

Example 1: Basic watering

garden_watered

not_hold_any_can

know_about_dry_bed

can_in_hands

— can_empty —

not_stand_nextTo_theBed

theBed_dry

1. `if` garden_watered **and** cleaned **then** COMMIT
2. `if` garden_watered **then** subGoal_Clean
3. **if not_hold_any_can then subGoal_FindTakeCan**
4. `if` can_in_hands **and** empty **then** subGoal_FillUpTheCan
5. **`if` know_about_dry_bed & not_stand_nextTo_theBed **then** subGoal_GoThere**
6. `if` stand_nextTo_theBed **and** theBed_dry **then** atomicWatering

Clean

App.

Taxi

Cons.

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can_in_hands

can_empty

know_about_dry_bed

not_stand_nextTo_theBed

theBed_dry

1. `if` garden_watered **and** cleaned **then** COMMIT
2. `if` garden_watered **then** subGoal_Clean
3. **`if` not_hold_any_can **then** subGoal_FindTakeCan**
4. `if` can_in_hands **and** empty **then** subGoal_FillUpTheCan
5. **`if` know_about_dry_bed & not_stand_nextTo_theBed **then** subGoal_GoThere**
6. `if` stand_nextTo_theBed **and** theBed_dry **then**
atomicWatering

Clean

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2. **if** garden_watered **then** subGoal_Clean
3. **if** not_hold_any_can **then** subGoal_FindTakeCan
4. **if** can_in_hands **and** empty **then** subGoal_FillUpTheCan
5. **if** **know_about_dry_bed & not_stand_nextTo_theBed**
then **subGoal_GoThere**
6. **if** stand_nextTo_theBed **and** theBed_dry **then**
atomicWatering

Clean

App.

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3. **if** not_hold_any_can **then** subGoal_FindTakeCan
4. **if** can_in_hands **and** empty **then** subGoal_FillUpTheCan
5. **if** know_about_dry_bed & not_stand_nextTo_theBed **then** subGoal_GoThere
6. **if stand_nextTo_theBed and theBed_dry then atomicWatering**

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3. **if** not_hold_any_can **then** subGoal_FindTakeCan
4. **if** can_in_hands and empty **then** subGoal_FillUpTheCan
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3. **if** not_hold_any_can **then** subGoal_FindTakeCan
4. **if** can_in_hands and empty **then** subGoal_FillUpTheCan
5. **if** know_about_dry_bed & not_stand_nextTo_theBed **then** subGoal_GoThere
6. **if** stand_nextTo_theBed and theBed_dry **then** atomicWatering

Clean

App.

Taxi

Cons.

Example 2: Filling the watering can

garden_watered

not_hold_any_can

can_in_hands

can_empty

know_about_dry_bed

not_stand_nextTo_theBed

theBed_dry

1. **if** garden_watered **and** cleaned **then** COMMIT
2. **if** garden_watered **then** subGoal_Clean
3. **if** not_hold_any_can **then** subGoal_FindTakeCan
4. **if** can_in_hands and empty **then** subGoal_FillUpTheCan
5. **if** know_about_dry_bed & not_stand_nextTo_theBed **then** subGoal_GoThere
6. **if** stand_nextTo_theBed **and** theBed_dry **then** atomicWatering

garden_watered

not_hold_any_can

can_in_hands

— can_empty —

know_about_dry_bed

not_stand_nextTo_theBed

theBed_dry

1. **if** garden_watered **and** cleaned **then** COMMIT
2. **if** garden_watered **then** subGoal_Clean
3. **if** not_hold_any_can **then** subGoal_FindTakeCan
4. **if** can_in_hands and empty **then** subGoal_FillUpTheCan
5. **if** know_about_dry_bed & not_stand_nextTo_theBed **then** subGoal_GoThere
6. **if** stand_nextTo_theBed **and** theBed_dry **then** atomicWatering

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not_hold_any_can

know_about_dry_bed

can_in_hands

can_empty

not_stand_nextTo_theBed

theBed_dry

1. `if` garden_watered **and** cleaned **then** COMMIT
2. `if` garden_watered **then** subGoal_Clean
3. `if` not_hold_any_can **then** subGoal_FindTakeCan
4. `if` can_in_hands and empty **then** subGoal_FillUpTheCan
5. `if` know_about_dry_bed & not_stand_nextTo_theBed **then** subGoal_GoThere
6. `if` stand_nextTo_theBed **and** theBed_dry **then** atomicWatering

Example 3: More watering cans

Example 4: More objects in general

1. **if** garden_finished **and** cleaned **then** COMMIT
2. **if** garden_finished **then** subGoal_Clean
3. **if** not_hold_any_bucket **then** subGoal_FindTakeBucket
4. ...

1. **if** garden_finished **and** cleaned **then** COMMIT
2. **if** garden_finished **then** subGoal_Clean

3. **if** not_hold_any_bucket **then** subGoal_FindTakeBucket
4. **if** not_have_rake **then** subGoal_PutRakeToBucket
5. ...

1. **if** garden_finished **and** cleaned **then** COMMIT
2. **if** garden_finished **then** subGoal_Clean

3. **if** not_hold_any_bucket **then** subGoal_FindTakeBucket
4. **if** not_have_rake **then** subGoal_PutRakeToBucket
5. **if** not_have_scoop **then** subGoal_PutScoopToBucket
6. ...

1. **if** garden_finished **and** cleaned **then** COMMIT
2. **if** garden_finished **then** subGoal_Clean

3. **if** not_hold_any_bucket **then** subGoal_FindTakeBucket
4. **if** not_have_rake **then** subGoal_PutRakeToBucket
5. **if** not_have_scoop **then** subGoal_PutScoopToBucket
6. **if** not_have_plane **then** subGoal_PutPlaneToBucket

7. ...

Example 5: Timeouts

garden_watered

not_hold_any_can

know_about_dry_bed

can_in_hands

can_empty

not_stand_nextTo_theBed

theBed_dry

1. `if` garden_watered **and** cleaned **then** COMMIT
2. `if` garden_watered **then** subGoal_Clean
3. `if` not_hold_any_can **then** subGoal_FindTakeCan
4. `if` can_in_hands and empty **then** subGoal_FillUpTheCan
5. `if` know_about_dry_bed & not_stand_nextTo_theBed **then** subGoal_GoThere
6. `if` stand_nextTo_theBed **and** theBed_dry **then** atomicWatering

0:00.00

Timeout = 15:00.00

5:00.00

10:00.00

14:00.00

14:55.00

14:57.00

14:58.00

14:59.00

15:00.00

Example 6: The player

- | | |
|------------------------------------------------------------------------------------------|-------|
| 1. if garden_watered and cleaned then COMMIT | Clean |
| 2. if garden_watered then subGoal_Clean | |
| 3. if not_hold_any_can then subGoal_FindTakeCan | App. |
| 4. if can_in_hands and empty then subGoal_FillUpTheCan | |
| 5. if know_about_dry_bed & not_stand_nextTo_theBed
then subGoal_GoThere | Taxi |
| 6. if stand_nextTo_theBed and theBed_dry then
atomicWatering | Cons. |