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# Introduction to Sequential Decision-Making: Advanced Representations

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| Suppose you have a household robot

| You want it to bring you a bottle of water



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What should the robot do next?

Can we design algorithms for automatically solving such problems?

**Given:** high-level objective

**Compute:** behavior that achieves that objective

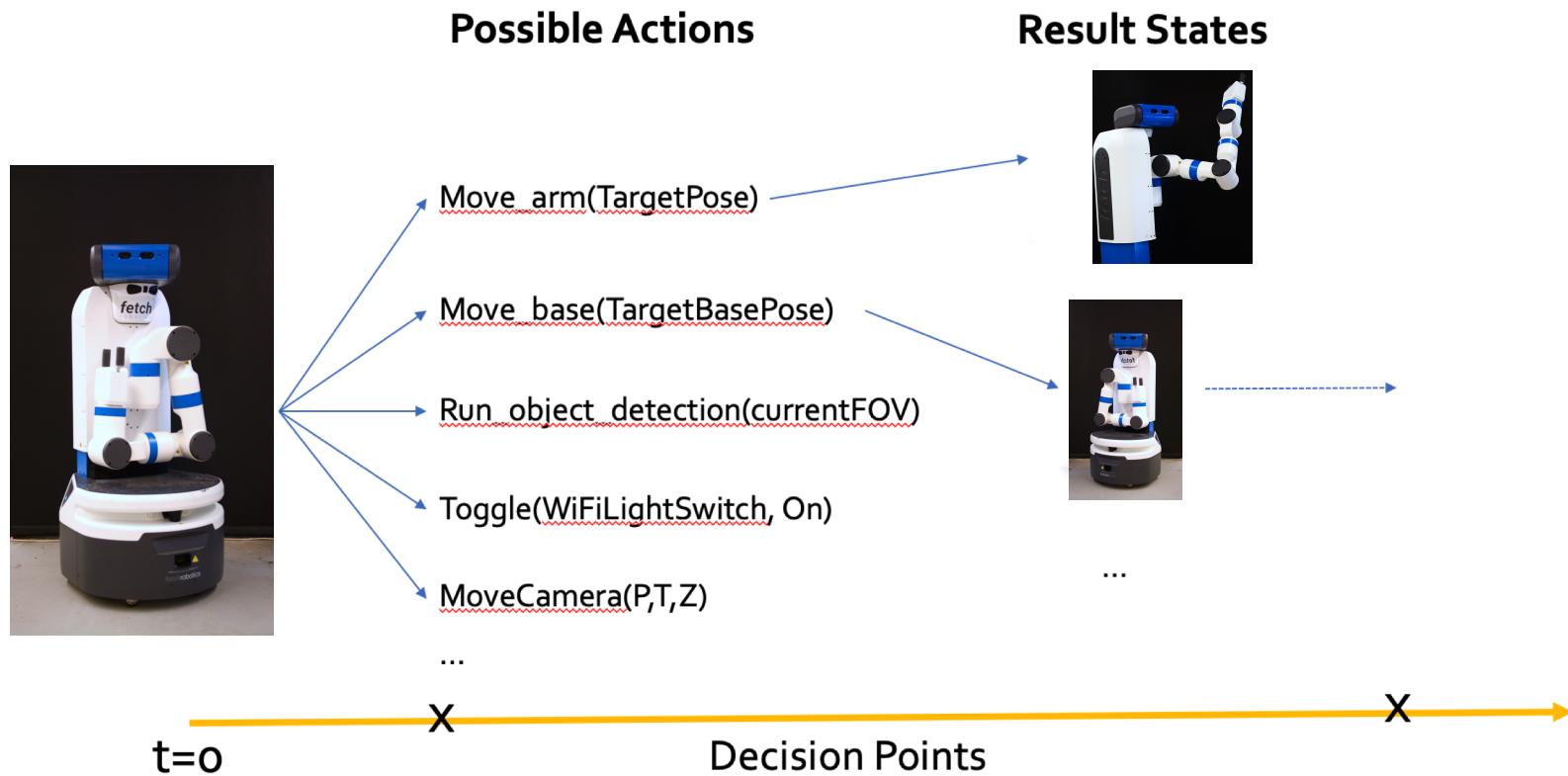
Automated Planning or Behavior Synthesis or Sequential Decision-Making



# Automated Planning

| Suppose you have a household robot

| You want it to bring you a bottle of water



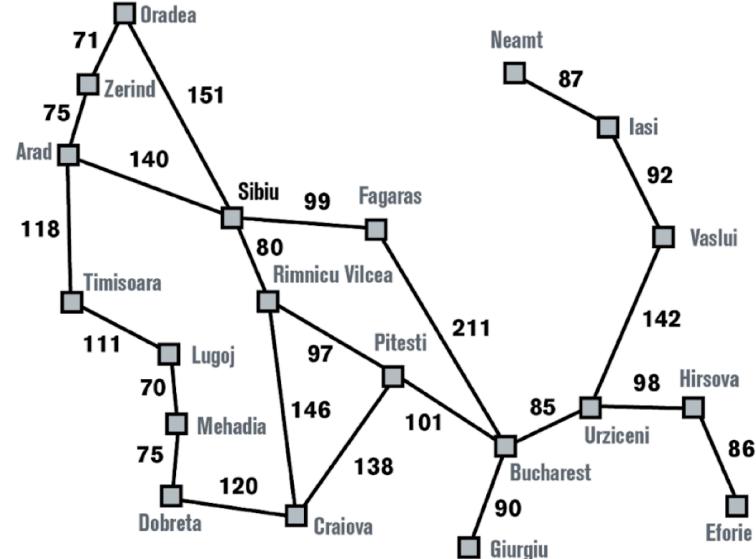
# First Principles: Search Problems

| Recall the **search problem** formulation

| Given:

- Graph  $\langle V, E, A, \ell \rangle$ 
  - $V$  set of vertices, representing states
  - $E$  set of **directed** edges (actions)
  - $A$  set of actions
  - $\ell: E \rightarrow \langle A, \mathbb{R}^+ \rangle$
- $v_i \in V$  start vertex
- $G$  goal vertex set

| Find a path from  $v_i$  to  $G$



# Example: Logistics



| **Vertices**

| **Edges (directed)**

| **Delivery service**

- Trucks, drivers, packages

| **Actions:**

- Get a driver to drive a truck to a location
- Load a package on to a truck
- Unload a package from a truck
- Refuel a truck

# Example: Logistics



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# How Should We Express This Problem?



## | Option 1: Naïve representation: draw the explicit state space graph

- Each state is a configuration of trucks, packages, drivers
- $n$  cities,  $p$  packages,  $t$  trucks,  $d$  drivers
- $n^{p+t+d}$  vertices
  - Small problem: 100 cities, 1000 packages:  $> 100^{1000}$  vertices
  - Number of atoms in the universe  $\sim 10^{82}$
- But that is not all... Actions correspond to edges in the graph
  - Need to work out edges corresponding to each action instance (load p1 onto t1 when t1 is in PHX)
  - Amount of fuel used needs to be calculated separately for each edge

# Problems with Naïve Representation



## | Option 1: Naïve representation: draw the explicit state space graph

- $n$  cities,  $p$  packages,  $t$  trucks,  $d$  drivers
- $n^{p+t+d}$  vertices
- Edges for actions

## | Creating or maintaining such a representation is a problem

- New requirement: some packages requires refrigerated trucks (any of  $\{t_1, t_{12}, t_{1232}, \dots\}$ )
- Iteratively prune each edge that violates this
- Changes in fuel efficiency → redo the fuel usage for each edge

# A Step Up: Factored Representations



## | States are factored into variables

$\langle loc_{p1}, loc_{p2}, \dots, loc_{t1}, \dots loc_{d2}, \dots, fuel_{t1}, fuel_{t2}, \dots \rangle$

## | Successor function can “focus” on only the relevant factors

- The action “drive truck t1 from Phoenix to Ontario” changes  $loc_{t1}$  :
  - $loc_{t1} =$ Ontario
- Regardless of where the other trucks, drivers, packages are
- One variable assignment equivalent to specifying edges from  $O(ptd)$  vertices (states)

# Problems with Factored Representations



## | Repetition

- Successor function has separate rules for driving each truck from Phoenix to Ontario
- Also for unloading/loading each package

## | This is fine until a new package, truck, or driver shows up

## | Then, need to redo:

- State vector representation
- Successor functions for load, unload
- (But the actions do the same thing they did to every other package!!)

# Is there a Better Way?



Can we avoid spelling out each rule for each tuple of objects?

Can we express the problem in terms of properties of objects and their relationships,  
*rather than in terms of their names?*

# Relational Representations



- | A state is defined using properties and relationships among objects
- | Given a domain, fix a set of relations  $R$  and a set of functions  $F$  as its vocabulary
  - A binary relation between sets  $A$  and  $B$  defines a subset of  $A \times B$

# Relational Representations



- | A state is defined using properties and relationships among objects
- | Given a domain, fix a set of relations  $R$  and a set of functions  $F$  as its vocabulary
- | Express the successor function for each action in terms of these functions and relations
- | Logistics domain:

$$R = \{\text{In(Package, Truck)}, \text{On(Package, Package)}\}$$

$$F = \{\text{Fuel(Truck)}, \text{Location(Truck)}, \text{DriverOf(Truck)}\}$$

# Successor Functions for Relational Representations



$R = \{\text{In(Package, Truck)}, \text{On(Package, Package)}\}$

$F = \{\text{Fuel(Truck)}, \text{Location(Truck)}, \text{DriverOf(Truck)}\}$

Relations and functions specify the properties that can be used while writing successor functions or constraints

Example: the effect of “load package p onto truck t” results in the following changes:

- If p and t are at the same location,
  - $\text{In}(p, t)$  becomes true
  - $\text{At}(p, l)$  becomes false for all l
- Regardless of
  - object names
  - values of other properties and relationships between other objects

# A Comparison of the Three Representational Choices



## Atomic

At<sub>t<sub>1</sub></sub>Phoenix At<sub>t<sub>2</sub></sub>Ontario ...

A state is a black-box

String representations  
are used to alleviate  
the situation

## Factored

$loc_{t_1} = Phoenix$   
 $loc_{t_2} = Ontario$

A state is a valuation of  
a fixed set of “state  
variables”

Successor functions  
for each action can  
depend on a small set  
of variables

Problem: dependent  
on object names,  
numbers

## Relational

$loc(t_1) = Phoenix$   
 $loc(t_2) = Ontario$

A state is defined using  
properties and  
relationships among  
objects

Specifying successor  
functions seems to be  
easier through the use  
of variables, quantifiers