

Chapter 8

Question 2 (a)

For creating the program, I followed the structure of blocks world program and section 8.4.2, where encoding a program is given. First I created the AL system provided in the question, which says that *a causes f if g* and *h if f,g*. Then I created the inertia. Integrating these with CWA for fluents and actions. I also gave the actions for testing and created a specific initial state for testing purposes.

The program created for this part is –

```
%given in question
% a causes f if g
% h if f,g
```

```
% fluents from question
fluent(inertial,f).
fluent(inertial,g).
fluent(defined, h).
```

```
% actions
action(a).
```

```
%Steps
#const n=1.
step(0,n).
```

```
% laws defined as per provided rules in question
holds(f, I+1) :- occurs(a, I),
                holds(g, I),
                I < n.
holds(h, I) :- holds(f, I), holds(g, I).
```

```
% CWA for fluents
-holds(F,I) :- fluent(defined,F),
               step(I),
               not holds(F,I).
```

```
% CWA for actions
-occurs(A,I) :- action(A), step(I),
               not occurs(A,I).
```

```
% Inertia:
holds(F,I+1) :- fluent(inertial,F),
```

```

        holds(F,I),
        not -holds(F,I+1), I < n.
-holds(F,I+1) :- fluent(inertial,F),
        -holds(F,I),
        not holds(F,I+1),
        I < n.

```

```

%% Specific actions for testing.

```

```

% action provided

```

```

%occurs(a,0).

```

```

%% Change these at will:

```

```

% initial state.

```

```

%holds(f,0).

```

```

%holds(g,0).

```

```

%holds(h,0).

```

```

% effect of action = new state

```

```

%#show holds/2.

```

Question 2(b)

Only the fourth part, i.e., {f, g,-h} are invalid state as per the created program. For this, I used the logic that for checking a state to be valid, then the state should be the answer set of $\pi c(SD) \cup \{f,g\}$.

I – valid

II - valid

III – valid

IV - invalid