Example production

<state1> is a state
<state1> has a thing <block1>
<state1> has a thing <block2>
<block1> $\neq$ <block2>
<block1> is clear
<block2> is clear
$\longrightarrow$

suggest an operator to move <block1> ontop of <block2>

Each production may have multiple instantiations

(all instantiations of a production will fire, so this single production suggests several operators)

Example instantiation

S1 is a state
S1 has a thing B1
S1 has a thing B2
B1 $\neq$ B2
B1 is clear
B2 is clear
$\longrightarrow$

suggest an operator to move B1 ontop of B2

Example instantiation

S1 is a state
S1 has a thing B2
S1 has a thing B1
B2 $\neq$ B1
B2 is clear
B1 is clear
$\longrightarrow$

suggest an operator to move B2 ontop of B1

Example instantiation

S1 is a state
S1 has a thing B1
S1 has a thing B3
B1 $\neq$ B3
B1 is clear
B3 is clear
$\longrightarrow$

suggest an operator to move B1 ontop of B3

Example instantiation

S1 is a state
S1 has a thing B2
S1 has a thing B3
B2 $\neq$ B3
B2 is clear
B3 is clear
$\longrightarrow$

suggest an operator to move B2 ontop of B3

Example instantiation

S1 is a state
S1 has a thing B3
S1 has a thing B1
B3 $\neq$ B1
B3 is clear
B1 is clear
$\longrightarrow$

suggest an operator to move B3 ontop of B1

Example instantiation

S1 is a state
S1 has a thing B3
S1 has a thing B2
B3 $\neq$ B2
B3 is clear
B2 is clear
$\longrightarrow$

suggest an operator to move B3 ontop of B2