

# AIFA: PLANNING

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# Planning: Automation

- Partial order planning
- GraphPlan
- SATPlan
- Stochastic Planning

# Partial Order Planning

- **Basic Idea:** Make choices only that are relevant to solving the current part of the problem
- **Least Commitment Choices:**
  - **Orderings:** Leave actions unordered, unless they must be sequential
  - **Bindings:** Leave variables unbound, unless needed to unify with conditions being achieved
  - **Actions:** usually not subject to “least commitment”

# Terminology

- **Totally Ordered Plan**
  - There exists sufficient orderings  $O$  such that all actions in  $A$  are ordered with respect to each other
- **Fully Instantiated Plan**
  - There exist sufficient constraints in  $B$  such that all variables are constrained to be equal to some constant
- **Consistent Plan**
  - There are no contradictions in  $O$  or  $B$
- **Complete Plan**
  - Every precondition  $P$  of every action  $A_i$  in  $A$  is achieved:
    - There exists an effect of an action  $A_j$  that comes before  $A_i$  and unifies with  $P$ , and no action  $A_k$  that deletes  $P$  comes between  $A_j$  and  $A_i$

# STRIPS

- Stanford Research Institute Problem Solver
- Many planners today use specification languages that are variants of the one used in STRIPS
- Our running example:
  - Given:
    - **Initial State:** The agent is at home without tea, biscuits, book
    - **Goal State:** The agent is at home with tea, biscuits, book
    - A set of actions

# State Representation

- States are represented by conjunctions of function-free ground literals
  - $At(Home) \wedge \sim Have(Tea) \wedge \sim Have(Biscuits) \wedge \sim Have(Book)$
- Goals are also described by conjunction of literals
  - $At(Home) \wedge Have(Tea) \wedge Have(Biscuits) \wedge Have(Book)$
- Goals can also contain variables
  - $At(x) \wedge Sells(x, Tea)$
  - The above goal is **being at a shop that sells tea**

# Representing Actions

- **Action description:** serves as a name
- **Precondition:** a conjunction of positive literals
- **Effect:** a conjunction of literals (+ve or -ve)
- OP(
  - **ACTION:**  $Go(there)$
  - **PRECOND:**  $At(there) \wedge Path(there, there)$
  - **EFFECT:**  $At(there) \wedge \sim At(here)$
  - )

# Representing Plans

- A set of **plan steps**
  - Each step is one of the operators for the problem
- A set of **step ordering constraints**
  - Each ordering constraint is of the form  $S_i < S_j$
  - indicating  $S_i$  must occur sometime before  $S_j$
- A set of **variable binding constraints** of the form  $v=x$ 
  - $v$  is a variable in some step
  - $x$  is either a constant or another variable
- A set of **causal links** written as  $S \rightarrow c: S'$  indicating  $S$  satisfies the precondition  $c$  for  $S'$



# POP Example: Get Tea, Biscuits, Book

Initial State:

Op( **ACTION:** Start,  
    **EFFECT:**  $\text{At}(\text{Home}) \wedge \text{Sells}(\text{BS}, \text{Book})$   
                   $\wedge \text{Sells}(\text{TS}, \text{Tea})$   
                   $\wedge \text{Sells}(\text{TS}, \text{Biscuits})$  )

Goal State:

Op( **ACTION:** Finish,  
    **PRECOND:**  $\text{At}(\text{Home}) \wedge \text{Have}(\text{Tea})$   
                   $\wedge \text{Have}(\text{Biscuits})$   
                   $\wedge \text{Have}(\text{Book})$  )

Actions:

Op( **ACTION:** Go(y),  
    **PRECOND:**  $\text{At}(x)$ ,  
    **EFFECT:**  $\text{At}(y) \wedge \neg \text{At}(x)$ )

Op( **ACTION:** Buy(x),  
    **PRECOND:**  $\text{At}(y) \wedge \text{Sells}(y, x)$ ,  
    **EFFECT:**  $\text{Have}(x)$ )

START

$At(Home) \wedge Sells(BS, Book) \wedge Sells(TS, Tea) \wedge Sells(TS, Biscuits)$

Op( **ACTION:** Go(y),  
**PRECOND:** At(x),  
**EFFECT:** At(y)  $\wedge$   $\neg$ At(x))

Op( **ACTION:** Buy(x),  
**PRECOND:** At(y)  $\wedge$  Sells(y, x),  
**EFFECT:** Have(x))

$At(y1) \wedge Sells(y1, Book)$

$At(y2) \wedge Sells(y2, Tea)$

$At(y3) \wedge Sells(y3, Biscuits)$

Buy(Book)

Buy(Tea)

Buy(Biscuits)

$Have(Book) \wedge Have(Tea) \wedge Have(Biscuits) \wedge At(Home)$

FINISH

START

$At(Home) \wedge Sells(BS, Book) \wedge Sells(TS, Tea) \wedge Sells(TS, Biscuits)$

$\{y1 \setminus BS\}$

$\{y2 \setminus TS\}$

$\{y3 \setminus TS\}$

Op( **ACTION:** Go(y),  
**PRECOND:** At(x),  
**EFFECT:** At(y)  $\wedge$   $\neg$ At(x))

Op( **ACTION:** Buy(x),  
**PRECOND:** At(y)  $\wedge$  Sells(y, x),  
**EFFECT:** Have(x))

~~$At(y1) \wedge Sells(y1, Book)$~~

~~$At(y2) \wedge Sells(y2, Tea)$~~

~~$At(y3) \wedge Sells(y3, Biscuits)$~~

$At(BS) \wedge Sells(BS, Book)$

$At(TS) \wedge Sells(TS, Tea)$

$At(TS) \wedge Sells(TS, Biscuits)$

Buy(Book)

Buy(Tea)

Buy(Biscuits)

$Have(Book) \wedge Have(Tea) \wedge Have(Biscuits) \wedge At(Home)$

FINISH

Thank You