

# Eliminating Redundant Actions from Plans using Classical Planning

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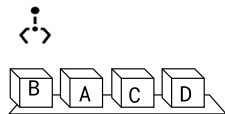
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# Introduction

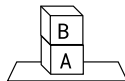
- Automated Planning: model based approach for autonomous behavior
- Classical Planning tasks:
  - Initial state
  - Set of actions (with preconditions and effects) that define state transitions
  - Goal description (partial state)
- Plan: sequence of actions that achieves the goals
- Plans generated by satisficing planners still contain redundant actions
- Identifying redundant actions in plans (perfect justification) is NP-complete
- **Contribution:** automatic reformulation to planning task to identify redundant actions

# Plan justification - Example

- Blocksworld Task

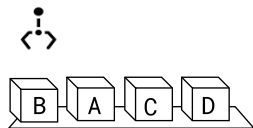


Initial State

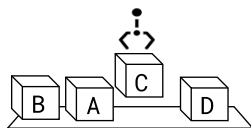


Goal State

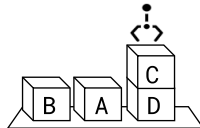
- Plan - Can we justify why we need all actions?



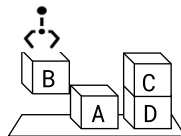
initial state



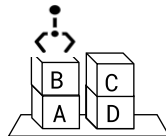
pick-up(C)



stack(C,D)



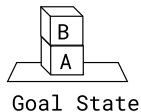
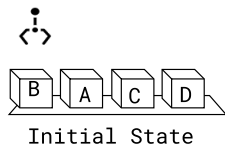
pick-up(B)



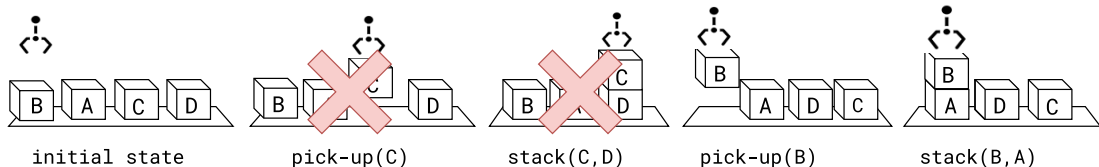
stack(B,A)

# Plan justification - Example

- Blocksworld Task



- Plan - Can we justify why we need all actions?



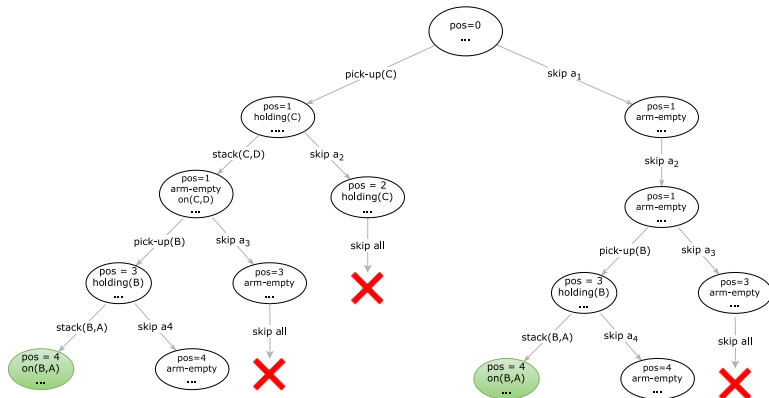
# Minimal Reduction

- **Minimal Reduction (MR)**: least cost perfectly justified plan reduction
- Minimal reduction as a classical planning task:
  - Inputs:
    - $\Pi = \langle \mathcal{V}, \mathcal{A}, \mathcal{I}, \mathcal{G} \rangle$  planning task (in  $SAS^+$  formalism)
    - $\pi = \langle a_1, \dots, a_n \rangle$  valid plan
  - Define a new planning task  $\Pi'$  where:
    - Actions from  $\pi$  can either be executed or skipped
    - Any plan  $\pi'$  for  $\Pi'$  is a **subsequence of  $\pi$**
    - $\pi'$  **achieves the goals when applied from  $\mathcal{I}$**

# Perfect Justification as AP - Example Blocks



1. *pick-up(C)*
2. *stack(C, D)*
3. *pick-up(B)*
4. *stack(B, A)*



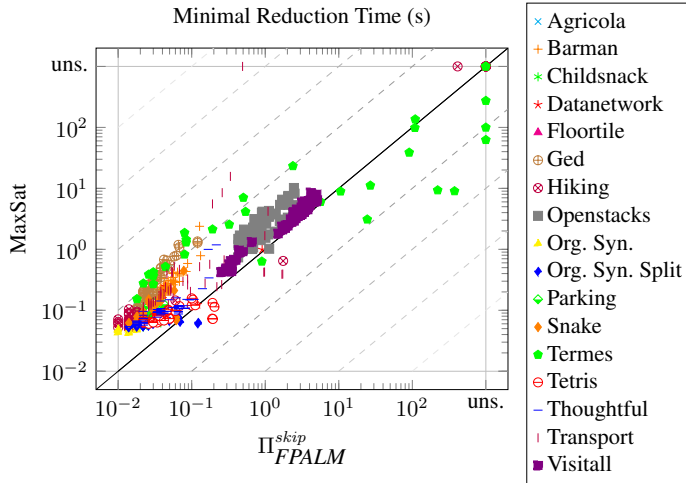
# Plan Action Landmarks

- A plan action landmark (PAL) is an action that must be part of any plan reduction
- Can greatly reduce average branching factor of the problem
- Two variants: **Trivial Plan Action Landmarks** (TPAL) and **Fixpoint Plan Action Landmarks** (FPAL)
- Encapsulate consecutive FPALs in macro operators
  - **TPAL** base case:  $a_j$  single goal achiever
  - **TPAL**:  $a_i$  single achiever of some precondition of  $a_j$
  - **FPAL** base case:  $a_j$  is a TPAL
  - **FPAL**:  $a_i$  single achiever of some precondition of  $a_j$  after another TPAL is a TPAL

# Experimental Setting

- Approaches
  - $\Pi^{skip}$ ,  $\Pi_{TPAL}^{skip}$ ,  $\Pi_{FPAL}^{skip}$ ,  $\Pi_{FPALM}^{skip}$
  - Weighted Partial MaxSAT [Balyo et al., 2014]
- Satisficing tracks of the 2014 and 2018 IPCs
- Fast-Downward (FD) [Helmert, 2006]

# Experiments Results



# Conclusions & Future Work

- Automated Planning based approach for minimal reduction
- Comparable results to current state of the art
- Future work
  - Characterize situations where the proposed approach outperforms SAT-based and vice-versa
  - Incorporate action elimination on relevant settings, such as top-k planning and plan recognition
  - Suboptimal action elimination
  - Action elimination outside of classical planning

# References

-  Balyo, T., Chrupa, L., and Kilani, A. (2014).  
On different strategies for eliminating redundant actions from plans.  
*In Seventh Annual Symposium on Combinatorial Search.*
-  Helmert, M. (2006).  
The fast downward planning system.  
*Journal of Artificial Intelligence Research*, 26:191–246.

# Extra - Formal compilation

- Define  $\Pi^{skip} = \langle \mathcal{V}', \mathcal{A}', \mathcal{I}', \mathcal{G}' \rangle$  where:
  - $\mathcal{V}' = \{v \in \mathcal{V} \mid |\mathcal{D}'(v)| > 1\} \cup \{pos\}$
  - $\mathcal{D}'(v) = \{d \in \mathcal{D}(v) \mid \langle v, d \rangle \in F_\pi\} \cup \Theta$ 
    - $F_\pi = \bigcup_{a_i \in \pi} pre(a_i) \cup \mathcal{G}$
    - $\mathcal{D}'(v) = \{d \in \mathcal{D}(v) \mid \langle v, d \rangle \in F_\pi\} \cup \Theta$
    - $\Theta = \{\theta\}$  if  $\langle v, d \rangle \notin F_\pi$  but  $\langle v, d \rangle \in \mathcal{I}$  or  $\exists a_i \in \pi$  with  $\langle v, d \rangle \in eff(a_i)$
    - $\Theta = \emptyset$  otherwise
  - $\mathcal{I}' = (\mathcal{I} \cap F_\pi) \cup \{\langle v, \theta \rangle \mid v \in \mathcal{V}', \langle v, d \rangle \in (\mathcal{I} \setminus F_\pi)\} \cup \{\langle pos, 0 \rangle\}$
  - $\mathcal{G}' = \mathcal{G} \cup \{\langle pos, n \rangle\}$

## Extra - Formal compilation

$$\mathcal{A}' = \{a'_i \mid 1 \leq i \leq n\} \cup \{skip_i \mid 1 \leq i \leq n\}$$

- An  $a'_i$  action for every action  $a_i$  in  $\pi$

$$pre(a'_i) = pre(a_i) \cup \{\langle pos, i - 1 \rangle\}$$

$$eff(a'_i) = \{\tau(f) \mid f \in eff(a_i)\} \cup \{\langle pos, i \rangle\}$$

$$\tau(\langle v, d \rangle) = \langle v, d \rangle \text{ if } \langle v, d \rangle \in F_\pi \text{ and } \langle v, \theta \rangle \text{ otherwise}$$

- One skip action per action in  $\pi$
- $skip_i$  actions just increase the value of  $pos$  from  $i - 1$  to  $i$