



Universität
Basel

Bachelor's Thesis Presentation

Schematic Invariant Synthesis Algorithm with Limited Grounding

Artificial Intelligence Research Group

Mario Tachikawa – mario.tachikawa@unibas.ch

17. June 2024

Introduction

1. "Schematic Invariants by Reduction to Ground Invariants" by Jussi Rintanen
2. Implementation in Fast Downward
3. Evaluation with STRIPS benchmarks on sciCORE cluster

Task Example

```
(define (domain transport)
  (:requirements :typing :action-costs)
  (:types
    location locatable - object
    capacity-number - object
    vehicle package - locatable
  )
)
```

Example from: <https://github.com/aibasel/downward-benchmarks>

Task Example

```
(:predicates
  (road ?l1 ?l2 - location)
  (at ?x - locatable ?l - location)
  (in ?x - package ?v - vehicle)
  (capacity ?v - vehicle ?s1 - capacity-number)
  (capacity-predecessor ?s1 ?s2 - capacity-number)
)
```

Task Example

```
(:action drive
  :parameters (?v - vehicle ?l1 ?l2 - location)
  :precondition (and
    (at ?v ?l1)
    (road ?l1 ?l2)
  )
  :effect (and
    (not (at ?v ?l1))
    (at ?v ?l2)
  )
)
```

Task Example

```
(:objects  
  city-loc-1 - location  
  city-loc-2 - location  
  city-loc-3 - location  
  truck-1 - vehicle  
  truck-2 - vehicle  
  package-1 - package  
  package-2 - package  
  capacity-0 - capacity-number  
  capacity-1 - capacity-number  
  capacity-2 - capacity-number  
)
```

Task Example

```
(:init
  (capacity-predecessor capacity-0 capacity-1)
  (capacity-predecessor capacity-1 capacity-2)
  (at package-1 city-loc-3)
  (at package-2 city-loc-3)
  (at truck-1 city-loc-3)
  (capacity truck-1 capacity-2)
  (at truck-2 city-loc-1)
  (capacity truck-2 capacity-2)
)
```

Invariant

- Formula that is true in all reachable states
- Formulas of the form:

$$\chi \implies l_1$$

$$\chi \implies (l_1 \vee l_2)$$

- Examples:
- Schematic invariant candidate:

$$(v_1 \neq v_2) \implies (\neg in(x, v_1) \vee \neg in(x, v_2))$$

- Ground invariant candidate:

$$\neg in(\text{package-1}, \text{truck-1}) \vee \neg in(\text{package-1}, \text{truck-2})$$

Schematic Invariant Synthesis Algorithm

Algorithm 1 Schematic Invariant Synthesis Algorithm

- 1: $C_s :=$ schematic formulas true in the initial state
- 2: $A_s :=$ schematic actions
- 3: $C :=$ all ground instances of C_s
by instantiating all schematic formulas in C_s using limited grounding
- 4: $A :=$ all grounded actions
by instantiating all schematic actions in A_s using limited grounding
- 5: **repeat**
- 6: $C_0 := C$
- 7: **for** each $a \in A$ and $c \in C$ **do**
- 8: **if** $C_0 \cup \{regr_a(\neg c)\} \in \text{SAT}$ for some c **then**
- 9: $C := (C \setminus \{c\}) \cup \text{weaken}(c)$
- 10: **end if**
- 11: **end for**
- 12: **until** $C = C_0$
- 13: $I_s :=$ all schematic invariants
extracted from the found ground invariants in C
- 14: **return** I_s

Implementation

- Translation of PDDL task into Finite Domain Representation (FDR) task:
 1. Normalization
 2. Invariant synthesis
 3. Generation of mutex groups
 4. FDR task generation
- Maximum clique enumeration algorithm by Tomita
- Difficulty: initial schematic invariant candidate set

Initial Schematic Invariant Candidate Set

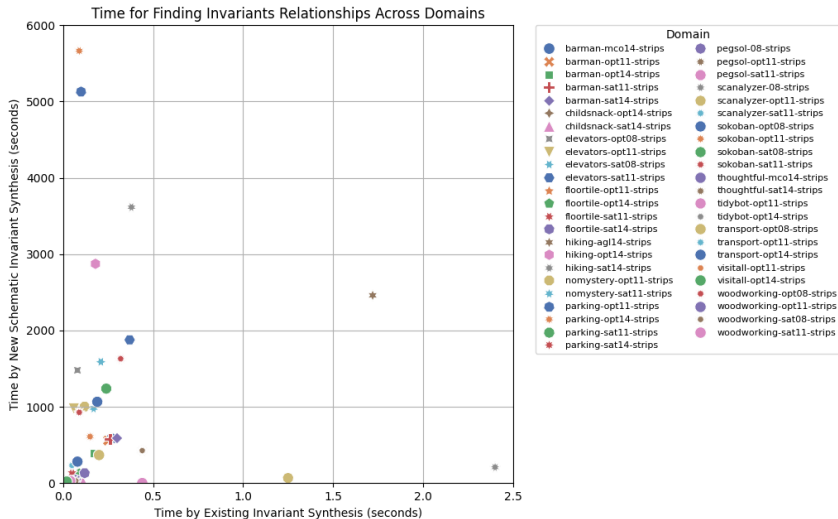
- Goal: Strongest possible candidates

- Procedure:
 1. Single literal invariant candidate:
 - Example: $\neg in(?x, ?v)$
 2. Weaker forms:
 - Inequality:
 $(?x1 \neq ?x2) \implies \neg at(?x1, ?l1) \vee \neg at(?x2, ?l2)$
 - Equality:
 $\neg at(?x, ?l1) \vee \neg at(?x, ?l2)$
 - Add literal:
 $\neg at(?x1, ?l1) \vee \neg at(?x2, ?l2)$

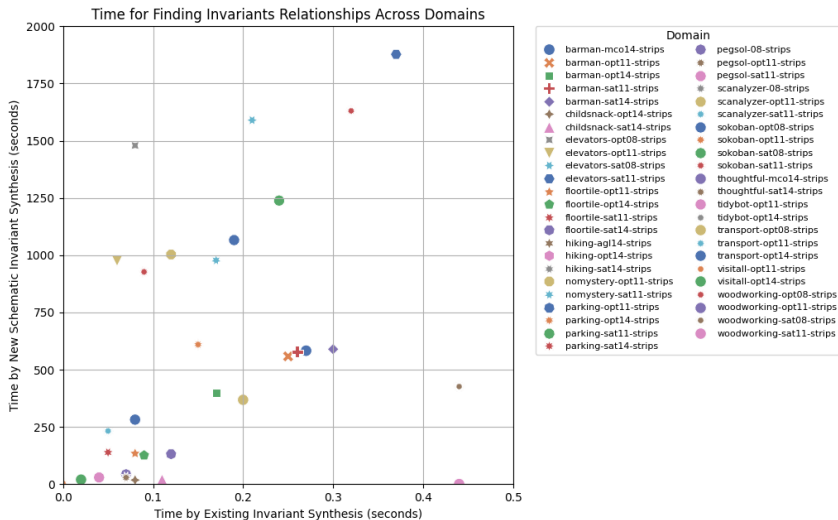
Evaluation

- Comparison of planner using existing invariant synthesis
- Evaluated Metrics:
 1. Time and Memory Errors
 2. Time Performance for Finding Invariants
 3. Search Time Performance
 4. Plan Validity
 5. Finite Domain Variable Structure
 - Number of Variables
 - Average Number of possible Values per Variable

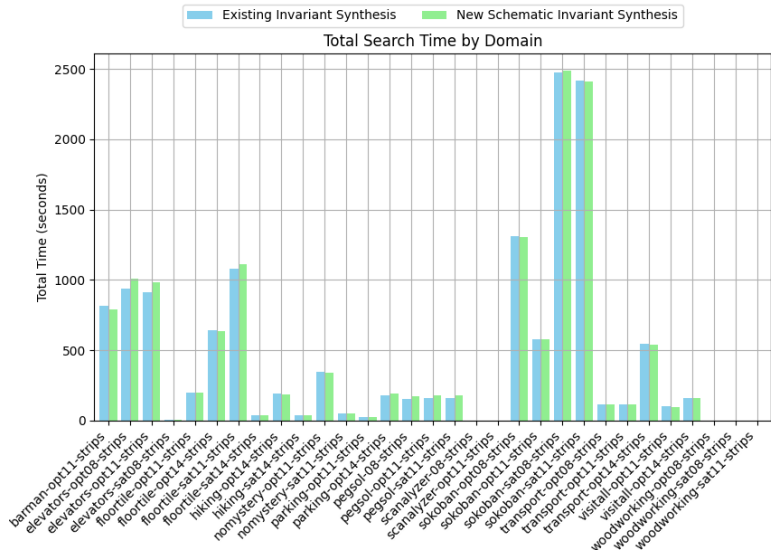
Time Performance for Finding Invariants



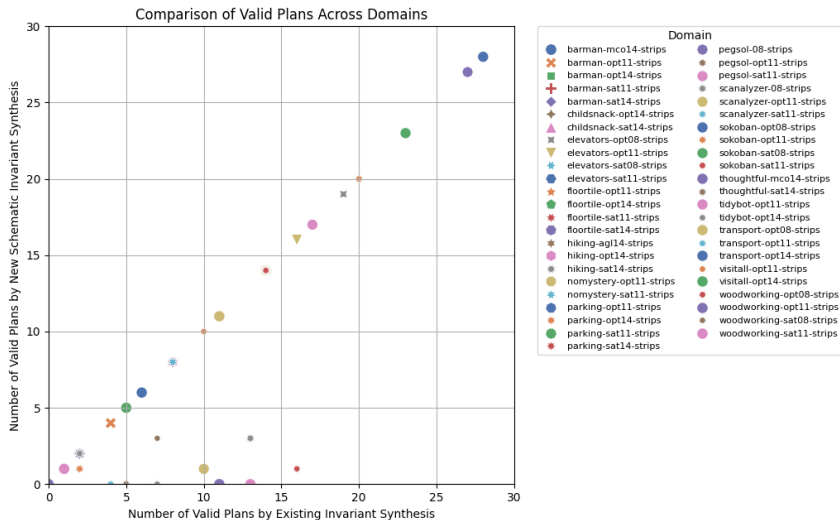
Time Performance for Finding Invariants



Search Time Performance



Plan Validity



Conclusion

- Implementation too slow
- More suitable data structures
- Similar impact on search

- Implementation and integration: challenging and time-consuming

Questions

Additional Slide: Limited Grounding

- Grounding function: $D(t)$ = set of objects for type t
- Limited grounding function $D'(t)$, with the following characteristics:

$$D'(t) = D(t)$$

or

1. $D'(t) \subset D(t)$
2. $|D'(t)| \geq L_t^N(A, P)$
3. $D'(t_0) \subset D'(t_1)$ iff $D(t_0) \subset D(t_1)$
for all $\{\{t_0, t_1\} \mid t_0, t_1 \in T\}$

- Lower bound number:

$$L_t^N(A, P) = \max(\max_{a \in A} \text{prms}_t(a), \max_{p \in P} \text{prms}_t(p)) \\ + (N - 1) * (\max_{p \in P} \text{prms}_t(p))$$