[posicaoRobo(b), posicao(verde, a), posicao(amarelo, b)], Plano, EstadoFinal). breadth_plan(State, Goals, Plan, FinalState):candidate(Plan), plan(State, Goals, Plan, FinalState). conc([], L, L). satisfied(State, []). conc([X|L1],L2, [X|L3]):satisfied(State, [Goal | Goals]):conc(L1, L2, L3). member(Goal, State), candidate([]). satisfied(State, Goals). candidate([First | Rest]):- candidate(Rest). selectGoal(State, Goals, Goal):member(Goal, Goals), not(member(Goal, State)). plan(State, Goals, [], FinalState):satisfied(State, Goals). achieves(Action, Goal):plan(State, Goals, Plan, FinalState):adds(Action, Goals). conc(PrePlan, [Action | PostPlan], Plan), % Divide o plano member(Goal, Goals). selectGoal(State, Goals, Goal), % escolhe um objetivo % acha uma ação que satisfaz o objetivo escolhido achieves(Action, Goal), can(Action, Condition), plan(State, Condition, PrePlan, MidState1), % torna a ação possível adds(mover(Pos1, Pos2),[posicaoRobo(Pos2)]). apply(MidState1, Action, MidState2), % aplica a ação plan(MidState2, Goals, PostPlan, FinalState). % trabalha para satisfazer os outros objetivos adds(pegar_bloco(Bl, Pos), [posicao(Bl, robo)]). adds(depositar_bloco(Bl, Pos), [posicao(Bl, Pos)]). deletes(pegar_bloco(Bl, Pos), [posicao(Bl, Pos)]). can(pegar_bloco(Bl, Pos), [posicao(Bl, Pos), posicaoRobo(Pos)]):deletes(depositar_bloco(BI, Pos), [posicao(BI, robo)]). bloco(BI), deletes(mover(Pos1, Pos2), [posicaoRobo(Pos1)]). apply(State, Action, NewState) :deletes(Action, DelList). can(depositar_bloco(Bl, Pos), [posicaoRobo(Pos), posicao(Bl, robo)]). :delete_all(State, DelList, State1), !, delete_all([], _, []). bloco(BI), adds(Action, AddList). posicao(Pos). delete_all([X | L1], L2, Diff) :conc(AddList, State1, NewState). can(mover(Pos1, Pos2), [posicaoRobo(Pos1)]):member(X, L2), !, posicao(Pos1), delete_all(L1, L2, Diff). posicao(Pos2), delete_all([X | L1], L2, [X | Diff]) :diferentes(Pos1, Pos2). delete_all(L1, L2, Diff).

plan([posicaoRobo(b), posicao(amarelo,a), posicao(verde, b)],