

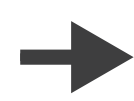
# Decreasing Uncertainty in Planning with State Prediction

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## Abstract

In the real world the state is never completely known. Exploration is often expensive. Planning is more difficult and less robust. We propose an approach for predicting information by exploiting the existing knowledge on the state. Our approach enhances the scalability of our planners, and leads to less time spent on sensing actions.

## Problem description



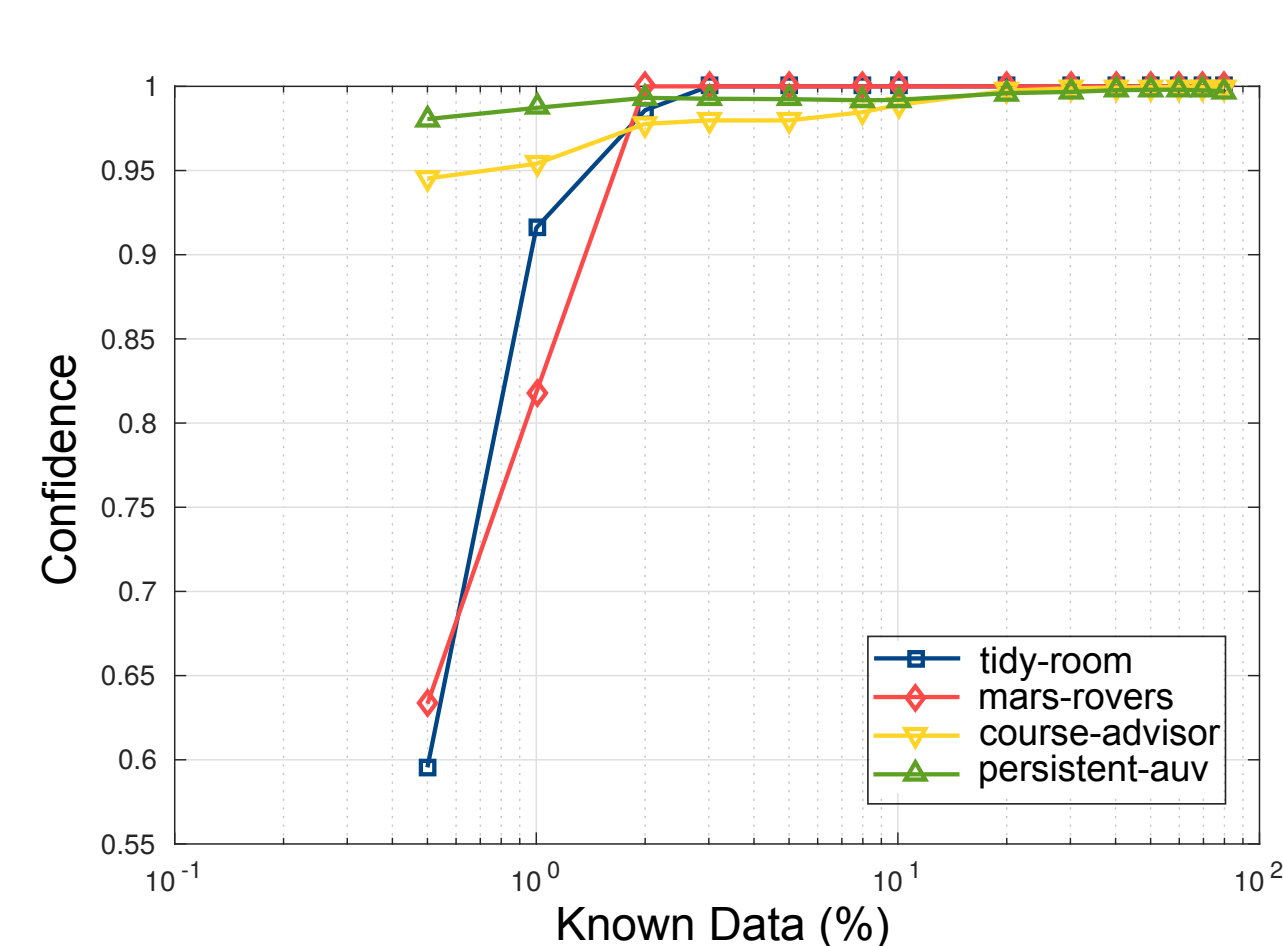
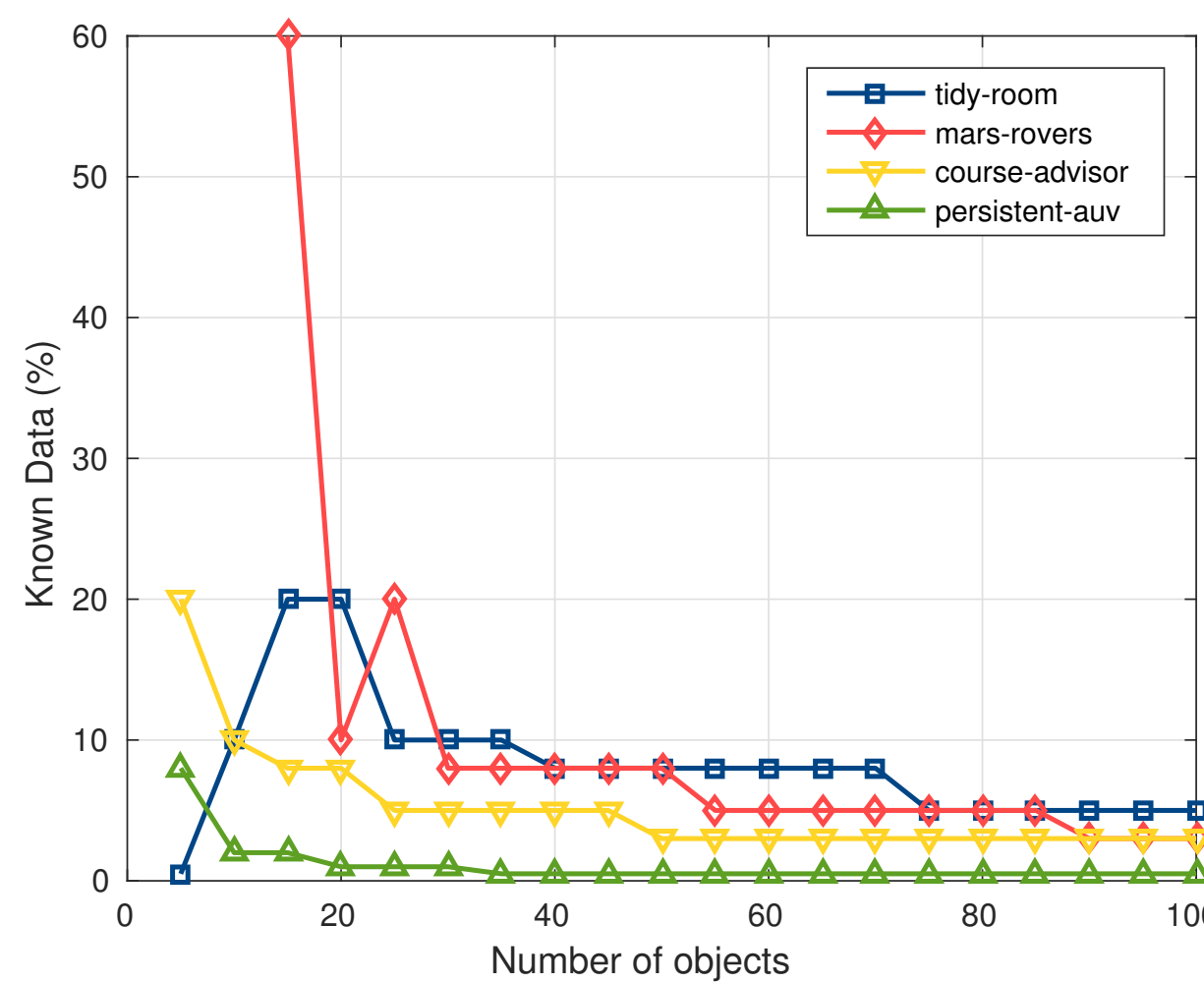
Planning for real world environments often means planning with incomplete and uncertain information. For example, in robotic domains and other dynamic environments there can be large numbers of unknown areas and objects. Moreover, in dynamic environments planning has to be completed quickly. However, exploration and observation in these scenarios can be costly. This uncertainty has severe consequences for planning. The planning problem becomes more complex, taking longer to solve, and exacerbating the issue of scalability.

## Experimental results

### Prediction tests - Accuracy results

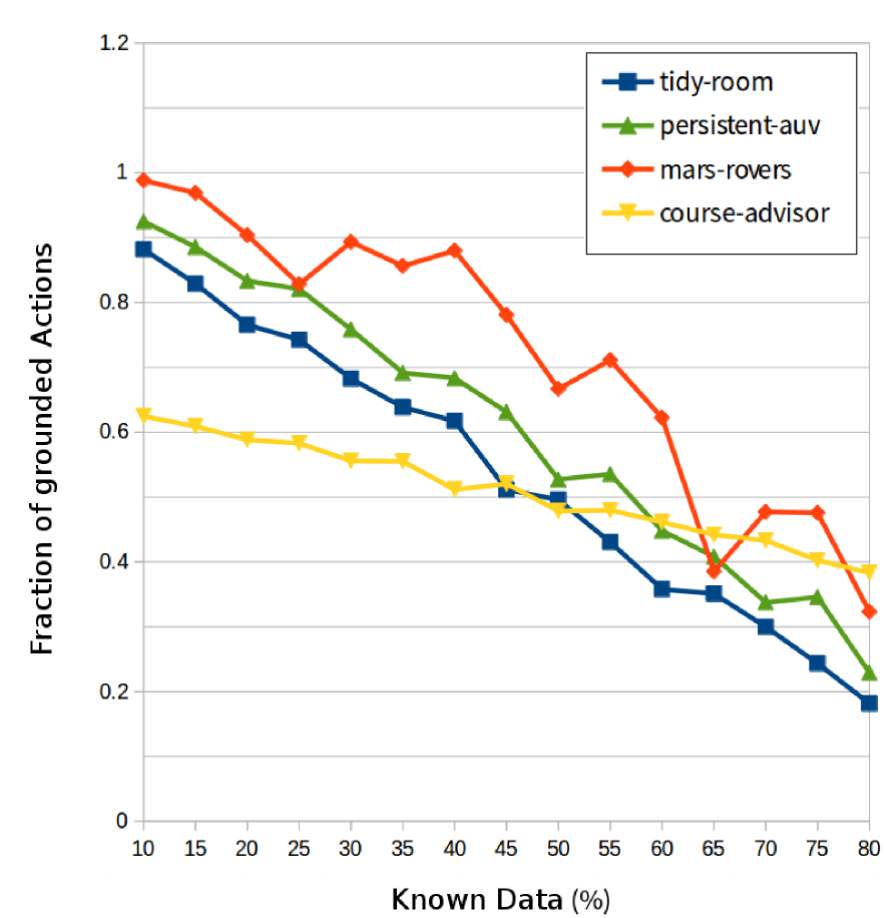
#### Minimal percentage of initial knowledge

Minimal percentage of knowledge which gives prediction accuracy equal to or higher than 90% (left) and mean confidence values for 20 objects (right).

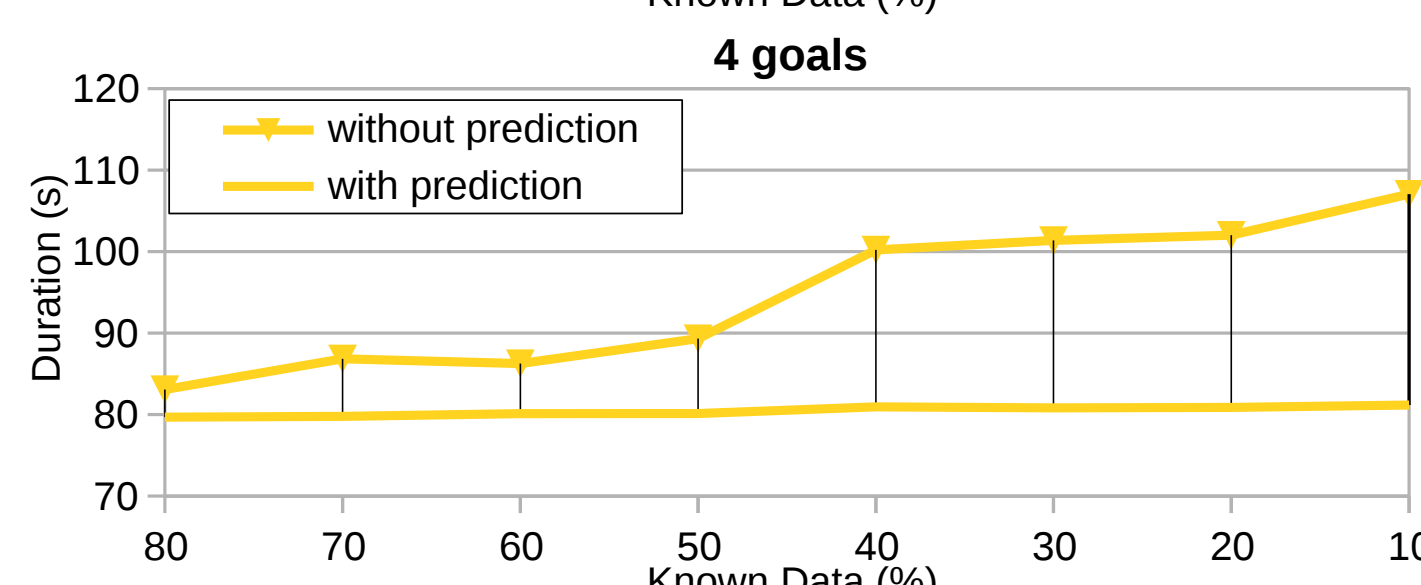
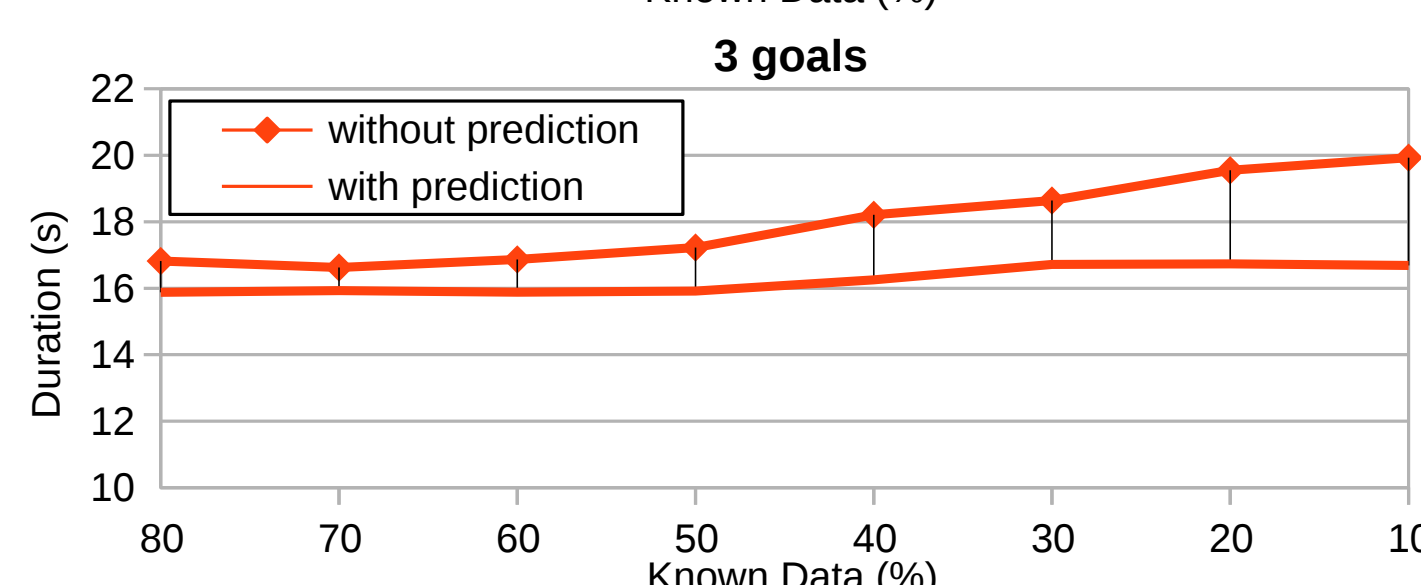
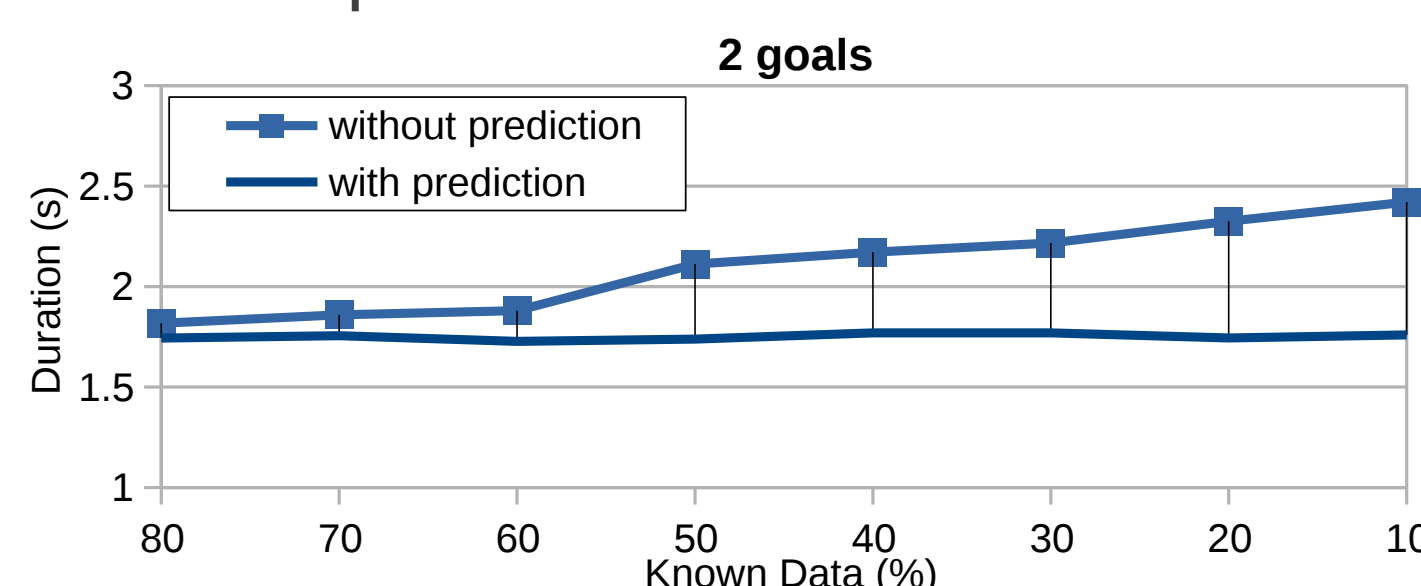


### Evaluating robustness and efficiency

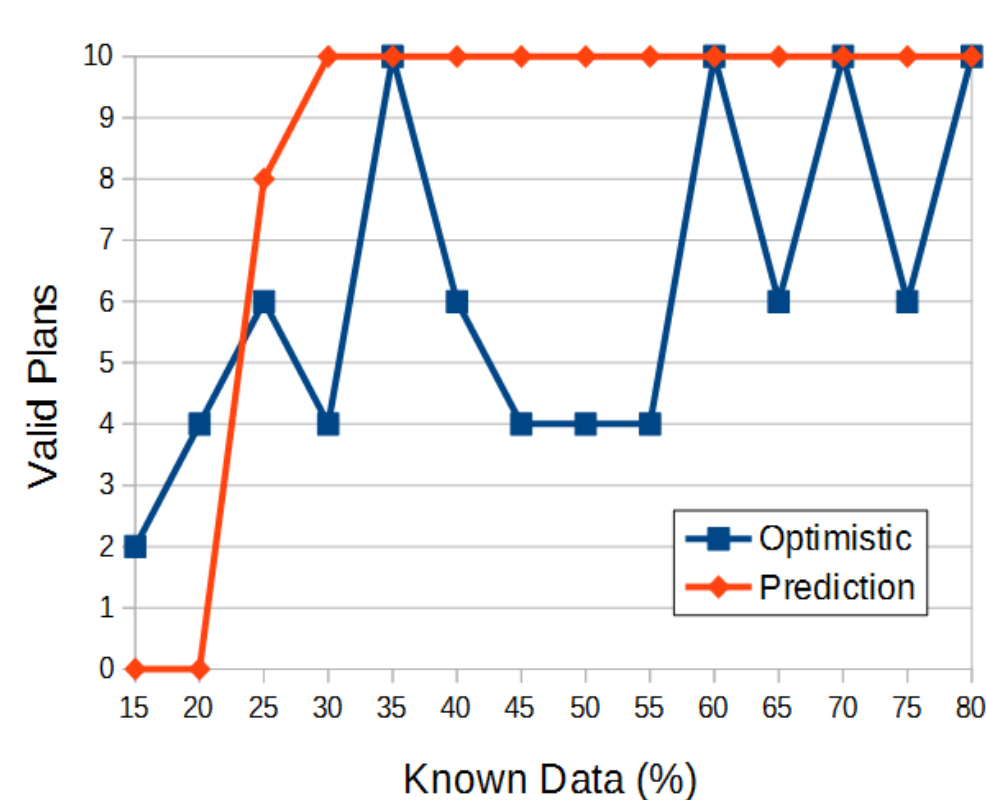
Number of newly reachable actions after prediction for 20 objects.



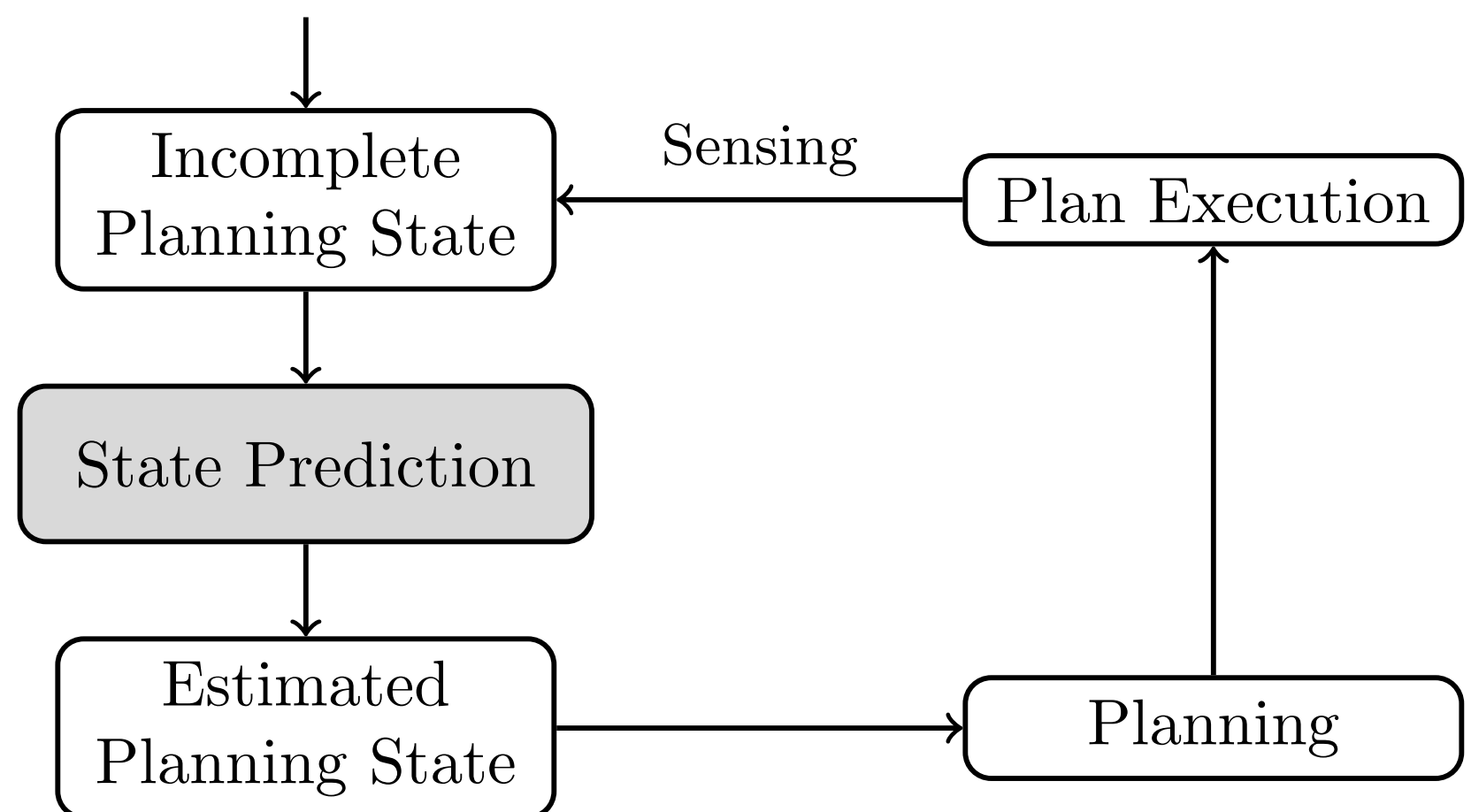
The time taken by CLG [Albore and Geffner] to solve problems with and without prediction.



Number of problems for which valid plans were generated ('tidy-room', 70 objects, POPF [Coles et al.], ground truth by VAL [Fox et al.]

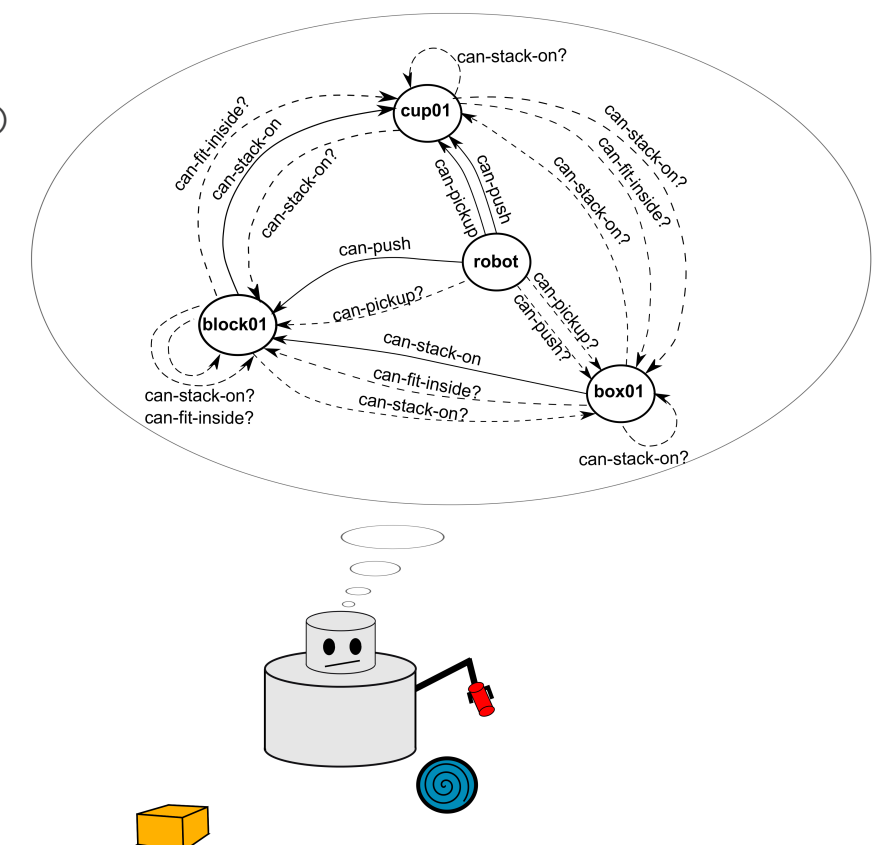


## Proposed approach

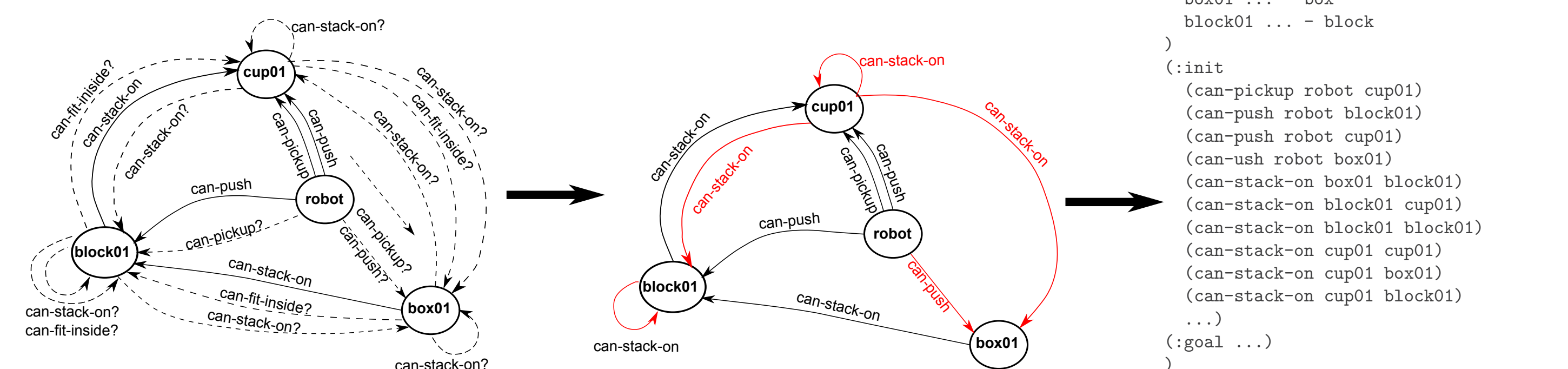


Proposed approach for decreasing uncertainty in planning. A partially-known state is updated through both sensing actions and prediction. Creating a partially-known multigraph

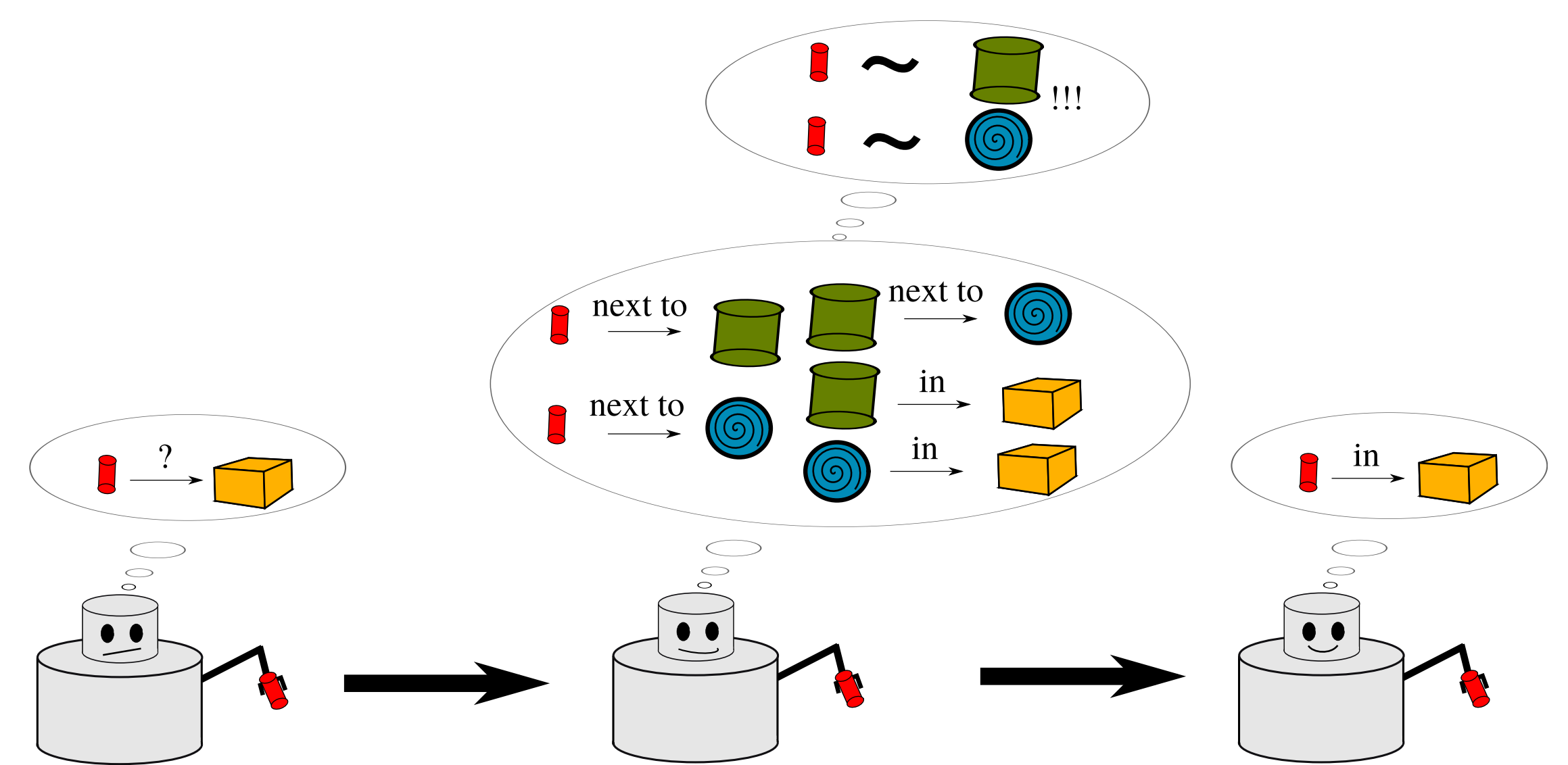
```
(define( problem toy-example-problem)
  (:domain toy-domain)
  (:objects
    wp1 wp2 wp3 ... - waypoint
    robot - vehicle
    cup01 ... - interactable
    box01 ... - box
    block01 ... - block
  )
  (:init
    (can-pickup robot cup01)
    (can-push robot block01)
    (can-push robot cup01)
    (can-stack-on box01 block01)
    (can-stack-on block01 cup01)
    ...)
  (:goal ...))
```



## Completing a multigraph and extending the state



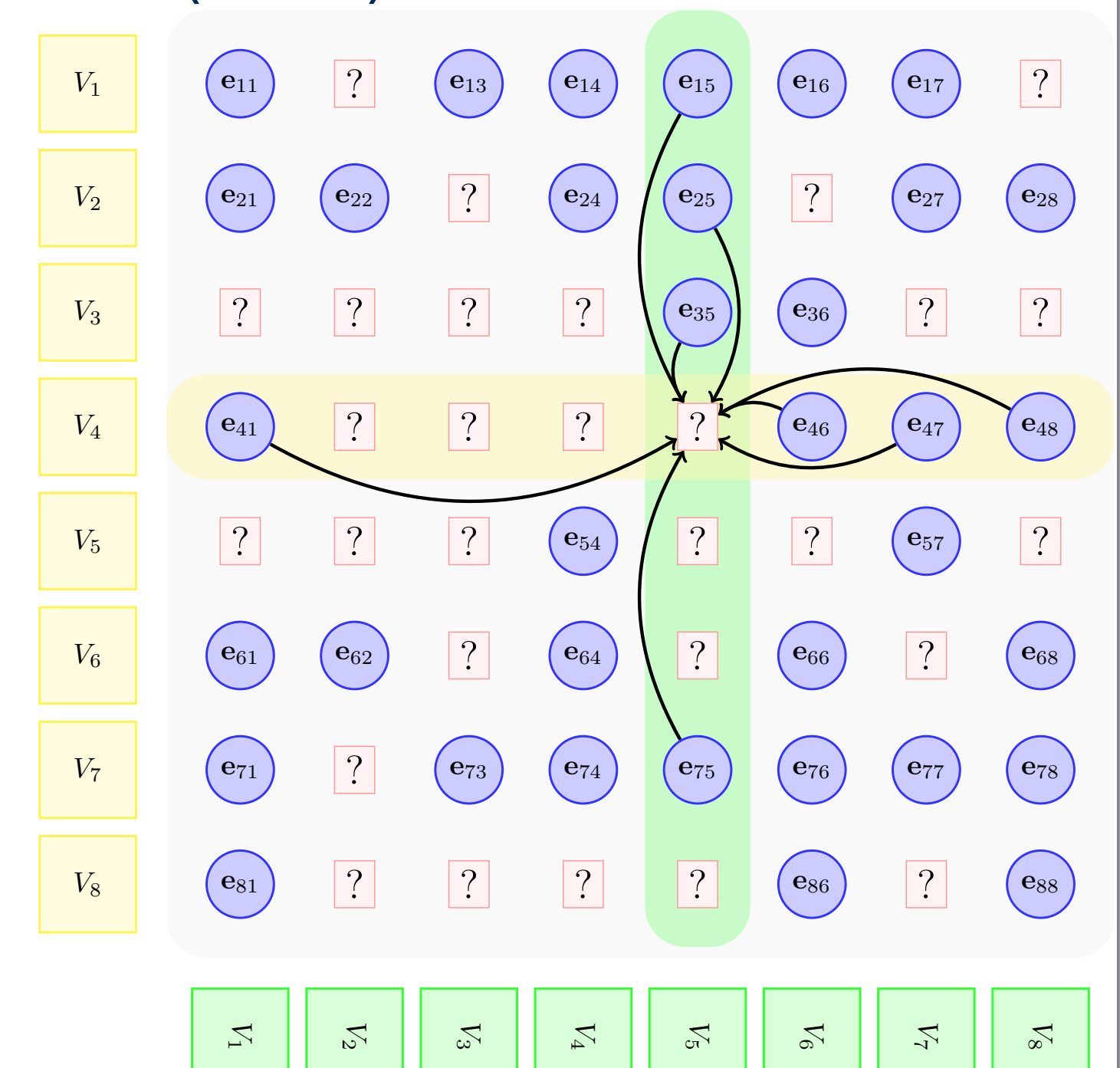
## Prediction by exploiting similarities



## Methodology

### Maximum Margin Multi-Valued Regression (M<sup>3</sup>VR)

- Partially-given multigraph representing relations
  - Semi-supervised learning
  - Large-scale problems
  - Sparse, skewed, imbalanced and inhomogeneous datasets
- $$\min \frac{1}{2} \sum_u \|\mathbf{W}_b\|_{Frobenius}^2 + C \sum_u \xi_u$$
- $$\text{w.r.t. } \{\mathbf{W}_b\} : \mathcal{H}_\phi \rightarrow \mathcal{H}_\psi, u \in \mathcal{U}$$
- $$\xi \in \mathbb{R}^u,$$
- $$\text{s.t. } \langle \psi(\mathbf{e}_{bu}), \mathbf{W}_b \phi(u) \rangle_{H_\psi} \geq 1 - \xi_u$$
- $$\xi_u \geq 0, (b, u) \in \mathcal{D},$$



## References:

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- H. Albore, A. Palacios and H. Geffner. A translation-based approach to contingent planning. IJCAI'09
- A. Coles, A. Coles, M. Fox, and D. Long. Forward-chaining partial-order planning. ICAPS'10
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## Acknowledgements:

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