650.045 - Advanced Topics in A.I. 2 Winter Term, 2022/23

Mini-project: Reverse planning

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1 Introduction

As mini-project I choose the proposed task A. The goal of this task is to implement a STRIPS planning domain where there is at least one action that is uniformly reversible. I implemented a domain both in PDDL and in K.

2 Project structure

The project is structured as follows:

- report.pdf: this report
- pddl: contains the encoding of the domain in PDD and an example problem
- **k**: contains the encoding of the domain in K, an example problem and the background information for the problem
- img: contains the images used in this report

3 Domain

As domain I've chosen to imagine a moving company that has to move furniture between various locations. The company has to perform some actions in order to be able to move the furniture. After performing such actions, the company can move the furniture from one location to another. I identified the following actions:

- assemble: assemble a piece of furniture
- disassemble: disassemble a piece of furniture
- pack: pack a piece of furniture
- unpack: unpack a piece of furniture
- load: load a piece of furniture into a truck
- unload: unload a piece of furniture from a truck
- move: move a piece of furniture from one location to another

The company has to perform the following actions in order to be able to move a piece of furniture from one location to another:

- 1. disassemble the piece of furniture
- 2. pack the piece of furniture
- 3. load the piece of furniture into a truck
- 4. move the truck to the destination location
- 5. unload the piece of furniture from the truck
- 6. unpack the piece of furniture
- 7. assemble the piece of furniture

Accordingly to the previous actions and to the domain description, I've defined the following predicates:

- assembled: a piece of furniture is assembled
- packed: a piece of furniture is packed
- loaded: a piece of furniture is loaded into a truck
- moved: a piece of furniture is moved from one location to another

To keep the domain simple and focus more on the uniformly reversible actions, I've decided to assume that the company don't track the location of the trucks.

4 PDDL

4.1 Domain description

The PDDL encoding of the domain is in the file pddl/domain.pddl. I defined two types of objects: furniture and truck. Each action has as parameters a piece of furniture and, additionally, the actions load and unload have as second parameter a truck. Every action has fixed preconditions over the four possible predicates, except for the action disassemble that is a valid action in any state were a piece of furniture was either moved or not. As for the effects, there are three couples of actions where each action of the couple is the reverse of the other, namely: assemble and disassemble, pack and unpack and load and unload.

4.2 Problem description

The PDDL encoding of the problem is in the file pddl/problem.pddl. The problem is defined as follows:

- Initial state: the initial state is defined as follows:
 - assembled is true for the piece of furniture couch and kitchen
- Goal state: the goal state is defined as follows:
 - assembled is true for the piece of furniture couch and kitchen
 - moved is true for the piece of furniture couch and kitchen

The problem is solvable by the planner and the solution is the represented in Figure 1.

```
disassemble_furniture couch truck

pack couch truck

load_truck couch truck

unload_truck couch truck

unpack couch truck

assemble_furniture couch truck

disassemble_furniture kitchen truck

pack kitchen truck

load_truck kitchen truck

move kitchen truck

unload_truck kitchen truck

unload_truck kitchen truck

assemble_furniture kitchen truck

unpack kitchen truck

assemble_furniture kitchen truck
```

Figure 1: Solution to the problem

4.3 Uniformly reversible actions

Starting from the two previous files, I produced the translation of the domain and the problem in the ASP format. The shell command used to produce the translation is the following:

```
plasp translate domain.pddl problem.pddl | cat - <(echo "\#show chosen/1.") > domain.lp
```

As for the previous command, to the original translation I added the directive #show chosen/1. to show the chosen actions. Using the command clingo domain.lp --const horizon=6 sequential-horizon.uurev.lp -n 0 I could find all the uniformly reversible actions. As expected, there are six actions that are uniformly reversible where only one plan reverse the initial state to the state previous to the chosen action. The uniformly reversible actions are the following:

- assemble
- pack
- unpack
- load
- unload
- move

In the Figure 2 I show the six uniformly reversible actions and the plan that reverse the initial state to the state previous to the chosen actions. For simplicity, I've changed the background information of the problem to have only one piece of furniture and one truck. Changing the background information of the problem doesn't affect the uniformly reversible actions, that increase proportionally to the number of pieces of furniture and trucks. The action disassemble is not uniformly reversible because there are two different plans that reverse the initial state and they differs based on the initial state, in particular, if it holds or not the predicate moved.

5 K

The same domain and problem described in Section 4 can be encoded in the K language. The K encoding of the domain is in the file k/k_domain.plan. The K encoding of the problem is in the file k/k_problem.plan. The K encoding of the domain is analogous to the one presented in the PDDL section. It was necessary to add the inertial property to all the fluents and to specify the noConcurrency option. Also a file containing the background information of the problem was necessary, just to specify the initial objects in the problem.

```
> clingo domain.lp --const horizon=6 sequential-horizon.uurev.lp -n 0
clingo version 5.6.2 (d469780)
Reading from domain.lp ...
Solving...
Answer: 1
chosen(("unload_truck",constant("couch"),constant("truck"))) plan(("unpack",constant("couch"),constant("t
ruck")),1) plan(("assemble_furniture",constant("couch"),constant("truck")),2) plan(("disassemble_furnitur
e",constant("couch"),constant("truck")),3) plan(("pack",constant("couch"),constant("truck")),4) plan(("lo
ad_truck",constant("couch"),constant("truck")),5) plan(("move",constant("couch"),constant("truck")),6)
Answer: 2
chosen(("assemble furniture",constant("couch"),constant("truck"))) plan(("disassemble furniture",constant
("couch"),constant("truck")),1) plan(("pack",constant("couch"),constant("truck")),2) plan(("load truck",c
onstant("couch"),constant("truck")),3) plan(("move",constant("couch"),constant("truck")),4) plan(("unload
truck",constant("couch"),constant("truck")),5)    plan(("unpack",constant("couch"),constant("truck")),6_
Answer: 3
chosen(("unpack",constant("couch"),constant("truck"))) plan(("assemble_furniture",constant("couch"),const
ant("truck")),1) plan(("disassemble_furniture",constant("couch"),constant("truck")),2) plan(("pack",const
ant("couch"),constant("truck")),3) plan(("load_truck",constant("couch"),constant("truck")),4) plan(("move
",constant("couch"),constant("truck")),5)    plan(("unload_truck",constant("couch"),constant("truck")),6)
Answer: 4
chosen(("move",constant("couch"),constant("truck"))) plan(("unload_truck",constant("couch"),constant("tru
ck")),1) plan(("unpack",constant("couch"),constant("truck")),2) plan(("assemble_furniture",constant("couc
h"),constant("truck")),3) plan(("disassemble furniture",constant("couch"),constant("truck")),4) plan(("pa
ck",constant("couch"),constant("truck")),5) plan(("load_truck",constant("couch"),constant("truck")),6)
chosen(("load_truck",constant("couch"),constant("truck"))) plan(("move",constant("couch"),constant("truck"))
")),1) plan(("unload_truck",constant("couch"),constant("truck")),2) plan(("unpack",constant("couch"),cons
tant("truck")),3) plan(("assemble_furniture",constant("couch"),constant("truck")),4) plan(("disassemble_f
urniture",constant("couch"),constant("truck")),5) plan(("pack",constant("couch"),constant("truck")),6)
Answer: 6
chosen(("pack",constant("couch"),constant("truck"))) plan(("load_truck",constant("couch"),constant("truck
")),1) plan(("move",constant("couch"),constant("truck")),2) plan(("unload_truck",constant("couch"),consta
nt("truck")),3) plan(("unpack",constant("couch"),constant("truck")),4) plan(("assemble_furniture",constan
t("couch"),constant("truck")),5) plan(("disassemble_furniture",constant("couch"),constant("truck")),6)
SATISFIABLE
Models
              : 6
Calls
Time
              : 0.015s (Solving: 0.00s 1st Model: 0.00s Unsat: 0.00s)
CPU Time
              : 0.009s
```

Figure 2: Uniformly reversible actions