

**function** ANGELIC-SEARCH(*problem, hierarchy, initialPlan*) **returns** a solution or fail

*frontier*  $\leftarrow$  a FIFO queue with *initialPlan* as the only element

**while** true **do**

**if** IS-EMPTY?(*frontier*) **then return** fail

*plan*  $\leftarrow$  POP(*frontier*) // chooses the shallowest node in *frontier*

**if** REACH<sup>+</sup>(*problem.INITIAL, plan*) intersects *problem.GOAL* **then**

**if** *plan* is primitive **then return** *plan* // REACH<sup>+</sup> is exact for primitive plans

*guaranteed*  $\leftarrow$  REACH<sup>-</sup>(*problem.INITIAL, plan*)  $\cap$  *problem.GOAL*

**if** *guaranteed*  $\neq \{\}$  and MAKING-PROGRESS(*plan, initialPlan*) **then**

*finalState*  $\leftarrow$  any element of *guaranteed*

**return** DECOMPOSE(*hierarchy, problem.INITIAL, plan, finalState*)

*hla*  $\leftarrow$  some HLA in *plan*

*prefix, suffix*  $\leftarrow$  the action subsequences before and after *hla* in *plan*

*outcome*  $\leftarrow$  RESULT(*problem.INITIAL, prefix*)

**for each** sequence **in** REFINEMENTS(*hla, outcome, hierarchy*) **do**

            add APPEND(*prefix, sequence, suffix*) to *frontier*

**function** DECOMPOSE(*hierarchy, s<sub>0</sub>, plan, s<sub>f</sub>*) **returns** a solution

*solution*  $\leftarrow$  an empty plan

**while** *plan* is not empty **do**

*action*  $\leftarrow$  REMOVE-LAST(*plan*)

*s<sub>i</sub>*  $\leftarrow$  a state in REACH<sup>-</sup>(*s<sub>0</sub>, plan*) such that *s<sub>f</sub>*  $\in$  REACH<sup>-</sup>(*s<sub>i</sub>, action*)

*problem*  $\leftarrow$  a problem with INITIAL = *s<sub>i</sub>* and GOAL = *s<sub>f</sub>*

*solution*  $\leftarrow$  APPEND(ANGELIC-SEARCH(*problem, hierarchy, action*), *solution*)

*s<sub>f</sub>*  $\leftarrow$  *s<sub>i</sub>*

**return** *solution*