Exercise 5.1

<u>Predicates:</u>

- At(v, x) object v is at location x
- Loc(x, w) location x is located in corridor/room w
- Lit(w) corridor/room w is lit
- $\operatorname{Tur}(z,w)$ switch z turns on or off the light in corridor/room w
- $\mathsf{Mov}(v)$ object v is movable

Operators:

$$\begin{split} \mathsf{At}(\mathsf{Shakey}, x), \mathsf{Loc}(x, w), \mathsf{Loc}(y, w), \mathsf{Lit}(w) \\ \boxed{\mathsf{Go}(x, y)} \\ \mathsf{At}(\mathsf{Shakey}, y), \neg \mathsf{At}(\mathsf{Shakey}, x) \end{split}$$

$$\begin{aligned} \mathsf{Mov}(v), \mathsf{At}(v, x), \mathsf{At}(\mathsf{Shakey}, x), \mathsf{Loc}(x, w), \mathsf{Loc}(y, w), \mathsf{Lit}(w) \\ \boxed{\mathsf{Push}(v, x, y)} \\ \mathsf{At}(v, y), \mathsf{At}(\mathsf{Shakey}, y), \neg \mathsf{At}(v, x), \neg \mathsf{At}(\mathsf{Shakey}, x) \end{aligned}$$

$$\begin{split} \mathsf{At}(\mathsf{Shakey}, x), \mathsf{At}(z, x), \mathsf{Tur}(z, w) \\ \boxed{\mathsf{TurnOn}(z)} \\ \mathsf{Lit}(w) \end{split}$$

$$\begin{split} \mathsf{At}(\mathsf{Shakey}, x), \mathsf{At}(z, x), \mathsf{Tur}(z, w) \\ \boxed{\mathsf{TurnOff}(z)} \\ \neg \mathsf{Lit}(w) \end{split}$$

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Start
At(Door1, d1), Loc(d1, Room1), Loc(d1, Corridor),
                                                   At(Switch1, d1), Tur(Switch1, Room1),
At(Door2, d2), Loc(d2, Room2), Loc(d2, Corridor),
                                                   At(Switch2, d2), Tur(Switch2, Room2),
At(Door3, d3), Loc(d3, Room3), Loc(d3, Corridor),
                                                   At(Switch3, d3), Tur(Switch3, Room3),
At(Door4, d4), Loc(d4, Room4), Loc(d4, Corridor),
                                                   At(Switch4, d4), Tur(Switch4, Room4),
      At(Box1, b1), Loc(b1, Room1), Mov(Box1),
                                                    Loc(r1, Room1),
      At(Box2, b2), Loc(b2, Room1), Mov(Box2),
                                                    Loc(r2, Room2),
      At(Box3, b3), Loc(b3, Room1), Mov(Box3),
                                                    Loc(r3, Room3),
      At(Box4, b4), Loc(b4, Room1), Mov(Box4),
                                                    Loc(r4, Room4),
            At(Shakey, start), Loc(start, Room3),
                                                  Lit(Room2), Lit(Room3), Lit(Corridor)
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$$\begin{array}{c} \mathsf{At}(\mathsf{Box}2,\mathsf{r}2) \\ \hline \mathsf{Finish} \end{array}$$