CSA-1704 AI FOR LLM

PROGRAM 25

% Monkey-Banana Problem (simple version)

% state(MonkeyPos, BoxPos, MonkeyHasBanana)

initial(state(monkey, box, no)).

goal(state(\_, \_, yes)).

% Actions

% Push box to banana (both at same place)

action(state(monkey, box, no), push\_box, state(box, box, no)).

% Climb on box

action(state(Pos, Pos, no), climb, state(Pos, Pos, climbing)).

% Grab banana

action(state(Pos, Pos, climbing), grab, state(Pos, Pos, yes)).

% Solver

solve(State, []) :-

goal(State).

solve(State, [Action|Plan]) :-

action(State, Action, NewState),

solve(NewState, Plan).

Queries:

?- initial(S), solve(S, Plan).

Output:

