

Plan-Space Search/POP

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PAH (Planning and Games)

Plan-Space Search

- ▶ Also known as Partial-Order Planning – POP
- ▶ GraphPlan is an (old) instance of such

Plan-Space Search

Search state

- ▶ State is a partial plan
 - ▶ Actions
 - ▶ Ordering (partial)
 - ▶ Causal links

Plan-Space Search

Search state

- ▶ Causal link $a_1 \xrightarrow{q} a_2$
 - ▶ q is an add effect of a_1
 - ▶ q is a precondition of a_2
- ▶ When a_2 added, add the causal link

Plan-Space Search

Search

- ▶ Search by refinements of the partial plan
 - ▶ Adding an action
 - ▶ Adding an ordering constraint
 - ▶ Adding a causal link to already added action
 - ▶ ...

How to select refinements?

Based on threats!

- ▶ Threat (example)
 - ▶ Action a_t such that
 - ▶ $a_1 < a_t < a_2$ is consistent with the ordering
 - ▶ there is a causal link $a_1 \xrightarrow{q} a_2$
 - ▶ a_t deletes q
- ▶ Solution
 - ▶ enforce different ordering, either
 - ▶ $a_t < a_1$
 - ▶ $a_2 < a_t$

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- ▶ Threat (example)
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 - ▶ enforce different ordering, either
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How to select refinements?

More threats

- ▶ Unsatisfied precondition
 - ▶ remove the action, or add some that satisfies it
- ▶ Mutex action
 - ▶ impose ordering, or remove one of the actions
- ▶ ...

Advantages of Plan-Space Search

- ▶ Easily extensible to richer action models
 - ▶ Concurrent actions
 - ▶ Durative/Temporal actions
 - ▶ Multiagent planning
- ▶ Easily extensible to partially grounded actions
 - ▶ move-truck-?-B
 - ▶ can decide later
- ▶ Lower branching factor (sometimes)

Disadvantages of Plan-Space Search

- ▶ Significantly more complex algorithm
 - ▶ Detection and resolution of threats
 - ▶ Higher per-node cost
- ▶ Problematic adaptation of heuristic
 - ▶ Most heuristics are state-based, but what is the state of a POP plan?

Forward-chaining POP

- ▶ Solution to the problem with heuristics
- ▶ Add only actions for which all preconditions can be satisfied
 - ▶ (with a causal link from already present actions)
 - ▶ Resulting state of the plan can be determined and used for heuristic computation