

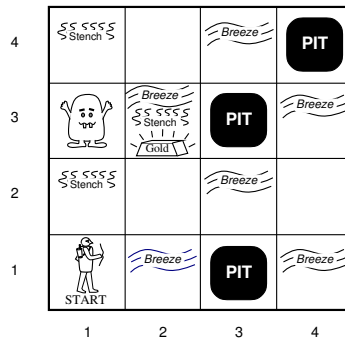
Planning

AI lecture (Yoonsuck Choe): Material from Russel and Norvig (2nd ed.)

- 7.2, 7.7: Wumpus world (an example domain)
- 10.3: Situation calculus
- 11: Planning

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Example Domain: Wumpus World



- Want to get to the gold and grab it.
- Want to avoid pits and the “wumpus”.
- Clues: breeze near pits and stench near the wumpus.
- Other sensors: wall (bump), gold (glitter), kill (scream)
- Actions: move, grab, or shoot.

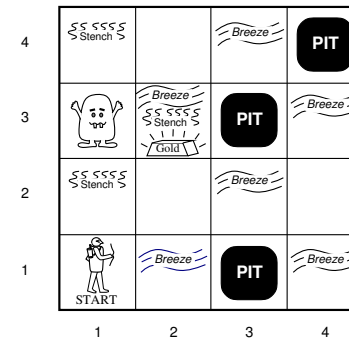
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Planning

- The task of coming up with a sequence of actions that will achieve a goal is called **planning**.
- Simple approaches:
 - Search-based
 - Logic-based
- **Representation** of states and actions become important issues.

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Wumpus World (WW)

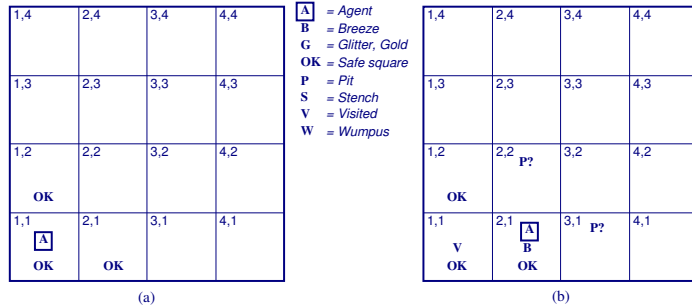


Performance measure

- +1000: picking up gold
- -1000: fall in a pit, or get eaten by the wumpus
- -1: each action taken
- -10: each arrow used

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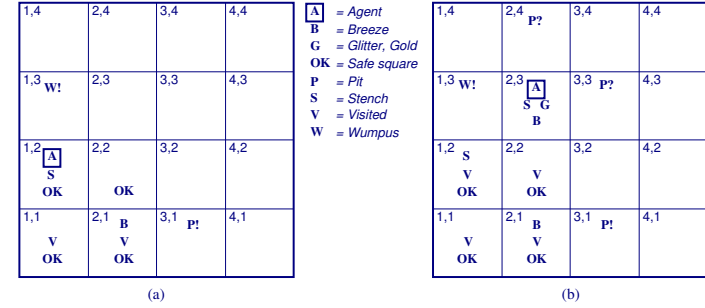
Evolution of Knowledge in WW



- Move from [1,1] to [2,1].
- Based on the sensory data (breeze), we can mark [2,2] and [3,1] as potential pits, but not [1,1] since we came from there and we already know there's no pit there.

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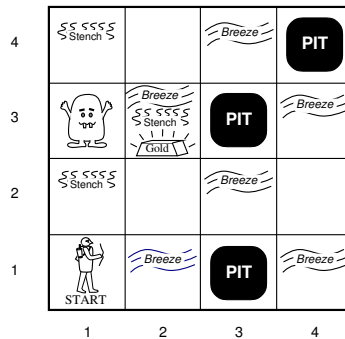
Evolution of Knowledge in WW



- Move back to [1,1] and then to [1,2]. At this point, the agent can infer that the wumpus is in [1,3]!
- Then move to [2,2] and then to [2,3] where the gold can be found (glitter).

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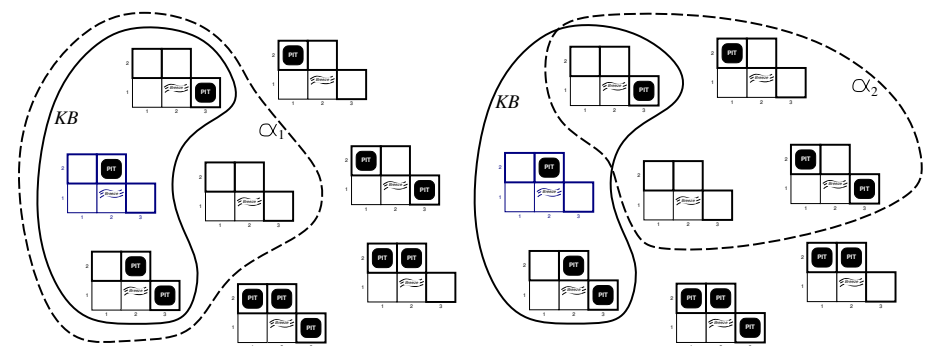
Inference in Wumpus World



- Knowledge Base: basic rules of the Wumpus World.
- Additional knowledge is added to the KB: facts you gather as you explore ([x,y] has stench, breeze, etc.)
- We can ask if a certain statement is a logical consequence of the KB: "There is a pit in [1,2]"

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Inference in Wumpus World



KB: basic rules, plus [1,1] and [2,1] explored.

- α_1 = "There is no pit in [1,2]"
- α_2 = "There is no pit in [2,2]"
- Only α_1 follows from the KB
 $KB \models \alpha_1$ iff $Model(KB) \subseteq Model(\alpha_1)$.

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Propositional-logic-based Agent

- Query KB: Is there a Wumpus in $[x,y]$? Is there a pit in $[x,y]$?
- Add knowledge to KB (perceptual input): Breeze felt in $[x,y]$, Stench detected in $[x,y]$, etc.
- Decide which action to take (move where, etc.): Move to $[x,y]$, grab gold, etc.

Note: here, there's only one goal, to grab the gold. Can we specify an arbitrary goal and derive a plan?

Problem: Propositions need to be explicit about location, e.g.,
 $Breeze_{x,y}$, $Stench_{x,y}$, $\neg Wumpus_{x,y}$.

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Situation Calculus: Tasks

- Projection:
Deduce the outcome of a given sequence of actions
- Planning:
Find a sequence of actions that achieves a desired effect.
Example: Wumpus world

Initial: $At(Agent, [1, 1], S_0) \wedge At(G_1, [1, 2], S_0), \dots$

Goal: $\exists seq At(G_1, [1, 1], Result(seq, S_0))$

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Situation Calculus

Make propositional-logic-based planner scalable.

- Situations: logical *terms* indicating a state.
Example: In situation S_0 taking action a leads to situation S_1 :

$$S_1 = Result(a, S_0).$$

- Fluents: *functions* and *predicates* that vary from one situation to the next.
Example: $\neg Holding(Gold_1, S_0)$, $Age(Wumpus)$

Other stuff: Atemporal/eternal predicates $Gold(Gold_1)$, empty actions $Result([], s) = s$, sequence of actions (seq followed by a)
 $Result([a|seq], s) = Result(seq, Result(a, s))$.

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Describing Actions in Situation Calculus

Two axioms:

- Possibility axiom: when it is possible to execute an action

$$Preconditions \rightarrow Poss(a, s)$$

- Effect axiom: What happens when a possible action is taken

$$Poss(a, s) \rightarrow \text{Changes that result}$$

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Wumpus World: Axioms

- Possibility axioms: Move, grab, release

$$At(Agent, x, s) \wedge Adjacent(x, y) \rightarrow Poss(Go(x, y), s)$$

$$Gold(g) \wedge At(Agent, x, s) \wedge At(g, x, s) \rightarrow Poss(Grab(g), s)$$

$$Holding(g, s) \rightarrow Poss(Release(g), s)$$

- Effect axioms: Move, Grab, Release

$$Poss(Go(x, y), s) \rightarrow At(Agent, y, Result(Go(x, y), s))$$

$$Poss(Grab(g), s) \rightarrow Holding(g, Result(Grab(g), s))$$

$$Poss(Release(g), s) \rightarrow \neg Holding(g, Result(Release(g), s))$$

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Two Frame Problems

- Representational frame problem:
Explained in the previous slide

- Inferential frame problem:

To project results of a t -step sequence of actions in time $O(Et)$ rather than $O(Ft)$ or $O(AEt)$.

E is the number of effects, typically much less than F , the number of fluent predicates,

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Frame Problem

- Representing all things that stay the same: Frame problem.
- In the previous slide, we cannot deduce if the following can be proven (G_1 represents a particular lump of gold):

$$At(G_1, [1, 1], Result([Go([1, 1], [1, 2]), Grab(G_1), Go([1, 2], [1, 1])], S_0))$$

- It is because the effect axioms say only *what should change*, but not *what does not change when actions are taken*.
- Initial solution: *Frame axioms*

$$At(o, x, s) \wedge (o \neq Agent) \wedge \neg Holding(o, s) \\ \rightarrow At(o, x, Result(Go(y, z), s)).$$

This says moving does not affect the gold when it is not held.

Problem is that you need $O(AF)$ such axioms for all (*action, fluent*) pair (A : num of actions, F : num of fluent predicates).

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Solving the Representational Frame Problem

- Consider how each fluent predicate evolves over time:
Successor-state axioms *Action is possible* \rightarrow
(Fluent is true in result state \leftrightarrow Action's effect made it true
 \vee
It was true before and action left it alone).
- Example:
 $Poss(a, s) \rightarrow$
($At(Agent, y, Result(a, s)) \leftrightarrow a = Go(x, y)$
 $\vee (At(Agent, y, s) \wedge a \neq Go(y, z))$).
- Remaining issues: implicit effect (moving while holding something moves that something as well) – ramification problem. Can solve by using a more general successor-state axiom.

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Solving the Inferential Frame Problem

- Given a t -step plan p ($S_t = Result(p, S_0)$), decide which fluents are true in S_t .
- We need to consider each of the F frame axiom of each time step t .
- Axioms have an average size of AE/F , we have an $O(AEt)$ inferential work. Most of the work is done copying unchanged fluents from time step to time step.
- Solutions: use fluent calculus rather than situation calculus, or make the process more efficient.

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Other Formalisms

- Event calculus: Fluents hold at different time points, not situations. Reasoning is done over time.
- Other constructs: generalized events (spatiotemporal), process, intervals, etc.
- Formal theory of belief: propositional attitude, reification, etc.

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Solving the Inferential Frame Problem

- Typical frame axiom: $Poss(a, s) \rightarrow$
 $F_i(Result(a, s)) \leftrightarrow (a = A_1 \vee a = A_2 \dots)$
 $\vee (F_i(s) \wedge (a \neq A_3) \wedge (a \neq A_4) \dots)$
- Several actions that make the fluent true and several that make the fluent false: Formalize using the predicate $PosEffect(a, F_i)$ and $NegEffect(a, F_i)$.
 $Poss(a, s) \rightarrow$
 $F_i(Result(a, s)) \leftrightarrow PosEffect(a, F_i)$
 $\vee [F_i(s) \wedge \neg NegEffect(a, F_i)]$
 $PosEffect(A_1, F_i), PosEffect(A_2, F_i)$
 $NegEffect(A_3, F_i), NegEffect(A_4, F_i)$
 * This can be done efficiently: get current action, and fetch its effects, then update those fluents $O(Et)$.

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Truth Maintenance Systems

New facts inferred from the KB can turn out to be incorrect.

- Let's say P was derived in the KB and later it was found that $\neg P$.
- Adding $\neg P$ to the KB will invalidate the entire KB, so P should be removed ($Retract(KB, P)$).
- Care needs to be taken since other facts in the KB may have been derived from P , etc.
- Truth maintenance systems are designed to handle these complications.

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Planning Approaches

- State-space search: forward or backward.
- Heuristic search: subgoal independence assumption.
- Partial-order planning: utilize problem decomposition. Can place two actions into a plan without specifying the order. Several different total order plans can be constructed from partial order plans.