

VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING & VISUAL ARTS

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	Experiment 107
*	Title : Write a man of the state of the stat
	Title: Write a program to implement planning programming
*	Objectives:
	1. To understand the basics of planning programming 2. To implement the goal stack planning progreening
	2. To implement the anal stack planning programming
1	A TAIL THE ATTENDED ATTENDED TO THE STATE OF
*	Theory:
	Goal Stack planning is one of the earliest methods in
	At m which we work backusaid from and state to
2.	We start from goal state of we try fulfilling the pre- conditions required to achieve the mitial state. These pre-
7	conditions required to achieve the mittal state. These pore-
	Conditions in then have their own get of preconditions which
Y	1018 x1040000 to be catighted tich lala know call
1	"goals" of "sub-goals" until we finally arrive at the initial 8 tate. We make use of a stack to hold these goals that held to be fulfilled as well the actions that we need to perform for the same
	State. We make use of a stack to hold these goals that
	held to be fulfilled as well the actions that we keed to
5	perform for the same
1	A Day is a land of the land of
152	Predicates can be thought of as a statement in which helps us convey the information about a configuration in Blocks would given below are the list of predicate as well as their indended meaning
	helps us convey the mornation about a configuration in
+ 7	Blocks world given below are the list of predicate as well as
	their monded meaning
	1. On (1,15). DUCK 11 15 ON 12
7	2. ontable (A): Block A is on table
	3. close (A): Nothing is on top of A
	4. Holding (A)! Arm is holding A
	S. Arm Empty: Arm is holding nothing Using these predicates, we can supresent withal & god state
	wing Tiese predictes, we can represent mittal a year state

Initial about
A Distance On (B, A) A Distalla 122 A
Snifial state: on (B, A) * On Table (A) * On Table (C) * On Table (C) * Arm Empty
Clar(C) ~ Clear(D) ^ a
Arm Emyoty Whigh
B
A
toll.
LINE TO STATE OF THE PARTY OF T
Goal State: On (C,A) ^ On (B,D) ^ On Table (A) ^ On Falle (D) ^
goal State: On (CA) A
Clear (c) ^ Clear (B) ^ APM Empty
Clear (B) ^ Marc (A) ^ On Till 1
nrm Emply
$C \sim C \sim$
B
D I
to the state of th
Ni 1 and
Upelations com le moderni
Operations can be performed by solot arm such as
1. Stack (x, y): Move block X on Y
2. unstact (will)
2. unstack (x,y): More block X which is on top of Y 3. Pickup (x,y): Pick up X which is on top of Y
D. Lickup (X start is Pict is V
4 PLI CONTRACTOR IS ON top of table
3. Pickup (x sp): Pick up X which is on top of Y 4. Putdoon (x): Put Block X on table
The effect of these operations is supresented using two lists
ADD Was I see a few will be a few and a few an
DELETE OFFICE but contains the predictes which
will close to be true once performed. ADD list on the
Lesse 10 de 11 de parte partes
other hand contains the predictes which will become
true la la Parcadition, Add P Delete
true once performed. The Pre-condition, Add & Delete
list be a marchine is gather intuitive. It commons as
list be each operation is grather intuitive. It contains as
Combination of various predicates
Combination of various predicates
Conclusion: Thus we have studied of Implemented
Conclus base studied
goal stack planning programming method
goal stack planning programming
J. G.

On Table (d) -alle On Fable (D)