



- AssemblyHierarchical
- Barman-BDI
- Blocksworld-GTOHP
- Blocksworld-HPDDL
- Childsnack
- Depots
- Factories-simple
- Freecell-Learned-ECAI-16
- Hiking
- Logistics-Learned-ECAI-16
- Minecraft-Regular
- Monroe-Fully-Observable
- Monroe-Partially-Observable
- Multiarm-Blocksworld
- Robot
- Rover-GTOHP
- Satellite-GTOHP
- Snake
- Towers
- Transport
- Woodworking
- --- x = y