

planning

goal oriented action planning (GOAP)

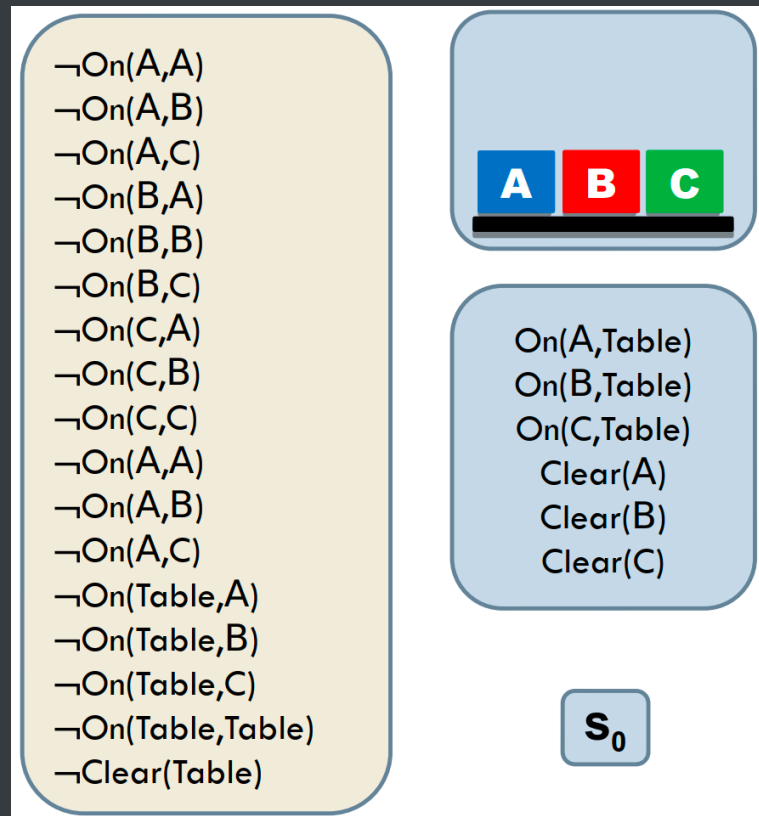
search for a plan that achieves the goal in the current state

STRIPS planning

- typical description of a planning problem
initial state, goal, available actions
- typical solution: a sequence of actions
- or, a method for every initial state & goal /
for every application domain

initial state

- representation - atomic formulas (predicates)
using **FOL**, with
 - ground
 - function-free
 - positivethe list of terms typically forms a logical conjunction
- completely specified: closed-world assumption
atomic sentence not mentioned - assumed to be false



goal

- also using FOLs, with ground, function-free, positive (conjunctive)
- partially specified: no closed-world assumption

a state s satisfies goal g if it contains all literals in g , more literals may be in s

available actions

preconditions & effects

STRIPS planning: available actions

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Available actions

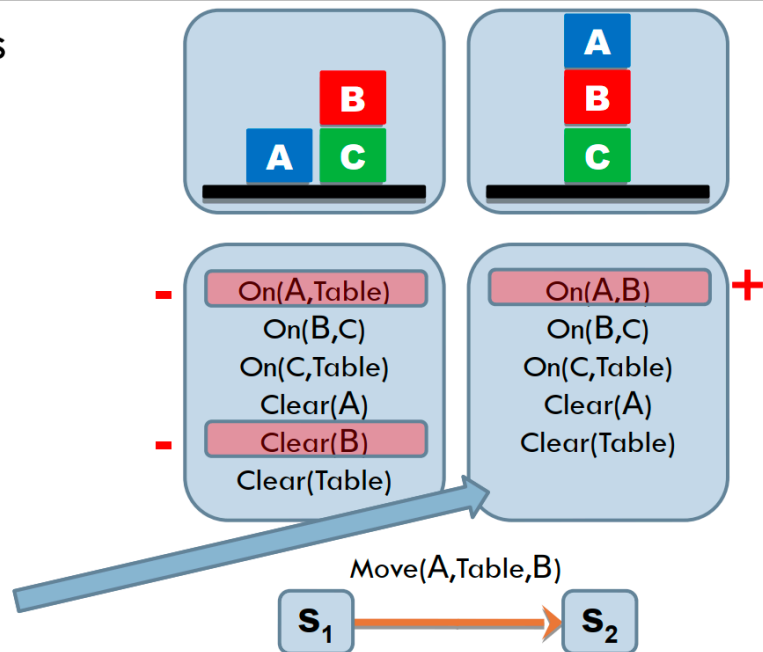
$\text{Move}(A, \text{Table}, B)$

Preconditions:

- $\text{On}(A, \text{Table})$
- $\text{Clear}(A)$
- $\text{Clear}(B)$

Effects:

- + ■ $\text{On}(A, B)$
- + ■ $\text{Clear}(\text{Table})$
- ■ $\neg \text{On}(A, \text{Table})$
- ■ $\neg \text{Clear}(B)$



- problem here: $\text{Clear}(\text{Table})$ needs to be treated differently

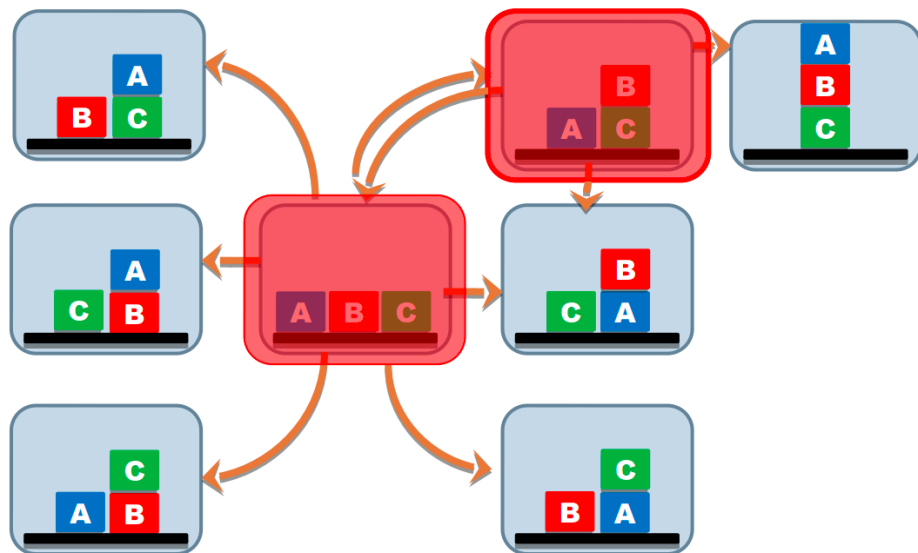
solution: separate "normal move" and "move to table"

- Action($\text{Move}(b, x, y)$,
 PRECONDITIONS: $\text{On}(b, x) \wedge \text{Clear}(b) \wedge \text{Clear}(y)$
 EFFECTS: $\text{On}(b, y) \wedge \text{Clear}(x) \wedge \neg \text{On}(b, x) \wedge \neg \text{Clear}(y)$)
- Action($\text{MoveToTable}(b, x)$,
 PRECONDITIONS: $\text{On}(b, x) \wedge \text{Clear}(b)$
 EFFECTS: $\text{On}(b, \text{Table}) \wedge \text{Clear}(x) \wedge \neg \text{On}(b, x)$)

! variables that appear in preconditions and effects need to be parameters of the action schema

STRIPS planning: state-based, progression search

find successors -> pick one of the not-visited successors



- guaranteed to find a solution if one exists?
yes! if state-space is finite. as long as we visit each state only once

heuristics for progression planning

- $f(s) = g(s) + h(s)$ what's different than grid-based problems then?
action schemas provide **domain independent** heuristic functions
- examples
 - Simple example: $h(s) = \text{number of literals in the goal that are missing from } s$
 - Empty list of preconditions
 - ▣ $h(s) = \text{number of actions needed to achieve the goal if we assume that all actions are always applicable}$
 - Empty list of negative effects (delete-relaxation)
 - ▣ $h(s) = \text{number of actions needed to achieve the goal if we disregard the negative effects of actions}$
- planning: pick the most promising of the successor states

regression planning (backward, not covered)

planning domain definition language (PDDL)