

Planning and Optimization

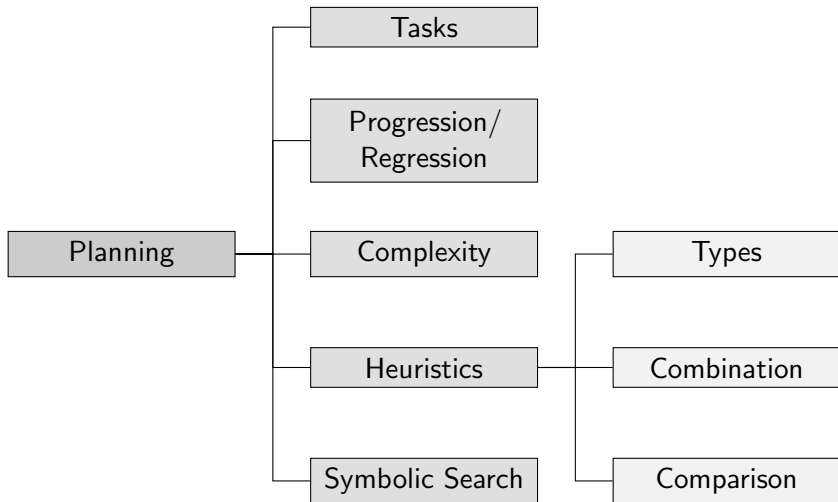
A2. What is Planning?

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Content of this Course



Before We Start...

today: a very high-level introduction to planning

- our goal: give you a little feeling what planning is about
- **preface** to the actual course

~→ “actual” content (beginning on October 2)
will be mathematically formal and rigorous

- You can ignore this chapter when preparing for the exam.

Planning

General Problem Solving

Wikipedia: General Problem Solver

General Problem Solver (GPS) was a computer program created in 1959 by Herbert Simon, J.C. Shaw, and Allen Newell intended to work as a universal problem solver machine.

Any formalized symbolic problem can be solved, in principle, by GPS. [...]

GPS was the first computer program which separated its knowledge of problems (rules represented as input data) from its strategy of how to solve problems (a generic solver engine).

- ↪ these days called “domain-independent automated **planning**”
- ↪ this is what the course is about

So What is Domain-Independent Automated Planning?

Automated Planning (Pithy Definition)

“Planning is the art and practice of thinking before acting.”

— Patrik Haslum

Automated Planning (More Technical Definition)

“Selecting a goal-leading course of action
based on a high-level description of the world.”

— Jörg Hoffmann

Domain-Independence of Automated Planning

Create **one** planning algorithm that performs sufficiently well
on **many** application domains (including future ones).

Planning Tasks

input to a planning algorithm: **planning task**

- initial state of the world
- actions that change the state
- goal to be achieved

output of a planning algorithm: **plan**

- sequence of actions that takes initial state to a goal state

↪ formal definition later in the course

The Planning Research Landscape

- one of the major subfields of Artificial Intelligence (AI)
- represented at major AI conferences (IJCAI, AAAI, ECAI)
- annual specialized conference ICAPS (\approx 200 participants)
- major journals: general AI journals (AIJ, JAIR)

Classical Planning

This course covers **classical planning**:

- offline (static)
- discrete
- deterministic
- fully observable
- single-agent
- sequential (plans are action sequences)
- domain-independent

This is just **one facet** of planning.

Many others are studied in AI. Algorithmic ideas often (but not always) translate well to more general problems.

More General Planning Topics

More general kinds of planning include:

- ~~offline~~: online planning; planning and execution
- ~~discrete~~: continuous planning (e.g., real-time/hybrid systems)
- ~~deterministic~~: FOND planning; probabilistic planning
- ~~single-agent~~: multi-agent planning; general game playing; game-theoretic planning
- ~~fully-observable~~: POND planning; conformant planning
- ~~sequential~~: e.g., temporal planning

Domain-dependent planning problems in AI include:

- pathfinding, including grid-based and multi-agent (MAPF)
- continuous motion planning

Planning Task Examples

Example: The Seven Bridges of Königsberg

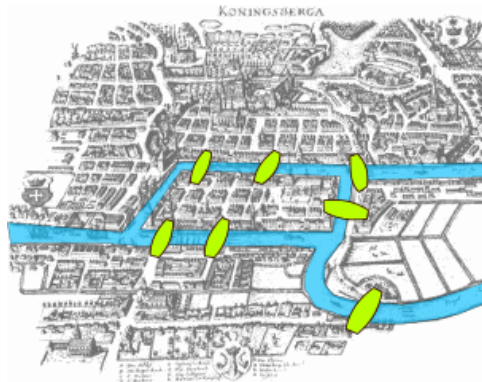


image credits: Bogdan Giușcă (public domain)

Demo

```
$ ls demo/koenigsberg
```

Example: Intelligent Greenhouse



photo © LemnaTec GmbH

Demo

```
$ ls demo/ipc/scanalyzer-08-strips
```

Example: FreeCell

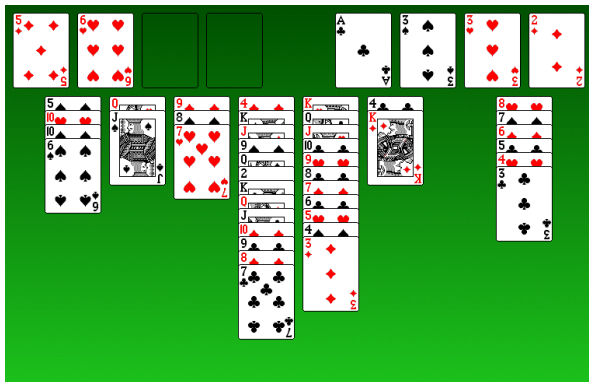


image credits: GNOME Project (GNU General Public License)

Demo Material

```
$ ls demo/ipc/freecell
```

Many More Examples

Demo

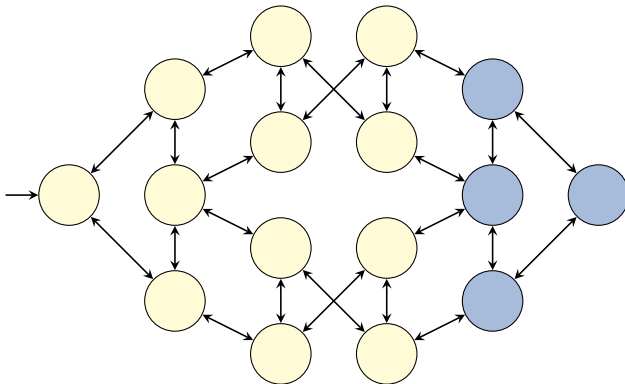
```
$ ls demo/ipc
airport
airport-adl
assembly
barman-mco14-strips
barman-opt11-strips
barman-opt14-strips
barman-sat11-strips
barman-sat14-strips
blocks
cavediving-14-adl
...
```

↪ (most) benchmarks of planning competitions IPC 1998–2014

How Hard is Planning?

Planning as State-Space Search

Planning as **state-space search**:



↪ much more on this later in the course

Is Planning Difficult?

Classical planning is computationally challenging:

- number of states grows **exponentially** with description size when using (propositional) logic-based representations
- **provably hard** (PSPACE-complete)

↪ we prove this later in the course

Problem sizes:

- Seven Bridges of Königsberg: **64** reachable states
- Rubik's Cube: **$4.325 \cdot 10^{19}$** reachable states
↪ consider 2 billion/second ↪ 1 billion years
- standard benchmarks: some with **$> 10^{200}$** reachable states

Getting to Know a Planner

Getting to Know a Planner

We now play around a bit with a planner and its input:

- look at **problem formulation**
- run a **planner** (= planning system/planning algorithm)
- **validate** plans found by the planner

Planner: Fast Downward

Fast Downward

We use the **Fast Downward** planner in this course

- because we know it well (developed by our research group)
- because it implements many search algorithms and heuristics
- because it is the classical planner most commonly used as a basis for other planners these days

↪ <http://www.fast-downward.org>

Validator: VAL

VAL

We use the **VAL** plan validation tool (Fox, Howey & Long) to independently verify that the plans we generate are correct.

- very useful debugging tool

↪ <https://github.com/KCL-Planning/VAL>

Because of bugs/limitations of VAL, we will also occasionally use another validator called INVALID (by Patrik Haslum).

Illustrating Example: 15-Puzzle

9	2	12	7
5	6	14	13
3		11	1
15	4	10	8



1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	

Solving the 15-Puzzle

Demo

```
$ cd demo
$ less tile/puzzle.pddl
$ less tile/puzzle01.pddl
$ ./fast-downward.py \
    tile/puzzle.pddl tile/puzzle01.pddl \
    --heuristic "h=ff()" \
    --search "eager_greedy([h],preferred=[h])"
...
$ ./validate tile/puzzle.pddl tile/puzzle01.pddl \
    sas_plan
...
```


Variation: Weighted 15-Puzzle

Weighted 15-Puzzle:

- moving different tiles has different cost
- cost of moving tile x = number of prime factors of x

Demo

```
$ cd demo
$ meld tile/puzzle.pddl tile/weight.pddl
$ meld tile/puzzle01.pddl tile/weight01.pddl
$ ./fast-downward.py \
    tile/weight.pddl tile/weight01.pddl \
    --heuristic "h=ff()" \
    --search "eager_greedy([h],preferred=[h])"
...
```

Variation: Glued 15-Puzzle

Glued 15-Puzzle:

- some tiles are glued in place and cannot be moved

Demo

```
$ cd demo
$ meld tile/puzzle.pddl tile/glued.pddl
$ meld tile/puzzle01.pddl tile/glued01.pddl
$ ./fast-downward.py \
    tile/glued.pddl tile/glued01.pddl \
    --heuristic "h=cg()" \
    --search "eager_greedy([h],preferred=[h])"
...
```

Note: different heuristic used!

Variation: Cheating 15-Puzzle

Cheating 15-Puzzle:

- Can remove tiles from puzzle frame (creating more blanks) and reinsert tiles at any blank location.

Demo

```
$ cd demo
$ meld tile/puzzle.pddl tile/cheat.pddl
$ meld tile/puzzle01.pddl tile/cheat01.pddl
$ ./fast-downward.py \
    tile/cheat.pddl tile/cheat01.pddl \
    --heuristic "h=ff()" \
    --search "eager_greedy([h],preferred=[h])"
```

...

Summary

Summary

- **planning** = thinking before acting
- major subarea of Artificial Intelligence
- **domain-independent** planning = general problem solving
- **classical planning** = the “easy case”
(deterministic, fully observable etc.)
- still hard enough!
 \rightsquigarrow PSPACE-complete because of huge number of states
- many examples of planning tasks (\rightsquigarrow demo material)