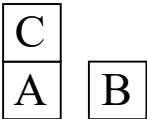
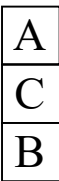


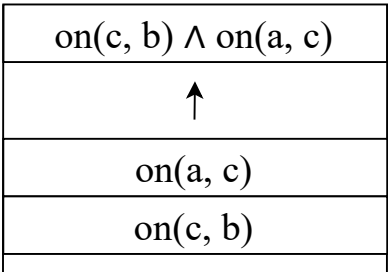
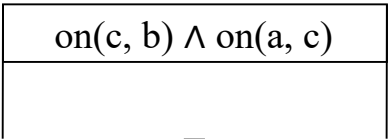
Initial state



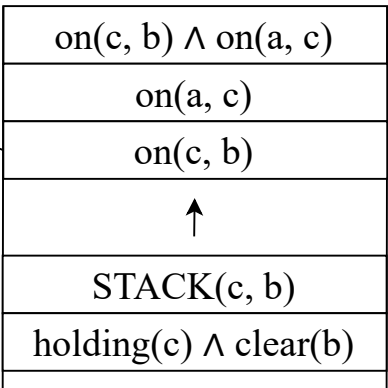
Goal



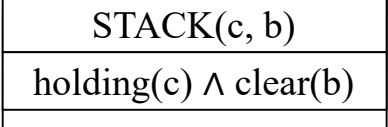
Goal stack



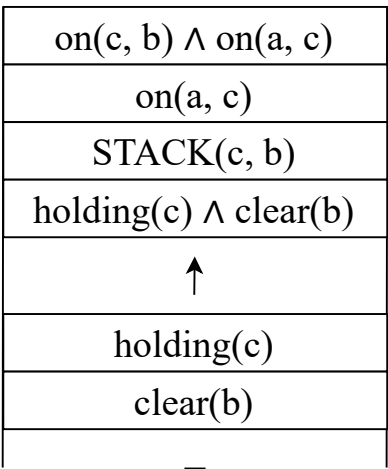
Disjunction of goals
Push in arbitrarily decided order



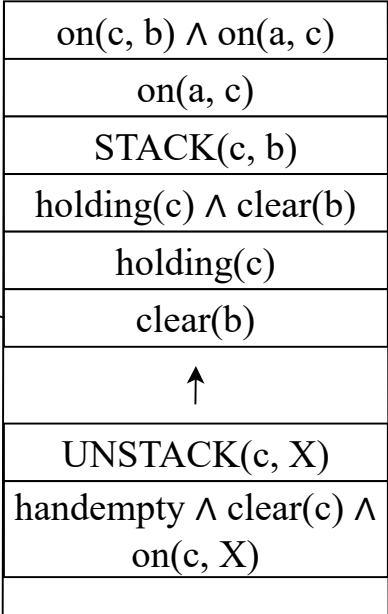
Single goal (not \subseteq of current state)
Pop and push suitable action



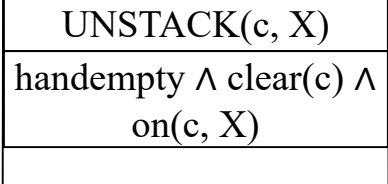
Preconditions of STACK



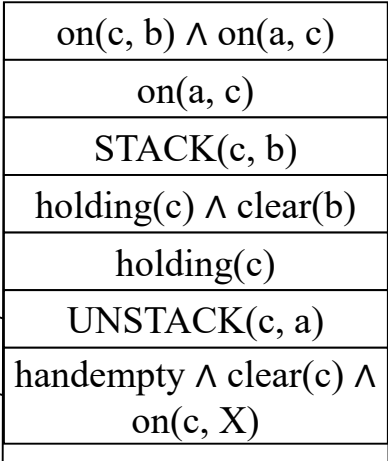
Disjunction of goals
Push in arbitrarily decided order



Single goal (not \subseteq of current state)
Pop and push suitable action

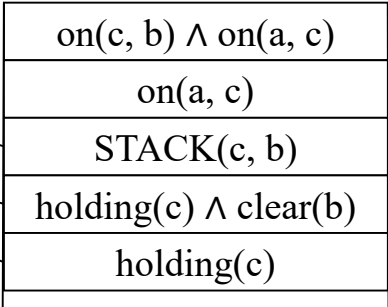


Preconditions of UNSTACK



Apply action

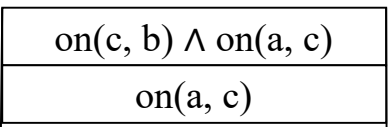
Goals \subseteq of current state
with substitution X/a



Apply action

Goals \subseteq of current state

Goal \subseteq of current state

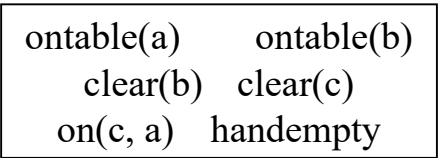


Single goal (not \subseteq of current state)
Pop and push suitable action

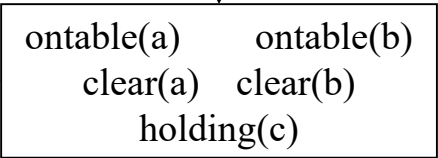
⋮

Continue until stack empty

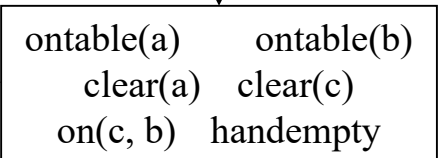
Current state



UNSTACK(c, a)



STACK(c, b)



⋮