

# Generalissimo

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# Technology

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Features

- Plain Java 1.6
- Own inference engine: **InFrance**
- `com.sun.net.httpserver.HTTPServer`

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# Pluggable Heuristics

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## Features

- **Heuristics**
- Subgoals
- Wishlist

Hierarchy of heuristics successively partitions

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- **Heuristics**
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Hierarchy of heuristics successively partitions  
and repartitions successor moves

# Heuristic: Subgoal Partitioning

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Features

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- Heuristics

- **Subgoals**

- Wishlist

$(goal\ robot\ 100) \leq$   $(position\ gold\ ?x)\ (moneybin\ ?x)$   
 $(position\ bottle\ ?y)\ (bottlebin\ ?y)$   
 $(position\ trash\ ?z)\ (dustbin\ ?z)$

# Heuristic: Subgoal Partitioning

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- Heuristics

- **Subgoals**

- Wishlist

$(goal\ robot\ 100) \leq (position\ gold\ ?x) (moneybin\ ?x)$

$(goal\ robot\ 100) \leq (position\ bottle\ ?y) (bottlebin\ ?y)$

$(goal\ robot\ 100) \leq (position\ trash\ ?z) (dustbin\ ?z)$



# Whishlist

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## Features

- Heuristics
- Subgoals
- **Wishlist**

- Redesign of inference engine (This one's too slow)
- New heuristics: check distance from (sub)goals not regarding legality of moves