

Assignment 3

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(e)

- i) $\text{Taller}(x, \text{john}); \text{Taller}(\text{Bob}, y)$

Replacing x with Bob & y with john we can create an equivalence.

$$\Rightarrow \{x / \text{Bob}, y / \text{john}\}$$

- ii) $\text{Taller}(y, \text{Mother}(x)); \text{Taller}(\text{Bob}, \text{Mother}(\text{Bob}))$

May unifier does not exists even if we substitute ~~variables~~. because

~~function mother will return different value depending on whatever~~

~~variable gets passed to it~~

$$\Rightarrow \{x / \text{Mother}, \text{Bob}\}$$

- iii) $\text{Taller}(\text{Sam}, \text{Mary}); \text{Shorter}(x, \text{Sam})$

No unifier exists for the predicates

because the variable will not

have same value for both the predicates (Sam).

iv) $\text{Shorter}(x, \text{Bob})$; $\text{Shorter}(y, z)$

Both predicate share no common variable so no unification is possible

$\Rightarrow \{ \}$ empty set.

v) $\text{Shorter}(\text{Bob}, \text{John})$; $\text{Shorter}(x, \text{Mary})$

Both predicate share no common variable so no unification is possible

$\Rightarrow \{ \}$ empty set

Task 2)

constants

(ADULT A₁)

(ADULT A₂)

(CHILD C₁)

(CHILD C₂)

(LOCATION L)

(LOCATION R)

(BOAT B)

Initial state:

every one is on the leftside
of the river.

on (A₁, L) And on (A₂, L) And
on (C₁, L) And on (C₂, L) And
on (B, L)

Goal state:

on (A₁, R) And on (A₂, R) And on (C₁, R)
And on (C₂, R)

(Operator moveadult
(param

(<as adult>

(<l1> location)

(<l2> location))

(precond

on(<as>, <l1>) And on(B, <l1>))

(effects

on(<as>, <l2>) And on(, <l2>) And

del on(<as>, <l1>) And del on(B, <l1>))

(Operator movechildren

(Param

(<a1> child)

(<a2> child)

((<f1> Adopted)
(<f2> Adult))

(<l1> Location)

(<l2> Location))

(Precond

on(<a1>, <l1>) And on(<a2>, <l1>) And

on(B, <l1>))

(effects

on(<a1>, <l2>) And on(<a2>, <l2>) And

on(B, <l2>) And del on(<a1>, <l1>)

And del on(<a2>, <l1>) And

del on(B, <l1>)))

(Operator movechild

(Param

(<as child)

(<L1> location)

(<L2> location)

(Precond

on (car, <L1>) And on (B, <L1>)

(Effects

on (car, <L2>) And on (B, <L2>) And

del of (car, <L1>) And del on (B, <L1>))

Task 3

Predicates = 3

constants = 5

Each predicate takes 4 arguments

Predicate with 1 argument = $3 \times 5^1 = 15$

Predicate with 4 arguments = $3 \times 5^4 = 1875$

Total number of ways to assign

all the constants =

[min no. of pddl states, max of
pddl states]

$$= [15, 1875]$$

Tight bound on the no of unique
state in the jungle world

$$= [15, 1875]$$

Task 4:

for online Replanning, there is no need for any modifications as it would replan the whole scenario. If goal of an action is not achieved, then system will replan the flow again from the current state.

For conditional planning or contingent planning, following are the to be modified actions:

→ (Operator moveadult

(Param

($\langle \text{car} \rangle$ Adult)

($\langle L_1 \rangle$ Location)

($\langle L_2 \rangle$ Location))

(Precond

{on ($\langle \text{car} \rangle$, $\langle L_1 \rangle$) And on (B, $\langle L_1 \rangle$))

(Effects

(on ($\langle \text{car} \rangle$, $\langle L_2 \rangle$) And on (B, $\langle L_2 \rangle$) And

del on ($\langle \text{car} \rangle$, $\langle L_1 \rangle$) And del on (B, $\langle L_1 \rangle$)

OR (TRUE))

(Operator movechild

(Param

(<as child)

(<L1 location)

(<L2 location))

(Precond

on (<as, <L1>) And on (B, <L2>)

(Effects

(on (<as, <L2) And on (B, <L2)

. And del on (<as, <L1) And

del on (B, <L1)) OR (TRUE)

(effected = TRUE)

(containing = TRUE)

(contained = TRUE))

Player will be left (containing = TRUE)

Leave from (containing = TRUE)

(empty = TRUE))