state_space

State space description predicates including navigation.

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version:
    1.2
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compilation:
    static, context_switching_calls
instantiates:
    public class
specializes:
    public object

Public interface

initial_state/2

Initial state.

compilation:
    static
template:
    initial_state(ProcessModelID,State)
mode - number of solutions:
    initial_state(+process_model,?nonvar) - one_or_more

goal_state/2

Goal state.

compilation:
    static
template:
    goal_state(ProcessModelID,State)
mode - number of solutions:
    goal_state(+process_model,?nonvar) - one_or_more

next_state/3

Generates a state sucessor.

compilation:
    static
template:
    next_state(ProcessModelID,State,Next)
mode - number of solutions:
    next_state(+process_model,+nonvar,-nonvar) - zero_or_more

member_path/2

True if a state is member of a list of states.

compilation:
```
static
```
template:
```
member_path(State,Path)
```
mode - number of solutions:
```
member_path(+nonvar,+list) - zero_or_one
```

navigate/5

```
...
```

compilation:
```
static
```
mode - number of solutions:
```
navigate(+process_model,+list(state),?list(state),?list(path),
+term(conditions)) - zero_or_more
```

print_state/1

Pretty print state.

compilation:
```
static
```
template:
```
print_state(State)
```
mode - number of solutions:
```
print_state(+nonvar) - one
```

print_path/1

Pretty print a path (list of states).

compilation:
```
static
```
template:
```
print_path(Path)
```
mode - number of solutions:
```
print_path(+list) - one
```

Protected interface

(see related entities)

Private predicates

(see related entities)