CS 579 – Planning Final Exam – Due 11:59 pm, May 12, 2004

Consider the 8-puzzle game (you can move the empty tile around, thereby changing the position of the numbers).

1	2	8		1	2	
5		6	3	4	5	
4	3	7	6	7	8	
Start State			Go	Goal State		

Do the following:

- 1. Representing the game, with the start and goal states as depicted in the above picture, as a planning problem. Use the following vocabularies:
  - a. **At**(**X**,**I**,**J**): the tile number X is at the I<sup>th</sup> column and J<sup>th</sup> row where (0,0) is the lower left corner and (3,3) is the top right corner; Use 0 for the empty tile;
  - b. **Left**: the empty tile moves to the left;
  - c. **Right**: the empty tile moves to the right;
  - d. **Up**: the empty tile moves up;
  - e. **Down**: the empty tile moves down;
  - f. Additional ones if you need.
- 2. A frequently used heuristic function for solving this problem as search problem is called **the Manhattan distance** function. Let us denote this function by *h*. It is the sum of the distances of the tiles from their goal positions. The distance of a tile to its goal position is the sum of the horizontal and vertical distances. For example, the distance of the tile number 1 to its goal is 1; 4 is 2; 3 is 2; etc. The value of *h* for the start state is 1 + 1 + 2 + 2 + 2 + 3 + 2 + 2 + 1 = 15.

Construct the search tree for this problem after 8 expansions. In your construction, us the Manhattan distance heuristic function and A\* algorithm.

3. Suppose that you were told that a good way to solve the problem is to select the move that reduces the function *h* at every step. Represent this knowledge as a temporal logic formula. You might introduce *defined formulas* to make the representation easier.

Demonstrate the use of this formula by the TLPlan system by executing the loop in the TLPlan algorithm three times.

4. Let  $\alpha$  be the formula that you develop in question 3. Do you think that  $\alpha$  is a good control formula in that it helps us to select the action that needs to be done at every step?

5. What is the difference between using  $\alpha$  (question 3 & 4) and using *h* (question 2) in solving the problem?

The following question is not related to the above four problems.

6. Write a paragraph detailing the difficulties you meet while working on the project. How did you overcome them?