PDDL Problem

```
(define (problem BW-rand-4)
(:domain blocksworld-4ops)
(:objects a b c d )
(:init
(handempty)
(ontable a)
(ontable b)
(on c b)
(on d a)
(clear c)
(clear d))
(:goal
(and
(on a d)
(on b c))))
```

AutoPlanBench

```
(define (problem BW-rand-4)
(:domain blocksworld-4ops)
(:objects object_0 object_1 object_2 object_3 )
(:init
(handempty)
(ontable object_0)
(ontable object_1)
(on object_2 object_1)
(on object_3 object_0)
(clear object_2)
(clear object_3))
(:goal
(and
(on object_0 object_3)
(on object_1 object_2))))
```

Natural-language encoding problem

My current initial situation is as follows:

There are 4 objects: object_0, object_1, object_2, object_3

Currently, object_0 is clear, object_0 is on the table, object_1 is on object_3, object_2 is clear, object_2 is on object_1, object_3 is on the table, the hand is empty

My goal is that in the end

object_0 is on object_2, object_1 is on object_0