Planning (Ch. 10)

Don't bother me.

I'm trying to remember Plan B.

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Announcements

HW6 posted

Midterm 2 grades very soon
Let's consider this problem:

Initial: Clean $\land$ Garbage $\land$ Quiet

Goal: Food $\land$ $\neg$Garbage $\land$ Present

Action: (MakeFood,
Precondition: Clean,
Effects: Food)

Action: (Takeout,
Precondition: Garbage,
Effects: $\neg$Garbage $\land$ $\neg$Clean)

Action: (Wrap,
Precondition: Quiet,
Effects: Present)

Action: (Dolly,
Precondition: Garbage,
Effects: $\neg$Garbage $\land$ $\neg$Quiet)
Blue mutexes disappear

Review

Pink = new mutex
GraphPlan as heuristic

GraphPlan is optimistic, so if any pair of goal states are in mutex, the goal is impossible.

3 basic ways to use GraphPlan as heuristic:
(1) Maximum level of all goals
(2) Sum of level of all goals (not admissible)
(3) Level where no pair of goals is in mutex

(1) and (2) do not require any mutexes, but are less accurate (quick 'n' dirty)
GraphPlan as heuristic

For heuristics (1) and (2), we relax as such:
1. Multiple actions per step, so can only take fewer steps to reach same result
2. Never remove any states, so the number of possible states only increases

This is a valid simplification of the problem, but it is often too simplistic directly
GraphPlan as heuristic

Heuristic (1) directly uses this relaxation and finds the first time when all 3 goals appear at a state level

(2) tries to sum the levels of each individual first appearance, which is not admissible (but works well if they are independent parts)

Our problem: goal={Food, ⊥ Garbage, Present}
First appearance: F=1, ⊥ G=1, P=1
GraphPlan: states

Level 0:
- C
- G
- Q
- W

Level 1:
- M
- T
- D
- P
- F

Heuristic (1):
Max(1,1,1) = 1

Heuristic (2):
1+1+1=3
GraphPlan as heuristic

Often the problem is too trivial with just those two simplifications

So we add in mutexes to keep track of invalid pairs of states/actions

This is still a simplification, as only impossible state/action pairs in the original problem are in mutex in the relaxation
GraphPlan as heuristic

Heuristic (3) looks to find the first time none of the goal pairs are in mutex

For our problem, the goal states are: (Food, \( \neg \) Garbage, Present)

So all pairs that need to have no mutex: (F, \( \neg \) G), (F, P), (\( \neg \) G, P)
None of the pairs are in mutex at level 1

This is our heuristic estimate
Finding a solution

GraphPlan can also be used to find a solution:
(1) Converting to a Constraint Sat. Problem
(2) Backwards search

Both of these ways can be run once GraphPlan has all goal pairs not in mutex (or converges)

Additionally, you might need to extend it out a few more levels further to find a solution (as GraphPlan underestimates)
GraphPlan as CSP

Variables = states, Domains = actions to there
Constraints = mutexes & preconditions

(a) Planning Graph

Variables: $G_1, \ldots, G_4, P_1 \ldots P_6$

Domains: $G_1: \{A_1\}, G_2: \{A_2\} G_3: \{A_3\} G_4: \{A_4\}$
$P_1: \{A_5\} P_2: \{A_6, A_{11}\} P_3: \{A_7\} P_4: \{A_8, A_9\}$
$P_5: \{A_{10}\} P_6: \{A_{10}\}$

Constraints (normal): $P_1 = A_5 \Rightarrow P_4 \neq A_9$
$P_2 = A_6 \Rightarrow P_4 \neq A_8$
$P_2 = A_{11} \Rightarrow P_3 \neq A_7$

Constraints (Activity): $G_1 = A_1 \Rightarrow \text{Active}\{P_1, P_2, P_3\}$
$G_2 = A_2 \Rightarrow \text{Active}\{P_4\}$
$G_3 = A_3 \Rightarrow \text{Active}\{P_5\}$
$G_4 = A_4 \Rightarrow \text{Active}\{P_1, P_6\}$

Init State: $\text{Active}\{G_1, G_2, G_3, G_4\}$

(b) DCSP from Do & Kambhampati
Finding a solution

For backward search, attempt to find arrows back to the initial state (without conflict/mutex).

Start by finding actions that satisfy all goal conditions, then recursively try to satisfy all of the selected actions’ preconditions.

If this fails to find a solution, mark this level and all the goals not satisfied as: (level, goals) stops changing, no solution.
Graph Plan

Remember this...
Initial: $\neg Money \land \neg Smart \land \neg Debt$
Goal: $\neg Money \land Smart \land \neg Debt$

Action( School,
Precondition: ,
Effect: Debt $\land$ Smart)

Action( Job,
Precondition: ,
Effect: Money $\land$ $\neg$Smart)

Action( Pay,
Precondition: Money,
Effect: $\neg$Money $\land$ $\neg$Debt)
Ask:
D^S^M
Find first
no mutex...
Ask: \[\downarrow D \wedge S \wedge \downarrow M\]

... then back search

Graph Plan

Error! States of 1&4 in mutex

1.

2.

3.
Ask: \( D \uparrow S \uparrow \uparrow M \)

try different back path...

Error, actions 3&4 in mutex

1. 
2. 
3. 
4. 

Graph Plan
Ask:
\[ D \wedge S \wedge M \]

found solution!
Finding a solution

Formally, the algorithm is:

\[
\text{graph} = \text{initial} \\
\text{noGoods} = \text{empty table (hash)} \\
\text{for level} = 0 \text{ to infinity} \\
\quad \text{if all goal pairs not in mutex} \\
\quad \quad \text{solution} = \text{recursive search with noGoods} \\
\quad \quad \text{if success, return paths} \\
\quad \text{if graph \& noGoods converged, return fail} \\
\text{graph} = \text{expand graph}
\]
Initial: $\text{Clean} \land \text{Garbage} \land \text{Quiet}$
Goal: $\text{Food} \land \neg \text{Garbage} \land \text{Present}$

You try it!