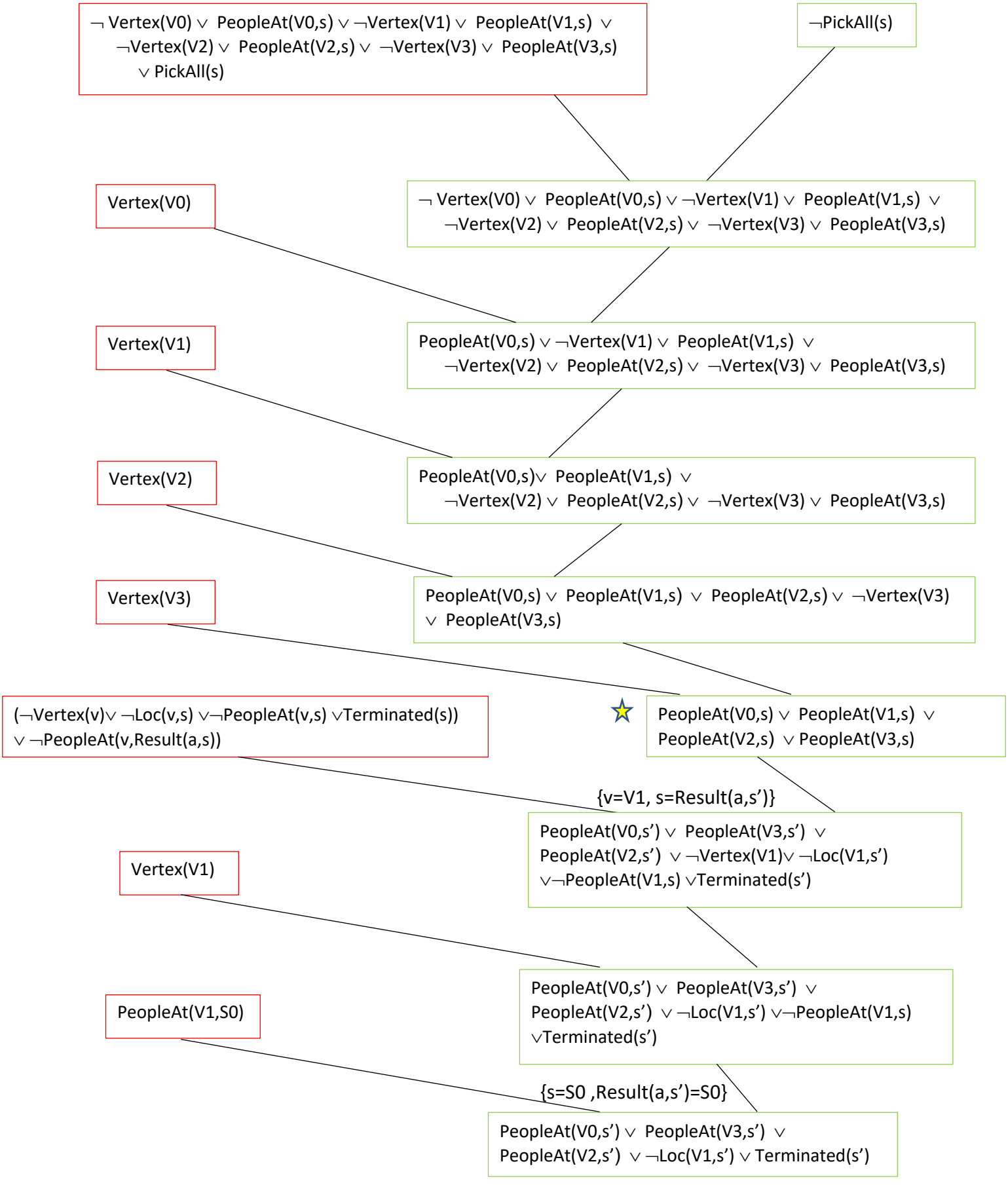
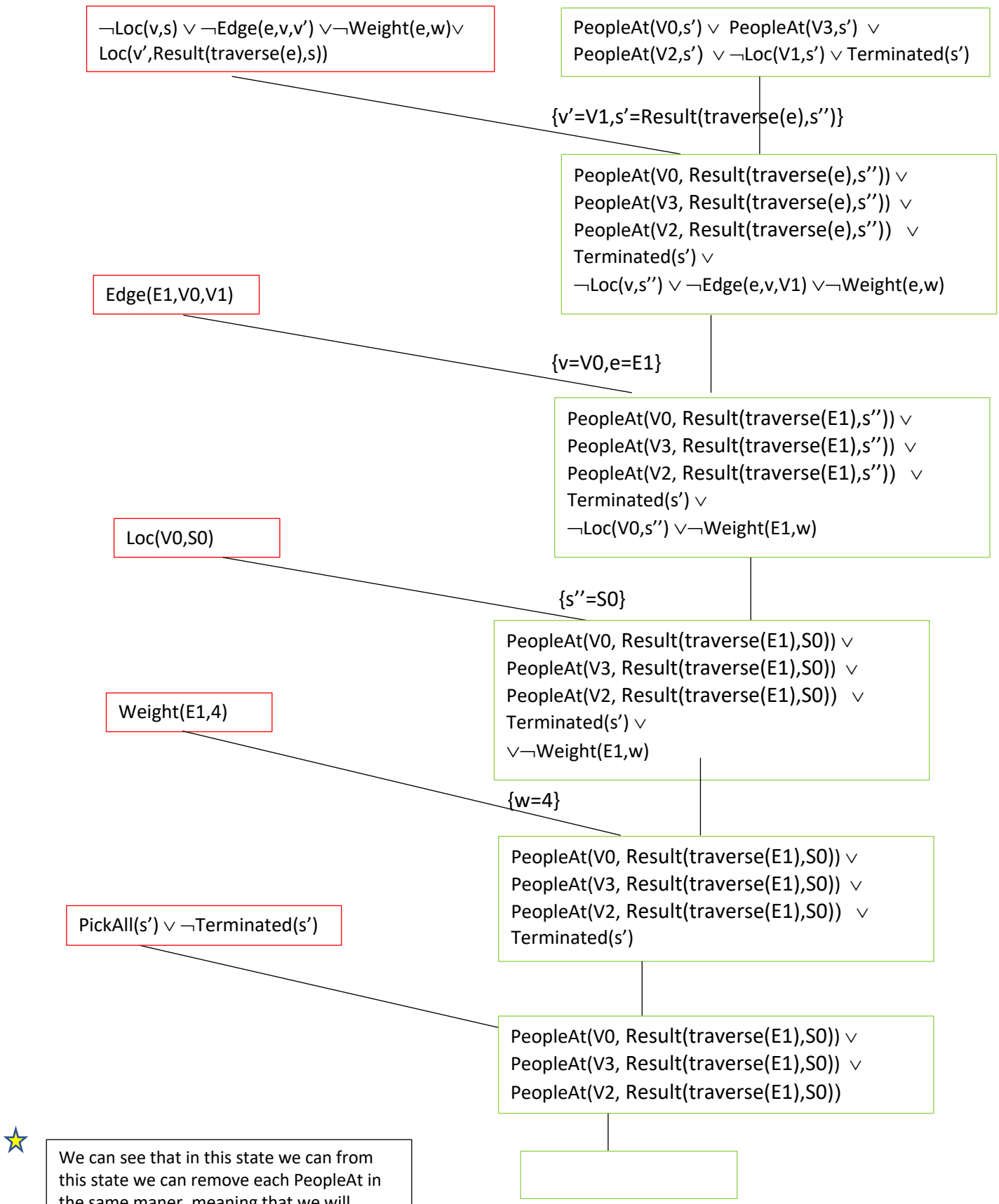

¬ Vertex(V0) ∨ PeopleAt(V0,s) ∨ ¬Vertex(V1) ∨ PeopleAt(V1,s) ∨ ¬Vertex(V2) ∨ PeopleAt(V2,s) ∨ ¬Vertex(V3) ∨ PeopleAt(V3,s) ∨ PickAll(s)
¬PickAll(s)
¬ Vertex(V0) ∨ PeopleAt(V0,s) ∨ ¬Vertex(V1) ∨ PeopleAt(V1,s) ∨ ¬Vertex(V2) ∨ PeopleAt(V2,s) ∨ ¬Vertex(V3) ∨ PeopleAt(V3,s)
Vertex(V0)
PeopleAt(V0,s) ∨ ¬Vertex(V1) ∨ PeopleAt(V1,s) ∨ ¬Vertex(V2) ∨ PeopleAt(V2,s) ∨ ¬Vertex(V3) ∨ PeopleAt(V3,s)
Vertex(V1)
PeopleAt(V0,s)∨ PeopleAt(V1,s) ∨ ¬Vertex(V2) ∨ PeopleAt(V2,s) ∨ ¬Vertex(V3) ∨ PeopleAt(V3,s)
Vertex(V2)
PeopleAt(V0,s) ∨ PeopleAt(V1,s) ∨ PeopleAt(V2,s) ∨ ¬Vertex(V3) ∨ PeopleAt(V3,s)
Vertex(V3)
(¬Vertex(v)∨ ¬Loc(v,s) ∨¬PeopleAt(v,s) ∨Terminated(s)) ∨ ¬PeopleAt(v,Result(a,s))
PeopleAt(V0,s) ∨ PeopleAt(V1,s) ∨ PeopleAt(V2,s) ∨ PeopleAt(V3,s)
{v=V1, s=Result(a,s')}
PeopleAt(V0,s') ∨ PeopleAt(V3,s') ∨ PeopleAt(V2,s') ∨ ¬Vertex(V1)∨ ¬Loc(V1,s') ∨¬PeopleAt(V1,s) ∨Terminated(s')
Vertex(V1)
PeopleAt(V0,s') ∨ PeopleAt(V3,s') ∨ PeopleAt(V2,s') ∨ ¬Loc(V1,s') ∨¬PeopleAt(V1,s) ∨Terminated(s')
PeopleAt(V1,S0)
{s=S0 ,Result(a,s')=S0}
PeopleAt(V0,s') ∨ PeopleAt(V3,s') ∨ PeopleAt(V2,s') ∨ ¬Loc(V1,s') ∨ Terminated(s')


¬Loc(v,s) ∨ ¬Edge(e,v,v') ∨¬Weight(e,w)∨
Loc(v',Result(traverse(e),s))
PeopleAt(V0,s') ∨ PeopleAt(V3,s') ∨
PeopleAt(V2,s') ∨ ¬Loc(V1,s') ∨ Terminated(s')
{v'=V1,s'=Result(traverse(e),s'')}
PeopleAt(V0, Result(traverse(e),s'')) ∨
PeopleAt(V3, Result(traverse(e),s'')) ∨
PeopleAt(V2, Result(traverse(e),s'')) ∨
Terminated(s') ∨
¬Loc(v,s'') ∨ ¬Edge(e,v,V1) ∨¬Weight(e,w)
Edge(E1,V0,V1)
{v=V0,e=E1}
PeopleAt(V0, Result(traverse(E1),s'')) ∨
PeopleAt(V3, Result(traverse(E1),s'')) ∨
PeopleAt(V2, Result(traverse(E1),s'')) ∨
Terminated(s') ∨
¬Loc(V0,s'') ∨¬Weight(E1,w)
Loc(V0,S0)
{s''=S0}
PeopleAt(V0, Result(traverse(E1),S0)) ∨
PeopleAt(V3, Result(traverse(E1),S0)) ∨
PeopleAt(V2, Result(traverse(E1),S0)) ∨
Terminated(s') ∨
∨¬Weight(E1,w)
Weight(E1,4)
{w=4}
PeopleAt(V0, Result(traverse(E1),S0)) ∨
PeopleAt(V3, Result(traverse(E1),S0)) ∨
PeopleAt(V2, Result(traverse(E1),S0)) ∨
Terminated(s')
PickAll(s') ∨ ¬Terminated(s')
PeopleAt(V0, Result(traverse(E1),S0)) ∨
PeopleAt(V3, Result(traverse(E1),S0)) ∨
PeopleAt(V2, Result(traverse(E1),S0))
We can see that in this state we can from this state we can remove each PeopleAt in the same maner, meaning that we will remove all sentences the same way.