

# Learning STRIPS Action Models with Classical Planning

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Learning STRIPS Action Models with Classical Planning

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# Introduction

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# Why learn STRIPS action models?

Extend applicability of AI planning

Many STRIPS compilable models: grammars, automata

# Learning Action Models

- Header: name + parameter list
  - Precondition list
  - Effects list
- 
- Action model

from plan traces

$$t = \langle s_0, a_1, s_1, \dots, a_n, g \rangle, \forall t \in \mathcal{T}$$

## Approaches to learning action models

ARMS, SLAF, and most approaches

$$t = \langle s_0, a_1, \textcolor{red}{s}_1, a_2, \textcolor{red}{s}_2, \dots, a_n, g \rangle$$

## Approaches to learning action models

ARMS, SLAF, and most approaches

$$t = \langle s_0, a_1, \textcolor{red}{s}_1, a_2, \textcolor{red}{s}_2, \dots, a_n, g \rangle$$

LOCM family

$$t = \langle \textcolor{red}{s}_0, a_1, \textcolor{red}{s}_1, a_2, \textcolor{red}{s}_2, \dots, a_n, \textcolor{red}{g} \rangle$$

## Approaches to learning action models

ARMS, SLAF, and most approaches

$$t = \langle s_0, a_1, \textcolor{red}{s}_1, a_2, \textcolor{red}{s}_2, \dots, a_n, g \rangle$$

LOCM family

$$t = \langle \textcolor{red}{s}_0, a_1, \textcolor{red}{s}_1, a_2, \textcolor{red}{s}_2, \dots, a_n, \textcolor{red}{g} \rangle$$

Our approach

$$t = \langle s_0, \textcolor{red}{a}_1, \textcolor{red}{s}_1, \textcolor{red}{a}_2, \textcolor{red}{s}_2, \dots, \textcolor{red}{a}_n, g \rangle$$

## Learning Task

This learning task is defined as  $\Lambda = \langle \mathcal{M}, \Psi, \mathcal{T} \rangle$ :

- $\mathcal{M}$  is the set of *initial* action models (at least headers)
- $\Psi$  is the set of predicates
- $\mathcal{T}$  is a set of plan traces  $t = \langle s_0, a_1, s_1, \dots, a_n, g \rangle, \forall t \in \mathcal{T}$

A solution to  $\Lambda$  is a set of action models  $\mathcal{M}'$  compliant with  $\mathcal{M}$ ,  $\Psi$  and  $\mathcal{T}$

# Learning STRIPS Action Models with Classical Planning

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# Learning as Planning

Compile  $\Lambda$  into a planning problem  $P_\Lambda = \langle F_\Lambda, A_\Lambda, I_\Lambda, G_\Lambda \rangle$

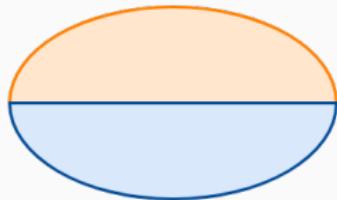
A solution to  $P_\Lambda$ :

1. Edits the action models  $\mathcal{M}$  to obtain  $\mathcal{M}'$ .
2. Validates the learnt models  $\mathcal{M}'$  in  $\mathcal{T}$ .

# Learning as Planning

(ontable A) (on B A)  
(clear B) (holding C)

**Original domain fluents**



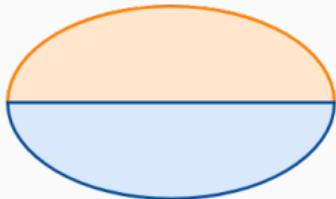
**Model representation fluents**

(pre\_holding\_put-down\_var1)  
(add\_clear\_put-down\_var1)  
(del\_handempty\_put-down)

# Learning as Planning

(ontable A) (on B A)  
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## Original domain fluents



## Model representation fluents

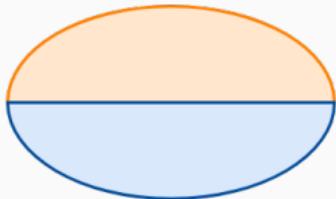
(pre\_holding\_put-down\_var1)  
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(del\_handempty\_put-down)

```
(:action put-down
:parameters (?ol - object)
:precondition (and
  (or (not (pre_ontable_put-down_var1))
       (ontable ?ol))
  (or (not (pre_clear_put-down_var1))
       (clear ?ol))
  (or (not (pre_holding_put-down_var1))
       (holding ?ol))
  (or (not (pre_handempty_put-down-up))
       (handempty)))
:effect (and
  (when ((del_ontable_put-down_var1))
    (not (ontable ?ol)))
  (when ((del_clear_put-down_var1))
    (not (clear ?ol)))
  (when ((del_holding_put-down_var1))
    (not (holding ?ol)))
  (when ((del_handempty_put-down))
    (not (handempty)))
  (when ((add_ontable_put-down_var1))
    (ontable ?ol))
  (when ((add_clear_put-down_var1))
    (clear ?ol))
  (when ((add_holding_put-down_var1))
    (holding ?ol))
  (when ((add_handempty_put-down))
    (handempty)))
)
```

# Learning as Planning

```
(ontable A) (on B A)  
(clear B) (holding C)
```

## Original domain fluents



## Model representation fluents

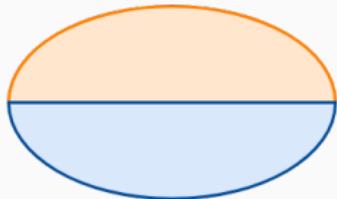
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(pre_holding_put-down_var1)  
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```

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       (holding ?ol))  
  (or (not (pre_handempty_put-down-up))  
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  (when ((del_clear_put-down_var1))  
         (not (clear ?ol)))  
  (when ((del_holding_put-down_var1))  
         (not (holding ?ol)))  
  (when ((del_handempty_put-down))  
         (not (handempty)))  
  (when ((add_ontable_put-down_var1))  
         (ontable ?ol))  
  (when ((add_clear_put-down_var1))  
         (clear ?ol))  
  (when ((add_holding_put-down_var1))  
         (holding ?ol))  
  (when ((add_handempty_put-down))  
         (handempty)))  
)
```

# Learning as Planning

(ontable A) (on B A)  
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## Original domain fluents



## Model representation fluents

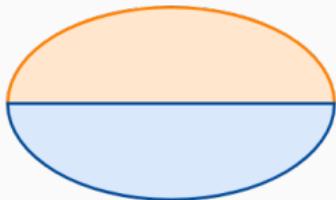
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```

# Learning as Planning

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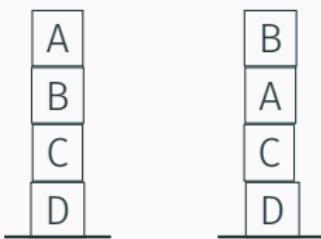
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    (clear ?ol))
  (when ((add_holding_put-down_var1))
    (holding ?ol))
  (when ((add_handempty_put-down))
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)
```

# Learning as Planning

## Solution plan

01: program\_pre\_holding\_putdown\_var1  
02: program\_del\_holding\_putdown\_var1  
03: program\_add\_clear\_putdown\_var1  
04: program\_add\_ontable\_putdown\_var1  
05: program\_add\_handempty\_putdown

$$\mathcal{T} = \{\langle s_0, \text{putdown } B, s_1 \rangle\}$$



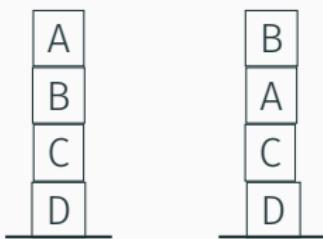
06: validate\_0  
07: unstack A B  
08: putdown A  
09: unstack B C  
10: putdown B  
11: pickup A  
12: stack A C  
13: pickup B  
14: stack B A  
15: validate\_1

# Learning as Planning

## Solution plan

01: program\_pre\_holding\_putdown\_var1  
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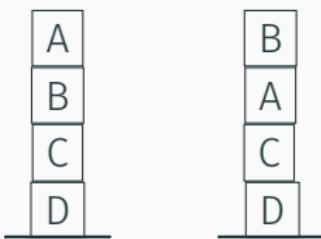
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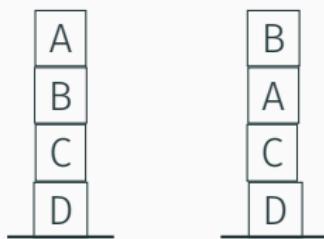
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05: program\_add\_handempty\_putdown

$$\mathcal{T} = \{\langle s_0, \text{putdown } B, s_1 \rangle\}$$



### 06: validate\_0

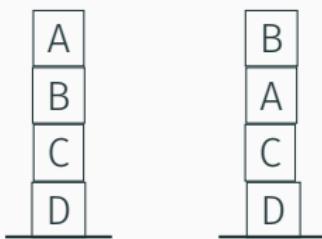
07: unstack A B  
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# Learning as Planning

## Solution plan

01: program\_pre\_holding\_putdown\_var1  
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$$\mathcal{T} = \{\langle s_0, \text{putdown } B, s_1 \rangle\}$$



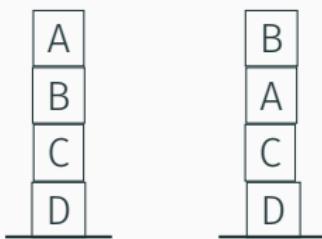
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# Learning as Planning

## Solution plan

01: program\_pre\_holding\_putdown\_var1  
02: program\_del\_holding\_putdown\_var1  
03: program\_add\_clear\_putdown\_var1  
04: program\_add\_ontable\_putdown\_var1  
05: program\_add\_handempty\_putdown

$$\mathcal{T} = \{\langle s_0, \text{putdown } B, \textcolor{blue}{s_1} \rangle\}$$



06: validate\_0  
07: unstack A B  
08: putdown A  
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10: putdown B  
11: pickup A  
12: stack A C  
13: pickup B  
14: stack B A  
**15: validate\_1**

# Additional Knowledge

## Partially Specified Action Models

What is known about an action model can be hardcoded into the problem

## Static Predicates

Automated preprocess to identify static predicates from the observations in the traces

## Evaluation

---

# Experiments

## Tasks:

1. Labeled plans.  $t = \langle s_0, a_1, a_2, \dots, a_n, g \rangle, \forall t \in \mathcal{T}$
2. Labeled plans + static predicates
3. Labeled plans + static predicates + partial action models

**Input:** 5 plan traces of length 5-7

Evaluated on 12 IPC domains using the Madagascar planner

- |             |           |              |
|-------------|-----------|--------------|
| • Blocks    | • Grid    | • Satellite  |
| • Driverlog | • Gripper | • Transport  |
| • Ferry     | • Hanoi   | • Visitall   |
| • Floortile | • Miconic | • Zenotravel |

# Evaluation Metrics

wrt the Reference Model  
(syntax-based evaluation)

Precision  
(correctness)

$$P = \frac{tp}{tp + fp}$$

Recall  
(completeness)

$$R = \frac{tp}{tp + fn}$$

# Results

Task 1: Labeled plans.  $t = \langle s_0, a_1, a_2, \dots, a_n, g \rangle, \forall t \in \mathcal{T}$

Pre		Add		Del		Global		Time
P	R	P	R	P	R	P	R	
0.88	0.50	0.88	0.92	0.95	0.91	0.90	0.78	0.17

# Results

Task 1: Labeled plans.  $t = \langle s_0, a_1, a_2, \dots, a_n, g \rangle, \forall t \in \mathcal{T}$

Pre		Add		Del		Global		Time
P	R	P	R	P	R	P	R	
0.88	0.50	0.88	0.92	0.95	0.91	0.90	0.78	0.17

Task 2: Labeled plans + static predicates

Pre		Add		Del		Global		Time
P	R	P	R	P	R	P	R	
0.90	0.74	0.93	0.92	0.96	0.91	0.93	0.86	0.13

# Results

Task 1: Labeled plans.  $t = \langle s_0, a_1, a_2, \dots, a_n, g \rangle, \forall t \in \mathcal{T}$

Pre		Add		Del		Global		Time
P	R	P	R	P	R	P	R	
0.88	0.50	0.88	0.92	0.95	0.91	0.90	0.78	0.17

Task 2: Labeled plans + static predicates

Pre		Add		Del		Global		Time
P	R	P	R	P	R	P	R	
0.90	0.74	0.93	0.92	0.96	0.91	0.93	0.86	0.13

Task 3: Labeled plans + static predicates + partial action models

Pre		Add		Del		Global		Time
P	R	P	R	P	R	P	R	
0.98	0.71	1.00	0.98	1.00	0.95	0.99	0.87	0.11

## Discussion and Further Work

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## Learning with unbound observations

Partial observability in actions and intermediate states

**Extreme case:**  $t = \langle s_0, g \rangle, \forall t \in \mathcal{T}$

# Learning with unbound observations

Partial observability in actions and intermediate states

**Extreme case:**  $t = \langle s_0, g \rangle, \forall t \in \mathcal{T}$

Higher complexity task

- Learn the action models
- Fill the gaps in the traces
- Underconstrained search space

## Task 4. Initial/Final States

	Pre		Add		Del		Global	
	P	R	P	R	P	R	P	R
Blocks	0.13	0.11	0.14	0.11	0.14	0.11	0.14	0.11
Driverlog	0.75	0.21	0.2	0.29	0.33	0.14	0.43	0.21
Ferry	0	0	0	0	0	0	0	0
Floortile	0.43	0.27	0.43	0.27	0.33	0.18	0.4	0.24
Grid	-	-	-	-	-	-	-	-
Gripper	0	0	0	0	0	0	0	0
Hanoi	0.5	0.25	0	0	0.5	0.5	0.33	0.25
Miconic	0	0	0	0	0	0	0	0
Satellite	0.5	0.21	0.57	0.8	0.75	0.75	0.61	0.59
Transport	0	0	0.29	0.4	0	0	0.1	0.13
Visitall	-	-	-	-	-	-	-	-
Zenotravel	0.5	0.14	0.29	0.29	0.5	0.29	0.43	0.24
	0.28	0.12	0.19	0.22	0.26	0.2	0.24	0.18

# Reformulation

*syntactically incorrect but semantically correct*

## Actions swapping roles

```
(:action board
  :parameters (?o1 - person ?o2 - aircraft ?o3 - city)
  :precondition (and
    (in ?o1 ?o2))
  :effect (and
    (not (in ?o1 ?o2))
    (at ?o1 ?o3)))
)
```

Zenotravel

# Reformulation

*syntactically incorrect    but    semantically correct*

## Actions swapping roles

```
debark
(:action board
:parameters (?o1 - person ?o2 - aircraft ?o3 - city)
:precondition (and
    (in ?o1 ?o2))
:effect (and
    (not (in ?o1 ?o2))
    (at ?o1 ?o3))
)
```

Zenotravel

# Reformulation

*syntactically incorrect but semantically correct*

## Arguments swapping roles

```
(:action move
  :parameters (?origin - room ?destination - room)
  :precondition (and
    (at-roddy ?destination))
  :effect (and
    (not (at-roddy ?destination))
    (at-roddy ?origin)))
)
```

Gripper

# Reformulation

*syntactically incorrect but semantically correct*

## Arguments swapping roles

```
destination      origin
(:action move
 :parameters (?origin - room ?destination - room)
 :precondition (and
                (at-roddy ?destination))
 :effect (and
           (not (at-roddy ?destination))
           (at-roddy ?origin)))
)
```

Gripper

# Reformulation

*syntactically incorrect    but    semantically correct*

## Macro actions

**pick-up + stack**

```
(:action stack
  :parameters (?o1 - object ?o2 - object)
  :precondition (and
    (ontable ?o1)
    (clear ?o1)
    (clear ?o2))
  :effect (and
    (not (ontable ?o1))
    (not (clear ?o2))
    (on ?o1 ?o2)))
)
```

Blocksworld

## Task 4. Initial/Final States (swapping roles)

	Pre		Add		Del		Global	
	P	R	P	R	P	R	P	R
Blocks	0.75	0.67	0.86	0.67	0.86	0.67	0.82	0.67
Driverlog	1	0.29	0.5	0.71	0.67	0.29	0.72	0.43
Ferry	1	0.57	1	1	1	1	1	0.86
Floortile	0.57	0.36	1	0.64	0.67	0.36	0.75	0.45
Grid	-	-	-	-	-	-	-	-
Gripper	1	0.67	1	1	1	1	1	0.89
Hanoi	1	0.5	1	1	1	1	1	0.83
Miconic	0.5	0.11	0.67	0.5	0.5	0.33	0.56	0.31
Satellite	0.5	0.21	0.57	0.8	0.75	0.75	0.61	0.59
Transport	1	0.3	0.71	1	1	0.6	0.9	0.63
Visitall	-	-	-	-	-	-	-	-
Zenotravel	1	0.29	0.57	0.57	1	0.57	0.86	0.48
	0.83	0.4	0.79	0.79	0.85	0.66	0.82	0.61

## Future work

### Metrics robust to reformulation

- Semantics-based evaluation
- Evaluating wrt a testing set

# Questions?

# Programmable Actions

```
(:action pick-up
:parameters (?o1 - object ?i1 - step ?i2 - step)
:precondition
...
:effect
...
(when (and (del_ontable_pick-up_var1 ))(not (ontable ?o1)))
(when (and (del_clear_pick-up_var1 ))(not (clear ?o1)))
(when (and (del_holding_pick-up_var1 ))(not (holding ?o1)))
(when (and (del_handempty_pick-up ))(not (handempty )))
(when (and (add_ontable_pick-up_var1 ))(ontable ?o1))
(when (and (add_clear_pick-up_var1 ))(clear ?o1))
(when (and (add_holding_pick-up_var1 ))(holding ?o1))
(when (and (add_handempty_pick-up ))(handempty )))
)
```

# Programmable Actions

```
(:action pick-up
:parameters (?o1 - object ?i1 - step ?i2 - step)
:precondition
  ...
  (or (not (pre_ontable_pick-up_var1 ))(ontable ?o1))
  (or (not (pre_clear_pick-up_var1 ))(clear ?o1))
  (or (not (pre_holding_pick-up_var1 ))(holding ?o1))
  (or (not (pre_handempty_pick-up ))(handempty )))
:effect
  ...
)
```

# Programming Actions

```
(:action program_eff_ontable_pick-up_var1
:parameters ()
:precondition (and
  (modeProg )
  (not (del_ontable_pick-up_var1))
  (not (add_ontable_pick-up_var1)))
:effect (and
  (when (pre_ontable_pick-up_var1)
    (del_ontable_pick-up_var1))
  (when (not (pre_ontable_pick-up_var1))
    (add_ontable_pick-up_var1))))
```

# Programming Actions

```
(:action program_pre_ontable_pick-up_var1
:parameters ()
:precondition
(and (modeProg )
(pre_ontable_pick-up_var1 )
(not (del_ontable_pick-up_var1 )))
(not (add_ontable_pick-up_var1 ))))
:effect
(and (not (pre_ontable_pick-up_var1 )))

)
```

## Validate actions in the input traces

```
(:action pick-up
:parameters (?o1 - object ?i1 - step ?i2 - step)
:precondition
  (not (modeProg ))
  (plan-pick-up ?i1 ?o1)
  (current ?i1)
  (inext ?i1 ?i2)
  ...
:effect (and
  (not (current ?i1))(current ?i2)
  ...
)
```

## Validate states in the input traces

```
(:action validate_1
:parameters ()
:precondition (and
  (not (modeProg ))
  (test0 )(not (test1 ))(not (test2 )) ...
  (current i8)
  (holding d) (ontable a) (on b a) ...
:effect (and
  (test1 )
  (not (current i8))(current i1)
  (not (plan-unstack i1 A B))(not (plan-put-down i2 A)) ...
  (plan-put-down i1 D)(plan-unstack i2 C B) ...
))
)
```

## Task 1. Labeled plans

	Pre		Add		Del		P	R
	P	R	P	R	P	R		
Blocks	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0
Driverlog	1.0	0.36	0.75	0.86	1.0	0.71	0.92	0.64
Ferry	1.0	0.57	1.0	1.0	1.0	1.0	1.0	0.86
Floortile	0.52	0.68	0.64	0.82	0.83	0.91	0.66	0.80
Grid	0.62	0.47	0.75	0.86	0.78	1.0	0.71	0.78
Gripper	1.0	0.67	1.0	1.0	1.0	1.0	1.0	0.89
Hanoi	1.0	0.50	1.0	1.0	1.0	1.0	1.0	0.83
Miconic	0.75	0.33	0.50	0.50	0.75	1.0	0.67	0.61
Satellite	0.60	0.21	1.0	1.0	1.0	0.75	0.87	0.65
Transport	1.0	0.40	1.0	1.0	1.0	0.80	1.0	0.73
Visitall	1.0	0.50	1.0	1.0	1.0	1.0	1.0	0.83
Zenotravel	1.0	0.36	1.0	1.0	1.0	0.71	1.0	0.69
	0.88	0.50	0.88	0.92	0.95	0.91	0.90	0.78

## Task 2. Labeled plans + static predicates

	Pre		Add		Del		P	R
	P	R	P	R	P	R		
Blocks	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0
Driverlog	0.9	0.64	0.56	0.71	0.86	0.86	0.78	0.73
Ferry	1.0	0.57	1.0	1.0	1.0	1.0	1.0	0.86
Floortile	0.68	0.68	0.89	0.73	1.0	0.82	0.86	0.74
Grid	0.79	0.65	1.0	0.86	0.88	1.0	0.89	0.83
Gripper	1.0	0.67	1.0	1.0	1.0	1.0	1.0	0.89
Hanoi	0.75	0.75	1.0	1.0	1.0	1.0	0.92	0.92
Miconic	0.89	0.89	1.0	0.75	0.75	1.0	0.88	0.88
Satellite	0.82	0.64	1.0	1.0	1.0	0.75	0.94	0.80
Transport	1.0	0.70	0.83	1.0	1.0	0.80	0.94	0.83
Visitall	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0
Zenotravel	1.0	0.64	0.88	1.0	1.0	0.71	0.96	0.79
	0.90	0.74	0.93	0.92	0.96	0.91	0.93	0.86

### Task 3. Labeled plans + static predicates + partial action models

	Pre		Add		Del			
	P	R	P	R	P	R	P	R
Blocks	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0
Driverlog	1.0	0.71	1.0	1.0	1.0	1.0	1.0	0.90
Ferry	1.0	0.67	1.0	1.0	1.0	1.0	1.0	0.89
Floortile	0.75	0.60	1.0	0.80	1.0	0.80	0.92	0.73
Grid	1.0	0.67	1.0	1.0	1.0	1.0	1.0	0.78
Gripper	1.0	0.50	1.0	1.0	1.0	1.0	1.0	0.83
Miconic	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0
Satellite	1.0	0.57	1.0	1.0	1.0	1.0	1.0	0.86
Transport	1.0	0.75	1.0	1.0	1.0	1.0	1.0	0.92
Zenotravel	1.0	0.67	1.0	1.0	1.0	0.67	1.0	0.78
	0.98	0.71	1.0	0.98	1.0	0.95	0.99	0.87

## Relation to Plan/Goal Recognition

Plan/Goal recognition can be seen as  $\Lambda = \langle \mathcal{M}', \Psi, \mathcal{T} \rangle$

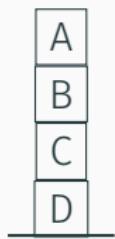
Hence

Programming & Validation

# Relation to Plan/Goal Recognition

## Solution plan

$$\mathcal{T} = \langle \langle s_0, \text{putdown } B, s_1 \rangle \rangle$$



```
01: program_pre_holding_putdown_var1
02: program_del_holding_putdown_var1
03: program_add_clear_putdown_var1
04: program_add_ontable_putdown_var1
05: program_add_handempty_putdown
06: unstack A B
07: putdown A
08: unstack B C
09: putdown B
10: pickup A
11: stack A C
12: pickup B
13: stack B A
14: validate_1
```