LASRE looking for a new name

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Abstract— abstract...

I. INTRODUCTION

II. CORE LANGUAGE

Interesting core-language examples

- drop an item to any field that contains both red item and circle-shaped item (can be the same item): *foreach point in {world containing item has color red} and {world containing item has shape circle} {visit point; drop item}*
- if possible, form a horizontal line on the floor out of all items robot currently has and starting at robot's current position: *strict {while robot has item {drop item; move right}}; strict {while robot has item {drop item; move left}}*
- keep bringing circle-shaped items to room1 until there is a red item in room1: *while not { item has color red at room1} {visit {world containing item has shape circle} minus room1; pick item has shape circle; visit room1; drop item has shape circle}*

III. NATURALIZATION OF THE LANGUAGE

The task of putting all items of different colors to different rooms looks in the core language like this

foreach point in world containing item has color red { visit point; pick every item has color red}; visit room1; drop every item has color red; foreach point in world containing item has color green { visit point; pick every item has color green}; visit room2; drop every item has color green; foreach point in world containing item has color blue { visit point; pick every item has color blue}; visit room3; drop every item has color blue; foreach point in world containing item has color yellow { visit point; pick every item has color yellow}; visit room4; drop every item has color yellow

The same task could be accomplished using naturalization with

red to room1; green to room2; blue to room3; yellow to room4

with a single definition of *red to room1* as

foreach point in world containing item has color red { visit point; pick every item has color red}; visit room1; drop every item has color red

. If the next thing would be to put all items of different shapes to different rooms, it would again be possible to do it by

triangle to room1; circle to room2; square to room3

IV. EVALUATION AND SYSTEM DESCRIPTION

References are important to the reader; therefore, each citation must be complete and correct. If at all possible, references should be commonly available publications.

REFERENCES

[1] G. O. Young, Synthetic structure of industrial plastics (Book style with paper title and editor), in Plastics, 2nd ed. vol. 3, J. Peters, Ed. New York: McGraw-Hill, 1964, pp. 1564.