

Foundations of Artificial Intelligence

34. Automated Planning: Planning Formalisms

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Automated Planning: Overview

Chapter overview: automated planning

- 33. Introduction
- 34. Planning Formalisms
- 35.–36. Planning Heuristics: Delete Relaxation
- 37. Planning Heuristics: Abstraction
- 38.–39. Planning Heuristics: Landmarks

Four Formalisms

Four Planning Formalisms

- A description language for state spaces (**planning tasks**) is called a **planning formalism**.
- We introduce four planning formalisms:
 - ① STRIPS (Stanford Research Institute Problem Solver)
 - ② ADL (Action Description Language)
 - ③ SAS⁺ (Simplified Action Structures)
 - ④ PDDL (Planning Domain Definition Language)
- STRIPS and SAS⁺ are the most simple formalisms; in the next chapters, we restrict our considerations to these.

STRIPS

STRIPS: Basic Concepts

basic concepts of STRIPS:

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- state variables are **binary** (true or false)
- **states** s (based on a given set of state variables V) can be represented in two equivalent ways:
 - as **assignments** $s : V \rightarrow \{\mathbf{F}, \mathbf{T}\}$
 - as **sets** $s \subseteq V$,
where s encodes the set of state variables that are **true** in s

We will use the set representation.

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- **goals** and **preconditions of actions** are given as sets of variables that must be **true** (values of other variables do not matter)
- **effects of actions** are given as sets of variables that are **set to true** and **set to false**, respectively

STRIPS Planning Task

Definition (STRIPS Planning Task)

A **STRIPS** planning task is a 4 tuple $\Pi = \langle V, I, G, A \rangle$ with

- V : finite set of **state variables**
- $I \subseteq V$: the **initial state**
- $G \subseteq V$: the set of **goals**
- A : finite set of **actions**,
 where for all actions $a \in A$, the following is defined:
 - $pre(a) \subseteq V$: the **preconditions** of a
 - $add(a) \subseteq V$: the **add effects** of a
 - $del(a) \subseteq V$: the **delete effects** of a
 - $cost(a) \in \mathbb{N}_0$: the **costs** of a

German: STRIPS-Planungsaufgabe, Zustandsvariablen, Anfangszustand, Ziele, Aktionen, Add-/Delete-Effekte, Kosten
remark: action costs are an extension of “traditional” STRIPS

State Space for STRIPS Planning Task

Definition (state space induced by STRIPS planning task)

Let $\Pi = \langle V, I, G, A \rangle$ be a STRIPS planning task.

Then Π **induces** the **state space** $\mathcal{S}(\Pi) = \langle S, A, cost, T, s_0, S_\star \rangle$:

- **set of states:** $S = 2^V$ (= power set of V)
- **actions:** actions A as defined in Π
- **action costs:** $cost$ as defined in Π
- **transitions:** $s \xrightarrow{a} s'$ for states s, s' and action a iff
 - $pre(a) \subseteq s$ (preconditions satisfied)
 - $s' = (s \setminus del(a)) \cup add(a)$ (effects are applied)
- **initial state:** $s_0 = I$
- **goal states:** $s \in S_\star$ for state s iff $G \subseteq s$ (goals reached)

German: durch STRIPS-Planungsaufgabe induzierter Zustandsraum

Example: Blocks World in STRIPS

Example (A Blocks World Planning Task in STRIPS)

$\Pi = \langle V, I, G, A \rangle$ with:

- $V = \{on_{R,B}, on_{R,G}, on_{B,R}, on_{B,G}, on_{G,R}, on_{G,B},$
 $on-table_R, on-table_B, on-table_G,$
 $clear_R, clear_B, clear_G\}$
- $I = \{on_{G,R}, on-table_R, on-table_B, clear_G, clear_B\}$
- $G = \{on_{R,B}, on_{B,G}\}$
- $A = \{move_{R,B,G}, move_{R,G,B}, move_{B,R,G},$
 $move_{B,G,R}, move_{G,R,B}, move_{G,B,R},$
 $to-table_{R,B}, to-table_{R,G}, to-table_{B,R},$
 $to-table_{B,G}, to-table_{G,R}, to-table_{G,B},$
 $from-table_{R,B}, from-table_{R,G}, from-table_{B,R},$
 $from-table_{B,G}, from-table_{G,R}, from-table_{G,B}\}$

...

Example: Blocks World in STRIPS

Example (A Blocks World Planning Task in STRIPS)

move actions encode moving a block from one block to another

example:

- $pre(\text{move}_{R,B,G}) = \{on_{R,B}, clear_R, clear_G\}$
- $add(\text{move}_{R,B,G}) = \{on_{R,G}, clear_B\}$
- $del(\text{move}_{R,B,G}) = \{on_{R,B}, clear_G\}$
- $cost(\text{move}_{R,B,G}) = 1$

Example: Blocks World in STRIPS

Example (A Blocks World Planning Task in STRIPS)

to-table actions encode moving a block from a block to the table

example:

- $pre(to\text{-}table_{R,B}) = \{on_{R,B}, clear_R\}$
- $add(to\text{-}table_{R,B}) = \{on\text{-}table_R, clear_B\}$
- $del(to\text{-}table_{R,B}) = \{on_{R,B}\}$
- $cost(to\text{-}table_{R,B}) = 1$

Example: Blocks World in STRIPS

Example (A Blocks World Planning Task in STRIPS)

from-table actions encode moving a block from the table to a block

example:

- $pre(\text{from-table}_{R,B}) = \{on\text{-table}_R, clear_R, clear_B\}$
- $add(\text{from-table}_{R,B}) = \{on_{R,B}\}$
- $del(\text{from-table}_{R,B}) = \{on\text{-table}_R, clear_B\}$
- $cost(\text{from-table}_{R,B}) = 1$

Why STRIPS?

- STRIPS is **particularly simple**.
- ↪ simplifies the design and implementation of planning algorithms
- often cumbersome for the “user” to model tasks directly in STRIPS
- **but:** STRIPS is equally “powerful” to much more complex planning formalisms
- ↪ automatic “compilers” exist that translate more complex formalisms (like ADL and SAS⁺) to STRIPS

ADL, SAS⁺ and PDDL

Basic Concepts of ADL

basic concepts of ADL:

- Like STRIPS, ADL uses propositional variables (true/false) as state variables.
- preconditions of actions and goal are **arbitrary logic formulas** (action applicable/goal reached in states that satisfy the formula)
- in addition to STRIPS effects, there are **conditional effects**: variable v is only set to true/false if a given logical formula is true in the current state

Basic Concepts of SAS⁺

basic concepts of SAS⁺:

- very similar to STRIPS: state variables not necessarily binary, but with given **finite domain** (cf. CSPs)
- states are **assignments** to these variables (cf. CSPs)

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- very similar to STRIPS: state variables not necessarily binary, but with given **finite domain** (cf. CSPs)
 - states are **assignments** to these variables (cf. CSPs)
 - preconditions and goals given as **partial assignments**
- example:** $\{v_1 \mapsto a, v_3 \mapsto b\}$ as preconditions (or goals)
- If $s(v_1) = a$ and $s(v_3) = b$,
then the action is applicable in s (or goal is reached)
 - values of other variables do not matter

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- preconditions and goals given as **partial assignments**

example: $\{v_1 \mapsto a, v_3 \mapsto b\}$ as preconditions (or goals)

- If $s(v_1) = a$ and $s(v_3) = b$,
then the action is applicable in s (or goal is reached)
- values of other variables do not matter
- effects are **assignments to subset** of variables

example: effect $\{v_1 \mapsto b, v_2 \mapsto c\}$ means

- In the successor state s' , $s'(v_1) = b$ and $s'(v_2) = c$.
- All other variables retain their values.

Basic Concept of PDDL

- PDDL is the standard language used in practice to describe planning tasks.
- descriptions in (restricted) predicate logic instead of propositional logic (\rightsquigarrow even more compact)
- other features like **numeric variables** and **derived variables (axioms)** for defining “macros” (formulas that are automatically evaluated in every state and can, e.g., be used in preconditions)
- There exist defined PDDL fragments for STRIPS and ADL; many planners only support the STRIPS fragment.

example: blocks world in PDDL

Summary

Summary

planning formalisms:

- **STRIPS**: particularly simple, easy to handle for algorithms
 - binary state variables
 - preconditions, add and delete effects, goals:
sets of variables
- **ADL**: extension of STRIPS
 - **logic formulas** for complex preconditions and goals
 - **conditional effects**
- **SAS⁺**: extension of STRIPS
 - state variables with **arbitrary finite domains**
- **PDDL**: input language used in practice
 - based on predicate logic
(more compact than propositional logic)
 - only partly supported by most algorithms
(e.g., STRIPS or ADL fragment)