

State Selection	State Distance Aggregation	Planning Graph	Mutex Type	Mutex Worlds	Heuristic
Single	+ Interaction	<i>SG</i>	None	Same	Max
Aggregate	Independence	<i>MG</i>	Static	Intersect	Sum
Subset	Overlap	<i>LUG</i>	Dynamic	Cross	Level
All	- Interaction		Induced		Relaxed Plan