

50.021 Week 09: Planning

Planning Testing Results

prodigy-bw bw-simple

Heuristic: return 0

Goals:

('on-table', 'a')

('clear', 'b')

Running time: 0.0 s

Number of Actions: 2

Path:

<Op (unstack a b)>

<Op (put-down a)>

Final States:

('clear', 'a')

('on-table', 'b')

('on-table', 'a')

('clear', 'b')

('arm-empty',)

Heuristic: h_g (return unsatisfied goals count)

Goals:

('on-table', 'a')

('clear', 'b')

Running time: 0.000999927520752 s

Number of Actions: 2

Path:

<Op (unstack a b)>

<Op (put-down a)>

Final States:

('clear', 'a')

('on-table', 'b')

('on-table', 'a')

('clear', 'b')

('arm-empty',)

Heuristic: h_add

Goals:

('on-table', 'a')

('clear', 'b')

Running time: 0.00100016593933 s

Number of Actions: 2

Path:

<Op (unstack a b)>

<Op (put-down a)>

Final States:

('clear', 'a')

('on-table', 'b')

('on-table', 'a')

('clear', 'b')

('arm-empty',)

prodigy-bw bw-12step

Heuristic: return 0

(It took too long to run)

Heuristic: h_g (return unsatisfied goals count)

Goals: ('on', 'c', 'd') ('on-table', 'a') ('on', 'b', 'c') ('on', 'f', 'a')

Running time: 5.9279999733 s

Number of Actions: 12

Path: <Op (unstack c d)>

<Op (stack c a)>

<Op (unstack d e)>

<Op (put-down d)>

<Op (unstack c a)>

<Op (stack c d)>

<Op (pick-up b)>

<Op (stack b c)>

<Op (unstack e f)>

<Op (stack e b)>

<Op (unstack f g)>

<Op (stack f a)>

Final States:

('on', 'f', 'a') ('on', 'b', 'c') ('clear', 'f') ('on-table', 'g')

('clear', 'g') ('on-table', 'd') ('on', 'e', 'b') ('arm-empty',)

('on-table', 'a') ('on', 'c', 'd') ('clear', 'e')

Heuristic: h_add

(It took too long to run)

painting p0

Heuristic: return 0

Goals:

('color-of', 'a', 'green')

('arm-empty',)

Running time: 0.00300002098083 s

Number of Actions: 3

Path:

<Op (pick-up b)>

<Op (spray b a green)>

<Op (stack b a)>

Final States:

('on-table', 'a')

('arm-empty',)

('on-table', 'b')

('color-of', 'a', 'red')

('color-of', 'a', 'green')

('clear', 'a')

('color-of', 'b', 'green')

('clear', 'b')

Heuristic: h_g (return unsatisfied goals count)

Goals:

('color-of', 'a', 'green')

('arm-empty',)

Running time: 0.00100016593933 s

Number of Actions: 3

Path:

<Op (pick-up b)>

<Op (spray b a green)>

<Op (put-down b)>

Final States:

('color-of', 'a', 'red')

('color-of', 'b', 'green')

('color-of', 'a', 'green')

('clear', 'b')

('on-table', 'a')

('arm-empty',)

('on', 'b', 'a')

Heuristic: h_add

Goals:

('color-of', 'a', 'green')

('arm-empty',)

Running time: 0.000999927520752 s

Number of Actions: 3

Path:

<Op (pick-up b)>

<Op (spray b a green)>

<Op (stack b a)>

Final States:

('on-table', 'a')

('arm-empty',)

('on-table', 'b')

('color-of', 'a', 'red')

('color-of', 'a', 'green')

('clear', 'a')

('color-of', 'b', 'green')

('clear', 'b')

painting p1

Heuristic: return 0

Goals: ('on', 'a', 'b')

('color-of', 'b', 'green')

('arm-empty',)

Running time: 0.0150001049042 s

Number of Actions: 7

Path: <Op (unstack a b)>

<Op (put-down a)>

<Op (pick-up c)>

<Op (spray c b green)>

<Op (put-down c)>

<Op (pick-up a)>

<Op (stack a b)>

Final States:

('on', 'a', 'b')

('on-table', 'b')

('color-of', 'b', 'red')

('clear', 'c')

('clear', 'a')

('color-of', 'c', 'green')

('color-of', 'b', 'green')

('arm-empty',)

('color-of', 'a', 'red')

('on-table', 'c')

Heuristic: h_g (return unsatisfied goals count)

Goals:

('on', 'a', 'b')

('color-of', 'b', 'green')

('arm-empty',)

Running time: 0.00999999046326 s

Number of Actions: 7

Path:

<Op (unstack a b)>

<Op (put-down a)>

<Op (pick-up c)>

<Op (spray c b green)>

<Op (put-down c)>

<Op (pick-up a)>

<Op (stack a b)>

Final States:

('on', 'a', 'b')

('on-table', 'b')

('color-of', 'b', 'red')

('clear', 'c')

('clear', 'a')

('color-of', 'c', 'green')

('color-of', 'b', 'green')

('arm-empty',)

('color-of', 'a', 'red')

('on-table', 'c')

Heuristic: h_add

Goals:

('on', 'a', 'b')

('color-of', 'b', 'green')

('arm-empty',)

Running time: 0.0310001373291 s

Number of Actions: 7

Path:

<Op (unstack a b)>

<Op (put-down a)>

<Op (pick-up c)>

<Op (spray c b green)>

<Op (put-down c)>

<Op (pick-up a)>

<Op (stack a b)>

Final States:

('on', 'a', 'b')

('on-table', 'b')

('color-of', 'b', 'red')

('clear', 'c')

('clear', 'a')

('color-of', 'c', 'green')

('color-of', 'b', 'green')

('arm-empty',)

('color-of', 'a', 'red')

('on-table', 'c')