

***Historical developments***  
***in the field of AI planning and search***

- Planning is a sub-field of Artificial Intelligence (AI), explored by researchers in the AI community for more than three decades .
- The first step of building a planner was by Fikes and Nilsson [Fikes/Nilsson 1971] on the Stanford Research Institute Problem Solver (STRIPS).
- 1- **STRIPS** project introduced a simple syntax for defining action schemas, in terms of the preconditions, add effects and delete effects of the action.

## 2- Planning Graphs

- After that an improvement was done, the idea was: Instead of greedily searching for a solution from the start, the GraphPlan algorithm constructs a Planning Graph object which can be used to obtain a solution, The Planning Graph is useful because it inherently encodes useful constraints explicitly, thereby reducing the search overhead in the future.
- The algorithm guarantees that the shortest plan will be found.

## 3-Heuristic Search Planner (HSP)

- HSP is based on the idea of heuristic search. A heuristic search provides an estimate of the distance to the goal.
- The results seem slightly better. The heuristic exploited by HSP is admissible (it never over-estimates the distance to the goal) unlike GraphPlan based heuristic which was inadmissible.

```

Action LOAD ?object ?container
        ?location
    Precondition:
        at(?object,?location)
        at(?container,?location)
        empty(?container)
    Add:
        inside(?object,?location)
    Delete:
        at(?object,?location)
        empty(?container)

Action UNLOAD ?object ?container
        ?location
    Precondition:
        at(?container,?location)
        inside(?object,?location)
    Add:
        at(?object,?location)
    Delete:
        inside(?object,?container)
        empty(?container)

Action MOVE ?container ?start
        ?destination
    Precondition:
        at(?container,?start)
        link(?start,?destination)
    Add:
        at(?container,?destination)
    Delete:
        at(?container,?start)

Initially:
    at(PickUp,Home)
    at(Box,Office)
    link(Home,Town)
    link(Town,Home)
    link(Town,Office)
    link(Office,Town)
Goal:    at(Box,Home)

```

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*Example of STRIPS problem description*

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**Sources:**

[Progress in AI Planning Research and Applications \[link\]](#)

[STRIPS](#)

[Planning Graph](#)

[HSP](#)

