Assignment B2

	TITLE: Goal Stack Planning : Misself.				
	: galanos dota (nor)				
•	Problem: Inflorent goal Stack flanning for the				
	Statement following configurations from the blocks				
	trailes and smortder of minust state 1000.				
Times 30	พริพุธ กา เราณอริปริการิ ไกริปริสาธ กรี 450 ptem				
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	me sou bow Avid Coop Dark took too				
and st.	Les of hexpans conditions of englished of				
	Objective: · To learn and understand concept of				
an tan	now year god stack planning house, areal.				
.118	To study need and use a cool stock				
4	Planning.				
Color din	To implement good stack planning				
atom	agosishm using suitable programming				
alast b	Man or state language and to state a so say				
GAZ.	Now so boutly and of been tout reas				
• 9.1	Outcomes !!!! we will be able to an and another				
	· learn concept og goal stack planning				
state to	Implement goal stock planning				
Maria	de notte marines stores tolkow on nothice su				
30000	software : Os: wount Fedara 20 (64-bit).				
9	and Hardware RAM: 40B				
Ula	Requirements. 1400 . 500 GB .				
100	JAVA JOK Python 1968antos				
	State / Editors: Vs Python francisons				
don	e the end of alsosimm with an entity is				
atribus	is get a sition online well is				
St.	to blanco and it state initial and work				

· Jueary: joinnelly shots tood: 3.1757. God Stack Planning: · One of the earliest techniques in Planning. wing roal e stack in minus to sure to · God Stack Planning is one of the earliest Methods in artificial intelligence in which we work backwords from the goal state to the initial state : we start the goal state and we fry fullsilling the freconditions required to achive the inflicate State when been street or . . sucheside . · Shere frecondition in two have their own set of preconditions which are required to be sansy dixst. · we keep sowing these goals and sub goals until we finally arrive at me initial state. We make use of a stack at the gritial state. to hold these goals that need to be fullfilled as well the actions that we need to libe fulfilled for the. Sone los so the on ones · Afast & som the "" " " " " " State" and the "Goal State" we maintain a "world state" configuration as well · God stack west this world state to work 9ts way from gabl stack to initial state · world state on the other hard start offs as the initial state and ends up being transformed into the goal state. . A the end of algorithm with an entry stack and a set by actions which help us navigate

from the fritial state to the world state.

SO tramosara

Given below are me list of fredicated as well as				
their intended meaning.				
1. ON (A,B) : Block A is on B				
2. ONTABLE (A) : A is on table				
3. CLEAR (A) : Nothing is on top cy A delicities				
4. (toLDING (A): Arm is holding A				
5. ArmEmpty : Arm is holding nothing.				
using this we telresent the initial state				
and goal state in our example like this				
gritical State: ON (B,A) ^ ONTABLE (A) ^ Ontable (C) ^ Ontable				
(B) " (lear (B) "clear (C)" clear (D)" arm Empty				
Goal State: ON (C,A) On (B,D) On Table (A) A on Table (D)				
(lear (B) ^ (lear (C) armempty.				
(2) (3) (3) (3) (3)				
C B				
B C D D B D 9 507				
(x) oldoine				
Initial State Goal State				
operations personned by sobatic arms amounted				
The robot and as beston 4 oberations:				
1. STACK (XIY): Stacking Dlock X con Block Y.				
T. SINCE (MI)				
2. UNSTACK (XIY): PICKING UP Block X which is on Top of				
Block y				
9				
3. PICKUP (x): Picking ut Block x which on tol aj				
the table.				
ING IMIC.				

	4. PUTODWN (x): PutBlock x on the table.					
		Au jour operations have preconditions				
	which need to	be satisfied to	Personn me some.			
	These Precondition	is are represented	in the love of			
	Predicates.	100 17 10 Ration : 12				
		on 27 man : (4)				
	operators	Précondition	action .			
		1957 84 231				
		Chewi (x)				
		holdind (x)				
	(a) Knosh & Car Engl & Ca					
	unstack (xiy)	. Armenpty 1.	Lots Holding CX) A			
			(lear (y)			
		(lear (x)				
	Pick of (x)	(leas (x))	Holding (x)			
		ontable (x)				
	olots Lon	· our enfty				
	Putdown (x)	(talding (x)	Onterple (x)			
ı		opine many and				
	SPAN AND MAIN	19 1 Mark 1/8	assempty.			
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	Test lose:	a general in the				
		P. Maria				
	В		3			
	A C D	may be stated to	0			
	Initial state		coal state.			

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	ON (B,A) ONTAble (A) ONTAble (C) ONTAble (A) ONTABLE ((roal state: (on ((,A)^con(b,0)^ (ontable (A)^ contable(0)^ (lear (B)^ clear (c)^ agmently.	Pass.	
	(oal State: on (I,A)^ ()n (B,D)^ ontable (A)^ ontable (D) clear (B)^ Clear (C) amenty	Plan constated: Unstack BA Pickup C Stack CA Stack BD		

Conclusion: Thus we successfully implemented godf
Stack Planning from the blocks warlds
frobler.