Planning

Chapter 11

Outline

◊ Search vs. planning

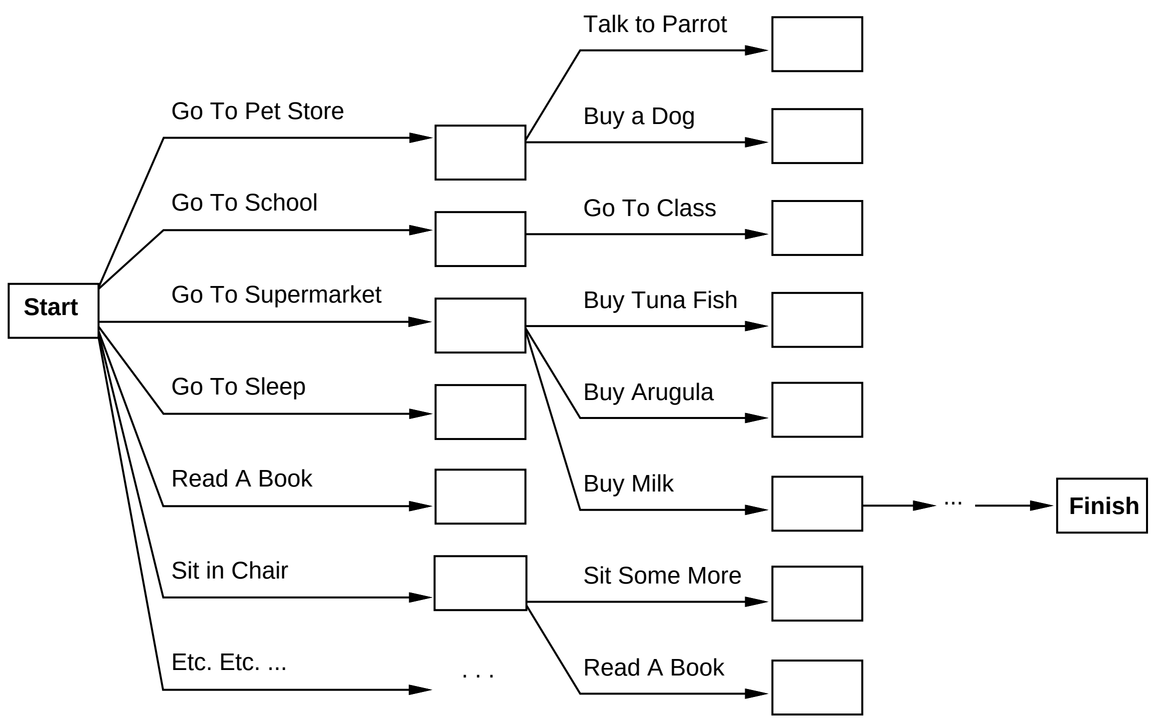
◊ STRIPS operators

◊ Partial-order planning

Search vs. planning

Consider the task *get milk, bananas, and a cordless drill*

Standard search algorithms seem to fail miserably:



After-the-fact heuristic/goal test inadequate

Search vs. planning contd.

Planning systems do the following:

1) open up action and goal representation to allow selection
2) divide-and-conquer by subgoaling
3) relax requirement for sequential construction of solutions

	Search	**Planning**
States	Lisp data structures	Logical sentences
Actions	Lisp code	Preconditions/outcomes
Goal	Lisp code	Logical sentence (conjunction)
Plan	Sequence from S_0	Constraints on actions

Planning in situation calculus

$PlanResult(p, s)$ is the situation resulting from executing p in s

$$PlanResult([], s) = s$$
$$PlanResult([a|p], s) = PlanResult(p, Result(a, s))$$

Initial state $At(Home, S_0) \wedge \neg Have(Milk, S_0) \wedge \ldots$

Actions as Successor State axioms

$Have(Milk, Result(a, s)) \;\Leftrightarrow$

$[(a = Buy(Milk) \wedge At(Supermarket, s)) \vee (Have(Milk, s) \wedge a \neq \ldots)]$

Query

$$s = PlanResult(p, S_0) \wedge At(Home, s) \wedge Have(Milk, s) \wedge \ldots$$

Solution

$$p = [Go(Supermarket), Buy(Milk), Buy(Bananas), Go(HWS), \ldots]$$

Principal difficulty: unconstrained branching, hard to apply heuristics

STRIPS operators

Tidily arranged actions descriptions, restricted language

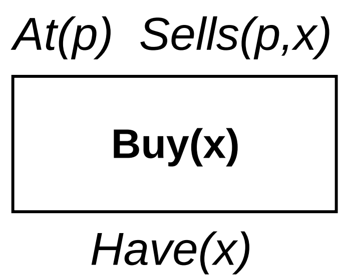
ACTION: $Buy(x)$
PRECONDITION: $At(p), Sells(p, x)$
EFFECT: $Have(x)$

[Note: this abstracts away many important details!]

Restricted language $\Rightarrow$ efficient algorithm

Precondition: conjunction of positive literals

Effect: conjunction of literals



State space vs. plan space

Standard search: node = concrete world state
Planning search: node = partial plan

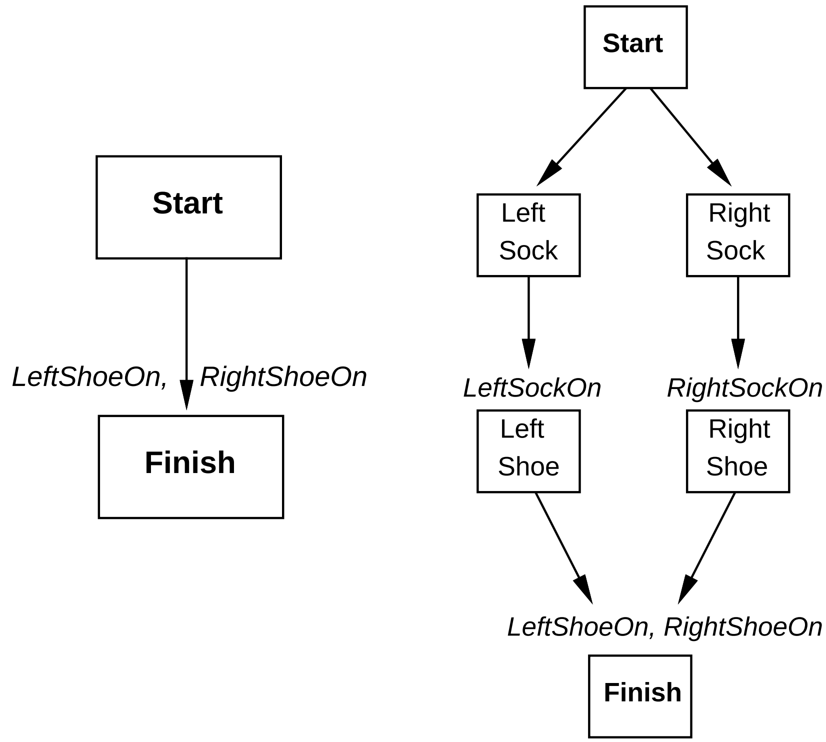
Defn: open condition is a precondition of a step not yet fulfilled

Operators on partial plans:

add a link from an existing action to an open condition
add a step to fulfill an open condition
order one step wrt another

Gradually move from incomplete/vague plans to complete, correct plans

Partially ordered plans



A plan is complete iff every precondition is achieved

A precondition is achieved iff it is the effect of an earlier step and no possibly intervening step undoes it

POP algorithm sketch

function POP(*initial, goal, operators*) **returns** *plan*

    plan ← MAKE-MINIMAL-PLAN(*initial, goal*)
    loop do
        if SOLUTION?(*plan*) **then return** *plan*
        S_{need}, c ← SELECT-SUBGOAL(*plan*)
        CHOOSE-OPERATOR(*plan, operators*, S_{need}, c)
        RESOLVE-THREATS(*plan*)
    end

---

function SELECT-SUBGOAL(*plan*) **returns** S_{need}, c

    pick a plan step S_{need} from STEPS(*plan*)
        with a precondition c that has not been achieved
    return S_{need}, c

POP algorithm contd.

procedure CHOOSE-OPERATOR(*plan, operators*, S_{need}, c)

  choose a step S_{add} from *operators* or STEPS(*plan*) that has c as an effect
  if there is no such step **then fail**
  add the causal link $S_{add} \xrightarrow{c} S_{need}$ to LINKS(*plan*)
  add the ordering constraint $S_{add} \prec S_{need}$ to ORDERINGS(*plan*)
  if S_{add} is a newly added step from *operators* **then**
    add S_{add} to STEPS(*plan*)
    add $Start \prec S_{add} \prec Finish$ to ORDERINGS(*plan*)

---

procedure RESOLVE-THREATS(*plan*)

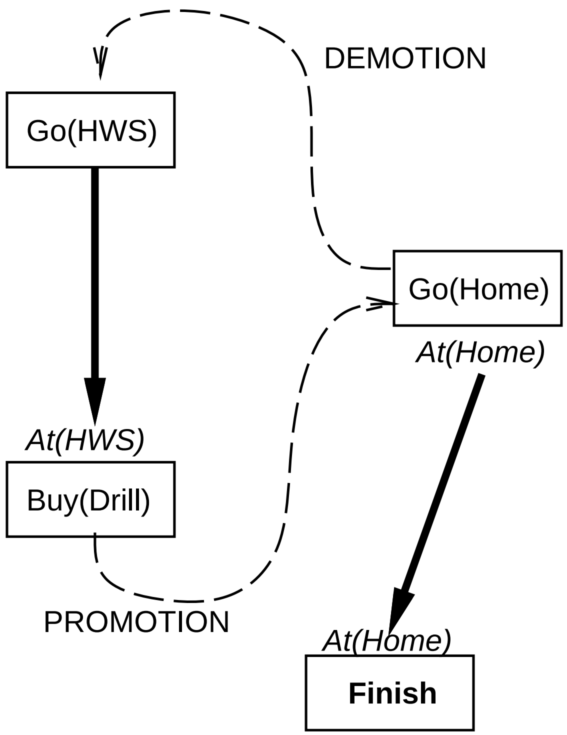
  for each S_{threat} that threatens a link $S_i \xrightarrow{c} S_j$ in LINKS(*plan*) **do**
    choose either
      Demotion: Add $S_{threat} \prec S_i$ to ORDERINGS(*plan*)
      Promotion: Add $S_j \prec S_{threat}$ to ORDERINGS(*plan*)
    if not CONSISTENT(*plan*) **then fail**
  end

POP is sound, complete, and systematic (no repetition)

Extensions for disjunction, universals, negation, conditionals

Clobbering and promotion/demotion

A <u>clobberer</u> is a potentially intervening step that destroys the condition achieved by a causal link. E.g., $Go(Home)$ clobbers $At(HWS)$:

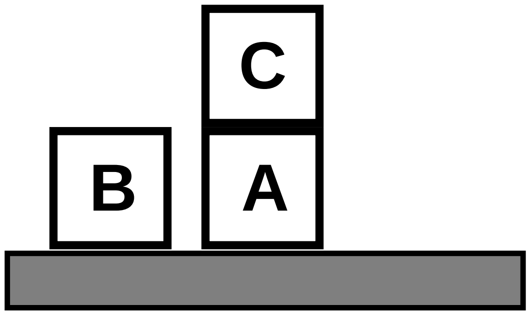


<u>Demotion</u>: put before $Go(HWS)$

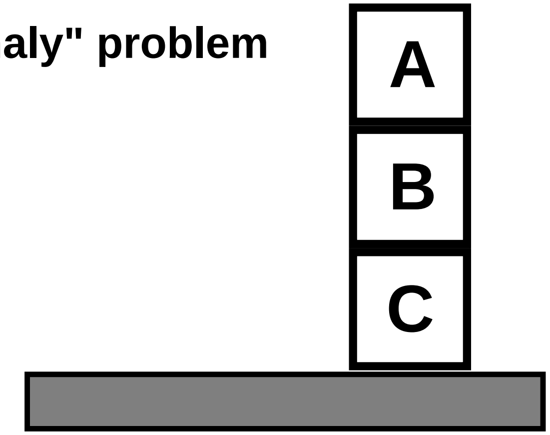
<u>Promotion</u>: put after $Buy(Drill)$

Example: Blocks world

"Sussman anomaly" problem



Start State



Goal State

Clear(x) On(x,z) Clear(y)

PutOn(x,y)

~On(x,z) ~Clear(y)
Clear(z) On(x,y)

Clear(x) On(x,z)

PutOnTable(x)

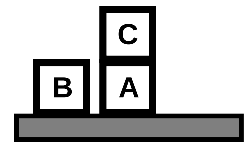
~On(x,z) Clear(z) On(x,Table)

+ several inequality constraints

Example contd.

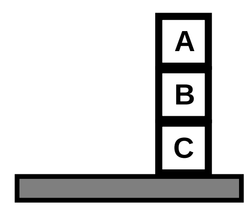
START

On(C,A) On(A,Table) Cl(B) On(B,Table) Cl(C)

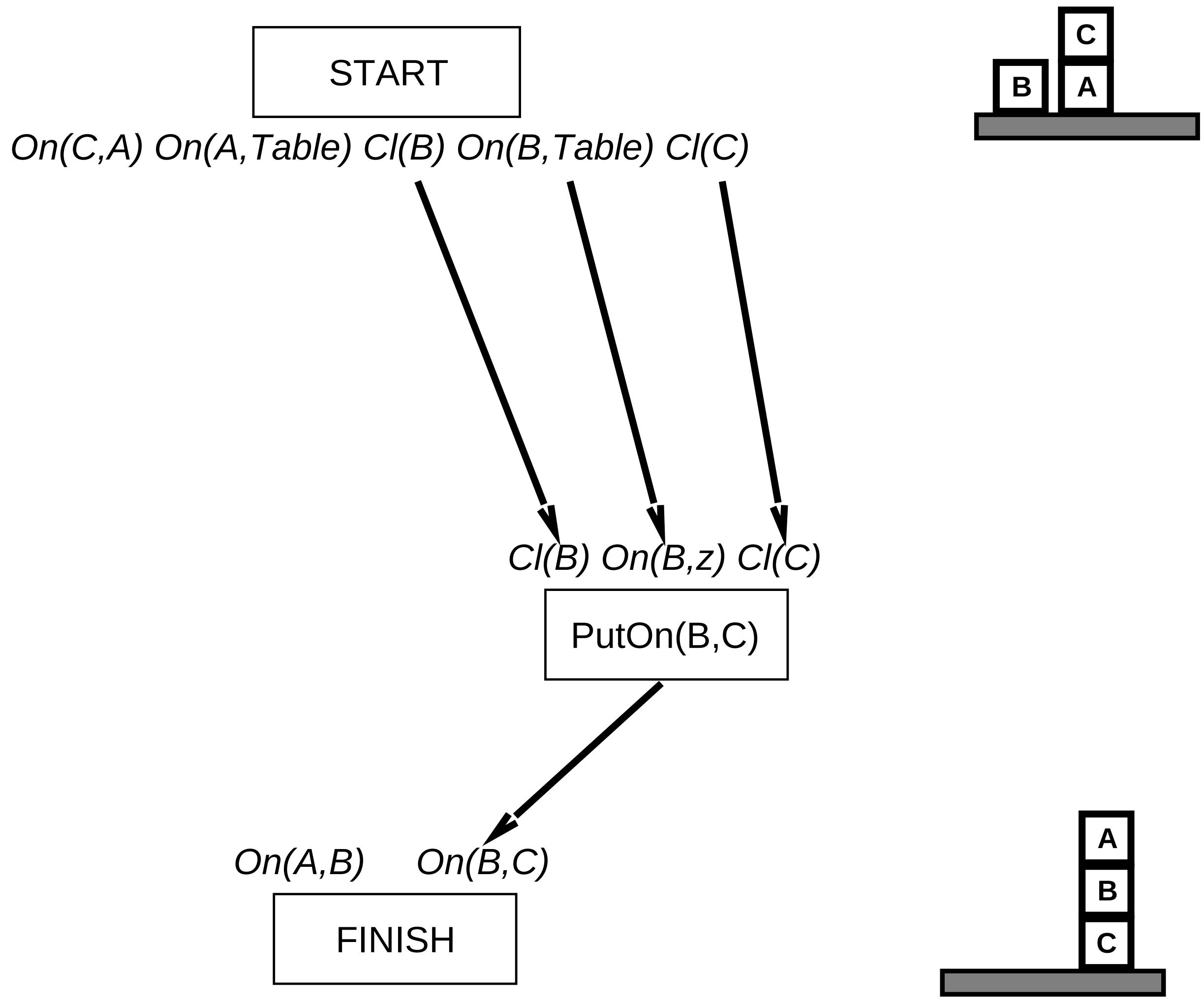


On(A,B) *On(B,C)*

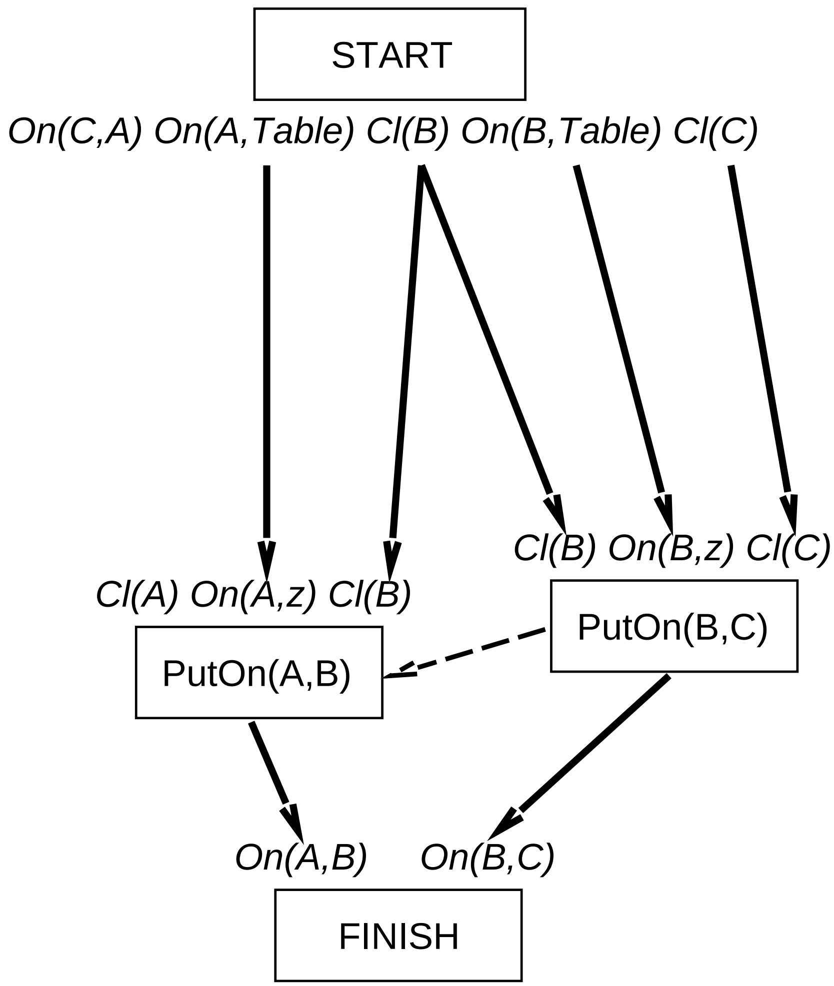
FINISH

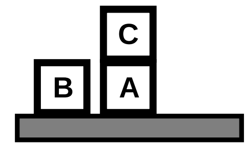


Example contd.

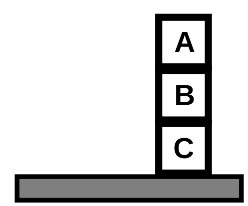


Example contd.

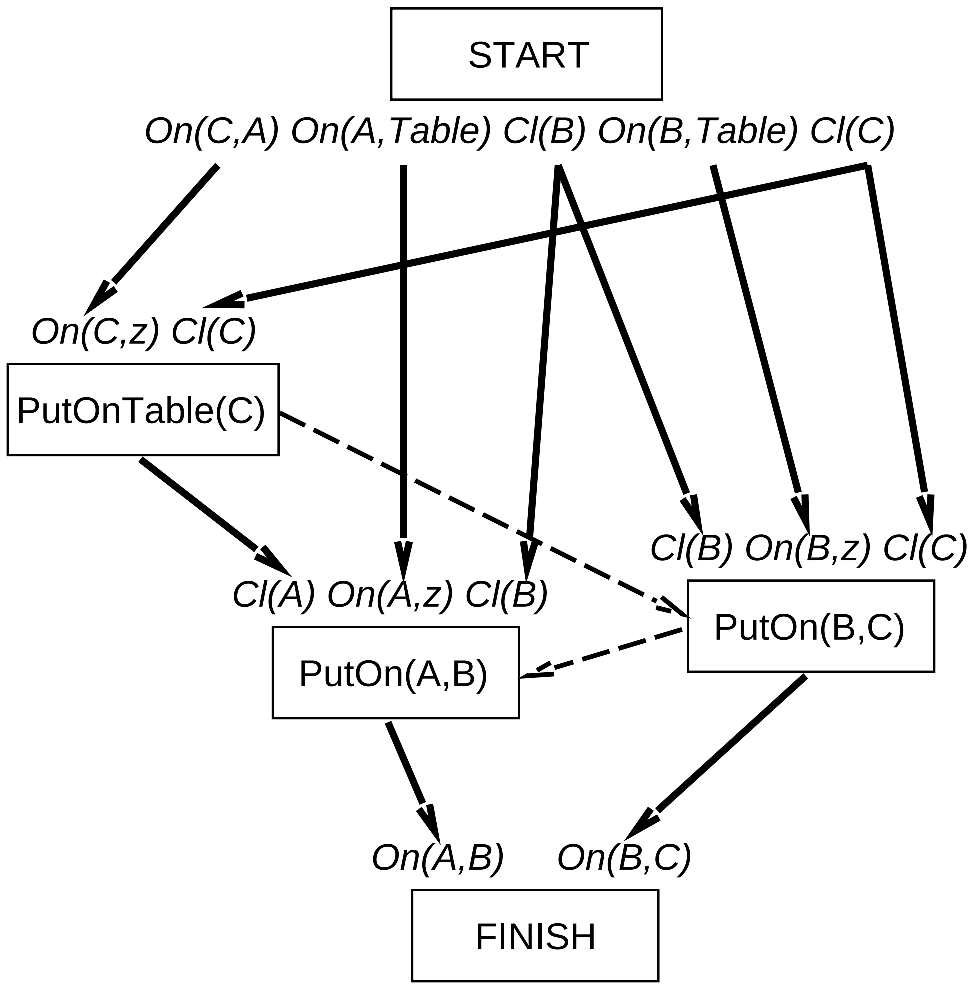


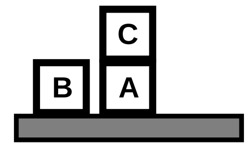


PutOn(A,B)
clobbers Cl(B)
=> order after
PutOn(B,C)



Example contd.





PutOn(A,B)
clobbers Cl(B)
=> order after
PutOn(B,C)

PutOn(B,C)
clobbers Cl(C)
=> order after
PutOnTable(C)