

## **Conformant Planners: Approximations vs. Representation**

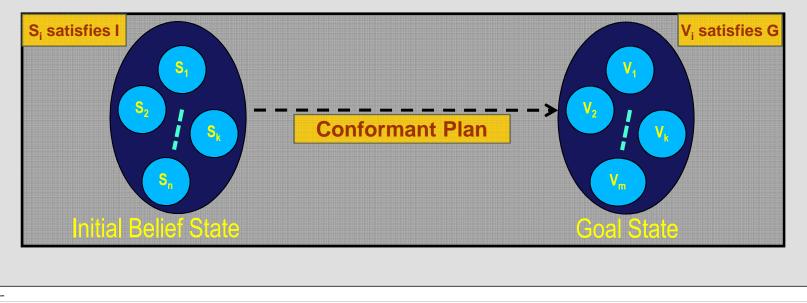
Son Thanh To, Vien Dang Tran, Khoi Hoang Nguyen, Tran Cao Son, Enrico Pontelli

Computer Science Department New Mexico State University, Las Cruces, NM 88003



#### **Conformant Planning Problem**

- **Given**: planning problem  $P = \langle F, O, I, G \rangle$  where
  - $\Box$  *F* is a set of propositions
  - □ O is a set of operators
  - □ / is the initial state often incomplete
  - $\Box$  *G* is the goal
- □ Problem: Computing a plan that achieves *G* from all possible initial states of the world satisfying *I*





## **Goal, Motivated Questions, and Facts**

- □ Goal: develop state-of-the-art conformant planners
- Motivated questions:
  - How does the definition of a progression function influence the performance of a conformant planner?
  - □How does the representation of belief states influence the performance of a conformant planner?
- Motivated facts:
  - □CpA<sup>PH</sup>, an *approximation-based conformant planner*, uses an incomplete progression function & a compact belief state representation performs very well in its first implementation
     □CpA<sup>PH</sup> differs from all of its counterparts when it was introduced
  - □CpA<sup>PH</sup> needs complete initial belief state in benchmark problems with disjunctive information about the initial state



#### **Considerations in Conformant Planners**

□ How to encode a belief state? Many possibilities each might have its own desirable properties (e.g. minimal)  $\Box$  How to progress? By a function  $\Phi$ Given an action *a* and a belief state *S* in the corresponding representation, compute the belief state Uresulting from executing a in S, written as  $U = \Phi(a, S)$ Certain operations on a representation might lead to a formula which no longer satisfies the desirable properties and require some overhead after the computation (e.g., updating minimal CNF might not result in a minimal CNF)



## Main Characteristics of CpA

- Approximation-based progression function
- Encoding of belief state enable easy computation of successor belief state
- ❑ Search for plan in the space of 3<sup>n</sup> partial states instead of the space of 2<sup>2<sup>n</sup></sup> belief states as most other conformant planners (for problems with conjunction of literals as initial state)
- Maintain completeness through special reasoning technique
   CpA incurs significant overhead in the computation of the representation of the initial belief state
  - □ CpA uses DNF-formulae to encode belief states and can potentially require a lot of memory
- □ CpA uses a combination of the cardinality and the number of satisfied subgoals heuristic as its heuristic function



## **Main Characteristics of DNF**

- A middle-ground between approximation and complete reasoning
- □ Search for plan in the space of 2<sup>2<sup>n</sup></sup> belief states
- Use minimal DNF-formulae to represent belief states, also enable easy computation of successor belief state
- Progression function defined over minimal DNF-formulae
   DNF incurs overhead for the transformation of successor belief state into minimal DNF-formulae
- DNF uses a combination of the cardinality, the number of satisfied subgoals, and the square distance to the goal heuristic as its heuristic function



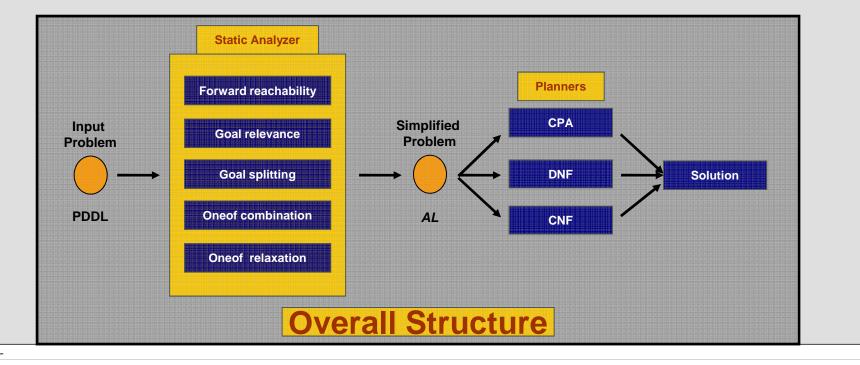
## **Main Characteristics of CNF**

Search for plan in the space of 2<sup>2<sup>n</sup></sup> belief states
 Use minimal CNF-formulae to represent belief states, a departure of easy computation of successor belief state
 Progression function defined over minimal CNF-formulae
 CNF also incurs overhead for the transformation of successor belief state into minimal CNF-formulae
 CNF uses the number of satisfied subgoals as its heuristic function



#### Simplification Techniques for Scalability and Performance

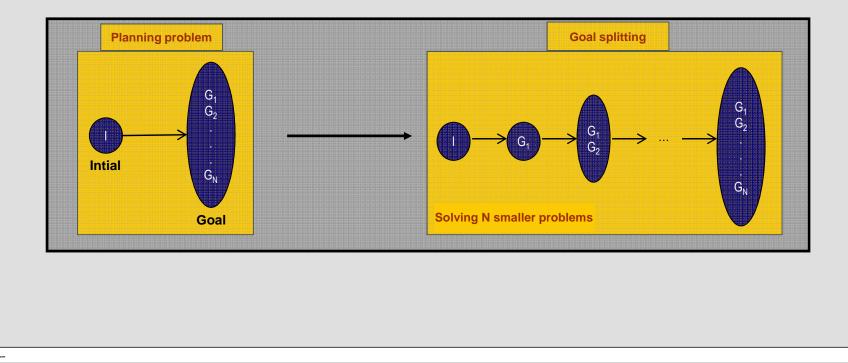
- □ Forward reachability: eliminating redundant actions and propositions
- Goal relevance: identifying necessary information in the initial belief state to guarantee completeness
- Goal splitting: divide-and-conquer using subgoals
- □ Oneof-combination: reducing the size of the initial belief state
- Oneof-relaxation: replacing mutual exclusive or by disjunctive or





□ If a problem *P* contains a subgoal whose truth value cannot be negated by the actions used to reach the other goals, then the problem can be decomposed into a sequence of smaller problems

□ Improve scalability

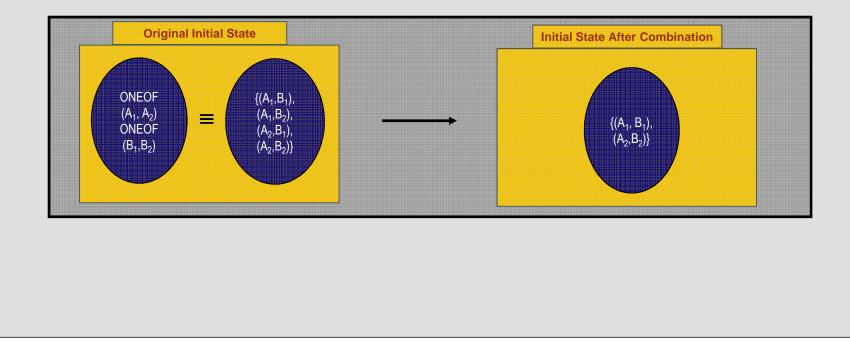




#### Simplification Techniques: oneof-combination

□ If actions and propositions in different **oneof**'s have no interaction then we do not need to consider all possible permutations of the **oneof**'s.

- Reducing the size of the initial belief state
- □ Improve scalability
- □ Suitable for DNF and CpA

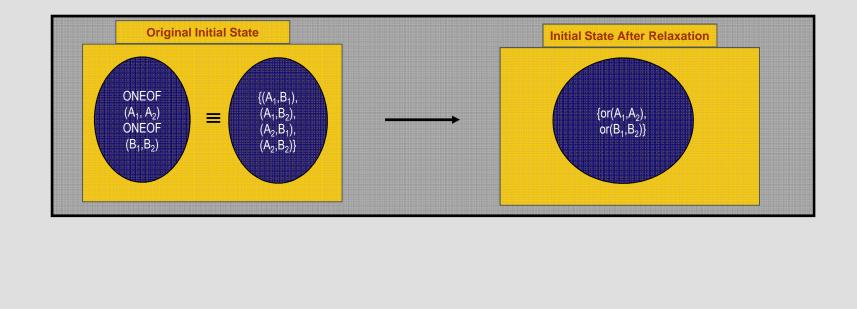




#### Simplification Techniques: oneof-relaxation

□ If actions and propositions in an **oneof**—clause satisfy certain properties then an **oneof**—clause can be replaced by an **or**—clause

- □ Increasing the size of the initial belief state
- □ Improve scalability
- Suitable for CNF



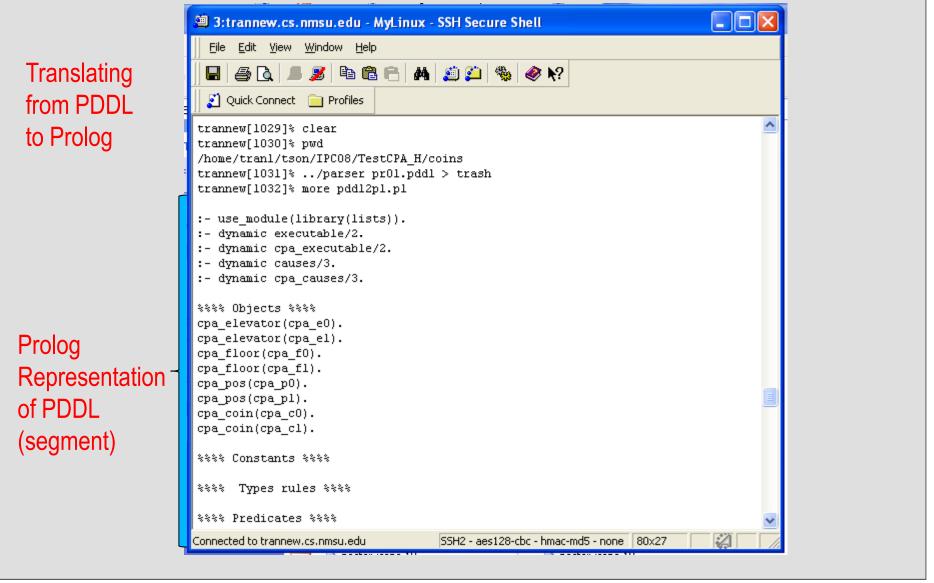


#### Conclusions

Presentation of three conformant planners: CpA, DNF, and CNF There exists no "one size fits all" representation for all domains □ The choice of belief state representation impacts performance of conformant planner Choice of simplification techniques □ algorithm for computing successor belief state

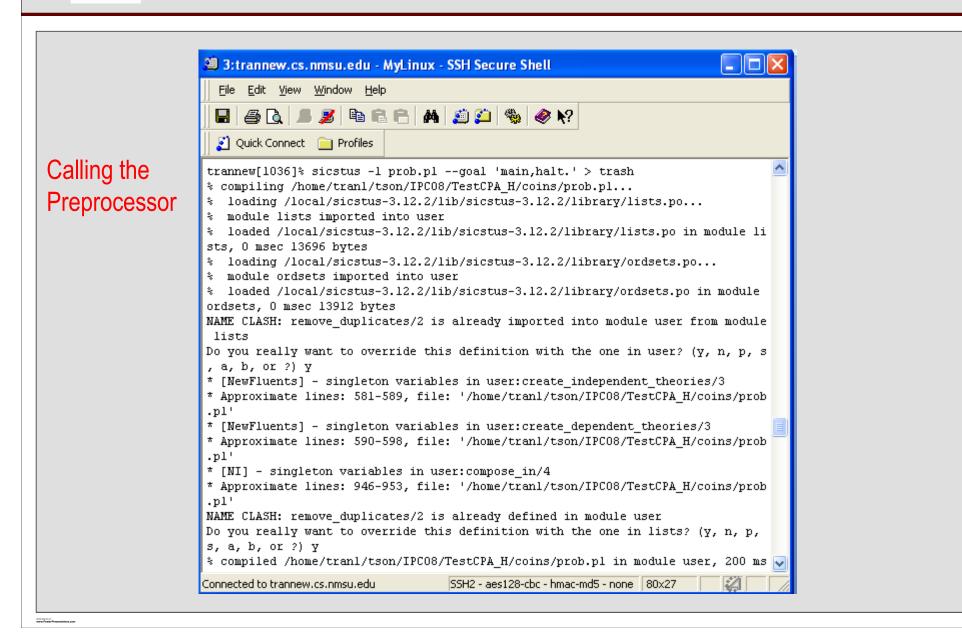


## A Sample Run – CpA - Preprocessor





## Preprocessor





# **Output of Preprocessor**

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Output of the			
Droprocesor	$\underbrace{\begin{array}{c} \text{trannew[1037]* more theory_names} \\ \text{theory_0.al theory_1.al} & \\ \end{array}}_{\text{theory_0.al theory_1.al}} & \\ \end{array}} Goal Splitting$		
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	theory 10.al* theory 1.al*		
	trannew[1038]% more theory_0.al		
	fluent cpa_at(cpa_fl,cpa_pl);		
	fluent cpa_inside(cpa_el);		
	<pre>fluent cpa_at(cpa_fl,cpa_p0); fluent cpa_have(cpa_c0);</pre>		
	fluent cpa have(cpa_cl);		
	fluent cpa_at(cpa_f0,cpa_p1);		
	fluent cpa_inside(cpa_e0);		
	fluent cpa_at(cpa_f0,cpa_p0);		
First theory	<pre>fluent cpa_in(cpa_e0,cpa_f0); fluent cpa_in(cpa_e0,cpa_f1);</pre>		
First theory	fluent cpa_in(cpa_e1,cpa_f0);		
in AL	fluent cpa_in(cpa_el,cpa_fl);		
	fluent cpa_coin_at(cpa_c0,cpa_f1,cpa_p0);		
	<pre>fluent cpa_coin_at(cpa_c0,cpa_f1,cpa_p1); fluent cpa_coin_at(cpa_c1,cpa_f1,cpa_p0);</pre>		
	fluent cpa_coin_at(cpa_cl,cpa_fl,cpa_pl);		
	۶% actions		
	action cpa_collect(cpa_c0,cpa_f0,cpa_p0);		
	action cpa_collect(cpa_c0,cpa_f0,cpa_p1);		
	action cpa_collect(cpa_c0,cpa_f1,cpa_p0);		
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## **Calling the planner**

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*% goal state		
goal cpa_have(cpa_c0); trannew[1039]%/cpa		
	cpa+bfs+rgp* cpa.pddl2pl*	
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	,cpa_f0)	
	<pre>c_ap(cpd_co,cpd_co,cpd_r) cpd_cccp_cdc(cpd_ ,cpa_fl,cpa_p0) cpa_move_right(cpa_fl,cpa_p0</pre>	
	pa_pl) cpa_collect(cpa_cl,cpa_fl,cpa_pl) cpa	_move_le
ft(cpa_f1,cpa_p1,cpa_p0) cpa_	_collect(cpa_cl,cpa_fl,cpa_p0)	
linear 12 0 1 2 3 4 5 0 6 7 8	8 9 10	
STATISTICS		
Total time: 0.011 (sec)		
Reading: 0.002 (sec) [17.3]	7 %1	
Preprocessing: 0.001 (sec)	[9.63 %]	
Statistic Search: 0.008 (sec) [73.01	*]	
Total states allocated: 0 Total cstate(s): 0		
Total cstate(s) remaining in	the queue: O	
trannew[1040]%	-	~
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