## An exercise: blocks world planning

There are a collection of blocks: a block can be on the table, or on top of another block. There are three predicates:

- clear(x): there is no block on top of block x;
- ullet on(x,y): block x is on top of block y; and
- onTable(x): block x is on the table.

There are three actions:

- move(x,y,z): move block x from block y onto block z, provided x is on y, both x and z are clear;
- moveFromTable(x,y): move block x from the table onto block y, provided x is on the table, both x and y are clear; and
- moveToTable(x, y): move block x from block y onto the table, provided x is on y, and x is clear.

The initial state is:

a b c

The goal state is:



С