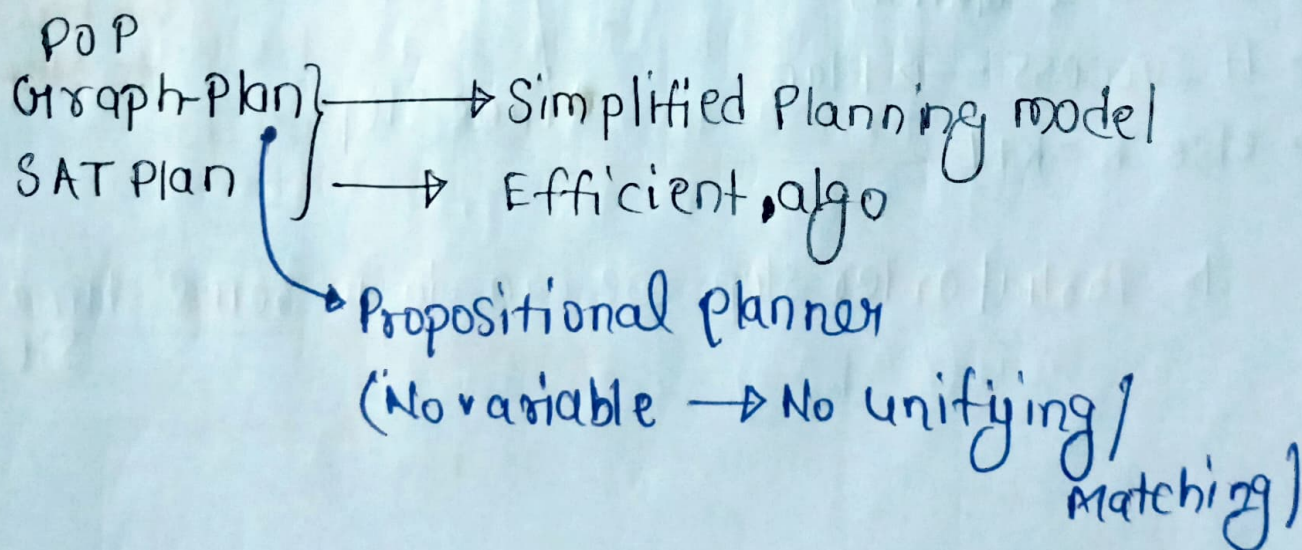
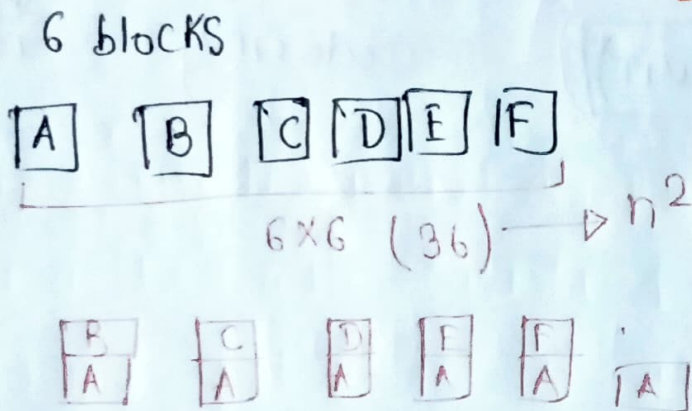
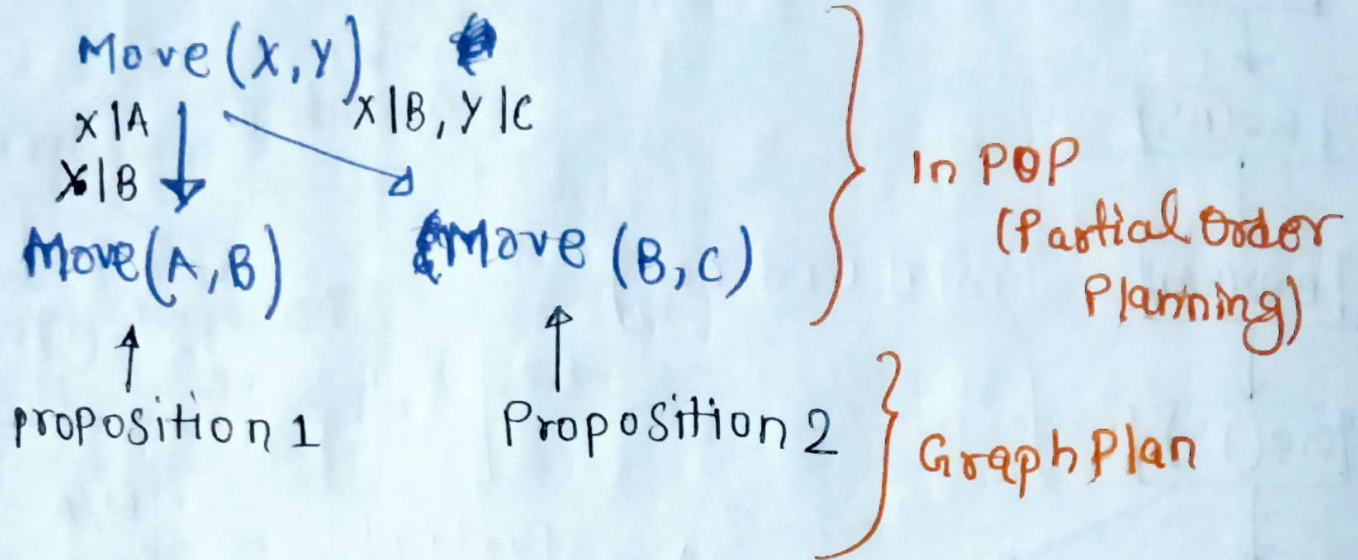


## Lecture-14







- ▷ Make a plan-graph of depth 'k' ←
  - ▷ search a solution
  - ▷ If Success  $\rightarrow$  Plan
  - ▷ else  $k = k+1$
- Time Step
- Go back to step 1.

▷ Partial order step. we can do in some time-step.



Ex:

$K=3$

$t=1$	<div style="display: inline-block; border: 1px solid black; padding: 2px;">Do 'A'</div> <div style="display: inline-block; border: 1px solid black; padding: 2px; margin-left: 10px;">Do 'B'</div>
$t=2$	<div style="display: inline-block; border: 1px solid black; padding: 2px;">Do 'C'</div>
$t=3$	<div style="display: inline-block; border: 1px solid black; padding: 2px;">Do 'D'</div> <div style="display: inline-block; border: 1px solid black; padding: 2px; margin-left: 10px;">Do 'E'</div>

start time → finish time

Depth '3'  
'5' step plan

Can have  
Multiple parallel action  
per time step.

## Planning vs Scheduling

Actions are not  
fixed +  
ordering/scheduling

▷ Pspace-Complete

Tasks are fixed  
▷ N-P Complete

Restricted set of actions + limited → then memory  
required is also limited

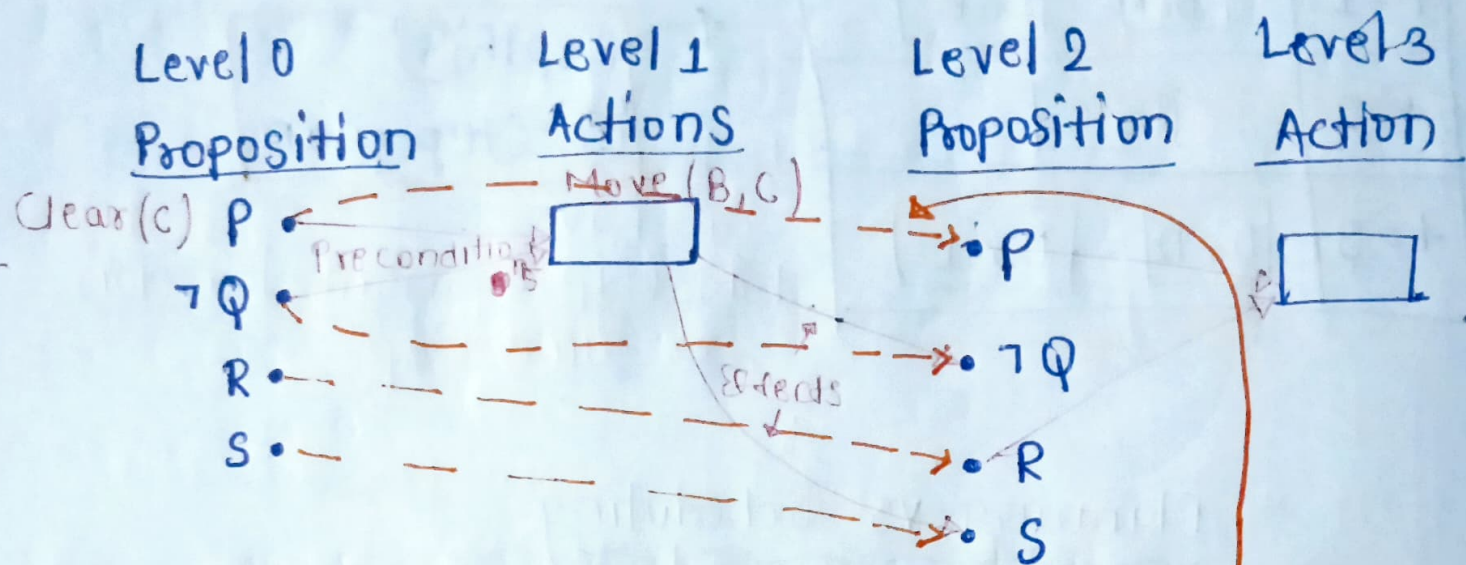
[Length of the plan is also not known]

Scheduling
Graph Plan
Planning

↓ Complexity



(Data Structure)  $\rightarrow \{ \text{Proposition/Action} \}$   
Plan-Graph



- (1) Start with the initial condition
- (2) Add actions with satisfied pre condition
- (3) Add effects of action at previous step
- (4) Add maintenance-action

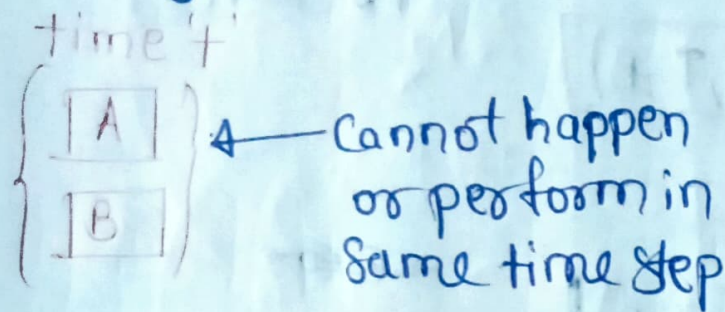
$\rightarrow$  If some proposition is not affected by action it should have a direct ~~state~~ connection to  $(n+2)^{th}$  level.

Goal:  $(P \wedge R \wedge S) \leftarrow$  check.

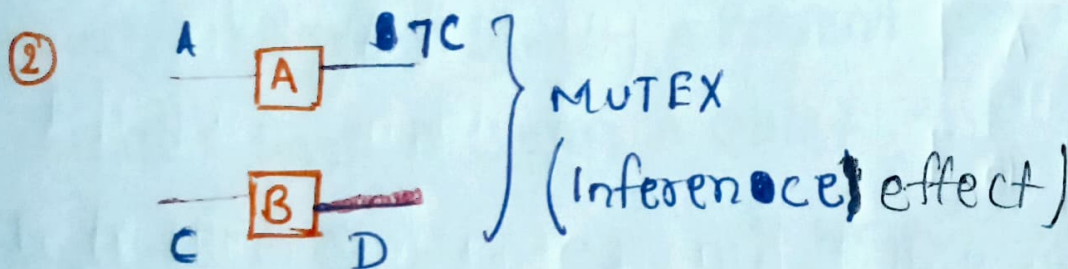
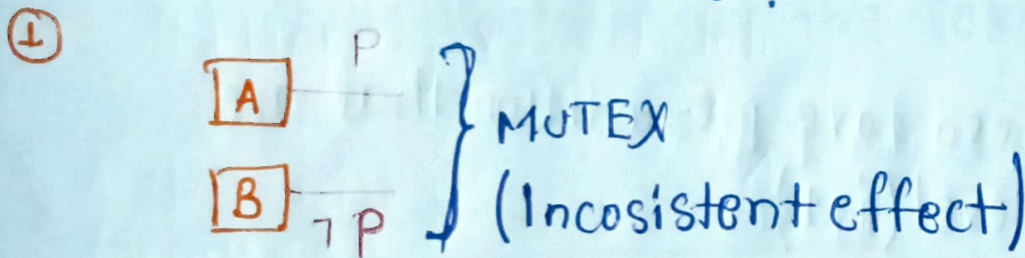


# MUTEX

(Mutually Exclusive Action)

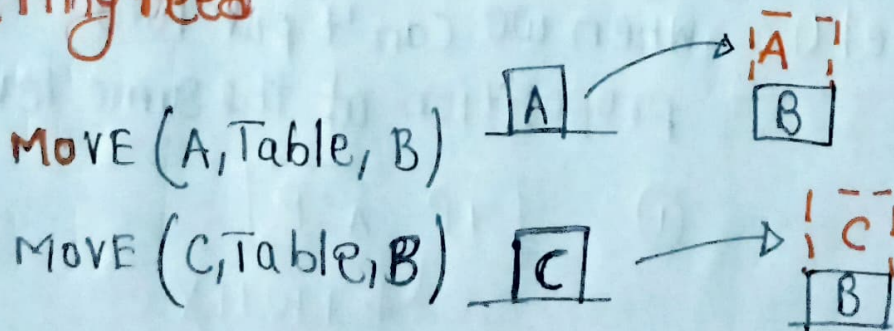


▷ How to find MUTEX Actions?

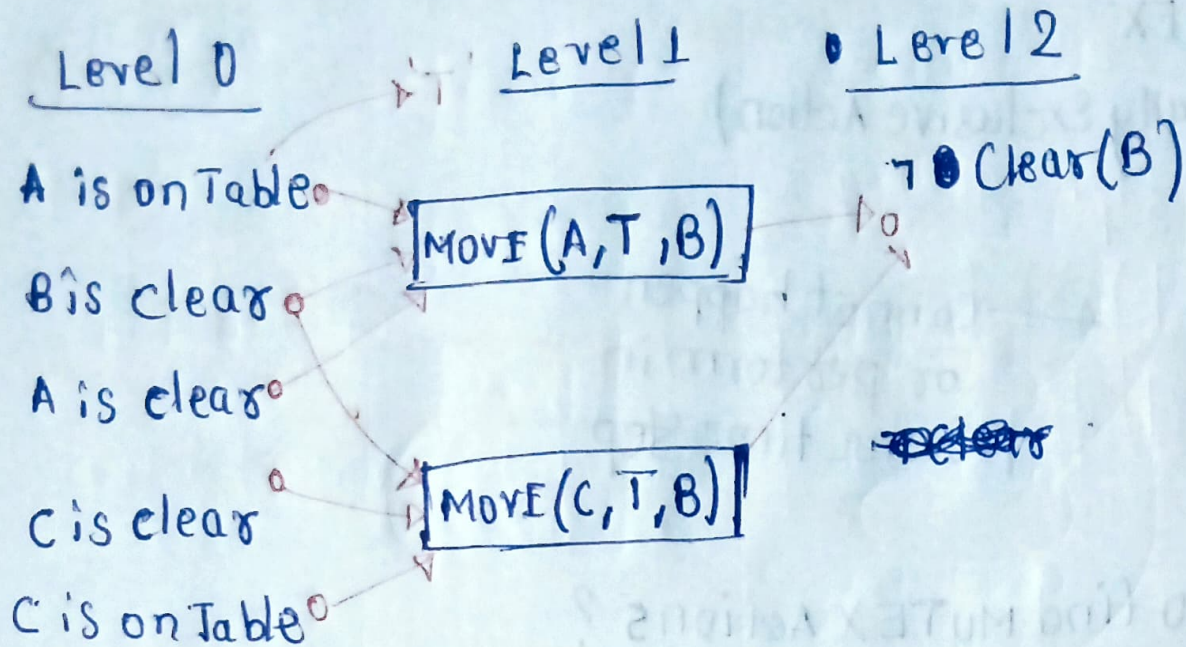


▷ The action deletes the precondition of others.

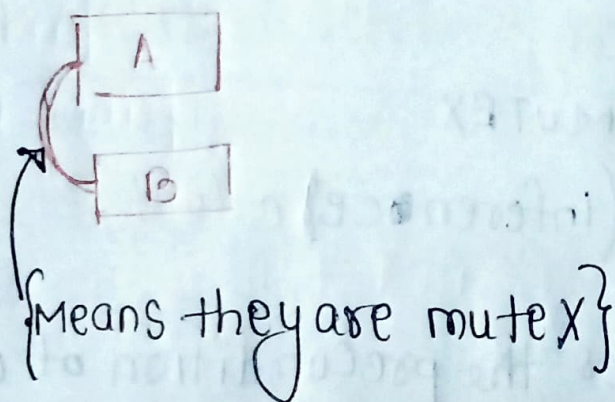
③ Competing need







Competing need have pre-condition that are mutex at level (i-1)

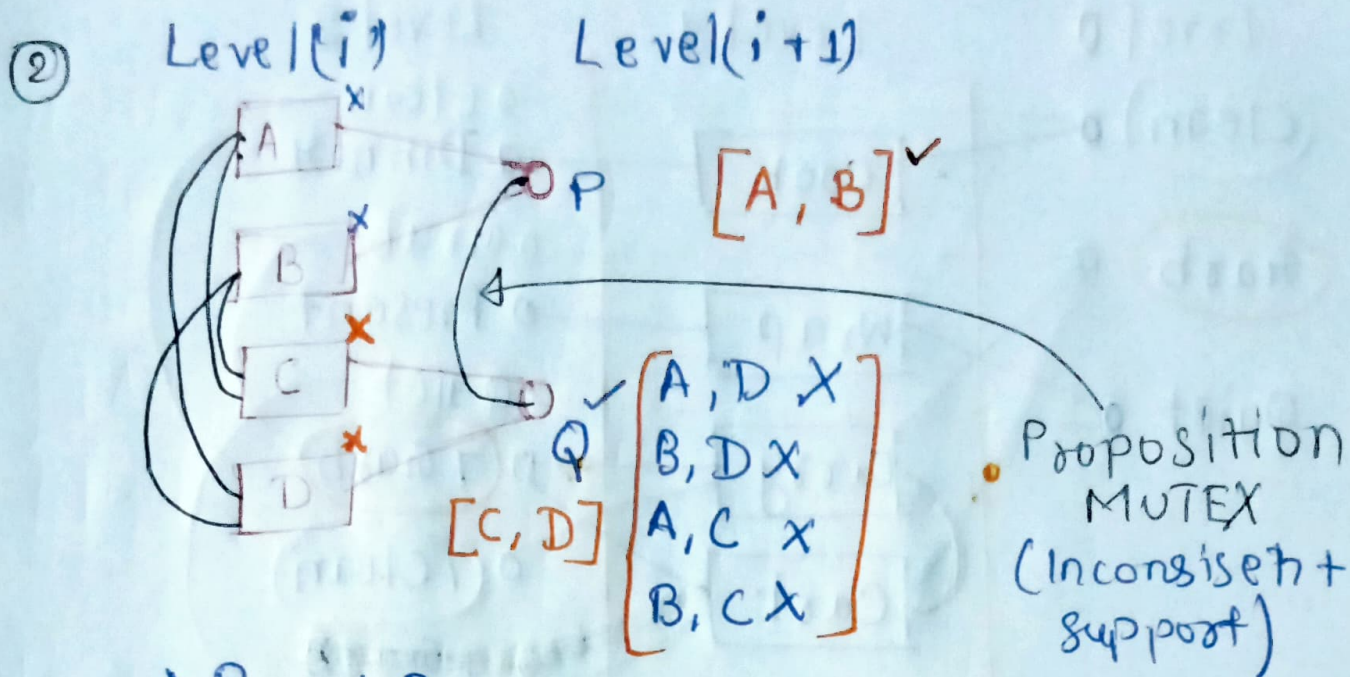


Level 0      When we can't put two proposition at the same level?

①  $\neg P \wedge P$

↓ MUTEX





→ P and Q  
Can't be true at the level(i+1)

### Birthday Dinner

Goal:  $\neg \text{Garb} \wedge \text{Dinner} \wedge \text{Present}$

Initial:  $\text{Garb} \wedge \text{Clean} \wedge \text{Quiet}$

Actions: Cook

Pre: Clean

Effect: Dinner

Wrap:

Pre: Quiet

Effect: Present

Carry

Pre: Garb

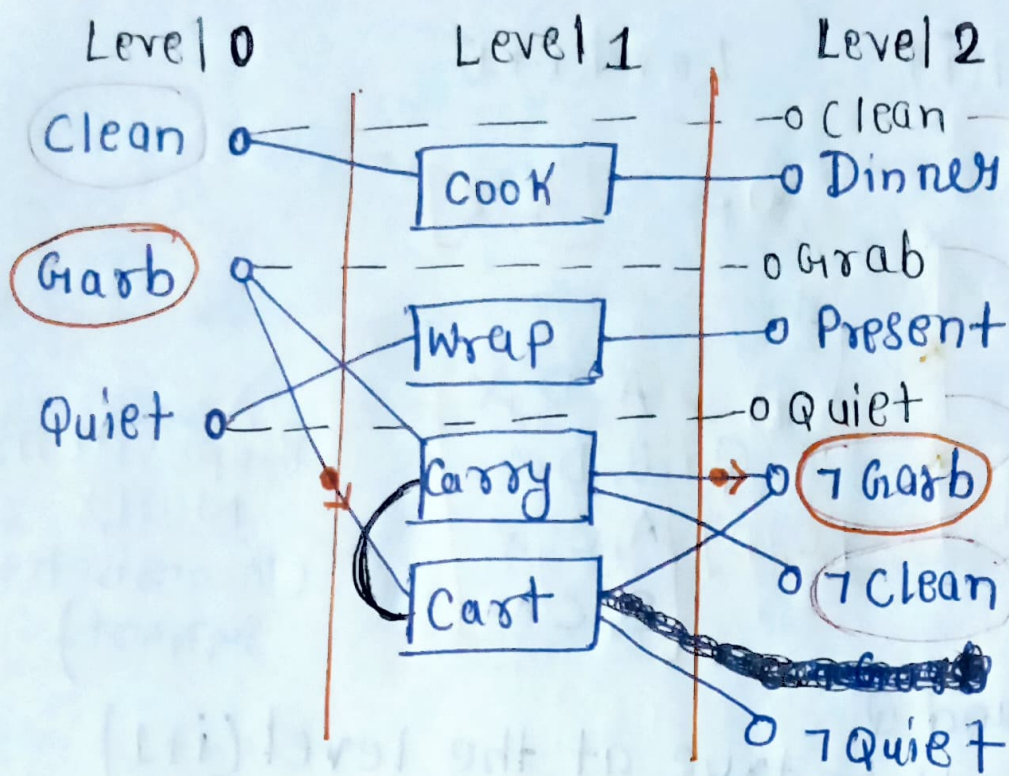
Effect:  $\neg \text{Garb} \wedge \neg \text{Clean}$

Get:

Pre: Garb

Effect:  $\neg \text{Garb}$

$\wedge \neg \text{Quiet}$



→ Proposition Mux

→ Action Mux

[SAT Plan]

[Graph Plan]