## 1. PROGRAMMING 2. GENERALIZATION 3. EXECUTION Goal World state 1.1 Low-level action 2.1 Problem definition (kinest. demonstration) **GUI** interaction move() Preconditions move(block,A,B) **Effects** position(block) = A position(block) = B empty(B) empty(A) 1.2 High-level action (condition inference) 2.2 Task Planning