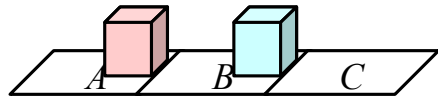


(a) Initial state:

(at obj1 A)

(at obj2 B)

(empty C)



(b) Objects - types:

obj1 - cube

obj2 - cube

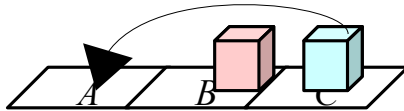
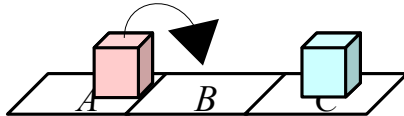
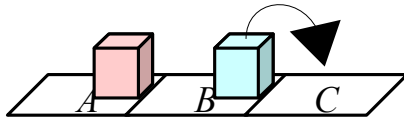
A, B, C – position

(c) Actions:

1. (move obj2, B, C)

2. (move obj1, A, B)

3. (move obj2, C, A)



(d) Goal state:

(at obj1 B)

(at obj2 A)

