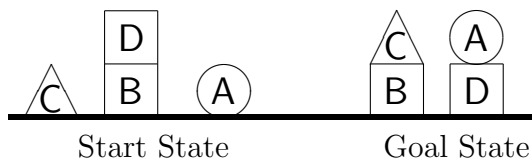


METHODS OF ARTIFICIAL INTELLIGENCE
WINTER TERM 2002/2003
KÜHNBERGER

PROGRAMMING ASSIGNMENT 3
DEADLINE: 16.02.2003

Exercise (Planning / Knowledge Representation)

We change blocks world concerning the underlying entities. We do not have any longer simply blocks but also pyramids and balls. For example, a possible situation could be something like this:



The properties of this modified blocks world can be summarized as follows:

- Balls can be put on the table or on a block but not on a pyramid or on other balls
- Pyramids can be put on the table or on a block, but not on a ball and not on other pyramids
- Blocks behave like in the standard case, except that blocks cannot be put on balls or on pyramids

Represent the described modified blocks world in Prolog:¹ you can use the situation calculus framework for this task extending the existing modeling given in the practice slides. (40 credits)

¹As usual, you can use other programming languages as well. If you want to program in a language different from Java, C, Scheme, ML, or Lisp, please ask whether we accept this language.