

AI Planning for Autonomy

## Problem Set V: Delete Relaxation

1. Discuss in your group the heuristics you used in project 1. Are any of them related to the domain independent heuristics we have covered in class?

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

2. In a blocks-world problem, the agent's aim is to stack the blocks as in Figure 1.

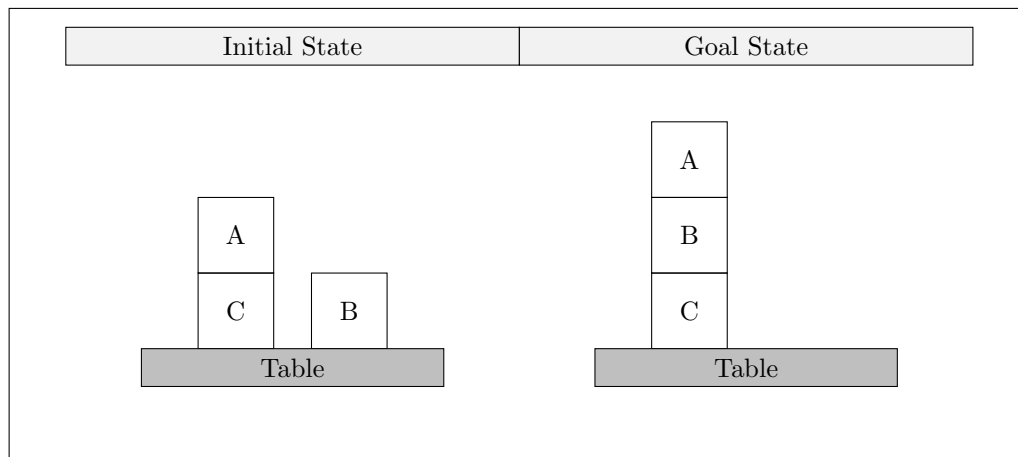


Figure 1: An Initial (Left hand side) and Goal (Right hand side) state of a blocks-world problem.

There are several important classes of domain-independent heuristics. Recall the delete relaxation based heuristics from Lectures:

- Compute  $h^{add}(s_0)$  for the 4 operators blocks-world problem.
- Compute  $h^{max}(s_0)$  for the 4 operators blocks-world problem.

## Delete Relaxation

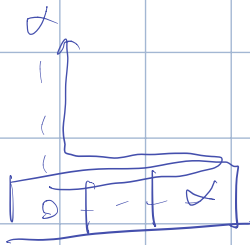
$$f = \{at(0,0)\}$$

$$f = \{at(0,0), at(0,1)\}$$

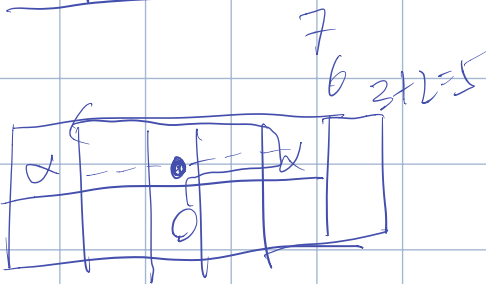
$$f = \{at(0,0), at(0,1), \\ at(0,2)\}$$

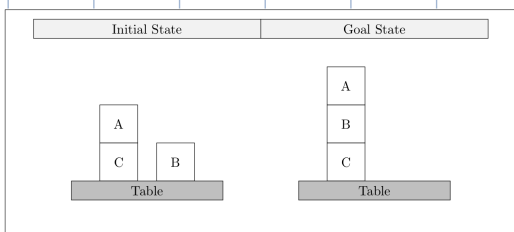
why is this good?

it's more possible to  
have preconditions in our  $f$ ,  
and we can do more  
actions, have more  
freedom.



admissible





$$G = \{on(A, B), on(B, C)\}$$

$$\hookrightarrow stack(A, B) \Rightarrow c(A) = 1$$

$$\hookrightarrow pre = \{c(B), h(A)\}$$

$$\downarrow$$

$$unstack(A, C)$$

$$\downarrow$$

$$pre = \{wF, c(A), on(A, B)\}$$

*max*

$$h_{add}(s, g) = \begin{cases} 0 & g \subseteq s \\ \min_{a \in A} g_{add} a & \text{otherwise} \end{cases}$$

any state we want it to be true

*max*

$$c(a) + h_{add}(s, pre) \quad |g| = 1$$

*max*

$$\sum_{g \in g} h_{add}(s, g) \quad |g| > 1$$

$h_{add}$  is not admissible, but good  
 $h_{max}$  is admissible, but far from  $h^*$

$$Init = \{on(A, C), oT(C), aF, oT(B), c(A), c(B)\}$$

$$G = \{on(A, B), on(B, C)\}$$

$h_{add}$

i	c(A)	c(B)	c(C)	oT(A)	oT(B)	oT(C)	on(A, C)	on(A, B)	on(B, C)	h(A)	h(B)	h(C)	aF
0	0	0	$\infty$	$\infty$	0	0	0	$\infty$	$\infty$	$\infty$	$\infty$	$\infty$	0
1	0	0	1	$\infty$	0	0	0	$\infty$	$\infty$	1	1	$\infty$	0
2	0	0	1	2	0	0	0	2	3	1	1	2	0

$\xrightarrow{c(C)}$   $\infty$