

Situation Calculus

- State-based representation where the states are denoted by terms.
- A **situation** is a term that denotes a state.
- There are two ways to refer to states:
 - ***init*** denotes the initial state
 - ***do(A, S)*** denotes the state resulting from doing action A in state S , if it is possible to do A in S .
- A situation also encodes how to get to the state it denotes.



Example States

- *init*
- *do(move(rob, o109, o103), init)*
- *do(move(rob, o103, mail),
do(move(rob, o109, o103),
init)).*
- *do(pickup(rob, k1),
do(move(rob, o103, mail),
do(move(rob, o109, o103),
init))).*



Using the Situation Terms

- Add an extra term to each dynamic predicate indicating the situation.
- **Example Atoms:**

at(rob, o109, init)

at(rob, o103, do(move(rob, o109, o103), init))

at(k1, mail, do(move(rob, o109, o103), init))



Axiomatizing using the Situation Calculus

- You specify what is true in the **initial state** using axioms with *init* as the situation parameter.
- **Primitive relations** are axiomatized by specifying what is true in situation $do(A, S)$ in terms of what holds in situation S .
- **Derived relations** are defined using clauses with a free variable in the situation argument.
- **Static relations** are defined without reference to the situation.



Initial Situation

sitting_at(rob, o109, init).

sitting_at(parcel, storage, init).

sitting_at(k1, mail, init).

Derived Relations

adjacent(P₁, P₂, S) ←
between(Door, P₁, P₂) ∧
unlocked(Door, S).

adjacent(lab2, o109, S).

...



When are actions possible?

$poss(A, S)$ is true if action A is possible in state S .

$$poss(putdown(Ag, Obj), S) \leftarrow$$
$$carrying(Ag, Obj, S).$$
$$poss(move(Ag, Pos_1, Pos_2), S) \leftarrow$$
$$autonomous(Ag) \wedge$$
$$adjacent(Pos_1, Pos_2, S) \wedge$$
$$sitting_at(Ag, Pos_1, S).$$


Axiomatizing Primitive Relations

Example: Unlocking the door makes the door unlocked:

$$\begin{aligned} \text{unlocked}(\text{Door}, \text{do}(\text{unlock}(\text{Ag}, \text{Door}), S)) \leftarrow \\ \text{poss}(\text{unlock}(\text{Ag}, \text{Door}), S). \end{aligned}$$

Frame Axiom: No actions lock the door:

$$\begin{aligned} \text{unlocked}(\text{Door}, \text{do}(A, S)) \leftarrow \\ \text{unlocked}(\text{Door}, S) \wedge \\ \text{poss}(A, S). \end{aligned}$$



Example: axiomatizing *carried*

Picking up an object causes it to be carried:

$$\begin{aligned} \text{carrying}(Ag, Obj, \text{do}(\text{pickup}(Ag, Obj), S)) \leftarrow \\ \text{poss}(\text{pickup}(Ag, Obj), S). \end{aligned}$$

Frame Axiom: The object is being carried if it was being carried before unless the action was to put down the object:

$$\begin{aligned} \text{carrying}(Ag, Obj, \text{do}(A, S)) \leftarrow \\ \text{carrying}(Ag, Obj, S) \wedge \\ \text{poss}(A, S) \wedge \\ A \neq \text{putdown}(Ag, Obj). \end{aligned}$$



More General Frame Axioms

The only actions that undo *sitting_at* for object *Obj* is when *Obj* moves somewhere or when someone is picking up *Obj*.

$$\begin{aligned}
 \textit{sitting_at}(\textit{Obj}, \textit{Pos}, \textit{do}(A, S)) \leftarrow \\
 & \textit{poss}(A, S) \wedge \\
 & \textit{sitting_at}(\textit{Obj}, \textit{Pos}, S) \wedge \\
 & \forall \textit{Pos}_1 A \neq \textit{move}(\textit{Obj}, \textit{Pos}, \textit{Pos}_1) \wedge \\
 & \forall \textit{Ag} A \neq \textit{pickup}(\textit{Ag}, \textit{Obj}).
 \end{aligned}$$

The last line is equivalent to:

$$\sim \exists \textit{Ag} A = \textit{pickup}(\textit{Ag}, \textit{Obj})$$



which can be implemented as

$$\begin{aligned} \textit{sitting_at}(\textit{Obj}, \textit{Pos}, \textit{do}(A, S)) \leftarrow \\ \dots \wedge \dots \wedge \dots \wedge \\ \sim \textit{is_pickup_action}(A, \textit{Obj}). \end{aligned}$$

with the clause:

$$\begin{aligned} \textit{is_pickup_action}(A, \textit{Obj}) \leftarrow \\ A = \textit{pickup}(\textit{Ag}, \textit{Obj}). \end{aligned}$$

which is equivalent to:

$$\textit{is_pickup_action}(\textit{pickup}(\textit{Ag}, \textit{Obj}), \textit{Obj}).$$



STRIPS and the Situation Calculus

- Anything that can be stated in STRIPS can be stated in the situation calculus.
- The situation calculus is more powerful. For example, the “drop everything” action.
- To axiomatize STRIPS in the situation calculus, we can use *holds(C, S)* to mean that *C* is true in situation *S*.



$holds(C, do(A, W)) \leftarrow$
 $preconditions(A, P) \wedge$ The preconditions of
 $holdsall(P, W) \wedge$ of A all hold in W.
 $add_list(A, AL) \wedge$ C is on the
 $member(C, AL).$ addlist of A.

$holds(C, do(A, W)) \leftarrow$
 $preconditions(A, P) \wedge$ The preconditions of
 $holdsall(P, W) \wedge$ of A all hold in W.
 $delete_list(A, DL) \wedge$ C isn't on the
 $notin(C, DL) \wedge$ deletelist of A.
 $holds(C, W).$ C held before A.

