# LPG: Local search for Planning Graphs

Seung H. Chung

16.412J Cognitive Robotics



# **Outline**

### MASSACHUSSTTS

- Temporal Action Graph
- Walksat: Stochastic Local Search
- Better Neighbor
- Relaxed Plan
- A. Gerevini, A. Saetti, I. Serina "Planning through Stochastic Local Search and Temporal Action Graphs", to appear in *Journal of Artificial Intelligence* Research (JAIR).

### Overview

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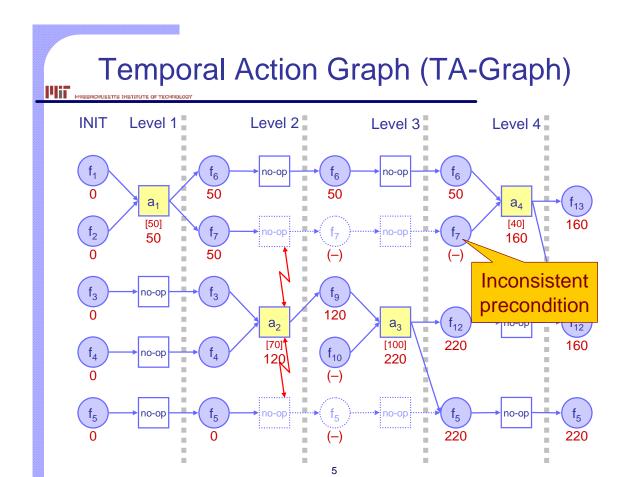
 Uses Strips-like operator but adds time and metric resources to the planning description: Planning Domain Definition Language (PDDL) 2.1

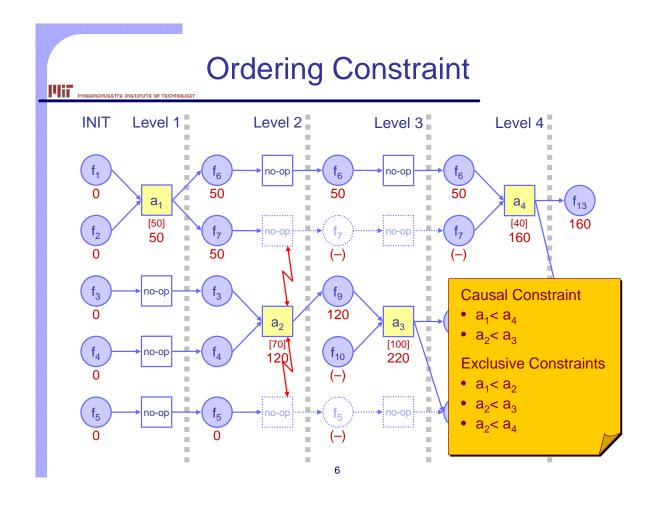
### • Features:

- Uses Temporal Action graphs (TA-graphs): Similar to a plan graph, but adds temporal representation
- Uses stochastic local search: Similar to Walksat
- Uses relaxed plan for heuristic to guide the search: similar to FF
- LPG outperformed all general purpose planners in the time and metric resource domains (3<sup>rd</sup> IPC)

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# Linear Action Graph (LA-graph) INIT Level 1 Level 2 Level 3 Level 4 $f_1$ $f_2$ $f_3$ $f_4$ $f_5$ $f_6$ $f_6$ $f_6$ $f_7$ $f_7$ $f_9$ $f_9$





# Walkplan: Stochastic Local Search

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- Walkplan(∏, max\_steps, max\_restarts,p)
  - Input
    - $\Pi$ : Planning problem description
    - max\_steps: Maximum number of search
    - max restarts: Maximum number of restart
    - p : Noise factor
  - Output
    - Solution TA-graph
- Idea:
  - With probability p use stochastic local search to find a plan
  - Search the plan space max\_steps number of times
  - If no plan is found, try restarting the search from the beginning up to max\_restarts number of time

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# Walkplan Algorithm

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```
Walkplan(\Pi, max_steps, max_restarts,p)
for i = 1 to max_restarts do
                                                  Set of TA-graphs
  A = an initial TA-graph derived from \Pi
                                                 in which an action
  for j = 1 to max_steps do
                                                 was inserted or
     if A is solution then return A
                                                 removed to
                                                  resolve the
     \sigma = an inconsistency in A
                                                 inconsistency
     N(\sigma,A) = neighborhood of A for \sigma
     if \exists A' \in N(\sigma,A) such that A' is no worse than A then
        A = A'
     else if random 
        A = A' \in N(\sigma, A)
     else
        A = best A' \in N(\sigma, A)
                                           What is a better neighbor?
return fail
```

# **Better Neighbor?**

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- A neighbor  $A' \in N(\sigma, A)$  resolves the inconsistency  $\sigma$  by inserting or deleting an action.
- Use evaluation function E(a)

$$E(a)^{i} = \alpha \cdot Execution\_cost (a)^{i} \\ + \beta \cdot Temporal\_cost(a)^{i} \\ + \gamma \cdot Search\_cost(a)^{i} \\ E(a)^{r} = \alpha \cdot Execution\_cost (a)^{r} \\ + \beta \cdot Temporal\_cost(a)^{r} \\ + \gamma \cdot Search\_cost(a)^{r}$$

### Relaxed Plan

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- Idea: Don't consider the mutex relation and perform reachability analysis.
- Insert action a
  - Find all actions that is required to support the preconditions of a
  - Compute the maximum time duration required for all actions
  - Return:
    - Set of actions added: Aset(EvalAdd(a))
    - Max time duration of the actions: End\_time(EvalAdd(a))
- Remove action a
  - Find all actions that is required to support all preconditions that were unsupported due to removal of a
  - Compute the maximum time duration required for all newly inserted actions
  - Return:
    - Set of actions added: Aset(EvalDel(a))
    - Max time duration of the actions: End\_time(EvalDel(a))

# **Better Neighbor**

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Insert an action

```
\begin{split} \text{Execution\_cost } (\textbf{a})^{\textbf{i}} &= \Sigma_{\textbf{a}' \in \mathsf{Aset}(\mathsf{EvalAdd}(\textbf{a}))} \mathsf{Cost}(\textbf{a}') \\ \text{Temporal\_cost}(\textbf{a})^{\textbf{i}} &= \mathsf{End\_time}(\mathsf{EvalAdd}(\textbf{a})) \\ \text{Search\_cost}(\textbf{a})^{\textbf{i}} &= |\mathsf{Aset}(\mathsf{EvalAdd}(\textbf{a}))| \\ &+ \Sigma_{\textbf{a}' \in \mathsf{Aset}(\mathsf{EvalAdd}(\textbf{a}))} \mathsf{Threats}(\textbf{a}') \end{split}
```

Remove an action

```
\begin{split} \text{Execution\_cost } (\textbf{a})^{\text{r}} &= \Sigma_{\textbf{a}' \in \mathsf{Aset}(\mathsf{EvalDel}(\textbf{a}))} \mathsf{Cost}(\textbf{a}') \\ \text{Temporal\_cost}(\textbf{a})^{\text{r}} &= \mathsf{End\_time}(\mathsf{EvalAdd}(\textbf{a})) \\ \text{Search\_cost}(\textbf{a})^{\text{r}} &= |\mathsf{Aset}(\mathsf{EvalAdd}(\textbf{a}))| \\ &+ \Sigma_{\textbf{a}' \in \mathsf{Aset}(\mathsf{EvalDel}(\textbf{a}))} \mathsf{Threats}(\textbf{a}') \end{split}
```

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# Advantages and Disadvantages

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- Pros
  - One of the fastest domain-independent planners
  - Relatively expressive domain description languages
  - Can easily be extended to be anytime algorithm
- Cons
  - Algorithm is not guaranteed to be complete
  - No guarantee on the quality of the plan
  - Does not allow flexible time bounds