

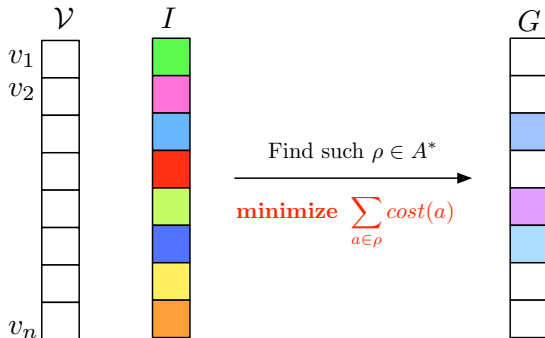
# STRUCTURAL PATTERNS OF TRACTABLE SEQUENTIALLY-OPTIMAL PLANNING

Michael Katz   Carmel Domshlak

*IE&M, Technion*

# SEQUENTIALLY-OPTIMAL CLASSICAL PLANNING

PLAN COST = TOTAL COST OF PLAN'S ACTIONS



# HOW TO SOLVE?

## $A^*/IDA^*$ WITH AN ADMISSIBLE HEURISTIC

- 1 Admissible heuristic  $\leftarrow$  based on optimal cost of solving an **over-approximating abstraction** of the original problem  $\Pi$
- 2 **Homomorphism** abstractions

PRINCIPLE Systematic state merging

DONE BY Projecting  $\Pi$  onto a subset of its state variables

KNOWN AS **Pattern Databases (PDBs)**

## ACHILLES HEEL OF PDBs: $|V_i| = O(\log |V|)$

- Each pattern  $V_i$  is required to be **small** to allow exhaustive search in the state space of  $\Pi^{[V_i]}$
- Typically implies: **Limited scalability**

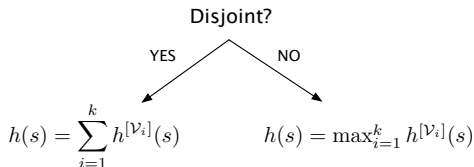
# GENERALIZING PDBs TO STRUCTURAL PATTERNS

Select a (relatively small) set of subsets  $V_1, \dots, V_k$  of  $V$  such that, for  $1 \leq i \leq k$ ,

- 1  $\Pi^{[V_i]}$  is an over-approximating abstraction of  $\Pi$ , and
- 2 the reachability analysis in  $\Pi^{[V_i]}$  is **tractable**  
(*not necessarily due to the size of but*  
due to the specific **structure** of  $\Pi^{[V_i]}$ )

♠ Possibly  $|V_i| = \Theta(|V|)!$

Similarly to PDBs,



# STRUCTURAL PATTERNS: THE GOOD, THE BAD, AND THE NEEDED

## WHAT IS GOOD?

- Generalization of PDBs to homomorphism abstractions of unlimited dimensionality

## WHAT IS BAD?

- Structural patterns correspond to tractable fragments of optimal planning
- The palette of such known fragments is extremely limited

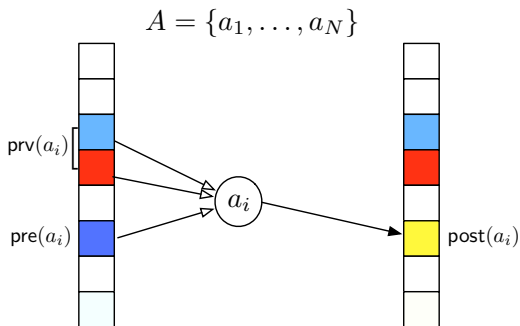
## WHAT IS NEEDED?

- Discovering new islands of tractability of optimal planning
- This is what we do!

# ISLANDS OF TRACTABILITY

OUR FOCUS HERE: **UB** FRAGMENT OF CLASSICAL PLANNING

- 1 All actions are **unary-effect**
- 2 All state variables  $\mathcal{V}$  are **binary-valued**



For all actions  $a \in A$ , we have  $|\text{post}(a)| = 1$

# ISLANDS OF TRACTABILITY

OUR FOCUS HERE: **UB** FRAGMENT OF CLASSICAL PLANNING

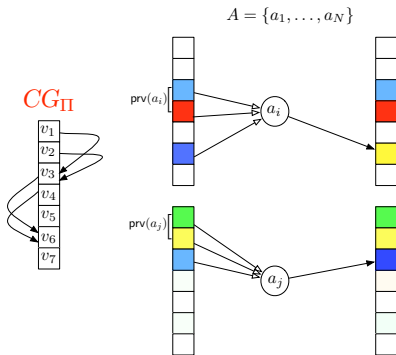
- 1 All actions are **unary-effect**
- 2 All state variables  $\mathcal{V}$  are **binary-valued**

TRACTABLE CASES ARE CHARACTERIZED IN TERMS OF

- 1 Form of the problem's **causal graph**
- 2  $O(1)$  bounds on causal graph's **indegree**
- 3  $O(1)$  bounds on  $|\text{prv}(a)|$  ( **$k$ -dependence**)

# CAUSAL GRAPH AND $k$ -DEPENDENCE

COMBINING *global* AND *local* structure



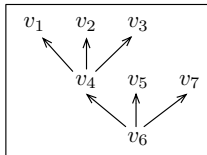
## $k$ -DEPENDENCE

Problem is  **$k$ -dependent** iff  $|\text{prv}(a)| \leq k$  for all actions  $a \in A$



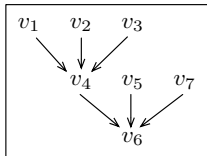
# FOCUS ON ACYCLIC CAUSAL GRAPHS

**T**



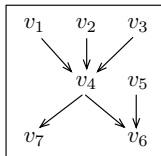
Tree

**I**



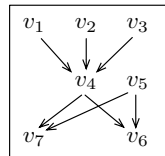
Inverted Tree

**P**



Polytree

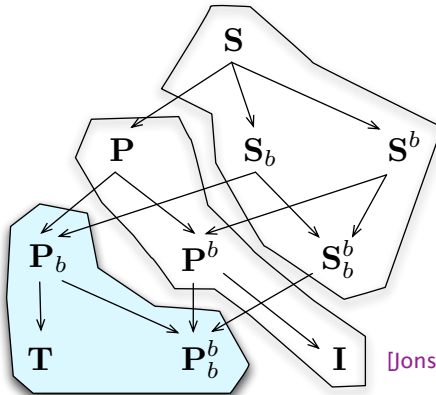
**S**





Directed-path  
Singly Connected

# COMPLEXITY RESULTS FOR (REGULAR) UB PLANNING

[Brafman & Domshlak, JAIR-03]



 NP-hard  
 Polynomial

[Jonsson & Gimenez, ICAPS-07]

[Brafman & Domshlak, JAIR-03]

# OUR RESULTS

SHADED ENTRIES

	$k = 1$	$k = 2$	$k = 3$	$k = \Theta(n)$
$\mathbf{P}_b(k)$	—	—	—	<b>P</b>
$\mathbf{P}(k)$	<b>P</b>			NPC
$\mathbf{S}_b(k)$	<b>NPC</b>	—	—	NPC

Sequentially-optimal planning

	$k = 1$	$k = 2$	$k = 3$	$k = \Theta(n)$
$\mathbf{P}_b(k)$	—	—	—	<b>P</b>
$\mathbf{P}(k)$	<b>P</b>			NPC
$\mathbf{S}_b(k)$		<b>NPC</b>	—	NPC

Satisficing plan generation

# GENERAL PRINCIPLE

Compiling a problem  $\Pi$  into a *constraint optimization problem*  $\text{COP}_\Pi = (\mathcal{X}, \mathcal{F})$  over variables  $\mathcal{X}$ , functional components  $\mathcal{F}$ , and the global objective  $\min \sum_{\varphi \in \mathcal{F}} \varphi(\mathcal{X})$  such that

- (I) the compilation of a problem  $\Pi$  into  $\text{COP}_\Pi$  is polynomial in the description size of  $\Pi$ ,
- (II) the tree-width of the cost network of  $\text{COP}_\Pi$  is bounded by a constant,
- (III) if  $\Pi$  is unsolvable then all the assignments to  $\mathcal{X}$  evaluate the objective function to  $\infty$ , and otherwise, the optimum of the global objective is obtained on and only on the assignments to  $\mathcal{X}$  that correspond to optimal solutions for  $\Pi$ ,
- (IV) given an optimal solution to  $\text{COP}_\Pi$ , an optimal plan for  $\Pi$  can be reconstructed from the former in polynomial time.

# FROM GENERAL PRINCIPLE TO CONCRETE ALGORITHMS

## REUSING TRACTABLE CONSTRAINT OPTIMIZATION

Having such a compilation scheme, we can

- 1 Solve  $\text{COP}_{\Pi}$  using a standard, poly-time algorithm for *constraint optimization over trees*, and
- 2 Reconstruct an optimal plan for  $\Pi$

## SAME FRAMEWORK $\Leftrightarrow$ DIFFERENT INSTANCES

Variables  $\mathcal{X}$  and functional components  $\mathcal{F} = \{\varphi_x \mid x \in \mathcal{X}\}$   
**differ** from problem class to problem class

## POLYTREE + BOUNDED INDEGREES ( $\mathbf{P}_b$ )

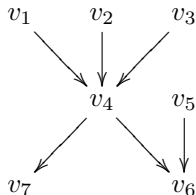
### PROPERTY I [BD03]

For any solvable  $\mathbf{P}$  problem  $\Pi$  over  $n$  state variables, any SO-plan  $\rho$  for  $\Pi$ , and any state variable  $v$  in  $\Pi$ , the number of value changes of  $v$  along  $\rho$  is  $\leq n$ .

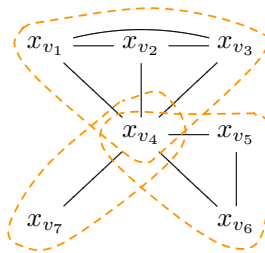
# POLYTREE + BOUNDED INDEGREES ( $\mathbf{P}_b$ )

## CONSTRAINT OPTIMIZATION PROBLEM

- COP variables  $\mathcal{X} \leftrightarrow$  State variables  $V$
- Domain of  $x_v \leftrightarrow$  Possible value changes of  $v$  along plan
- Function components  $\leftrightarrow$  State variables' families



Causal graph of  $\Pi$



Cost network of  $\text{COP}_{\Pi}$

# POLYTREE + 1-DEPENDENCE ( $\mathbf{P}(1)$ )

## PROPERTY II (UNIFORM-COST ACTIONS)

For any solvable problem  $\Pi$ , there exists an SO-plan  $\rho$  such that all the changes of each variable to a certain value are performed by the same type of action.

## PROPERTY III (GENERAL ACTIONS)

For any solvable problem  $\Pi$ , there exists an SO-plan  $\rho$  such that all the changes of each variable are done using at most three types of actions which are prevailed by at most two parents.

See the full version for the construction for  $\mathbf{P}(1)$  with general actions.



# NOTATION

Given an **S** problem  $\Pi = \langle V, A, I, G \rangle$ , for each variable  $v \in V$ ,  $b_v$  denotes the initial value  $I[v]$ , and  $w_v$  denotes the opposite value of  $v$ .

$\sigma(v)$  denotes the **longest possible sequence of values obtainable by  $v$  along a cost-optimal plan  $\rho$** , with  $|\sigma(v)| = n + 1$ , with  $b_v$  occupying all the odd positions of  $\sigma(v)$ , and  $w_v$  occupying all the even positions of  $\sigma(v)$ .

$\preceq^*[\sigma(v)]$  denotes the set of all **goal-valid prefixes of  $\sigma(v)$** , that is, prefixes of  $\sigma(v)$  that end up with  $G[v]$  if the latter is specified.

# P(1) WITH UNIFORM-COST ACTIONS

## COP VARIABLES

$$\mathcal{X} = \{\mathbf{x}_v \mid v \in V\} \cup \{\mathbf{x}_v^u \mid (\overline{u}, \vec{v}) \in CG(\Pi)\}$$

## COP VARIABLE DOMAINS

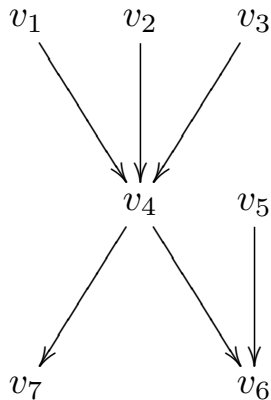
$$Dom(x_v) = \sqsupseteq^*[\sigma(v)]$$

$$Dom(x_v^u) = \{[\delta_w, \delta_b, \eta] \mid \delta_w, \delta_b \in \{0, 1\}, 0 \leq \eta \leq n\}$$

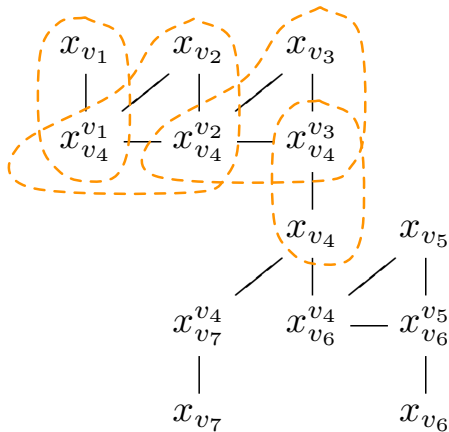
## COP FUNCTIONAL SCOPES ( $\text{pred}(v) = \{u_1, \dots, u_k\}$ )

$$Q_x = \begin{cases} \{\mathbf{x}_v\}, & x = x_v, k = 0 \\ \{\mathbf{x}_v, \mathbf{x}_v^{u_k}\}, & x = x_v, k > 0 \\ \{\mathbf{x}_v^{u_1}, \mathbf{x}_{u_1}\}, & x = \mathbf{x}_v^{u_1}, k > 0 \\ \{\mathbf{x}_v^{u_j}, \mathbf{x}_v^{u_{j-1}}, \mathbf{x}_{u_j}\}, & x = \mathbf{x}_v^{u_j}, 1 < j \leq k \end{cases}$$

# POLYTREE + 1-DEPENDENCE ( $\mathbf{P}(1)$ )



Causal graph of  $\Pi$



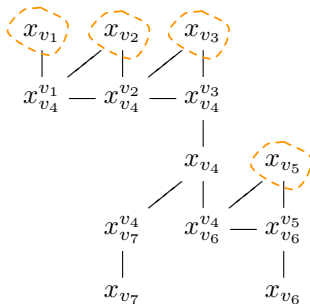
Cost network of  $\text{COP}_\Pi$

# COP FUNCTIONALS (I)

## P(1) WITH UNIFORM-COST ACTIONS

FOR EACH  $x_v$  WITH  $\text{pred}(v) = \emptyset$

$$\varphi_{x_v}(\sigma_v) = \begin{cases} 0, & |\sigma_v| = 1, \\ 1, & |\sigma_v| = 2, a_{w_v} \in A_v, \\ |\sigma_v| - 1, & |\sigma_v| > 2, a_{w_v}, a_{b_v} \in A_v, \\ \infty, & \text{otherwise} \end{cases}$$

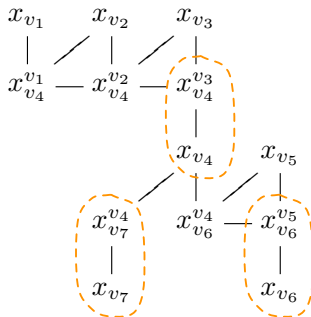


# COP FUNCTIONALS (II)

P(1) WITH UNIFORM-COST ACTIONS

FOR EACH  $x_v$  WITH  $\text{pred}(v) = \{u_1, \dots, u_k\}$ ,  $k > 0$

$$\varphi_{x_v}(\sigma_v, [\delta_w, \delta_b, \eta]) = \begin{cases} 0, & |\sigma_v| = 1, [\delta_w, \delta_b, \eta] = [0, 0, 0], \\ 1, & |\sigma_v| = 2, [\delta_w, \delta_b, \eta] = [1, 0, 1], \\ |\sigma_v| - 1, & |\sigma_v| > 2, [\delta_w, \delta_b, \eta] = [1, 1, |\sigma_v| - 1], \\ \infty, & \text{otherwise} \end{cases}$$



# AUXILIARY INDICATOR FUNCTION

**P(1)** WITH UNIFORM-COST ACTIONS

## INDICATOR FUNCTION

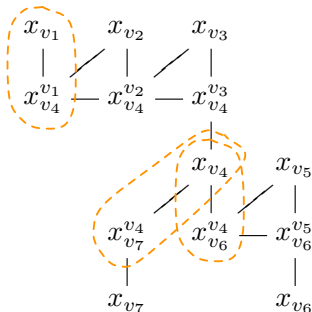
$$\varphi([\delta_w, \delta_b, \eta], \sigma_u) = \begin{cases} 0, & \delta_w = 0, \delta_b = 0, \\ 0, & \delta_w = 1, \delta_b = 0, a_{w_v|b_u} \in A_v, \\ 0, & \delta_w = 1, \delta_b = 0, |\sigma_u| > 1, a_{w_v|w_u} \in A_v, \\ 0, & \delta_w = 0, \delta_b = 1, a_{b_v|b_u} \in A_v, \\ 0, & \delta_w = 0, \delta_b = 1, |\sigma_u| > 1, a_{b_v|w_u} \in A_v, \\ 0, & \delta_w = 1, \delta_b = 1, a_{w_v|b_u}, a_{b_v|b_u} \in A_v, \\ 0, & \delta_w = 1, \delta_b = 1, |\sigma_u| > 1, a_{w_v|w_u}, a_{b_v|w_u} \in A_v, \\ 0, & \delta_w = 1, \delta_b = 1, |\sigma_u| \geq \eta, a_{w_v|b_u}, a_{b_v|w_u} \in A_v, \\ 0, & \delta_w = 1, \delta_b = 1, |\sigma_u| > \eta, a_{w_v|w_u}, a_{b_v|b_u} \in A_v, \\ \infty, & \text{otherwise} \end{cases}$$

# COP FUNCTIONALS (III)

**P(1)** WITH UNIFORM-COST ACTIONS

FOR  $x_v^{u_1}$

$$\varphi_{x_v^{u_1}}([\delta_w, \delta_b, \eta], \sigma_{u_1}) = \varphi([\delta_w, \delta_b, \eta], \sigma_{u_1})$$

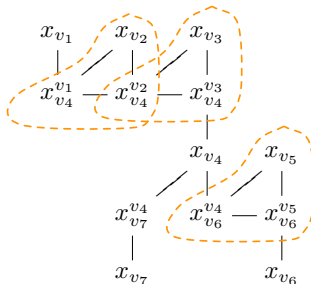


# COP FUNCTIONALS (IV)

**P(1)** WITH UNIFORM-COST ACTIONS

FOR EACH  $x_v^{u_j}, j > 1$

$$\varphi_{x_v^{u_j}} \left( [\delta_w, \delta_b, \eta], [\delta'_w, \delta'_b, \eta'], \sigma_{u_j} \right) = \begin{cases} \varphi \left( [\delta_w - \delta'_w, \delta_b - \delta'_b, \eta], \sigma_{u_j} \right), & \eta = \eta' \\ \infty & \text{otherwise} \end{cases}$$





## THIS IS JUST THE BEGINNING ...

- Discovering new islands of tractability of optimal planning
  - New results for non-binary domains with *fork* and *inverted fork* causal graphs [\[KD07b\]](#)
  - Positive evidence of relevance to structural patterns *heuristics*
- Devising as efficient as possible algorithms for such islands
- Translating and/or abstracting the general planning problems into such islands