# CSEN906 Introduction to Artificial Intelligence Winter Term 2017

## Project 2: ∃ a ∃ s[Escaped(R2D2,Result(a,s))]

### Report

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#### **Problem Description**

The goal of the logic-based agent is to activate the teleportal on a grid and escape through it. The teleportal is activated if and only if all rocks on the grid are positioned on pressure pads. The agent can push one rock at a time if it is not hindered by another rock or an obstacle. The agent starts on a blank cell and cannot move through rocks or obstacles. The logic agent starts out with a knowledge base (KB) of facts describing the grid; the grid is defined by its dimensions, the location(s) of the rocks, obstacles, pressure pads and teleportal. The KB also contains initially the agent position. Given a certain goal state (a set of logical sentences), the agent mission is to derive these sentences by incrementally applying given inference rules on its KB.

#### **Implementation**

The agent is mainly programmed in SWI Prolog along with the clpfd library. The grid instances, the initial states and the goal states are generated by a java program.

#### **GenGrid Implementation**

- Handled by the java program inside src/Main.java.
- Signature: public static void GenGrid(Grid g)
- Given a grid g as input, GenGrid(g) writes the initial state, as Prolog facts, along with the goal state in a .pl file.
- The method calls helper instance methods writePrologFacts and writePrologQuery.
- *Method writePrologFacts()* writes in a file "initial-state-Sol<n>" the facts of the initial state of the problem. It includes:
  - Dimensions of the grid.
  - Positions of obstacles, rocks, pressure pads.
  - Position of the teleportal.
  - Initial position of the agent.
- Method writePrologQuery() writes in a file "query-Sol<n>" a predicate "query(S):- "which is satisfied if the state (S) is the goal state. The goal state ensures that the agent is positioned on the teleportal and every pressure pad position contains a rock; these positions are known beforehand and hence we let the java program hard code them into the predicate body.
- The *main method* in Main.java, creates a grid object by parsing a specified file (check one of the files for the required grid format) in the folder *grid-tests*, then calls GenGrid with each grid as a parameter.

#### Terms & Helper Predicates

- Facts
  - o dimensions(m,n).
    - The grid dimensions are m rows and n columns.
  - obstacle(R,C).
    - Cell in row R and column C contains an obstacle
  - obstacle(-1,-1)
    - To avoid error throwing in Prolog of non-existent predicate if the grid contains no obstacles.
- Predicates
  - valid(R,C)
    - Given that dimensions(m,n) holds: R is between 0 and m and C is between 0 and n.

- next\_cell(A, R, C, RNext, CNext)
   Four definitions, one for each action.
  - Computes the corresponding next cell for a given action and a given current cell.
  - Works both ways using the power of clpfd.
- query\_iter(S, D, R)
  - Simulates iterative deepening by calling the built-in predicate *call\_with\_depth\_limit* and increasing the allowed depth recursively.

#### **Successor State Axioms**

Fluent: rock(R, C, result(A,S)):

I.e. cell (R,C) contains a rock in situation result(A,S).

#### Two Definitions

- It was not true and something made it true.
  - (R,C) cell should not contain an obstacle.
  - (R,C) should be a valid cell within the grid.
  - (R,C) did not contain a rock in the previous state (the agent cannot move 2 rocks in one push).
  - The agent was in a neighbour cell to the rock in the previous state and did an action in the rock direction.
- It was true and nothing affected it.
  - $\blacksquare$  (R,C) contained a rock in situation S.
  - If the agent was in an adjacent cell, then its action of pushing the rock was unsuccessful.
    - The rock is next to an edge.
    - The rock is next to an obstacle.
    - The rock is next to a rock in the agent direction.
- Fluent: agent(R, C, result(A,S))

I.e. agent is on cell (R,C) in situation result(A,S).

#### Two Definitions

- It was not true and something made it true.
  - The aspired cell is valid.
  - Two cases:
    - Aspired cell is not an obstacle and not a rock.

- Aspired cell is a movable rock to a valid position.
- It was true and nothing affected it.
  - $\blacksquare$  (R,C) contained agent in situation S.
  - Next cell in action direction is an obstacle.
     OR
  - Next cell in action direction is an unmovable rock (next to another rock or obstacle).

#### How to Query

- 1. Pick a grid from the grid tests folder to test, and insert its number in the file names in file logic-agent lines 11 and 12. Replace < N > with file number.
  - :- include('initial-state-Sol<N>").
  - :-include('query-Sol<N>").
- 2. Cd to the project directory.
- 3. Run the SWI Prolog command prompt (swipl for mac).
- 4. Consult the file (logic-agent.pl): consult('logic-agent.pl').
- 5. Type the query "query\_iter(S, 1, R).".
- 6. S is the goal state and R is the result of calling call\_with\_depth\_limit recursively.
- 7. Warning: For some unknown buggy reason in the clpfd library, on some versions of SWI Prolog, the query may throw an error "clpd\_current\_propagator" does not exist. In that case, querying using "call\_with\_depth\_limit(query(S), 20, R)" may fix the issue and remove the error, and afterwards query\_iter(S, 1, R) works normally. We think this is something related to memory issues since running the query several times in a row may suddenly yield an output.

#### **Examples**

```
?- query_iter(S, 1, R).
S = result(left, result(down, result(left, s0))) .
?- consult('logic-agent.pl').
true.
?- query_iter(S, 1, R).
S = result(right, result(up, s0)) .
?- consult('logic-agent.pl').
true.
?- query_iter(S, 1, R).
S = result(right, s0) .
```

1.

a. Grid

?- query\_iter(S, 1, R). S = result(right, result(up, so)).

2.

a. Grid

| B | B | B | | P | R | A | ------| | T | B | B |

3.

a. Grid

| B | B | | A | T |

?- query\_iter(S, 1, R).
S = result(right, so).