Errata for Lecture 1: Classical Planning: Goal

Original definition here with positive ground literals applies to STRIPS only

- Goal State:
  - Goal is a partially specified state, represented as a conjunction of ~~**positive ground**~~ literals
  - A state s satisfies a goal g if s contains all the literals in g
  - Examples:
    - $Hungry \wedge Sleepy \wedge Bored$ satisfies the goal $Hungry \wedge Bored$
    - $At(Cargo_1, SFO)$ satisfies the goal $At(c, SFO)$ with substitution $\{c/Cargo_1\}$ where c is a variable for any cargo

Follow general definition of Goal in PDDL on page 21