Jack   *sweep*   *floor*

jack(?object-u)   sweep(?event-x)   floor(?object-v)
                                   sweep-1(?event-x, ?object-a)
                                   sweep-2(?event-x, ?object-b)
                                   sweep-3(?event-x, ?object-c)
?object-u = ?object-a   ?object-v = ?object-b