

Artificial Intelligence. Department of Computer Science. WPI.
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Planning - In class exercise

Monkey-and-bananas problem. Russell's and Norvig's Problem 10.3 (pp.396-397), parts (a) and (b).

Initial Situation:

$At(Monkey,A) \wedge At(Bananas,B) \wedge At(Box,C) \wedge Height(Monkey,Low) \wedge Height(Box,Low) \wedge$
 $Height(Bananas,High) \wedge Pushable(Box) \wedge Climbable(Box)$

Final Situation: $Have(Monkey,Bananas) \wedge Height(Monkey,Low)$ [this last subgoal added by Ruiz]

Actions:

ACTION: $Go(x, y)$

PRECOND: $At(Monkey, x)$

EFFECT: $At(Monkey, y) \wedge \neg(At(Monkey, x))$

ACTION: $Push(b, x, y)$

PRECOND: $At(Monkey, x) \wedge At(b,x) \wedge Pushable(b)$

EFFECT: $At(b, y) \wedge At(Monkey, y) \wedge \neg At(b, x) \wedge \neg At(Monkey, x)$

ACTION: $ClimbUp(b)$

PRECOND: $At(Monkey, x) \wedge At(b, x) \wedge Climbable(b)$

EFFECT: $On(Monkey, b) \wedge Height(Monkey,High) \wedge \neg Height(Monkey,Low)$

ACTION: $Grasp(b)$

PRECOND: $Height(Monkey, h) \wedge Height(b, h) \wedge At(Monkey, x) \wedge At(b, x)$

EFFECT: $Have(Monkey, b)$

ACTION: $ClimbDown(b)$

PRECOND: $On(Monkey, b) \wedge Height(Monkey,High)$

EFFECT: $\neg On(Monkey, b) \wedge Height(Monkey,Low) \wedge \neg Height(Monkey,High)$

ACTION: $UnGrasp(b)$

PRECOND: $Have(Monkey, b)$

EFFECT: $\neg Have(Monkey, b)$