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Logical plan

- use logic to model the world and agent reasoning
- (many!) different kinds of logic

→ Propositional

Believe (P)

→ Quantified

BP

→ Model

$P \rightarrow BP$

→ temporal

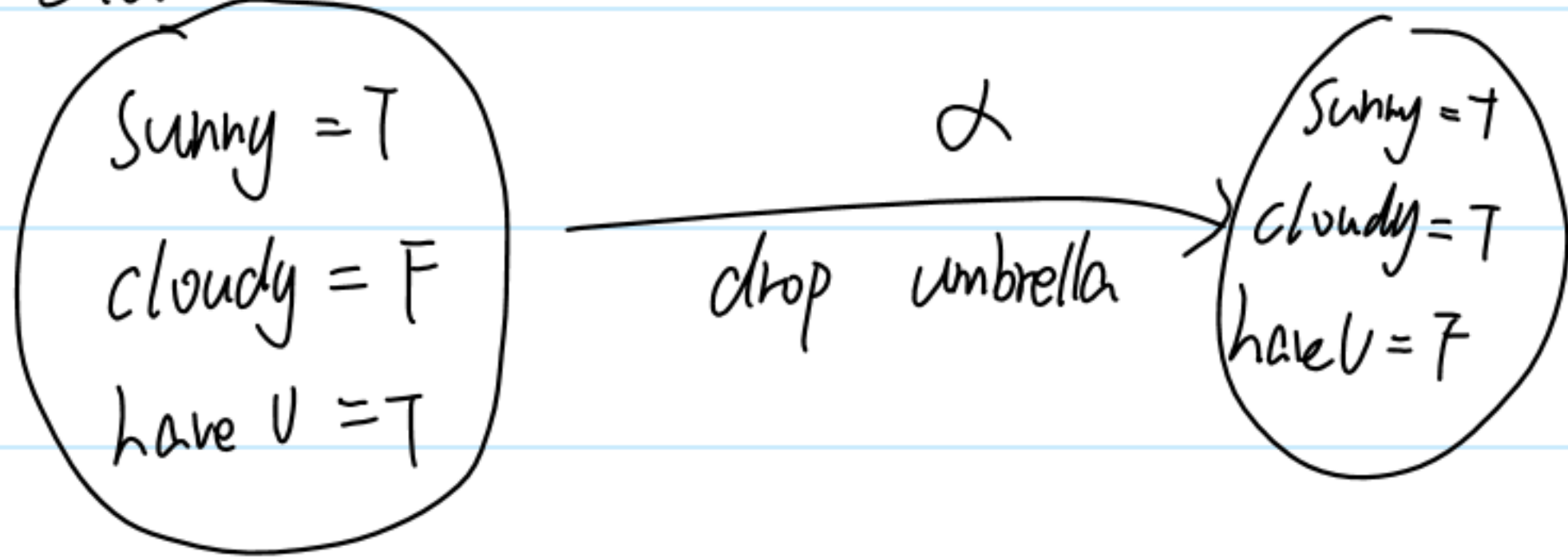
$BP \rightarrow P$

$P \wedge B \supset P$

AI Planning

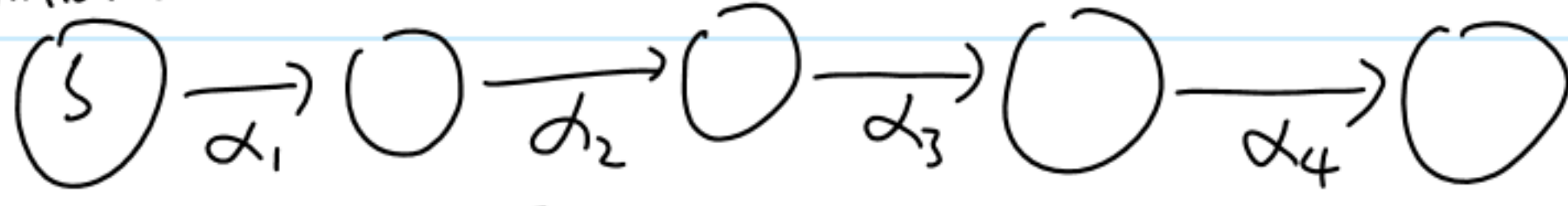
logic + search

State



initial state

Goal state



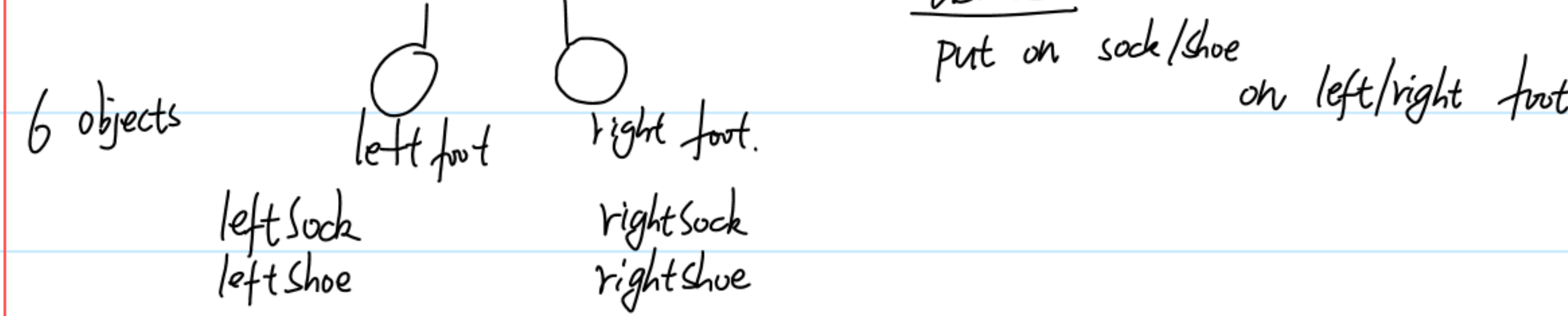
$[\alpha_1, \alpha_2, \alpha_3, \alpha_4]$ is a plan.

Robotics STRIPS
Shooting the Robot $\alpha_4(\alpha_3(\alpha_2(\alpha_1(S)))) = \text{Goal State}$ [Shorter plans are better optimal plans]

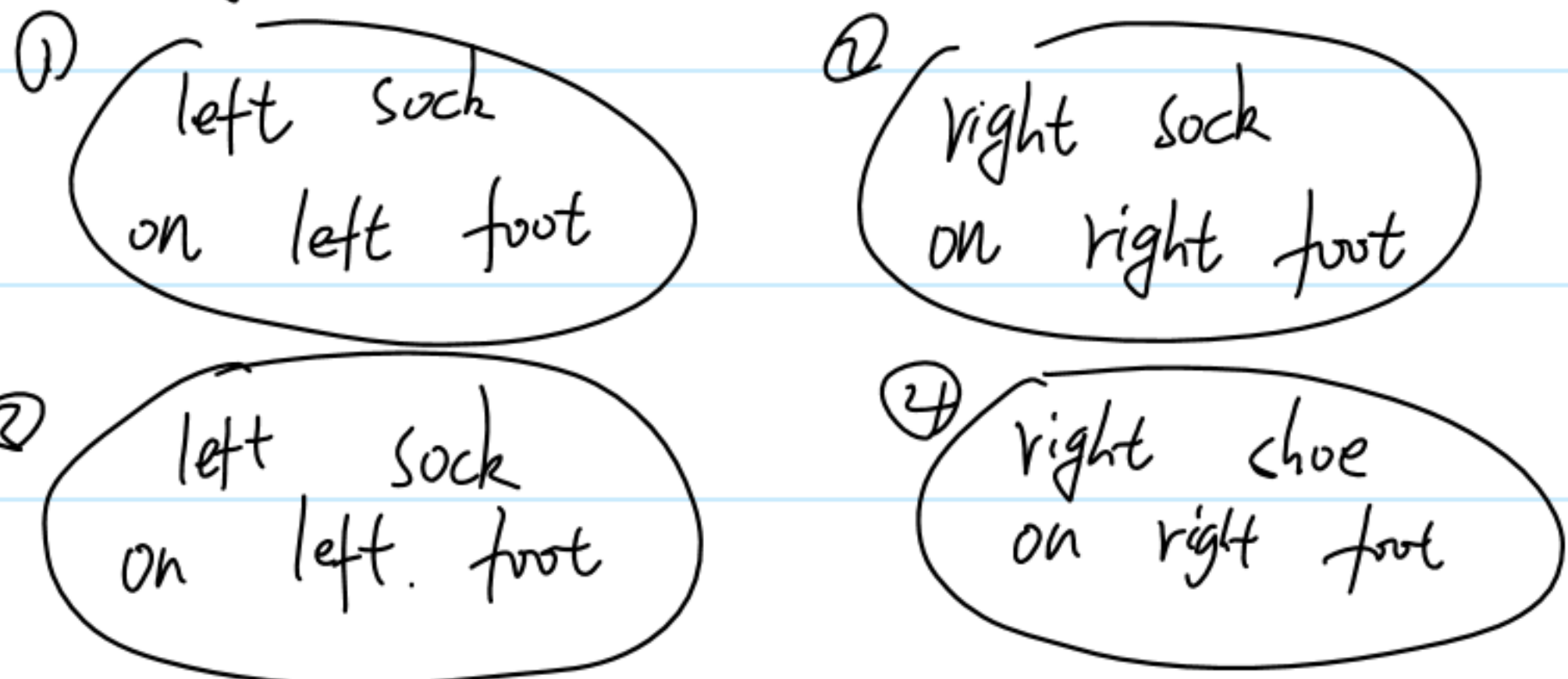
Making Tea

- Put Water in kettle
- heat the kettle until water boils
- get a cup
- pour Water into cup
↳ from kettle
- get tea bag
- leave tea in water for some time
- add milk ← ask if cream is ok to get milk
- add sugar
- mix the tea
- Serve the tea

Getting Dressed

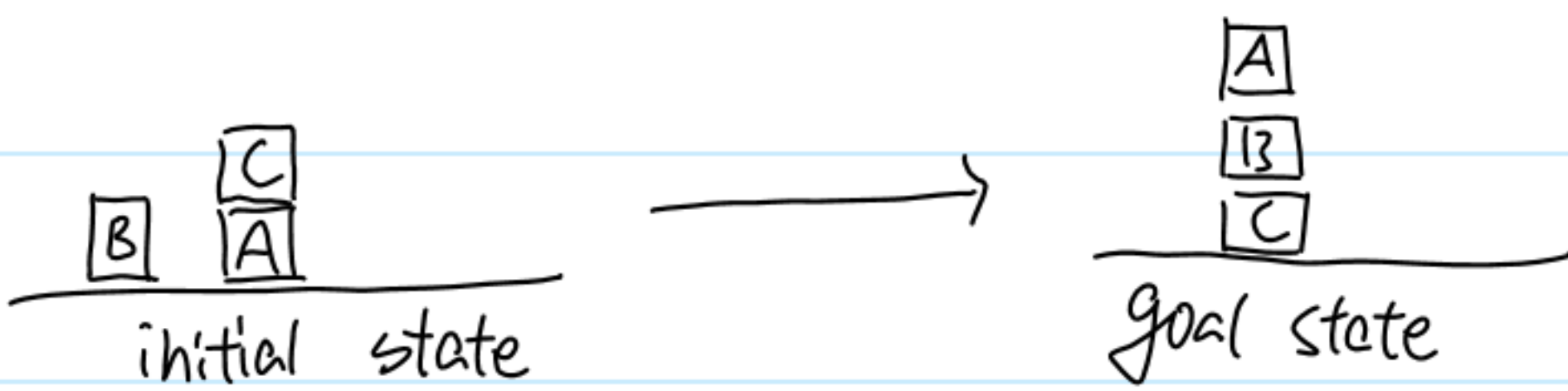


Goal: left sock on left foot
left shoe on left sock
right sock on right foot
left sock on right foot
right shoe on right sock



exact order doesn't always matter
Some actions can be done in parallel
undoable actions

Blocks World (etc coin shuffling)



Dialog

Cust: Can you tell me where I can find the bread?
Emp: It's in aisle 2.
Cust: Thanks

speech act theory