

Bounded Branching and Modalities in Non-Deterministic Planning

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Introduction

- We consider two extensions for the task of deciding the existence of solutions for non-deterministic planning problems:
 - Bounds in the number of branch points in a plan (solution)
 - Extending the description language with modal formulae
- The first applies to the cases of non-deterministic planning with complete and partial information
- The second applies only to the case of non-deterministic planning with partial information

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Outline

- Planning with Complete Information
- Planning with Partial Information
- Summary

Planning with Complete Information

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- Another possibility is to apply a sequence of actions without observing the system and then to observe the state of the system at the end of the sequence and planning thereafter
- Therefore, we can think of bounding the number of branch points in a plan and to question when such a plan exists

Deterministic Models

Understood in terms of:

- a discrete and finite state space S
- an initial state $s_0 \in S$
- a non-empty set of goal states $G \subseteq S$
- actions $A(s) \subseteq A$ applicable in each state s
- a function that maps states and actions into states $f(a, s) \in S$

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Solutions: sequences (a_0, \dots, a_n) of actions that “transform” s_0 into a goal state

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 - Actions are pairs $\langle prec, effect \rangle$
 - $prec$ is a propositional formula used to define $A(s)$
 - Effects are defined inductively as:
 - $\{l\}$ is an effect for literal l (atomic)
 - $(e_1 \wedge \dots \wedge e_n)$ for effects e_1, \dots, e_n (parallel)
 - $(c \triangleright e)$ for effect e and formula c (conditional)

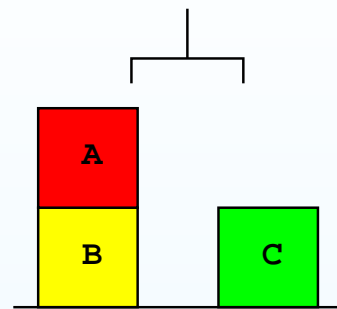
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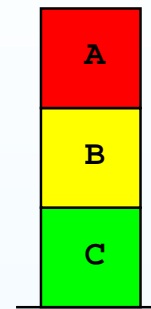
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- The goal states defined by a propositional formula Φ_G

Example – Blocksworld (Deterministic)



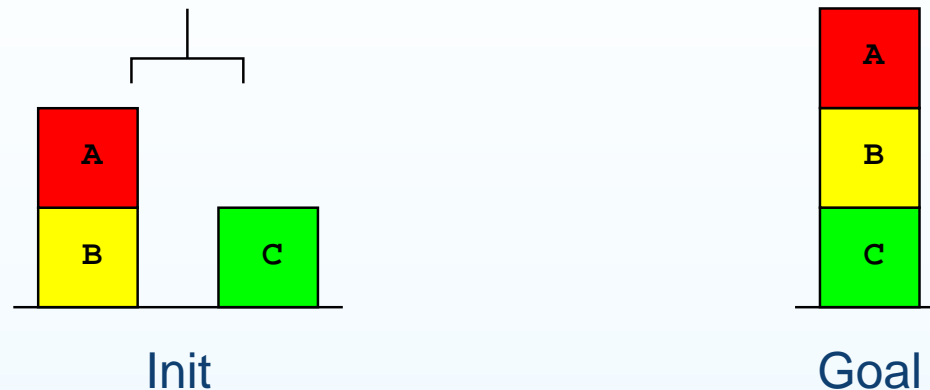
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Goal

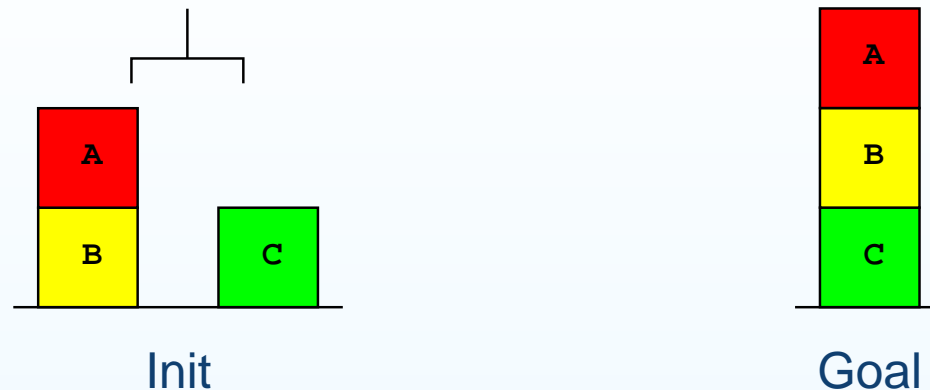
- Propositions:
 - Blocks' positions: $\{\text{on-table}(B), \text{on}(A, B), \text{on-table}(C)\}$
 - Others: $\{\text{clear}(A), \text{clear}(C), \text{empty-hand}\}$

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- Propositions:
 - Blocks' positions: $\{on-table(B), on(A,B), on-table(C)\}$
 - Others: $\{clear(A), clear(C), empty-hand\}$
- Actions:
 - **unstack(A,B):**
 $\langle empty-hand \wedge clear(A) \wedge on(A,B), holding(A) \wedge clear(B) \wedge \neg on(A,B) \rangle$
 - **pick(A):** $\langle empty-hand \wedge clear(A) \wedge on-table(A), holding(A) \wedge \neg on-table(A) \rangle$
 - **stack(A,B):** $\langle holding(A) \wedge clear(B), empty-hand \wedge on(A,B) \wedge \neg holding(A) \rangle$
 - **drop(A):** $\langle holding(A), empty-hand \wedge on-table(A) \wedge \neg holding(A) \rangle$

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 - **drop(A):** $\langle \text{holding}(A), \text{empty-hand} \wedge \text{on-table}(A) \wedge \neg \text{holding}(A) \rangle$
- Plan: $(\text{unstack}(A,B), \text{drop}(A), \text{pick}(B), \text{stack}(B,C), \text{pick}(A), \text{stack}(A,B))$

Complexity of Deterministic Planning

- The existence of a plan can be decided with the non-deterministic program:
 1. Let $counter := 0$
 2. Let $state := I$
 3. If $state \models \Phi_G$, then ACCEPT
 4. Choose applicable action a in $state$
 5. Let $state := f(a, state)$
 6. Let $counter := counter + 1$
 7. If $counter = 2^{|P|}$, then REJECT
 8. Goto 3

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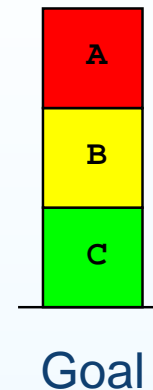
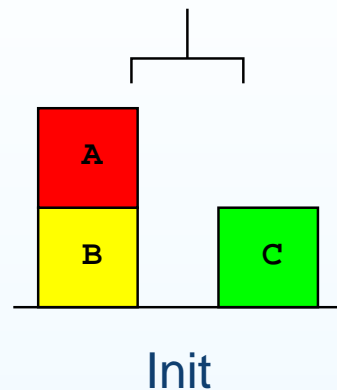
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- Therefore, PLAN-DET is in $NPSPACE = PSPACE$
- The fact that PLAN-DET is PSPACE-hard was shown in [Bylander, 1994] with a direct simulation of DTMs with polynomial space bound

Non-Deterministic Models

- As deterministic models but the transition function maps states and actions into **sets of states** $F(a, s) \subseteq S$
- There can be more than one initial state described by formula Φ_I
- The description language is extended with non-deterministic effects:
 - $(e_1 \oplus \dots \oplus e_n)$ for effects e_1, \dots, e_n (non-deterministic effect),
- Solutions can't be sequences of actions, but tree-like structures called **contingent plans**

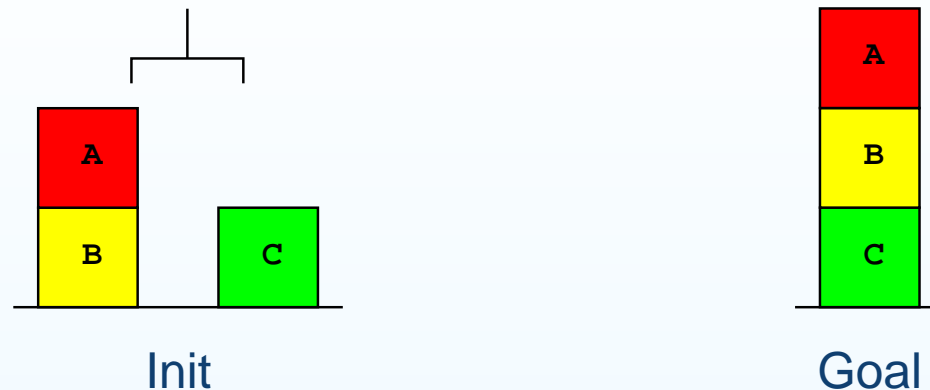
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- New Action:
 - **unstack(A,B):**

$$\langle \text{empty-hand} \wedge \text{clear}(A) \wedge \text{on}(A,B), \\ (\text{holding}(A) \wedge \text{clear}(B) \wedge \neg \text{on}(A,B)) \oplus \\ (\text{clear}(B) \wedge \text{on-table}(A) \wedge \neg \text{on}(A,B)) \rangle$$

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- Contingent Plan:

$$\text{unstack}(A,B) \left\{ \begin{array}{l} \text{drop}(A), \text{pick}(B), \text{stack}(B,C), \text{pick}(A), \text{stack}(A,B) \\ \text{pick}(B), \text{stack}(B,C), \text{pick}(A), \text{stack}(A,B) \end{array} \right.$$

Complexity of Non-Deterministic Planning

- Plans are like policies for Markov Decisions Processes (MDPs)
- Deciding existence of solution for a contingent planning problem with full observability (i.e. PLAN-FO-CONT) is EXPTIME-complete
- Shown by [Rintanen, 2004] using Alternating TMs with polynomial space bound
- Interestingly, [Littman, 1997] showed that deciding the existence of acyclic policies, of bounded depth N , that reach the goal with probability $\geq T$ for MDPs is also EXPTIME-complete

Conformant Planning

- Consider now the following actions:

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- Like the deterministic case but with **no preconditions** and **conditional effects**
- Since there are no preconditions, the actions are **always applicable**

Conformant Planning (Cont'd) and Complexity

- Therefore, the plan:

```
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achieves the goal (i.e. A on B on C) **no matter what's the initial situation**

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- A conformant plan is a **no-branch** plan for a non-deterministic planning problem with full observability

Complexity of Conformant Planning

- Checking the existence of a conformant plan (i.e. PLAN-FO-CONF) is EXPSPACE-complete
- The inclusion is shown with a similar program that works with subsets of states instead of states
- Hardness shown by [Haslum & Jonsson, 1999] using Regular Expressions with Exponentiation and Non-deterministic Finite Automata with Counters

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- Hardness shown by [Haslum & Jonsson, 1999] using Regular Expressions with Exponentiation and Non-deterministic Finite Automata with Counters
- Example: Σ^n set of words of length n over alphabet Σ
- An REE α can be recognized with an NFA with Counters (NFAC)
- The NFAC can be "simulated" as a non-deterministic planning problem P such that $\alpha \neq \Sigma^*$ iff P has a conformant plan
- Therefore, since checking whether $\alpha = \Sigma^*$ is EXPSPACE-hard, checking if P has a conformant plan is co-EXPSPACE-hard
- Finish with the fact that EXPSPACE is closed under complementation

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- In the middle, we can think of plans with no more than k branches
- Checking the existence of a contingent plan with at most k branches (i.e. PLAN-FO-CONT- k) is EXPSPACE-complete
- Similar proof to that of [Haslum & Jonsson, 1999] for conformant planning

Summary

Problem	Complete for	Reference
PLAN-DET	PSPACE	[Bylander, 1994]
PLAN-FO-CONT	EXPTIME	[Rintanen, 2004]
PLAN-FO-CONF	EXPSPACE	[Haslum & Jonsson, 1999]
PLAN-FO-CONT- k	EXPSPACE	New

Remember:

- $P \subseteq NP \subseteq PSPACE \subseteq EXPTIME \subseteq EXPSPACE$
- $PSPACE = \bigcup_{k \geq 0} DSPACE(n^k)$
- $EXPTIME = \bigcup_{k \geq 0} DTIME(2^{n^k})$
- $EXPSPACE = \bigcup_{k \geq 0} DSPACE(2^{n^k})$

Planning with Partial Information

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- This is a branch-point in the plan
- In general, each action depends on the **history** of actions/observations

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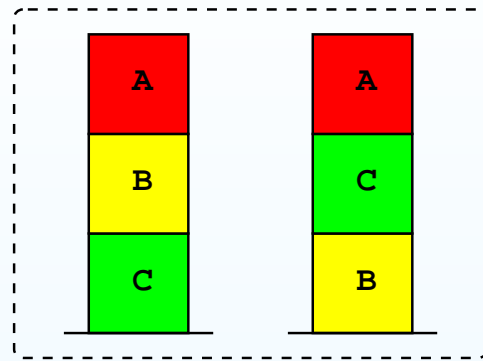
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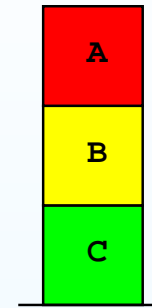
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- Subsets of states are known as **belief states**
- Plans are tree-like structures that map belief states into actions

Example – Blocksworld (Partial Information)



Init



Goal

- Observables: $Z = \{\text{clear}(A), \text{clear}(B), \text{clear}(C)\}$
- Contingent Plan:

$\text{pick}(A) \begin{cases} \text{stack}(A, B) \\ \text{drop}(A), \text{pick}(C), \text{drop}(C), \text{pick}(B), \text{stack}(B, C), \text{pick}(A), \text{stack}(A, B) \end{cases}$

Complexity of Planning With Partial Information

- Plans are like policies for Partially Observable MDPs (POMDPs)
- Deciding existence of solution for a contingent planning problem with partial observability (i.e. PLAN-PO-CONT) is 2EXPTIME-complete
- $2EXPTIME = \bigcup_{k \geq 0} DTIME(2^{2^{n^k}})$
- Shown by [Rintanen, 2004] using Alternating TMs with exponential space bound

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- Thus, each guess depends on the information acquired during the game
- Although the game can be modeled as a non-deterministic planning problem with partial information, **the goal can't be represented**
- A modal formula is needed to represent such a goal

Modal Formulae

- We use three connectives: \Box (necessity), \Diamond (sufficiency) and $*$ (new one)

Modal Formulae

- We use three connectives: \Box (necessity), \Diamond (sufficiency) and $*$ (new one)
- Semantics defined using triplets (s, b, σ) where s is a state, b is a belief state, and σ is a *sequence* of states:
 - $(s, b, \sigma) \models \Box\varphi$ iff $(s', b, s\sigma) \models \varphi$ for all $s' \in b$,
 - $(s, b, \sigma) \models \Diamond\varphi$ iff $(s', b, s\sigma) \models \varphi$ for some $s' \in b$,
 - $(s, b, s'\sigma) \models \varphi^*$ iff $(s', b, \sigma) \models \varphi$, and
 - $(s, b, \langle \rangle) \not\models \varphi^*$ for all φ .

Modal Formulae

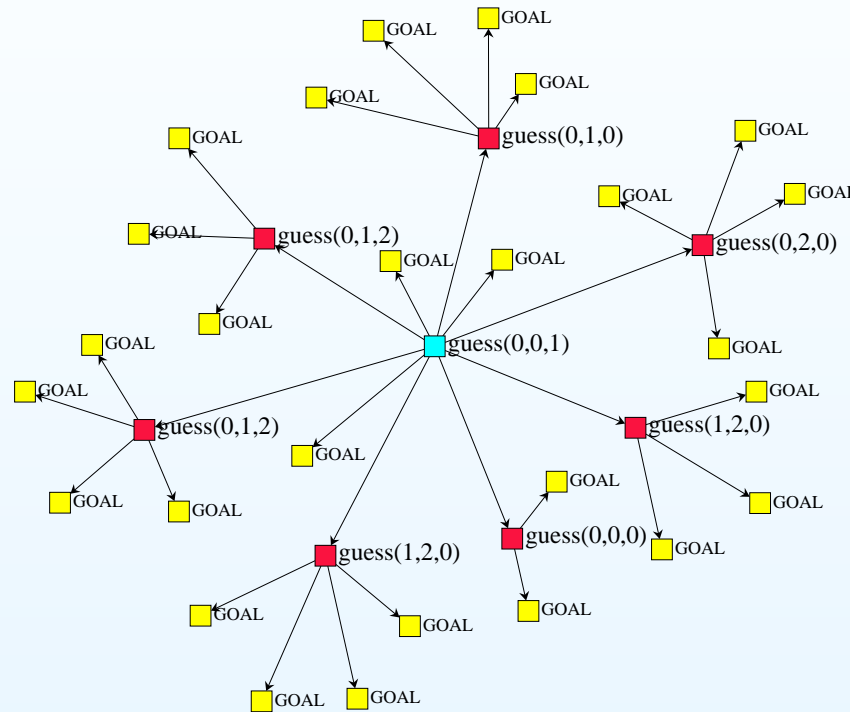
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 - $(s, b, \langle \rangle) \not\models \varphi^*$ for all φ .
- φ holds in belief b iff $(s, b, \langle \rangle) \models \varphi$ for all $s \in b$
- Examples:
 - ‘know φ ’ equivalent to $\Box\varphi \vee \Box\neg\varphi$
 - ‘possibly φ ’ equivalent to $\Diamond\varphi$
 - $\Box\Diamond(p^* \leftrightarrow q)$ true in belief b iff for all $s \in b$ there is $s' \in b$ such that the value of p in s coincides with the value of q in s'

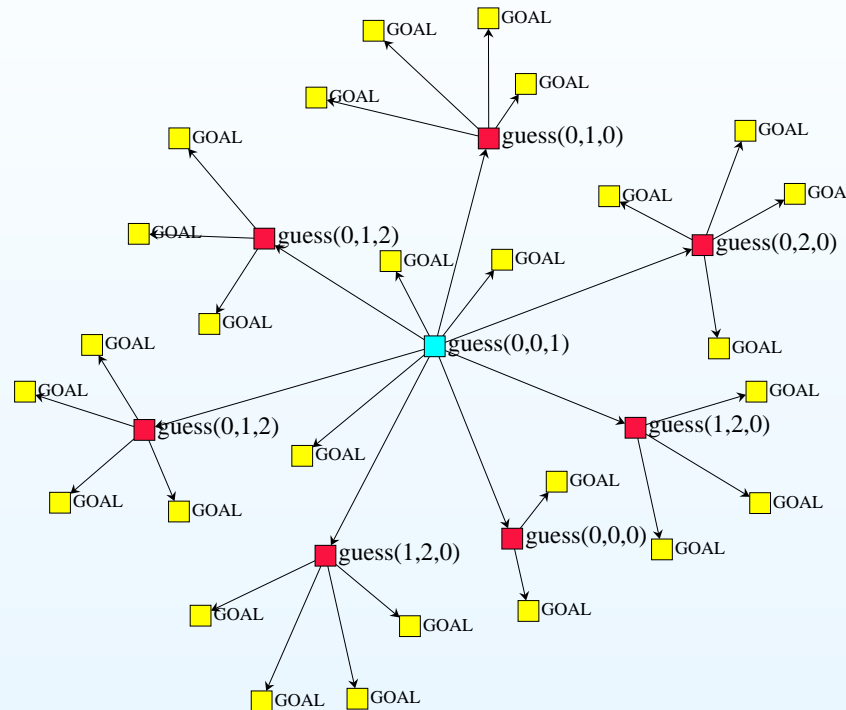
Mastermind Revisited: 3 colors, 3 pegs

- Contingent Plan:



Mastermind Revisited: 3 colors, 3 pegs

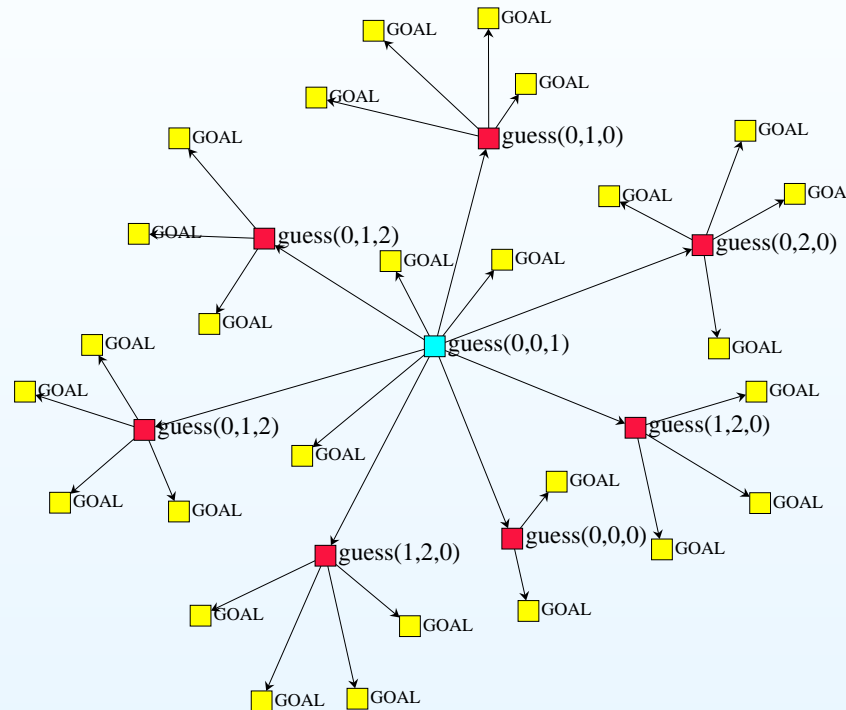
- Contingent Plan:



- As before, we can also compute conformant plans for this task

Mastermind Revisited: 3 colors, 3 pegs

- Contingent Plan:



- As before, we can also compute conformant plans for this task
- The following plan discover the secret code no matter what's its value

$\text{guess}(2,0,0)$, $\text{guess}(2,1,0)$, $\text{guess}(2,2,1)$.

Complexity of Conformant Planning with Partial Information

- Deciding the existence of solution for a conformant planning problem with partial information (i.e. PLAN-PO-CONF) is 2EXPSpace-complete
- Deciding the existence of solutions for a contingent planning problem with partial information and with at most k branch points (i.e. PLAN-PO-CONT- k) is also 2EXPSpace-complete
- If there are no modal formulae in the planning problem, PLAN-PO-CONF and PLAN-PO-CONT- k become EXPSpace-complete

Summary

Problem	Complete for	Reference
PLAN-PO-CONT	2EXPTIME	[Rintanen, 2004]
PLAN-PO-CONF	2EXPSPACE	New
PLAN-PO-CONT- k	2EXPSPACE	New

Remember:

- $P \subseteq NP \subseteq PSPACE \subseteq EXPTIME \subseteq EXPSPACE \subseteq 2EXPTIME \subseteq 2EXPSPACE$

Grand Summary

- New planning tasks considered: solutions of bounded branching and conformant tasks for partially observable problems
- Derived tight bounds on complexity for the new tasks
- Special classes also considered:
 - Problems with partial information and no modal formulae
 - Checking the existence of plans of polynomial length following [Turner, 2002]

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