Assignment -6 Predicates 3-Task2 = x is on right = x is child (Childry (Boat x) = x is a boat 00 (Adult x) -> x is an adult 30 (Child c,) (child c2) (broat b) (left 5) & Goal state 20 (right a,) (right a) (right c) (right ce) 20 2 2 Actions Operations: -2 One MoveRight (x, y) a ch'on (left x), (left y), (boat y)
(right x), (right y), (left x), (left y) precond Two Moves Right (x, y, 2) action (left x), (left y), (left 2), (child x), (child y) (boods)
(right x), (right y), (right z), (left x), (left y), precond effect 4 One More léft (x,y)
(right 2), (right y), (boat y)
(left x), (left y), (right x), action Precond effects.

action Two Mones left (x,y,2) Precond (sight x) (right y) (right 2) (child x) (childy) (left x) (left y) (left 2) (night x)' (nighty)' Task3 (9) Execution monitoring/ordine replanning No changes are made to the actions where they are performed until the expected output is found (goal or Success state). With each action, we monitor the Current state and a need of replanning occurs only if the goal is not met (b) Conditional planning. Changes will occur in the actions as follows:

Tares	ρ,
	Resulting state from applying ortion and (B, C) to
	CA ttt 1)
	(B Ht4)
	(c ttt1)
	(eee B C)
	(eee 2 B).
1	(PPPI B B C)
,	(ppp 2 A)
	(PPP 2 B)
	(ppp 3 C)
	(eeel A C)
	(eee3 A.)
asks	so predicates = 4 arguments > 3. max. const.
	So, possible predicate assignment:
	[4.51 4.53] = [20 500]
	A state could be either true or false.
	Tight bond would be ",-
	[20 2500]