

# heuristic\_state\_space

*Heuristic state space description predicates including navigation.*

author:

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version:

1.1

date:

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compilation:

static, context\_switching\_calls

instantiates:

public class

specializes:

public state\_space

## Public interface

### next\_state/4

*Generates a state sucessor.*

compilation:

static

template:

next\_state(ProcessModelID,State,Next,Cost)

mode - number of solutions:

next\_state(+process\_model,+nonvar,-nonvar,-number) - zero\_or\_more

### heuristic/2

*Estimates state distance to a goal state.*

compilation:

static

template:

heuristic(State,Estimate)

mode - number of solutions:

heuristic(+nonvar,-number) - one

### navigate/6

...

compilation:

static

mode - number of solutions:

navigate(+process\_model,+list(state),?list(state),?list(path),?var(costs),  
+term(conditions)) - zero\_or\_more

## Protected interface

*(see related entities)*

## Private predicates

*(see related entities)*