Example Templates

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while ((in_current_state (at(?1:obj ?2:loc)) or
         in_current_state (inside(?1:obj ?4:rocket))) and
         (in_goal_state (at(?1:obj ?3:loc)) or
          in_goal_state (inside(?1:obj ?4:rocket)))) do
  if (in_current_state (at(?1:obj ?2:loc)) and
      in_current_state (at(?4:rocket ?5:loc))) then
  while (in_current_state (at(?6:obj ?2:loc)) and
          in_current_state (at(?4:rocket ?2:loc)) and
          (in_goal_state (at(?6:obj ?7:loc)) or
           in_goal_state (inside(?6:obj ?4:rocket)))) do
  while (in_current_state (inside(?6:obj ?4:rocket)) and
          in_current_state (at(?4:rocket ?2:loc)) and
          in_goal_state (at(?6:obj ?2:loc))) do
  while (in_current_state (inside(?1:obj ?2:rocket)) and
          in_current_state (at(?2:rocket ?3:loc)) and
          in_goal_state (at(?1:obj ?4:loc))) do
  while (in_current_state (inside(?5:obj ?2:rocket)) and
          in_goal_state (at(?5:obj ?4:loc))) do
  while (in_current_state (at(?1:rocket ?2:loc)) and
          in_goal_state (at(?1:rocket ?3:loc))) do

Table 1: Rocket domain template
while (in_goal_state (at(?1:ball ?2:room)) and
    in_current_state (at(?1:ball ?3:room)) and
    not same (?2:room ?3:room) and
    in_current_state (at-robby(?5:room))) do
if (not same (?3:room ?5:room)) then
    move(?4 ?5 ?3)
pick(?1 ?4 ?3)
move(?4 ?3 ?2)
drop(?1 ?4 ?2)

Table 2: A simple template that solves all gripper-domain problems involving moving balls from one room to another.