

Compilability between Generalized Representations for Classical Planning

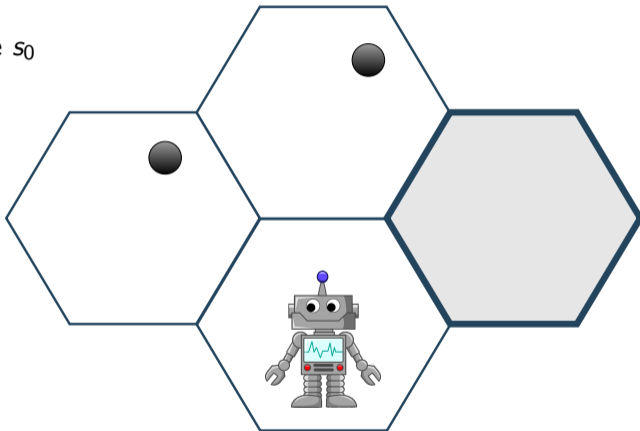
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25 January, 2023

Classical Planning

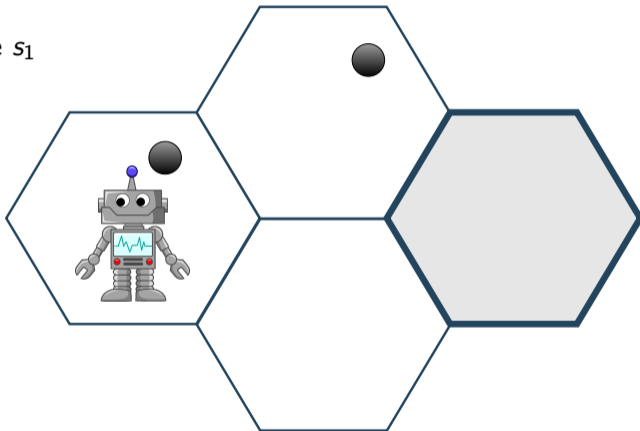
State s_0



<https://pixabay.com/vectors/android-artificial-doodle-robot-159109/>

Classical Planning

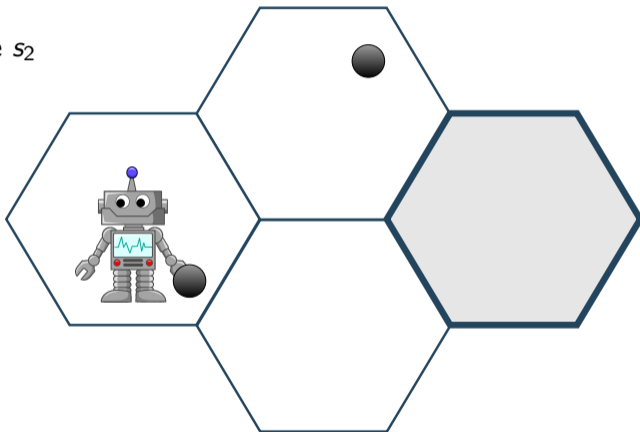
State s_1



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Classical Planning

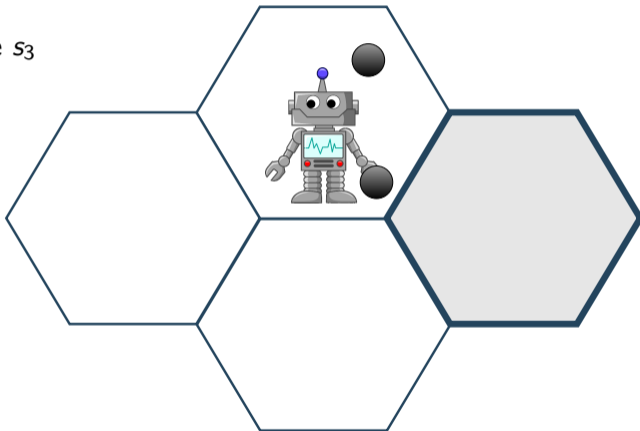
State s_2



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Classical Planning

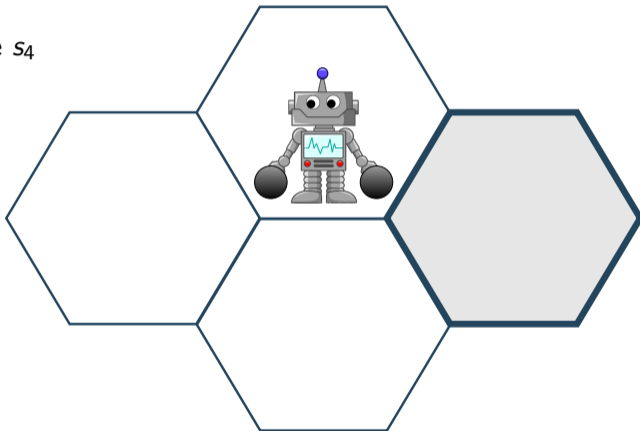
State s_3



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Classical Planning

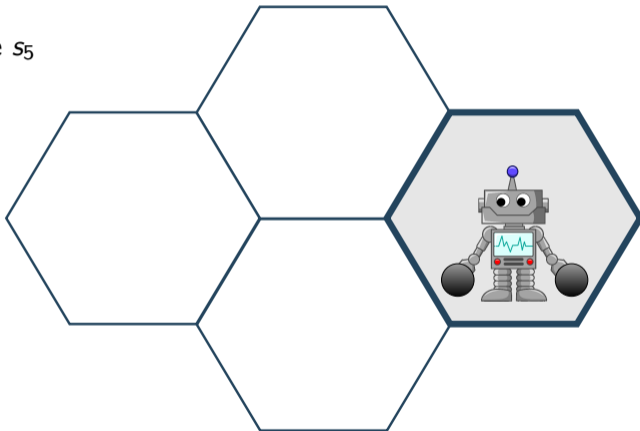
State s_4



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Classical Planning

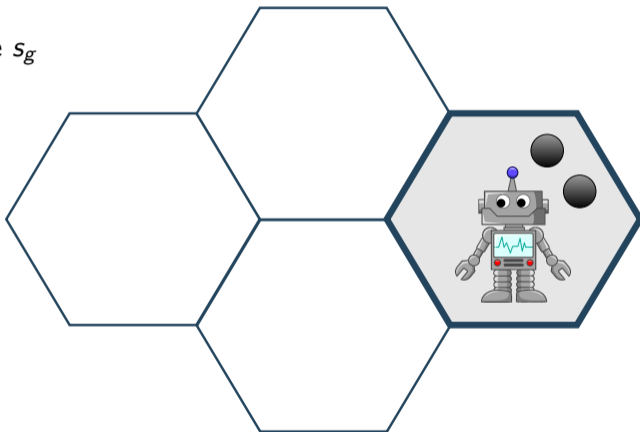
State s_5



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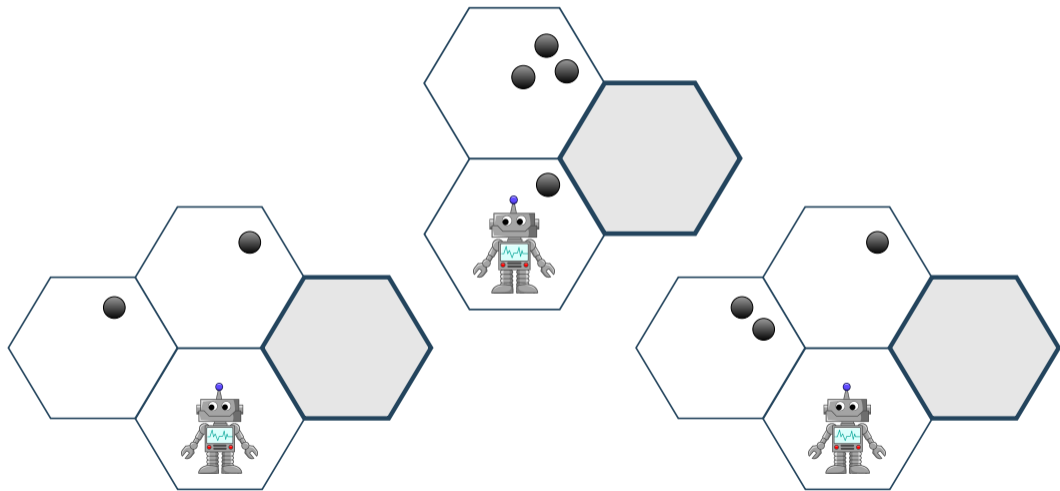
Classical Planning

State s_g

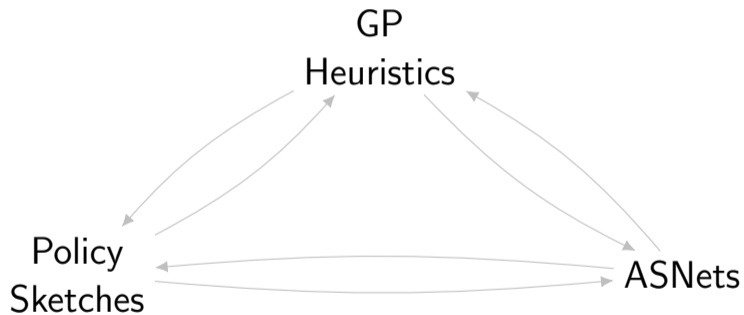


<https://pixabay.com/vectors/android-artificial-doodle-robot-159109/>

Generalized Planning



Overview



Generalized Potential Heuristics



Features

$$f_i : S \rightarrow \mathbb{Z}$$

Weights

$$w_i : \mathcal{F} \rightarrow \mathbb{R}$$

f_1 number of balls in target room

f_2 number of carried balls

$$w_1 = -10$$

$$w_2 = -1$$

Generalized Potential Heuristics



Features

$$f_i : S \rightarrow \mathbb{Z}$$

Weights

$$w_i : \mathcal{F} \rightarrow \mathbb{R}$$

f_1 number of balls in target room

f_2 number of carried balls

GP Heuristic

$$h^{GP}(s) = \sum_i w_i \cdot f_i(s)$$

$$w_1 = -10$$

$$w_2 = -1$$

$$h^{GP}(s) = -10 \cdot f_1(s) - f_2(s)$$

Policy Sketches



Features

$$n : S \rightarrow \mathbb{N}$$

$$p : S \rightarrow \{\perp, \top\}$$

Conditions

$$n = 0, n > 0$$

$$p, \neg p$$

Effects

$$n \downarrow, n \uparrow, n?$$

$$p, \neg p, p?$$

n number of balls in
target room

p robot carries a ball?

Policy Sketches



Features

$$n : S \rightarrow \mathbb{N}$$

$$p : S \rightarrow \{\perp, \top\}$$

Conditions

$$n = 0, n > 0$$

$$p, \neg p$$

Effects

$$n\downarrow, n\uparrow, n?$$

$$p, \neg p, p?$$

n number of balls in target room

p robot carries a ball?

$$r_1 = \{\neg p\} \rightarrow \{p\}$$

$$r_2 = \{p\} \rightarrow \{p?, n\uparrow\}$$

Policy Sketch

$$R = \{r_1, r_2\}$$

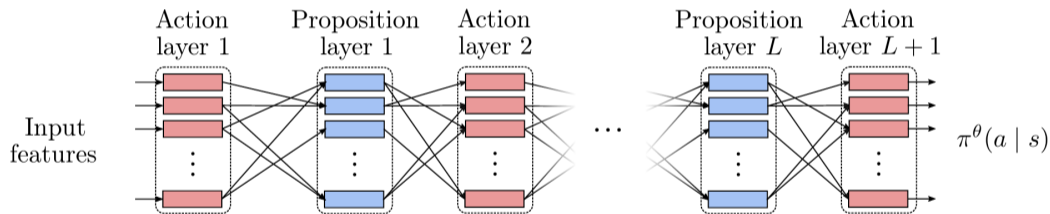
Sketch Rules

$$r_i = \{\text{conditions}\} \rightarrow \{\text{effects}\}$$

Policy Sketch

$$R = \{r_1, r_2, \dots\}$$

Action Schema Networks



Sam Toyer, Sylvie Thiébaux, Felipe Trevizan, and Lexing Xie. Asnets: Deep learning for generalised planning. *Journal of Artificial Intelligence Research*, 68:1–68, 2020.

Subgoals

Given a state s

Generalized Potential Heuristics:

All states s' with $h^{GP}(s) > h^{GP}(s')$ are subgoals of s

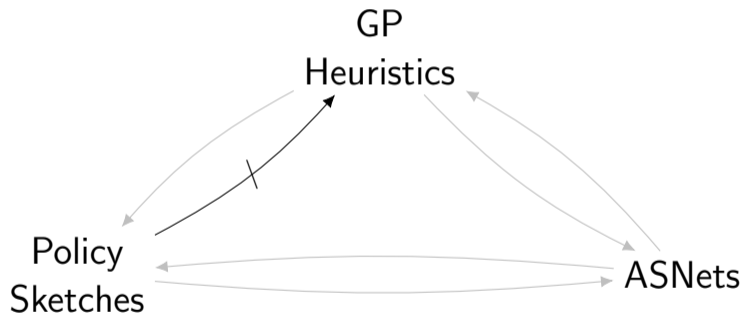
Policy Sketches:

For all sketch rules r_i applicable to s ,
all s' satisfying the effects of the r_i are subgoals of s

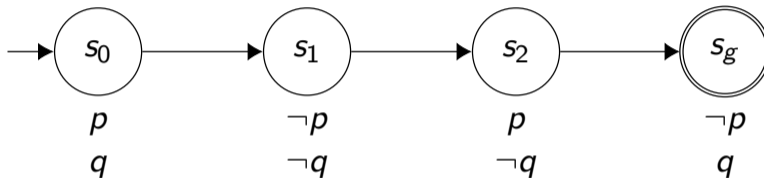
Action Schema Networks:

All successors s' chosen by π are subgoals of s

Overview



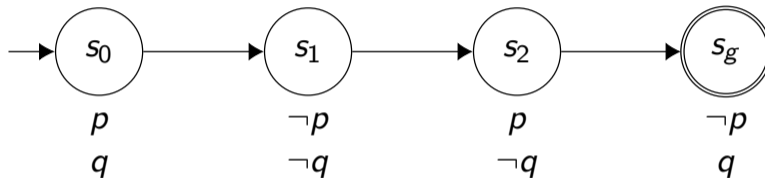
Policy Sketches into GP Heuristics



Features

p, q

Policy Sketches into GP Heuristics



Features

p, q

Sketch Rules

$$r_1 = \{p, q\} \rightarrow \{\neg p, \neg q\}$$

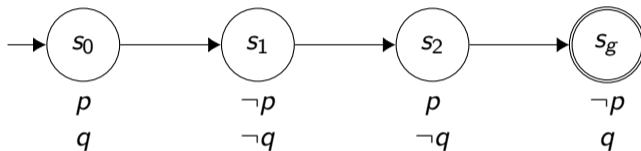
$$r_2 = \{\neg p, \neg q\} \rightarrow \{p\}$$

Sketch

$$R = \{r_1, r_2\}$$

Policy Sketches into GP Heuristics

s_1 is subgoal of s_0 ,
 s_2 is subgoal of s_1



Features

$f_i = ?$

Weights

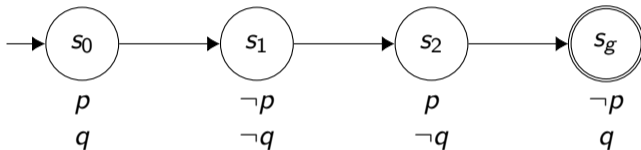
$w_i = ?$

GP Heuristic

$h^{GP}(s) = ?$

Policy Sketches into GP Heuristics

s_1 is subgoal of s_0 ,
 s_2 is subgoal of s_1



$$h^{GP}(s_0) > h^{GP}(s_1)$$

$$h^{GP}(s_1) > h^{GP}(s_2)$$

Features

$$f_i = ?$$

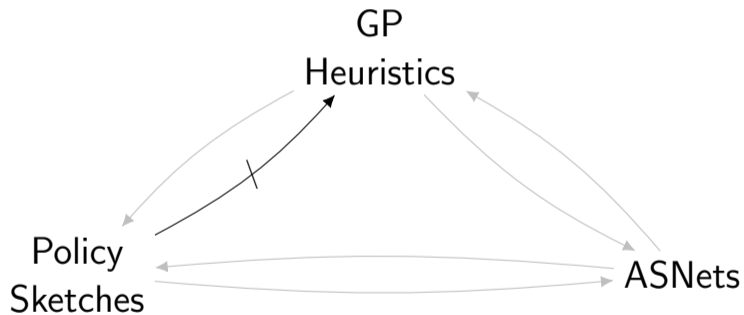
Weights

$$w_i = ?$$

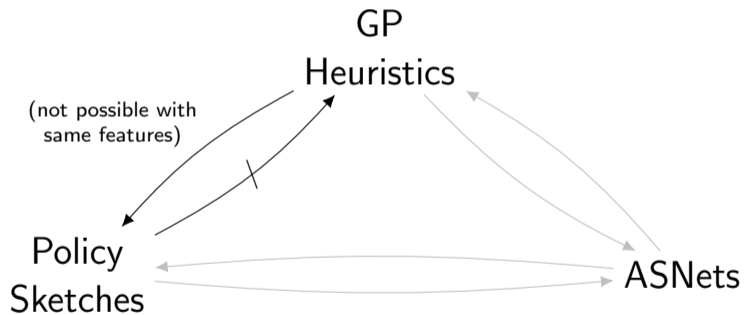
GP Heuristic

$$h^{GP}(s) = ?$$

Overview



Overview



GP Heuristics into Policy Sketches

Generalized Potential Heuristic h^{GP}

Sketch Feature h^{GP}

Policy Sketch $R = \{\{\} \rightarrow \{h^{GP} \downarrow\}\}$

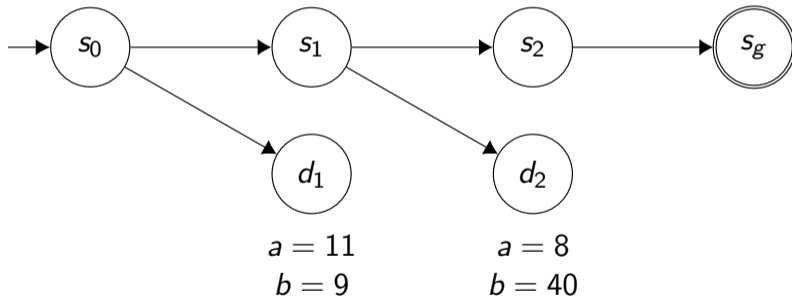
GP Heuristics into Policy Sketches (Same Features)

$$\begin{aligned} a &= 10 \\ b &= 10 \end{aligned}$$

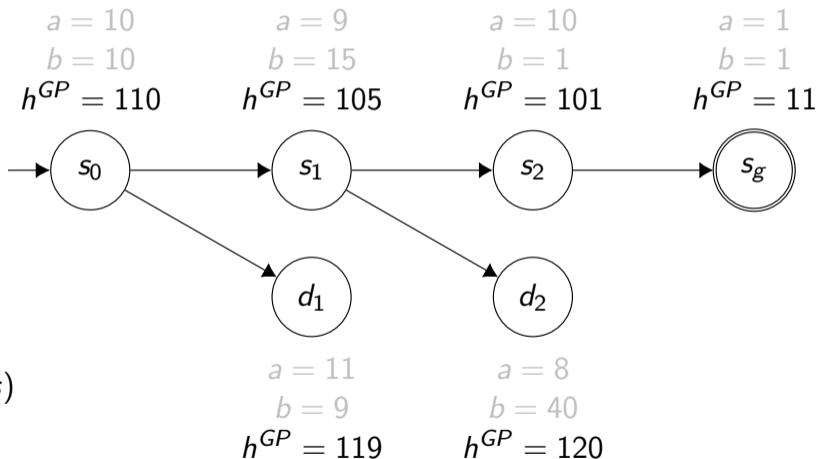
$$\begin{aligned} a &= 9 \\ b &= 15 \end{aligned}$$

$$\begin{aligned} a &= 10 \\ b &= 1 \end{aligned}$$

$$\begin{aligned} a &= 1 \\ b &= 1 \end{aligned}$$



GP Heuristics into Policy Sketches (Same Features)

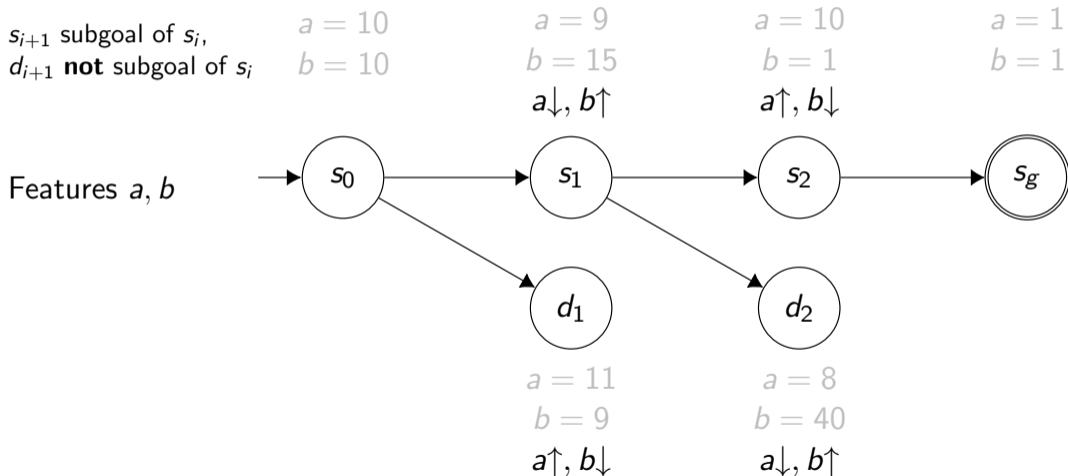


Features a, b

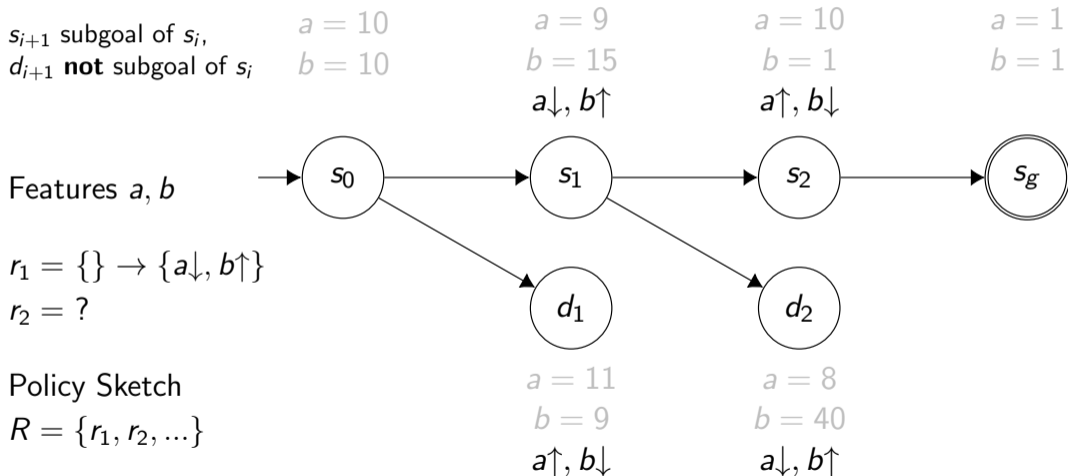
$$h^{GP}(s) =$$

$$10 \cdot a(s) + 1 \cdot b(s)$$

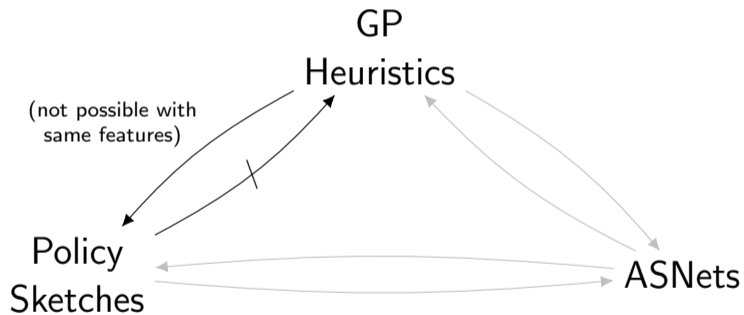
GP Heuristics into Policy Sketches (Same Features)



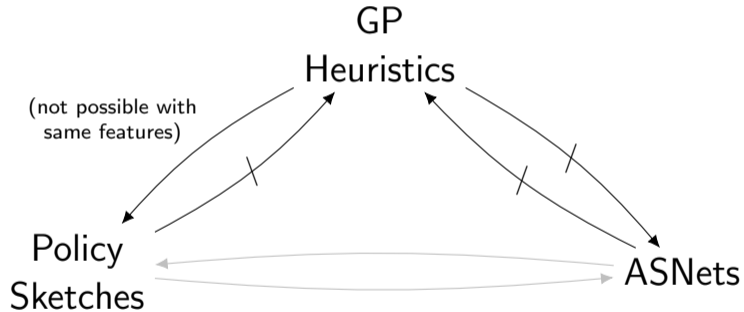
GP Heuristics into Policy Sketches (Same Features)



Summary



Summary

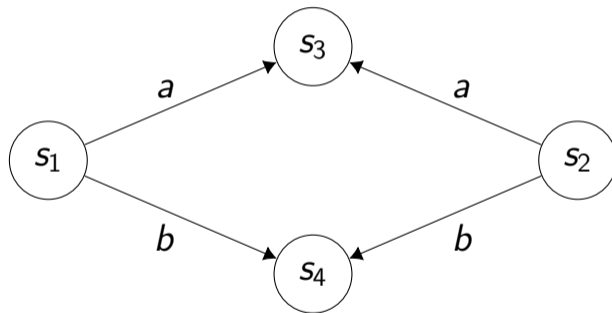


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Questions?

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ASNeTs into GP Heuristics



GP Heuristics into ASNets

Task P

Propositions:

$X(o_1), X(o_2), Y(o_1), Y(o_2)$

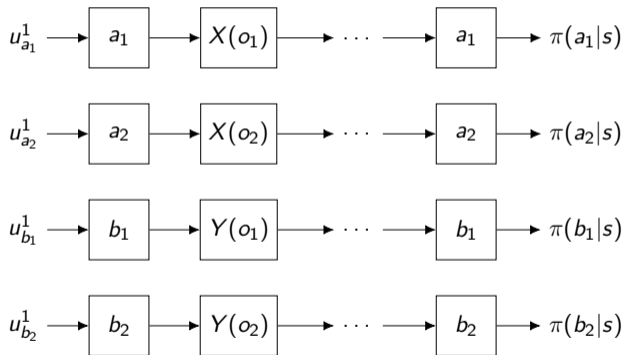
Goal: make all propositions true

Actions: a_1, a_2, b_1, b_2

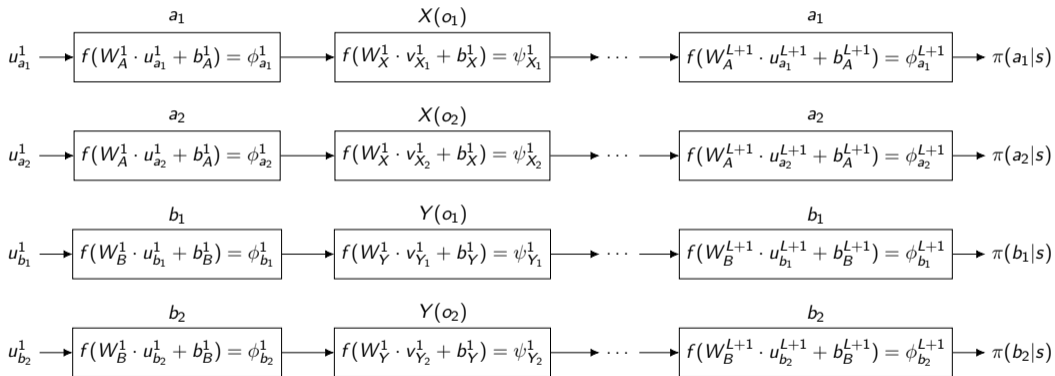
Each action makes one proposition

true

General structure of an ASNet initialized for task P



ASNeTs into GP Heuristics (Complete ASNet Structure)



General structure of an ASNet initialized for task P with independent subproblems