

AI Activity-6
Partial Order Planning

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(*) Initial State

$At(Monkey, A) \wedge At(Bananas, B) \wedge At(Box, C) \wedge Height(monkey, low) \wedge$
 $Height(Box, low) \wedge Height(Bananas, High) \wedge Pushable(Box) \wedge Climbable(Box)$

(*) Actions

(1) $Go(x, y)$: Precond : $at(Monkey, x)$

Effect : $at(Monkey, y) \rightarrow at(monkey, x)$

2) $Push(b, x, y)$: Precond : $at(Monkey, x) \wedge at(b, x) \wedge Pushable(b)$

Effect : $at(b, y), at(monkey, b, y) \rightarrow at(monkey, x), \neg at(b, x)$

3) $Climbup(b)$: Precond : $at(Monkey, x), at(b, x), Climbable(b)$

Effect : $on(monkey, b) \rightarrow Height(monkey, low) \wedge Height(monkey, High)$

4) $Gosup(o)$:- Precond : $Height(monkey, h), Height(o, h), at(monkey, x) \wedge at(o, x)$

Effect : ~~not~~ Have(monkey, o)

$Climbdown(b)$:- Precond $on(monkey, b), Height(monkey, High)$

Effect : $\rightarrow on(monkey, b) \rightarrow Height(monkey, High) \wedge Height(monkey, low)$

$Onsuspend(o)$:- Precond : Have(monkey, o)

Effect : $\rightarrow Have(monkey, o)$

Partial Order Plan

