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TDDC17 Lab4

Högskoleingenjörsutbildning i datateknik, 180 hp

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Artificial Intelligence
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Task 1

You should hand in your domain and problem definition files. The files should be well commented: Explain the way you represent the domain and motivate your choice of predicates, objects and operators.

Our domain consists of six types (`shakey`, `box`, `lightswitch`, `door`, `toy`, `room`). Shakey can hold two toys (`hold_l, hold_r`) and we use a "boolean" to mark each `hold_` as busy if they are. We also need to keep track of where (`belong, box\_in, at, in`) things (`lightswitch`, `box`, `shakey`, `toy`) are located. At last, we need to connect the rooms, which is done through `connecting` and (where applicable) labeling the door as `wide`.

Motivating choice of objects? Well, they are chosen to fit the problems we wish to solve and annotated accordingly in each problem file.

Task 2

You should hand in a written description of your experimental setup (the problem parameters you chose, how you varied them etc.) and the results of the experiment, in the form of tables and/or graphs.

If you're able, try to explain why changes in different problem parameters have (or don't have) different effects on different planners.