

Quiz

PAH (Planning and Games)

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Quiz - HTN

What is a **method** ?

1. As in procedural programming.
2. As action in classical planning.
3. Prescription of how task decomposes into sub-tasks.

Answer:

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What is the difference between **HTN** and **STN**?

1. HTN is hierarchical but STN is linear.
2. STN is a special case of HTN where leafs are classical actions.
3. STN is more general.

Answer:

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Classical planning is ...?

1. strictly more expressive than HTN planning.
2. equally expressive as HTN planning.
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Answer:

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Answer:

3. Classical planning is strictly less expressive than HTN planning.

Quiz - POP

What is a **causal link**?

1. Connects achieving action and required precondition/goal.
2. Connects a threat and the action causing the treat.
3. Connects two actions affecting the same fact.

Answer:

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Quiz - POP

What is a **threat**?

1. Action which can be ordered between two actions connected by a causal link and deletes the causal link fact.
2. A fact which is in mutex with a fact on causal link.
3. An action which deletes some effect of some action and has not been ordered before or after the action.

Answer:

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Answer:

1. Action which can be ordered between two actions connected by a causal link and deletes the causal link fact.

Quiz - POP

What is **not** among the **advantages** of POP planning?

1. Can be easily accomodated for righer action models (durative, parallel,..)
2. Better heuristics exists for POP.
3. Can work with partially instantiated actions.

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1. Higher per-node computation cost.
2. Heuristics hardly adapted for POP.
3. Larger branching factor.

Answer:

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1. Actions representing speech-acts.
2. Actions which affect other agents.
3. Actions which can be shared among agents.

Answer:

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How does MAD-A* work?

1. Each agent searches using private actions and inform about (relevant) public actions.
2. Agents first search using only public actions, then add (relevant) private actions.
3. Each agent searches using its own actions and inform about (relevant) public actions.

Answer:

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