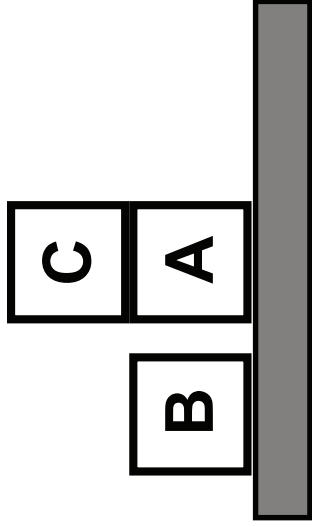


Example: Blocks world

"Sussman anomaly" problem

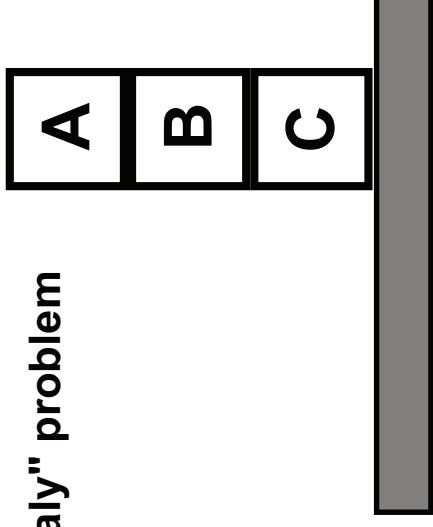


Start State

$Clear(x)$ $On(x,z)$ $Clear(y)$

PutOn(x,y)

$\sim On(x,z)$ $\sim Clear(y)$
 $Clear(z)$ $On(x,y)$



Goal State

$Clear(x)$ $On(x,z)$

PutOnTable(x)

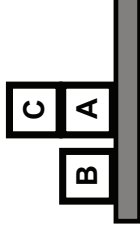
$\sim On(x,z)$ $Clear(z)$ $On(x, Table)$

+ several inequality constraints

Example contd.

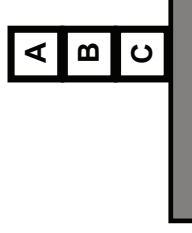
START

$On(C,A)$ $On(A, Table)$ $C(B)$ $On(B, Table)$ $C(C)$

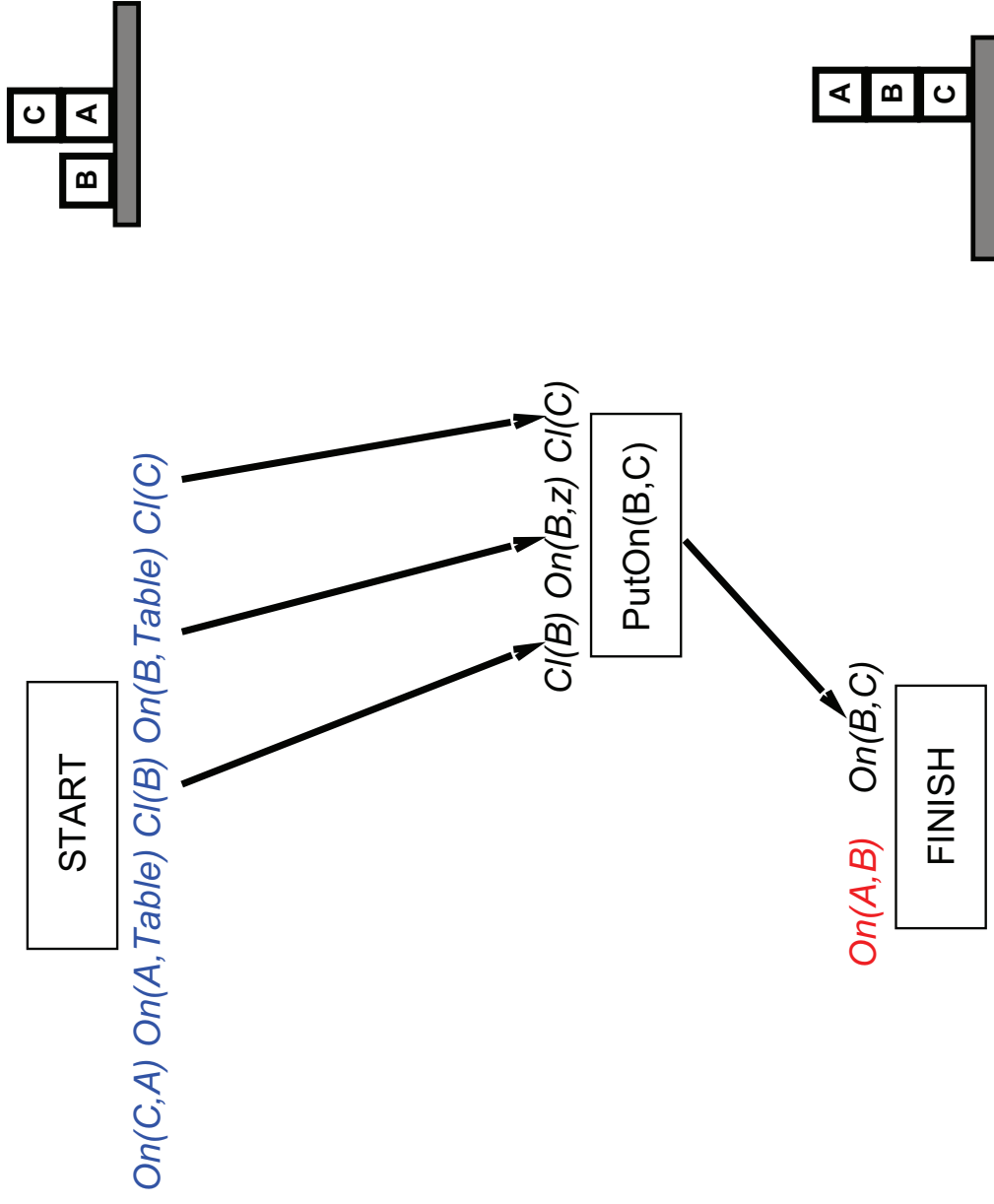


$On(A,B)$ $On(B,C)$

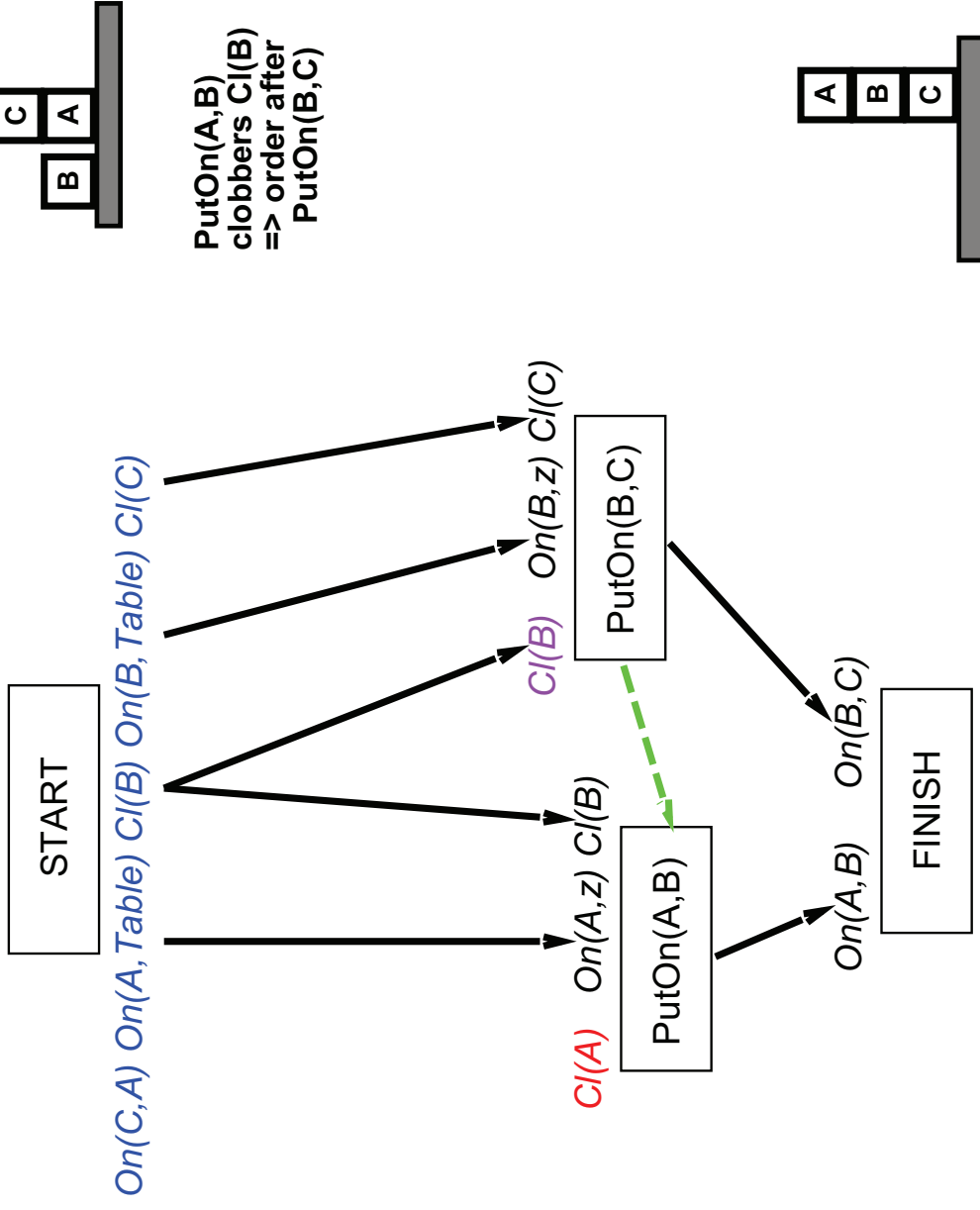
FINISH



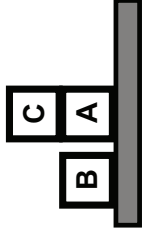
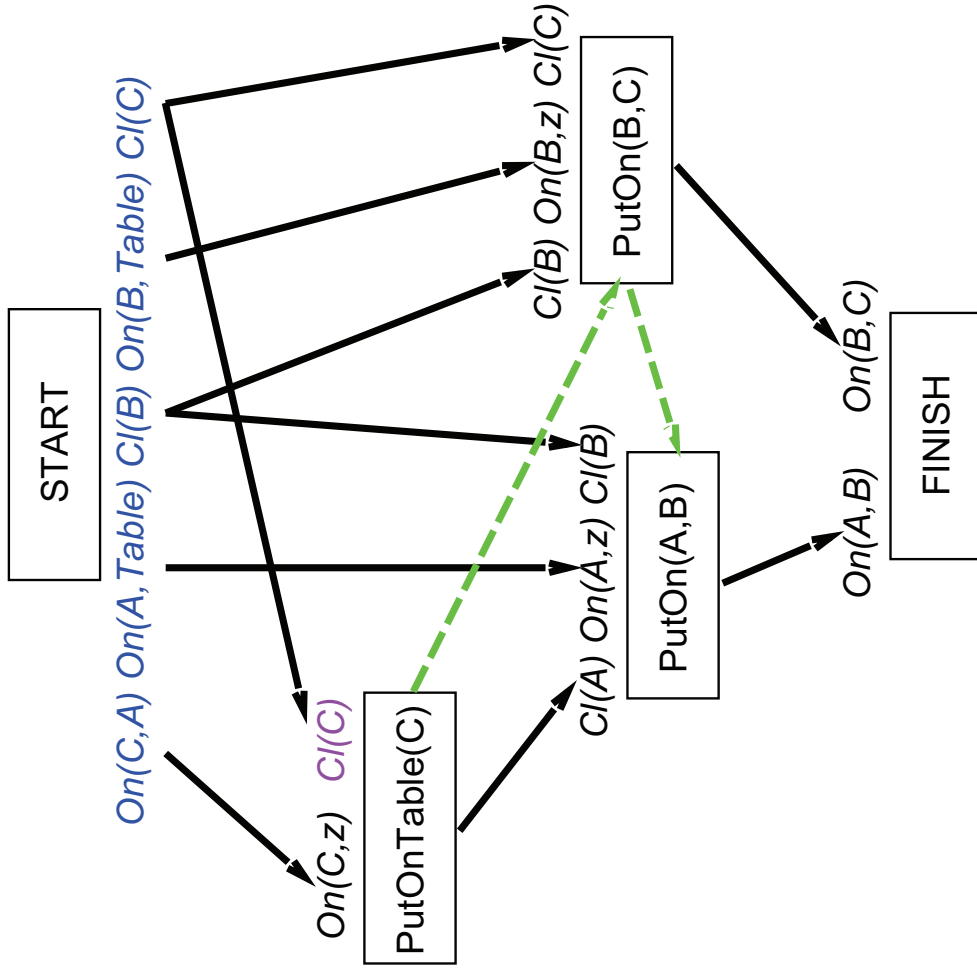
Example contd.



Example contd.



Example contd.



PutOn(A,B)
clobbers C(B)
=> order after
PutOn(B,C)

PutOn(B,C)
clobbers C(C)
=> order after
PutOnTable(C)

