



*)refers to the temporal order

While the hand is moving toward some objects

- Hypo about AGENT
- Hypo about LOCATION

Termination condition

- 1) MOVE_TO: hand velocity is 0 and one agent candidate is near to one location object (do not consider ambiguous case e.g. multiple objects serving as location)
- 2) DROP: contact ON->OFF. AGENT was the one that had contact beforehand.
- 3) GRASP: contact OFF->ON and LOCATION object doesn't move afterward
- 4) RAM: contact OFF-> ON and LOCATION object moves afterward