Experiment No : 7

	Aim: Planning for blocks world problem
	solvery to promober
	Theory 2:000 200 that a store
books	Initial state
	D. Janes de strate of Missions.
	B plants afte con nothernal Starts
v 90	and companied and P : (1.10) Date (
O all	MA A CONTRABLE O VOMOS : (MA) MA LONG
	Bonc . V Moold 7 Bonte Con Table Con D
17/2	charli: Doon Busidans bloom stable
lon he	22-moldet 36mo enimola 30 odgomo
	00 princolo p 10 1000 25 1000
20	The block world problem is one of the most
	Famous planning domains in airtificial intelligent
	The goal state is to built one or more
e	vertical stacks of blocks disturn the hitral
01	state lintouther goal state
eposit.	Lonly one block may be moved at time,
	be liter may be beloved either anothe Hable or on
	A stop of another blocki. d'inco enimois
	- A black may not be moved if there is
	another block on top of it.
4	The world represented as a set of blocks
	and their positions. Each black has a
	unique identifier , and the state is
	defined by the arrangement of blocks
	on the dable or on other blocks.

a1 213



arrangement of blocks. the following actions one performed in Move(Miy): Move block on from its current

position to the top of block y as an

empty location on the tople

2) stack (Miy): Place block on on the

g) Fundak (Miy): Remove shiptels on From the otop & of block y. on & the block would problem helps illustrate concepts of planning and problem-solving and is often used as a stanting point for 120m andiscussing ithe computational complexity of napillatai phoming idealosab primola zumina India a Conclusio realoold To 2010042 100Hesu > Understanding and solving the block world problem provides into the challenges and Astratergies involved in poutomated planning, which is enveration various fields. 1) shall di bayon ad ton your aland A

1) To got no abold earthurp

1) pold to has a so haboranges bloom all unique identifier and the chart defined by the consequent of by bed co the doble or on other blech?