

Representations

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PUI (Planning in Artificial Intelligence)

STRIPS

(STanford Research Institute Problem Solver)

- ▶ 1966-1972 – Shakey the Robot

- ▶ $\langle P, O, I, G \rangle$

P : finite set of propositional (true/false) variables

O : finite set of objects

I : initial state

G : goal state

Propositional logic

Object manipulation

Initial state

Goal state

- ▶ Set representation

Propositional logic + object manipulation

- ▶ Plan existence PSPACE-Complete

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- ▶ $\langle P, O, I, G \rangle$

P finite set of propositional (true/false) variables

O finite set of operators:

Push, Pop, Get, Put

TurnLeft, TurnRight

Move, MoveTo

GetFuel, GetFood

/ initial state ($p \in P$ s.t. $p = \text{true}$, other false)

G goal state ($p \in P$ s.t. $p = \text{true}$; $p' \in P$ s.t. $p = \text{false}$)

- ▶ Set representation

Propositional logic + Horn clauses + linear arithmetic

- ▶ Plan existence PSPACE-Complete

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O finite set of operators:

– $O = \{o_1, o_2, \dots, o_n\}$

– $o_i : P^n \rightarrow P$

– $o_i(p_1, p_2, \dots, p_n) = p$

– $o_i(p_1, p_2, \dots, p_n) \neq p$

I initial state ($p \in P$ s.t. $p = \text{true}$, other false)

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– $P = \{p_1, p_2, \dots, p_n\}$

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- ▶ true/false determined by the set membership

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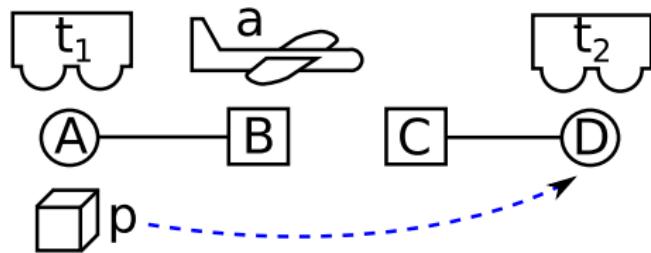
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STRIPS

Example



STRIPS

Example

- ▶ *P* propositions:
 - ▶ truck-at-A, truck-at-B,
 - ▶ plane-at-B, plane-at-C,
 - ▶ package-at-A, package-at-B, package-at-C,
 - ▶ package-in-t, package-in-a
- ▶ $2^9 = 512$ states

STRIPS

Example

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- ▶ $2^9 = 512$ states

STRIPS

Example

- ▶ O operators:

- ▶ load-p-a-B

pre: {plane-at-B, package-at-B}
add: {package-in-a}
del: {package-at-B}

- ▶ move-t-A-B

pre: {truck-at-A}
add: {truck-at-B}
del: {truck-at-A}

STRIPS

Example

- ▶ O operators:

- ▶ load-p-a-B

pre: {plane-at-B, package-at-B}

add: {package-in-a}

del: {package-at-B}

- ▶ move-t-A-B

pre: {truck-at-A}

add: {truck-at-B}

del: {truck-at-A}

STRIPS

Example

- ▶ O operators:

- ▶ load-p-a-B

pre: {plane-at-B, package-at-B}

add: {package-in-a}

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- ▶ move-t-A-B

pre: {truck-at-A}

add: {truck-at-B}

del: {truck-at-A}

STRIPS

Example

- ▶ O operators:

- ▶ load-p-a-B

pre: {plane-at-B, package-at-B}

add: {package-in-a}

del: {package-at-B}

- ▶ move-t-A-B

pre: {truck-at-A}

add: {truck-at-B}

del: {truck-at-A}

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- ▶ O operators:

- ▶ load-p-a-B

pre: {plane-at-B, package-at-B}

add: {package-in-a}

del: {package-at-B}

- ▶ move-t-A-B

pre: {truck-at-A}

add: {truck-at-B}

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- ▶ move-t-A-B

pre: {truck-at-A}

add: {truck-at-B}

del: {truck-at-A}

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- ▶ load-p-a-B

pre: {plane-at-B, package-at-B}

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del: {package-at-B}

- ▶ move-t-A-B

pre: {truck-at-A}

add: {truck-at-B}

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pre: {truck-at-A}

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- ▶ O operators:

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pre: {plane-at-B, package-at-B}

add: {package-in-a}

del: {package-at-B}

- ▶ move-t-A-B

pre: {truck-at-A}

add: {truck-at-B}

del: {truck-at-A}

MPT/FDR

Multi-valued Planning Task / Finite Domain Representation (or SAS+)

- ▶ $\langle V, O, i, g \rangle$

V finite set of state variables v with associated finite domain D_v

- ▶ If $D_v = \{\text{true}, \text{false}\}$ equivalent to STRIPS
- ▶ Partial state s defined on $V' \subseteq V$ variables is a function $s : v_1 \times \dots \times v_{V'} \rightarrow D_{v_1} \times \dots \times D_{v_{V'}}$
- ▶ State is a partial state defined on all variables in V

i / The initial state

g Partial state defining the goal

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Multi-valued Planning Task / Finite Domain Representation (or SAS+)

- ▶ $\langle V, O, i, g \rangle$

○ finite set of operators $o = \langle \text{pre}(o), \text{eff}(o) \rangle$ where

pre: partial state

eff: partial state

- ▶ Application of o in state s resulting in s'

• $s' = \text{pre}(o) \cup \text{eff}(o)$

• $\text{pre}(o) \cap \text{eff}(o) = \emptyset$

• $\text{pre}(o) \subseteq s$

• $\text{eff}(o) \subseteq V$

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partial state s is a function from variables to values
partial state s' is a function from variables to values
partial state s is a function from variables to sets of values
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- ▶ Values of variables defined in $\text{pre}(o)$ must be equal to their values in s
- ▶ Values of variables in s' are
 - set to values in $\text{eff}(o)$ if defined
 - set to values in s else

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Example

V variables and their domains:

- ▶ truck-at $\in \{A, B\}$
- ▶ plane-at $\in \{B, C\}$
- ▶ package-at $\in \{A, B, C, t, a\}$
- ▶ $2 \times 2 \times 5 = 20$ states

O operators:



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MPT/FDR

Example

V variables and their domains:

- ▶ truck-at $\in \{A, B\}$
- ▶ plane-at $\in \{B, C\}$
- ▶ package-at $\in \{A, B, C, t, a\}$
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load-p-a-B: pre: plane-at=B, package-at=B
eff: package-at=a

move-t-A-B: pre: truck-at=A
eff: truck-at=B

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PDDL

Planning Domain Definition Language

- ▶ General language (predicate logic) to describe planning problems

Domain file definition of types, predicates, operators

Problem file definition of objects, initial state and goal

- ▶ Lisp-like syntax
- ▶ Prefix notation (+12)
- ▶ A lot of brackets
- ▶ Several versions (1.2, 2.1, 3.1)

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► Predicate logic

- ▶ → STRIPS (propositional logic)
 - ▶ All possible instantiations of predicates → propositions
 - ▶ All possible instantiations of actions

→ Propositional logic

→ Propositional logic + domain knowledge

- ▶ → FDR (finite domain representation)

→ Propositional logic

→ Propositional logic + domain knowledge

PDDL

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- ▶ Is it all necessary?

- ▶ No! Reachability analysis can help

- ▶ → FDR (finite domain representation)

- ▶ Finite domain representation

- ▶ Finite domain representation is good for domains

PDDL

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Finite domain representation

Finite domain representation is a generalization of propositional logic

PDDL

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- ▶ → FDR (finite domain representation)

- ▶ Finite domains

- ▶ Finite domains = sets of objects

PDDL

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▶ → PDDL (Protocol Description Language)

PDDL

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 - ▶ Grounding as in STRIPS
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PDDL

Resources

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<http://editor.planning.domains>

- ▶ Resources:

<http://ipc.informatik.uni-freiburg.de/PddlResources>

<http://users.cecs.anu.edu.au/~patrik/pddlman/writing.html>

<http://www.cs.toronto.edu/~sheila/2542/f10/A1/introtopddl2.pdf>

http://en.wikipedia.org/wiki/Planning_Domain_Definition_Language

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