

Percepts:

1| Clap

2| Clap

3| Pet

4| Clap

5| Bump

6| Pet

7l Pet

8| Clap

Rescept Segmences

>2 W=3 SZ=dap clap W=1 W=1 W=2

S3 = clapdap pet

Percept Sequence:

1. [Clap] weight=1

Meow

Actions:

2. [Clap, Clap] w=3

Walk

3. [Pet][Pet] w=13

Purr

4. [Pet] w=4

Stop

5. [Clap][Pet] w=8

Purr, Walk

6. [Clap][Clap][Bump] w=12

Walk, Meow, Stop

7. [Clap][Clap][Pet] w=10 Walk, Stop, Purr, Walk

8. [Clap][Bump] w=15

Walk, Blink, Stop

S3=clap dy it

W=1 W=1 W=9

Wlich Las

best W=? W=10

S4) dap V=1

S5) clap bump [W=15] S5 > Walt, Wirk, Stop walk,

S7) S7: Reph Red W±13 S7 > Walk, Blink, Stop

Total cost:

(32: Ret Red W=8 S87 Clap V=1 10+15+13+11