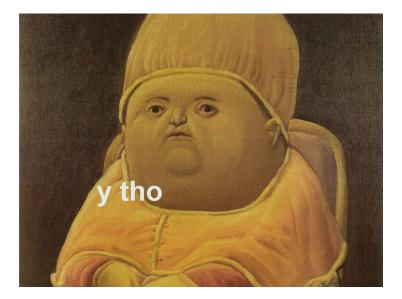
Michaela Urbanovská

PUI Tutorial Week 6 • Any questions regarding the lecture?



• What is that?

- What is that?
- That's just how I call it to be honest...
- Combining Classical Planning aaaaaaaand Deep Learning



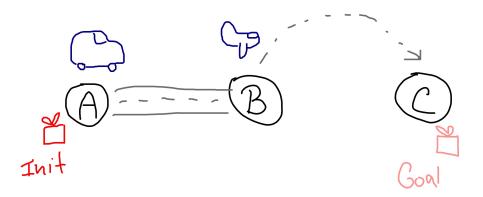


#### • Classical planning is great because

- it can be domain-independent
- you have powerful heuristics
- there's a lot of state of the art
- you have optimized planner implementations

• Classical planning is great because

- it can be domain-independent
- you have powerful heuristics
- there's a lot of state of the art
- you have optimized planner implementations
- ...but it's less great because
  - you need a model
  - you often have to hand-encode the model
  - different planner may need different representation
  - you need languages like PDDL





- Neural networks are great
  - when you have a lot of data
  - because they work on unstructured data
  - because they don't need a model!
- ...but they're less great
  - when you have a difficult task
  - when you don't have data
  - because they don't learn algorithms

- What if... we used them both?
- Classical planning: algorithms
- Neural networks: replace parts of algorithms that require the costly model
- Different approaches as well
  - learn policy function
  - learn PDDL from the graphic representation
  - ...many more directions

- State space + state-transition function
- Expansion network that works with graphic representation
- Heuristic function
- Heuristic network that works with graphic representation

## Neural planning - domains

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Single-agent maze

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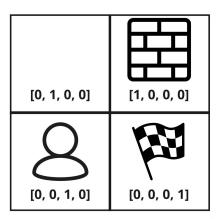
Multi-agent maze

#### Multi-goal maze

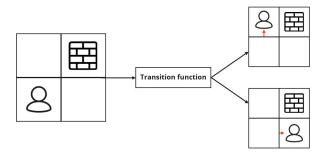
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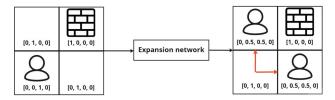
Sokoban

- Grid domains (so far...)
- One-hot encoding of the entities on cells
- Convolutional + recurrent neural networks
- Scale-free architectures

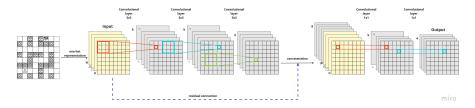


## Expansion network





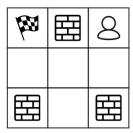
- Convolutional neural network
- 4-neighborhood movement possible
- $\bullet~3\times3$  convolutional window to see the surroundings of the agent
- residual connection in the architecture to not loose initial information

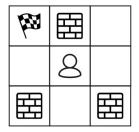


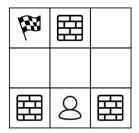
- 3 architectures
- CNN convolutional neural network (most simple)
- CNN\_att convolutional neural network using attention
- RNN reasoning recurrent network using MAC cell
- Inspiration in landmarks, relaxations, abstractions...
- Each architecture has intuition

## Heuristic network - loss function

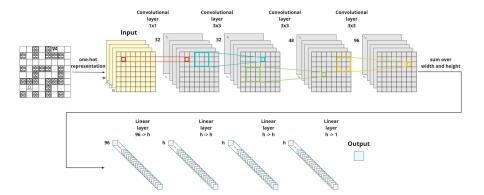
- We're learning monotonocity
- Property of any good heuristic
- sample + label pairs aren't enough anymore
- one instance with multiple agent placements



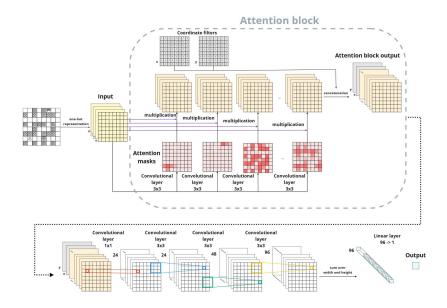




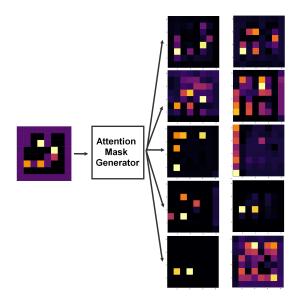
## Heuristic network - CNN



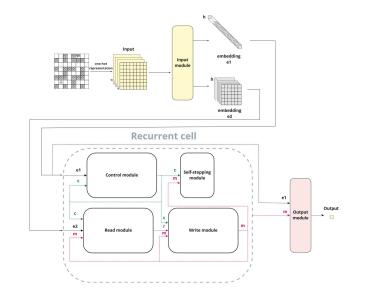
## Heuristic network - CNN\_att



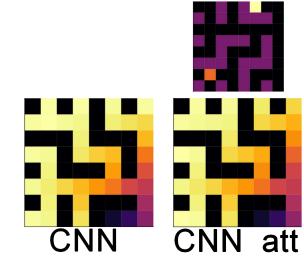
## Heuristic network - CNN\_att Sokoban attention masks

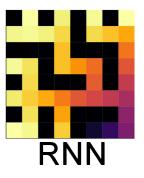


## Heuristic network - RNN



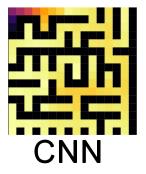
#### Architecture comparison - $8 \times 8$

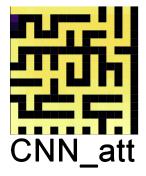


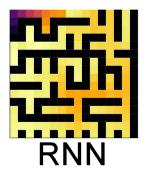


## Architecture comparison - $16 \times 16$

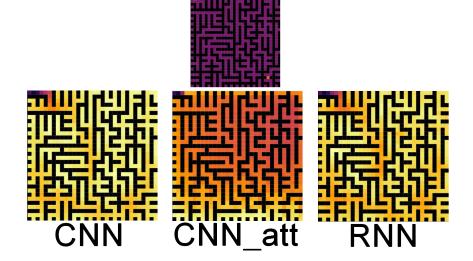




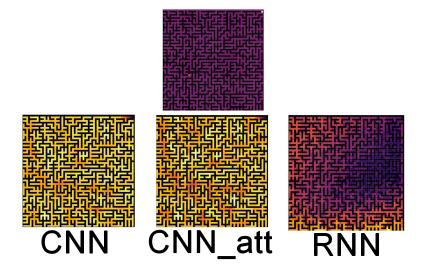




## Architecture comparison - $32 \times 32$



#### Architecture comparison - $64 \times 64$



- We tested all architectures against Euclidean distance,  $h^{LM-Cut}$  and  $h^{FF}$  heuristics
- Results on par on small domains
- Time advantage in large complex domains
- Less informed values in large state-spaces
- Slower expansion can slow down the search too much

- More domains!
- Bootstrapping
- Different approaches entirely?
- Explainability of the architectures

- Planning can be combined with other disciplines
- Neural networks aren't almighty
- Combination is the key!
- If you're interested in this direction (or any other planning direction) let us know!
  - Thesis topics
  - Possibly summer jobs
  - Other cooperation :)



#### Feedback form link

