#### Universidad Carlos III uc3m de Madrid

# PDDL Domain Repair: Fixing Domains with **Incomplete Action Effects**

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### Motivation

### Automated planning typically assumes an accurate task specification, defined by a domain and a problem description, specified in PDDL

 Modeling a planning task is complex and error-prone, requiring broad knowledge of the domain, the current task, and the formal language • An incomplete model may render the planning task unsolvable

Explaining the absence of a solution in such cases is essential to support humans in the development of automated planning tasks.

### **Output Example**

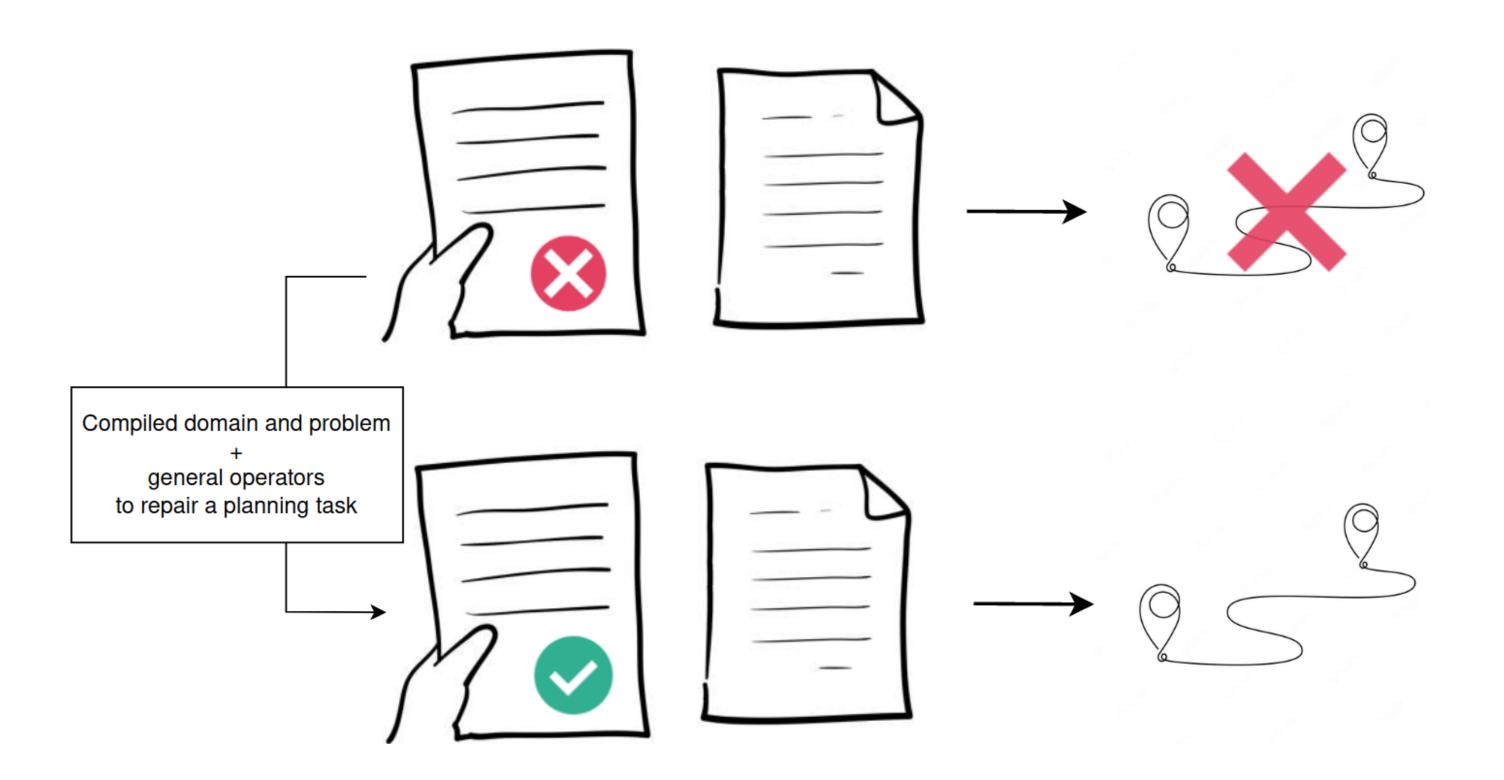
The result of the compiled planning task is a plan that includes the reparations made in the domain to achieve the goals.

```
(unstack b4 b3)
(fix____adding_different holding unstack)
(add-fix____1par holding unstack b4 t_block)
(completed_fixed unstack)
(put-down b4)
(completed_nofixed_put-down)
```

### Approach to repair flawed domains

The unsolvable task is compiled into a new planning task where:

- Actions can be repaired to insert possible missing effects
- The solution is a plan that achieves the goals of the original problem while at the same time repairs the original actions



(unstack b3 b2) (add-fix\_\_\_\_1par holding unstack b3 t\_block) (completed fixed unstack) (stack b3 b4) (fix\_\_\_\_adding\_different on stack) (add-fix\_\_\_\_2par\_goal on stack b3 b4 t\_block t\_block) (completed\_fixed stack) (pick-up b1) (fix\_\_\_\_adding\_different holding pick-up) (add-fix\_\_\_\_1par holding pick-up b1 t\_block) (completed\_fixed pick-up) (stack b1 b3) (add-fix\_\_\_\_2par\_goal on stack b1 b3 t\_block t\_block) (completed\_fixed stack)

The plan is parsed and shown in the interface as repair suggestions to the original domain...

#### **PDDL Domain Repair**

# Input Example

A Blocksworld planning domain with the following missing effects:

- holding effect from the pick-up action
- on effect from the stack action
- holding effect from theunstack action

(:action pick-up :parameters (?x - block) :precondition (and (clear ?x) (ontable ?x) (handempty)) :effect (and (not (ontable ?x))(not (clear ?x))(not (handempty))))

# **Classical Planning Compilation**

- New predicates to represent the planning task elements
- Control predicates to manage the repair process
- New actions to modify the original actions: fix, add-fix, del-fix, close
- Internal process to repair an action: open  $\rightarrow$  link new effects  $\rightarrow$  close

#### A Planning Approach to Repair Domains with Incomplete Action Effects

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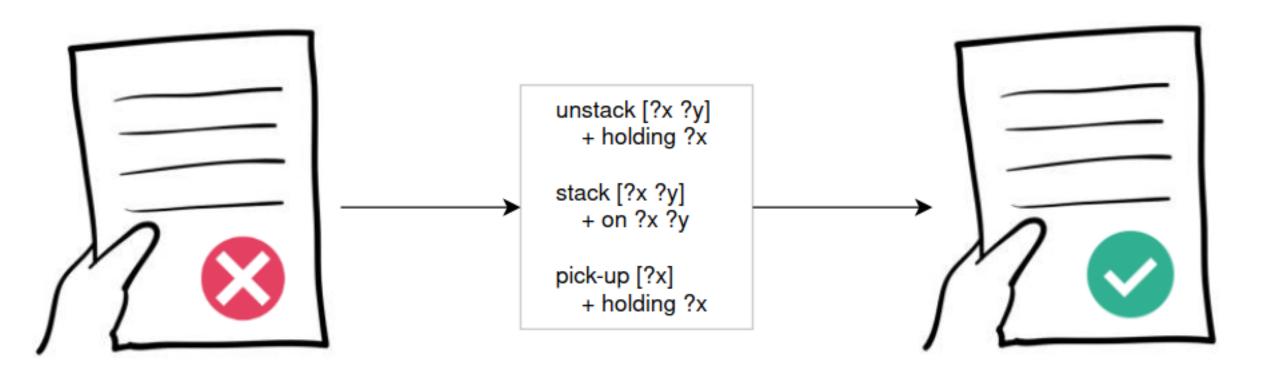


Try these suggestions:

1. Repare the \*unstack\* action with a \*(holding ?x)\* positive effect

- 2. Repare the \*stack\* action with a \*(on ?x ?y)\* positive effect
- 3. Repare the \*pick-up\* action with a \*(holding ?x)\* positive effect

... ensuring that they make the task solvable.



Bias to guide the reparation using action costs

(:action add-fix\_\_\_\_1par (:action fix\_\_\_\_adding\_different :parameters (?p - predicate ?a - action :parameters (?p - predicate ?a - action) ?o - objectdomain ?v - typedomain) :precondition (and (current-action ?a) :precondition (and (current-action ?a) (functor ?p) (fix ?a ?p) (pred\_1var ?p ?v) (not (checked ?a)) (type ?v ?o) (used ?o) (not (patched ?a)) (not (used ?p)) (not (add\_eff ?p ?a)) (not (del\_added ?p ?a)) (not (del\_eff ?p ?a)) (not (goal\_1var ?p ?o)) (open)) (not (in\_state1 ?p ?o))) :effect (and (fix ?a ?p) :effect (and (already-fixed) (patched ?a) (in\_state1 ?p ?o) (increase (total-cost) X))) (used ?p)))

### Conclusions

• A fairly accurate reparation without requiring additional information from the user, only a domain and a single problem

• The lack of information about the number and location of flaws, as well as the user's mental model, can lead to estimated repairs