


```

((VP (:x . :y))
  <
    (VERB :x :vf :oper)
    (MEMBER one :vf)
    (NP :y :block :rest)
    (OPTPARTIC :rest :vf)
    (:oper :block))
  ((VP (:x . :y))
    <
      (VERB :x :vf :oper)
      (MEMBER two :vf)
      (NP :y :block1 :rest)
      (BLOCK :block1 :q1 :q2 :q3 :q4 stackable)
      (GoOnNp :rest :block2 :rest1)
      (BLOCK :block2 :e1 :e2 :e3 supportive :e4)
      (:oper :block1 :block2)))
  ((VERB pickup (one)
    pickup))
  ((VERB pick (up one)
    pickup))
  ((VERB put (two)
    puton))
  ((VERB stack (two)
    puton))
  ((VERB put (down one)
    putdown)))
  ((NP1 (:x :y . :z)
    :w :u :r)
    <
      (PREP :y :y1)
      (NOM :x :x1)
      (NP :z :v :r)
      (:y1 :w :v)
      (BLOCK . :w1)
      (LISTMEMB (:x1 . :u)
        :w1)
      (SPLIT :w1 :w :w2))
    ((NP1 (:x . :y)
      :v :u :r)
      <
        (NOM :x :x1)
        (NP1 :y :v (:x1 . :u)
          :r))
      ((NP1 (:x . :y)
        :w :u :y)
        <
          (NOM :x :x1)
          (BLOCK . :w1)
          (LISTMEMB (:x1 . :u)
            :w1)
          (SPLIT :w1 :w :w2)))
      ((NP (:x . :y)
        :v :r)
        <
          (ART :x)
          (NP1 :y :v NIL :r))
        ((NP :x :v :r)
          <
            (NP1 :x :v NIL :r)))
      ((NOM red red))
      ((NOM block cube))
      ((NOM cube cube))
      ((NOM cube1 cube1))
      ((NOM cube2 cube2))
      ((NOM cube3 cube3))
      ((NOM big large))
      ((NOM small small))
      ((NOM blue blue))
      ((NOM white white))
      ((NOM green green))
      ((NOM pyramid1 pyramid))
      ((NOM pyramid pyramid))
      ((NOM sphere sphere)))
      ((BLOCK pyramid1 white pyramid 3 NIL stackable))
      ((BLOCK cube2 blue cube 5 supportive stackable))
      ((BLOCK cube3 green cube 1 supportive stackable))
      ((BLOCK cube1 red cube 10 supportive stackable))
      ((BLOCK sphere black sphere 3 NIL stackable))
      ((BLOCK table NIL NIL NIL supportive NIL))
      ((BLOCK hand NIL NIL NIL supportive NIL))
      ((on cube3 hand))
      ((on sphere table))
      ((on cube1 table))
      ((on cube2 table))
      ((on pyramid1 table)))
      ((clear table))
      ((clear :x))

```

```
<
  (on :y :x)
  (puton :y table))
((clear :x))
((puton :x :y)
 <
  (noteq :x table)
  (clear :x)
  (noteq :y pyramid)
  (noteq :y sphere)
  (clear :y)
  (on :x :w)
  (delete (on :x :w))
  (assert (on :x :y]))
```

VARIABLE INDEX

functions1 ..1 *predicates1* .1 *temp-foo*1 *temp-pred* ...1 *variables1* ..1 BLOCKSCOMS1
