

CPS 570: Artificial Intelligence

Planning

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Planning

- We studied how to take actions in the world (search)
- We studied how to represent objects, relations, etc. (logic)
- Now we will combine the two!

State of the world (STRIPS language)

- State of the world = conjunction of positive, ground, function-free literals
- At(Home) AND IsAt(Umbrella, Home) AND CanBeCarried(Umbrella) AND IsUmbrella(Umbrella) AND HandEmpty AND Dry
- Not OK as part of the state:
 - NOT(At(Home)) (negative)
 - At(x) (not ground)
 - At(Bedroom(Home)) (uses the function Bedroom)
- Any literal not mentioned is assumed false
 - Other languages make different assumptions, e.g., negative literals part of state, unmentioned literals unknown

An action: TakeObject

- TakeObject(location, x)
- **Preconditions:**
 - HandEmpty
 - CanBeCarried(x)
 - At(location)
 - IsAt(x, location)
- **Effects** (“NOT something” means that that something should be removed from state):
 - Holding(x)
 - NOT(HandEmpty)
 - NOT(IsAt(x, location))

Another action

- WalkWithUmbrella(location1, location2, umbr)
- Preconditions:
 - At(location1)
 - Holding(umbr)
 - IsUmbrella(umbr)
- Effects:
 - At(location2)
 - NOT(At(location1))

Yet another action

- WalkWithoutUmbrella(location1, location2)
- Preconditions:
 - At(location1)
- Effects:
 - At(location2)
 - NOT(At(location1))
 - NOT(Dry)

A goal and a plan

- Goal: At(Work) AND Dry
- Recall initial state:
 - At(Home) AND IsAt(Umbrella, Home) AND CanBeCarried(Umbrella) AND IsUmbrella(Umbrella) AND HandEmpty AND Dry
- TakeObject(Home, Umbrella)
 - At(Home) AND CanBeCarried(Umbrella) AND IsUmbrella(Umbrella) AND Dry AND Holding(Umbrella)
- WalkWithUmbrella(Home, Work, Umbrella)
 - At(Work) AND CanBeCarried(Umbrella) AND IsUmbrella(Umbrella) AND Dry AND Holding(Umbrella)

Planning to write a paper

- Suppose your goal is to be a co-author on an AI paper with both theorems and experiments, within a year

LearnAbout(x,y)

Preconditions: HasTimeForStudy(x)

Effects: Knows(x,y),
NOT(HasTimeForStudy(x))

HaveNewIdea(x)

Preconditions: Knows(x,AI),
Creative(x)

Effects: Idea, Contributed(x)

FindExistingOpenProblem(x)

Preconditions: Knows(x,AI)

Effects: Idea

ProveTheorems(x)

Preconditions: Knows(x,AI),
Knows(x,Math), Idea

Effect: Theorems, Contributed(x)

PerformExperiments(x)

Preconditions: Knows(x,AI),
Knows(x,Coding), Idea

Effect: Experiments, Contributed(x)

WritePaper(x)

Preconditions: Knows(x,AI),
Knows(x,Writing), Idea,
Theorems, Experiments

Effect: Paper, Contributed(x)

Goal: Paper AND Contributed(You)

Name a few things that are missing/unrealistic...

Some start states

Start1: HasTimeForStudy(You) AND Knows(You,Math) AND Knows(You,Coding) AND Knows(You,Writing)

Start2: HasTimeForStudy(You) AND Creative(You) AND Knows(Advisor,AI) AND Knows(Advisor,Math) AND Knows(Advisor,Coding) AND Knows(Advisor,Writing)
(Good luck with that plan...)

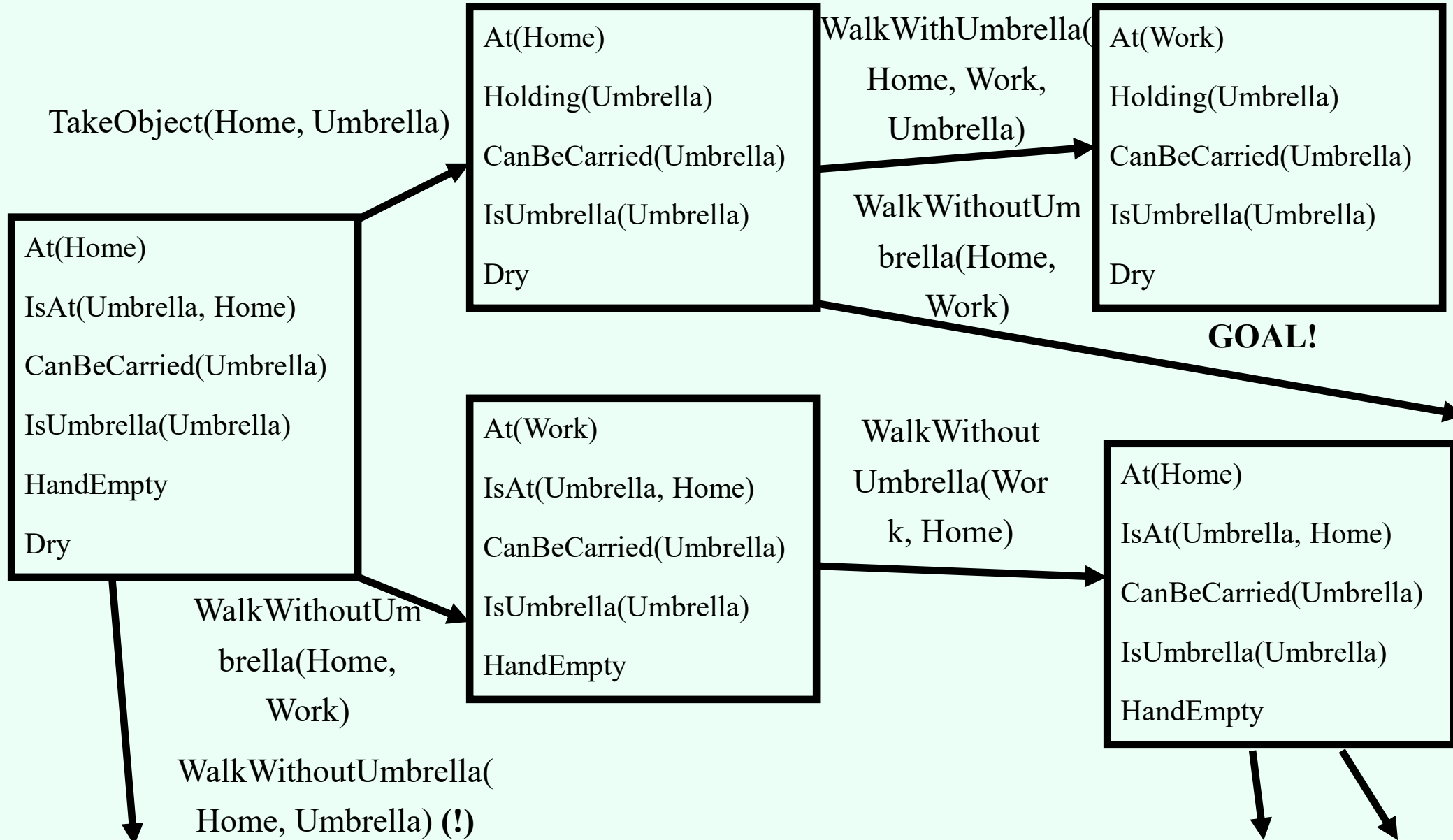
Start3: Knows(You,AI) AND Knows(You,Coding) AND Knows(OfficeMate,Math) AND HasTimeForStudy(OfficeMate) AND Knows(Advisor,AI) AND Knows(Advisor,Writing)

Start4: HasTimeForStudy(You) AND Knows(Advisor,AI) AND Knows(Advisor,Math) AND Knows(Advisor,Coding) AND Knows(Advisor,Writing)

Forward state-space search

(progression planning)

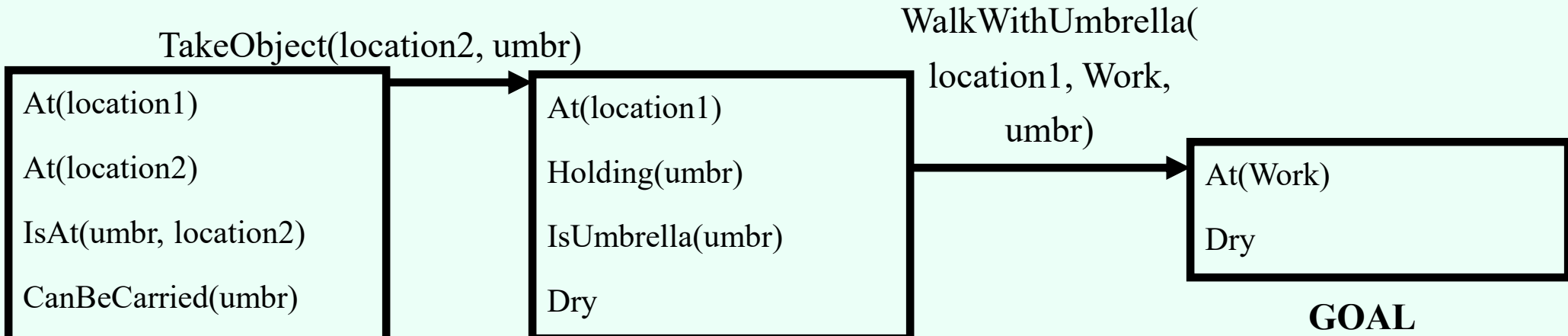
- Successors: all states that can be reached with an action whose preconditions are satisfied in current state



Backward state-space search

(regression planning)

- Predecessors: for every action that accomplishes one of the literals (and does not undo another literal), remove that literal and add all the preconditions



This is accomplished in the start state, by substituting location1=location2=Home, umbr=Umbrella

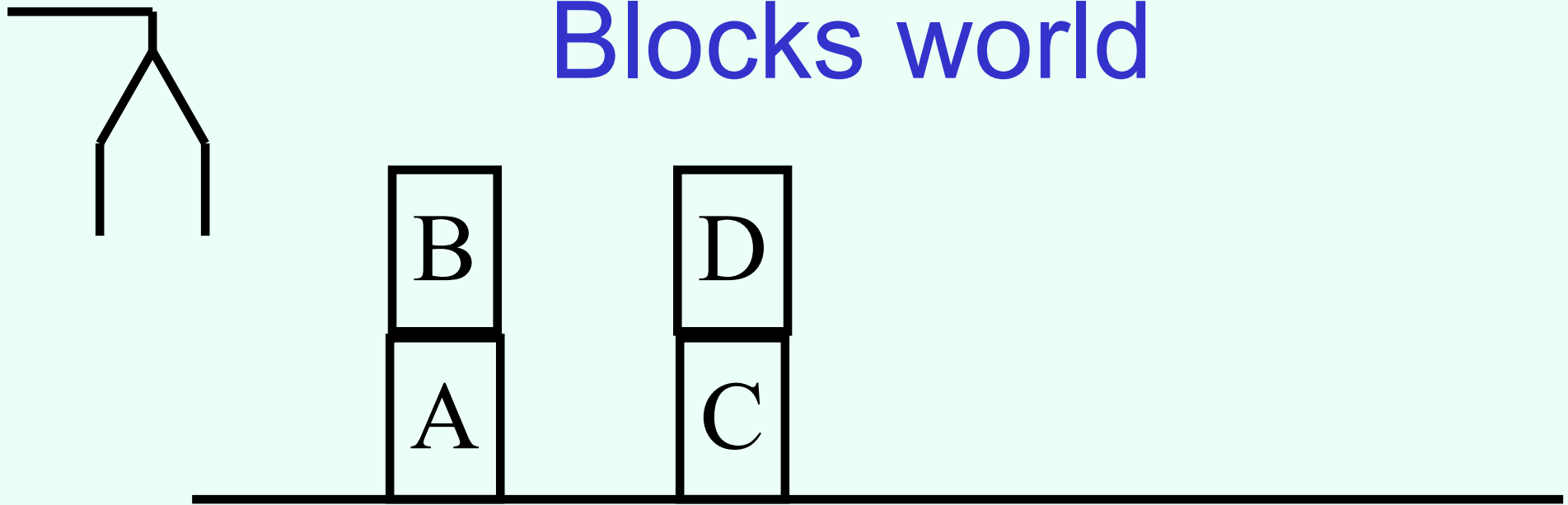
WalkWithUmbrella(location2, location1)

WalkWithoutUmbrella can never be used, because it undoes Dry (this is good)

Heuristics for state-space search

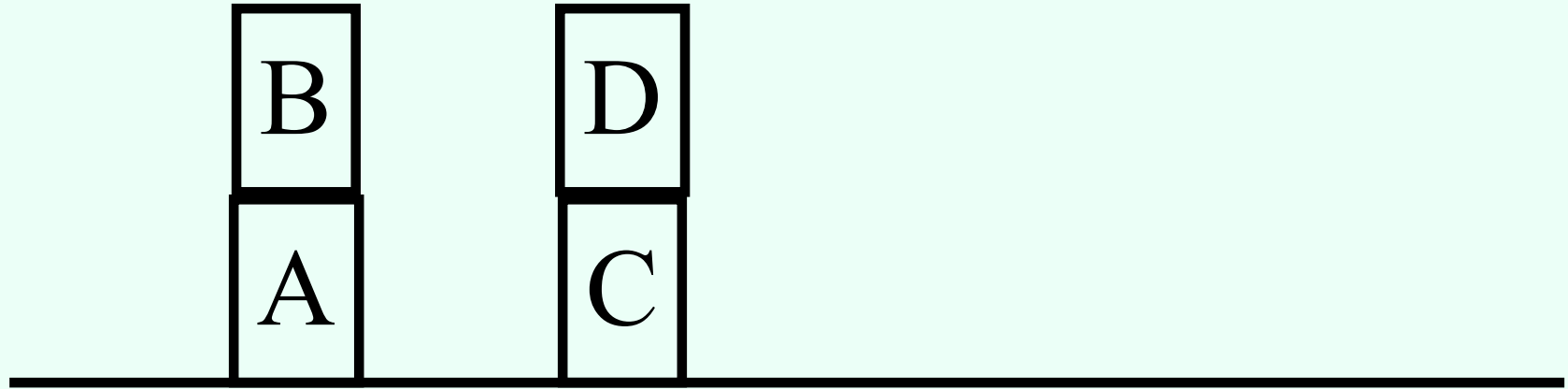
- Cost of a plan: (usually) number of actions
- *Heuristic 1*: plan for each subgoal (literal) separately, sum costs of plans
 - Does this ever underestimate? Overestimate?
- *Heuristic 2*: solve a relaxed planning problem in which actions never delete literals (**empty-delete-list** heuristic)
 - Does this ever underestimate? Overestimate?
 - Very effective, even though requires solution to (easy) planning problem
- Progression planners with empty-delete-list heuristic perform well

Blocks world



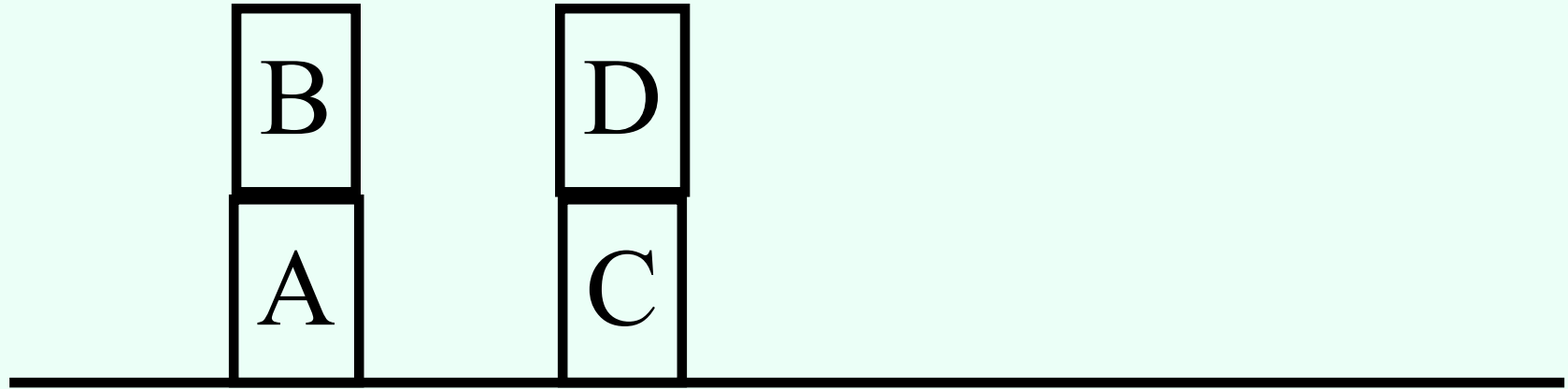
- $\text{On}(B, A)$, $\text{On}(A, \text{Table})$, $\text{On}(D, C)$, $\text{On}(C, \text{Table})$, $\text{Clear}(B)$, $\text{Clear}(D)$

Blocks world: Move action



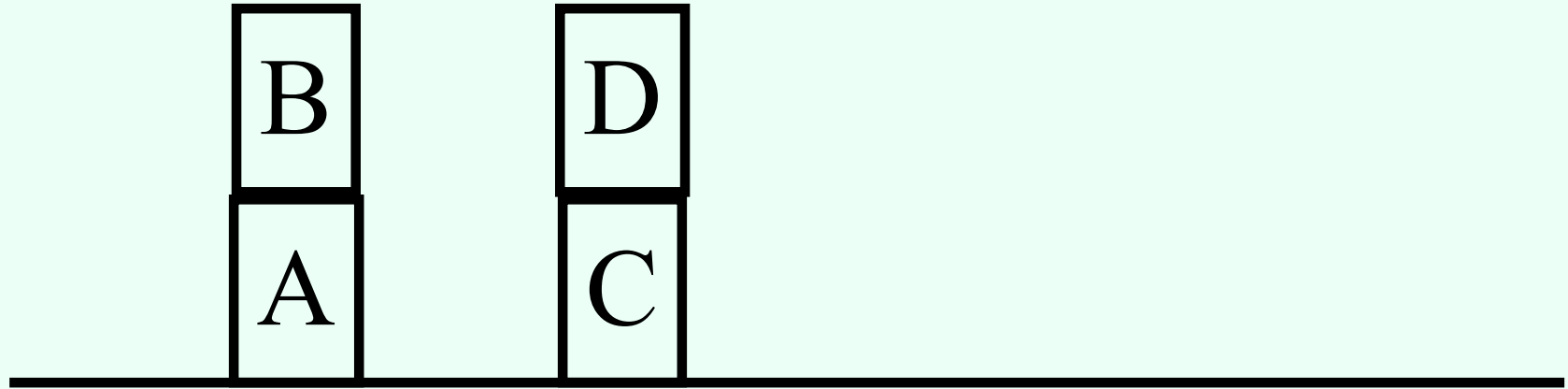
- $\text{Move}(x,y,z)$
- Preconditions:
 - $\text{On}(x,y), \text{Clear}(x), \text{Clear}(z)$
- Effects:
 - $\text{On}(x,z), \text{Clear}(y), \text{NOT}(\text{On}(x,y)), \text{NOT}(\text{Clear}(z))$

Blocks world: MoveToTable action



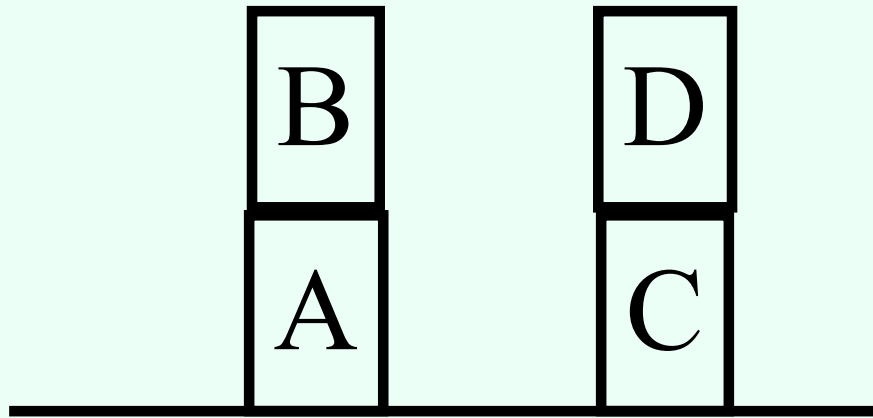
- MoveToTable(x,y)
- Preconditions:
 - On(x,y), Clear(x)
- Effects:
 - On(x,Table), Clear(y), NOT(On(x,y))

Blocks world example

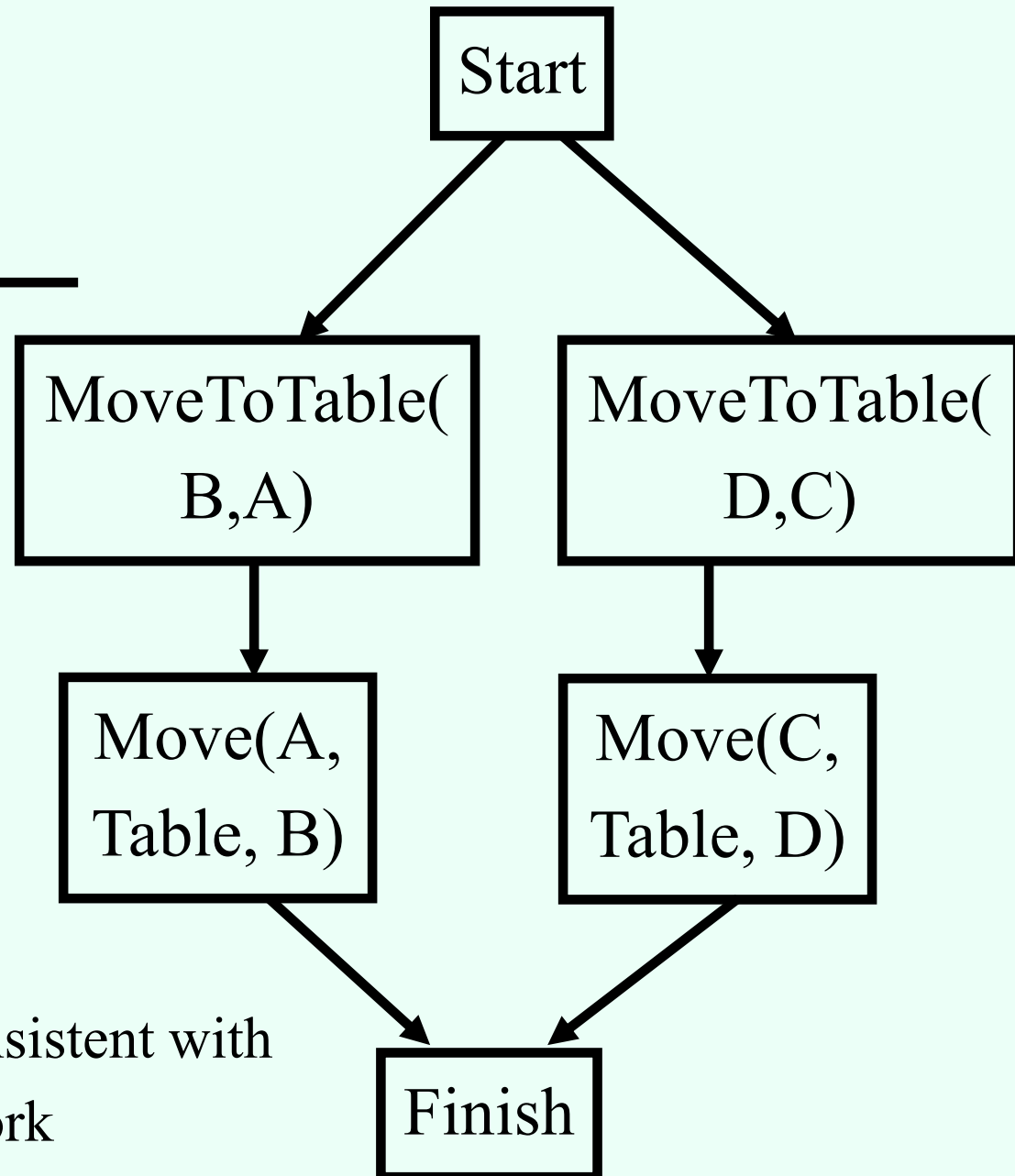


- Goal: $\text{On}(A,B)$ AND $\text{Clear}(A)$ AND $\text{On}(C,D)$ AND $\text{Clear}(C)$
- A plan: $\text{MoveToTable}(B, A)$, $\text{MoveToTable}(D, C)$, $\text{Move}(C, \text{Table}, D)$, $\text{Move}(A, \text{Table}, B)$
- Really two separate problem instances

A partial-order plan

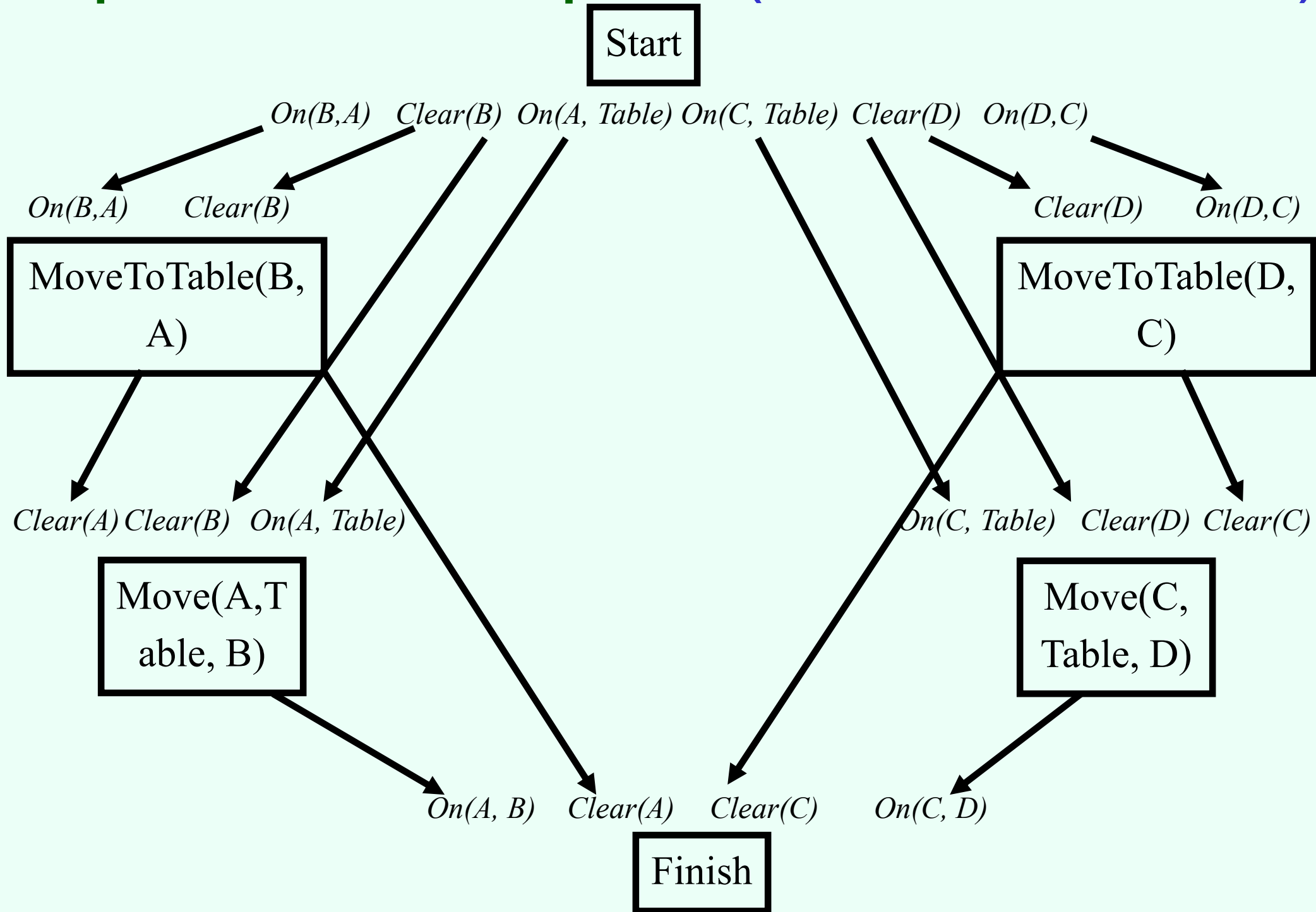


Goal: On(A,B) AND
Clear(A) AND
On(C,D) AND
Clear(C)

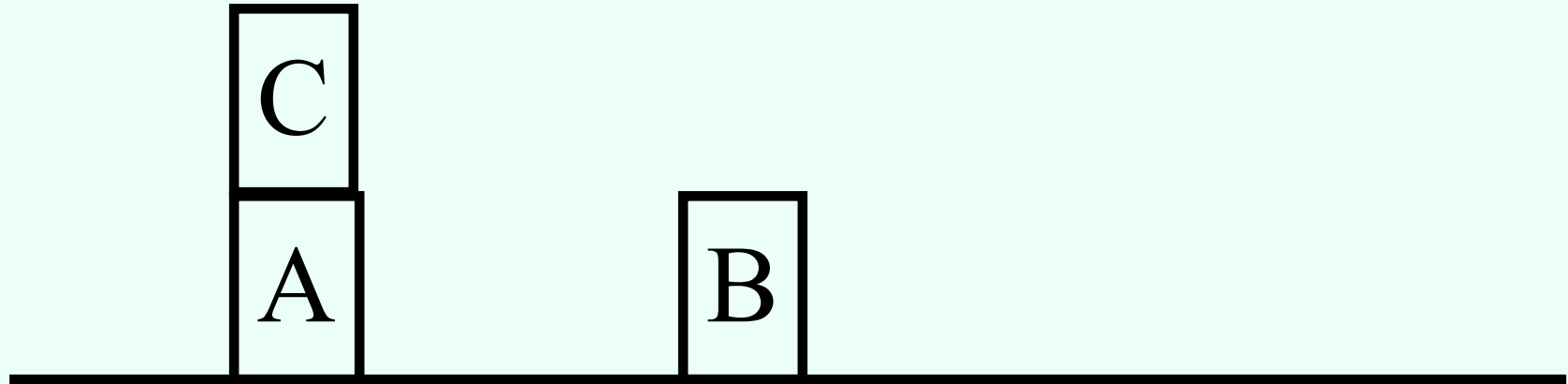


Any total order on the actions consistent with
this partial order will work

A partial-order plan (with more detail)

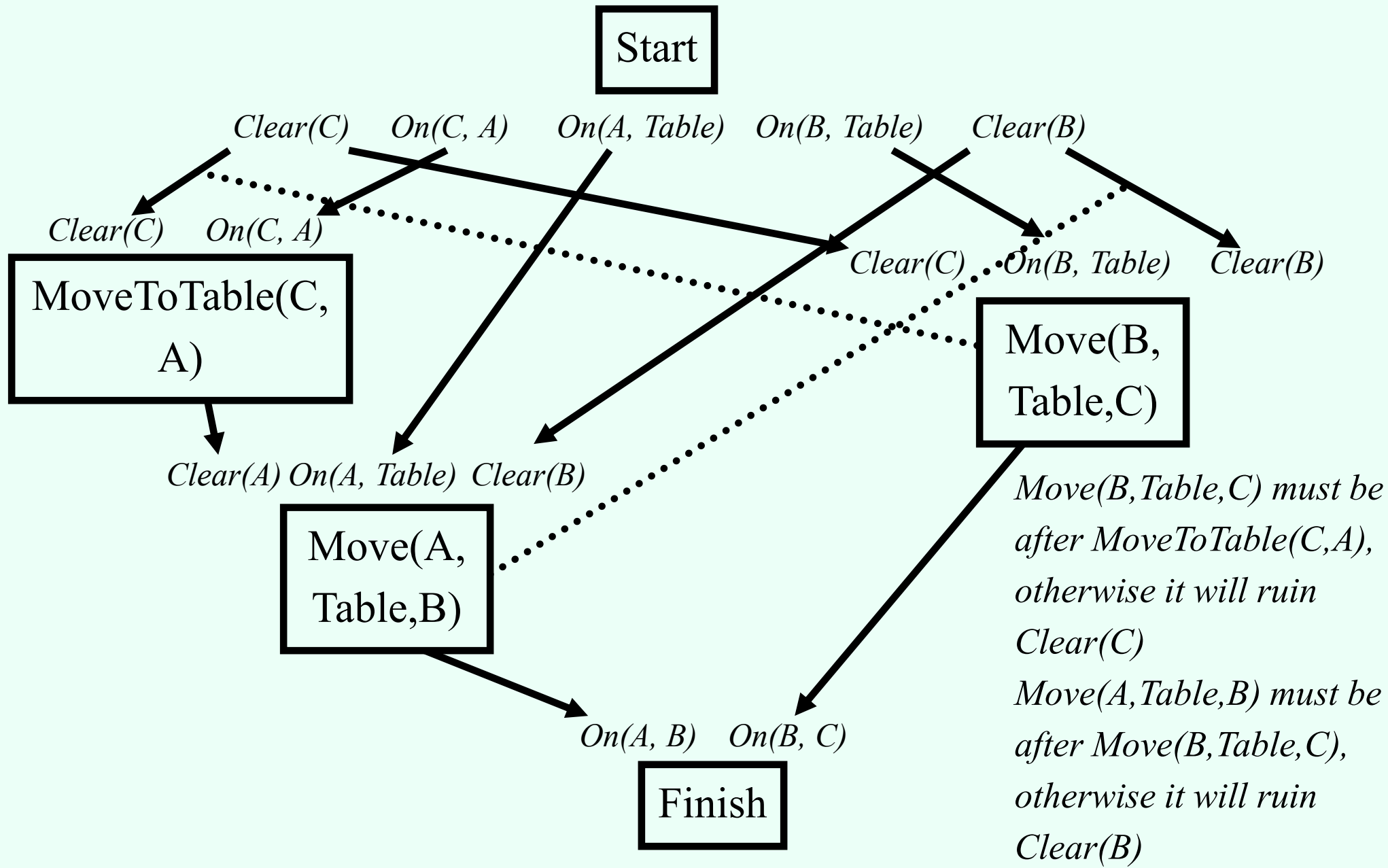


Not everything decomposes into multiple problems: Sussman Anomaly

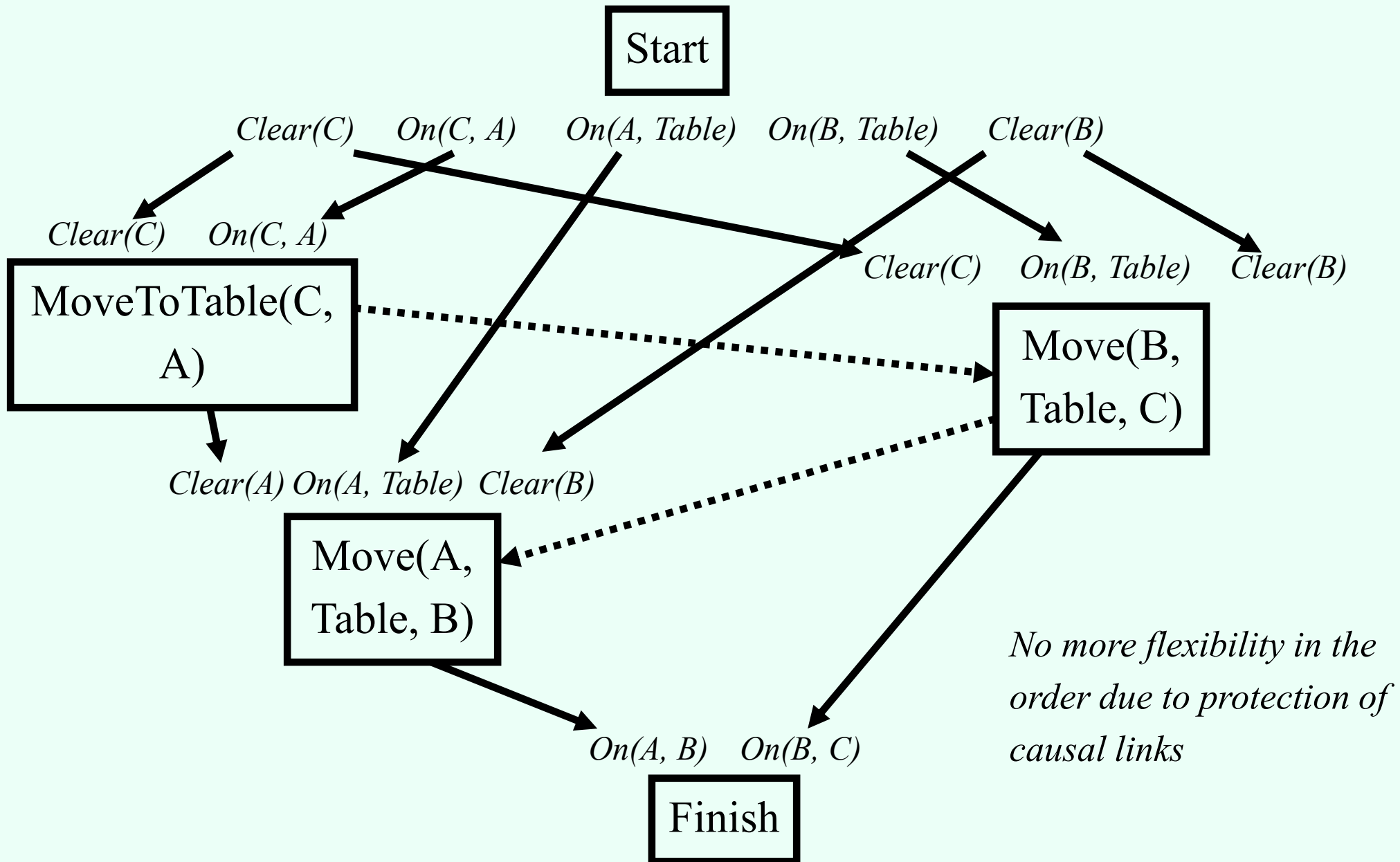


- Goal: $\text{On}(A,B)$ AND $\text{On}(B,C)$
- Focusing on one of these two individually first does not work
- Optimal plan: $\text{MoveToTable}(C,A)$,
 $\text{Move}(B,\text{Table},C)$, $\text{Move}(A,\text{Table},B)$

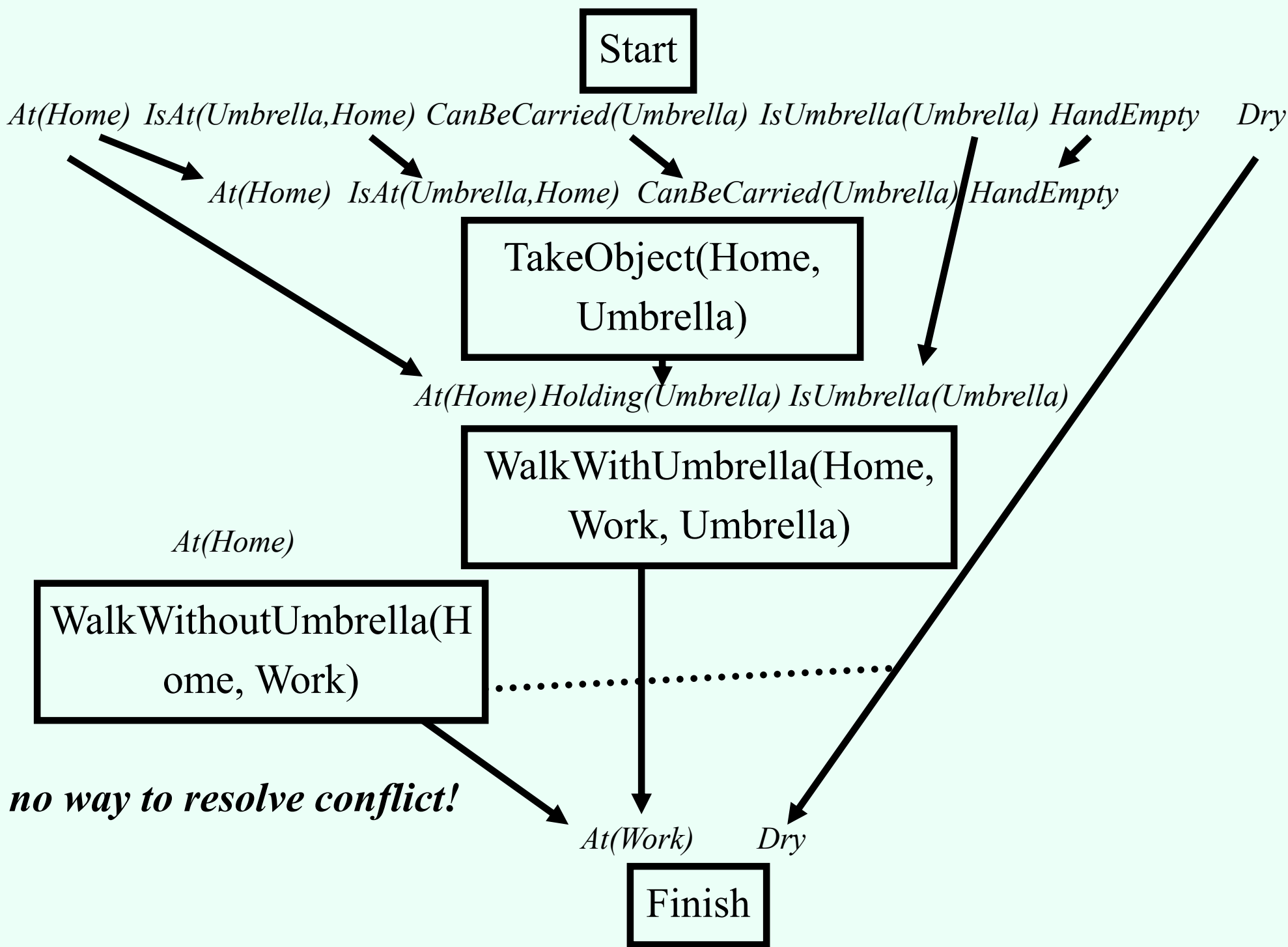
An incorrect partial order plan for the Sussman Anomaly



Corrected partial order plan for the Sussman Anomaly



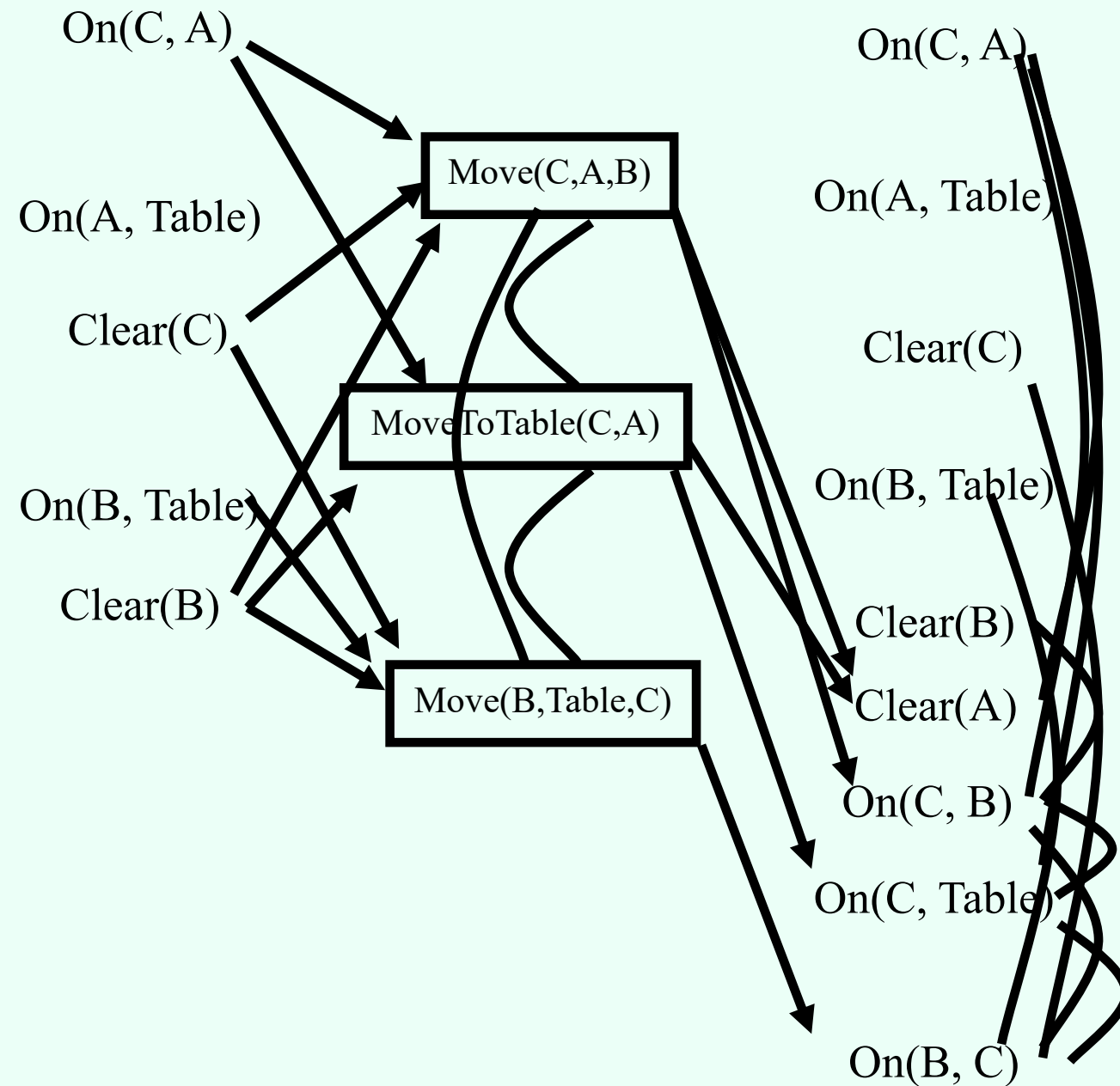
Searching for a partial-order plan



Searching for partial-order plans

- Somewhat similar to constraint satisfaction
- Search state = partially completed partial order plan
 - Not to be confused with states of the world
 - Contains actions, ordering constraints on actions, causal links, some open preconditions
- Search works as follows:
 - Choose one open precondition p ,
 - Consider all actions that achieve p (including ones already in the plan),
 - For each such action, consider each way of resolving conflicts using ordering constraints
- Why do we need to consider only one open precondition (instead of all)? Is this true for backward state-space search?
- Tricky to resolve conflicts if we leave variables unbound
 - E.g., if we use `WalkWithUmbrella(location1, Work, umbr)` without specifying what `location1` or `umbr` is

Planning graphs



- Each level has literals that “could be true” at that level
- **Mutex (mutual exclusion)** relations indicate incompatible actions/literals

... continued on board

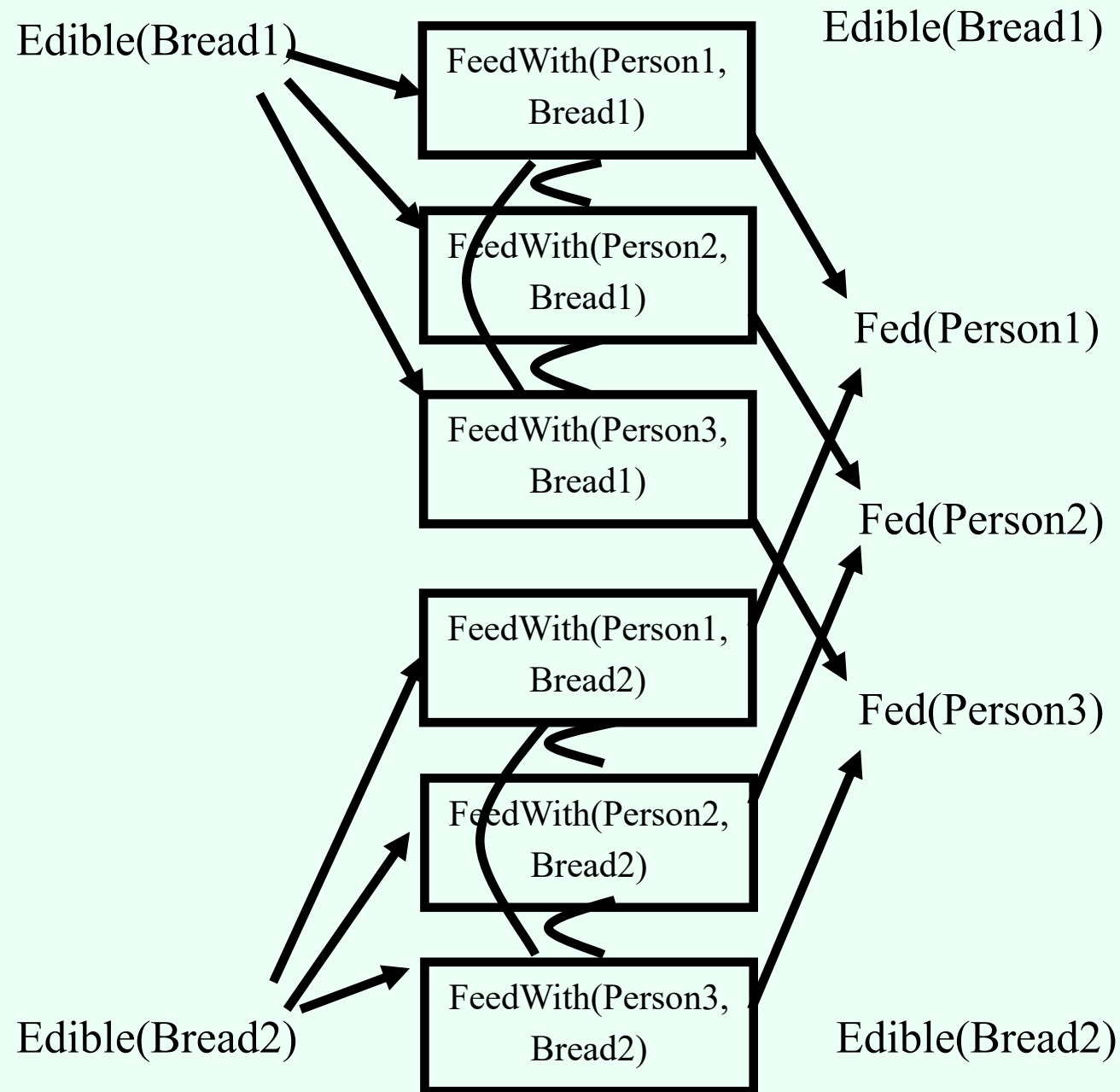
Reasons for mutex relations...

- ... between actions:
 - **Inconsistent effects**: one action negates effect of the other
 - **Interference**: one action negates precondition of the other
 - **Competing needs**: the actions have preconditions that are mutex
- ... between literals:
 - **Inconsistent support**: any pair of actions that can achieve these literals is mutex

A problematic case for planning graphs

- **FeedWith(x, y)**
 - Preconditions: **Edible(y)**
 - Effects: **NOT(Edible(y)), Fed(x)**
- **Start: Edible(Bread1), Edible(Bread2)**
- **Goal: Fed(Person1), Fed(Person2), Fed(Person3)**

Planning graph for feeding



- Any **two** of these could simultaneously be true at time 1, so no mutex relations
- Really need **3-way** mutex relations, but experimentally this is computationally not worthwhile

Uses of planning graphs

- If the goal literals do not all appear at a level (or have mutex relations) then we know we need another level
 - Converse does not hold
- Useful **heuristic**: first time that all goal literals appear at a level, with no mutex relations
- **Graphplan** algorithm: once all goal literals appear, try to extract solution from graph
 - Can use CSP techniques by labeling each action as “in the plan” or “out of the plan”
 - In case of failure, generate another level

Example

- Fast-Forward planner...
 - <https://fai.cs.uni-saarland.de/hoffmann/ff.html>
- ... with towers of Hanoi example...
 - <http://www.tempastic.org/vhpop/>
- ... in course directory:
- `./ff -o hanoi-domain.pddl -f hanoi-3.pddl`
- Btw., why is towers of Hanoi solvable with **any** number of disks?