

planning()

初期状態: {B on C, A on B}

aGoal = "B on C"

1回目: {clear C, holding B}

aGoal = "clear C"

aGoal = "holding B"

2回目: {B on ?y1, clear B,
handEmpty}

aGoal = "B on ?y1"

planningAGoal()

theGoal = "B on C"

Unify成功

Place ?x0 on ?y0

theBinding = {?y0=C, ?x0=B}

newGoal="Clear ^C?y0, holding ^B?x0"

OK!(省略)

theGoal = "holding B"

Remove ?x1 from on top ?y1

theBinding = {?y1=??, ?x1=B}

newGoal={^B?x1on?y1, clear^B?x1,
handEmpty}

theGoal = "B on ?y1"

Unify成功

Place ?x2 on ?y2

theBinding = {?y2=?y1, ?x2=B}

3回目: {clear?y2, holding B}

aGoal = "clear C"

...

newGoal = {clear ^{?y1}?y2, holding ^B?x2}

theGoal = "Clear ?y2"

Stateリストを見て...

theBinding = {^{?y2=A}?y2=A}

...

Stateリスト

Clear A
Clear B
Clear C
onTable A
onTable B
onTable C
handEmpty

[Clear A と Clear ?y2 で Matching]

ココが問題！

?y2=?y1 であるので、
?y2=?y1=A となるとき、
Place B on Aと
になってしまう...

Unifyレベルで制御する必要