



Homework / Project Document

Course	Planning and Scheduling
Homework/ Project	#2
Title	UCPOP Input/Output
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Instructor	Prof. Gerhard Kraetzschmar
Project Evaluator	Prof. Gerhard Kraetzschmar
Acceptance Status	<input type="checkbox"/> Accepted <input type="checkbox"/> Revision needed <input type="checkbox"/> Rejected
Points	
Comments:	

```
File: shopping.lisp output to html with vi:TOhtml
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;;; Shopping problem using UCPPOP
;;; Author: Alex Moriarty & Alex Hagg
;;; Course: Planning & Scheduling
;;; Due: Tuesday, 29 October 2013, 1900h

;; Load the required libraries and change package
;; This prints a bunch of crap which we send to /dev/null

(defparameter *ucpop-root-dir* (string "~/src/ucpop/"))

(with-open-file (*standard-output* "/dev/null" :direction :output
               :if-exists :supersede)
  (load (concatenate 'string *ucpop-root-dir* "loader"))
  (load-ucpop)
  (in-package ucpop))

(define (domain shopping-domain)

  ;; Go from location l to m
  (:operator GO
   :parameters (?l ?m)
   :precondition (at shopper ?l)
   :effect (:and (at shopper ?m) (:not (at shopper ?l))))

  ;; Buy product p from shop s
  (:operator BUY
   :parameters (?p ?s)
   :precondition (:and (at shopper ?s) (sells ?s ?p))
   :effect (has shopper ?p))

  (define (problem shopping-example)
    :domain 'shopping-domain
    :inits ((location home)(location hardware-store)
            (location super-market)
            (at shopper home)(at drill hardware-store)
            (at milk super-market)(at banana super-market)
            (sells hardware-store drill)(sells super-market milk)
            (sells super-market banana))
    :goal (:and (has shopper drill)(has shopper milk)
              (has shopper banana)(at shopper home)))

  (bf-control 'shopping-example))
```

Generated with:

```
$ clisp shopping > shopping.output  
$ vi shopping.lisp :TOhtml
```

Initial :

```
((LOCATION HOME) (LOCATION HARDWARE-STORE) (LOCATION SUPER-MARKET)  
(AT SHOPPER HOME) (AT DRILL HARDWARE-STORE) (AT MILK SUPER-MARKET)  
(AT BANANA SUPER-MARKET) (SELLS HARDWARE-STORE DRILL)  
(SELLS SUPER-MARKET MILK) (SELLS SUPER-MARKET BANANA))
```

```
Step 1 : (GO HOME SUPER-MARKET) Created 3  
0 -> (AT SHOPPER HOME)  
Step 2 : (GO SUPER-MARKET HARDWARE-STORE) Created 2  
3 -> (AT SHOPPER SUPER-MARKET)  
Step 3 : (BUY BANANA SUPER-MARKET) Created 5  
0 -> (SELLS SUPER-MARKET BANANA)  
3 -> (AT SHOPPER SUPER-MARKET)  
Step 4 : (BUY MILK SUPER-MARKET) Created 4  
0 -> (SELLS SUPER-MARKET MILK)  
3 -> (AT SHOPPER SUPER-MARKET)  
Step 5 : (BUY DRILL HARDWARE-STORE) Created 1  
0 -> (SELLS HARDWARE-STORE DRILL)  
2 -> (AT SHOPPER HARDWARE-STORE)
```

Goal :

```
(AND (HAS SHOPPER DRILL) (HAS SHOPPER MILK)  
(HAS SHOPPER BANANA)(AT SHOPPER HOME))  
0 -> (AT SHOPPER HOME)  
5 -> (HAS SHOPPER BANANA)  
4 -> (HAS SHOPPER MILK)  
1 -> (HAS SHOPPER DRILL)
```

Facts: Complete!

```
UCPOP Stats: Initial terms = 10; Goals = 5 ; Success (5 steps)  
Created 29 plans, but explored only 21  
CPU time: 0.0430 sec  
Branching factor: 1.333  
Working Unifies: 187  
Bindings Added: 25
```