

# Evaluation of Regression Search and State Subsumption in Classical Planning

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- > Classical Planning
- > SAS+
- > Progression Search Algorithms
- > Regression Search
- > Subsumption Pruning
- > Subsumption Trie
- > Discussion of Results
- > Outlook

- > Rational actor, acting upon predefined rules
- Objective: Find a plan!

4-tuple  $P = \langle V, s_0, s_E, O \rangle$ , where

- > V is a set of state variables  $\{v_1, \ldots, v_n\}$
- $> s_0$  is the initial state
- > s<sub>E</sub> is the *partial* goal state
  - A partial state has undefined variable assignments s[v] = u for some  $v \in V$
- > O is a set of operators
- > each operator  $o \in O$  is a tuple  $\langle cond(o), eff(o) \rangle$  of partial states
- ) Operators have a cost:  $cost(o) \in \mathbb{R}^+$

- > Last slide: each operator  $o \in O$  is a tuple (cond(o), eff(o)) of partial states
- Operator o is applicable in state s if no variable assignment of s contradicts a condition of o
- > Successor state s' of application of o in s is identical to s except for the variables changed by eff(o)

Forward search algorithms try to find a plan  $\langle o_1, \ldots, o_n \rangle$ :

- > Search node  $n = \langle s, p, o, g \rangle$
- > begin with state  $s_0$
- > Iteratively apply applicable operators on successor states
- > If a search node is generated with state that does not contradict variable assignments of  $s_E$ , a plan is found.

Idea:

- > Begin search with partial state  $s_E$
- > Iteratively apply *regressable* operators, generating new search nodes.
- > If a search node is generated whose state fulfills all variable assignments of  $s_0$ , a plan is found

Let  $\mathit{P} = \langle \mathit{V}, \mathit{s}_0, \mathit{s}_E, \mathit{O} \rangle$  be an  $\mathit{SAS^+}$  planning problem

> An operator  $o \in O$  is regressable in partial state s, if:

- > At least one variable assignment of s fulfills an effect of o
- No variable assignment of *s* directly contradicts any effect of *o*
- > No variable assignment of *s* directly contradicts any condition of *o* which is not defined in an effect.
- > The *predecessor* of *s* under the *regression application* of *o* is identical to *s*, except:
  - > All variables which are defined in an effect but not in a condition of *o* are set to *undefined*
  - > All variables which are defined in a condition are assigned this value.

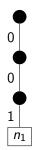
- > Motivation: Pruning
- > Partial state s subsumes s' (s  $\sqsubseteq$  s') if s[v] = s'[v] or s[v] = u for all  $v \in V$
- > If  $s \sqsubseteq s'$ , the set of regressable operators of s' is a subset of the set of regressable operators of s: Prune s'!
- > Optimal Planning: Consider path costs!

# Implementation of Subsumption Pruning

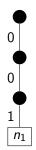
- Simple implementation based on existing closed list is highly inefficient!
- > Use additional data structure for more efficient subsumption check

- > Idea: Save search nodes in a trie data structure
- > Lookup given state *s* retrieves all search nodes which subsume *s*.

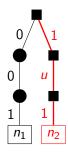
> Insert search node  $\mathit{n}_1 = \langle \{0,0,1\}, \mathit{p}_1, \mathit{o}_1, \mathit{g}_1 
angle$ 



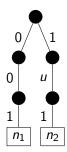
> Insert search node  $\mathit{n}_2 = \langle \{1, u, 1\}, \mathit{p}_2, \mathit{o}_2, \mathit{g}_2 \rangle$ 



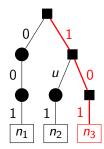
> Insert search node  $n_2 = \langle \{1, u, 1\}, p_2, o_2, g_2 \rangle$  (after insertion)



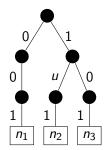
> Insert search node  $\mathit{n}_3 = \langle \{1,0,1\}, \mathit{p}_3, \mathit{o}_3, \mathit{g}_3 
angle$ 



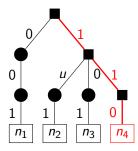
> Insert search node  $n_3=\langle\{1,0,1\},p_3,o_3,g_3
angle$  (after insertion)



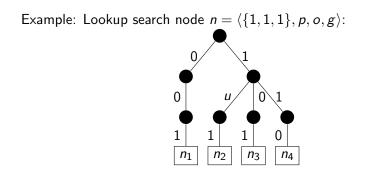
> Insert search node  $\mathit{n}_4 = \langle \{1,1,0\}, \mathit{p}_4, \mathit{o}_4, \mathit{g}_4 
angle$ 

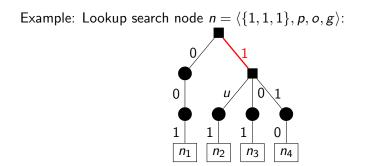


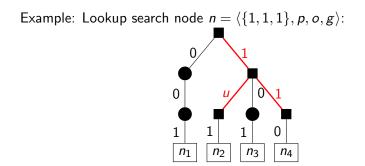
> Insert search node  $\mathit{n}_4 = \langle \{1,1,0\}, \mathit{p}_4, \mathit{o}_4, \mathit{g}_4 
angle$  (after insertion)

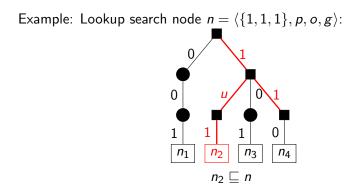


- Siven search node  $n = \langle s, p, o, g \rangle$ :
- > Start in the root node
- > Follow all encountered edges:
  - > which have the same label as the corresponding variable assignment of s
  - > which have the label u
- ${\scriptstyle>}$  If a leaf node is reached, a subsuming state was found









### > Implementation of

- regr a basic regression search algorithm
- regr<sub>s</sub> a regression search algorithm with simple subsumption pruning
- $\mathsf{regr}_{\mathcal{T}}$  a regression search algorithm with subsumption pruning using a subsumption trie
  - UCF Uniform cost search implementation provided by Fast Downward
- in the planning System Fast Downward
- Evaluation on grid using *suite\_optimal\_with\_ipc11*

summary	UCF	regr	regr <sub>s</sub>	$\mathbf{regr}_{\mathcal{T}}$
$Coverage^1$	521	296	195	297
Expansions <sup>2</sup>	1216.81	14242.41	4418.32	4418.32
Search time <sup>2</sup>	0.02	0.38	3.46	0.30

<sup>1</sup>Sum across all domains <sup>2</sup>geometric mean across all domains

Domain	Algorithm	$Expansions^1$	search time <sup>1</sup>
floortile-opt-11	UCF	13272509	65.13
	regr	100029	1.55
	regr <sub>s</sub>	59579	147.89
	regr <sub>T</sub>	59579	2.00
miconic	UCF	2350	0.04
	regr	1002	0.05
	regr <sub>s</sub>	1002	0.22
	regr <sub>T</sub>	1002	0.05
rovers	UCF	1055	0.01
	regr	589	0.01
	regr <sub>s</sub>	341	0.01
	regr <sub>T</sub>	341	0.01

#### <sup>1</sup>geometric mean for that domain

Domain	Algorithm	$Expansions^1$	search time <sup>1</sup>
parcprinter-opt11-strips	UCF	2956	0.03
	regr	44968	0.40
	regr <sub>s</sub>	21955	28.21
	regr <sub>T</sub>	21955	1.97
trucks-strips	UCF	11764	0.02
	regr	97303	2.41
	regr <sub>s</sub>	16129	10.68
	regr <sub>T</sub>	16129	0.56
blocks	UCF	188	0.01
	regr	14895	0.12
	regr <sub>s</sub>	6739	2.39
	regr <sub>T</sub>	6739	0.15

#### <sup>1</sup>geometric mean for that domain

Domain	Algorithm	$Expansions^1$	search time <sup>1</sup>
sokoban-opt11-strips	UCF	649	0.01
	regr	5840751	222.91
	regr <sub>s</sub>	1182	1.29
	regr <sub>T</sub>	1182	4.99
pegsol-opt11-strips	UCF	252	0.01
	regr	19105	0.74
	regr <sub>s</sub>	19105	743.96
	regr <sub>T</sub>	19105	1.38

#### <sup>1</sup>geometric mean for that domain

- Regression generally expands more states than uniform cost search, though domain dependent
- > Simple subsumption is highly inefficient!
- Subsumption trie comparable performance with no subsumption pruning
  - > In some domains the smallest number of expanded states of all evaluated algorithms

- > Further improvement of efficient subsumption check algorithms
- Integrating and evaluating efficient subsumption checks for other (bidirectional, heuristic, ...) search algorithms

## Questions?

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