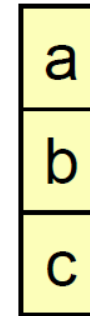
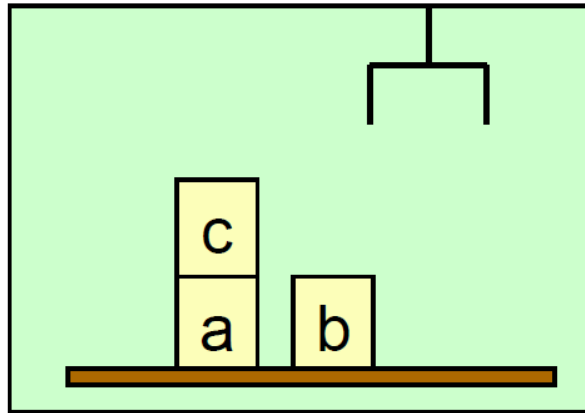
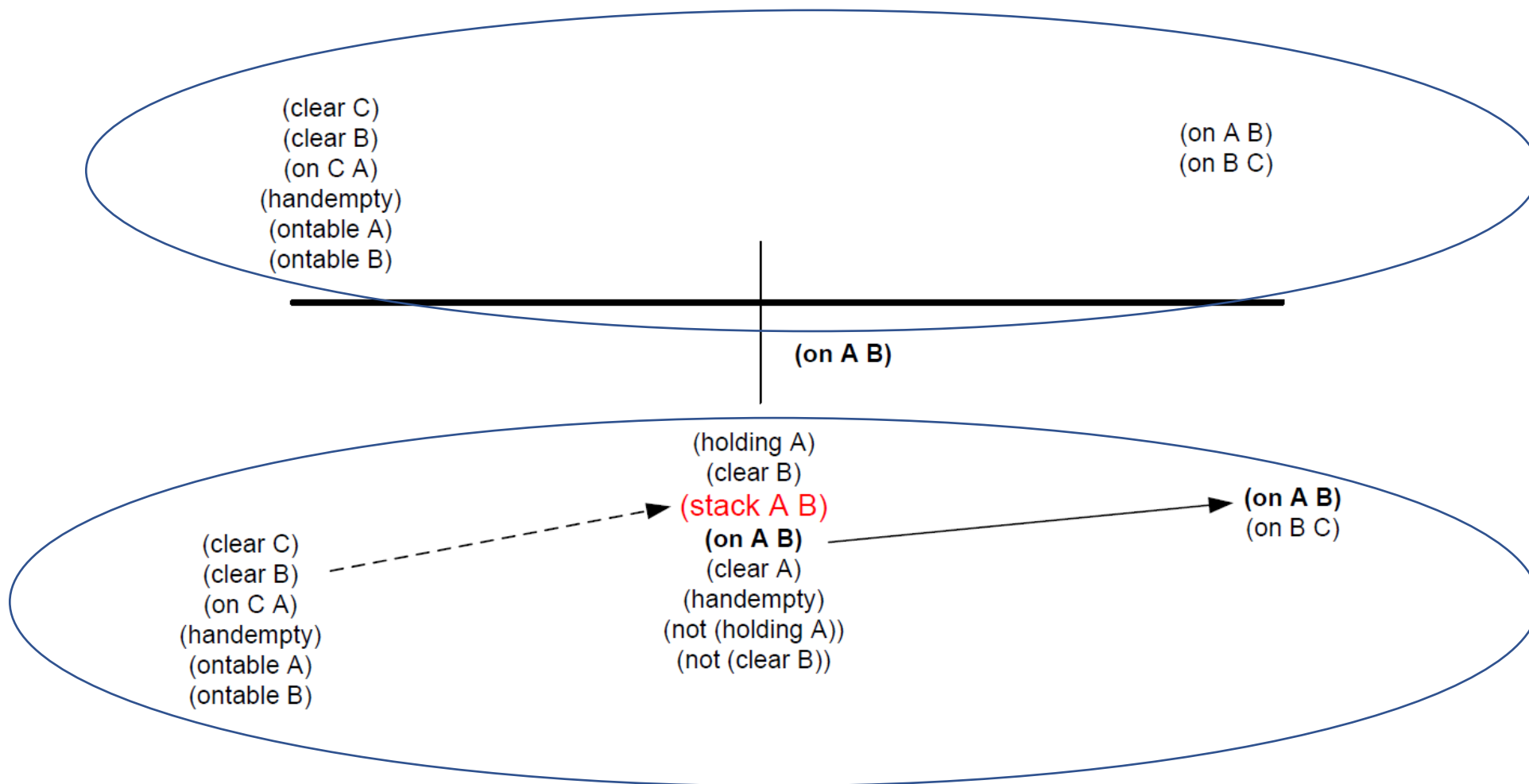
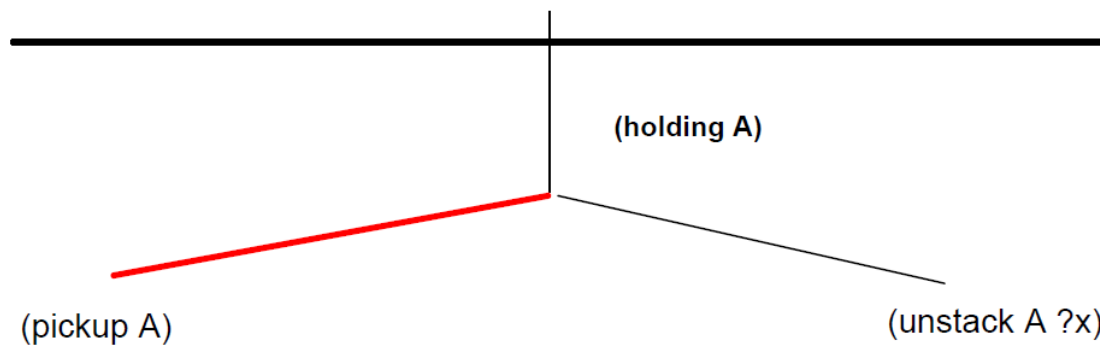
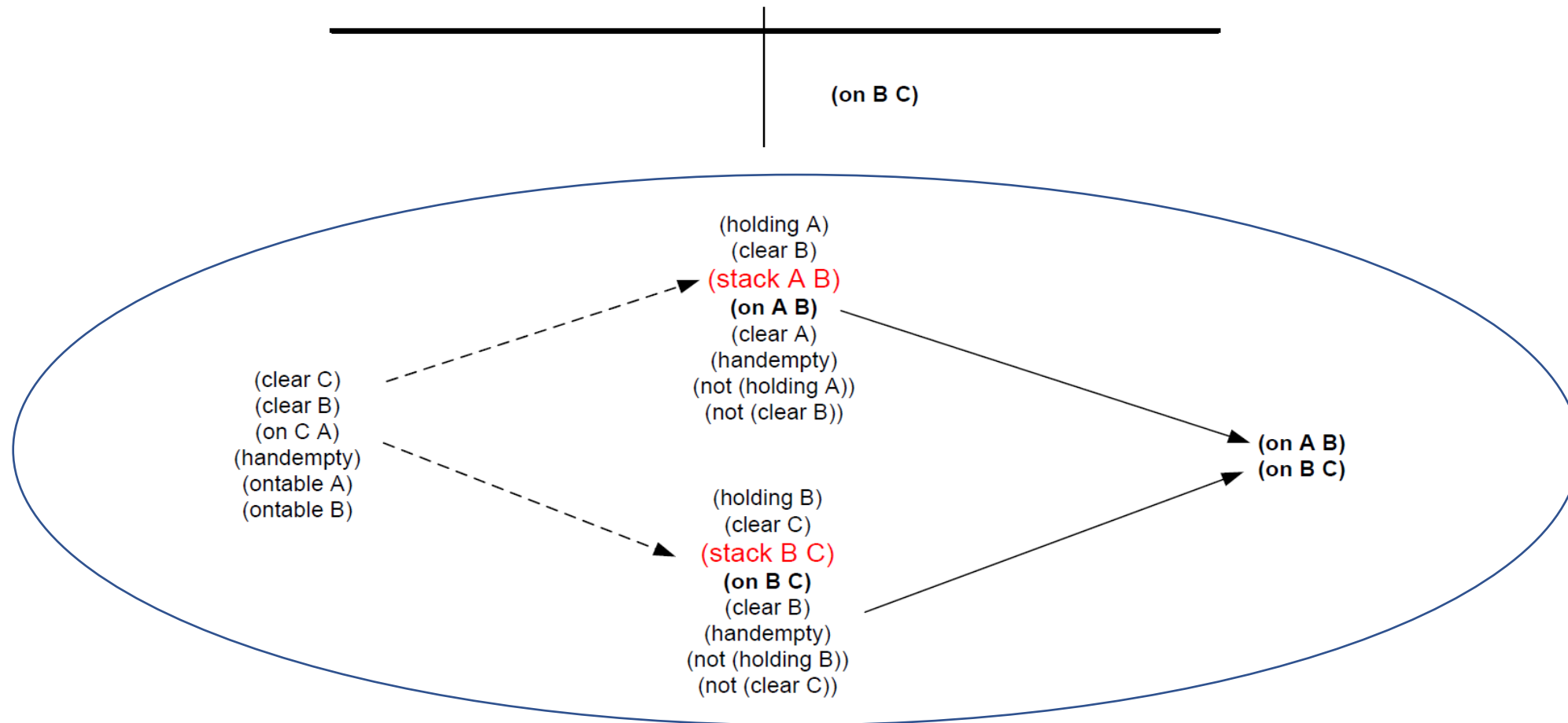
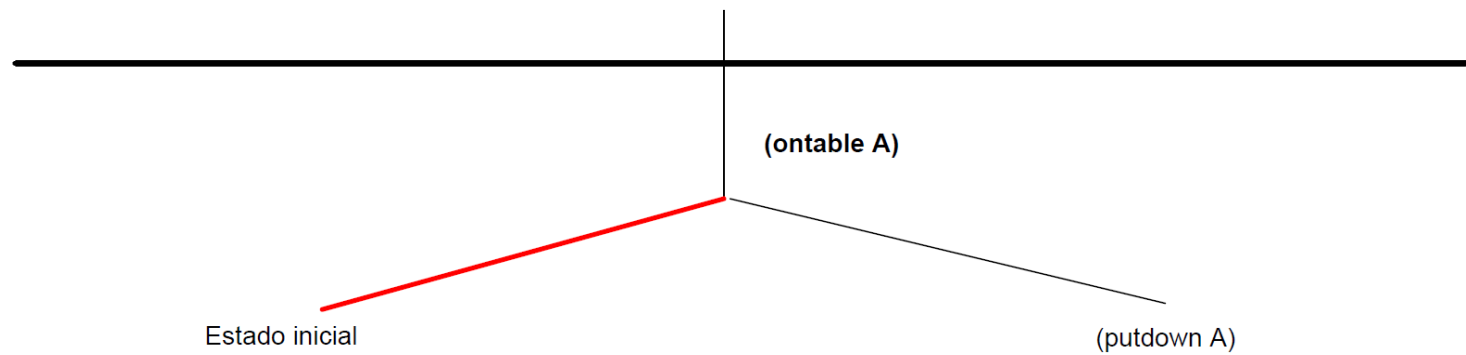
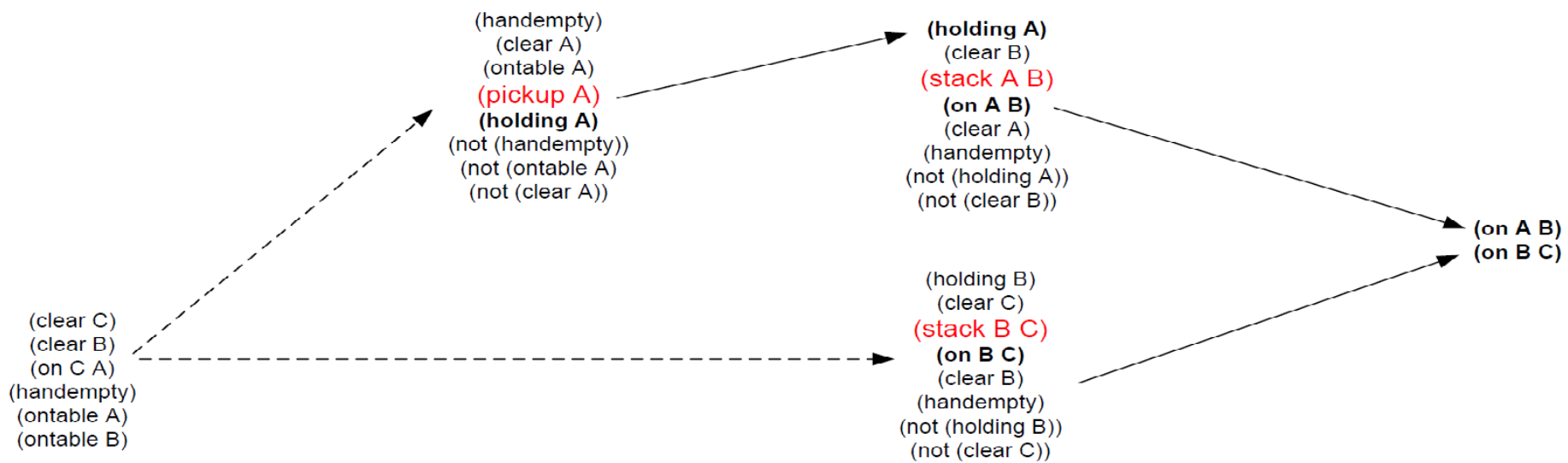


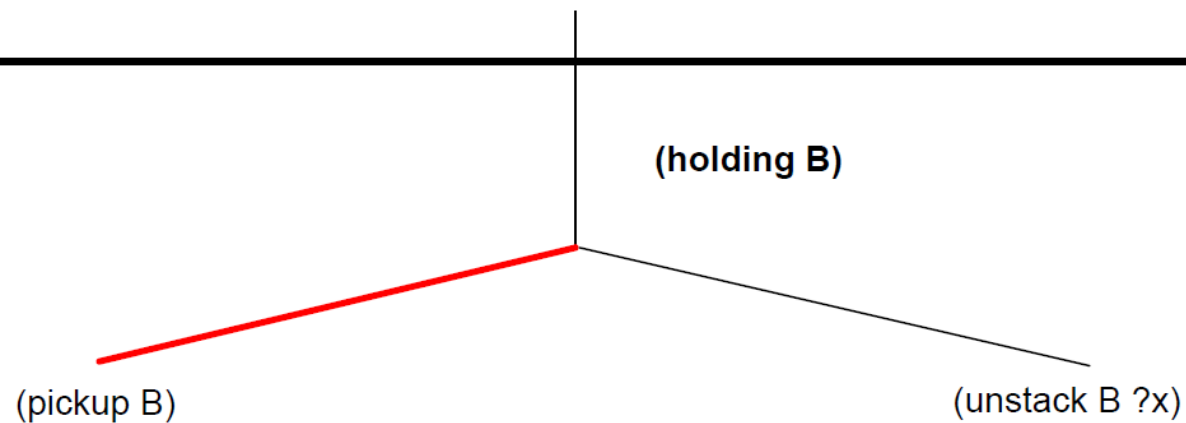
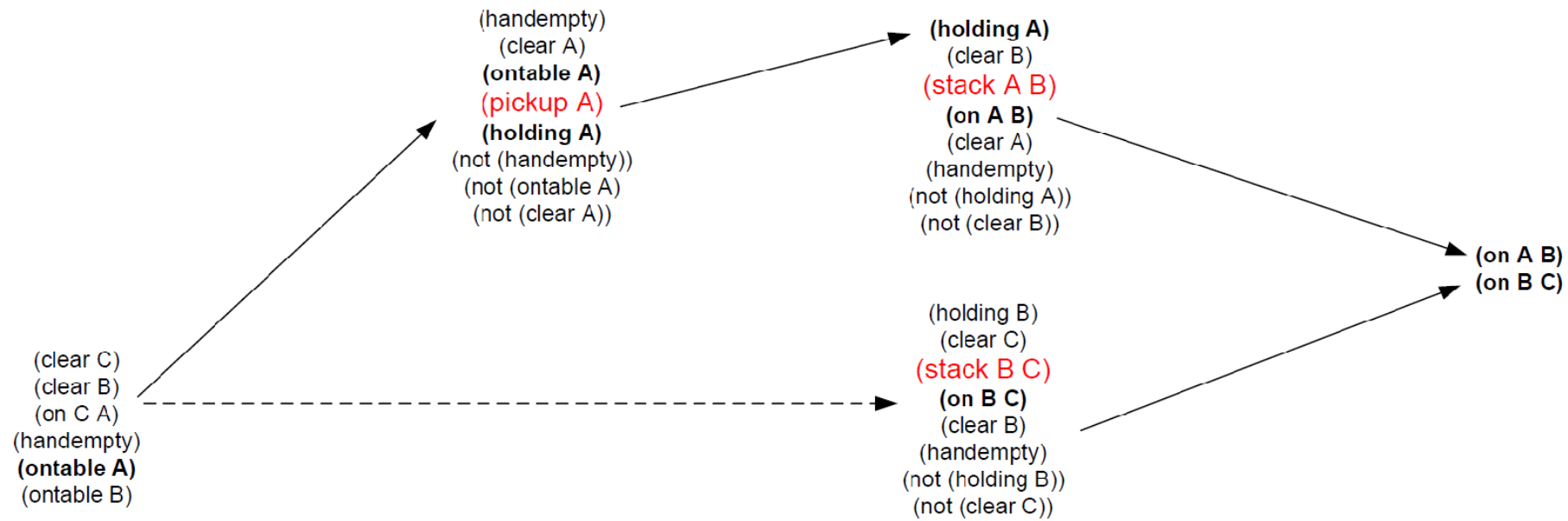
Anomalia de Sussman

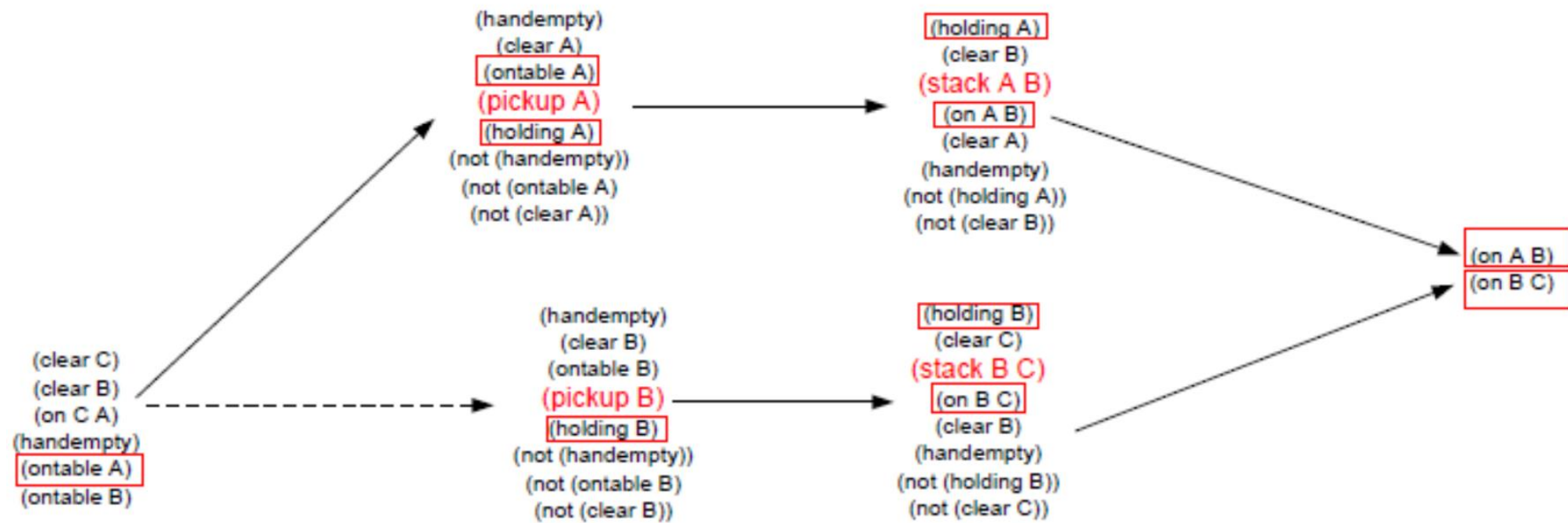


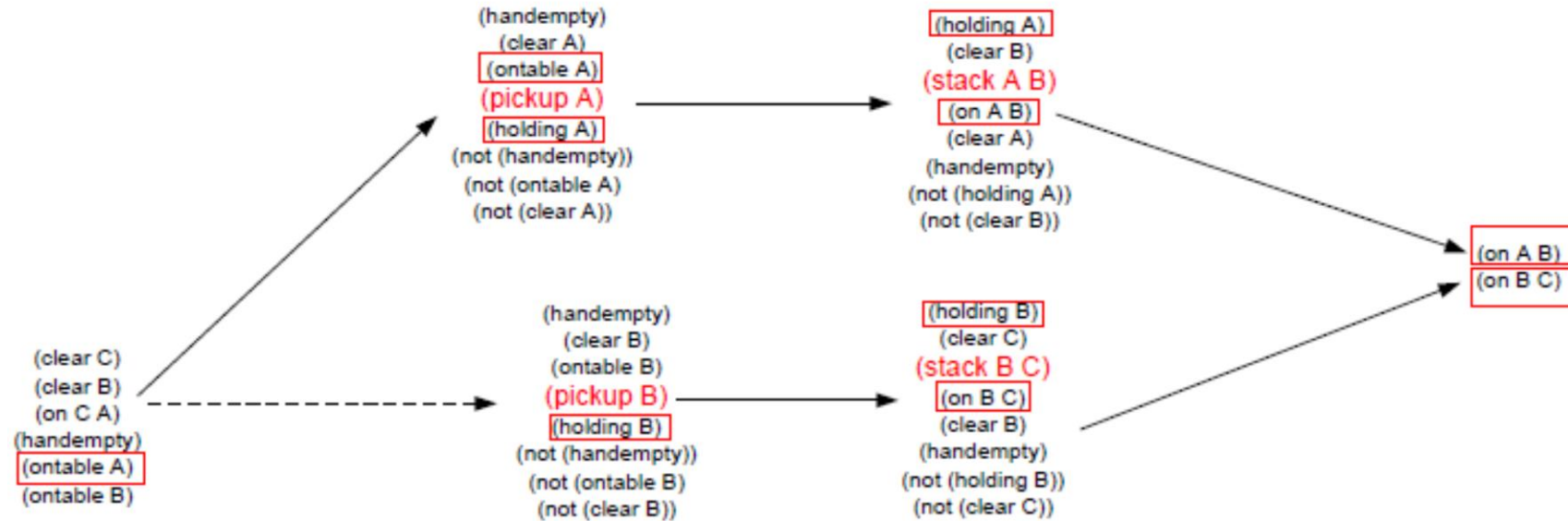












1. Escribe los enlaces causales en notación <a,p,b>
2. Indica todos los subgoals (open goals) pendientes de resolver
3. Indica las diferentes opciones posibles para resolver el subgoal (clear B) de la acción (pickup B)
4. Determina si existe alguna amenaza una vez resuelto dicho subgoal
5. Indica cómo las resolverías en el caso de encontrar alguna