

Artificial Intelligence

Planning: Delete Relaxation

Jendrik Seipp

Linköping University

Intended Learning Outcomes

- **contrast** normal STRIPS tasks with “delete-relaxed” STRIPS tasks
- **compute** h^{\max} , h^{add} and h^{FF} for delete-relaxed tasks
- **compare** the h^{\max} , h^{add} and h^{FF} heuristics

Delete Relaxation

Planning Heuristics

General Procedure for Obtaining a Heuristic

Solve a simplified version of the problem.

there are many ideas for domain-independent planning heuristics:

- abstraction \leadsto previous lecture
- delete relaxation \leadsto now
- landmarks
- critical paths
- network flows
- potential heuristics

Planning Heuristics

Delete Relaxation: Idea

Estimate solution costs by considering a **simplified planning task** where all **negative action effects** are ignored.

there are many ideas for domain-independent planning heuristics:

- **abstraction** \leadsto previous lecture
- **delete relaxation** \leadsto now
- landmarks
- critical paths
- network flows
- potential heuristics

Relaxed Planning Tasks: Idea

In STRIPS tasks, **good** and **bad effects** are easy to distinguish:

- **add effects** are always **useful**
- **delete effects** are always **harmful**

Why?

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Relaxed Planning Tasks: Idea

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Why? more facts true → more actions applicable

idea for designing heuristics: **ignore all delete effects**

Relaxed Planning Tasks

Definition (relaxation of actions)

The **relaxation** a^+ of STRIPS action a is the action with $pre(a^+) = pre(a)$, $add(a^+) = add(a)$, $cost(a^+) = cost(a)$, and $del(a^+) = \emptyset$.

Definition (relaxation of planning tasks)

The **relaxation** Π^+ of a STRIPS planning task $\Pi = \langle V, I, G, A \rangle$ is the task $\Pi^+ := \langle V, I, G, \{a^+ \mid a \in A\} \rangle$.

Definition (relaxation of action sequences)

The **relaxation** of action sequence $\pi = \langle a_1, \dots, a_n \rangle$ is the action sequence $\pi^+ := \langle a_1^+, \dots, a_n^+ \rangle$.

Relaxed Planning Tasks: Terminology

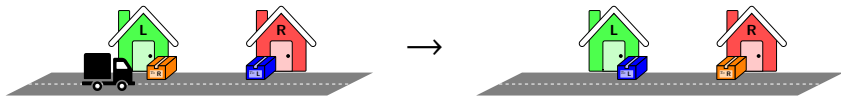
- STRIPS planning tasks without delete effects are called **relaxed planning tasks** or **delete-free planning tasks**
- plans for relaxed planning tasks are called **relaxed plans**
- if Π is a STRIPS planning task and π^+ is a plan for Π^+ , then π^+ is called **relaxed plan for Π**

Relaxed Planning Tasks: Terminology

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- if Π is a STRIPS planning task and π^+ is a plan for Π^+ , then π^+ is called **relaxed plan for Π**
- $h^+(\Pi)$ denotes the cost of an **optimal plan** for Π^+ , i.e., of an **optimal relaxed plan**
- analogously: $h^+(s)$ cost of optimal relaxed plan starting in state s (instead of initial state)
- h^+ is called **optimal relaxation heuristic**

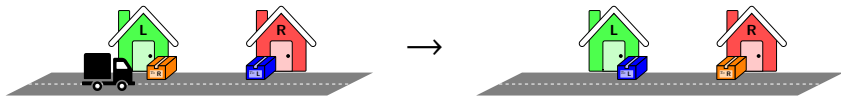
Examples

Example: Logistics



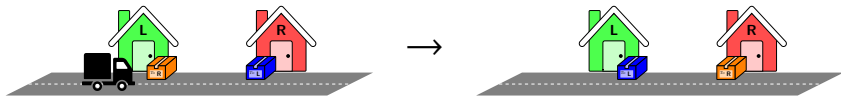
- $V = \{at_{OL}, at_{OR}, at_{BL}, at_{BR}, at_{TL}, at_{TR}, in_{OT}, in_{BT}\}$
- $I = \{at_{OL}, at_{BR}, at_{TL}\}$
- $G = \{at_{OR}, at_{BL}\}$
- $A = \{move_{LR}, move_{RL}, load_{OL}, load_{OR}, load_{BL}, load_{BR}, unload_{OL}, unload_{OR}, unload_{BL}, unload_{BR}\}$
- ...

Example: Logistics



- $pre(move_{LR}) = \{at_{TL}\}$, $add(move_{LR}) = \{at_{TR}\}$,
 $del(move_{LR}) = \{at_{TL}\}$, $cost(move_{LR}) = 1$
- $pre(load_{OL}) = \{at_{TL}, at_{OL}\}$, $add(load_{OL}) = \{in_{OT}\}$,
 $del(load_{OL}) = \{at_{OL}\}$, $cost(load_{OL}) = 1$
- $pre(unload_{OL}) = \{at_{TL}, in_{OT}\}$, $add(unload_{OL}) = \{at_{OL}\}$,
 $del(unload_{OL}) = \{in_{OT}\}$, $cost(unload_{OL}) = 1$
- ...

Example: Logistics



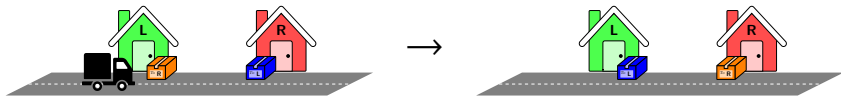
■ optimal plan:

- ① $load_{OL}$
- ② $move_{LR}$
- ③ $unload_{OR}$
- ④ $load_{BR}$
- ⑤ $move_{RL}$
- ⑥ $unload_{BL}$

■ optimal relaxed plan: ?

■ $h^*(I) = 6, h^+(I) = ?$

Example: Logistics



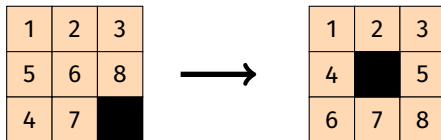
■ optimal plan:

- ① $load_{OL}$
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- ⑥ $unload_{BL}$

■ optimal relaxed plan: like optimal plan without $move_{RL}$

■ $h^*(I) = 6, h^+(I) = 5$

Example: 8-Puzzle



■ (original) task:

- A tile can be moved from cell A to B if A and B are adjacent and B is free.

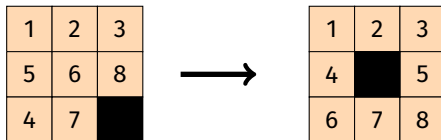
■ simplification (basis for Manhattan distance):

- A tile can be moved from cell A to B if A and B are adjacent.

■ relaxed task:

- A tile can be moved from cell A to B if A and B are adjacent and B is free.
- ...where delete effects are ignored (in particular: free cells at earlier time remain free)

Example: 8-Puzzle



- actual goal distance: $h^*(s) = 8$
- Manhattan distance: $h^{\text{MD}}(s) = 6$
- optimal delete relaxation: $h^+(s) = 7$

relationship:

h^+ **dominates** the Manhattan distance in the sliding tile puzzle
(i.e., $h^{\text{MD}}(s) \leq h^+(s) \leq h^*(s)$ for all states s)

Exercise

Consider the STRIPS formalization of blocks world and the following task with blocks A , B and C , initial state $I = \{on_table_A, on_{B,A}, on_{C,B}, clear_C\}$ (left stack in the picture below) and the goal $G = \{on_table_A, on_{C,A}, on_{B,C}\}$ (right stack in the picture below).



- Calculate the perfect heuristic values $h^*(I)$ and $h^*(I')$ for the initial state I and the only successor state I' of I .
- Consider the STRIPS heuristic h^S . Calculate the heuristic values $h^S(I)$ and $h^S(I')$.
- Calculate $h^+(I)$ and $h^+(I')$.
- Compare and discuss the results of exercise parts (a), (b) and (c).

Exercise: Solution

The only successor state of I is $I' = \{on_table_A, on_{B,A}, on_table_C\}$.

- (a) The following plan is optimal for I : $\langle to_table_{C,B}, to_table_{B,A}, from_table_{C,A}, from_table_{B,C} \rangle$. Therefore $h^*(I) = 4$. Since the plan starts with the action that reaches I' , we have $h^*(I') = 3$.
- (b) The goal variables $on_{C,A}$ and $on_{B,C}$ do not hold in I nor in I' , so $h^S(I) = h^S(I') = 2$.
- (c) To calculate h^+ , we inspect the relaxed planning task Π^+ . To reach G from I in Π^+ , we need 3 actions: $to_table_{C,B}$, $move_{B,A,C}$ and $from_table_{C,A}$. Thus $h^+(I) = 3$. Since we already applied $to_table_{C,B}$ to reach I' , we have $h^+(I') = 2$.
- (d) The STRIPS heuristic only changes between two states if a goal variable becomes true or false, so $h^S(I) = h^S(I')$. Since the STRIPS heuristic also ignores the actions, it underestimates the effort to reach the goal: $h^S(I) = 2 < h^*(s) = 4$.

In the delete relaxation, C remains clear even when moving B from A to C in the second step. This is not possible in the original task.

Relaxed Solutions: Suboptimal or Optimal?

- for general STRIPS planning tasks, h^+ is an **admissible and consistent heuristic**

Relaxed Solutions: Suboptimal or Optimal?

- for general STRIPS planning tasks, h^+ is an **admissible and consistent heuristic**
- Can h^+ be computed efficiently?
 - it is **easy** to solve delete-free planning tasks **suboptimally**
 - optimal solution (and hence the computation of h^+) is **NP-hard**
- in practice, heuristics **approximate h^+** from below or above