classification	name of task	num of nodes	num of pos exams	num of neg exams
move	ABC3	15	5	3
	explore	5	1	1
	go	13	1	4
	hungry	11	2	2
	isFull	3	1	1
	manipulate_parking	7	1	3
	maze4	7	1	5
	moveActivate	15	1	4
	moveActivate2	23	4	3
	moveContinue	23	4	3
	moveToPos	13	4	4
	patrol1	17	8	3
	sequence_move	7	1	3
	targetAdjacent	9	2	3
transmission	ABC_bottle	19	4	3
	checkTarget	5	1	1
	doTask	11	3	2
	fetch_bottle	9	2	3
	fetchBottle	7	2	2
	findfood	13	2	3
	followHuman	29	8	2
	hungry_kitchen	11	3	1
	panel_activateManipulator	3	1	1
	pickUp	11	4	2
	pickUp_place	19	7	3
	pickUp2	19	4	3
	place	19	8	5
	put_pickup_tray	15	1	4
manipulation	acceptMoveFinger	3	1	1
	attack	9	2	2
	ABCholdKnife	9	2	3
	attack_taskA	13	1	4
	ballFound	11	7	3
	charge	7	2	1
	evaluate	13	2	1
	grip_put	11	1	4
	gripper	7	1	3
	inputTarget	49	3	3
	intCompare	21	6	3
	openDoor	5	1	1
	processMaterial	9	1	2

classification	name of task	num of nodes	num of pos exams	num of neg exams
priority	acceptDoOtherTask	33	5	3
	alarm1	15	3	1
	alarm2	15	2	3
	alarm3	11	3	3
	alarm4	25	6	4
	alarm5	15	6	4
	attackTarget	29	3	3
	autonomus	19	5	3
	chargeFull	19	3	4
	checkBattery_ABC	33	4	3
	firefighting	19	3	4
	get_food	15	3	3
	lowBattery_ABC	41	3	3
	mars	15	3	5
	mars2	17	6	3
	maze1	7	4	2
	maze2	7	4	3
	maze3	11	6	2
	maze5	13	2	4
	openDoor2	13	2	3
	passThroughDoor	13	3	2
	passThroughDoor2	11	3	1
	pickDeliver	23	4	3
	pour_drink	19	3	3
	roomKnown	37	4	4
	searchAns	9	2	2
	shedTree	23	3	4
	invTask	33	4	3
	waitData	21	4	4