**CSE 579**

**Module 5 Graded Assignment**

Problem 1

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| Input  Program | %%%%%%%%%%%%%%%%%%% % File: blocks.lp: Blocks World %%%%%%%%%%%%%%%%%%%  %%%%%%%%%%%%%%%%%%%%%%%%%%%%%% % sort and object declaration %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  % every block is a location  location(B) :- block(B).  % the table is a location  location(table).  %%%%%%%%%%%%%%%%%%%%%%%%%% % state description %%%%%%%%%%%%%%%%%%%%%%%%%%  % two blocks can't be on the same block at the same time  :- 2{on(BB,B,T)}, block(B), T = 0..m.  %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% % effect and preconditions of action %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  % effect of moving a block  on(B,L,T+1) :- move(B,L,T).  % concurrent actions are limited by num of grippers  :- not {move(BB,LL,T)} grippers, T = 0..m-1.  % a block can be moved only when it is clear  :- move(B,L,T), on(B1,B,T).  % a block can't be moved onto a block that is being moved also  :- move(B,B1,T), move(B1,L,T).  %%%%%%%%%%%%%%%%%%%%%%%%%%%% % domain independent axioms %%%%%%%%%%%%%%%%%%%%%%%%%%%%  % fluents are initially exogenous  1{on(B,LL,0):location(LL)}1 :- block(B).  % uniqueness and existence of value constraints  :- not 1{on(B,LL,T)}1, block(B), T=1..m.  % actions are exogenous  {move(B,L,T)} :- block(B), location(L), T = 0..m-1.  % commonsense law of inertia  {on(B,L,T+1)} :- on(B,L,T), T < m.  **% space on table is limited**  **:- not {on(B,table,T)}s, T=0..m.**  #show move/3. |
| Command  Lines | clingo prob1 blocks-scenario -c grippers=100 -c s=3 -c m=5  clingo prob1 blocks-scenario -c grippers=100 -c s=4 -c m=3 |
| Outputs  of clingo | Text  Description automatically generated  Text  Description automatically generated |
| Answer  to Questions | Fill in the following table that lists the minimum number of steps to solve the modified block world problem for different values of n, where n is the maximal number of blocks that can be placed directly on the table.   |  |  | | --- | --- | | n | Number of steps | | 3 | 5 | | 4 | 3 | |

Problem 2

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| Input  Program | %%%%%%%%%%%%%%%%%%% % File: blocks.lp: Blocks World %%%%%%%%%%%%%%%%%%%  %%%%%%%%%%%%%%%%%%%%%%%%%%%%%% % sort and object declaration %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  % every block is a location  location(B) :- block(B).  % the table is a location  location(table).  %%%%%%%%%%%%%%%%%%%%%%%%%% % state description %%%%%%%%%%%%%%%%%%%%%%%%%%  % two blocks can't be on the same block at the same time  :- 2{on(BB,B,T)}, block(B), T = 0..m.  %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% % effect and preconditions of action %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  % effect of moving a block  on(B,L,T+1) :- move(B,L,T).  % concurrent actions are limited by num of grippers  :- not {move(BB,LL,T)} grippers, T = 0..m-1.  % a block can be moved only when it is clear  :- move(B,L,T), on(B1,B,T).  % a block can't be moved onto a block that is being moved also  :- move(B,B1,T), move(B1,L,T).  %%%%%%%%%%%%%%%%%%%%%%%%%%%% % domain independent axioms %%%%%%%%%%%%%%%%%%%%%%%%%%%%  % fluents are initially exogenous  1{on(B,LL,0):location(LL)}1 :- block(B).  % uniqueness and existence of value constraints  :- not 1{on(B,LL,T)}1, block(B), T=1..m.  % actions are exogenous  {move(B,L,T)} :- block(B), location(L), T = 0..m-1.  % commonsense law of inertia  {on(B,L,T+1)} :- on(B,L,T), T < m.  **% two same blocks cannot be top of one another**  **below(X,Y,T) :- on(Y,X,T).**  **below(X,Z,T) :- below(X,Y,T), below(Y,Z,T).**  **:- on(X,X,T).**  **:- on(X,Y,T), below(X,Y,T).**  **block(1..6).**  #show move/3. |
| Command  Line | clingo prob2 -c grippers=100 -c m=0 0 |
| Output  of clingo | Text  Description automatically generated |
| Answer  to Questions | How many valid states are there when there are 6 blocks? (Note that the limitation of blocks introduced in question 1 is not considered here.)  Answer: 4051 |

Problem 3

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| Input  Program | %%%%%%%%%%%%%%%%%%% % File: blocks.lp: Blocks World %%%%%%%%%%%%%%%%%%%  %%%%%%%%%%%%%%%%%%%%%%%%%%%%%% % sort and object declaration %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  % every block is a location  location(B) :- block(B).  % the table is a location  location(table).  %%%%%%%%%%%%%%%%%%%%%%%%%% % state description %%%%%%%%%%%%%%%%%%%%%%%%%%  % two blocks can't be on the same block at the same time  :- 2{on(BB,B,T)}, block(B), T = 0..m.  %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% % effect and preconditions of action %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  % effect of moving a block  on(B,L,T+1) :- move(B,L,T).  % concurrent actions are limited by num of grippers  :- not {move(BB,LL,T)}grippers, T = 0..m-1.  % a block can be moved only when it is clear  :- move(B,L,T), on(B1,B,T).  % a block can't be moved onto a block that is being moved also  :- move(B,B1,T), move(B1,L,T).  %%%%%%%%%%%%%%%%%%%%%%%%%%%% % domain independent axioms %%%%%%%%%%%%%%%%%%%%%%%%%%%%  % fluents are initially exogenous  1{on(B,LL,0):location(LL)}1 :- block(B).  % uniqueness and existence of value constraints  :- not 1{on(B,LL,T)}1, block(B), T=1..m.  % actions are exogenous  {move(B,L,T)} :- block(B), location(L), T = 0..m-1.  % commonsense law of inertia  {on(B,L,T+1)} :- on(B,L,T), T < m.  % serializability constraint  **:- move(BB,LL,T), on(X,LL,T), move(X,B,T), block(X), T=1..m-1.**  #show move/3. |
| Command  Line | clingo prob3 blocks-instances -c grippers=4 -c m=8 |
| Output  of clingo | Text  Description automatically generated |

Problem 4

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| Input  Program | %%%%%%%%%%%%%%%%%%% % File: blocks.lp: Blocks World %%%%%%%%%%%%%%%%%%%  %%%%%%%%%%%%%%%%%%%%%%%%%%%%%% % sort and object declaration %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  % every block is a location  location(B) :- block(B).  % the table is a location  location(table).  %%%%%%%%%%%%%%%%%%%%%%%%%% % state description %%%%%%%%%%%%%%%%%%%%%%%%%%  % two blocks can't be on the same block at the same time  :- 2{on(BB,B,T)}, block(B), T = 0..m.  %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% % effect and preconditions of action %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  % effect of moving a block  on(B,L,T+1) :- move(B,L,T).  % concurrent actions are limited by num of grippers  :- not {move(BB,LL,T)}grippers, T = 0..m-1.  % a block can be moved only when it is clear  :- move(B,L,T), on(B1,B,T).  % a block can't be moved onto a block that is being moved also  :- move(B,B1,T), move(B1,L,T).  %%%%%%%%%%%%%%%%%%%%%%%%%%%% % domain independent axioms %%%%%%%%%%%%%%%%%%%%%%%%%%%%  % fluents are initially exogenous  1{on(B,LL,0):location(LL)}1 :- block(B).  % uniqueness and existence of value constraints  :- not 1{on(B,LL,T)}1, block(B), T=1..m.  % actions are exogenous  {move(B,L,T)} :- block(B), location(L), T = 0..m-1.  % commonsense law of inertia  {on(B,L,T+1)} :- on(B,L,T), T < m.  % serializability constraint  :- move(BB,LL,T), on(X,LL,T), move(X,B,T), block(X), T=1..m-1.  **#minimize{1,B,L,T:move(B,L,T)}.**  #show move/3. |
| Command  Line | clingo prob4 blocks-instances -c grippers=4 -c m=8 0  clingo prob4 blocks-instances -c grippers=2 -c m=9  clingo prob4 blocks-instances -c grippers=4 -c m=10 |
| Output  of clingo | Text  Description automatically generated  Text  Description automatically generated  Text  Description automatically generated |
| Answer  to Questions | What is the least number of actions when maxstep m is 8, 9, and 10?   |  |  | | --- | --- | | m | least number of actions | | 8 | 18 | | 9 | 16 | | 10 | 15 | |