

# Principles of AI Planning

## 2. Transition systems and planning tasks

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# 1 Transition systems



- Transition systems
- Definition
- Blocks world
- Planning tasks
- Summary

- Definition
- Blocks world

October 19th, 2016

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3 / 36

# Transition systems



## Definition (transition system)

A **transition system** is a 5-tuple  $\mathcal{T} = \langle S, L, T, s_0, S_* \rangle$  where

- $S$  is a finite set of **states**,
- $L$  is a finite set of (transition) **labels**,
- $T \subseteq S \times L \times S$  is the **transition relation**,
- $s_0 \in S$  is the **initial state**, and
- $S_* \subseteq S$  is the set of **goal states**.

We say that  $\mathcal{T}$  **has the transition**  $\langle s, l, s' \rangle$  if  $\langle s, l, s' \rangle \in T$ .

We also write this  $s \xrightarrow{l} s'$ , or  $s \rightarrow s'$  when not interested in  $l$ .

**Note:** Transition systems are also called **state spaces**.

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- Blocks world
- Planning tasks
- Summary

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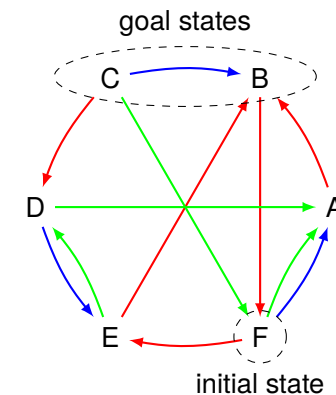
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4 / 36

# Transition systems: example



Transition systems are often depicted as **directed arc-labeled graphs** with marks to indicate the initial state and goal states.



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- Definition
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- Planning tasks
- Summary

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5 / 36

We use common graph theory terms for transition systems:

- $s'$  **successor** of  $s$  if  $s \rightarrow s'$
- $s$  **predecessor** of  $s'$  if  $s \rightarrow s'$
- $s'$  **reachable** from  $s$  if there exists a sequence of transitions  
 $s^0 \xrightarrow{\ell_1} s^1, \dots, s^{n-1} \xrightarrow{\ell_n} s^n$  s.t.  $s^0 = s$  and  $s^n = s'$ 
  - **Note:**  $n = 0$  possible; then  $s = s'$
  - $s^0 \xrightarrow{\ell_1} s^1, \dots, s^{n-1} \xrightarrow{\ell_n} s^n$  is called **path** from  $s$  to  $s'$
  - $s^0, \dots, s^n$  is also called **path** from  $s$  to  $s'$
  - **length** of that path is  $n$
- additional terms: **strongly connected**, **weakly connected**, **strong/weak connected components**, ...

Some additional terminology:

- $s'$  **reachable** (without reference state) means reachable from initial state  $s_0$
- **solution** or **goal path** from  $s$ : path from  $s$  to some  $s' \in S_x$ 
  - if  $s$  is omitted,  $s = s_0$  is implied
- transition system **solvable** if a goal path from  $s_0$  exists

## Definition (deterministic transition system)

A transition system with transitions  $T$  is called **deterministic** if for all states  $s$  and labels  $\ell$ , there is **at most one** state  $s'$  with  $s \xrightarrow{\ell} s'$ .

**Example:** previously shown transition system

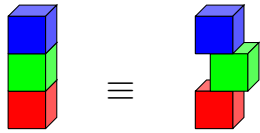
- Throughout the course, we will often use the **blocks world** domain as an example.
- In the blocks world, a number of differently coloured blocks are arranged on our table.
- Our job is to rearrange them according to a given goal.

# Blocks world rules

Location on the table does not matter.

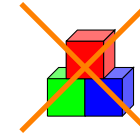


Location on a block does not matter.

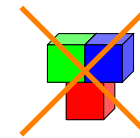


# Blocks world rules (ctd.)

At most one block may be below a block.

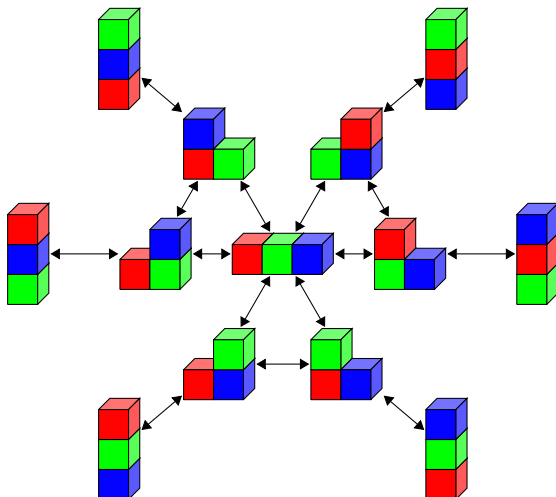


At most one block may be on top of a block.



# Blocks world transition system for three blocks

(Transition labels omitted for clarity.)



# Blocks world computational properties

blocks	states	blocks	states
1	1	10	58941091
2	3	11	824073141
3	13	12	12470162233
4	73	13	202976401213
5	501	14	3535017524403
6	4051	15	65573803186921
7	37633	16	1290434218669921
8	394353	17	26846616451246353
9	4596553	18	588633468315403843

- Finding a solution is polynomial time in the number of blocks (move everything onto the table and then construct the goal configuration).
- Finding a shortest solution is NP-complete (for a compact description of the problem).

## 2 Planning tasks

- State variables
- Propositional logic
- Operators
- Deterministic planning tasks

## Compact representations

- Classical (i. e., deterministic) planning is in essence the problem of finding solutions in **huge** transition systems.
- The transition systems we are usually interested in are too large to explicitly enumerate all states or transitions.
- Hence, the input to a planning algorithm must be given in a more **concise** form.
- In the rest of chapter, we discuss how to represent planning tasks in a suitable way.

## State variables

How to represent huge state sets without enumerating them?

- represent different aspects of the world in terms of different **state variables**
- ↪ a state is a **valuation of state variables**
- $n$  state variables with  $m$  possible values each induce  $m^n$  different states
- ↪ **exponentially more compact** than “flat” representations
- **Example:**  $n$  variables suffice for blocks world with  $n$  blocks

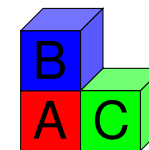
## Blocks world with finite-domain state variables

Describe blocks world state with three state variables:

- $location-of-A: \{B, C, table\}$
- $location-of-B: \{A, C, table\}$
- $location-of-C: \{A, B, table\}$

### Example

$s(location-of-A) = table$   
 $s(location-of-B) = A$   
 $s(location-of-C) = table$



Not all valuations correspond to intended blocks world states.  
**Example:**  $s$  with  $s(location-of-A) = B$ ,  $s(location-of-B) = A$ .

## Problem:

- How to **succinctly** represent **transitions** and **goal states**?

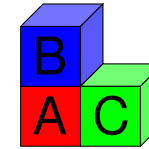
## Idea: Use **propositional logic**

- **state variables**: propositional variables (0 or 1)
- **goal states**: defined by a propositional formula
- **transitions**: defined by **actions** given by
  - **precondition**: when is the action applicable?
  - **effect**: how does it change the valuation?

**Note:** general finite-domain state variables can be compactly encoded as Boolean variables

## Example

- $s(A-on-B) = 0$
- $s(A-on-C) = 0$
- $s(A-on-table) = 1$
- $s(B-on-A) = 1$
- $s(B-on-C) = 0$
- $s(B-on-table) = 0$
- $s(C-on-A) = 0$
- $s(C-on-B) = 0$
- $s(C-on-table) = 1$



## Definition (propositional formula)

Let  $A$  be a set of **atomic propositions** (here: state variables).

The **propositional formulae** over  $A$  are constructed by finite application of the following rules:

- $\top$  and  $\perp$  are propositional formulae (**truth** and **falsity**).
- For all  $a \in A$ ,  $a$  is a propositional formula (**atom**).
- If  $\phi$  is a propositional formula, then so is  $\neg\phi$  (**negation**).
- If  $\phi$  and  $\psi$  are propositional formulas, then so are  $(\phi \vee \psi)$  (**disjunction**) and  $(\phi \wedge \psi)$  (**conjunction**).

**Note:** We often omit the word “propositional”.

## Abbreviations:

- $(\phi \rightarrow \psi)$  is short for  $(\neg\phi \vee \psi)$  (**implication**)
- $(\phi \leftrightarrow \psi)$  is short for  $((\phi \rightarrow \psi) \wedge (\psi \rightarrow \phi))$  (**equivalence**)
- parentheses omitted when not necessary
- $(\neg)$  binds more tightly than binary connectives
- $(\wedge)$  binds more tightly than  $(\vee)$  than  $(\rightarrow)$  than  $(\leftrightarrow)$

## Definition (propositional valuation)

A **valuation** of propositions  $A$  is a function  $v : A \rightarrow \{0, 1\}$ .

Define the notation  $v \models \varphi$  ( $v$  **satisfies**  $\varphi$ ;  $v$  is a **model** of  $\varphi$ ;  $\varphi$  is **true** under  $v$ ) for valuations  $v$  and formulae  $\varphi$  by

- $v \models \top$
- $v \not\models \perp$
- $v \models a$  iff  $v(a) = 1$ , for  $a \in A$ .
- $v \models \neg\varphi$  iff  $v \not\models \varphi$
- $v \models \varphi \vee \psi$  iff  $v \models \varphi$  or  $v \models \psi$
- $v \models \varphi \wedge \psi$  iff  $v \models \varphi$  and  $v \models \psi$

- A propositional formula  $\varphi$  is **satisfiable** if there is at least one valuation  $v$  so that  $v \models \varphi$ .
- Otherwise it is **unsatisfiable**.
- A propositional formula  $\varphi$  is **valid** or a **tautology** if  $v \models \varphi$  for all valuations  $v$ .
- A propositional formula  $\psi$  is a **logical consequence** of a propositional formula  $\varphi$ , written  $\varphi \models \psi$ , if  $v \models \psi$  for all valuations  $v$  with  $v \models \varphi$ .
- Two propositional formulae  $\varphi$  and  $\psi$  are **logically equivalent**, written  $\varphi \equiv \psi$ , if  $\varphi \models \psi$  and  $\psi \models \varphi$ .

**Question:** How to phrase these in terms of **models**?

- A propositional formula that is a proposition  $a$  or a negated proposition  $\neg a$  for some  $a \in A$  is a **literal**.
- A formula that is a disjunction of literals is a **clause**. This includes **unit clauses** / consisting of a single literal, and the **empty clause**  $\perp$  consisting of zero literals.

**Normal forms:** NNF, CNF, DNF

Transitions for state sets described by propositions  $A$  can be concisely represented as **operators** or **actions**  $\langle \chi, e \rangle$  where

- the **precondition**  $\chi$  is a propositional formula over  $A$  describing the set of states in which the transition can be taken (states in which a transition starts), and
- the **effect**  $e$  describes how the resulting successor states are obtained from the state where the transitions is taken (where the transition goes).

## Example: blocks world operators



- Transition systems
- Planning tasks
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- Summary

### Blocks world operators

To model blocks world operators conveniently, we use auxiliary state variables  $A$ -clear,  $B$ -clear, and  $C$ -clear to denote that there is nothing on top of a given block.

Then blocks world operators can be modeled as:

- $\langle A\text{-clear} \wedge A\text{-on-}T \wedge B\text{-clear}, A\text{-on-}B \wedge \neg A\text{-on-}T \wedge \neg B\text{-clear} \rangle$
- $\langle A\text{-clear} \wedge A\text{-on-}T \wedge C\text{-clear}, A\text{-on-}C \wedge \neg A\text{-on-}T \wedge \neg C\text{-clear} \rangle$
- $\langle A\text{-clear} \wedge A\text{-on-}B, A\text{-on-}T \wedge \neg A\text{-on-}B \wedge B\text{-clear} \rangle$
- $\langle A\text{-clear} \wedge A\text{-on-}C, A\text{-on-}T \wedge \neg A\text{-on-}C \wedge C\text{-clear} \rangle$
- $\langle A\text{-clear} \wedge A\text{-on-}B \wedge C\text{-clear}, A\text{-on-}C \wedge \neg A\text{-on-}B \wedge B\text{-clear} \wedge \neg C\text{-clear} \rangle$
- $\langle A\text{-clear} \wedge A\text{-on-}C \wedge B\text{-clear}, A\text{-on-}B \wedge \neg A\text{-on-}C \wedge C\text{-clear} \wedge \neg B\text{-clear} \rangle$
- ...

## Effects (for deterministic operators)



- Transition systems
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### Definition (effects)

(Deterministic) **effects** are recursively defined as follows:

- If  $a \in A$  is a state variable, then  $a$  and  $\neg a$  are effects (**atomic effect**).
- If  $e_1, \dots, e_n$  are effects, then  $e_1 \wedge \dots \wedge e_n$  is an effect (**conjunctive effect**).  
The special case with  $n = 0$  is the empty effect  $\top$ .
- If  $\chi$  is a propositional formula and  $e$  is an effect, then  $\chi \triangleright e$  is an effect (**conditional effect**).

Atomic effects  $a$  and  $\neg a$  are best understood as assignments  $a := 1$  and  $a := 0$ , respectively.

## Effect example



- Transition systems
- Planning tasks
- State variables
- Logic
- Operators
- Tasks
- Summary

$\chi \triangleright e$  means that change  $e$  takes place if  $\chi$  is true in the current state.

### Example

Increment 4-bit number  $b_3b_2b_1b_0$  represented as four state variables  $b_0, \dots, b_3$ :

$$\begin{aligned} & (\neg b_0 \triangleright b_0) \wedge \\ & ((\neg b_1 \wedge b_0) \triangleright (b_1 \wedge \neg b_0)) \wedge \\ & ((\neg b_2 \wedge b_1 \wedge b_0) \triangleright (b_2 \wedge \neg b_1 \wedge \neg b_0)) \wedge \\ & ((\neg b_3 \wedge b_2 \wedge b_1 \wedge b_0) \triangleright (b_3 \wedge \neg b_2 \wedge \neg b_1 \wedge \neg b_0)) \end{aligned}$$

## Operator semantics



- Transition systems
- Planning tasks
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- Tasks
- Summary

### Definition (changes caused by an operator)

For each effect  $e$  and state  $s$ , we define the **change set** of  $e$  in  $s$ , written  $[e]_s$ , as the following set of literals:

- $[a]_s = \{a\}$  and  $[\neg a]_s = \{\neg a\}$  for atomic effects  $a, \neg a$
- $[e_1 \wedge \dots \wedge e_n]_s = [e_1]_s \cup \dots \cup [e_n]_s$
- $[\chi \triangleright e]_s = [e]_s$  if  $s \models \chi$  and  $[\chi \triangleright e]_s = \emptyset$  otherwise

### Definition (applicable operators)

Operator  $\langle \chi, e \rangle$  is **applicable in a state  $s$**  iff  $s \models \chi$  and  $[e]_s$  is consistent (i. e., does not contain two complementary literals).

## Definition (successor state)

The **successor state**  $app_o(s)$  of  $s$  with respect to operator  $o = \langle \chi, e \rangle$  is the state  $s'$  with  $s' \models [e]_s$  and  $s'(v) = s(v)$  for all state variables  $v$  not mentioned in  $[e]_s$ .

This is defined only if  $o$  is applicable in  $s$ .

## Example

Consider the operator  $\langle a, \neg a \wedge (\neg c \triangleright \neg b) \rangle$  and the state  $s = \{a \mapsto 1, b \mapsto 1, c \mapsto 1, d \mapsto 1\}$ .

The operator is applicable because  $s \models a$  and

$[\neg a \wedge (\neg c \triangleright \neg b)]_s = \{\neg a\}$  is consistent.

Applying the operator results in the successor state

$app_{\langle a, \neg a \wedge (\neg c \triangleright \neg b) \rangle}(s) = \{a \mapsto 0, b \mapsto 1, c \mapsto 1, d \mapsto 1\}$ .

## Definition (deterministic planning task)

A **deterministic planning task** is a 4-tuple  $\Pi = \langle A, I, O, \gamma \rangle$  where

- $A$  is a finite set of **state variables** (propositions),
- $I$  is a valuation over  $A$  called the **initial state**,
- $O$  is a finite set of **operators** over  $A$ , and
- $\gamma$  is a formula over  $A$  called the **goal**.

## Note:

- When we talk about deterministic planning tasks, we usually omit the word “deterministic”.
- When we will talk about nondeterministic planning tasks later, we will explicitly qualify them as “nondeterministic”.

## Definition (induced transition system of a planning task)

Every planning task  $\Pi = \langle A, I, O, \gamma \rangle$  induces a corresponding deterministic transition system  $\mathcal{T}(\Pi) = \langle S, L, T, s_0, S_* \rangle$ :

- $S$  is the set of all valuations of  $A$ ,
- $L$  is the set of operators  $O$ ,
- $T = \{\langle s, o, s' \rangle \mid s \in S, o \text{ applicable in } s, s' = app_o(s)\}$ ,
- $s_0 = I$ , and
- $S_* = \{s \in S \mid s \models \gamma\}$

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



By **planning**, we mean the following two algorithmic problems:

## Definition (satisficing planning)

**Given:** a planning task  $\Pi$

**Output:** a plan for  $\Pi$ , or **unsolvable** if no plan for  $\Pi$  exists

## Definition (optimal planning)

**Given:** a planning task  $\Pi$

**Output:** a plan for  $\Pi$  with minimal length among all plans for  $\Pi$ , or **unsolvable** if no plan for  $\Pi$  exists

- **Transition systems** are (typically huge) directed graphs that encode how the state of the world can change.
- **Planning tasks** are compact representations for transition systems, suitable as input for planning algorithms.
- Planning tasks are based on concepts from **propositional logic**, enhanced to model state change.
- **States** of planning tasks are propositional valuations.
- **Operators** of planning tasks describe **when** (precondition) and **how** (effect) to change the current state of the world.
- In **satisficing planning**, we must find a solution to planning tasks (or show that no solution exists).
- In **optimal planning**, we additionally guarantee that generated solutions are of the shortest possible length.