Encoding Partial Plans for Heuristic Search

Pascal Bercher and Susanne Biundo

Institute of Artificial Intelligence

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ulm university universität **UUIM**



Outline

(**POCL** Planning == **P**artial-**O**rder **C**ausal-**L**ink Planning)

- **1** STRIPS and POCL Problems: Formalization
- 2 POCL Planning: Basics
- 3 Using State-based Heuristics in POCL Planning
 - Problem Encoding
 - Complexity Results
- 4 Summary and Outlook



A planning domain is a tuple $\mathcal{D} = \langle \mathcal{V}, \mathcal{A} \rangle$ with:

- \mathcal{V} is a finite set of state variables, $s \in 2^{\mathcal{V}}$ being a state,
- A is a finite set of actions, an action a := ⟨pre, add, del⟩ ∈ A consists of:
 - pre $\subseteq \mathcal{V}$, the precondition of *a*,
 - add $\subseteq \mathcal{V}$, the add list of a,
 - $del \subseteq \mathcal{V}$, the delete list of a



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- $\mathcal V$ is a finite set of state variables, $s\in 2^{\mathcal V}$ being a state,
- A is a finite set of actions, an action a := ⟨pre, add, del⟩ ∈ A is applicable:
 - in a state $s \in 2^{\mathcal{V}}$ iff $pre \subseteq s$,
 - and generates the state $(s \setminus del) \cup add$
 - (applicability of action sequences is defined as usual)



A STRIPS planning problem is a tuple $\pi = \langle \mathcal{D}, \textit{s}_{\textit{init}}, \textit{g} \rangle$ with:

- \mathcal{D} is the planning domain,
- *s*_{init} is the initial state,
- g is the goal description

A solution to π is an action sequence \bar{a} , s.t.

- ā is applicable in sinit,
- \bar{a} generates a state $s' \supseteq g$



A POCL planning problem is a tuple $\pi = \langle \mathcal{D}, \mathcal{P}_{\textit{init}} \rangle$ with:

- \mathcal{D} is the planning domain
- *P*_{init} is the initial plan (actions; partially ordered)

A solution to π is a plan P, s.t.:

- for every action sequence \bar{a} induced by P holds:
 - ā is applicable in sinit,
 - \bar{a} generates a state $s' \supseteq g$



A partial plan is a tuple $P = (PS, \prec, CL)$ with:

- *PS* is a finite set of plan steps, a plan step *I*:*a* ∈ *PS* is a labeled action,
- \prec is a strict partial order on *PS*,
- CL is a set of causal links between the plan steps in PS

Example for a partial plan:

init
$$\stackrel{a}{\xrightarrow{b}} \rightarrow \stackrel{b}{\xrightarrow{b}} 1^2 : A^2 \stackrel{\neg b}{\xrightarrow{a}} \rightarrow \stackrel{a}{\xrightarrow{b}} 1^1 : A^1 \stackrel{\neg a}{\xrightarrow{c}} \rightarrow \stackrel{a}{\xrightarrow{c}} goal$$



$$\mathcal{A} = \{A^1, A^2\}$$
 with: $A^1 = (a, \neg a \land c)$ and $A^2 = (b, \neg b \land a)$
initial state $s_{init} = a \land b$, goal description $g = a \land c$





Modifications



7.14

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Open Precondition: (*c*, *goal*)

Causal Link: $(A^1, c, goal)$



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Open Precondition: $(a, l^1: A^1)$

Causal Link: $(A^2, a, I^1:A^1)$ Causal Link: $(init, a, I^1:A^1)$



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init
$$\overset{a}{\underline{b}}$$
 $\overset{b}{\underline{b}}$ $l^2:A^2$ $\overset{\neg b}{\underline{a}} \rightarrow \overset{a}{\underline{b}}$ $l^1:A^1$ $\overset{\neg a}{\underline{c}} \rightarrow \overset{a}{\underline{c}}$ goal



Open Precondition: $(b, l^2: A^2)$

Causal Link: (init, b, l²:A²)



$$\mathcal{A} = \{A^1, A^2\}$$
 with: $A^1 = (a, \neg a \land c)$ and $A^2 = (b, \neg b \land a)$
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Algorithm 1: POCL planning procedure

```
\begin{aligned} & \textit{Fringe} \leftarrow \{P_{\textit{init}}\} \\ & \textit{while } \textit{Fringe} \neq \emptyset \textit{ do} \\ & P \leftarrow \textit{planSel} (\textit{Fringe}) \\ & \textit{Fringe} \leftarrow \textit{Fringe} \setminus \{P\} \\ & \textit{if } \textit{Flaws}(P) = \emptyset \textit{ then return } P \\ & f \leftarrow \textit{flawSel} (\textit{Flaws}(P)) \\ & \textit{Fringe} \leftarrow \textit{Fringe} \ \cup \ \{\textit{applyMod}(P, m) \mid m \in \textit{Mods}(f) \ \} \end{aligned}
```

return fail

 \rightarrow two choices:

plan selection (planSel) and flaw selection (flawSel)



Problem:

- Desired: goal-distance estimates for plans
- Already available: goal-distance estimates for states

Idea:

Encode a *plan* P by means of new planning problem \mathcal{P}' s.t.:

solutions of $\mathcal{P}' \equiv \mathbb{P}$ solutions reachable from P

ightarrow goal distance of $P_{-}\equiv$ goal distance of the initial state of \mathcal{P}'



Let $\pi = \langle \langle \mathcal{V}, \mathcal{A} \rangle, s_{init}, g \rangle$ be a planning problem and $P = (PS, \prec, CL)$ a plan.

The encoding of P is given by $\pi' = \langle \langle \mathcal{V}', \mathcal{A}' \rangle, s'_{init}, g' \rangle$ with:

- $\mathcal{A}' := \mathcal{A} \cup \mathcal{A}_{new}$, with $\mathcal{A}_{new} := \{ enc(I:A) \mid I:A \in PS \}$
- A_{new} encodes the plan steps in *PS*, s.t.:
 - each $a \in \mathcal{A}_{new}$ is executable exactly once
 - the actions in A_{new} can only be inserted in an order consistent with the one in *PS*
- The goal description is altered, s.t. all actions in \mathcal{A}_{new} have to be executed



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 goal

The encoding of P is given by $\pi' = \langle \langle \mathcal{V}', \mathcal{A}' \rangle, s'_{init}, g' \rangle$ with:

•
$$\mathcal{V}' := \mathcal{V} \cup \{l^1, l^2\}$$

• $\mathcal{A}' := \mathcal{A} \cup \{enc(l^1:\mathcal{A}^1), enc(l^1:\mathcal{A}^1)\} \text{ with}$
- $enc(l^1:\mathcal{A}^1) = \langle a \land \neg l^1 \land l^2, \neg a \land c \land l^1 \rangle$
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$$s'_{\text{init}} := s_{\text{init}}$$

•
$$g' := g \cup \{l^1, l^2\}$$



11.14

<u>-</u>--

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Let P be a plan and $\pi' = \langle \langle \mathcal{V}', \mathcal{A}' \rangle, s'_{init}, g' \rangle$ its encoding.

Then, use $h(P) := \max\{0, h_{sb}(s'_{init}) - cost(P)\}$ as heuristic. (with h_{sb} being a heuristic for state-based planning)

Note: if h_{sb} is admissible, so is h!



Non-incremental encoding:

- a plan $P = (PS, \prec, \emptyset)$ can be encoded in $O(|\prec|) = O(|PS|^2)$
- (a plan $P = (PS, \prec, CL)$ can be be encoded in **P**)

Incremental encoding:

 given P, its encoding π', and an applied modification m, the encoding of P', the successor of P w.r.t. m, can be calculated in O(|P|) or O(1).



Summary of Encoding:

- can be done efficiently
- enables the use of state-based heuristics in POCL planning
- provides the *first admissible heuristics* for POCL planning

Outlook:

- Empirical evaluation (not in the paper: LM cut works fine)
- Adapting heuristics, rather than blindly applying them

