



































Given:				
(:type wheel1 wheel)	Stuart Duccell/c E	lat Tina Duahlana		
(:type wheel2 wheel)	Stuart Russell's r	lat The Froblem		
(:type hub isa-hub)				
(:type nuts are-nuts)				
(:type boot container)				
(intact wheel2)		0 - 1		
(in jack boot)		Goal-state:		
(in pump boot)		~(is-open boot)		
(in wheel2 boot)		(in jack boot)		
(in wrench boot)		(in pump boot)		
(on wheel1 hub)		(in wheel1 boot)		
(on-ground hub)		(In wench boot)		
(tight nuts hub)		(tight nuts nub)		
~(locked boot)		(Initiated wheel2)		
~(is-open boot)		(on wheels hub)		
~(inflated wheel2)				
~(unfastened hub)				
(all x :type container)(((~	locked x) & ~(is-open x)) & (open-up x)) ⇒ (is-open x))		
(all x :type container)(((i	3-open x) & (close x)) => ~(is-open x))			
(all x)(all y :type containe	r)((((in x y) & (is-open y)) & (fetch x y)) =	=> ((have x) & ~(in x y)))		
(all x)(all y :type container)((((have x) & (is-open y)) & (put-away x y)) ⇒ (~(have x) & (in x y)))				
(all x :type are-nuts)(all y :type isa-hub)((((have wrench) & ((tight x y) & (on-ground y))) & (loosen x y))				
=> ((loose x y) & ~(tight x y)))				
(all x :type are-nuts)(all y :type isa-hub)((((have wrench) & ((loose x y) & (on-ground y))) & (tighten x y))				
=> ((tight x y)&~(loosexy)))			
(all x :type isa-hub)((((on-ground x) & (have jack)) & (jack-up x)) ⇒ (¬(on-ground x) & ¬(have jack)))				
(all x :type isa-nub)((¬(on-ground x) & (jack-down x)) ⇒ ((on-ground x) & (nave jack)))				
(all x :type are-fluts)(all y	type isa-hub)(((~(on-ground y) & (~(un	asteried y) & ((have wrench) & (loose x y)))) & (undo x		
=> ((nave x) & ((untastened y) & (¬(on x y) & ¬(loose x y)))))				
(an x-type ane-hous)(an y-type is a-hous) (((-(on-proving)) a ((unastened y) a ((have wrench) a (have x)))) a (uo-up x y))				
(all x three wheel)(all y thr	ne isa-hub)(((~(on-ground y) & (on y y)	& (unfastened v))) & (remove wheel x v))		
=>((have x))	& ((wheeless v) & ~(on x v))))			
(all x :type wheel)(all y :ty	pe isa-hub)((((have x) & ((wheeless v) &	((unfastened v) & ~(on-ground v)))) & (put-on-wheel x		
=> ((on x v) & (~(have x) & ~(wheeless v))))				
(all x :type wheel)((((haw	e pump) & (~(inflated x) & (intact x))) & (inflate x)) ⇒ (inflated x))		

Stuart Russell's Flat Tire Problem				
Plan #200 AN-STEPS: 1) (open-up boot) causal-links: 0(lin-lopen boot)->1 0(locked boot)->1 2) (fetch jack boot) causal-links: 0 -(in jack boot)->2 1 -(is-open boot)->2	7) (remove-wheel wheel1 hub) causal-links: 3 →(on ground hub)→7 0 -(on wheel1 hub)→7 ordering-constraints: 7 > 6 8) (put-sawy wheel boot) causal-links: 1 → (is-open boot)→ 8	19) (do-up nuts hub) causal-links: 3(on-ground hub)->19 4(have wrench)->19 6(unfastened hub)->19 6(have nuts)->19 ordering-constraints: 19 > 12 18) (jack-down hub) causal-links:	13) (close boot) causal-links: 1 ~(i sopen boot)> 13 ordering-constraints: 13 > 8 13 > 11 13 > 14 13 > 15	
ordering-constraints: 2 > 1 4) (fetch wrench boot)	7(have wheel 1)> 8 ordering -constraints: 8 > 7	3 (on-ground hub)> 18 ordering-constraints: 18 > 19	13 > 16 GOAL: (-(is-open boot) &	
$\begin{array}{l} \begin{array}{c} \mbox{curve} \mbox{links}; \\ 1 < (is open bod) > 4 \\ 0 < (in wrench bod) > 4 \\ 0 < (in wrench bod) > 4 \\ 0 < (in wrench bod) > 5 \\ 0 < (on-ground hub) > 5 \\ 0 < (bglit nuts hub) > 3 \\ 0 < 0 < 0 < 0 < 0 \\ 0 < 0 < 0 < 0 \\ 0 < 0 <$	 9) (retris pump boc) causal-line (retris pump boc)→ 9 control (retrison (retrison	(4) (put may jack boot) causal-lively (ab.)→ 14 ordering coordinates t > 16 (ab.)→ 14 ordering coordinates t > 16 (ab.)→ 16 (causal-lively ab.)→ 16 (causal-lively ab.)→ 17 (tighter nucl. hub) t > 10 (b) (causal-lively ab.)→ 17 (b) (causal-lively ab.)→ 17 (causal-lively ab.)→ 1	(ii) in jack boot) & (iii) n pump boot) & (iii) n pump boot) & (iii) n pump boot) & (iii) mernech boot) & (iii) and the start of	
6) (undo nuts hub) causal-links: 3 →- (on-ground hub)→ 6 0 →- (unfastened hub)→ 6 4 → (have wrench)→ 6 5 → (koose nuts hub)→ 6 ordering-constraints: 6 > 3	12) (put-on-wheel wheel2 hub) causal-links: 3(on-ground hub)> 12 6(unfastened hub)> 12 11(have wheel2)-> 12 7(wheeless hub)> 12 ordering-constraints: 12 > 7	16) (put-away wrench boot) causal-links: 1 - (i isopen boot)→> 16 4 - (have wrench)→> 16 ordering-constraints: 16 > 17		

OSCAR's Performance on Stuart Russell's Flat Tire Problem

Elapsed time = 7 39 sec

- Cumulative size of arguments = 3 96 Size of inference-graph = 565 of which 0 were unused suppositions. 70% of the inference-graph was used in the argument.
- 961 interests were adopted.
- 288 interests were discharged by nodes used in the solution. 29% of the interests were used directly in finding the solution.
- The branching factor = 1.02
- 679 interest-schemes were constructed. 257 instantiated-premises were constructed.
- 1112 cycles of reasoning occurred.
- 200 plans were constructed.

Planning and Searching

- · Planning is generally characterized as search.
- Early planners searched the state-space, but that was immense and they could not solve hard problems.
- · For a simplified version of the flat tire problem:

(number-of-plans *start-state* *operators* '((tight nuts hub) (on wheel2 hub)) 12)

There are 1,367,478,242 plans of length 12 for a branching factor of 5.77 There are 273 plans of length 12 establishing ((tight nuts hub) (on wheel2 hub)) The effective branching factor is 3.61

Planning and Searching

- · Modern planners have been described as "searching the plan-space".
- This consists of the space of (partial) plans produced in the course of searching for the solution.
- But this space is entirely dependent on the planning algorithm, and is not characteristic of the problem itself.
- · In particular, the branching factor does not tell us how hard the problem is - just how hard it is for this planner.
- Note that OSCAR's branching factor for the flat-tire problem is just 1.02. This hardly qualifies as search.

Planning and Searching

- My conjecture is that humans can only solve problems with very small branching factors, relative to their planning algorithm.
- · OSCAR constructs plans much like human beings do. Most automated planners take search seriously, but
- this makes the problems harder than they need be. OSCAR is able to solve hard problems very efficiently
- (but also very slowly compared to other planners).