ...” or “robot-in ...”. For example, the following literals encode the initial state in the picture and the goal of moving both boxes into room rc:

```
rooms: ra rb rc
boxes: ba bb
```

```
door ra rb
door rb rc
in ba ra
in bb rb
robot-in rc
```



```
in ba rc
in bb rc
```