

# PLÁNOVÁNÍ A HRY – CV 4

## STATE-SPACE SEARCH

# State-space Search

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- **Forward Search**
- **Backward Search**
- **Heuristic Search**



# Forward search

# Forward Search

Forward-search( $O, s_0, g$ )

$s \leftarrow s_0$

$\pi \leftarrow$  the empty plan

loop

if  $s$  satisfies  $g$  then return  $\pi$

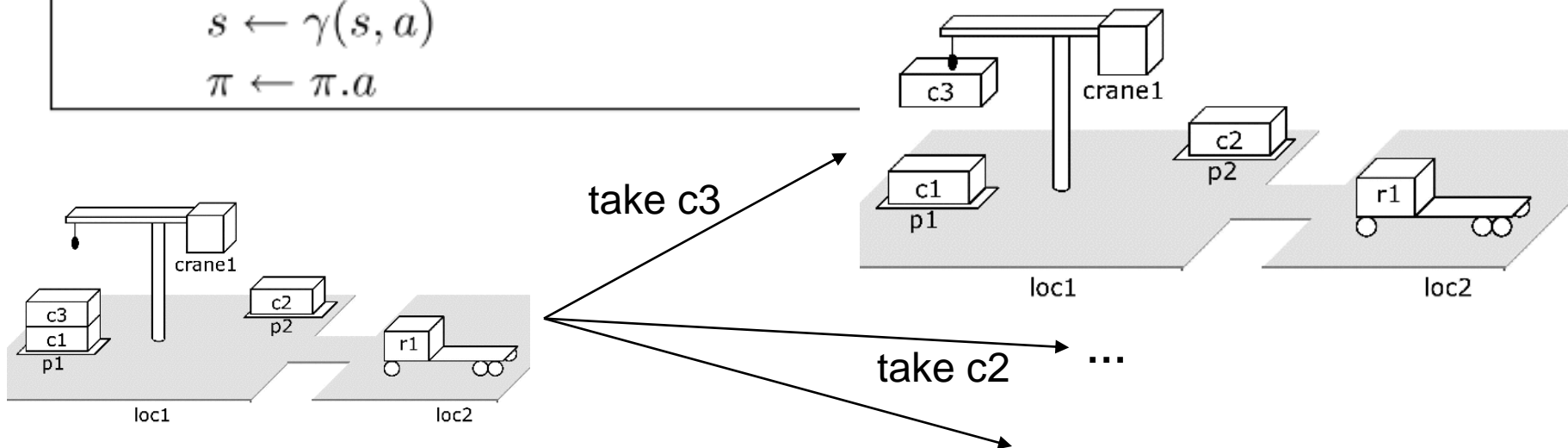
$E \leftarrow \{a \mid a \text{ is a ground instance an operator in } O,$   
and  $\text{precond}(a)$  is true in  $s\}$

if  $E = \emptyset$  then return failure

nondeterministically choose an action  $a \in E$

$s \leftarrow \gamma(s, a)$

$\pi \leftarrow \pi.a$

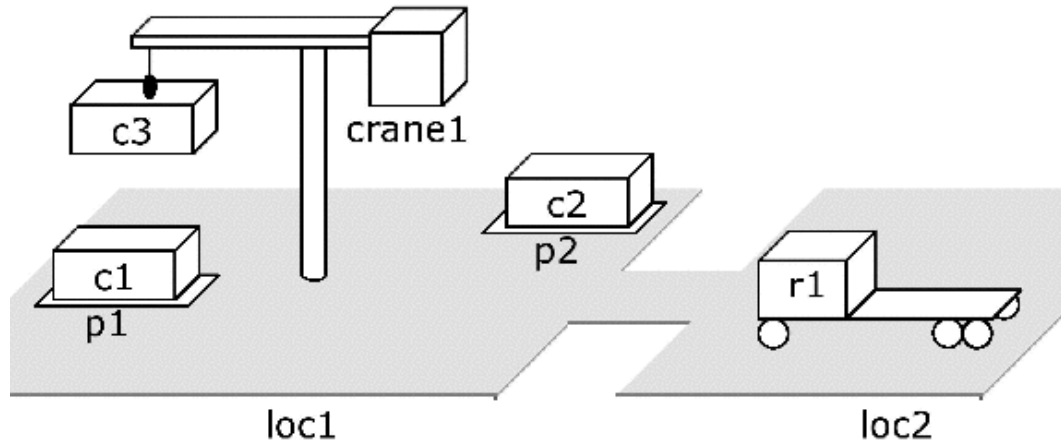


# Forward Search Properties

- Forward-search *is sound*
  - ▣ for any plan returned by any of its nondeterministic traces, this plan is guaranteed to be a solution
- Forward-search *is also complete*
  - ▣ if a solution exists then at least one of Forward-search's nondeterministic traces will return a solution.

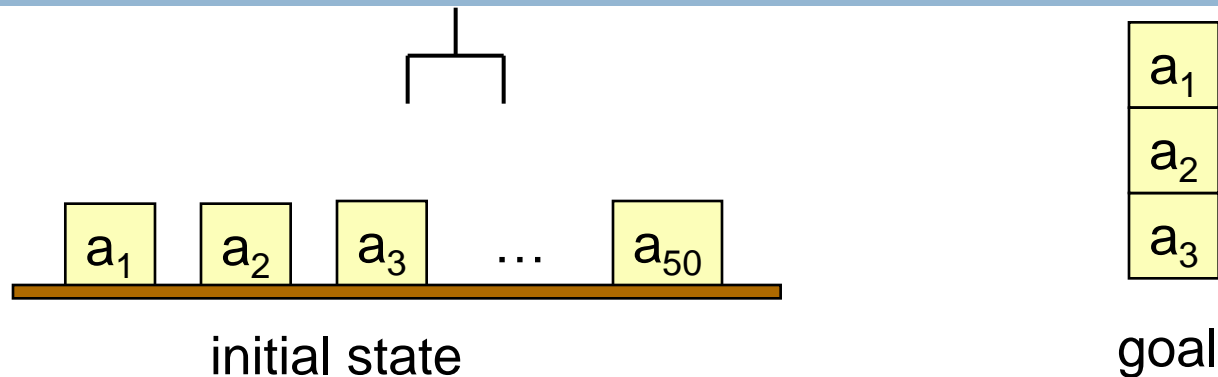
# Task 1: DWR, find one finite and one infinite trace

□  $S_0$ :



□  $g$ : {at(r1, loc1), loaded(r1, c3)}

# Branching Factor of Forward Search



- Forward search can have a very large branching factor
  - ▣ E.g., many applicable actions that don't progress toward goal
- Why this is bad:
  - ▣ Deterministic implementations can waste time trying lots of irrelevant actions
- Need a good heuristic function and/or pruning procedure
- How to do pruning?



# Backward search



# Backward Search

- For forward search, we started at the initial state and computed state transitions
  - ▣ new state =  $\gamma(s, a)$
- For backward search, we start at the goal and compute inverse state transitions
  - ▣ new set of subgoals =  $\gamma^{-1}(g, a)$
- To define  $\gamma^{-1}(g, a)$ , must first define *relevance*:
  - ▣ An action  $a$  is relevant for a goal  $g$  if
    - $a$  makes at least one of  $g$ 's literals true
      - $g \cap \text{effects}(a) \neq \emptyset$
    - $a$  does not make any of  $g$ 's literals false
      - $g^+ \cap \text{effects}^-(a) = \emptyset$  and  $g^- \cap \text{effects}^+(a) = \emptyset$

# Inverse State Transitions

- If  $a$  is relevant for  $g$ , then
  - $\gamma^{-1}(g,a) = (g - \text{effects}(a)) \cup \text{precond}(a)$
- Otherwise  $\gamma^{-1}(g,a)$  is undefined
- Example: suppose that
  - $g = \{\text{on}(b1,b2), \text{on}(b2,b3)\}$
  - $a = \text{stack}(b1,b2)$
- What is  $\gamma^{-1}(g,a)$ ?

# Backward Search

Backward-search( $O, s_0, g$ )

$\pi \leftarrow$  the empty plan

loop

if  $s_0$  satisfies  $g$  then return  $\pi$

$A \leftarrow \{a \mid a \text{ is a ground instance of an operator in } O$   
and  $\gamma^{-1}(g, a)$  is defined}

if  $A = \emptyset$  then return failure

nondeterministically choose an action  $a \in A$

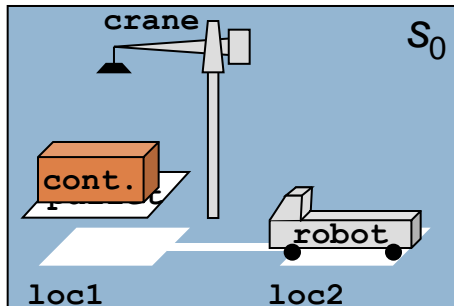
$\pi \leftarrow a.\pi$

$g \leftarrow \gamma^{-1}(g, a)$

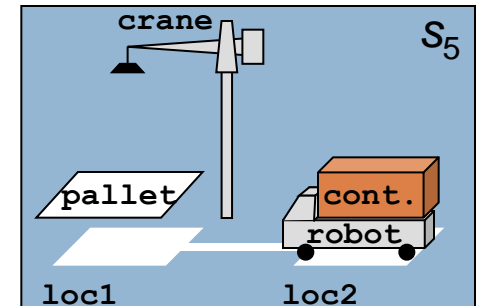
# Task 2: DWR, backward search

- Solve the problem by the backward-search, trace the algorithm.
- **Actions:** load(crane, loc, cont, r), take(crane, loc, cont, pallet, pile), move(r, from, to)

initial state:



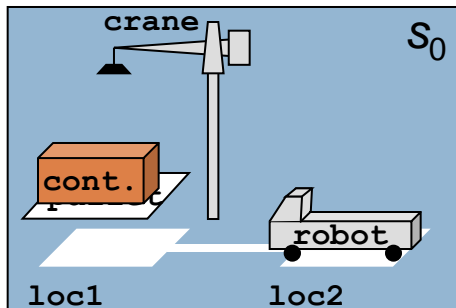
goal state:



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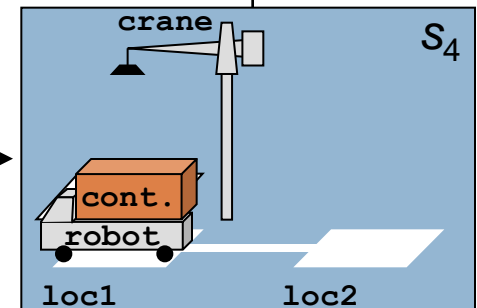
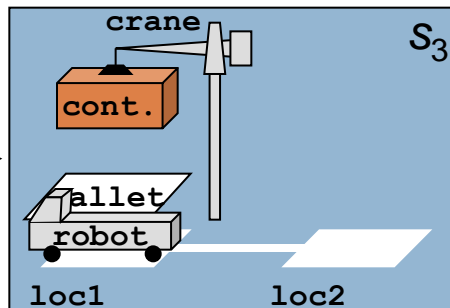
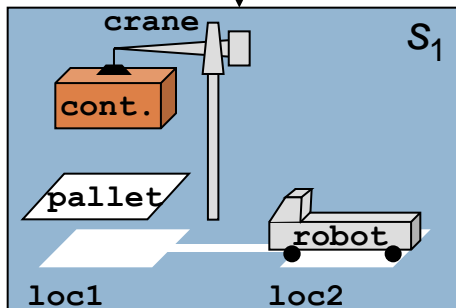
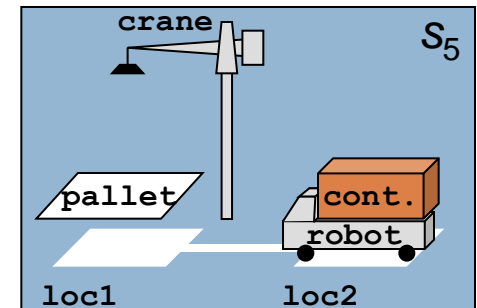
initial state:



plan =

```
take(crane,loc1,cont,pallet,pile)
move(robot,loc2,loc1)
load(crane,loc1,cont,robot)
move(robot,loc1,loc2)
```

goal state:

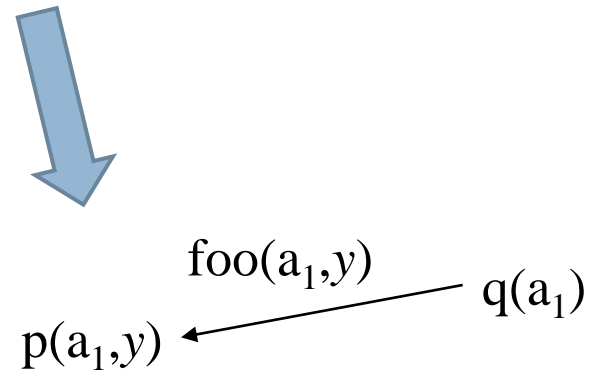
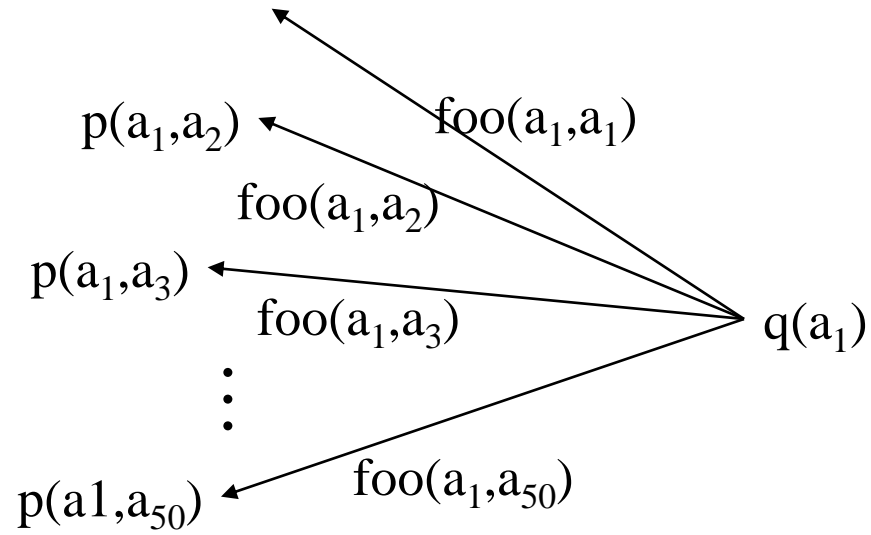


# Lifting I.

- Backward search can *also* have a very large branching factor
  - E.g., an operator  $o$  that is relevant for  $g$  may have many ground instances  $a_1, a_2, \dots, a_n$  such that each  $a_i$ 's input state might be unreachable from the initial state
- Can reduce the branching factor of backward search if we *partially* instantiate the operators
  - this is called *lifting*
- Basic Idea: Delay grounding of operators until necessary in order to bind variables with those required to realize goal or subgoal

# Lifting II.

$\text{foo}(x,y)$   
precond:  $p(x,y)$   
effects:  $q(x)$



# Lifted Backward Search

- More complicated than Backward-search
  - Have to keep track of what substitutions were performed
- But it has a much smaller branching factor

Lifted-backward-search( $O, s_0, g$ )

$\pi \leftarrow$  the empty plan

loop

if  $s_0$  satisfies  $g$  then return  $\pi$

$A \leftarrow \{(o, \theta) \mid o \text{ is a standardization of an operator in } O,$   
 $\theta \text{ is an mgu for an atom of } g \text{ and an atom of effects}^+(o),$   
 $\text{and } \gamma^{-1}(\theta(g), \theta(o)) \text{ is defined}\}$

if  $A = \emptyset$  then return failure

nondeterministically choose a pair  $(o, \theta) \in A$

$\pi \leftarrow$  the concatenation of  $\theta(o)$  and  $\theta(\pi)$

$g \leftarrow \gamma^{-1}(\theta(g), \theta(o))$





# Heuristic search

# Local heuristic search: Hill climbing

## Hill-climbing

$\sigma := \text{make-root-node}(\text{init}())$

**forever:**

**if**  $\text{is-goal}(\text{state}(\sigma))$ :

**return**  $\text{extract-solution}(\sigma)$

$\Sigma' := \{ \text{make-node}(\sigma, o, s) \mid \langle o, s \rangle \in \text{succ}(\text{state}(\sigma)) \}$

$\sigma :=$  an element of  $\Sigma'$  minimizing  $h$  (random tie breaking)

## Enforced hill-climbing: procedure improve

```
def improve( $\sigma_0$ ):  
  queue := new fifo-queue  
  queue.push-back( $\sigma_0$ )  
  closed :=  $\emptyset$   
  while not queue.empty():  
     $\sigma$  = queue.pop-front()  
    if state( $\sigma$ )  $\notin$  closed:  
      closed := closed  $\cup$  {state( $\sigma$ )}  
      if h( $\sigma$ ) < h( $\sigma_0$ ):  
        return  $\sigma$   
      for each  $\langle o, s \rangle \in$  succ(state( $\sigma$ )):  
         $\sigma'$  := make-node( $\sigma, o, s$ )  
        queue.push-back( $\sigma'$ )  
fail
```

## Enforced hill-climbing

```
 $\sigma$  := make-root-node(init())  
while not is-goal(state( $\sigma$ )):  
   $\sigma$  := improve( $\sigma$ )  
return extract-solution( $\sigma$ )
```

# Systematic heuristic search: Greedy best-first search

## Greedy best-first search (with duplicate detection)

```
open := new min-heap ordered by ( $\sigma \mapsto h(\sigma)$ )
open.insert(make-root-node(init()))
closed :=  $\emptyset$ 
while not open.empty():
     $\sigma = \textit{open}$ .pop-min()
    if  $\textit{state}(\sigma) \notin \textit{closed}$ :
         $\textit{closed} := \textit{closed} \cup \{\textit{state}(\sigma)\}$ 
        if is-goal( $\textit{state}(\sigma)$ ):
            return extract-solution( $\sigma$ )
        for each  $\langle o, s \rangle \in \textit{succ}(\textit{state}(\sigma))$ :
             $\sigma' := \textit{make-node}(\sigma, o, s)$ 
            if  $h(\sigma') < \infty$ :
                 $\textit{open}$ .insert( $\sigma'$ )
return unsolvable
```