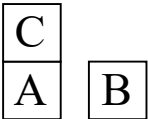
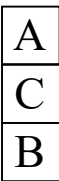


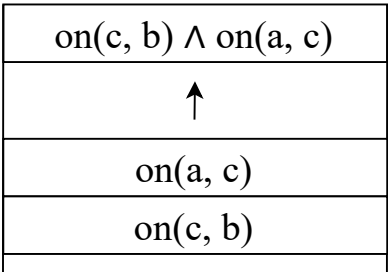
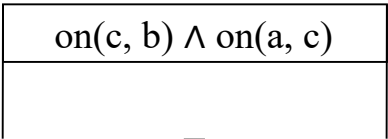
Initial state



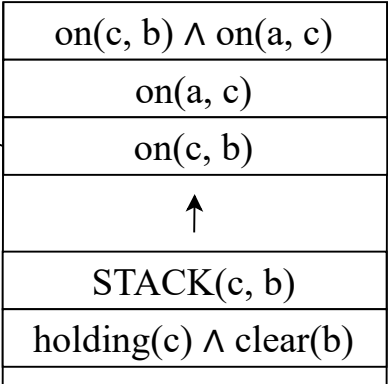
Goal



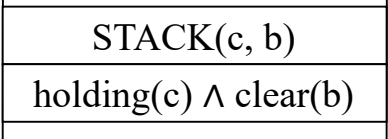
Goal stack



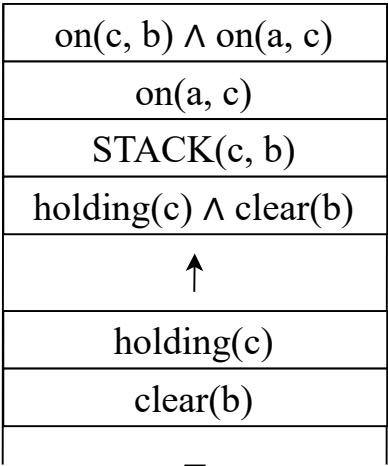
Disjunction of goals
Push in arbitrarily decided order



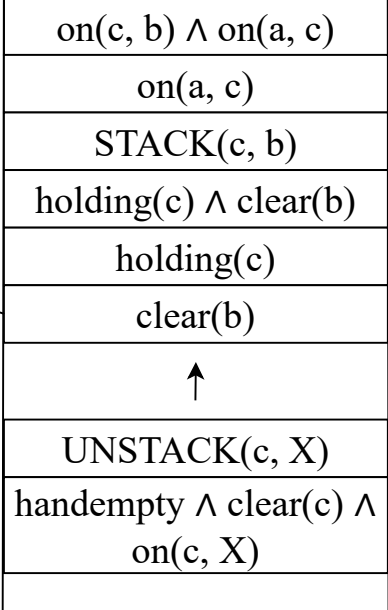
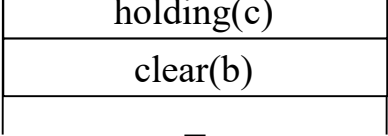
Single goal (not \subseteq of current state)
Pop and push suitable action



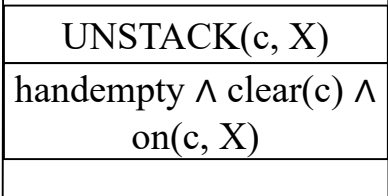
Preconditions of STACK



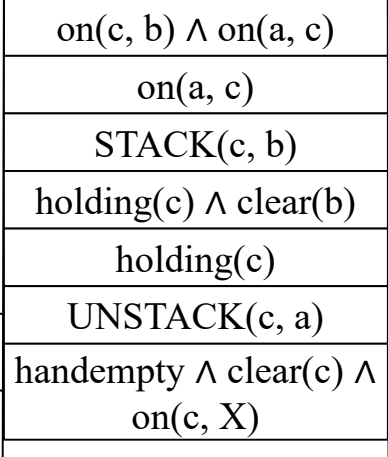
Disjunction of goals
Push in arbitrarily decided order



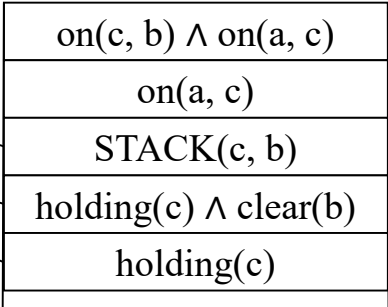
Single goal (not \subseteq of current state)
Pop and push suitable action



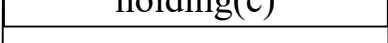
Preconditions of UNSTACK



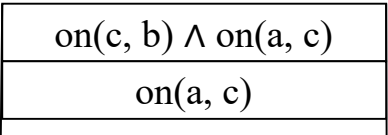
Apply action
Goals \subseteq of current state
with substitution X/a



Apply action
Goals \subseteq of current state



Goal \subseteq of current state

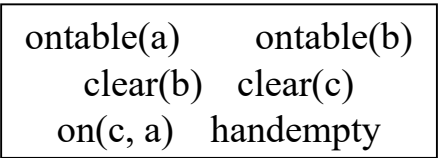


Single goal (not \subseteq of current state)
Pop and push suitable action

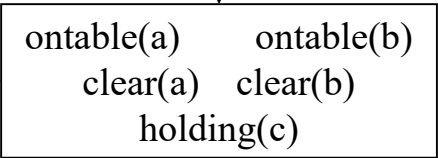


Continue until stack empty

Current state



UNSTACK(c, a)



STACK(c, b)

