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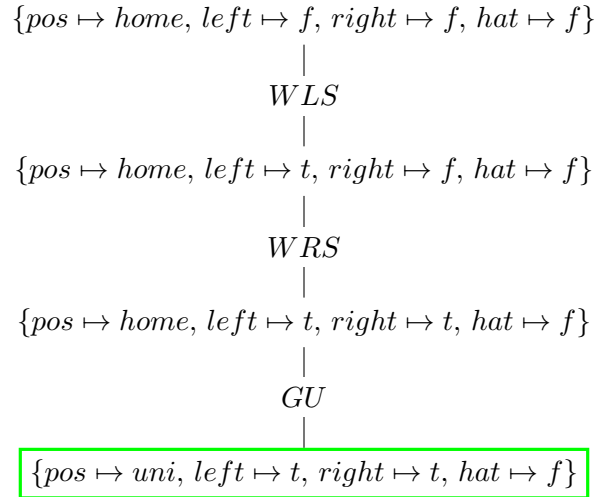
24.01.2020

Consider the  $SAS^+$  planning task  $\Pi$  with variables  $V = \{pos, left, right, hat\}$ ,  $\mathcal{D}_{pos} = \{home, uni\}$  and  $\mathcal{D}_{left} = \mathcal{D}_{right} = \mathcal{D}_{hat} = \{t, f\}$ . The initial state  $I = \{pos \mapsto home, left \mapsto f, right \mapsto f, hat \mapsto f\}$  and the goal specification is  $\gamma = \{pos \mapsto uni\}$ . There are four operators in  $O$ , namely

$$\begin{array}{ll}
\text{wear-left-shoe (WLS)} & = \langle pos = home \wedge left = f, left := t \rangle \\
\text{wear-right-shoe (WRS)} & = \langle pos = home \wedge right = f, right := t \rangle \\
\text{wear-hat (WH)} & = \langle pos = home \wedge hat = f, hat := t \rangle \\
\text{go-to-university (GU)} & = \langle pos = home \wedge left = t \wedge right = t, pos := uni \rangle
\end{array}$$
[illegible]

(b) Draw the breadth-first search graph (with duplicate detection) for planning task  $\Pi$  using strong stubborn set pruning. For each expansion of a node for a state  $s$ , specify in detail how  $T_s$  (and thus  $T_{app(s)}$ ) are computed, i.e., explain how the initial disjunctive action landmark is chosen and how operators are iteratively added to  $T_s$  as part of necessary enabling sets or interfering operators, respectively. Break ties in favor of *wear-left-shoe* over *wear-right-shoe*.

**How many node expansion do you save with strong stubborn sets compared to plain breadthfirst search? What about the lengths of the resulting solutions?**



## Exercise 11.2 - Weak vs. strong stubborn sets

Show that *weak* stubborn sets admit exponentially more pruning than *strong* stubborn sets.