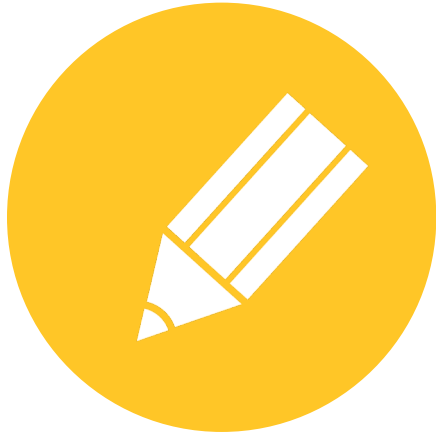




Reasoning about Actions

Blocks World in ASP

Objectives



Objective

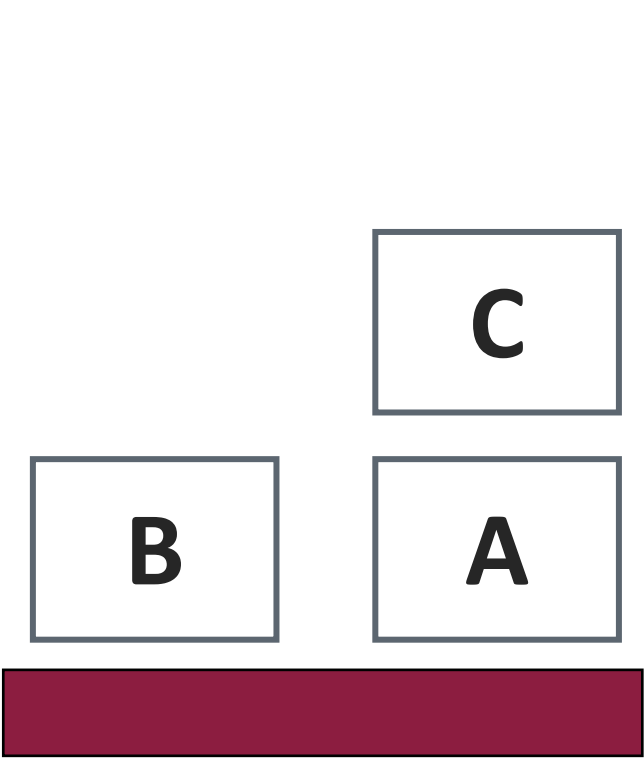
Model complex transition systems in answer set programming



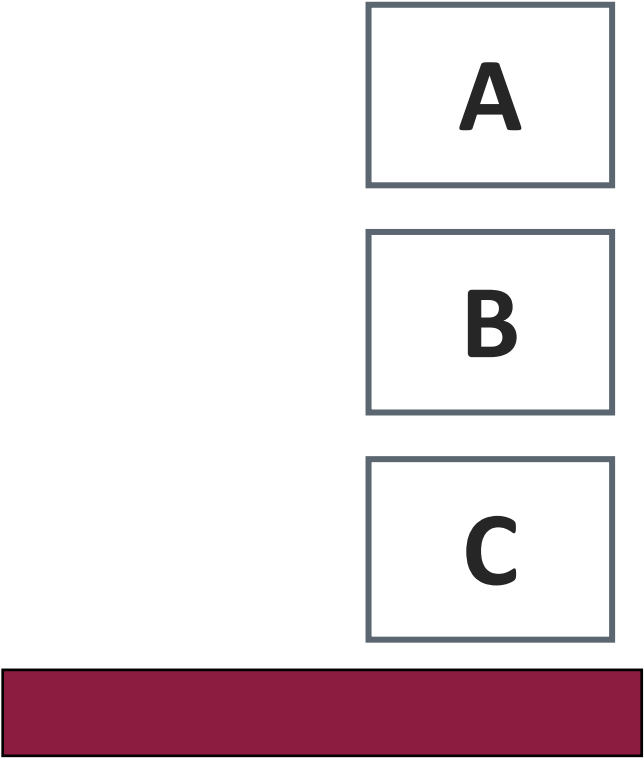
Objective

Use KR tools for answering questions about prediction, postdiction, and planning problems

Start State and Goal State



Start State



Goal State

Representing Action Domain in ASP

| sort and object declaration

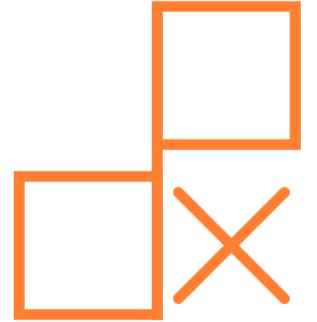
| state constraints

| effect and preconditions of actions

| action constraints

| domain independent axioms

- fluents are initially exogenous
- uniqueness and existence of fluent values
- actions are exogenous
- Commonsense law of inertia



Representing BW in ASP (I)

```
% location(B), block(B), on(B,L,T), move(B,L,T)
```

```
%%%%%%%%%
```

```
% File: blocks-scenario.lp
```

```
%%%%%%%%%
```

```
block(1..6).
```

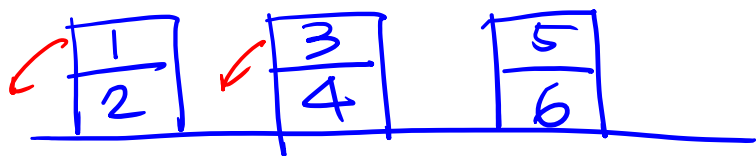
```
% initial state
```

```
:- not on(1,2,0; 2,table,0; 3,4,0; 4,table,0; 5,6,0; 6,table,0).
```

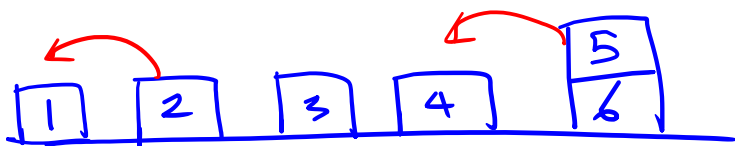
```
% goal
```

```
:- not on(3,2,m; 2,1,m; 1,table,m; 6,5,m; 5,4,m; 4,table,m).
```

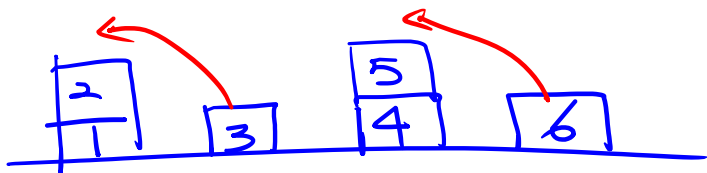
0



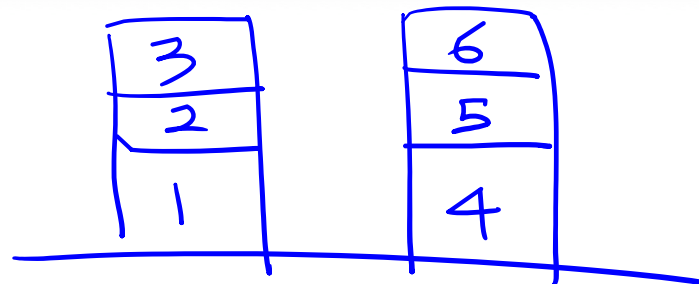
1



2



3

3
m

Representing BW in ASP (II)



```
% File: blocks.lp
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```
% sort and object declaration
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```
% every block is a location
```

```
location(B) :- block(B).
```

```
% the table is a location
```

```
location(table).
```

Representing BW in ASP (II)

%%%%%%%%%

% state description

%%%%%%%%%

% two blocks can't be on the same block at the same time

:- 2{on(BB,B,T)}, block(B), T = 0..m.

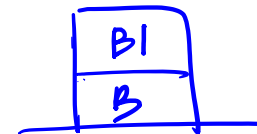
Representing BW in ASP (III)

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
% effect and preconditions of action  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

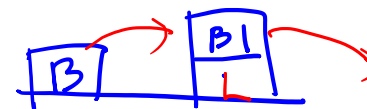
```
% effect of moving a block  
on(B,L,T+1) :- move(B,L,T).
```

```
% concurrent actions are limited by num of grippers  
:- not {move(BB,LL,T)} grippers, T = 0..m-1.
```

```
% a block can be moved only when it is clear  
:- move(B,L,T), on(B1,B,T).
```



```
% a block can't be moved onto a block that is being moved also  
:- move(B,B1,T), move(B1,L,T).
```



Representing BW in ASP (IV)

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```
% domain independent axioms
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```
% fluents are initially exogenous
```

```
1{on(B,LL,0):location(LL)}1 :- block(B).
```

```
% uniqueness and existence of value constraints
```

```
:- not 1{on(B,LL,T)}1, block(B), T = 1..m.
```

```
% actions are exogenous
```

```
{move(B,L,T)} :- block(B), location(L), T = 0..m-1.
```

```
% commonsense law of inertia
```

```
{on(B,L,T+1)} :- on(B,L,T), T = 0..m-1.
```

Running BW in clingo

Command:

- `clingo blocks.lp blocks-scenario.lp -c m=3 -c grippers=2`
- `clingo blocks.lp blocks-scenario.lp -c m=5 -c grippers=1`



Problem 1



Modify the file blocks to reflect the assumption that the table is small, so that the number of blocks that can be placed on the table simultaneously is limited by a given constant. How many steps are required to solve the example problem above if only 4 blocks can be on the table at the same time? What if only 3?

Problem 2

- | The file blocks above specifies that the initial state correctly
- | Without the specification, there will be stable models that do not correspond to valid states, like the following.

`on(1,2,0) on(2,1,0) on(3,3,0) on(4,table,0)`
`on(5,6,0) on(6,table,0)`
- | Modify the file blocks so that the stable models are in a 1-1 correspondence with valid states. How many valid states are there?

Problem 3

- | A **serializable plan** is such that the actions that are scheduled for the same time period can be instead executed consecutively, in any order without affecting the result.
- | Modify blocks to generate only serializable plans. Find a minimal length plan for the following scenario:

Initially:

`loc(m)=table, loc(l)=m, loc(a)=l, loc(b)=a, loc(c)=b,
loc(o)=table, loc(n)=o, loc(d)=n, loc(e)=d, loc(j)=e,
loc(k)=j, loc(f)=table, loc(g)=f, loc(h)=g, loc(i)=h`

In maxstep:

`loc(e)=j, loc(a)= e, loc(n)=a, loc(i)=d, loc(h)=i,
loc(m)=h, loc(o)= m, loc(k)=g, loc(c)=k, loc(b)=c,
loc(l)=b.`

Problem 4

| A minimal length plan is not necessarily optimal. Modify the program done for Problem 3 to find a plan that has the least number of actions. What is that number when maxstep m is 8, 9, and 10?

Wrap-Up

