

# Introduction to Artificial Intelligence

## Project 2: $\exists a, s[\text{MissionCompleted}(\text{Ethan}, \text{Result}(a, s))]$

### *Report.*

#### 1- Introduction.

In this section, a brief description of the code is shown below:

- `goal(S)` calls iterative deepening search if `S` is a free variable, and calls the axiom state if `S` is a compound "non-variable".
- `state(Ex,Ey,Ec,Agents,result(A,S))`, the axiom, holds true iff:
  - a. Ethan could move to the corresponding valid cell.
  - b. Ethan could stay in the current cell and carry if the cell has an un-carried agent.
  - c. Ethan could drop if he is at the submarine carrying some agent(s).

#### 2- Actions and Predicate Terms:

##### a. Actions:

Actions in the program are (*right,left,up,down,carry,drop*). They are assigned accordingly in the state-handling Logic inside the Successor State Axiom.

##### b. Predicate Terms:

The following predicates are used in the program:

- **`in_grid(X,Y)`**: Checks if the `X` and `Y` coordinates in the boundaries of the grid.
- **`carried(X,Y,AgentsList,AgentsListUpdated)`**: assigns the carry status of the agent at position (`X,Y`) in `AgentsList` with carry status of 0, the value of 1, and returns the list `AgentsListUpdated` with the updated carry status of this agent.
- **`dropped(X,Y,AgentsList,AgentsListUpdated)`**: assigns the carry status of the the agent at position (`X,Y`) with carry status of 1, the value of 2, and returns the list `AgentsListUpdated` with the updated carry status of this agent.
- **`create_agents_array_with_carry(AgentsListKB,AgentsListWithCarry)`**: initializes a copy `AgentsListWithCarry` of the agents list in the Knowledge Base `AgentsListKB`, but with an additional parameter with each agent, `C = 0`, where `C` is the carry status of the agent (`C=0` "Not Carried", `C=1` "Carried", `C=2` "Dropped").
- **`create_agents_array_with_drop(AgentsListKB,AgentsListWithDrop)`**: initializes a copy `AgentsListWithDrop` of the agents list in the Knowledge Base `AgentsListKB`, but with an additional parameter with each agent, `C = 2`, where `C` is the carry status of the agent (`C=0` "Not Carried", `C=1` "Carried", `C=2` "Dropped").
- **`reverse2(L,R)`**: reverses the compound output `L` of the algorithm into `R`, to match the required format.

- **iterative\_deepening(Goal,Limit):** increment the limit of the search if the R of the call\_with\_depth\_limit(state,Limit,R) is depth\_limit\_exceeded, and returns the result of the state otherwise. Hence, performing iterative deepening search on the query starting with limit 1 till the query is found, and it will be found as IDS is complete.

### 3- Successor State Axiom:

#### a. Variables:

The program has only One successor state axiom, called state, and it keeps track of the following:

- Ethan's position: the X and Y coordinates of Ethan in the search problem Grid (Ex,Ey).
- Ethan's current carry count: The number of agents Ethan is currently carrying (Ec).
- Agents: the List of the agents positions, with their carry status.

#### b. Logic:

The successor state axiom state(Ex,Ey,Ec,Agents,result(A,S)) holds true for ethan to be in (Ex,Ey), with a carry count Ec, if and only if:

- He can go right to (Ex,Ey+1), if the next situation position is not out of the grid bounds.
- He can go left to (Ex,Ey-1), if the next situation position is not out of the grid bounds.
- He can go up to (Ex-1,Ey), if the next situation position is not out of the grid bounds.
- He can go down to (Ex+1,Ey), if the next situation position is not out of the grid bounds.
- He can stay in (Ex,Ey), and if there's an agent with a carry status 0 "Not Carried" in the same position, and he has room for more agents to carry " $Ec < Capacity$ ", he can Carry.
- He can stay in (Ex,Ey), and if (Ex,Ey) is the position of the submarine, and has agents carried " $Ec > 0$  and their carry status is 1 "Carried" ", He can drop.

### 4- The Goal Predicate:

The program runs using the goal predicate goal(S), that takes a situation S, and returns true if it's a valid goal situation in the search problem.

goal(S) calls the initial state from the KB. The successor state axiom "state" is then started to query, and has a base case that holds true when ethan is at the submarine, with all agents of carry status: 2 "Dropped".

## 5- Running Examples:

**KB:**

ethan\_loc(0,0).

members\_loc([[1,1],[1,2]]).

submarine(0,2).

capacity(1).

**goal(S).**

**S =**

**result(drop,result(up,result(carry,result(down,result(drop,result(up,result(right,result(carry,result(down,result(right,s0)))))))))) .**

**goal(result(drop,result(up,result(carry,result(down,result(drop,result(up,result(right,result(carry,result(down,result(right,s0)))))))))).**

**true.**

**goal(result(up,result(carry,result(down,result(drop,result(up,result(right,result(carry,result(down,result(right,s0)))))))))).**

**false.**