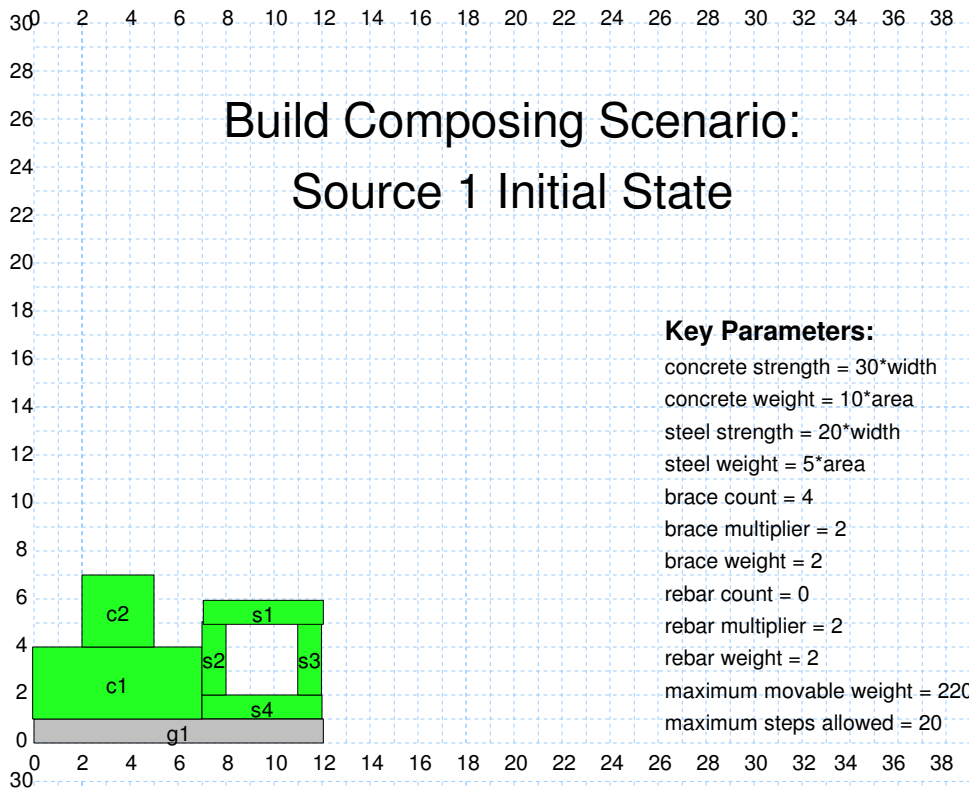


Build Composing Scenario: Source 1 Initial State

Key Parameters:

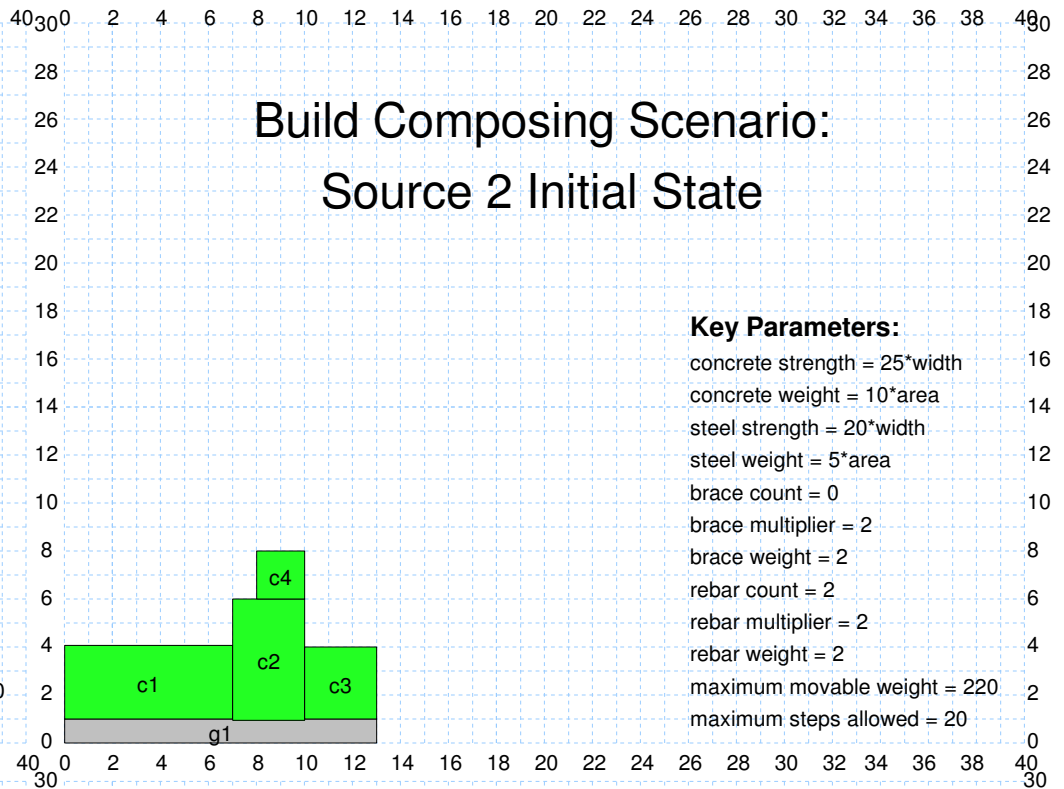
concrete strength = $30 \times \text{width}$
concrete weight = $10 \times \text{area}$
steel strength = $20 \times \text{width}$
steel weight = $5 \times \text{area}$
brace count = 4
brace multiplier = 2
brace weight = 2
rebar count = 0
rebar multiplier = 2
rebar weight = 2
maximum movable weight = 220
maximum steps allowed = 20



Build Composing Scenario: Source 2 Initial State

Key Parameters:

concrete strength = $25 \times \text{width}$
concrete weight = $10 \times \text{area}$
steel strength = $20 \times \text{width}$
steel weight = $5 \times \text{area}$
brace count = 0
brace multiplier = 2
brace weight = 2
rebar count = 2
rebar multiplier = 2
rebar weight = 2
maximum movable weight = 220
maximum steps allowed = 20



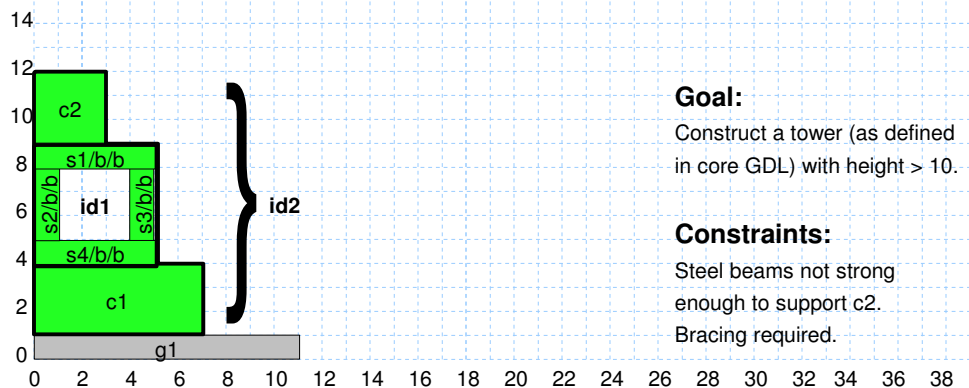
Build Composing Scenario: Source 1 Goal State

Goal:

Construct a tower (as defined in core GDL) with height > 10.

Constraints:

Steel beams not strong enough to support c2.
Bracing required.



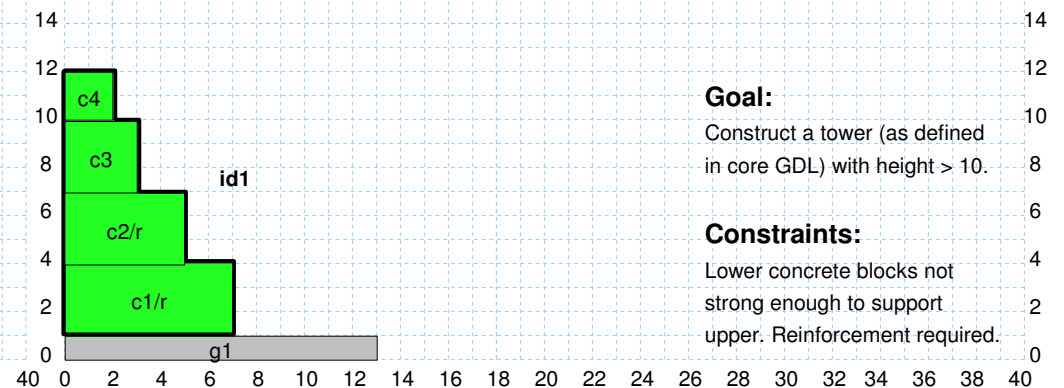
Build Composing Scenario: Source 2 Goal State

Goal:

Construct a tower (as defined in core GDL) with height > 10.

Constraints:

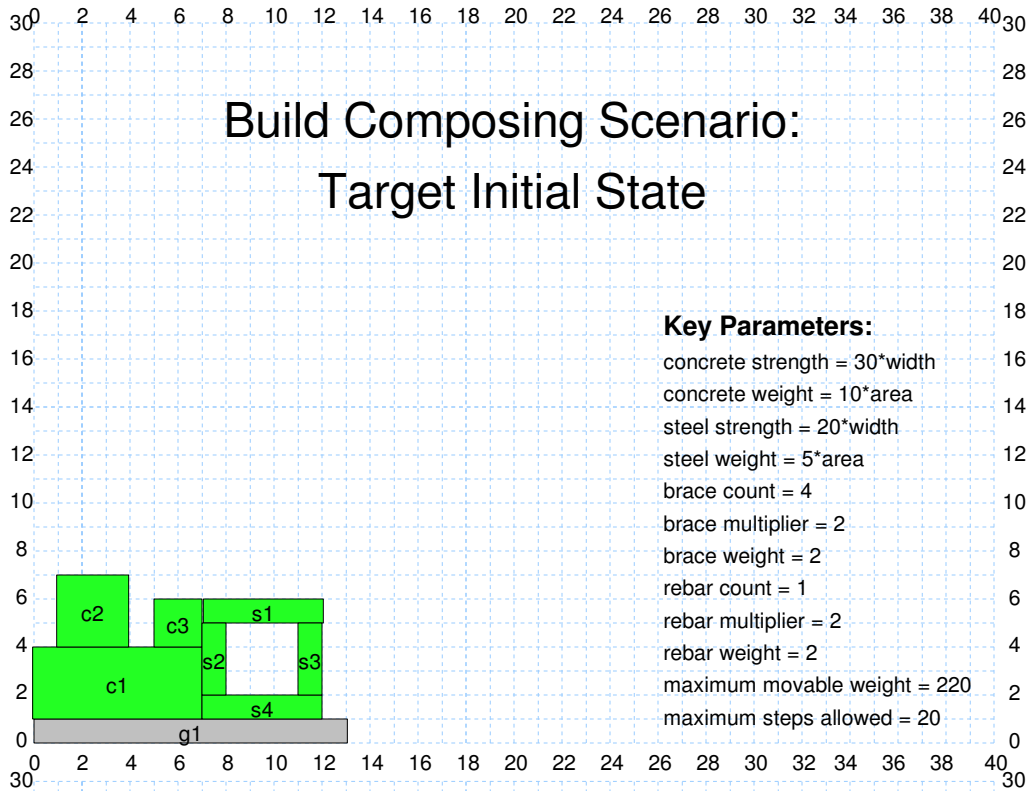
Lower concrete blocks not strong enough to support upper. Reinforcement required.



Build Composing Scenario: Target Initial State

Key Parameters:

concrete strength = $30 \times \text{width}$
 concrete weight = $10 \times \text{area}$
 steel strength = $20 \times \text{width}$
 steel weight = $5 \times \text{area}$
 brace count = 4
 brace multiplier = 2
 brace weight = 2
 rebar count = 1
 rebar multiplier = 2
 rebar weight = 2
 maximum movable weight = 220
 maximum steps allowed = 20



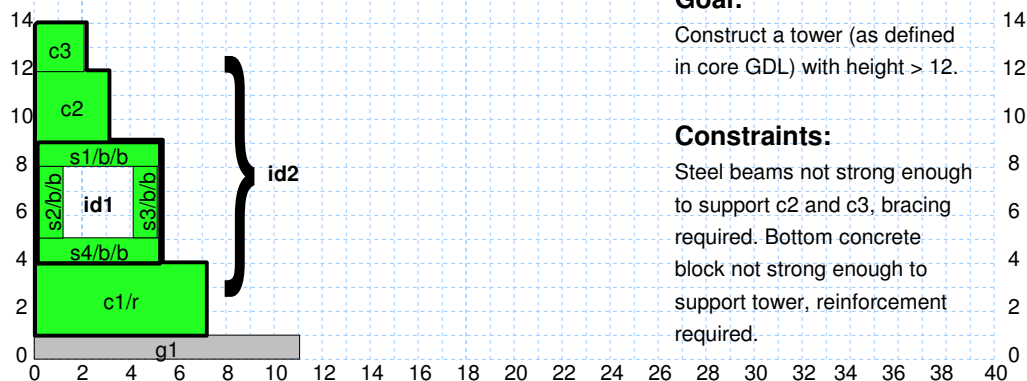
Build Composing Scenario: Target Goal State

Goal:

Construct a tower (as defined in core GDL) with height > 12.

Constraints:

Steel beams not strong enough to support c2 and c3, bracing required. Bottom concrete block not strong enough to support tower, reinforcement required.



Scenario implementation details: Core definitions (build.core.kif) remain fixed for both sources and the target. Initial state details and parameters change among individual games.

Source 1:

- Two concrete blocks
- One steel frame (four steel beams, preformed)
- Four braces

Source 2:

- Steel frame replaced with vertically oriented concrete block
- Braces replaced with two rebar
- Strength of concrete reduced
- Fourth concrete block added

Target:

- Three concrete blocks
- One steel frame (four steel beams, preformed)
- Four braces
- One rebar
- Concrete strength as in source 1