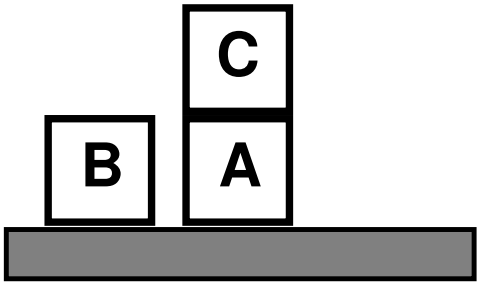
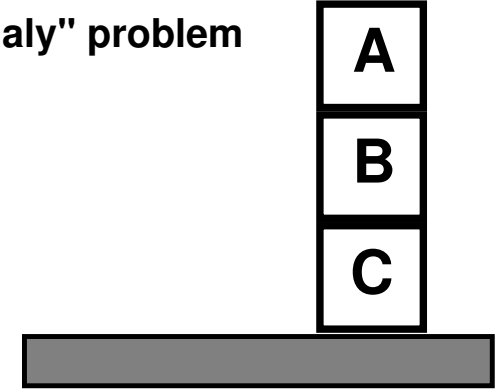
## "Sussman anomaly" problem




Start State




Goal State

*Clear(x) On(x,z) Clear(y)*

PutOn(x,y)

*~On(x,z) ~Clear(y)*
*Clear(z) On(x,y)*

*Clear(x) On(x,z)*

PutOnTable(x)

*~On(x,z) Clear(z) On(x,Table)*

+ several inequality constraints