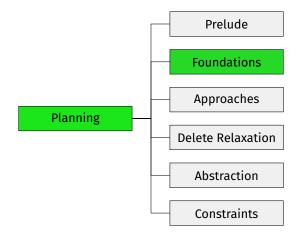
### Automated Planning B3. Formal Definition of Planning

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based on slides from the AI group at the University of Basel

### Content of this Course



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## Semantics of Effects and Operators

### Semantics of Effects: Effect Conditions

#### Definition (Effect Condition for an Effect)

Let  $\ell$  be an atomic effect, and let e be an effect.

The effect condition  $effcond(\ell, e)$  under which  $\ell$  triggers given the effect e is a propositional formula defined as follows:

- effcond( $\ell$ ,  $\top$ ) =  $\bot$
- $effcond(\ell, e) = \top$  for the atomic effect  $e = \ell$
- $effcond(\ell, e) = \bot$  for all atomic effects  $e = \ell' \neq \ell$
- $\blacksquare \ \textit{effcond}(\ell, (e \land e')) = (\textit{effcond}(\ell, e) \lor \textit{effcond}(\ell, e'))$
- $effcond(\ell, (\chi \triangleright e)) = (\chi \land effcond(\ell, e))$

Intuition:  $effcond(\ell, e)$  represents the condition that must be true in the current state for the effect e to lead to the atomic effect  $\ell$ 

## Effect Condition: Example (1)

#### Examp<u>le</u>

Consider the move operator  $m_1$  from the running example:

$$eff(m_1) = ((t_1 \triangleright \neg t_1) \land (\neg t_1 \triangleright t_1)).$$

Under which conditions does it set  $t_1$  to false?

$$\begin{aligned} effcond(\neg t_1, eff(m_1)) &= effcond(\neg t_1, ((t_1 \rhd \neg t_1) \land (\neg t_1 \rhd t_1))) \\ &= effcond(\neg t_1, (t_1 \rhd \neg t_1)) \lor \\ &effcond(\neg t_1, (\neg t_1 \rhd t_1)) \\ &= (t_1 \land effcond(\neg t_1, \neg t_1)) \lor \\ &(\neg t_1 \land effcond(\neg t_1, t_1)) \\ &= (t_1 \land \top) \lor (\neg t_1 \land \bot) \\ &\equiv t_1 \lor \bot \\ &\equiv t_1 \end{aligned}$$

## Effect Condition: Example (2)

#### Example

Consider the move operator  $m_1$  from the running example:

$$eff(m_1) = ((t_1 \triangleright \neg t_1) \land (\neg t_1 \triangleright t_1)).$$

Under which conditions does it set *i* to true?

 $effcond(i, eff(m_1)) = effcond(i, ((t_1 \rhd \neg t_1) \land (\neg t_1 \rhd t_1)))$   $= effcond(i, (t_1 \rhd \neg t_1)) \lor$   $effcond(i, (\neg t_1 \rhd t_1))$   $= (t_1 \land effcond(i, \neg t_1)) \lor$   $(\neg t_1 \land effcond(i, t_1))$   $= (t_1 \land \bot) \lor (\neg t_1 \land \bot)$   $\equiv \bot \lor \bot$   $\equiv \downarrow$ 

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### Semantics of Effects: Applying an Effect

first attempt:

### Definition (Applying Effects)

Let V be a set of propositional state variables.

Let s be a state over V, and let e be an effect over V.

The resulting state of applying e in s, written s[e], is the state s' defined as follows for all  $v \in V$ :

$$s'(v) = \begin{cases} \mathbf{T} & \text{if } s \models effcond(v, e) \\ \mathbf{F} & \text{if } s \models effcond(\neg v, e) \\ s(v) & \text{otherwise} \end{cases}$$

What is the problem with this definition?

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### Semantics of Effects: Applying an Effect

correct definition:

### Definition (Applying Effects)

Let V be a set of propositional state variables.

Let s be a state over V, and let e be an effect over V.

The resulting state of applying e in s, written s[e], is the state s' defined as follows for all  $v \in V$ :

$$s'(v) = \begin{cases} \mathbf{T} & \text{if } s \models effcond(v, e) \\ \mathbf{F} & \text{if } s \models effcond(\neg v, e) \land \neg effcond(v, e) \\ s(v) & \text{otherwise} \end{cases}$$

### Add-after-Delete Semantics

#### Note:

- The definition implies that if a variable is simultaneously "added" (set to T) and "deleted" (set to F), the value T takes precedence.
- This is called add-after-delete semantics.
- This detail of effect semantics is somewhat arbitrary, but has proven useful in applications.

### Semantics of Operators

#### Definition (Applicable, Applying Operators, Resulting State)

Let V be a set of propositional state variables. Let s be a state over V, and let o be an operator over V.

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Operator o is applicable in s if s \models pre(o).
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If o is applicable in s, the resulting state of applying o in s, written s[o], is the state s[eff(o)].

# **Planning Tasks**

Planning Tasks

Positive Normal Form

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### **Planning Tasks**

Definition (Planning Task)

A (propositional) planning task is a 4-tuple  $\Pi = \langle V, I, O, \gamma \rangle$  where

- V is a finite set of propositional state variables,
- I is an interpretation of V called the initial state,
- O is a finite set of operators over V, and
- $\mathbf{v}$  is a formula over V called the goal.

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### Running Example: Planning Task

#### Example

From the previous chapter, we see that the running example can be represented by the task  $\Pi = \langle V, I, O, \gamma \rangle$  with

$$V = \{i, w, t_1, t_2\}$$

$$I = \{i \mapsto \mathbf{F}, w \mapsto \mathbf{T}, t_1 \mapsto \mathbf{F}, t_2 \mapsto \mathbf{F}\}$$

$$O = \{m_1, m_2, l_1, l_2, u\} \text{ where}$$

$$m_1 = \langle \top, ((t_1 \triangleright \neg t_1) \land (\neg t_1 \triangleright t_1)), 5 \rangle$$

$$m_2 = \langle \top, ((t_2 \triangleright \neg t_2) \land (\neg t_2 \triangleright t_2)), 5 \rangle$$

$$l_1 = \langle \neg i \land (w \leftrightarrow t_1), (i \land w), 1 \rangle$$

$$l_2 = \langle \neg i \land (w \leftrightarrow t_2), (i \land \neg w), 1 \rangle$$

$$u = \langle i, \neg i \land (w \triangleright ((t_1 \triangleright w) \land (\neg t_1 \triangleright \neg w))) \land (\neg w \triangleright ((t_2 \triangleright w) \land (\neg t_2 \triangleright \neg w))), 1 \rangle$$

■ γ = ¬i ∧ ¬w

### Exercise: Modeling a Propositional Planning Task

#### Example

Model the following task as a propositional planning task:

You are currently at home and have to write an essay. Since your computer is broken, you can only write the essay using a computer at the university library. These computers are always switched off when a user logs off.

### Mapping Planning Tasks to Transition Systems

Definition (Transition System Induced by a Planning Task)

The planning task  $\Pi = \langle V, I, O, \gamma \rangle$  induces

the transition system  $\mathcal{T}(\Pi) = \langle S, L, c, T, s_0, S_{\star} \rangle$ , where

- S is the set of all states over V,
- L is the set of operators O,

• 
$$c(o) = cost(o)$$
 for all operators  $o \in O$ ,

$$T = \{ \langle s, o, s' \rangle \mid s \in S, o \text{ applicable in } s, s' = s[[o]] \},\$$

•  $s_0 = I$ , and

$$S_{\star} = \{ s \in S \mid s \models \gamma \}.$$

### Planning Tasks: Terminology

- Terminology for transitions systems is also applied to the planning tasks Π that induce them.
- For example, when we speak of the states of Π, we mean the states of  $\mathcal{T}(\Pi)$ .
- A sequence of operators that forms a solution of *T*(Π) is called a plan of Π.

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## Satisficing and Optimal Planning

By planning, we mean the following two algorithmic problems:

Definition (Satisficing Planning)				
Given:	a planning task П			
Output:	a plan for $\Pi,$ or <b>unsolvable</b> if no plan for $\Pi$ exists			

#### Definition (Optimal Planning)

- Given: a planning task Π
- Output: a plan for  $\Pi$  with minimal cost among all plans for  $\Pi$ , or **unsolvable** if no plan for  $\Pi$  exists

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## **Positive Normal Form**

### Flat Effect

#### Definition (Flat Effect)

An effect is simple if it is either an atomic effect

or of the form  $(\chi \triangleright e)$ , where e is an atomic effect.

An effect *e* is flat if it is a conjunction of 0 or more simple effects, and none of these simple effects include the same atomic effect.

An operator o is flat if eff(o) is flat.

Notes: analogously to CNF, we consider

- a single simple effect as a conjunction of 1 simple effect
- the empty effect as a conjunction of 0 simple effects

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### Flat Effect: Example

#### Example

Consider the effect

$$\mathsf{c} \land (a \triangleright (\neg b \land (\mathsf{c} \triangleright (b \land \neg d \land \neg a)))) \land (\neg b \triangleright \neg a)$$

An equivalent flat (and conflict-free) effect is

$$c \land$$

$$((a \land \neg c) \triangleright \neg b) \land$$

$$((a \land c) \triangleright b) \land$$

$$((a \land c) \triangleright \neg d) \land$$

$$((\neg b \lor (a \land c)) \triangleright \neg a)$$

Note: if we want, we can write c as  $(\top \triangleright c)$  to make the structure even more uniform, with each simple effect having a condition.

### Positive Formulas, Operators and Tasks

#### Definition (Positive Formula)

A logical formula  $\varphi$  is positive if no negation symbols appear in  $\varphi$ .

Note: This includes the negation symbols implied by  $\rightarrow$  and  $\leftrightarrow$ .

#### Definition (Positive Operator)

An operator o is **positive** if pre(o) and all effect conditions in eff(o) are positive.

#### Definition (Positive Propositional Planning Task)

A propositional planning task  $\langle V, I, O, \gamma \rangle$  is positive if all operators in O and the goal  $\gamma$  are positive.

### **Positive Normal Form**

#### Definition (Positive Normal Form)

A propositional planning task is in positive normal form if it is positive and all operator effects are flat.

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### Positive Normal Form: Example

Example (Transformation to Positive Normal Form)

- V = {home, uni, lecture, bike, bike-locked}
- $\mathbf{I} = \{ \textit{home} \mapsto \mathbf{T}, \textit{bike} \mapsto \mathbf{T}, \textit{bike-locked} \mapsto \mathbf{T}, \\$

 $uni \mapsto \mathbf{F}, lecture \mapsto \mathbf{F}\}$ 

$$O = \{ \langle home \land bike \land \neg bike \text{-locked}, \neg home \land uni \rangle, \}$$

 $\langle bike \land bike-locked, \neg bike-locked \rangle$ ,

 $\langle bike \land \neg bike-locked, bike-locked \rangle$ ,

 $\langle uni, lecture \land ((bike \land \neg bike-locked) \triangleright \neg bike) \rangle \}$ 

 $\gamma = \text{lecture} \land \text{bike}$ 

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### Positive Normal Form: Example

Example (Transformation to Positive Normal Form)

- V = {home, uni, lecture, bike, bike-locked}
- $\mathbf{I} = \{ \textit{home} \mapsto \mathbf{T}, \textit{bike} \mapsto \mathbf{T}, \textit{bike-locked} \mapsto \mathbf{T}, \\$

uni  $\mapsto$  **F**, lecture  $\mapsto$  **F** $\}$ 

 $O = \{ \langle home \land bike \land \neg bike\text{-locked}, \neg home \land uni \rangle, \}$ 

 $\langle bike \land bike-locked, \neg bike-locked \rangle$ ,

 $\langle bike \land \neg bike-locked, bike-locked \rangle$ ,

 $\langle uni, lecture \land ((bike \land \neg bike-locked) \triangleright \neg bike) \rangle \}$ 

 $\gamma = \text{lecture} \land \text{bike}$ 

#### Identify state variable v occurring negatively in conditions.

### Positive Normal Form: Example

Example (Transformation to Positive Normal Form)

V = {home, uni, lecture, bike, bike-locked, bike-unlocked}

$$I = \{home \mapsto T, bike \mapsto T, bike-locked \mapsto$$

uni  $\mapsto$  F, lecture  $\mapsto$  F, bike-unlocked  $\mapsto$  F}

$$O = \{ \langle home \land bike \land \neg bike \text{-locked}, \neg home \land uni \rangle, \}$$

 $\langle bike \land bike-locked, \neg bike-locked \rangle$ ,

 $\langle bike \land \neg bike-locked, bike-locked \rangle$ ,

 $\langle uni, lecture \land ((bike \land \neg bike-locked) \triangleright \neg bike) \rangle \}$ 

 $\gamma = \text{lecture} \land \text{bike}$ 

#### Introduce new variable $\hat{v}$ with complementary initial value.

### Positive Normal Form: Example

Example (Transformation to Positive Normal Form)

V = {home, uni, lecture, bike, bike-locked, bike-unlocked}

$$I = \{home \mapsto T, bike \mapsto T, bike-locked \mapsto$$

 $uni \mapsto \mathbf{F}$ , lecture  $\mapsto \mathbf{F}$ , bike-unlocked  $\mapsto \mathbf{F}$ }

$$O = \{ \langle home \land bike \land \neg bike-locked, \neg home \land uni \rangle, \}$$

 $\langle bike \land bike-locked, \neg bike-locked \rangle$ ,

 $\langle bike \land \neg bike-locked, bike-locked \rangle$ ,

 $\langle uni, lecture \land ((bike \land \neg bike-locked) \triangleright \neg bike) \rangle \}$ 

 $\gamma = \text{lecture} \land \text{bike}$ 

#### Identify effects on variable v.

### Positive Normal Form: Example

Example (Transformation to Positive Normal Form)

V = {home, uni, lecture, bike, bike-locked, bike-unlocked}

$$I = \{home \mapsto \mathbf{T}, bike \mapsto \mathbf{T}, bike-locked \mapsto \mathbf{T}, \}$$

 $uni \mapsto \mathbf{F}$ , lecture  $\mapsto \mathbf{F}$ , bike-unlocked  $\mapsto \mathbf{F}$ }

$$O = \{ \langle home \land bike \land \neg bike-locked, \neg home \land uni \rangle, \}$$

 $\langle bike \land bike-locked, \neg bike-locked \land bike-unlocked \rangle,$ 

 $\langle bike \land \neg bike-locked, bike-locked \land \neg bike-unlocked \rangle$ ,

 $\langle uni, lecture \land ((bike \land \neg bike-locked) \triangleright \neg bike) \rangle \}$ 

 $\gamma = \text{lecture} \land \text{bike}$ 

Introduce complementary effects for  $\hat{v}$ .

### Positive Normal Form: Example

Example (Transformation to Positive Normal Form)

V = {home, uni, lecture, bike, bike-locked, bike-unlocked}

$$I = \{home \mapsto T, bike \mapsto T, bike-locked \mapsto$$

 $uni \mapsto \mathbf{F}$ , lecture  $\mapsto \mathbf{F}$ , bike-unlocked  $\mapsto \mathbf{F}$ }

$$O = \{ \langle home \land bike \land \neg bike \text{-locked}, \neg home \land uni \rangle, \}$$

 $\langle bike \land bike-locked, \neg bike-locked \land bike-unlocked \rangle$ ,

 $\langle bike \land \neg bike-locked, bike-locked \land \neg bike-unlocked \rangle$ ,

 $\langle uni, lecture \land ((bike \land \neg bike-locked) \triangleright \neg bike) \rangle \}$ 

 $\gamma = \text{lecture} \land \text{bike}$ 

Identify negative conditions for v.

### Positive Normal Form: Example

Example (Transformation to Positive Normal Form)

- V = {home, uni, lecture, bike, bike-locked, bike-unlocked}
- $I = \{home \mapsto \mathbf{T}, bike \mapsto \mathbf{T}, bike-locked \mapsto \mathbf{T}, \}$

 $uni \mapsto \mathbf{F}$ , lecture  $\mapsto \mathbf{F}$ , bike-unlocked  $\mapsto \mathbf{F}$ }

$$O = \{ \langle home \land bike \land \frac{bike-unlocked}{}, \neg home \land uni \rangle, \}$$

 $\langle bike \land bike-locked, \neg bike-locked \land bike-unlocked \rangle$ ,

 $\langle bike \land bike-unlocked, bike-locked \land \neg bike-unlocked \rangle$ ,

 $\langle uni, lecture \land ((bike \land bike-unlocked) \triangleright \neg bike) \rangle \}$ 

 $\gamma = \text{lecture} \land \text{bike}$ 

Replace by positive condition  $\hat{v}$ .

### Positive Normal Form: Example

Example (Transformation to Positive Normal Form)

- V = {home, uni, lecture, bike, bike-locked, bike-unlocked}
- $I = \{home \mapsto T, bike \mapsto T, bike-locked \mapsto T, \}$

 $uni \mapsto \mathbf{F}$ , lecture  $\mapsto \mathbf{F}$ , bike-unlocked  $\mapsto \mathbf{F}$ }

$$O = \{ \langle home \land bike \land bike-unlocked, \neg home \land uni \rangle, \}$$

 $\langle bike \land bike-locked, \neg bike-locked \land bike-unlocked \rangle$ ,

 $\langle bike \land bike-unlocked, bike-locked \land \neg bike-unlocked \rangle$ ,

 $\langle uni, lecture \land ((bike \land bike-unlocked) \triangleright \neg bike) \rangle \}$ 

 $\gamma = \text{lecture} \land \text{bike}$ 

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## **STRIPS**

### STRIPS Operators and Planning Tasks

#### Definition (STRIPS Operator)

An operator o of a propositional planning task is a STRIPS operator if

- *pre*(*o*) is a conjunction of state variables, and
- eff(o) is a conflict-free conjunction of atomic effects.

#### Definition (STRIPS Planning Task)

A propositional planning task  $\langle V, I, O, \gamma \rangle$  is a STRIPS planning task if all operators  $o \in O$  are STRIPS operators and  $\gamma$  is a conjunction of state variables.

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### **STRIPS Operators: Remarks**

Every STRIPS operator is of the form

$$\langle \mathbf{v}_1 \wedge \cdots \wedge \mathbf{v}_n, \ \boldsymbol{\ell}_1 \wedge \cdots \wedge \boldsymbol{\ell}_m \rangle$$

where  $v_i$  are state variables and  $\ell_i$  are atomic effects.

- Often, STRIPS operators o are described via three sets of state variables:
  - the preconditions (state variables occurring in pre(o))
  - the add effects (state variables occurring positively in eff(o))
  - the delete effects (state variables occurring negatively in eff(o))
- Definitions of STRIPS in the literature often do not require conflict-freeness. But it is easy to achieve and makes many things simpler.
- There exists a variant called STRIPS with negation where negative literals are also allowed in conditions.

### Why STRIPS is Interesting

- STRIPS is particularly simple, yet expressive enough to capture general planning tasks.
- In particular, STRIPS planning is no easier than planning in general.
- Many algorithms in the planning literature are only presented for STRIPS planning tasks (generalization is often, but not always, obvious).

#### STRIPS

STanford Research Institute Problem Solver (Fikes & Nilsson, 1971)

		Operators

Planning Tasks

Positive Normal Form

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## Summary

## Summary (1/2)

- Planning tasks compactly represent transition systems and are suitable as inputs for planning algorithms.
- A planning task consists of a set of state variables and an initial state, operators and goal over these state variables.
- In satisficing planning, we must find a solution for a planning task (or show that no solution exists).
- In optimal planning, we must additionally guarantee that generated solutions are of minimal cost.

## Summary (2/2)

- A positive task with flat operators is in **positive normal form**.
- STRIPS is even more restrictive than positive normal form, forbidding complex preconditions and conditional effects.
- Both forms are expressive enough to capture general propositional planning tasks.
- Transformation to positive normal form is possible with polynomial size increase.
- Isomorphic transformations of propositional planning tasks to STRIPS can increase the number of operators exponentially; non-isomorphic polynomial transformations exist.