

*Init(Tire(Flat)  $\wedge$  Tire(Spare)  $\wedge$  At(Flat,Axle)  $\wedge$  At(Spare,Trunk))*

*Goal(At(Spare,Axle))*

*Action(Remove(obj,loc),*

    PRECOND: *At(obj,loc)*

    EFFECT:  $\neg$  *At(obj,loc)  $\wedge$  At(obj,Ground)*)

*Action(PutOn(t, Axle),*

    PRECOND: *Tire(t)  $\wedge$  At(t,Ground)  $\wedge$   $\neg$  At(Flat,Axle)  $\wedge$   $\neg$  At(Spare,Axle)*

    EFFECT:  $\neg$  *At(t,Ground)  $\wedge$  At(t,Axle)*)

*Action(LeaveOvernight,*

    PRECOND:

    EFFECT:  $\neg$  *At(Spare,Ground)  $\wedge$   $\neg$  At(Spare,Axle)  $\wedge$   $\neg$  At(Spare,Trunk)*

$\wedge$   $\neg$  *At(Flat,Ground)  $\wedge$   $\neg$  At(Flat,Axle)  $\wedge$   $\neg$  At(Flat,Trunk)*)