

Experiment 04

◦ Aim:- Write a Program to Implement Monkey & Banana Problem.

◦ Theory:-

A monkey enters the room via a door. In the room, near the window, is a box. In the middle of the room hangs a banana from the ceiling. The monkey wants to grasp the banana and can do so after climbing on the box in the middle of the room.

◦ States:-

For each state we need to record:

- the position of the monkey (door, window, middle).
- the position of the box.
- if the monkey is on the box.
- if the monkey has the banana.

The initial state (door, window, no, no)

The set of goal state is (*, *, *, yes)

◦ Moves:-

walk(P): from (m, B, no, H) to (P, B, no, H)

Push(P): from (m, m, no, H) to (P, P, no, H)

climb: from (m, m, no, H) to (m, m, yes, H)

grasp: from (middle, B, yes, no) to (middle, B, yes, yes)

Step by Step solⁿ

(a) Initial state description:

$At(monkey, A) \wedge At(Banana, B) \wedge At(Box, C) \wedge Height(monkey, low) \wedge Height(Box, low) \wedge Height(Banana, High) \wedge Push(Box) \wedge Climbup(Box)$

(b) 6 action schemas

1. Go from one place to another: Action $(Go(x, y))$

precondition: $At(monkey, x)$

Effect: $At(monkey, y) \wedge \neg At(monkey, x)$

2. Push an object from one place to another.

Action $\perp push(b, x, y)$

Precondition: $At(monkey, x) \wedge CanPush(b)$

Effect: $At(b, y) \wedge At(monkey, y) \wedge \neg At(monkey, x) \wedge At(b, x)$

3. Climb up onto an object

Action: $Climbup(b)$

Precondition: $At(b, x) \wedge At(monkey, x) \wedge \neg Climbup(b)$

Effect: $On(monkey, b) \wedge \neg Height(monkey, High)$

4. Climb ^{down} from an object

Action: $Climb down(b)$

Precondition: $On(monkey, b) \wedge Height(monkey, High)$

Effect $\rightarrow \neg On(monkey, b) \wedge \neg Height(monkey, High) \wedge Height(monkey, low)$

5) Grasp on object

Action: Grasp (Object, Position, height)

Precondition: $\text{Height}(\text{Monkey}, h) \wedge \text{Height}(b, h) \wedge \text{At}(\text{Monkey}, x)$

Effect : Has (Monkey, G)

6) Ungrasp an object

Action: Ungrasp (b);

Precondition Have (Monkey, b);

Effect : Has (Monkey, object).

• Conclusion:

Thus, we have successfully implemented the monkey banana problem and understood the steps.