

Planning and Optimization

B1. Planning as Search

Gabriele Röger and Thomas Keller

Universität Basel

October 8, 2018

Planning and Optimization

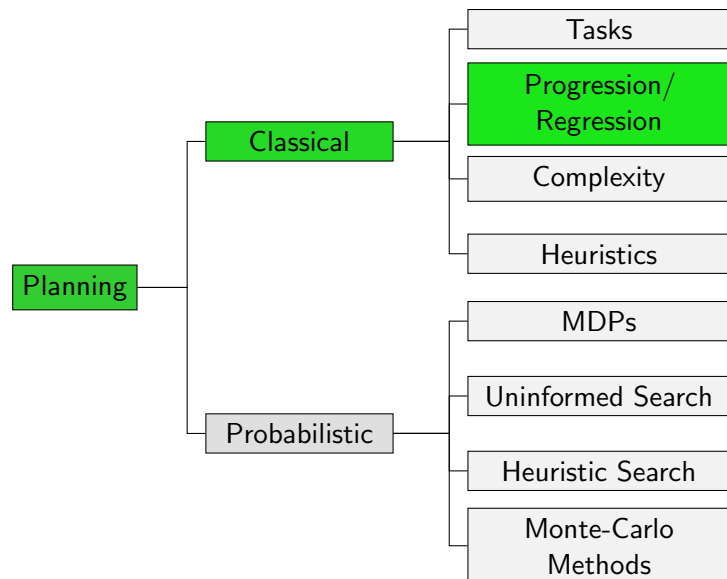
October 8, 2018 — B1. Planning as Search

B1.1 Introduction

B1.2 Search-based Planning Algorithm Classification

B1.3 Summary

Content of this Course



B1.1 Introduction

What Do We Mean by Search?

- ▶ **Search** is a very generic term.
- ↔ Every algorithm that tries out various alternatives can be said to “search” in some way.
- ▶ Here, we mean **classical state-space search** algorithms.
 - ▶ **Search nodes** are **expanded** to generate **successor nodes**.
 - ▶ **Examples**: breadth-first search, greedy best-first search, weighted A*, A*, ...
- ▶ To be brief, we just say **search** in the following (not “classical state-space search”).

Planning as Search

- ▶ **search**: one of the **big success stories** of AI
- ▶ most state-of-the-art planning systems are based on classical heuristic search algorithms
- ▶ large part of course focuses on heuristics for planning as search

Reminder: State-Space Search

Need to Catch Up?

- ▶ We **assume prior knowledge** of basic search algorithms:
 - ▶ uninformed vs. informed
 - ▶ satisficing vs. optimal
- ▶ If you are not familiar with them, we recommend Chapters 5–19 of the **Foundations of Artificial Intelligence** course at <https://dmi.unibas.ch/de/studium/computer-science-informatik/fs18/lecture-foundations-of-artificial-intelligence/>

Reminder: Interface for Heuristic Search Algorithms

Abstract Interface Needed for Heuristic Search Algorithms

- ▶ **init()** ↔ returns initial state
- ▶ **is_goal(*s*)** ↔ tests if *s* is a goal state
- ▶ **succ(*s*)** ↔ returns all pairs $\langle a, s' \rangle$ with $s \xrightarrow{a} s'$
- ▶ **cost(*a*)** ↔ returns cost of action *a*
- ▶ **h(*s*)** ↔ returns heuristic value for state *s*

↔ Foundations of Artificial Intelligence course, Chapters 6 and 13

State Space vs. Search Space

- ▶ Planning tasks induce transition systems (a.k.a. state spaces) with an initial state, labeled transitions and goal states.
 - ▶ State-space search searches state spaces with an initial state, a successor function and goal states.
- ↔ looks like an obvious correspondence
- ▶ However, in planning as search, the state space being searched **can be different** from the state space of the planning task.
 - ▶ When we need to make a distinction, we speak of
 - ▶ the **state space** of the planning task whose states are called **world states** vs.
 - ▶ the **search space** of the search algorithm whose states are called **search states**.

B1.2 Search-based Planning Algorithm Classification

Satisficing or Optimal Planning?

Must carefully distinguish two different problems:

- ▶ **satisficing planning**: any solution is OK (but cheaper solutions usually preferred)
- ▶ **optimal planning**: plans must have minimum cost

Both are often solved by search, but:

- ▶ details are **very different**
- ▶ almost **no overlap** between good techniques for satisficing planning and good techniques for optimal planning
- ▶ many tasks that are trivial to solve for satisficing planners are impossibly hard for optimal planners

Planning as Search

How to apply search to planning? ↔ **many choices to make!**

Choice 1: Search Direction

- ▶ **progression**: forward from initial state to goal
- ▶ **regression**: backward from goal states to initial state
- ▶ **bidirectional search**

Planning as Search

How to apply search to planning? \rightsquigarrow **many choices to make!**

Choice 2: Search Space Representation

- ▶ search states are identical to **world states**
 \rightsquigarrow **explicit-state search**
- ▶ search states correspond to **sets of world states**
 \rightsquigarrow **symbolic search**

Planning as Search

How to apply search to planning? \rightsquigarrow **many choices to make!**

Choice 3: Search Algorithm

- ▶ **uninformed search**:
depth-first, breadth-first, iterative depth-first, . . .
- ▶ **heuristic search (systematic)**:
greedy best-first, A*, weighted A*, IDA*, . . .
- ▶ **heuristic search (local)**:
hill-climbing, simulated annealing, beam search, . . .

Planning as Search

How to apply search to planning? \rightsquigarrow **many choices to make!**

Choice 4: Search Control

- ▶ **heuristics** for informed search algorithms
- ▶ **pruning techniques**: invariants, symmetry elimination, partial-order reduction, helpful actions pruning, . . .

Our Plan for the Following Weeks

- ▶ progression search \rightsquigarrow **Chapter B2**
- ▶ regression search \rightsquigarrow **Chapters B3–B5**
- ▶ heuristics for classical planning \rightsquigarrow **Parts C–F**

B1.3 Summary

Summary

- ▶ (Classical) **search** is a very important planning approach.
- ▶ Search-based planning algorithms differ along many dimensions, including
 - ▶ **search direction** (forward, backward)
 - ▶ **what each search state represents** (a world state, a set of world states)