NOC AI SMPS 2021

(Version 0.1)

```
Progress(S, a)
   return (S \cup effects<sup>+</sup>(a)) \ effects<sup>-</sup>(a)
PushSet(G, stack)
1
   push G to stack
2
   for each goal g in G
3
        push g to stack
   return
GSP(givenState, givenGoal, actions)
    plan ← empty plan
 1
 2
   stack ← empty stack
 3 S \leftarrow givenState
    PushSet(givenGoal, stack)
 4
    while stack is not empty
 5
 6
         X \leftarrow pop stack
         if X is an action a
 7
              plan ← plan o a
 8
              S \leftarrow PROGRESS(S, a)
 9
         else if X is a compound goal G, and G is not true in S
10
              PushSet(G, stack)
11
         else if X is a goal g, and g is not true in S
12
              a ← choose relevant action that achieves g
13
              if a is null then return empty plan
14
15
              push a to stack
16
              PushSet(pre(a), stack)
```

17

return plan