Exercisesheet No.1

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Ex.1

$$(((P \lor Q) \Rightarrow R) \land (R \lor (P \land \neg Q))) \land \neg R$$

Translate the implication to an or-clause:

$$((\neg (P \lor Q) \lor R) \land (R \lor (P \land \neg Q))) \neg R$$

De Morgan:

$$(((\neg P \land \neg Q) \lor R) \land (R \lor (P \land \neg Q))) \land \neg R$$

Distributivity:

$$((\neg P \lor R) \land (\neg Q \lor R) \land (R \lor P) \land (R \lor \neg Q)) \land \neg R$$

Distributivity (inverse):

$$(R \lor (\neg P \land \neg Q \land P \land \neg Q)) \land \neg R$$

Complements over P $((\neg P \land \neg Q \land P \land \neg Q) = \text{false})$:

$$R \wedge \neg R$$

We are ending up with a contradiction.

Ex.2

 $Init(Room(Room1) \land Room(Room2) \land Room(Room3) \land Room(Room4) \land Switch(s1) \land Switch(s2) \land Switch(s3) \land Switch(s4) \land Box(b1) \land Box(b2) \land Box(b3) \land Box(b4) \land At(Shakey, Floor) \land In(Shakey, Room3) \land TurnedOn(s4) \land TurnedOff(s3) \land TurnedOff(s2) \land TurnedOn(s1) \land In(b1, Room1) \land In(b2, Room1) \land In(b3, Room1) \land In(b4, Room1) \land At(b1, a) \land At(b2, b) \land At(b3, c) \land At(b4, d) \land At(Shakey, e))$

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Action(Go(x,y,r)),
  PRECOND: At(Shakey, x) \wedge In(x, r) \wedge In(y, r)
  EFFECT: At(y, Shaky) \land \neg At(x, Shaky)
Action(Push(b,x,y,r)),
  PRECOND: At(b,x) \wedge In(x,r) \wedge In(y,r) \wedge In(Shakey,r) \wedge \neg At(Shakey,x) \wedge Box(b)
  EFFECT: At(b, y) \land \neg At(b, x)
Action(ClimbUp(x,b)),
  PRECOND: In(b,r) \wedge In(x,r) \wedge At(Shakey,x) \wedge \neg At(b,x) \wedge On(Shakey,Floor)
  EFFECT: \neg On(Shakey, Floor) \land On(Shakey, b) \neg At(Shakey, x)
Action (ClimbDown (b,x)),
  PRECOND: In(x,r) \wedge In(b,r) \wedge \neg At(b,x) \wedge On(Shakey,b)
  EFFECT: \neg On(Shakey, Floor) \land On(Shakey, b) \neg At(Shakey, x)
Action(TurnOn(s,b)),
  PRECOND: On(Shakey, b) \land \neg On(Shakey, Floot) \land At(b, s) \land At(Shakey, s)
  EFFECT: TurnedOn(s)
Action(TurnOff(s,b)),
  PRECOND: On(Shakey, b) \land \neg On(Shakey, Floot) \land At(b, s) \land At(Shakey, s)
  EFFECT: TurnedOff(s)
Plan:
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