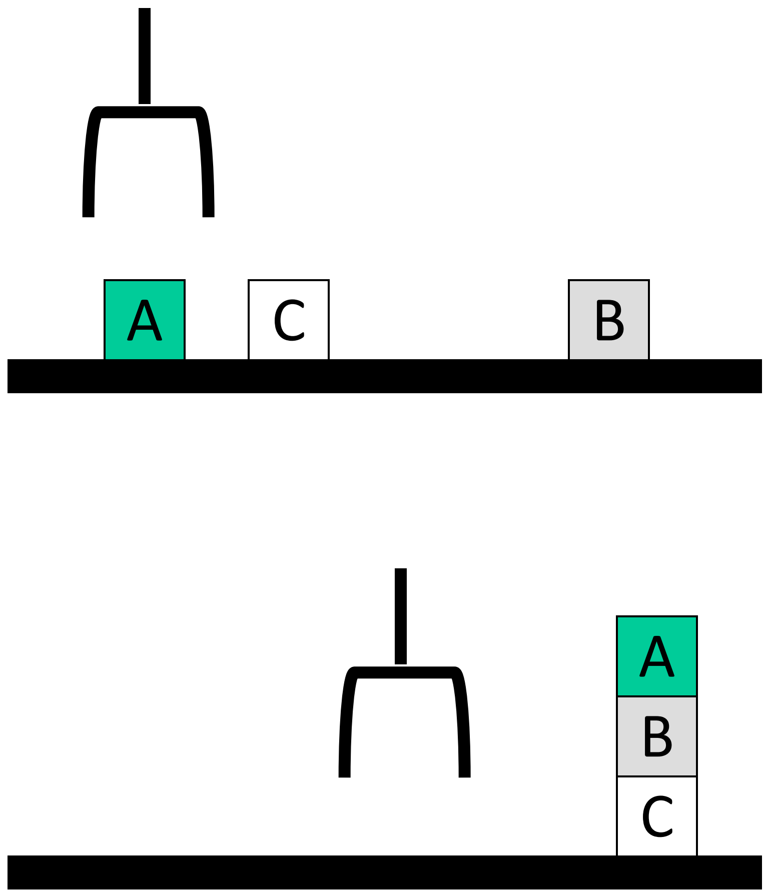
Planning 1

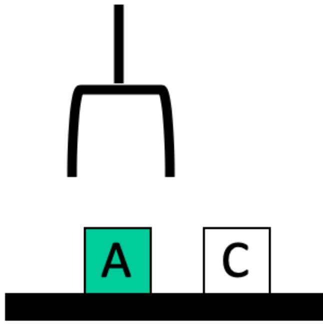
Chapter 11.1-11.3

Some material adopted from notes by
Andreas Geyer-Schulz and Chuck Dyer

Blocks World Planning



Blocks world



The blocks world is a micro-world with a table, a set of blocks, and a robot hand

Some constraints for a simple model:

- Only one block can be on another block
- Any number of blocks can be on the table
- The hand can only hold one block

Typical representation uses a logic notation:

ontable(b) ontable(d)

on(c,d) holding(a)

clear(b) clear(c)

Typical BW planning problem

Initial state:

clear(a)

clear(b)

clear(c)

ontable(a)

ontable(b)

ontable(c)

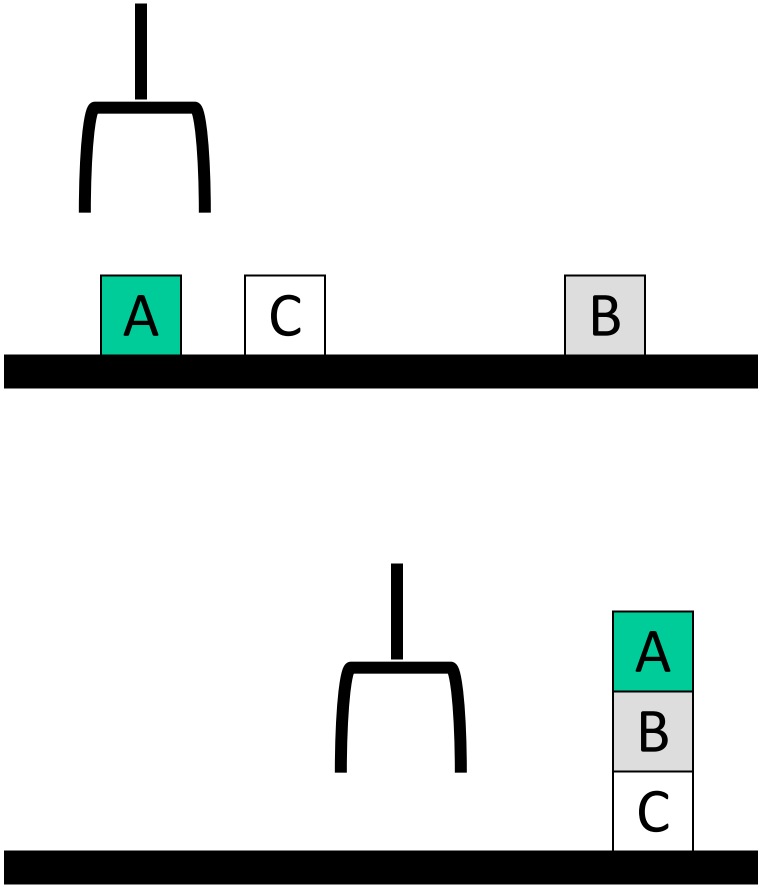
handempty

Goal:

on(b,c)

on(a,b)

ontable(c)



Typical BW planning problem

Logical assertions describing initial & final states

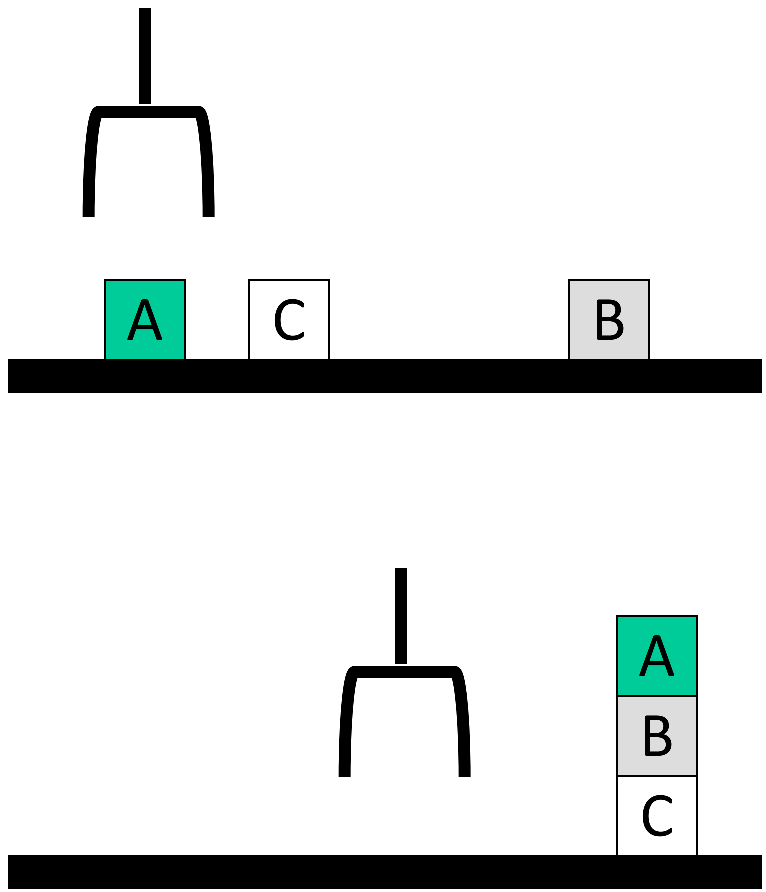
Sequence of robot actions

Initial state:

- clear(a)
- clear(b)
- clear(c)
- ontable(a)
- ontable(b)
- ontable(c)
- handempty

Goal state:

- on(b,c)
- on(a,b)
- ontable(c)



Plan:

- pickup(b)
- stack(b,c)
- pickup(a)
- stack(a,b)

Planning problem

- Find sequence of actions to achieve goal state when executed from initial state given
  - set of possible primitive actions, including their *preconditions* and *effects*
  - initial state description
  - goal state description
- Compute plan as a sequence of actions that, when executed in initial state, achieves goal state
- States specified as a KB , i.e. conjunction of conditions
  - e.g., $ontable(a) \wedge on(b, a)$

Planning vs. problem solving

- Problem solving methods can solve similar problems
- Planning is more powerful and efficient because of the representations and methods used
- States, goals, and actions are decomposed into sets of sentences (usually in first-order logic)
- Search often proceeds through *plan space* rather than *state space* (though there are also state-space planners)
- Sub-goals can be planned independently, reducing the complexity of the planning problem

Typical simplifying assumptions

- Atomic time: Each action is indivisible
- No concurrent actions: but actions need not be ordered w.r.t. each other in the plan
- Deterministic actions: action results completely determined — no uncertainty in their effects
- Agent is the sole cause of change in the world
- Agent is omniscient with complete knowledge of the state of the world
- Closed world assumption: everything known to be true in world is included in state description and anything not listed is false

Blocks world

The blocks world consists of a table, a set of blocks and a robot hand

Some domain constraints:

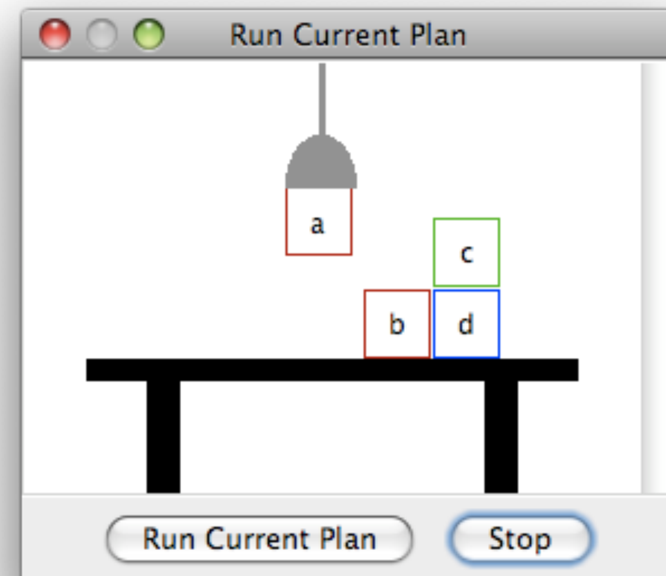
- Only one block can be on another block
- Any number of blocks can be on the table
- The hand can only hold one block

Typical representation:

ontable(b) ontable(d)

on(c,d) holding(a)

clear(b) clear(c)

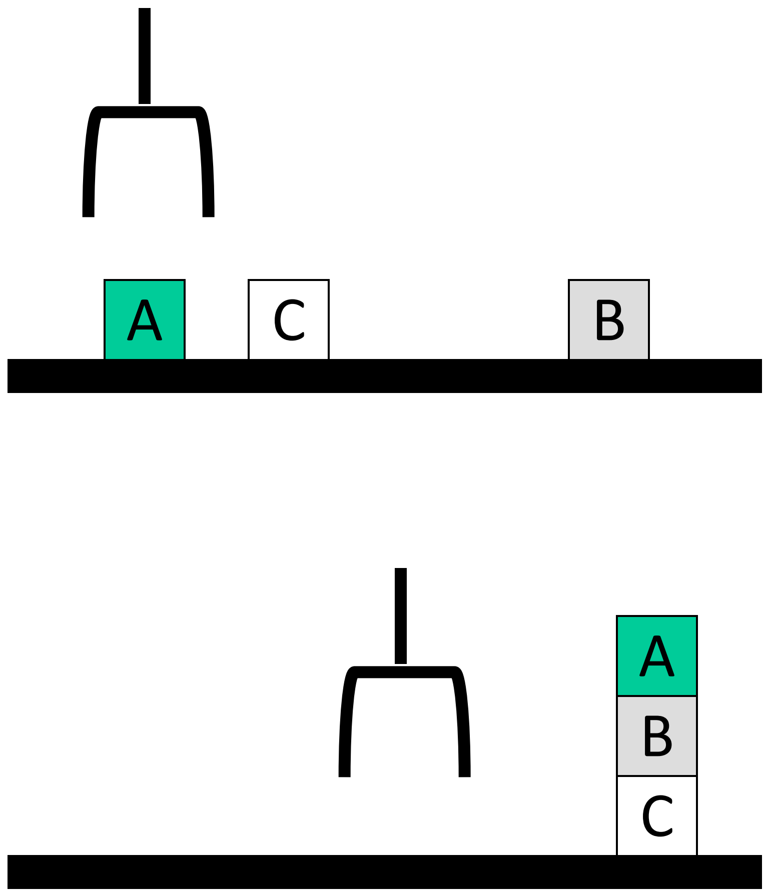


Meant to be a simple model!

Typical BW planning problem

Initial state:
- clear(a)
- clear(b)
- clear(c)
- ontable(a)
- ontable(b)
- ontable(c)
- handempty

Goal:
- on(b,c)
- on(a,b)
- ontable(c)



A plan:
- pickup(b)
- stack(b,c)
- pickup(a)
- stack(a,b)

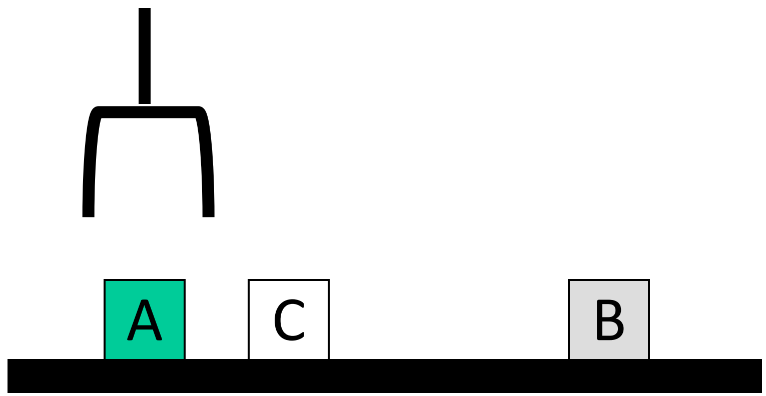
Another BW planning problem

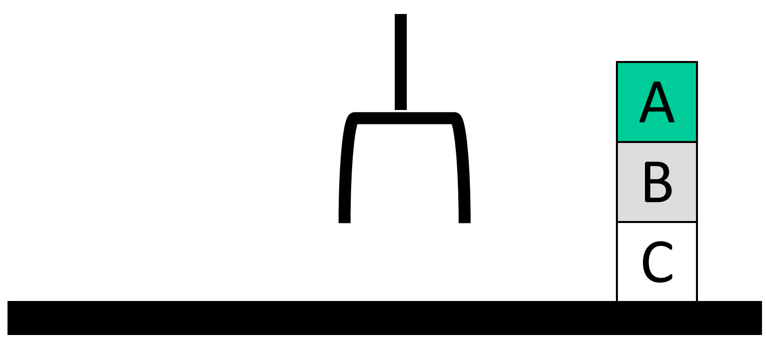
Initial state:

- clear(a)
- clear(b)
- clear(c)
- ontable(a)
- ontable(b)
- ontable(c)
- handempty

Goal:

- on(a,b)
- on(b,c)
- ontable(c)





A plan:

- pickup(a)
- stack(a,b)
- unstack(a,b)
- putdown(a)
- pickup(b)
- stack(b,c)
- pickup(a)
- stack(a,b)

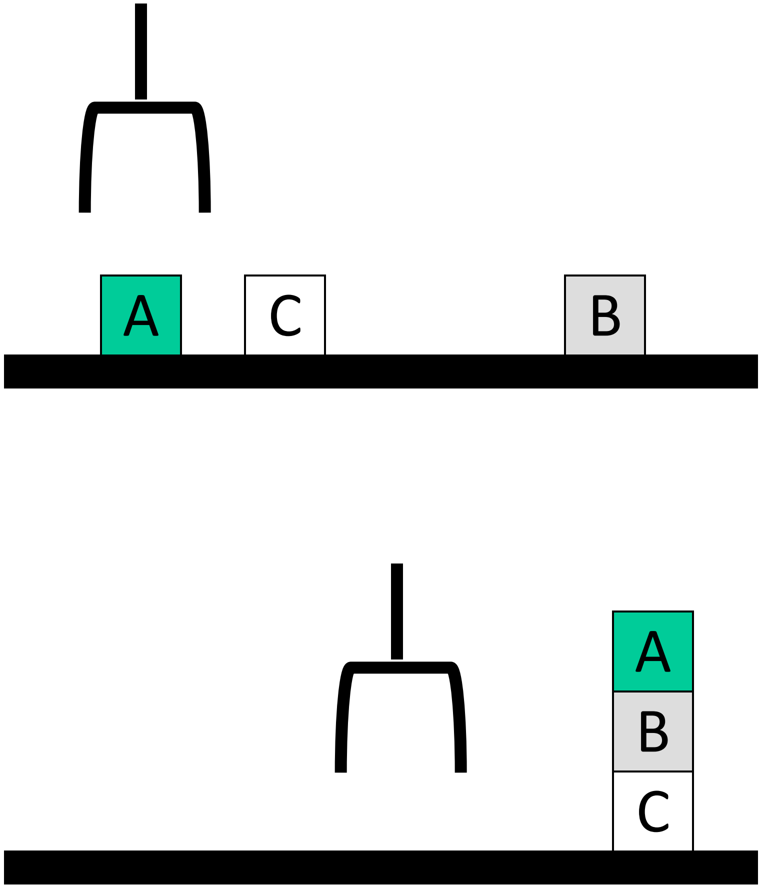
Another BW planning problem

Initial state:

clear(a)
clear(b)
clear(c)
ontable(a)
ontable(b)
ontable(c)
handempty

Goal:

on(a,b)
on(b,c)
ontable(c)



A plan:

pickup(a)
stack(a,b)
unstack(a,b)
putdown(a)
pickup(b)
stack(b,c)
pickup(a)
stack(a,b)

Note: Goals in a different order!

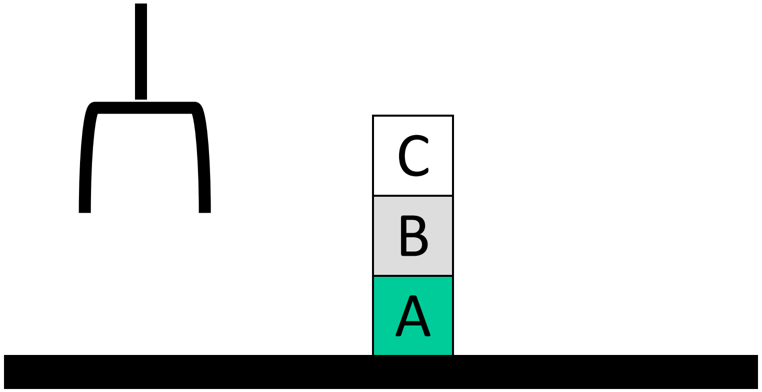
Yet Another BW planning problem

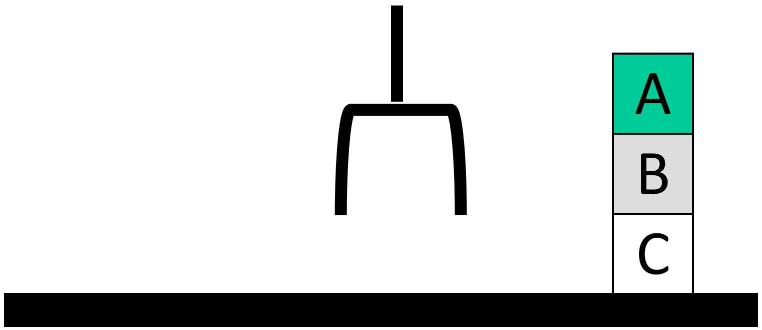
Initial state:

- clear(c)
- ontable(a)
- on(b,a)
- on(c,b)
- handempty

Goal:

- on(a,b)
- on(b,c)
- ontable(c)





Plan:

- unstack(c,b)
- putdown(c)
- unstack(b,a)
- putdown(b)
- pickup(a)
- stack(a,b)
- unstack(a,b)
- putdown(a)
- pickup(b)
- stack(b,c)
- pickup(a)
- stack(a,b)

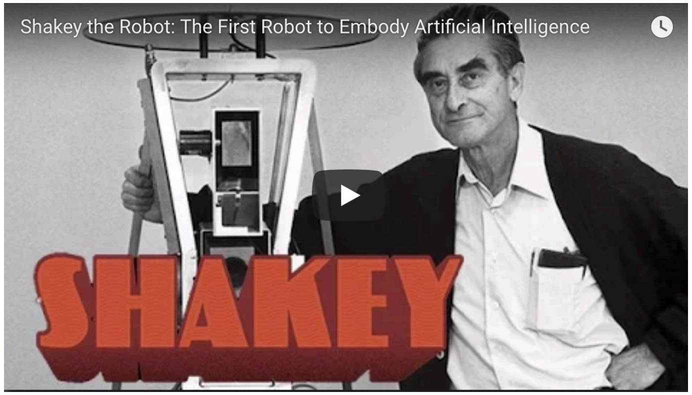
Note: not very efficient!

Major approaches

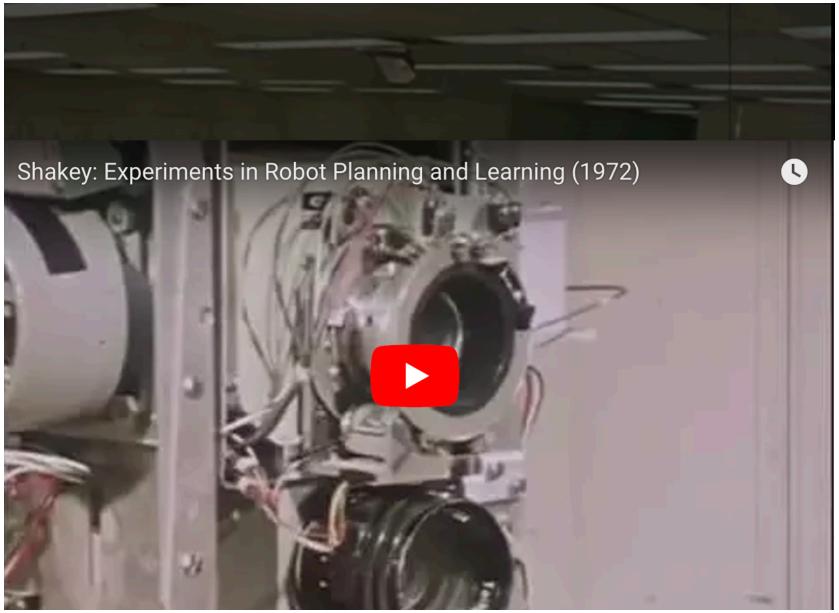
- Planning as search
- GPS / STRIPS
- Situation calculus
- Partial order planning
- Hierarchical decomposition (HTN planning)
- Planning with constraints (SATplan, Graphplan)
- Reactive planning

Shakey the robot

First general-purpose mobile robot to be able to reason about its own actions

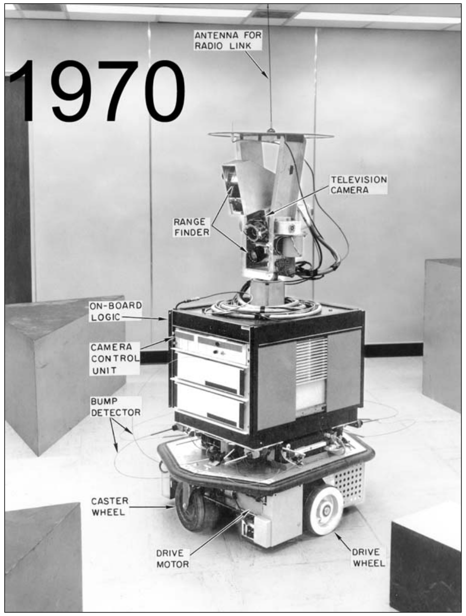


Shakey the Robot: 1st Robot to Embody Artificial Intelligence (2017, 6 min.)



Shakey: Experiments in Robot Planning and Learning (1972, 24 min)

Strips planning representation



Shakey the robot

- Classic approach first used in the STRIPS (Stanford Research Institute Problem Solver) planner
- A State is a conjunction of ground literals

  at(Home) $\wedge$ $\neg$have(Milk) $\wedge$ $\neg$have(bananas) ...
- Goals are conjunctions of literals, but may have variables, assumed to be existentially quantified

  at(?x) $\wedge$ have(Milk) $\wedge$ have(bananas) ...
- Need not fully specify state
  - Non-specified conditions either don’t-care or assumed false
  - Represent many cases in small storage
  - May only represent changes in state rather than entire situation
- Unlike theorem prover, not seeking whether goal is true, but is there a sequence of actions to attain it

Blocks world operators

- Classic basic operations for the blocks world
  - stack(X,Y): put block X on block Y
  - unstack(X,Y): remove block X from block Y
  - pickup(X): pickup block X
  - putdown(X): put block X on the table
- Each represented by
  - list of preconditions
  - list of new facts to be added (add-effects)
  - list of facts to be removed (delete-effects)
  - optionally, set of (simple) variable constraints
- For example stack(X,Y):

  preconditions(stack(X,Y), [holding(X), clear(Y)])

  deletes(stack(X,Y), [holding(X), clear(Y)]).

  adds(stack(X,Y), [handempty, on(X,Y), clear(X)])

  constraints(stack(X,Y), [X≠Y, Y≠table, X≠table])

STRIPS planning

- STRIPS maintains two additional data structures:
  - State List - all currently true predicates.
  - Goal Stack - push down stack of goals to be solved, with current goal on top
- If current goal not satisfied by present state, find action that adds it and push action and its preconditions (subgoals) on stack
- When a current goal is satisfied, POP from stack
- When an action is on top stack, record its application on plan sequence and use its add and delete lists to update current state

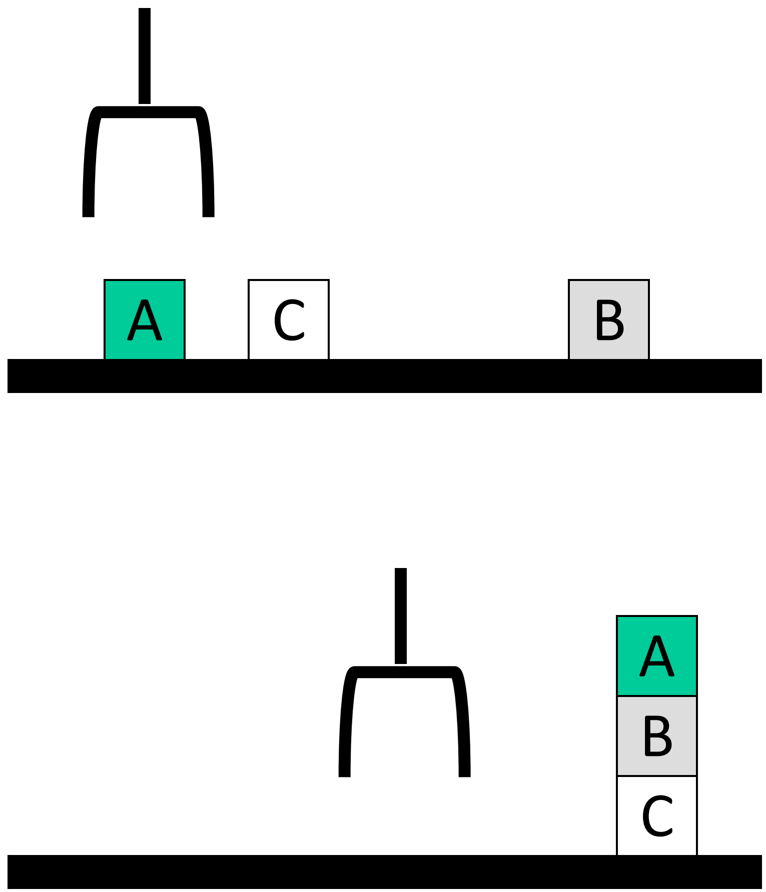
Typical BW planning problem

Initial state:

- clear(a)
- clear(b)
- clear(c)
- ontable(a)
- ontable(b)
- ontable(c)
- handempty

Goal:

- on(b,c)
- on(a,b)
- ontable(c)



A plan:

- pickup(b)
- stack(b,c)
- pickup(a)
- stack(a,b)

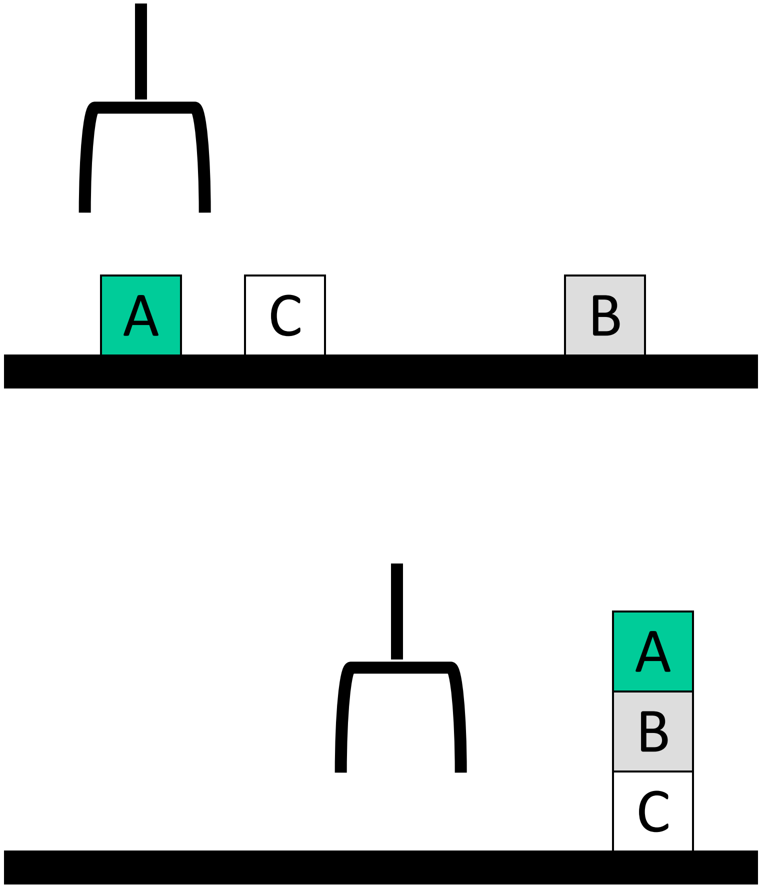
Another BW planning problem

Initial state:

- clear(a)
- clear(b)
- clear(c)
- ontable(a)
- ontable(b)
- ontable(c)
- handempty

Goal:

- on(a,b)
- on(b,c)
- ontable(c)



A plan:

- pickup(a)
- stack(a,b)
- unstack(a,b)
- putdown(a)
- pickup(b)
- stack(b,c)
- pickup(a)
- stack(a,b)

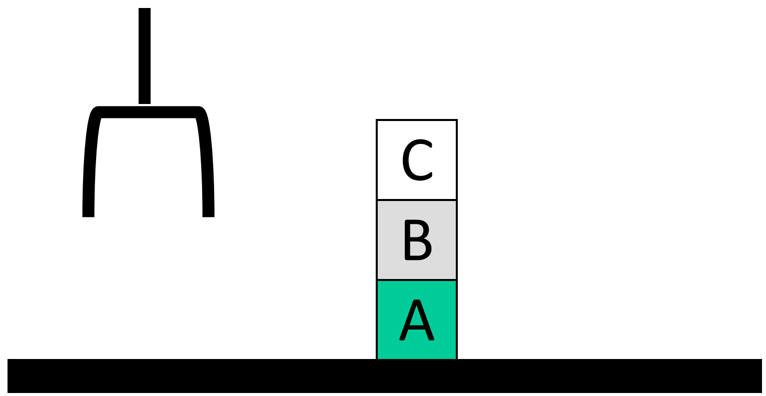
Yet Another BW planning problem

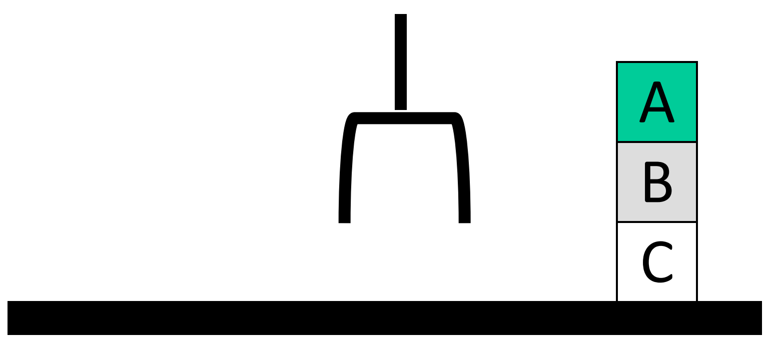
Initial state:

clear(c)
ontable(a)
on(b,a)
on(c,b)
handempty

Goal:

on(a,b)
on(b,c)
ontable(c)





Plan:

unstack(c,b)
putdown(c)
unstack(b,a)
putdown(b)
pickup(b)
stack(b,a)
unstack(b,a)
putdown(b)
pickup(a)
stack(a,b)
unstack(a,b)
putdown(a)
pickup(b)
stack(b,c)
pickup(a)
stack(a,b)

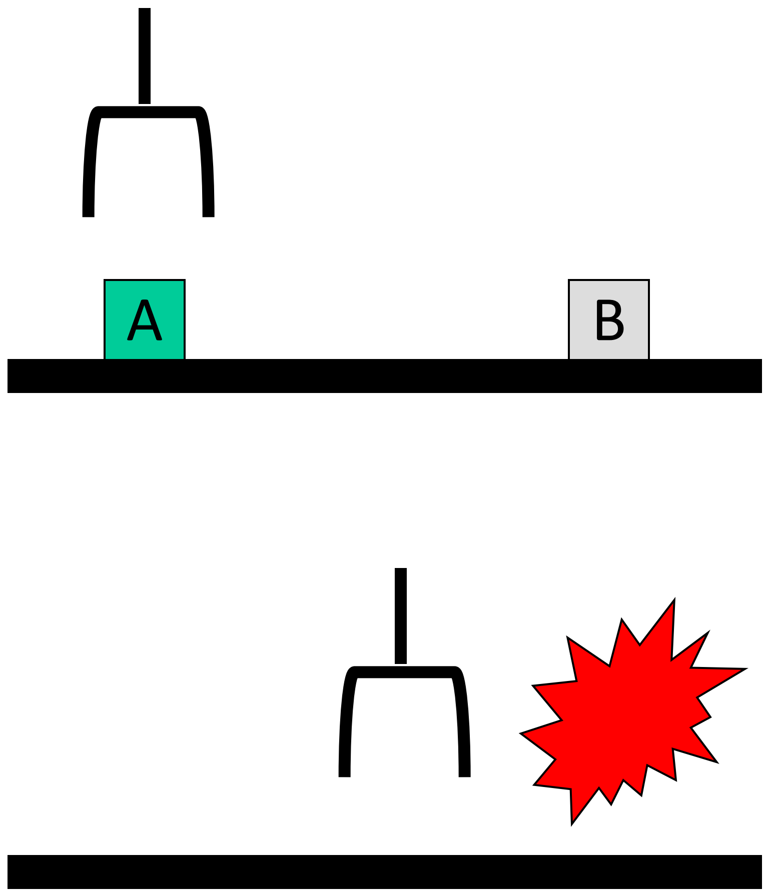
Yet Another BW planning problem

Initial state:

- ontable(a)
- ontable(b)
- clear(a)
- clear(b)
- handempty

Goal:

- on(a,b)
- on(b,a)



Plan:

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Goal interaction

- Simple planning algorithms assume independent sub-goals
  - Solve each separately and concatenate the solutions
- The "Sussman Anomaly" is the classic example of the goal interaction problem:
  - Solving on(A,B) first (via unstack(C,A), stack(A,B)) is undone when solving 2nd goal on(B,C) (via unstack(A,B), stack(B,C))
  - Solving on(B,C) first will be undone when solving on(A,B)
- Classic STRIPS couldn't handle this, although minor modifications can get it to do simple cases

Initial state

Goal state

Fin