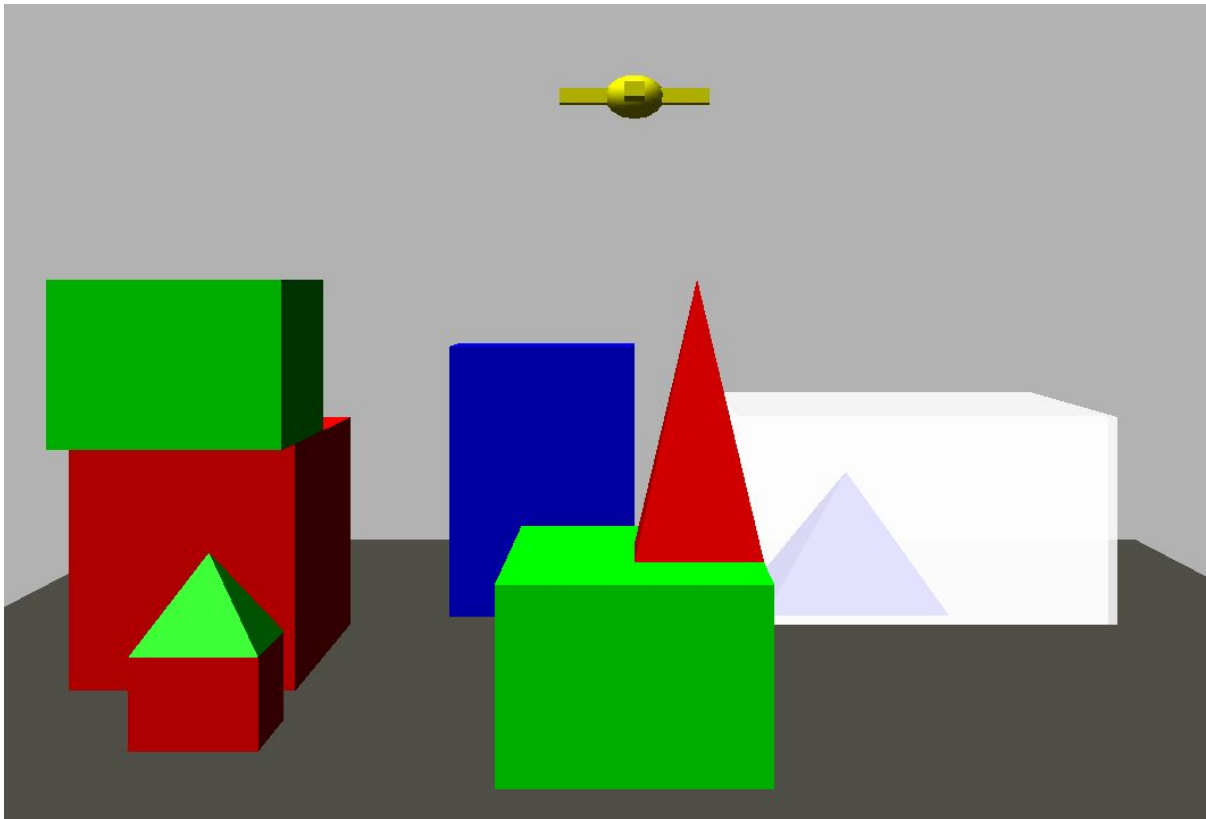


I was able to run SHRDLU on Windows using the Java wrapper with graphics.



I try asking it a question:

> WHAT IS ON THE RED BOX?
I DON'T KNOW WHAT YOU MEAN BY " THE RED BOX ".

Well, it's the big red thing? What might it be callend?

> WHAT IS ON THE BIG RED BLOCK?
THE GREEN CUBE .

Cool! They are cubes!

> WHAT IS ON THE BIG GREEN CUBE?
I'M NOT SURE WHAT YOU MEAN BY " ON" IN THE PHRASE "ON THE BGI GREEN CUBE".
DO YOU MEAN:
1 DIRECTLY ON THE SURFACE
2 ANYWHERE ON TOP OF?

Well, I guess I meant directly on the surface.

>1

...

>1

The program crashed. Time to restart.

> WHAT IS ON THE BIG GREEN CUBE?

I'M NOT SURE WHAT YOU MEAN BY " ON" IN THE PHRASE "ON THE BGI GREEN CUBE".

DO YOU MEAN:

1 DIRECTLY ON THE SURFACE

2 ANYWHERE ON TOP OF?

>1

...

>1

...

>1

...

&^%&*\$^&! Crashed again. Kill with Task Manager, restart:

> WHAT IS ON THE SMALL RED CUBE?

THE GREEN PYRAMID

Yay! It worked.

> WHAT IS BELOW THE GREEN PYRAMID?

THE RED CUBE AND THE BOX.

Which box?

> HOW MANY PYRAMIDS ARE ON THE GREEN BLOCK?

I DON'T KNOW WHICH BLOCK YOU MEAN.

How do I describe blocks?

> HOW MANY PYRAMIDS ARE ON THE BIG GREEN BLOCK?

I DON'T KNOW WHICH BIG GREEN BLOCK YOU MEAN.

&^%&*\$^&!

> HOW MANY PYRAMIDS ARE ON THE RIGHT-MOST GREEN BLOCK?
SORRY I DON'T KNOW THE WORD "RIGHTMOST".

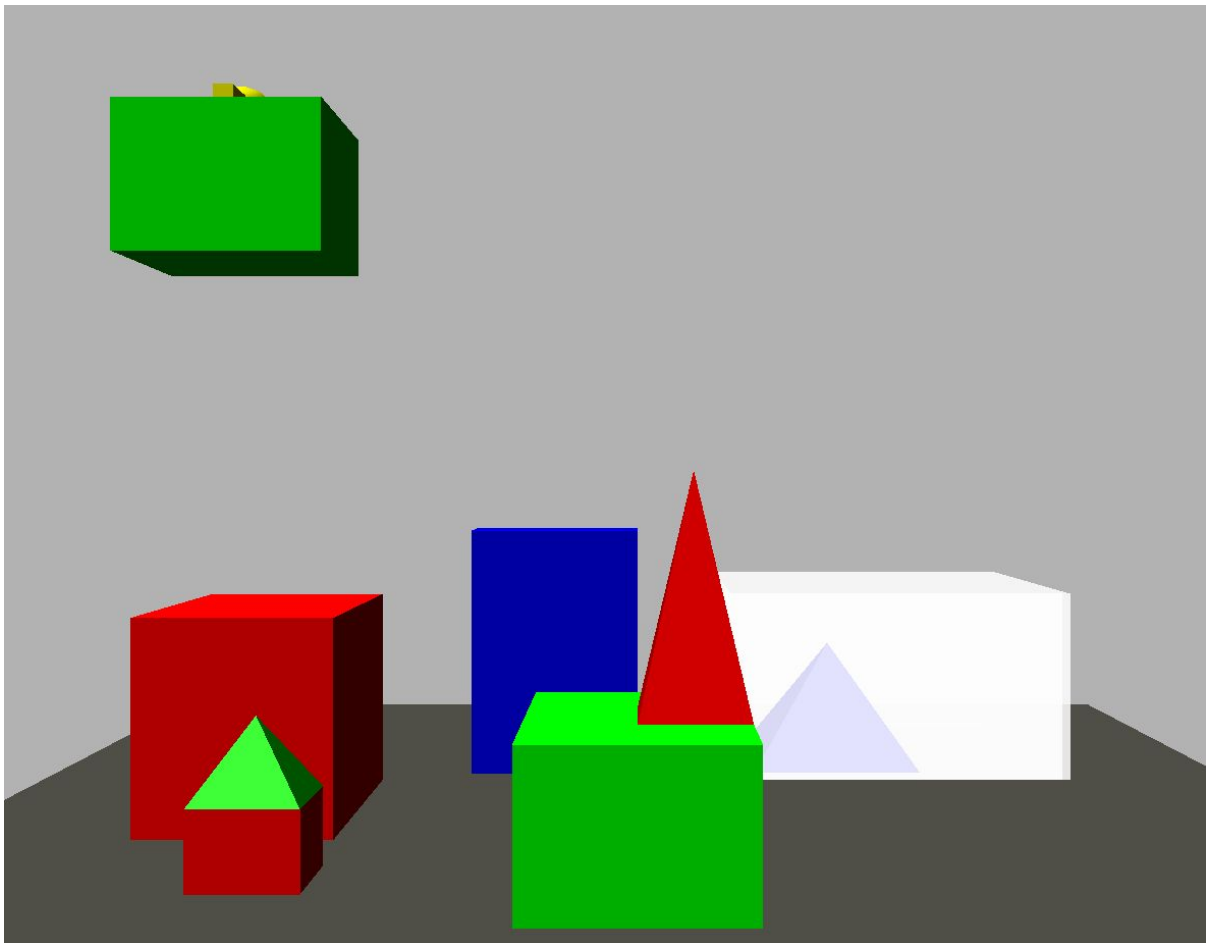
OK, I don't care about the block anymore.

> HOW MANY PYRAMIDS ARE THERE?
I DON'T UNDERSTAND.

Well thats just amazing. Obviously, just guessing what the machine understands won't work. It's not sophisticated enough. I will need to follow some established procedure. SHRDLU just failed the Turing test on an epic scale.

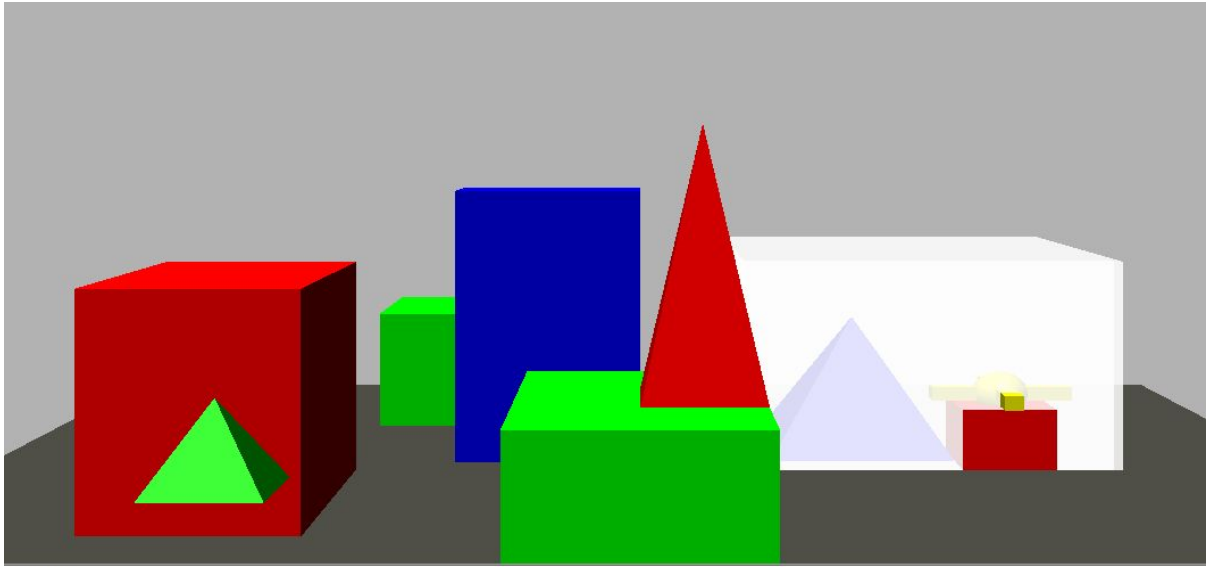
I check the famous SHRDLU demo dialog and start with the first question:

> Pick up a big green block.
OK.



Ok, so picking up seems to work.

> Find a block which is smaller than the one you are holding and put it on the white box.
OK.



Well, I'm not entirely sure what happened now. The red block seems to be inside the white box, not on top of it. And I figured out that the weird cross thing must be the hand of SHRDLU.

> What is in the white box?
THE RED CUBE AND THE BLUE PYRAMID

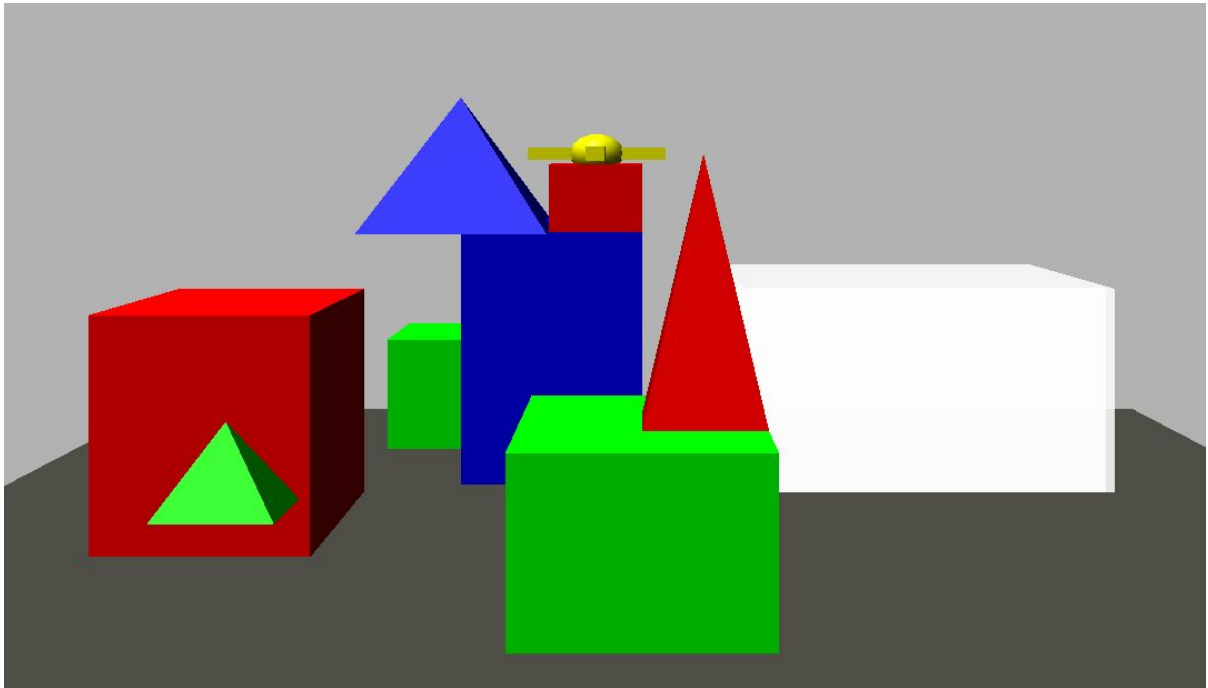
Oh, so the white thing is indeed a box and not a cube. It can contain things. And putting things on boxes makes them fall into the box?

Maybe if I put it on the blue thing?

> Put it on the blue cube.
I DON'T KNOW WHAT YOU MEAN BY " THE BLUE CUBE ".

There is only one blue thing on the screen! How can you not know this!

> Put it on the blue block.

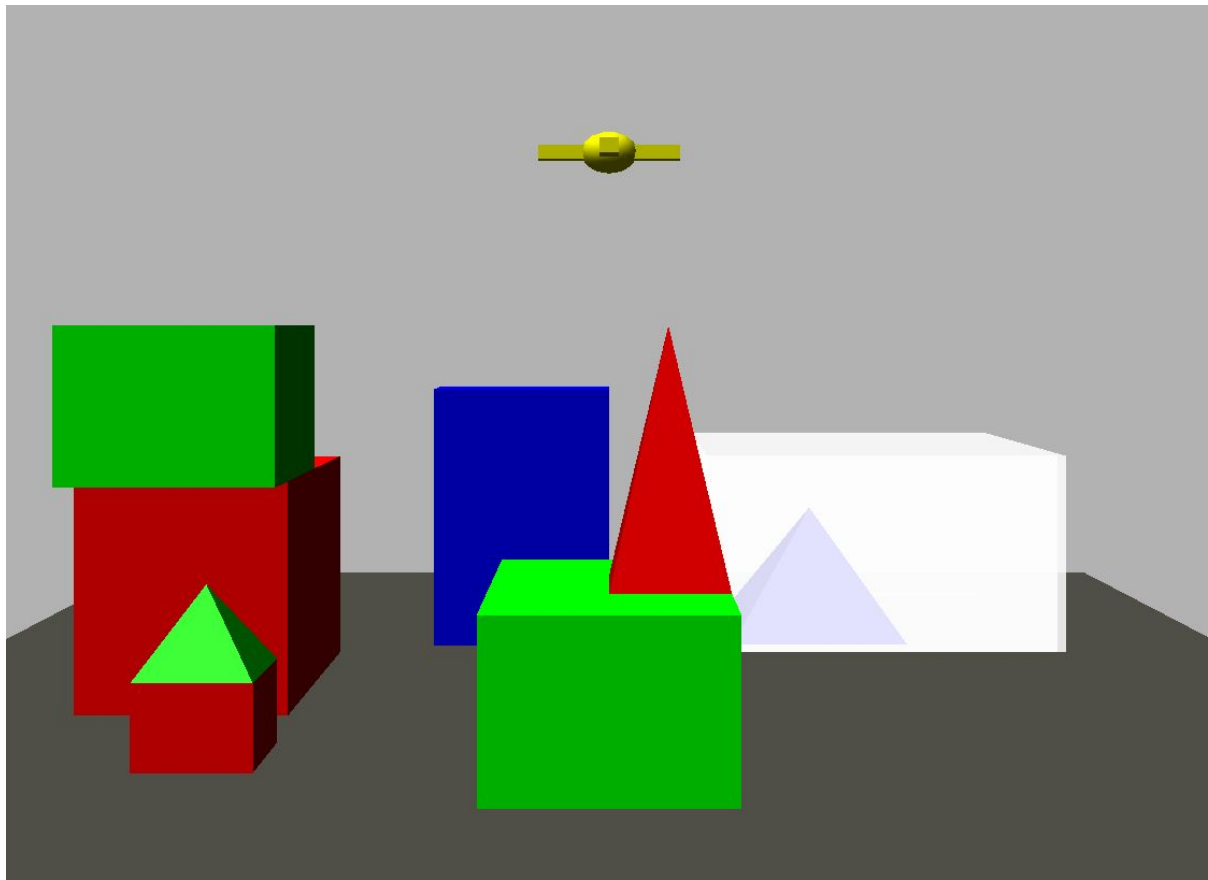


Oh, the blue thing is not a cube, but a block. And it seemed to interpret it as the contents of the white box, which is now both standing on the red block. The physics engine seems fairly basic, I don't think the blue pyramid would in fact stand like that.

> Pick up the big blue block.

... crashed again. &^%&*\$^&!

Restart:



> What is under the small green block?

I DON'T UNDERSTAND WHAT YOU MEAN BY " THE SMALL GREEN BLOCK " .

> What is under the green cube?

THE LARGE RED BLOCK ,THE BLUE PYRAMID ,THE LARGE GREEN ONE WHICH SUPPORTS THE RED PYRAMID ,THE GREEN PYRAMID ,THE RED CUBE ,AND THE BOX .

Oh, wow! So now I know the names of all the things! Also, I guess it interprets "under" to mean anything that is lower than the mentioned object, not directly under it.

> What is directly under the green cube?

I DON'T UNDERSTAND THE WORD " DIRECTLY "

> What supports the green cube?

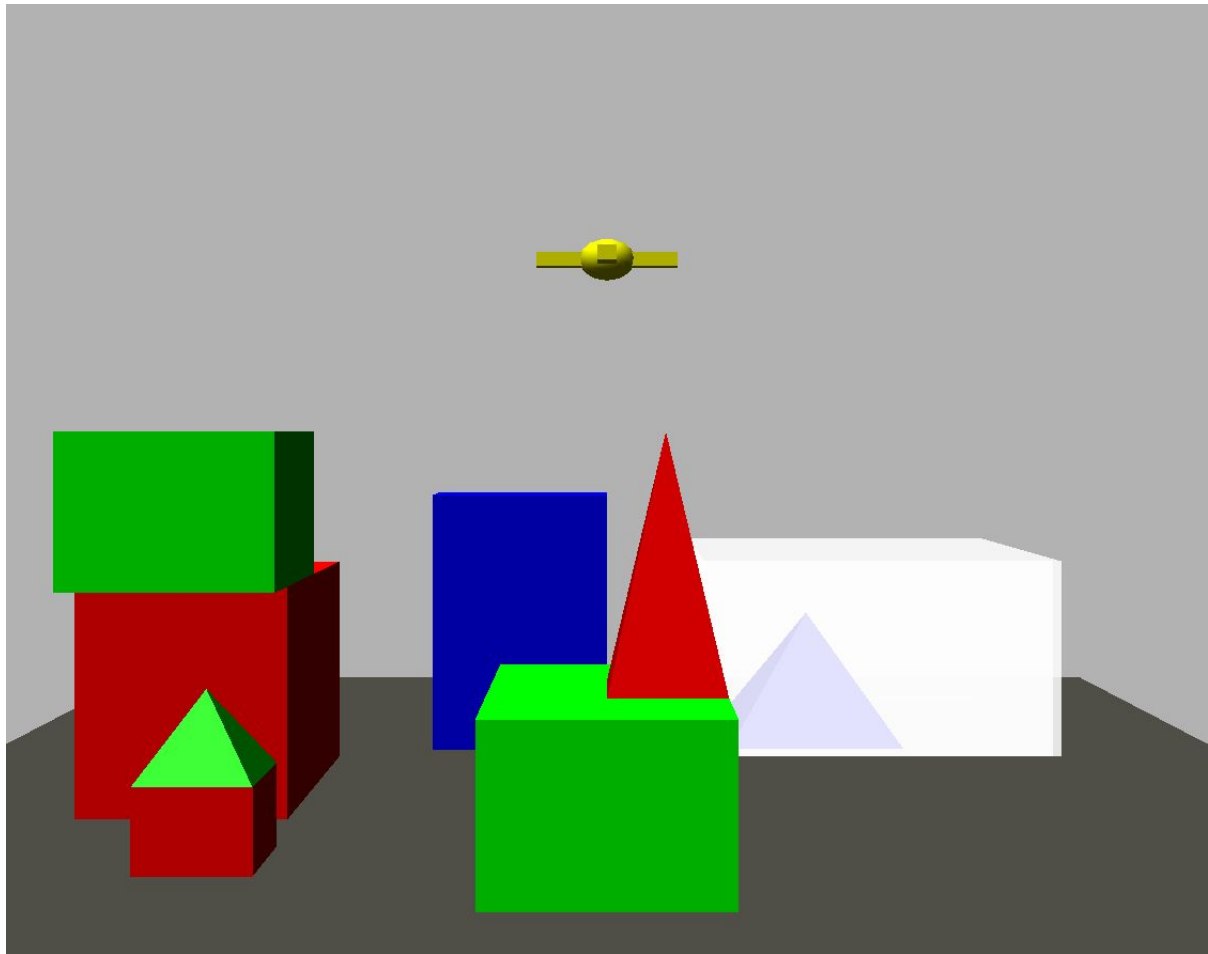
WHAT IS I DON'T UNDERSTAND.

What is I don't understand? That doesn't even make sense. You just used the word supports, you must know it!

Maybe I should try the one you just mentioned:

> What supports the red pyramid?

... crashed again. &^%&*\$^&! &^%&*\$^&! Restart:



I decide to try some more questions from the demo dialog.

> Which cube is sitting on the table?
THE RED ONE.

> Pick it up.

...

...

Crashed again.

This is no fun. I'm sure SHDLRU was really cool in the 70s, but this version just crashes all the time so I'm not even sure what it can do, which problems are problems of this modern version, and which ones are limitations of the program itself.

My conclusion:

I can reference blocks and pick them up.
Sometimes I can place them somewhere.
It crashes a lot.

I spent 1.5 hours on this and didn't get very far. I feel like I should read a research paper on SHRDLU before playing around with it.