CS 312: Artificial Intelligence Laboratory Lab 9 Report

S V Praveen - 170010025 April 22, 2020

1 Input 3: Stack Visualization

Pushed Goal state into stack initially.

1.	Stack: pop()
	$(\text{on b c}) \land (\text{on a b})$
	(on b c)
	Pushed stack ['a', 'b'] and preconditions
2.	Stack: pop()
	$(\text{on b c}) \land (\text{on a b})$
	(on b c)
	(stack a b)
	(AE)∧(clear b)∧(clear a)
	(AE)
	(clear b)
3.	Stack: pop()
	$(\text{on b c}) \land (\text{on a b})$
	(on b c)
	(stack a b)
	$(AE) \land (clear b) \land (clear a)$
	(AE)
4.	Stack: pop()
	$(\text{on b c}) \land (\text{on a b})$
	(on b c)
	(stack a b)
	(AE)∧(clear b)∧(clear a)

5. **Stack:** pop()

```
(on b c)∧(on a b)
(on b c)
(stack a b)
```

6. Stack: pop()

```
(on b c)∧(on a b)
(on b c)
```

7. **Stack:** pop()

```
(\text{on b c}) \land (\text{on a b})
```

Pushed stack ['b', 'c'] and preconditions

8. **Stack:** pop()

```
(on b c)∧(on a b)

(stack b c)

(AE)∧(clear c)∧(clear b)

(AE)

(clear c)
```

Pushed unstack ['a', 'b'] and preconditions

9. **Stack:** pop()

```
(on b c)∧(on a b)
(stack b c)
(AE)∧(clear c)∧(clear b)
(AE)
(clear c)
(unstack a b)
(AE)∧(clear a)∧(on a b)
(AE)
(Clear a)
```

10. **Stack:** pop()

```
(on b c)∧(on a b)
(stack b c)
(AE)∧(clear c)∧(clear b)
(AE)
(clear c)
(unstack a b)
(AE)∧(clear a)∧(on a b)
(AE)
```

11. **Stack:** pop()

```
(on b c)∧(on a b)
(stack b c)
(AE)∧(clear c)∧(clear b)
(AE)
(clear c)
(unstack a b)
(AE)∧(clear a)∧(on a b)
```

12. **Stack:** pop()

```
(on b c)∧(on a b)

(stack b c)

(AE)∧(clear c)∧(clear b)

(AE)

(clear c)

(unstack a b)
```

13. **Stack:** pop()

```
(on b c)∧(on a b)
(stack b c)
(AE)∧(clear c)∧(clear b)
(AE)
(clear c)
```

14. **Stack:** pop()

```
(on b c)∧(on a b)

(stack b c)

(AE)∧(clear c)∧(clear b)

(AE)
```

15. **Stack:** pop()

```
(on b c)∧(on a b)
(stack b c)
(AE)∧(clear c)∧(clear b)
```

Pushed putdown ['a'] and preconditions

16. **Stack:** pop()

```
(on b c)∧(on a b)
(stack b c)
(AE)∧(clear c)∧(clear b)
(putdown a)
(hold a)
```

17. **Stack:** pop()

```
(stack b c)
      (AE) \land (clear c) \land (clear b)
      (putdown a)
18. Stack: pop()
     (on b c) \land (on a b)
      (stack b c)
      (AE) \land (clear c) \land (clear b)
19. Stack: pop()
     (on b c)∧(on a b)
      (stack b c)
20. Stack: pop()
     (on b c) \land (on a b)
21. Stack: pop()
22. Stack: pop()
     (\text{on b c}) \wedge (\text{on a b})
      (on b c)
     Pushed stack ['a', 'b'] and preconditions
23. Stack: pop()
      (on b c) \land (on a b)
      (on b c)
      (stack a b)
      (AE) \land (clear b) \land (clear a)
      (AE)
      (clear b)
24. Stack: pop()
     (on b c) \land (on a b)
      (on b c)
      (stack a b)
      (AE) \land (clear b) \land (clear a)
      (AE)
25. Stack: pop()
      (on b c) \land (on a b)
      (on b c)
      (stack a b)
      (AE) \land (clear b) \land (clear a)
```

 $(on b c) \land (on a b)$

26.	Stack: pop()
	$(\text{on b c}) \land (\text{on a b})$
	(on b c)
	(stack a b)
27.	Stack: pop()
	$(\text{on b c}) \land (\text{on a b})$
	(on b c)
28.	Stack: pop()
	$(\text{on b c}) \land (\text{on a b})$
29.	Stack: pop()
	FMPTY