Introduction to Planning and Story Generation in SWI-Prolog

What is Planning? Planning is a branch of artificial intelligence in which a artificial being (non human) plans and executes a series of action sequences in order to reach a goal. In the Planning domain, there are different kinds of planners that achieve their goal in different ways, such as Classical planning and Probabilistic planning. The overall goal of a planner is to have minimal human interaction as possible, allowing the intelligent agent to fully make decisions based on the given constraints of the environment.

Planners are economically important. When you fly, your airplane always seems to arrive with a gate available.

Gates are allocated at airports world wide by a Prolog based planner. Large construction projects are planned using a planner, so the plumbers don't arrive until the carpenters have built the walls, but finish before the sheetrockers cover the walls. Factories schedule machine time with planners. Google maps driving directions is a planner. UPS trucks follow directions from a planner. Siri's task manager is a planner.

Unmanned spacecraft operate on tight energy budgets. There's not much sunlight near Jupiter. So battery power and fuel are conserved by ground based planners that keep the spacecraft in it's energy budget.

Planners can also be fun. Computer games have planners. The dasterdly Goomba that's stolen the magic flower and running back to the dark castle is finding his way with a planner.

And planners are the basis of computer generated stories.