

Graph Plan

- Overview
 - PO Planning – “human-like” but very slow
- Graph Plan
 - Simplified planning model
 - Efficient algorithm

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Graph Plan

- A propositional planner, that is, there are no variables
- Simpler – don’t have to worry about matching
- Bigger – if you have six blocks, you need 36 propositions to represent all $On(x,y)$ assertions

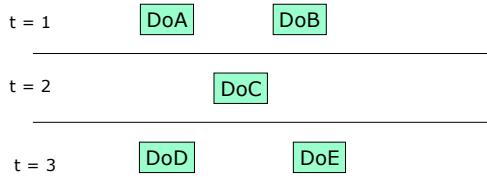
1. Make a plan graph of depth k
2. Search for a solution
3. If succeed, return a plan
4. Else $k=k+1$
5. Go to 1.

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Plan Depth

A plan of depth k

- has k times steps
- may have multiple parallel actions per time step



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Planning vs Scheduling

Scheduling: tasks are fixed

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Planning vs Scheduling

Planning: find steps and schedule

PSPACE-complete

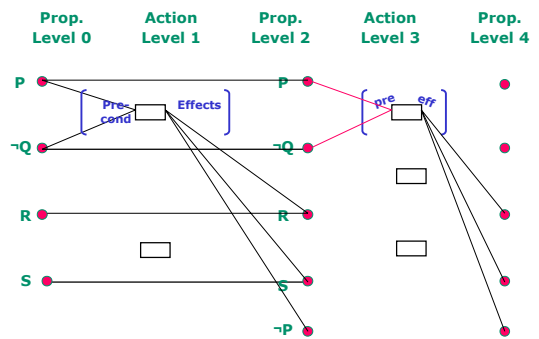
Graph Plan: find plans of a given depth

Scheduling: tasks are fixed

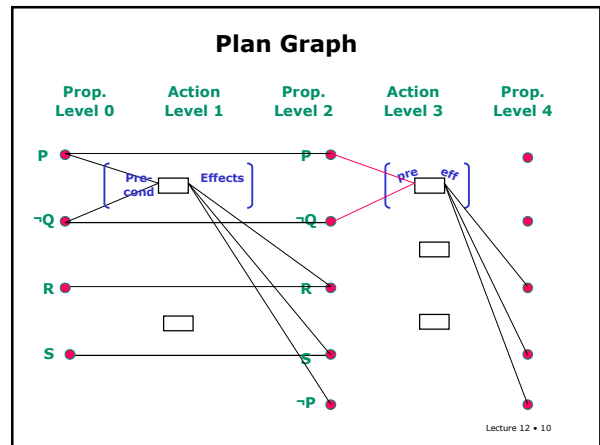
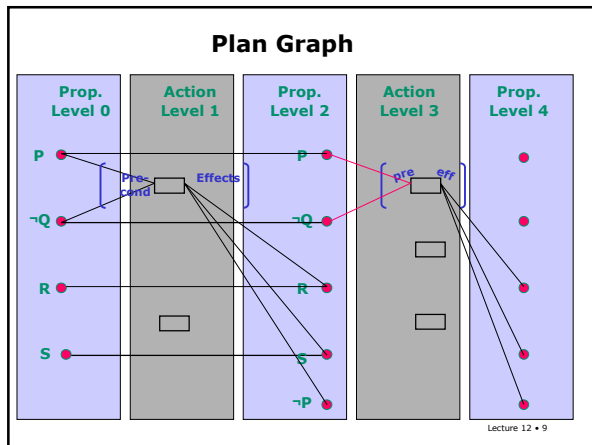
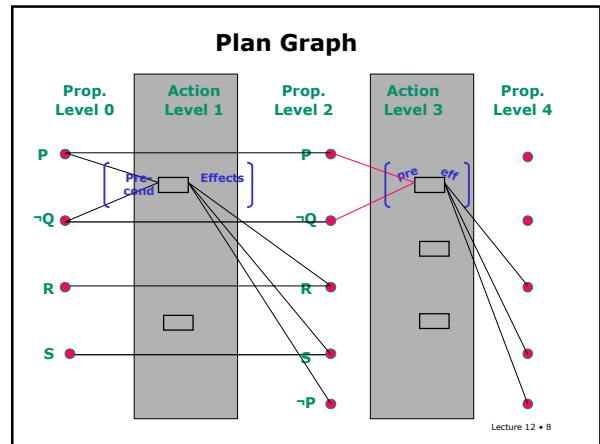
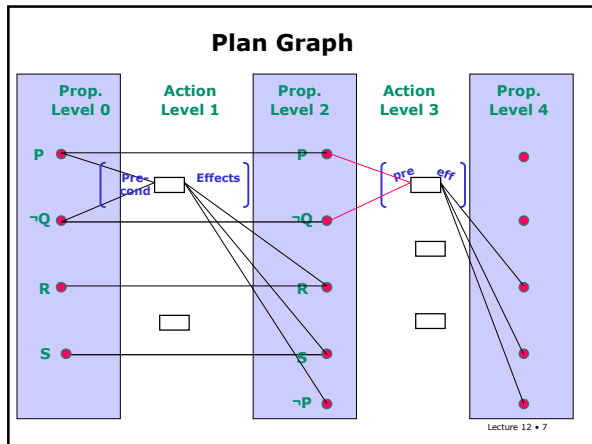
NP-Complete

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Plan Graph



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Making the Plan Graph

- Start with initial conditions

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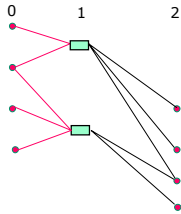
Making the Plan Graph

- Start with initial conditions
- Add actions with satisfied preconditions

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Making the Plan Graph

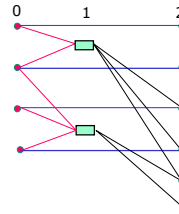
- Start with initial conditions
- Add actions with satisfied preconditions
- Add all effects of actions at previous levels



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Making the Plan Graph

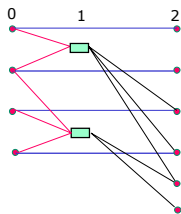
- Start with initial conditions
- Add actions with satisfied preconditions
- Add all effects of actions at previous levels
- Add maintenance actions



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Making the Plan Graph

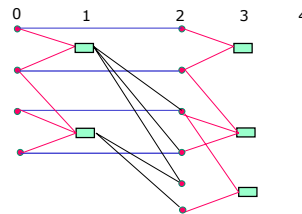
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- Add maintenance actions



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Making the Plan Graph

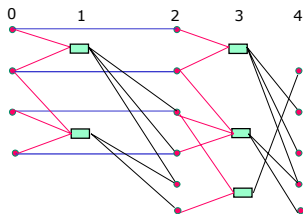
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Making the Plan Graph

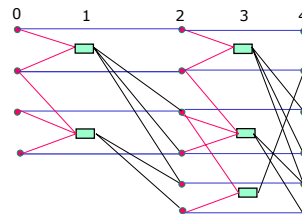
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- Add maintenance actions



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Making the Plan Graph

- Start with initial conditions
- Add actions with satisfied preconditions
- Add all effects of actions at previous levels
- Add maintenance actions

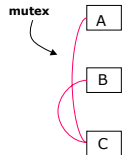


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Mutually Exclusive Actions

Two action instances at level i are **mutex** if:

- **Inconsistent effects**: effect of one action is negation of effect of another
- **Interference**: one action deletes the precondition of the other
- **Competing needs**: the actions have preconditions that are mutex at level $i-1$

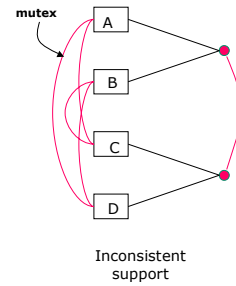


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Mutually Exclusive Propositions

Two propositions at level i are **mutex** if:

- **Negation**: they are negations of one another
- **Inconsistent support**: all ways of achieving the propositions at level $i-1$ are pairwise mutex.



Inconsistent support

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Solution Extraction

- If all the literals in the goal appear at the deepest level **and** not mutex, then search for a solution for each subgoal at level i
 - For each subgoal at level i
 - **Choose** an action to achieve it
 - If it's mutex with another action, **Fail**
- Repeat for preconditions at level $i-2$

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Birthday Dinner Example

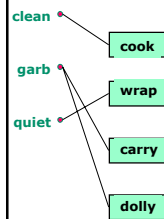
- Goal: \neg garb \wedge dinner \wedge present
- Init: garb \wedge clean \wedge quiet
- Actions:
 - Cook
 - Pre: clean
 - Effect: dinner
 - Wrap
 - Pre: quiet
 - Effect: present
 - Carry
 - Pre: garb
 - Effect: \neg garb \wedge : clean
 - Dolly
 - Pre: garb
 - Effect: \neg garb \wedge : quiet

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clean •
garb •
quiet •

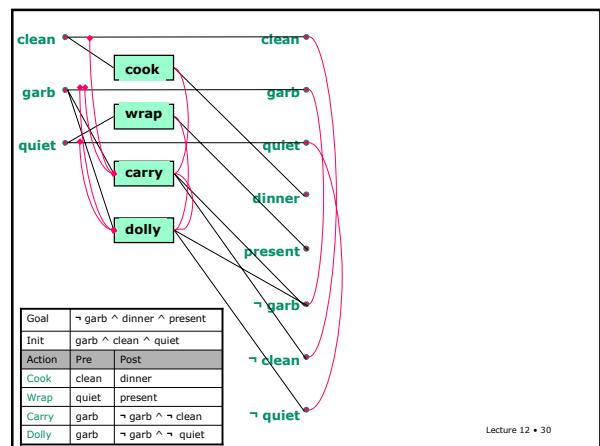
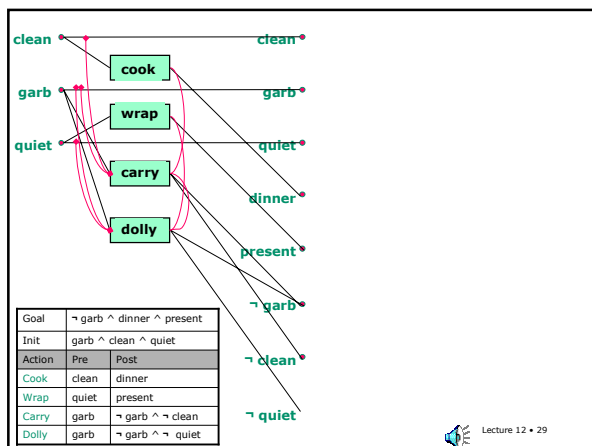
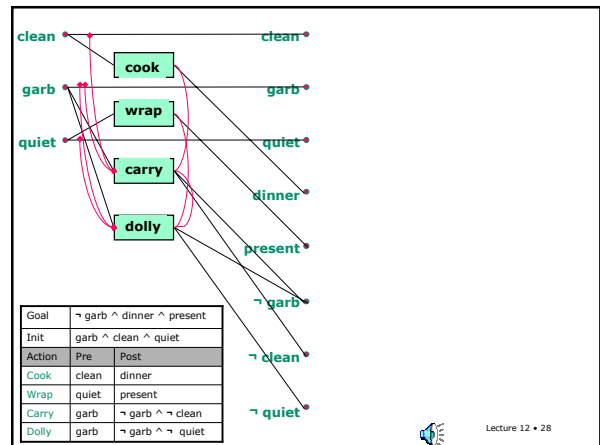
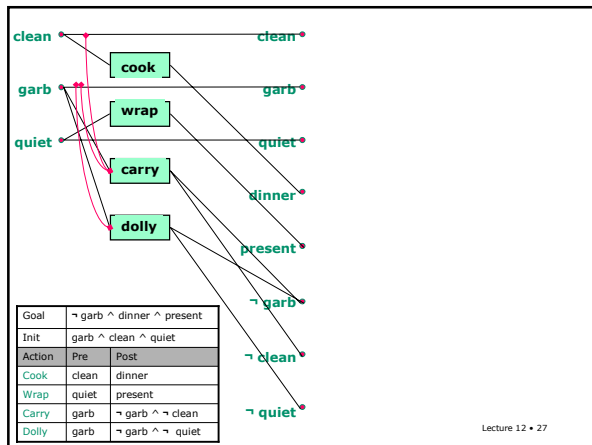
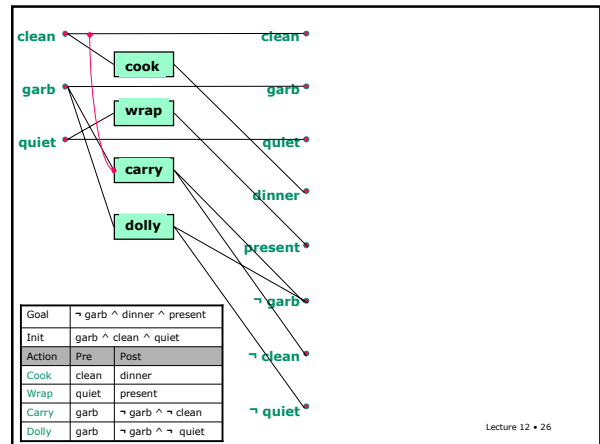
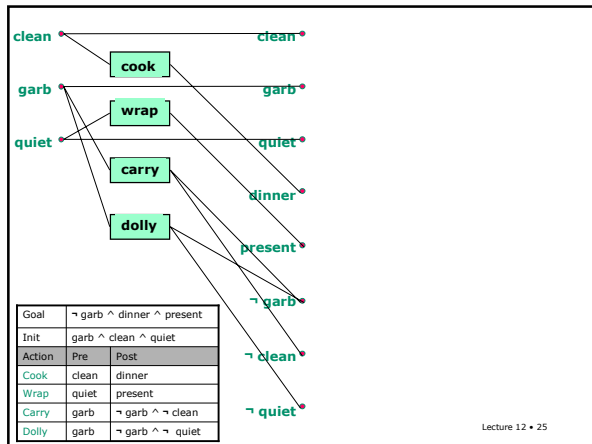
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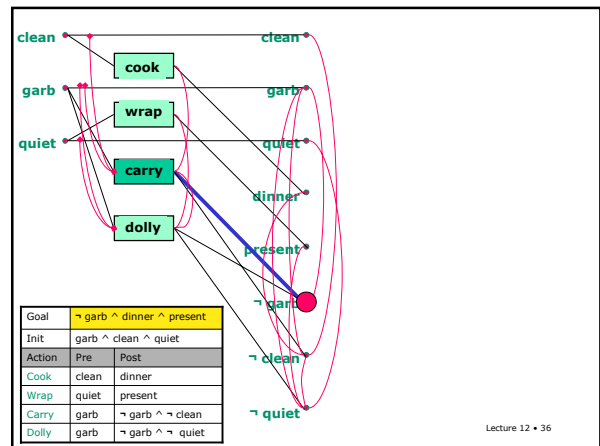
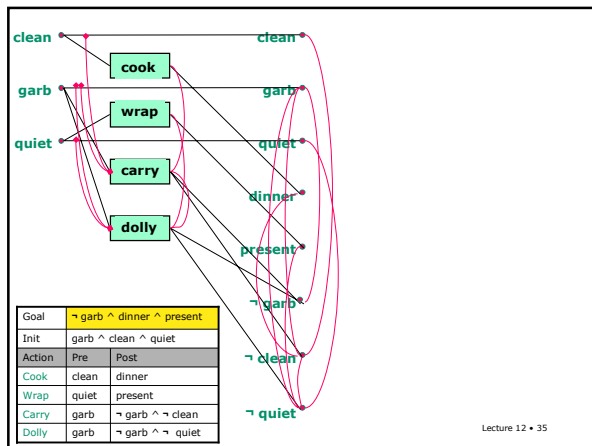
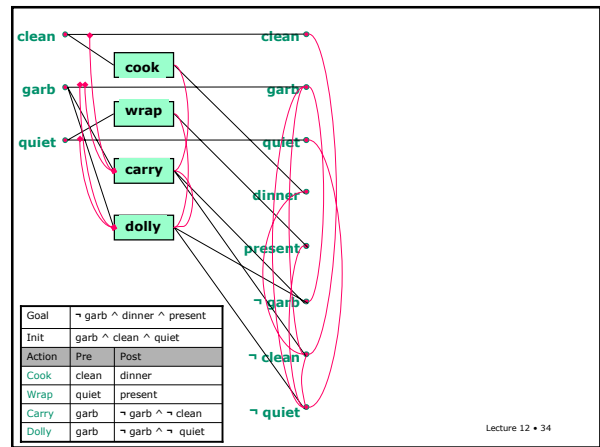
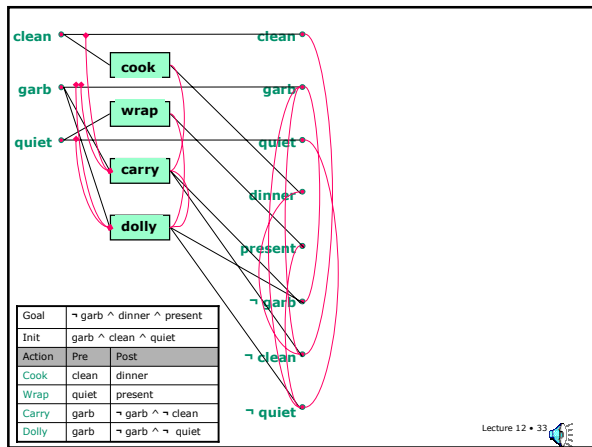
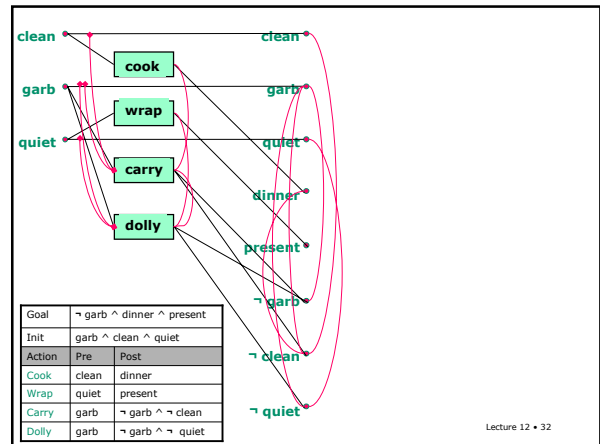
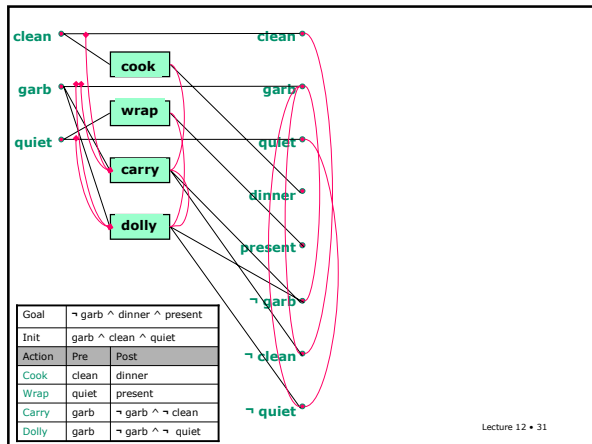
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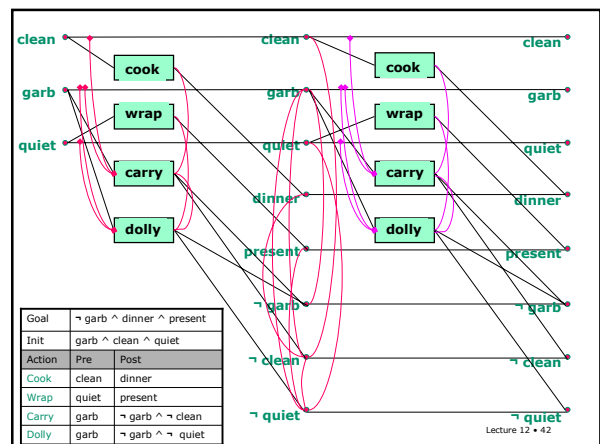
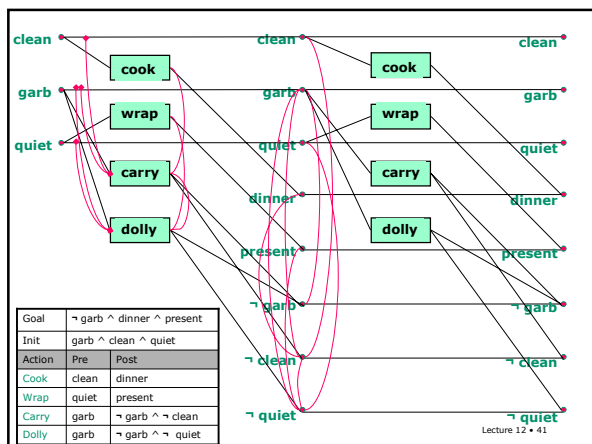
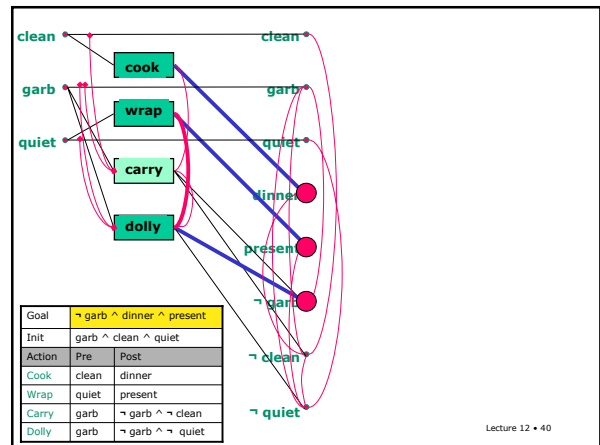
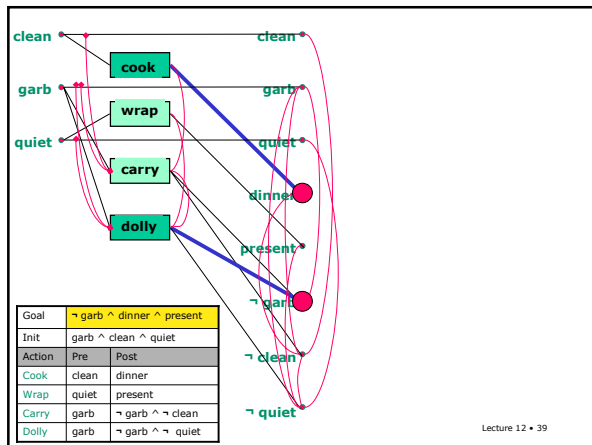
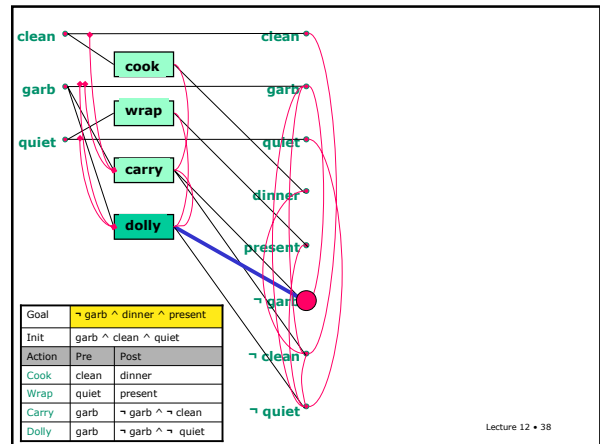
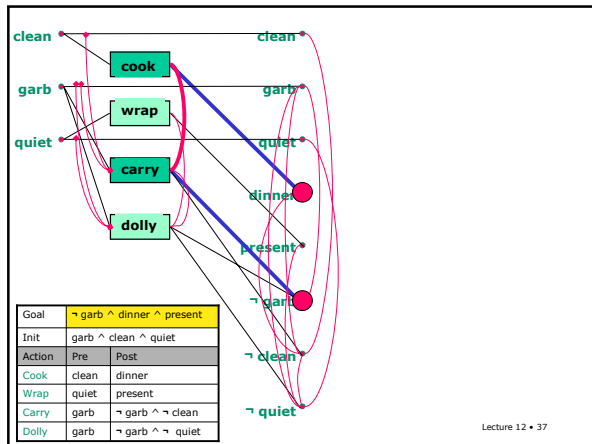


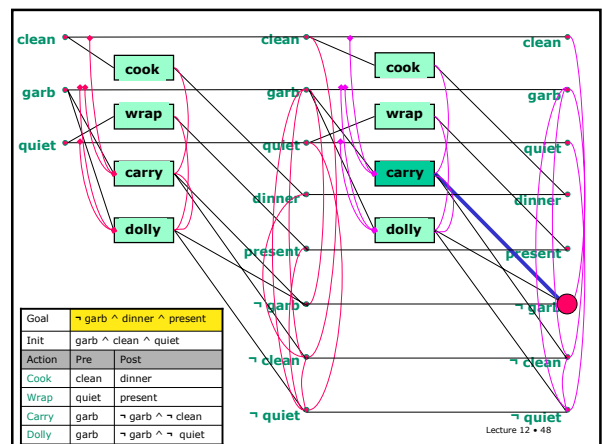
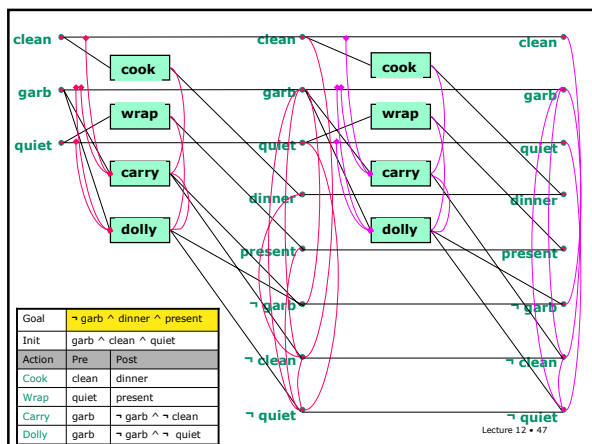
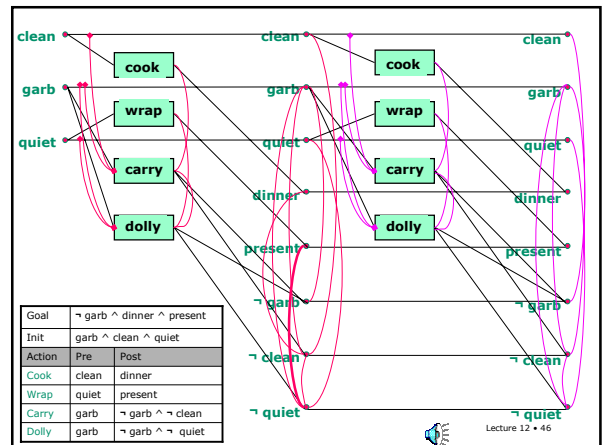
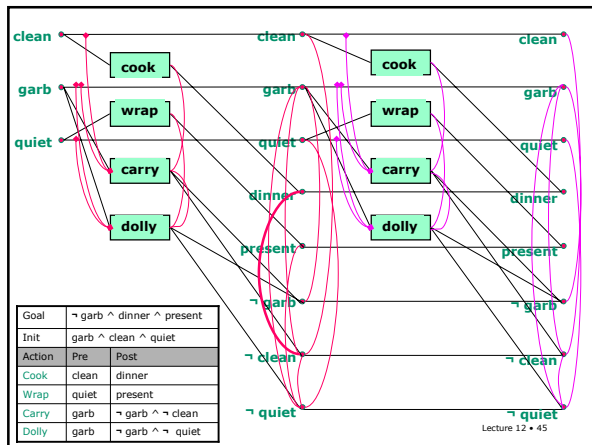
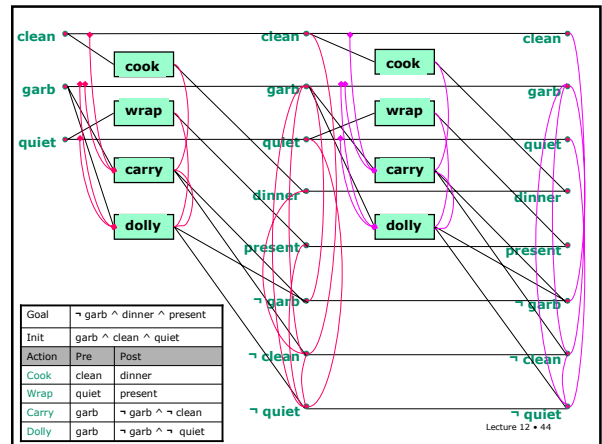
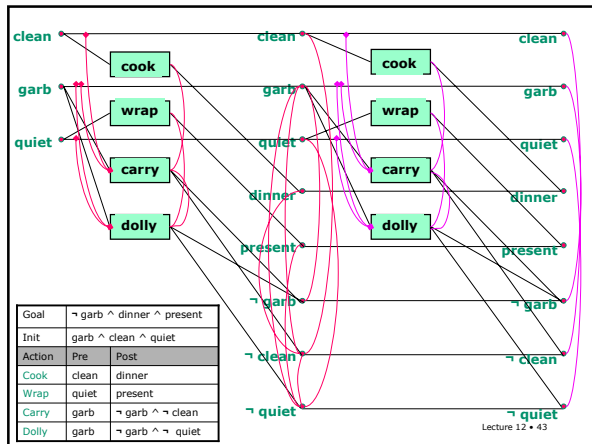
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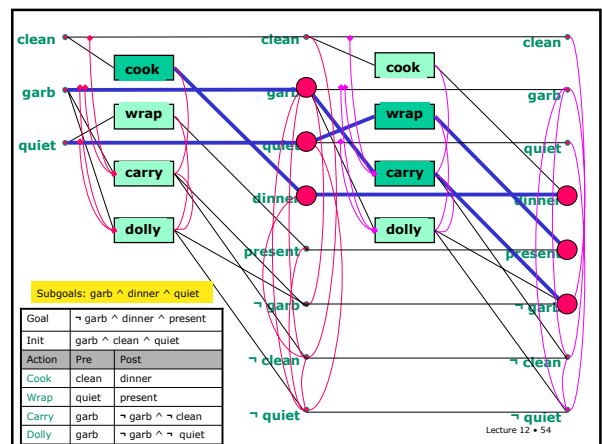
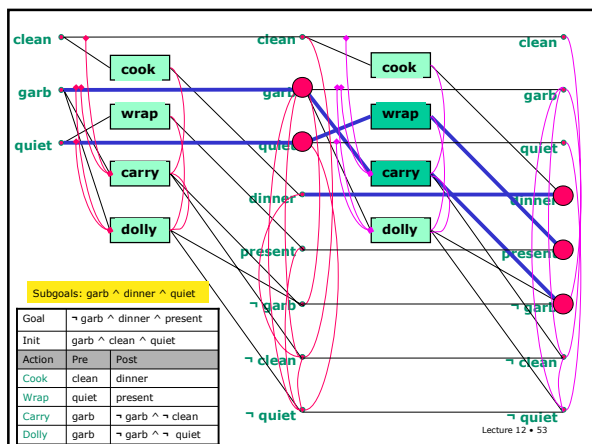
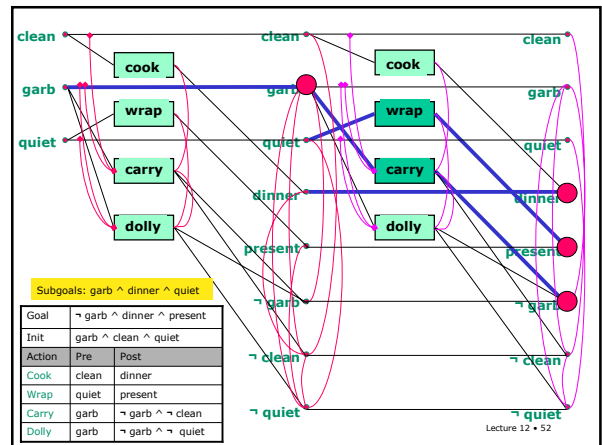
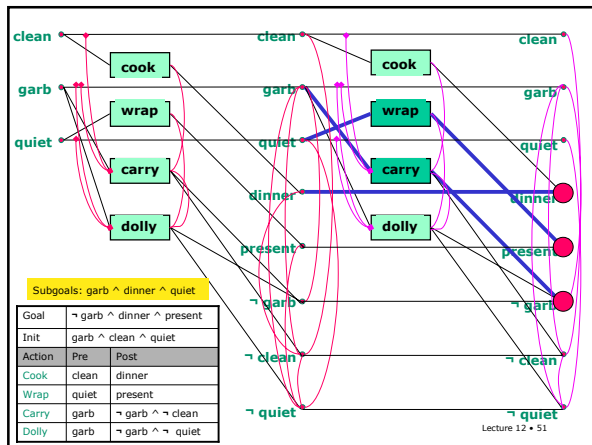
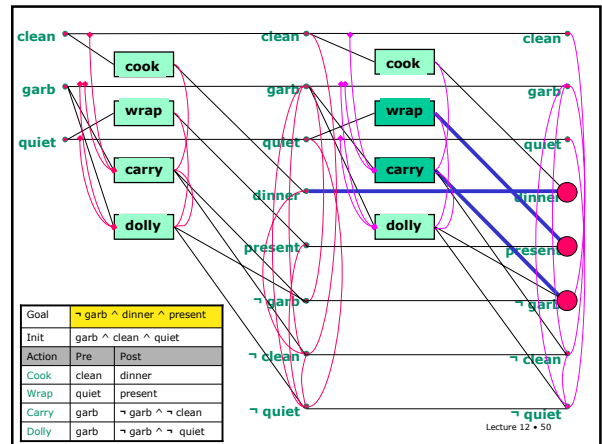
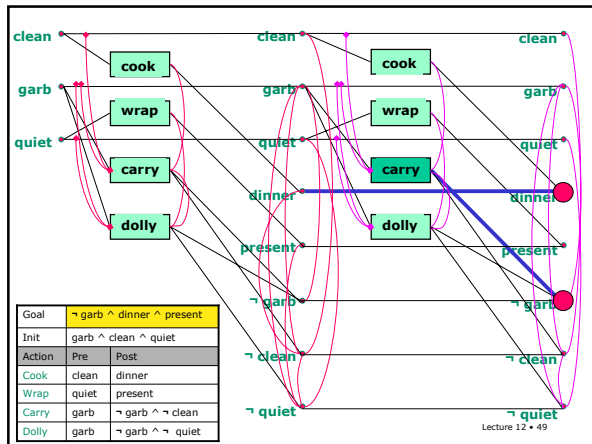
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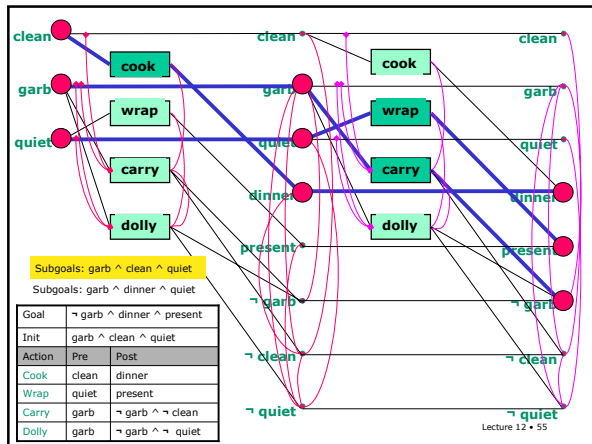












Extensions

- Lots of time optimizations
- Disjunctive preconditions
- Universally quantified (sort of) preconditions and effects
- Conditional planning