

COMP90054

AI planning Autonomy

Workshop 5

Geye Guo

Recap: Manhattan Grid Problem

- Consider an $m \times m$ **Manhattan Grid**, and a set of coordinates G to visit in any order.
- **Hint:** Consider a set of coordinates V' remaining to be visited, or a set of coordinates V already visited. What's the difference between them
- Formulate a state-based search problem to find a tour of all the desired points (i.e. define a state space, applicable actions, transition and cost functions).

Common Heuristic for Manhattan Grid Problems

- Goal counting: $h = |V'|$
- Manhattan to the closest: $h = \min(\text{Manhattan}(\text{all food}))$
- Manhattan to the furthest: $h = \max(\text{Manhattan}(\text{all food}))$
- Average Manhattan: $h = \text{average}(\min, \max \text{ Manhattan})$
- Manhattan: $h = \text{Manhattan}(\text{all food})$
- Minimum Spanning Tree: $h = \text{len}(\text{minimum spanning tree}(\text{all food}))$

Revision on Relaxation

- Initial STRIPS model: $P = \langle F, O, I, G \rangle \Rightarrow h$
- After applying some transition: $P' = \langle F, O', I, G \rangle, \Rightarrow h'$
- If change is relaxation, then the h' is guaranteed to be admissible and consistent

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Example: Precondition and delete relaxation

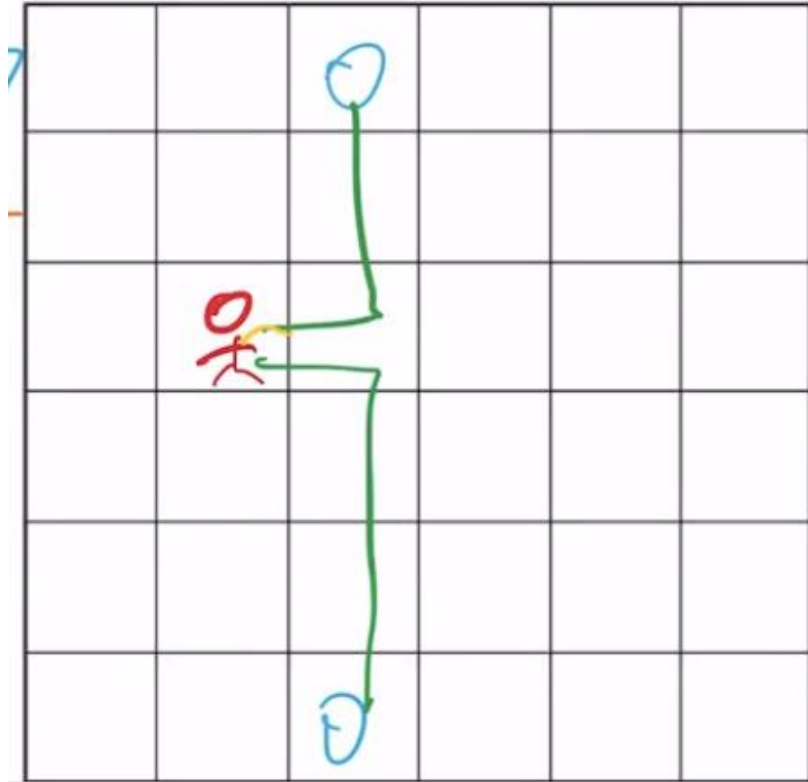
- General Idea: Ignore delete and precondition lists, only keep add lists
- Then P' becomes a Subset sum problem
- Bad news!! It is still an NP-hard problem

Common Heuristic for Manhattan Problems

- Goal counting: $h = |V'|$
- Manhattan to the closest: $h = \min(\text{Manhattan}(\text{all food}))$
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The problem of Minimum Spanning Tree

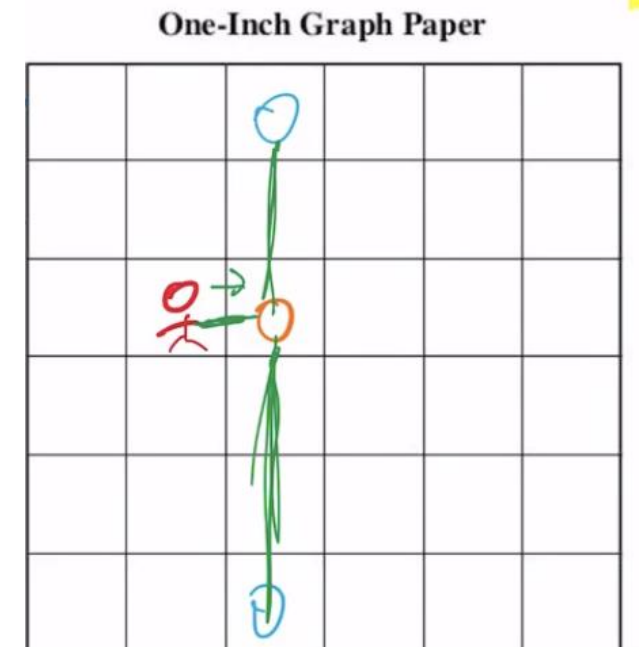
One-Inch Graph Paper



It is not consistent

Minimum Steiner Tree

- **Idea:** add extra node along the path
- **How to derive from the original?** Delete relaxation: $h +$
- **Is it easier to compute the minimum Steiner Tree?**



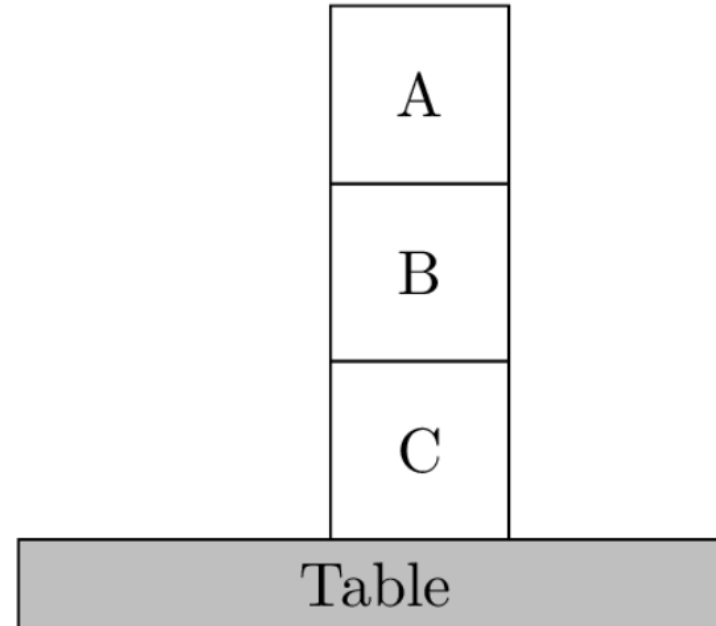
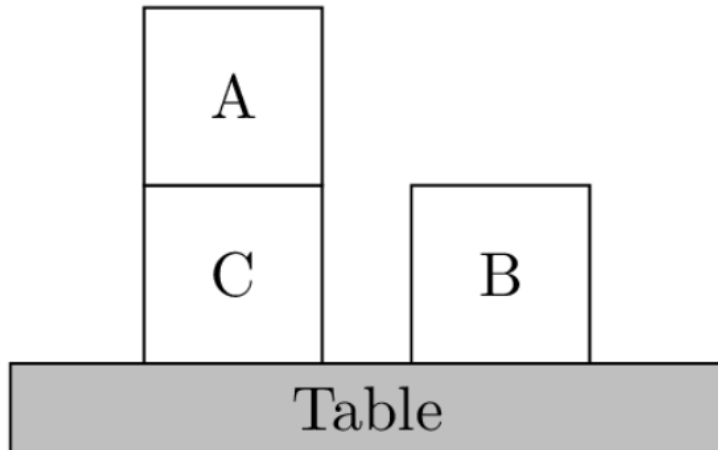
Problem 1

1. What is the (optimal) delete relaxation heuristic h_+ ? How would it be interpreted in pacman?
2. What is the relationship between h_{max} , h_+ , and h_{add} ? What about h^* ?

Problem 2

Task 1. Describe the init and goal set.

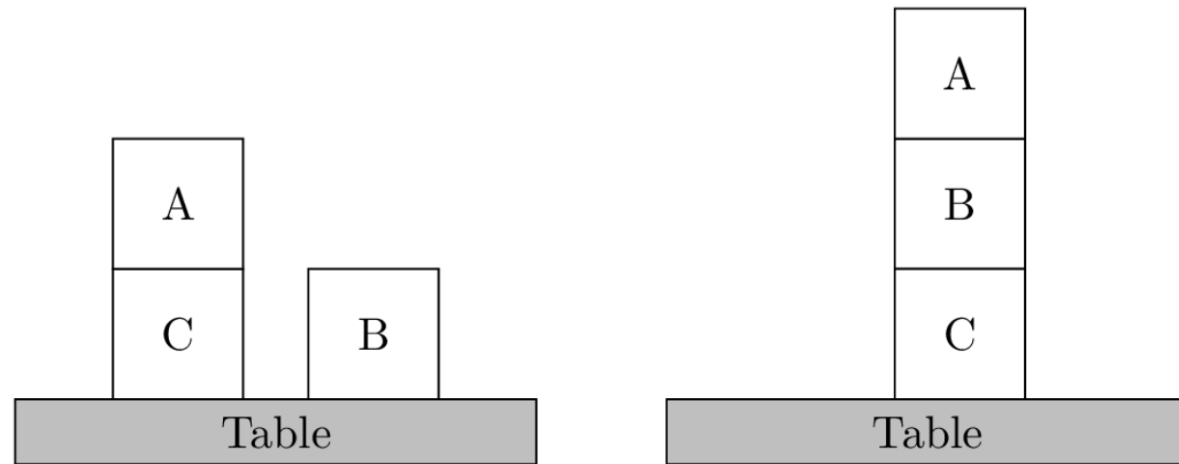
Initial State	Goal State
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Task 1

- $I := \{\text{on}(A, C), \text{onTable}(C), \text{onTable}(B), \text{clear}(A), \text{clear}(B), \text{armFree}\}$
- $G := \{\text{on}(A, B), \text{on}(B, C), \text{onTable}(c), \text{clear}(A)\}$

Initial State	Goal State
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The additive and max heuristics

Definition (h^{add}). Let $\Pi = (F, A, c, I, G)$ be a STRIPS planning task. The *additive heuristic* h^{add} for Π is the function $h^{\text{add}}(s) := h^{\text{add}}(s, G)$ where $h^{\text{add}}(s, g)$ is the point-wise greatest function that satisfies $h^{\text{add}}(s, g) =$

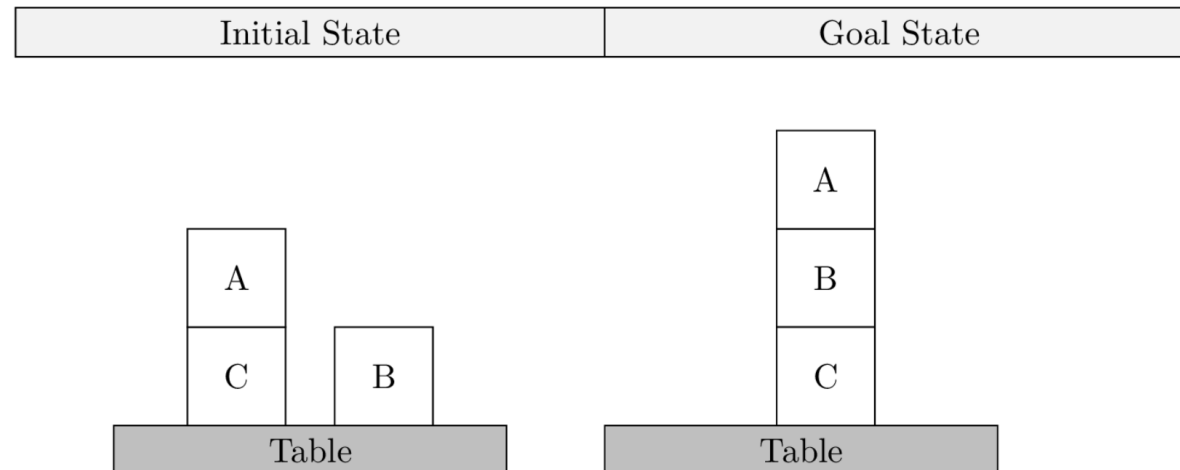
$$\begin{cases} 0 & g \subseteq s \\ \min_{a \in A, g \in \text{add}_a} c(a) + h^{\text{add}}(s, \text{pre}_a) & |g| = 1 \\ \sum_{g' \in g} h^{\text{add}}(s, \{g'\}) & |g| > 1 \end{cases}$$

Definition (h^{max}). Let $\Pi = (F, A, c, I, G)$ be a STRIPS planning task. The *max heuristic* h^{max} for Π is the function $h^{\text{max}}(s) := h^{\text{max}}(s, G)$ where $h^{\text{max}}(s, g)$ is the point-wise greatest function that satisfies $h^{\text{max}}(s, g) =$

$$\begin{cases} 0 & g \subseteq s \\ \min_{a \in A, g \in \text{add}_a} c(a) + h^{\text{max}}(s, \text{pre}_a) & |g| = 1 \\ \max_{g' \in g} h^{\text{max}}(s, \{g'\}) & |g| > 1 \end{cases}$$

Problem 2

- Task 2. Compute $hadd(s_0)$ for the 4 operators blocks-world problem.
- $I := \{on(A, C), onTable(C), onTable(B), clear(A), clear(B), armFree\}$
- $G := \{on(A, B), on(B, C), onTable(c), clear(A)\}$



Task 2

- $I := \{\text{on}(A, C), \text{onTable}(C), \text{onTable}(B), \text{clear}(A), \text{clear}(B), \text{armFree}\}$
- $G := \{\text{on}(A, B), \text{on}(B, C), \text{onTable}(c), \text{clear}(A)\}$

$hadd(s_0)$

$= hadd(s_0, G)$

$= hadd(\text{on}(A, B), \text{on}(B, C), \text{onTable}(c)\}, \text{clear}(A))$

$= ?$

$h^{\text{add}}(s, g) =$

$$\begin{cases} 0 & g \subseteq s \\ \min_{a \in A, g \in \text{add}_a} c(a) + h^{\text{add}}(s, \text{pre}_a) & |g| = 1 \\ \sum_{g' \in g} h^{\text{add}}(s, \{g'\}) & |g| > 1 \end{cases}$$

Task 2

$I: \{\text{on}(A, C), \text{onTable}(C), \text{onTable}(B), \text{clear}(A), \text{clear}(B), \text{armFree}\}$

$hadd(s_0)$

$= hadd(s_0, G)$

$= hadd(\text{on}(A, B), \text{on}(B, C), \text{onTable}(c))$

$= hadd(\text{on}(A, B)) + hadd(\text{on}(B, C)) + \textcolor{red}{hadd(\text{onTable}(c))} + \textcolor{red}{hadd(\text{clear}(A))}$

$= hadd(\text{on}(A, B)) + hadd(\text{on}(B, C)) + ?$

$h^{\text{add}}(s, g) =$

$$\begin{cases} 0 & g \subseteq s \\ \min_{a \in A, g \in \text{add}_a} c(a) + h^{\text{add}}(s, \text{pre}_a) & |g| = 1 \\ \sum_{g' \in g} \textcolor{red}{h^{\text{add}}(s, \{g'\})} & |g| > 1 \end{cases}$$

Task 2

$I: \{\text{on}(A, C), \text{onTable}(C), \text{onTable}(B), \text{clear}(A), \text{clear}(B), \text{armFree}\}$

$hadd(s_0)$

$= hadd(s_0, G)$

$= hadd(\text{on}(A, B), \text{on}(B, C), \text{onTable}(c))$

$= hadd(\text{on}(A, B)) + hadd(\text{on}(B, C)) + \textcolor{red}{hadd(\text{onTable}(c))} + \textcolor{red}{hadd(\text{clear}(A))}$

$= hadd(\text{on}(A, B)) + hadd(\text{on}(B, C)) + 0 + 0$

$h^{\text{add}}(s, g) =$

$$\begin{cases} 0 & g \subseteq s \\ \min_{a \in A, g \in \text{add}_a} c(a) + h^{\text{add}}(s, \text{pre}_a) & |g| = 1 \\ \sum_{g' \in g} h^{\text{add}}(s, \{g'\}) & |g| > 1 \end{cases}$$

Task 2

$$h^{\text{add}}(s, g) = \begin{cases} 0 & g \subseteq s \\ \min_{a \in A, g \in \text{add}_a} c(a) + h^{\text{add}}(s, \text{pre}_a) & |g| = 1 \\ \sum_{g' \in g} h^{\text{add}}(s, \{g'\}) & |g| > 1 \end{cases}$$

$$\begin{aligned} hadd(s0) &= hadd(s0, G) \\ &= hadd(\text{on}(A, B), \text{on}(B, C), \text{onTable}(c)) \\ &= hadd(\text{on}(A, B)) + hadd(\text{on}(B, C)) + hadd(\text{onTable}(c)) + hadd(\text{clear}(A)) \\ &= \textcolor{red}{hadd(\text{on}(A, B))} + hadd(\text{on}(B, C)) + 0 + 0 \\ &= \text{cost}(\text{stack}(A, B) + hadd(\text{prec}(\text{stack}(A, B))) + \dots \\ &= 1 + hadd(\text{holding}(A), \text{clear}(B)) + \dots \\ &= 1 + hadd(\text{holding}(A)) + hadd(\text{clear}(B)) + \dots \end{aligned}$$

If we use hadd table

(you may find the table in Colab solution)

hadd(clear (c))

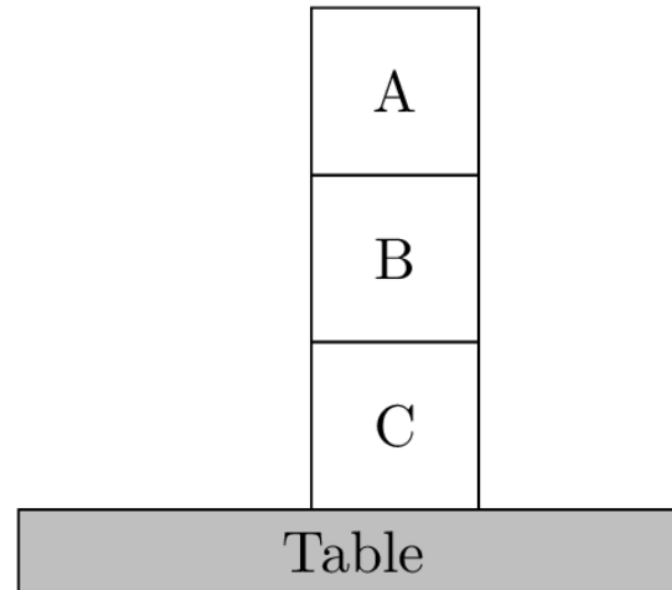
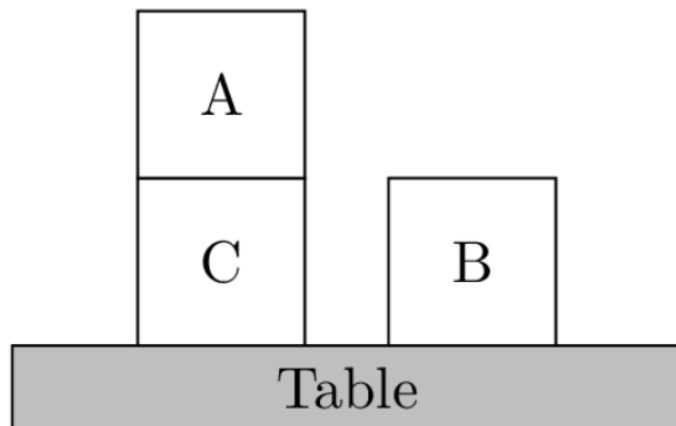
- $\text{putdown}(c) = 1 + \text{holding}(c)$
- $\text{stack}(C, A) = 1 + \text{holding}(c) + \text{clear}(A)$
- $\text{stack}(C, B) = 1 + \text{holding}(c) + \text{clear}(B)$
- $\text{stack}(C, C) = 1 + \text{holding}(c) + \text{clear}(C)$
- $\text{unstack}(A, C) = 1 + \text{armFree} + \text{on}(A, C) + \text{clear}(A) = 1$
- $\text{unstack}(B, C) = 1 + \text{armFree} + \text{on}(B, C) + \text{clear}(B)$
- $\text{unstack}(C, C) = 1 + \text{armFree} + \text{on}(C, C) + \text{clear}(C)$

What about $\text{on}(B, C)$ in the third row?

Problem 2

- Task 3. Compute $hmax(s_0)$ for the 4 operators blocks-world problem.

Initial State	Goal State
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Consider the following problem: $G = \{A, B, C\}$,
 $I = \{\}$, $O = \{add(o_a) = \{A\}, add(o_b) = \{B\}, add(o_c) = \{C\}\}$,
which following option is correct?

- $h^* = 3, h_{max} = 1, h_{add} = 1$
- $h^* = 3, h_{max} = 1, h_{add} = 3$
- $h^* = 3, h_{max} = 3, h_{add} = 1$
- $h^* = 3, h_{max} = 3, h_{add} = 3$

Consider the following problem: $G = \{A, B, C\}$,
 $I = \{\}$, $O = \{add(o_a) = \{A, B, C\}\}$, which following option is correct?

- $h^* = 1, h_{max} = 1, h_{add} = 1$
- $h^* = 1, h_{max} = 1, h_{add} = 3$
- $h^* = 1, h_{max} = 3, h_{add} = 1$
- $h^* = 1, h_{max} = 3, h_{add} = 3$