

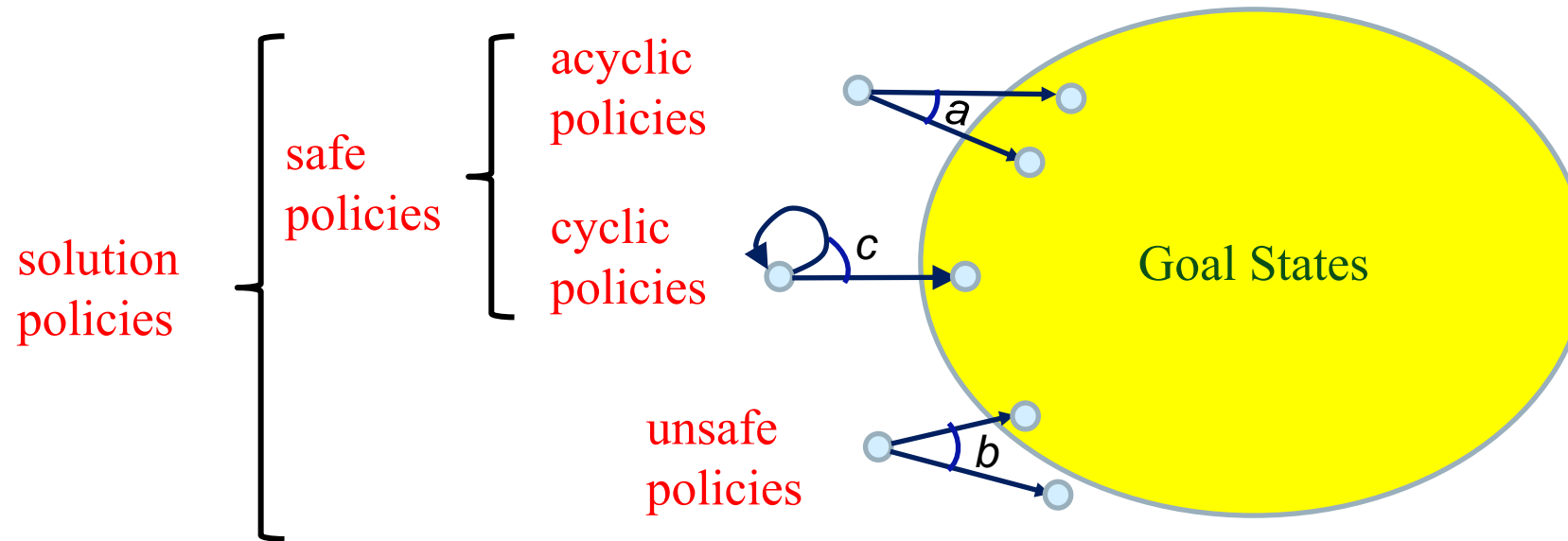
# Chapter 12

## Planning with Nondeterministic Models

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# Kinds of Solution Policies



# Finding (Unsafe) Solutions

Find-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset; s \leftarrow s_0; Visited \leftarrow \{s_0\}$

loop

if  $s \in S_g$  then return  $\pi$

$A' \leftarrow Applicable(s)$

if  $A' = \emptyset$  then return failure

nondeterministically choose  $a \in A'$

(\*) nondeterministically choose  $s' \in \gamma(s, a)$

if  $s' \in Visited$  then return failure

$\pi(s) \leftarrow a; Visited \leftarrow Visited \cup \{s'\}; s \leftarrow s'$

For comparison:

Forward-search ( $\Sigma, s_0, g$ )

$s \leftarrow s_0; \pi \leftarrow \langle \rangle$

**while**  $s \neq g$  **do**

**if**  $Applicable(s) = \emptyset$  **then return failure**

  nondeterministically choose  $a \in Applicable(s)$

$s \leftarrow \gamma(s, a); \pi \leftarrow \pi \cdot a$

**return**  $\pi$

Decide which state to plan for

Cycle-checking

# Finding (Unsafe) Solutions

**Poll:** which should (\*) be?  
 A. nondeterministically choose  
 B. arbitrarily choose  
 C. don't know

Find-Solution ( $\Sigma, s_0, S_g$ )

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loop

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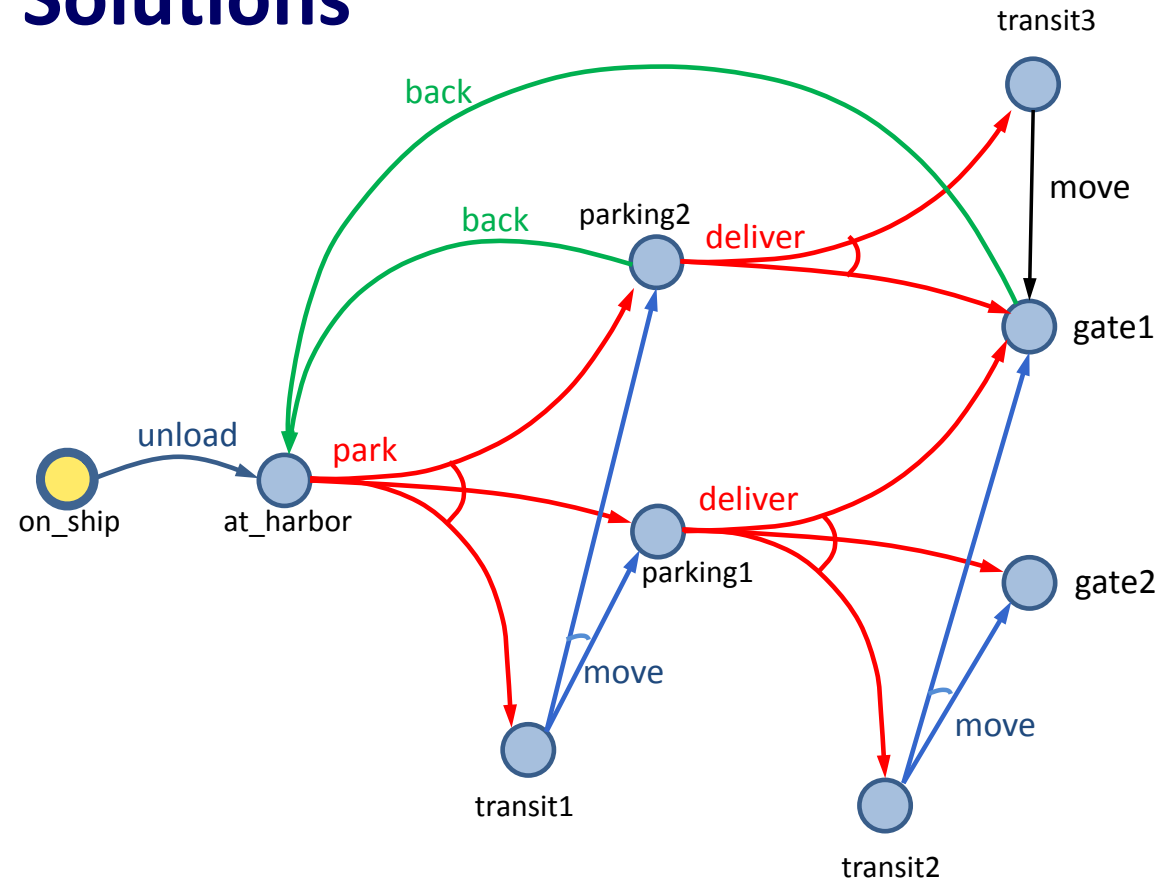
(\*) nondeterministically choose  $s' \in \gamma(s, a)$

if  $s' \in Visited$  then return failure

$\pi(s) \leftarrow a; Visited \leftarrow Visited \cup \{s'\}; s \leftarrow s'$

Decide which state to plan for

Cycle-checking



## Find-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset; s \leftarrow s_0; Visited \leftarrow \{s_0\}$

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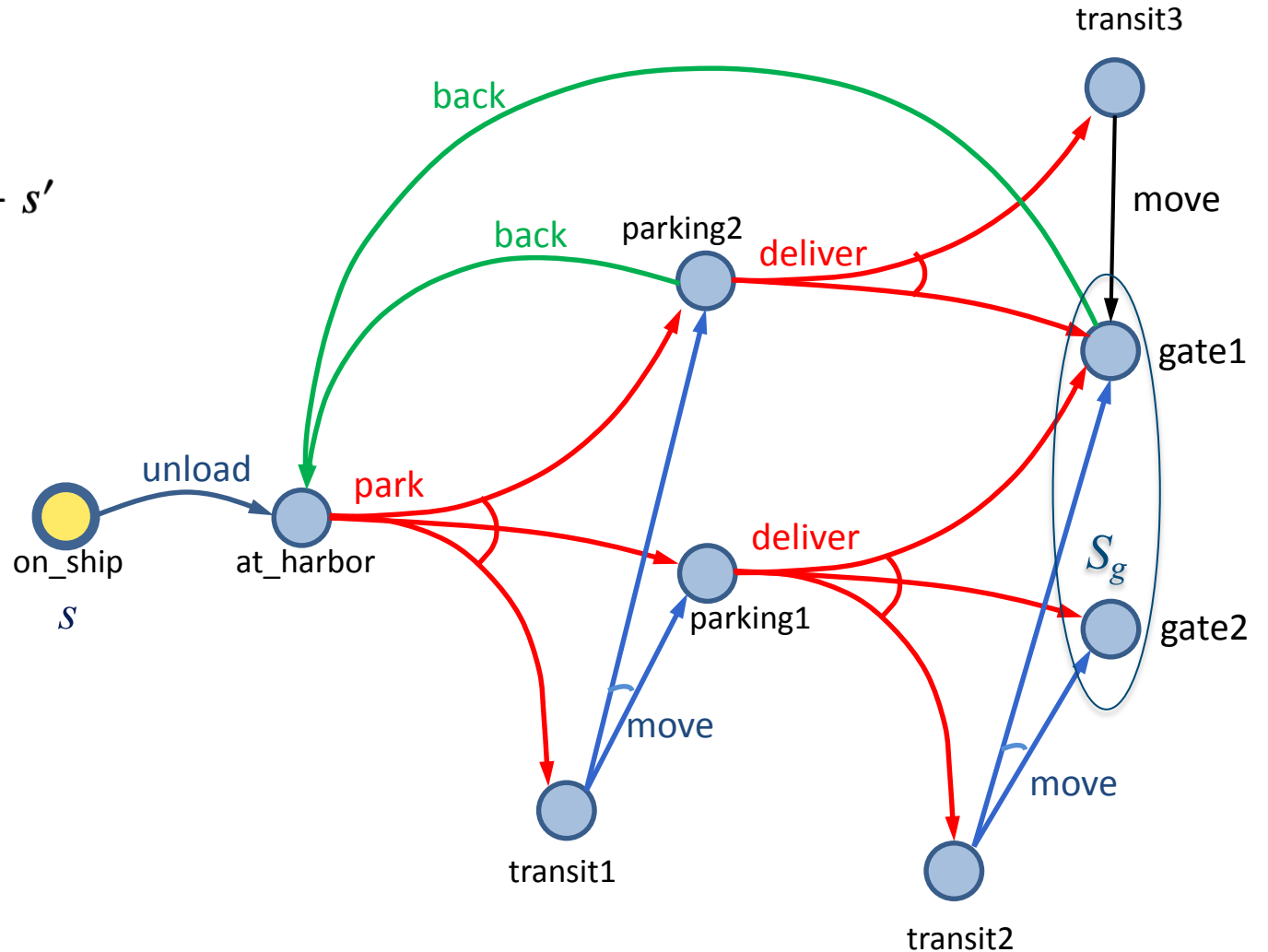
$\pi(s) \leftarrow a; Visited \leftarrow Visited \cup \{s'\}; s \leftarrow s'$

$s = \text{on\_ship}$

$\pi = \{\}$

$Visited = \{\text{on\_ship}\}$

## Example



# Find-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset; s \leftarrow s_0; Visited \leftarrow \{s_0\}$

loop

if  $s \in S_g$  then return  $\pi$

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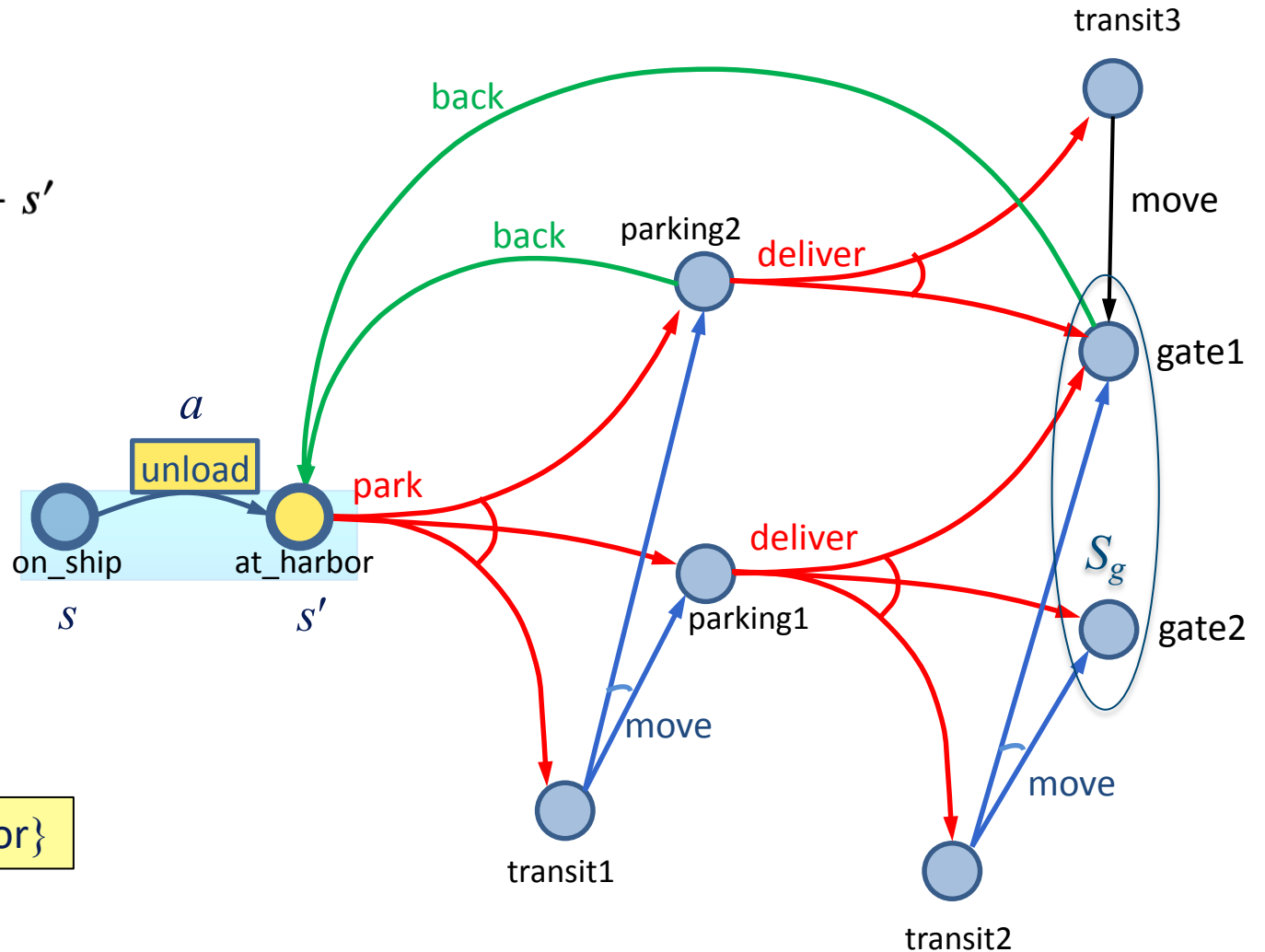
$\pi(s) \leftarrow a; Visited \leftarrow Visited \cup \{s'\}; s \leftarrow s'$

$s = \text{on\_ship}$   
 $a = \text{unload}$   
 $\gamma(s, a) = \{\text{at\_harbor}\}$   
 $s \leftarrow s' = \text{at\_harbor}$

$\pi = \{(\text{on\_ship}, \text{unload})\}$

$Visited = \{\text{on\_ship}, \text{at\_harbor}\}$

# Example



Find-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset; s \leftarrow s_0; Visited \leftarrow \{s_0\}$

loop

if  $s \in S_g$  then return  $\pi$

$A' \leftarrow Applicable(s)$

if  $A' = \emptyset$  then return failure

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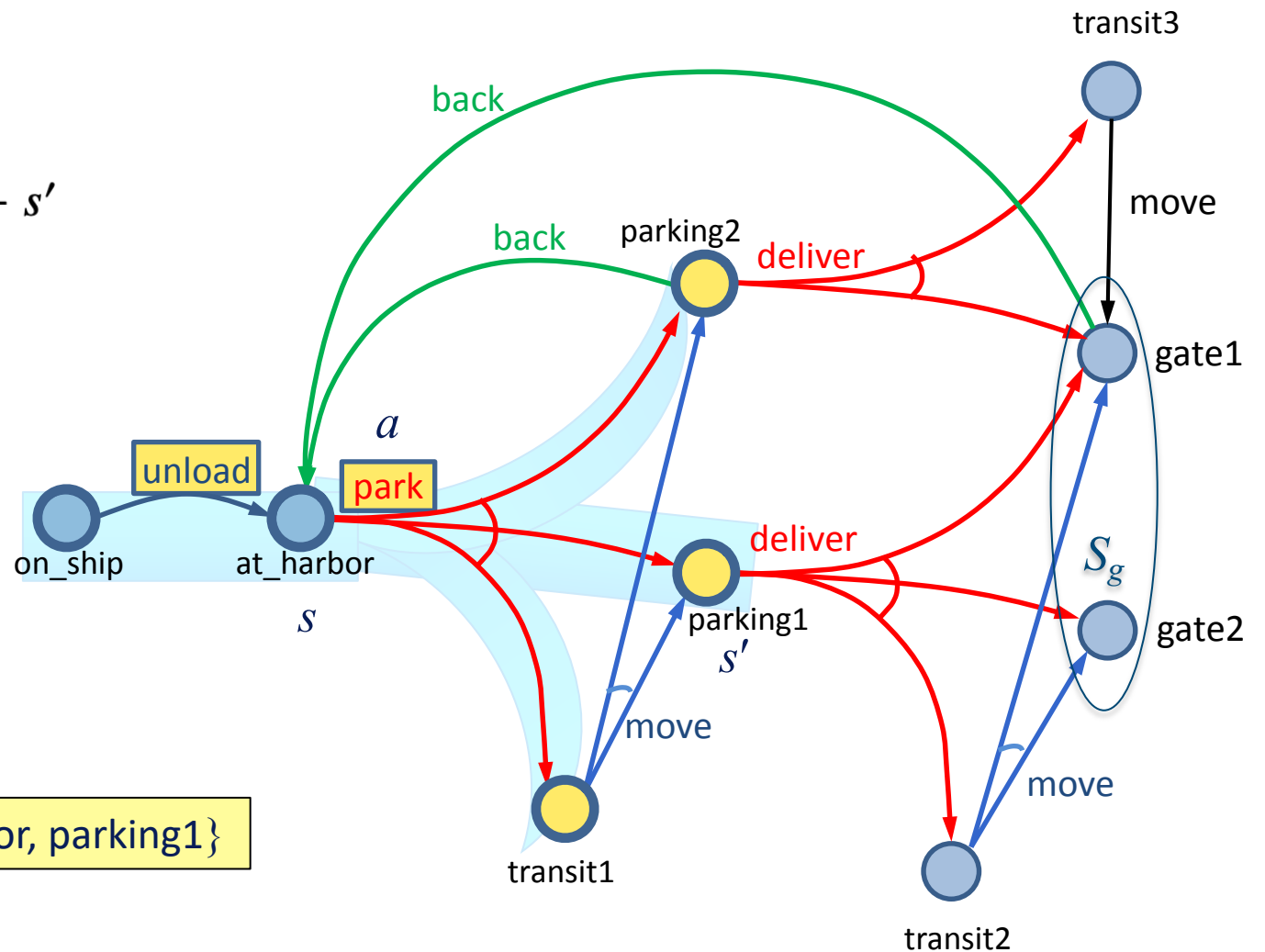
$\pi(s) \leftarrow a; Visited \leftarrow Visited \cup \{s'\}; s \leftarrow s'$

$s = \text{at\_harbor}$   
 $a = \text{park}$   
 $\gamma(s, a) = \{\text{parking1}, \text{parking2}, \text{transit1}\}$   
 $s \leftarrow s' = \text{parking1}$

$\pi = \{(\text{on\_ship}, \text{unload}), (\text{at\_harbor}, \text{park})\}$

$Visited = \{\text{on\_ship}, \text{at\_harbor}, \text{parking1}\}$

# Example



Find-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset; s \leftarrow s_0; Visited \leftarrow \{s_0\}$

loop

if  $s \in S_g$  then return  $\pi$

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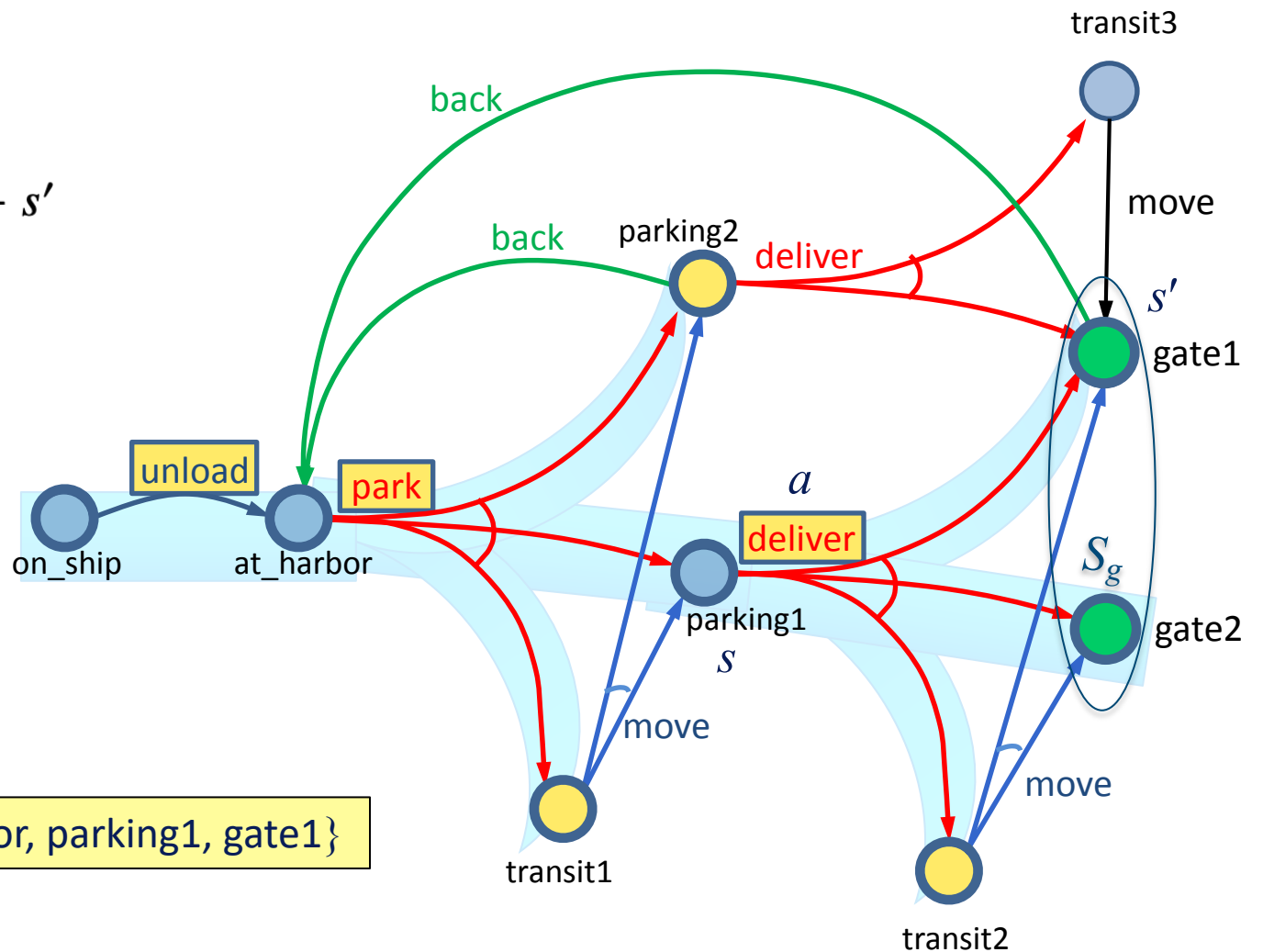
$\pi(s) \leftarrow a; Visited \leftarrow Visited \cup \{s'\}; s \leftarrow s'$

$s = \text{parking1}$   
 $a = \text{deliver}$   
 $\gamma(s, a) = \{\text{gate1}, \text{gate2}, \text{transit2}\}$   
 $s \leftarrow s' = \text{gate1}$

$\pi = \{(\text{on\_ship}, \text{unload}), (\text{at\_harbor}, \text{park}), (\text{parking1}, \text{deliver})\}$

$Visited = \{\text{on\_ship}, \text{at\_harbor}, \text{parking1}, \text{gate1}\}$

# Example





# Example

Find-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$ ;  $s \leftarrow s_0$ ;  $Visited \leftarrow \{s_0\}$

loop

if  $s \in S_g$  then return  $\pi$

$A' \leftarrow Applicable(s)$

if  $A' = \emptyset$  then return failure

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nondeterministically choose  $s' \in \gamma(s, a)$

if  $s' \in Visited$  then return failure

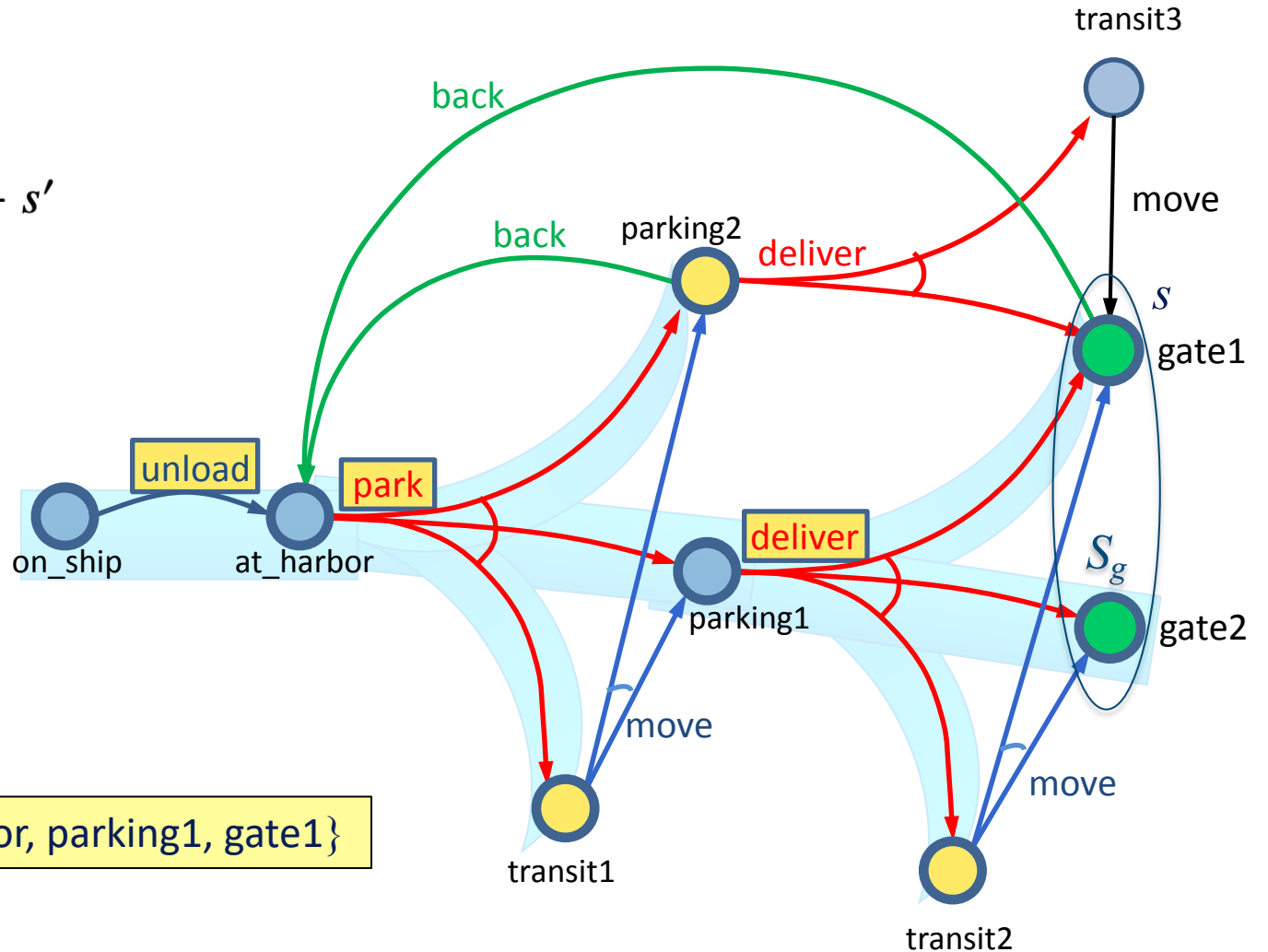
$\pi(s) \leftarrow a$ ;  $Visited \leftarrow Visited \cup \{s'\}$ ;  $s \leftarrow s'$

$s = \text{gate1}$

gate1 is a goal,  
so return  $\pi$

$\pi = \{(\text{on\_ship}, \text{unload}),$   
 $(\text{at\_harbor}, \text{park}),$   
 $(\text{parking1}, \text{deliver})\}$

$Visited = \{\text{on\_ship}, \text{at\_harbor}, \text{parking1}, \text{gate1}\}$



# Find-Acyclic-Solution

Find-Acyclic-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

    if  $Applicable(s) = \emptyset$  then return failure

    nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

    if  $has-loops(\pi, a, Frontier)$  then return failure

return  $\pi$

Keep track of unexpanded states, as in A\*

Add all states  $s$  such that  $\pi(s)$  isn't already defined

Check for cycles:

- Does  $\gamma(s, a)$  include a state  $s'$  that is a  $\pi$ -ancestor of  $s$ ?
  - for each  $s' \in \gamma(s, a) \cap Domain(\pi)$ , is  $s \in \hat{\gamma}(s', \pi)$ ?

# Find-Acyclic-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

    if  $Applicable(s) = \emptyset$  then return failure

    nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

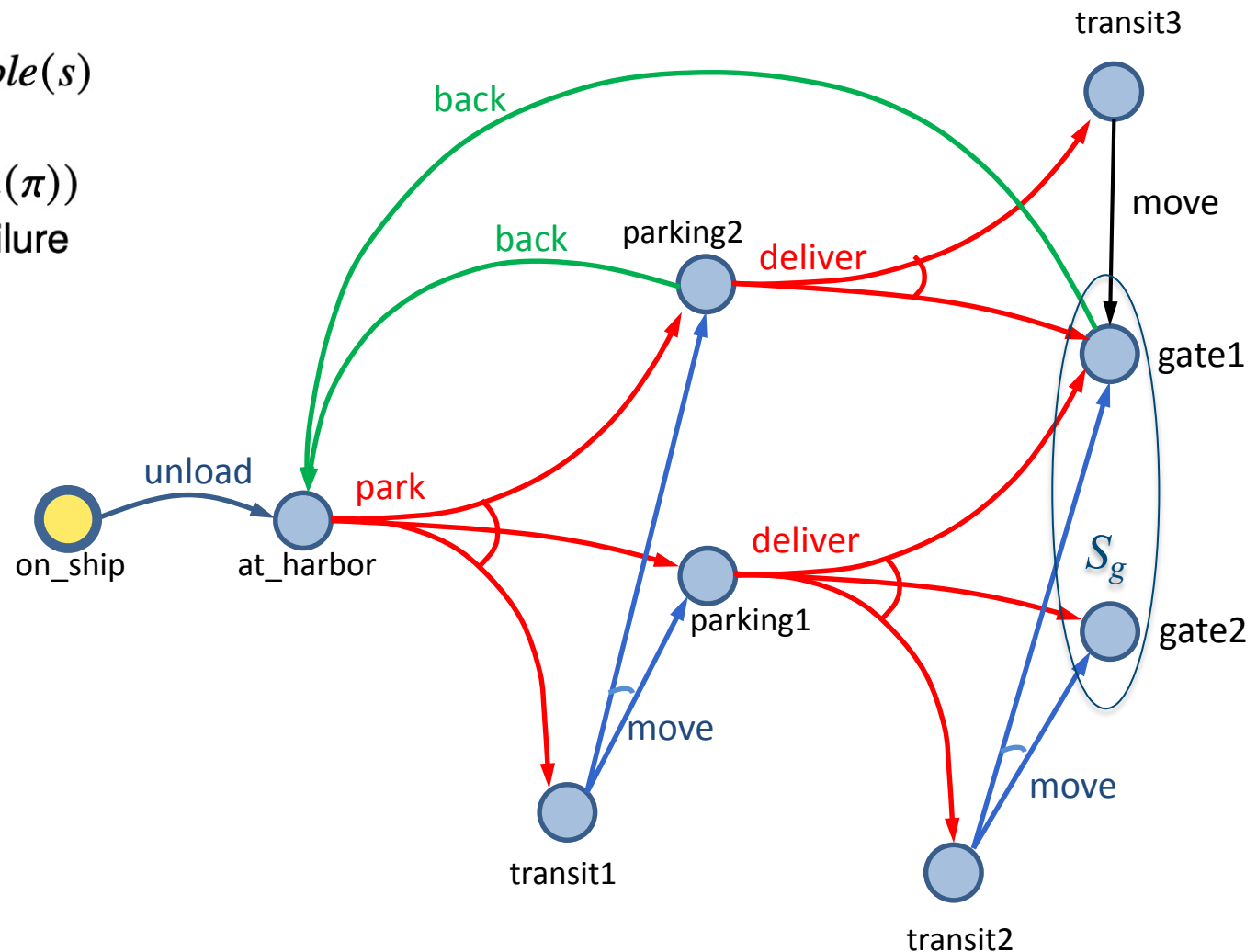
    if  $has-loops(\pi, a, Frontier)$  then return failure

return  $\pi$

$Frontier = \{on\_ship\}$

$\pi = \{\}$

# Example



# Example

Find-Acyclic-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

if  $Applicable(s) = \emptyset$  then return failure

nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

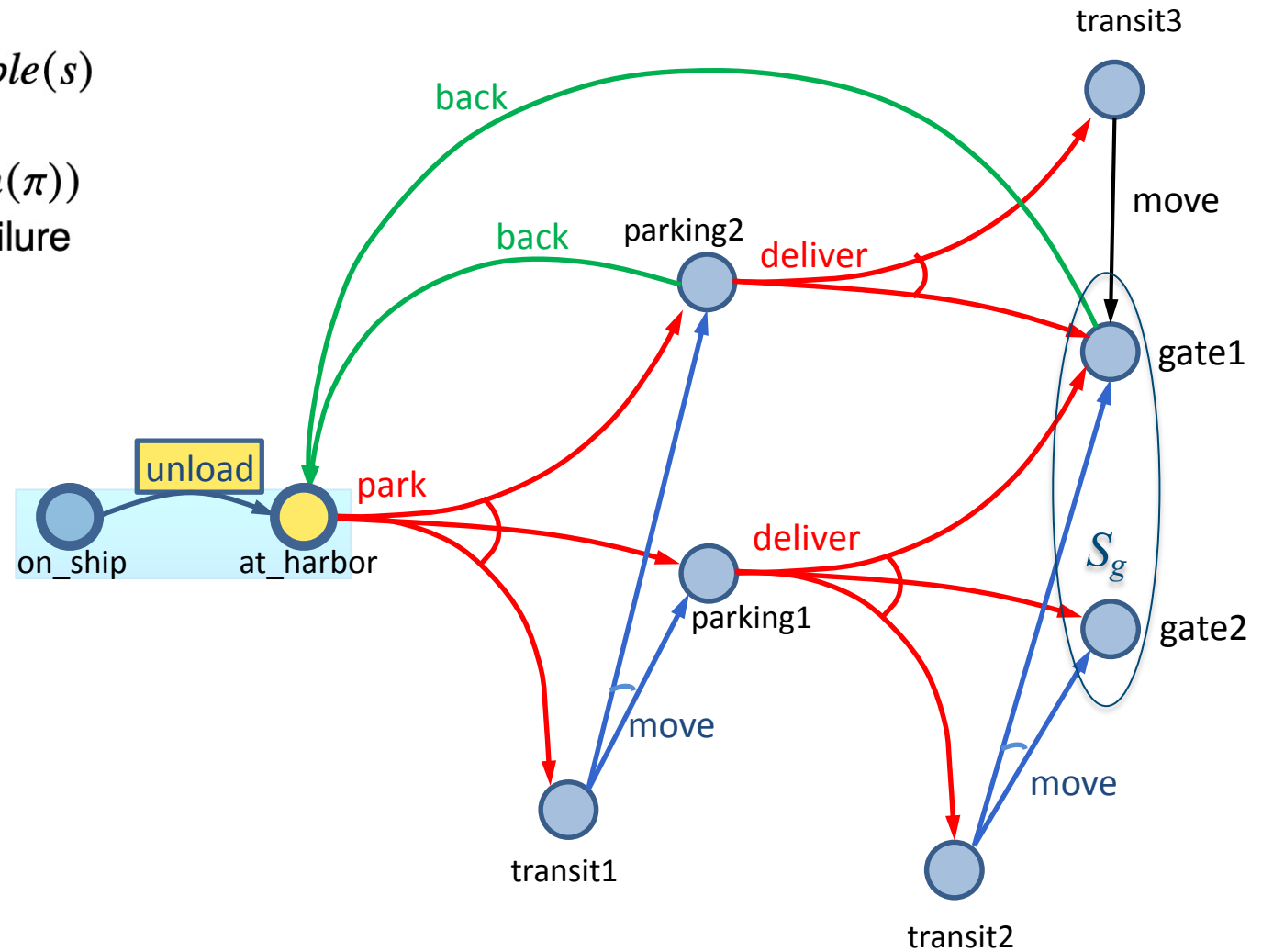
$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

if  $has-loops(\pi, a, Frontier)$  then return failure

return  $\pi$

$Frontier = \{at\_harbor\}$

$\pi = \{(on\_ship, unload)\}$



# Example

Find-Acyclic-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

if  $Applicable(s) = \emptyset$  then return failure

nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

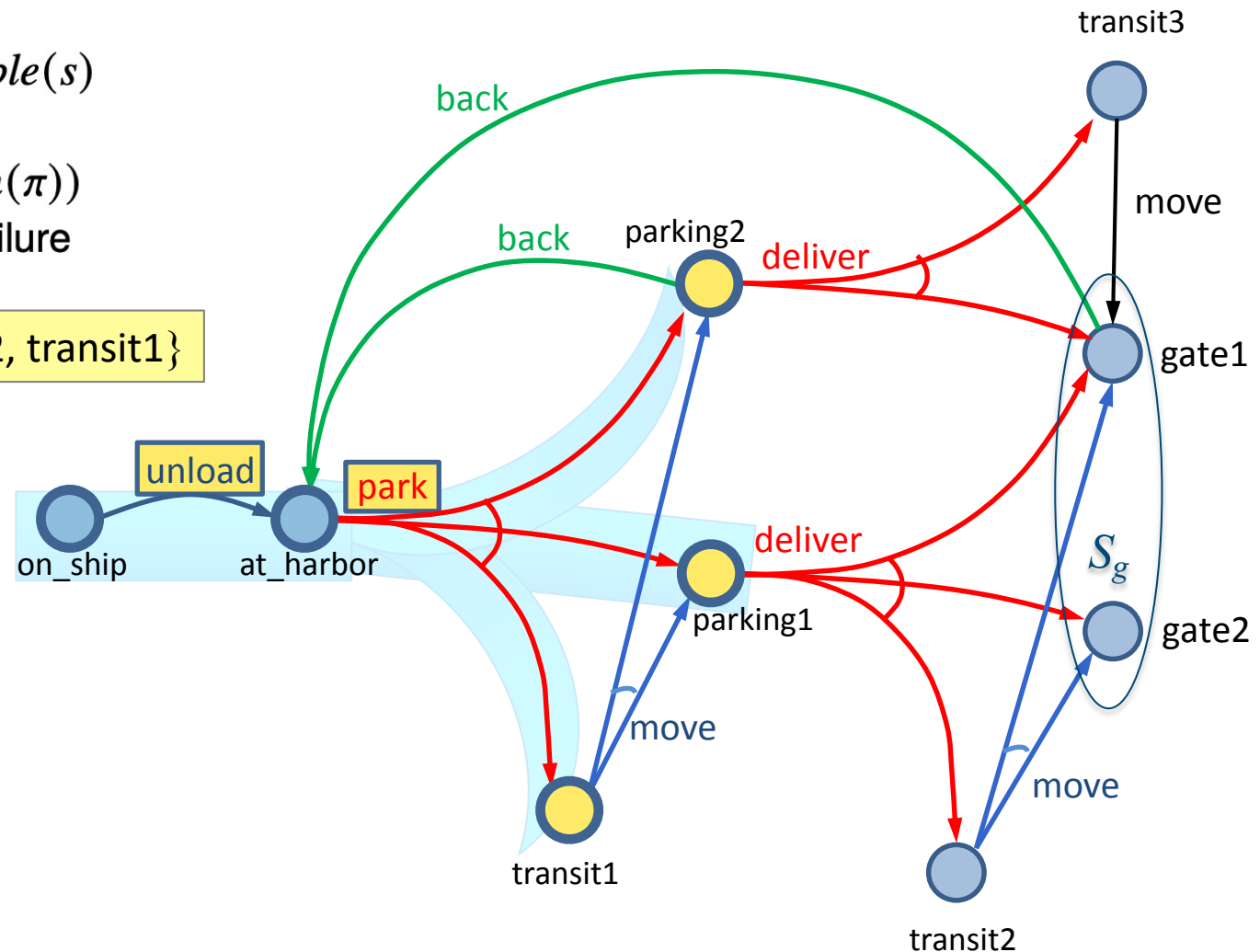
$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

if  $has-loops(\pi, a, Frontier)$  then return failure

return  $\pi$

$Frontier = \{parking1, parking2, transit1\}$

$\pi = \{(on\_ship, unload), (at\_harbor, park)\}$



# Example

Find-Acyclic-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

    if  $Applicable(s) = \emptyset$  then return failure

    nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

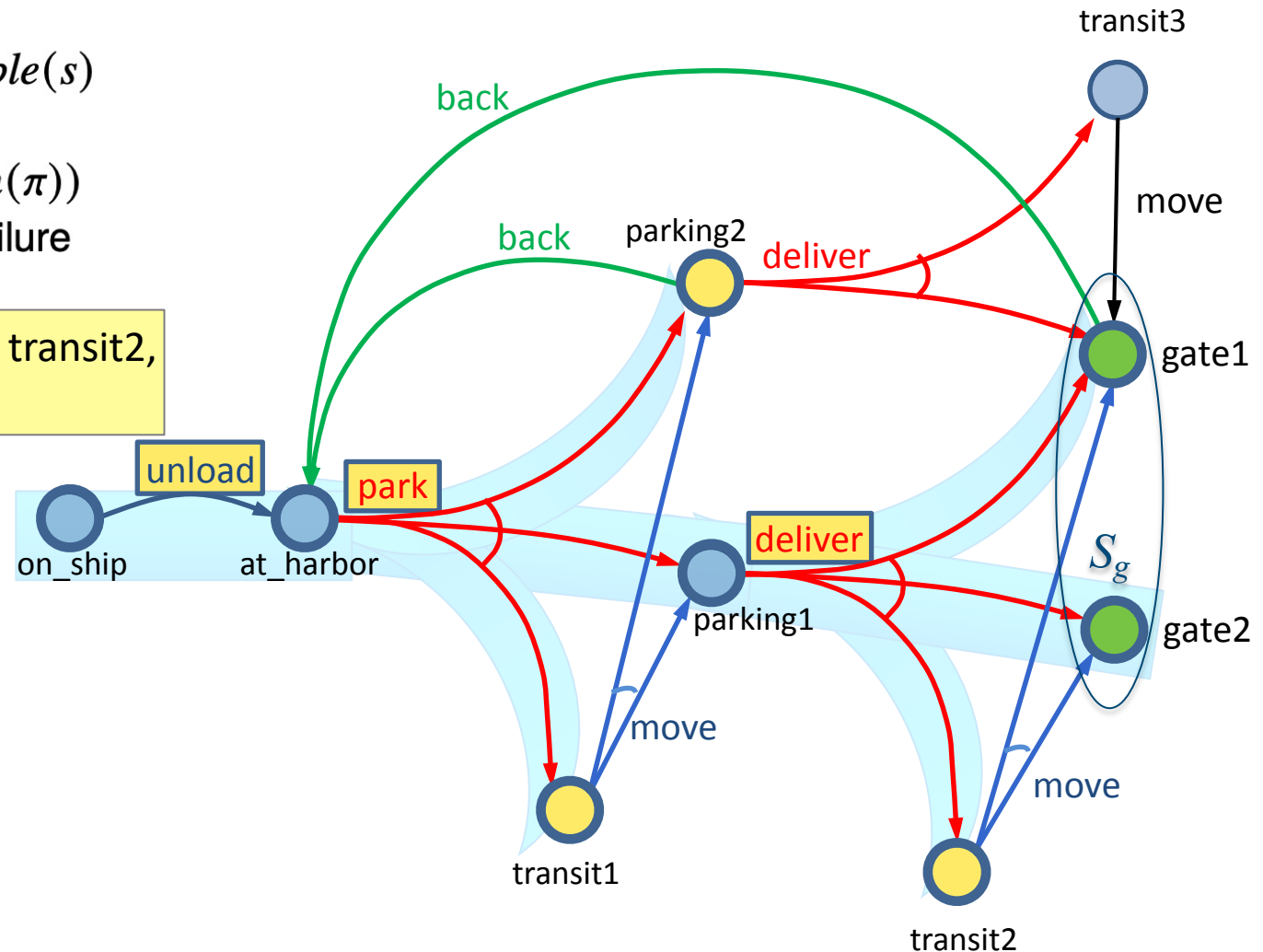
$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

    if  $has-loops(\pi, a, Frontier)$  then return failure

return  $\pi$

$Frontier = \{parking2, transit1, transit2, gate1, gate2\}$

$\pi = \{(on\_ship, unload), (at\_harbor, park), (parking1, deliver)\}$



# Find-Acyclic-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

if  $Applicable(s) = \emptyset$  then return failure

nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

if  $has-loops(\pi, a, Frontier)$  then return failure

return  $\pi$

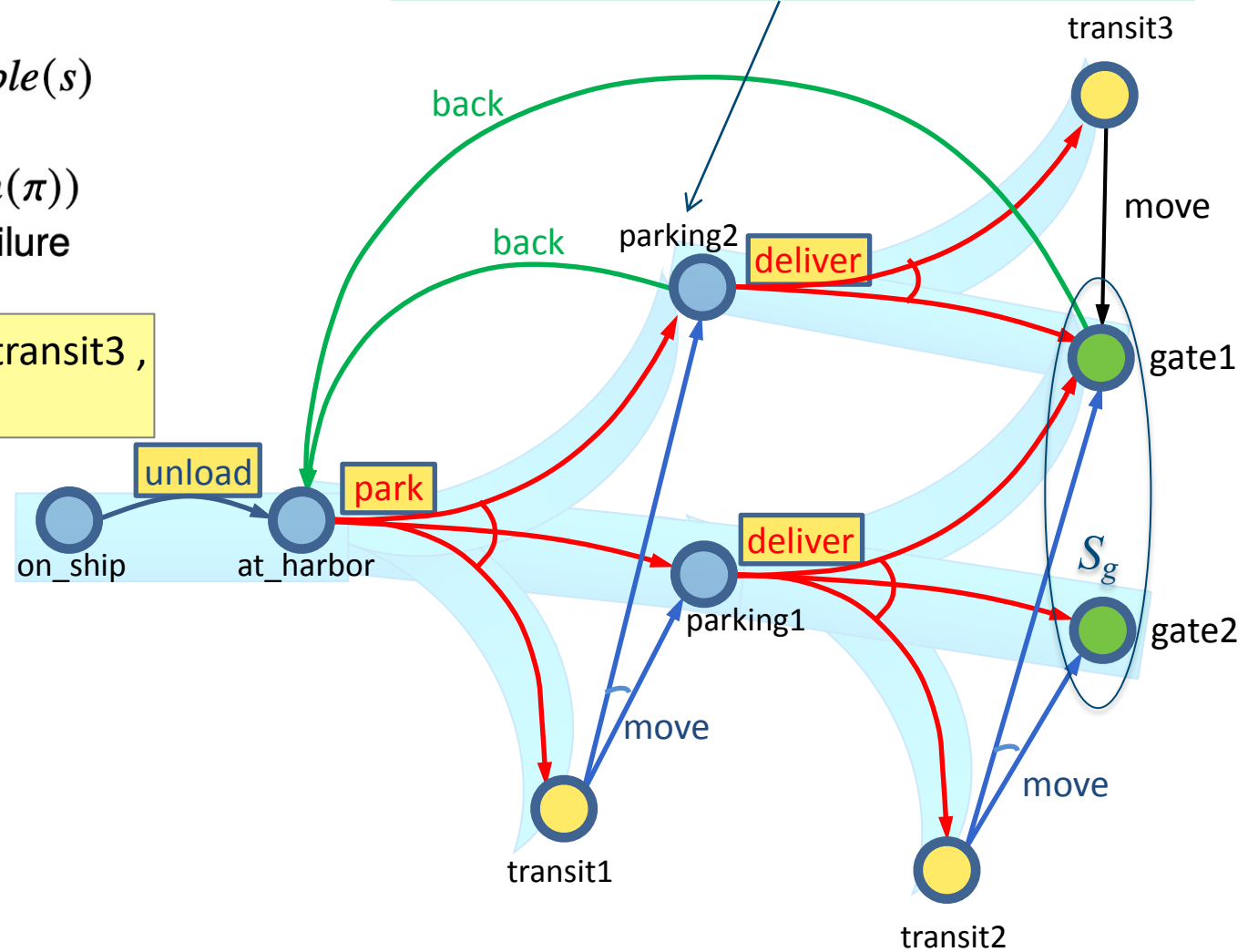
$Frontier = \{transit1, transit2, transit3, gate1, gate2\}$

$\pi = \{(on\_ship, unload), (at\_harbor, park), (parking1, deliver), (parking2, deliver)\}$

# Example

nondeterministically choose back or deliver

- back  $\Rightarrow$  cycle, so return failure
- deliver  $\Rightarrow$  no cycle, so continue



# Find-Acyclic-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

    if  $Applicable(s) = \emptyset$  then return failure

    nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

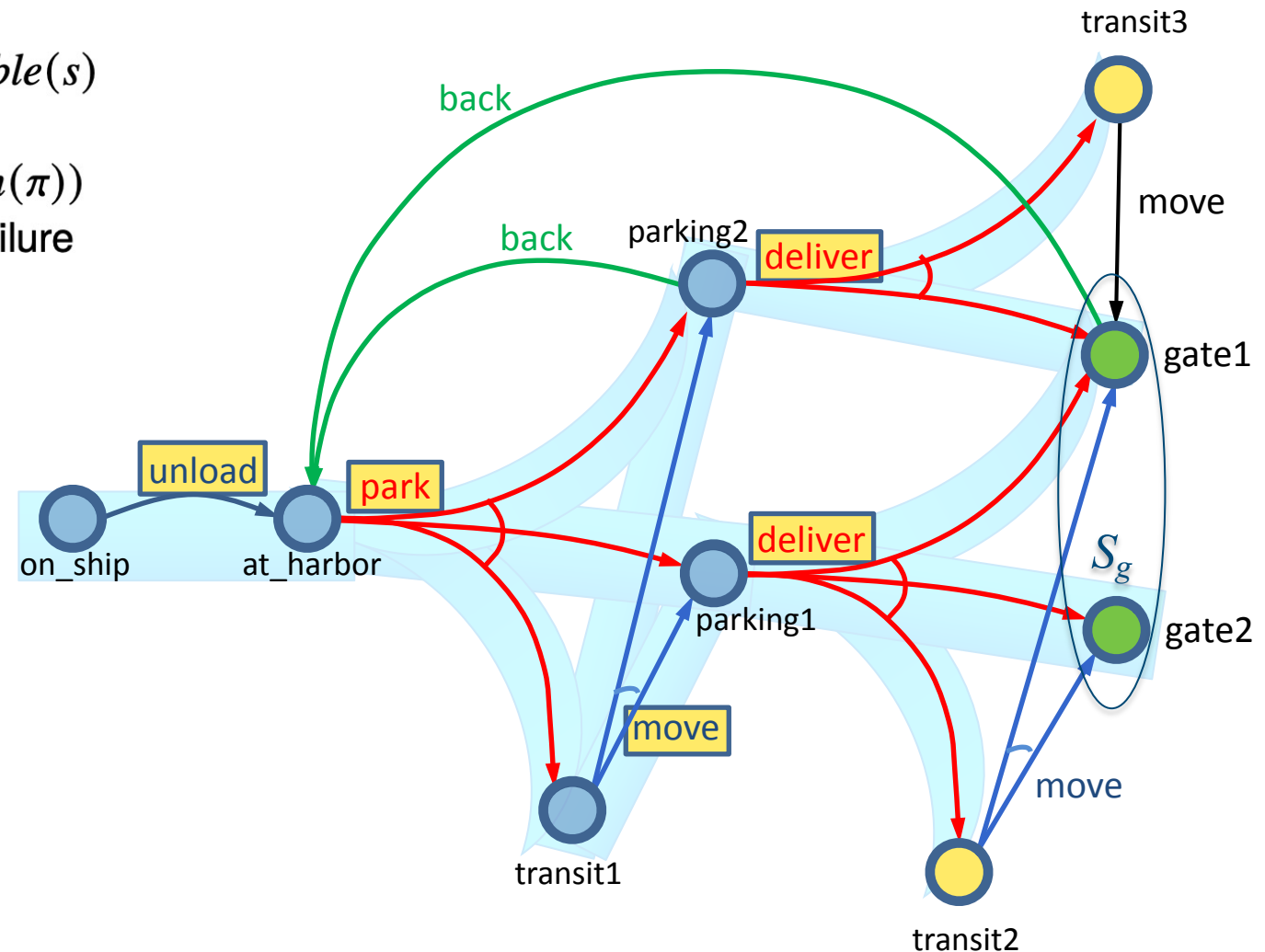
    if  $has-loops(\pi, a, Frontier)$  then return failure

return  $\pi$

$Frontier = \{transit2, transit3, gate1, gate2\}$

$\pi = \{(on\_ship, unload), (at\_harbor, park), (parking1, deliver), (parking2, deliver), (transit1, move)\}$

# Example





# Example

Find-Acyclic-Solution  $(\Sigma, s_0, S_g)$

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

    if  $Applicable(s) = \emptyset$  then return failure

    nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

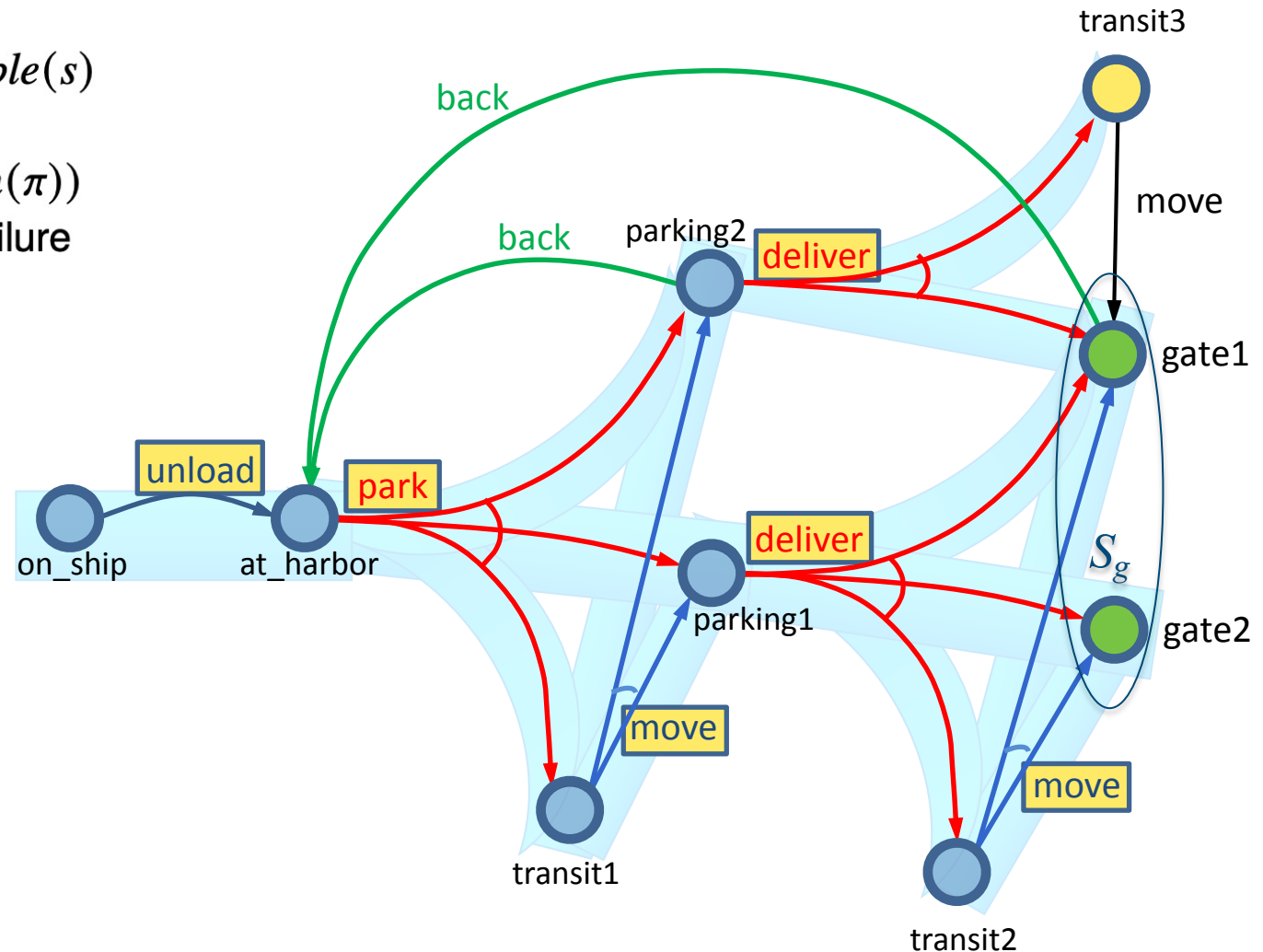
$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

    if  $has-loops(\pi, a, Frontier)$  then return failure

return  $\pi$

$Frontier = \{transit3, gate1, gate2\}$

$\pi = \{(on\_ship, unload), (at\_harbor, park), (parking1, deliver), (parking2, deliver), (transit1, move), (transit2, move)\}$



# Example

Find-Acyclic-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

    if  $Applicable(s) = \emptyset$  then return failure

    nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

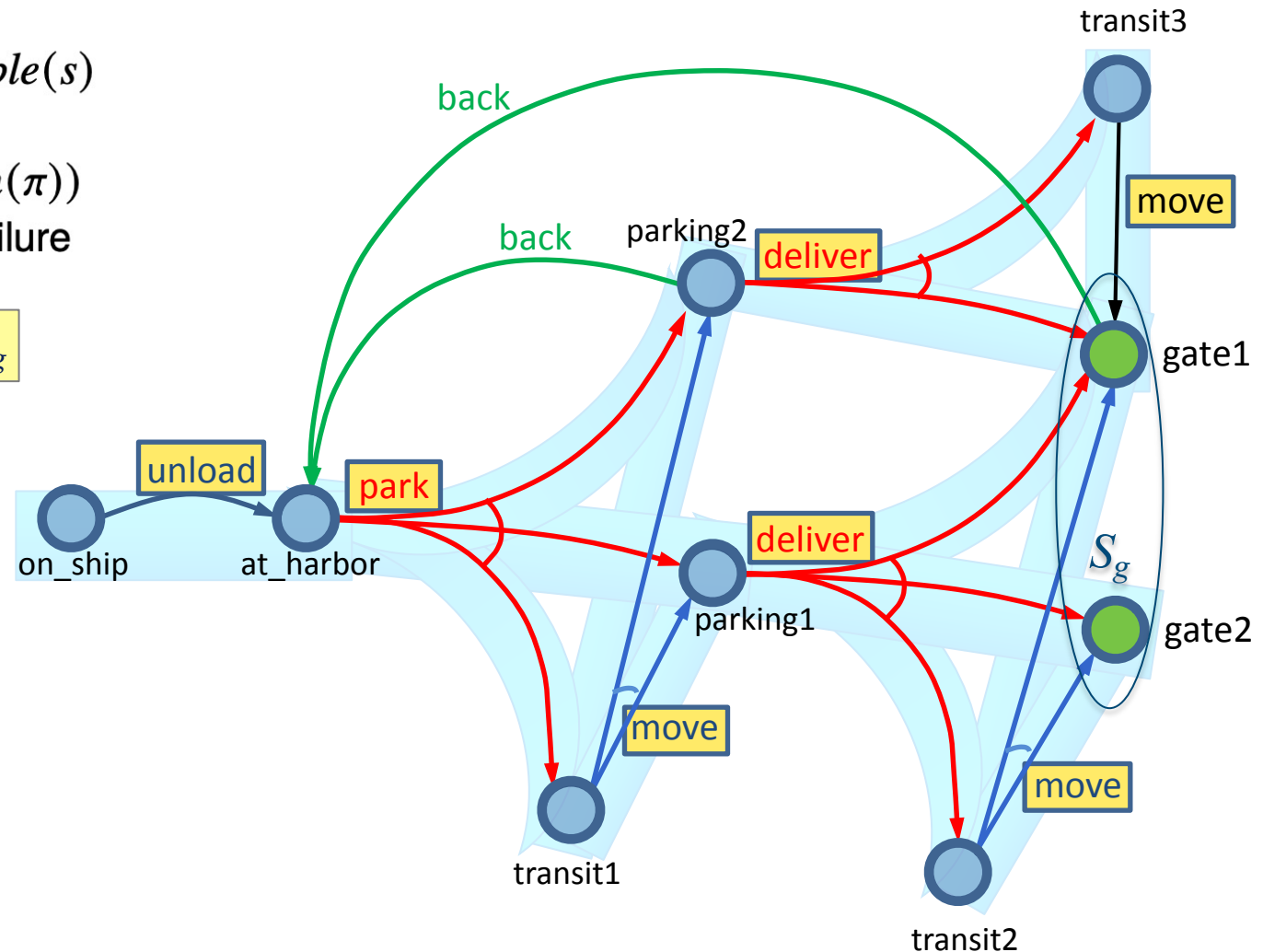
    if  $has-loops(\pi, a, Frontier)$  then return failure

return  $\pi$

$Frontier = \{gate1, gate2\} \subseteq S_g$

Found a solution

$\pi = \{(on\_ship, unload),$   
 $(at\_harbor, park),$   
 $(parking1, deliver),$   
 $(parking2, deliver),$   
 $(transit1, move),$   
 $(transit2, move),$   
 $(transit3, move)\}$



# Find-Safe-Solution

Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

    if  $Applicable(s) = \emptyset$  then return failure

    nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

    if  $has\text{-}unsafe\text{-}loops(\pi, a, Frontier)$  then return failure

return  $\pi$

Like  
Find-Acyclic-Solution  
except here:

Check for *unsafe* cycles:

- Does  $\gamma(s, a)$  include a state  $s'$  from which  $\pi$  can't take us to the frontier?
  - For each  $s' \in \gamma(s, a) \cap Dom(\pi)$ , is  $\hat{\gamma}(s', \pi) \cap Frontier = \emptyset$ ?
- If so, then  $\pi$  contains a cycle that can't be escaped

## Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

    if  $Applicable(s) = \emptyset$  then return failure

    nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

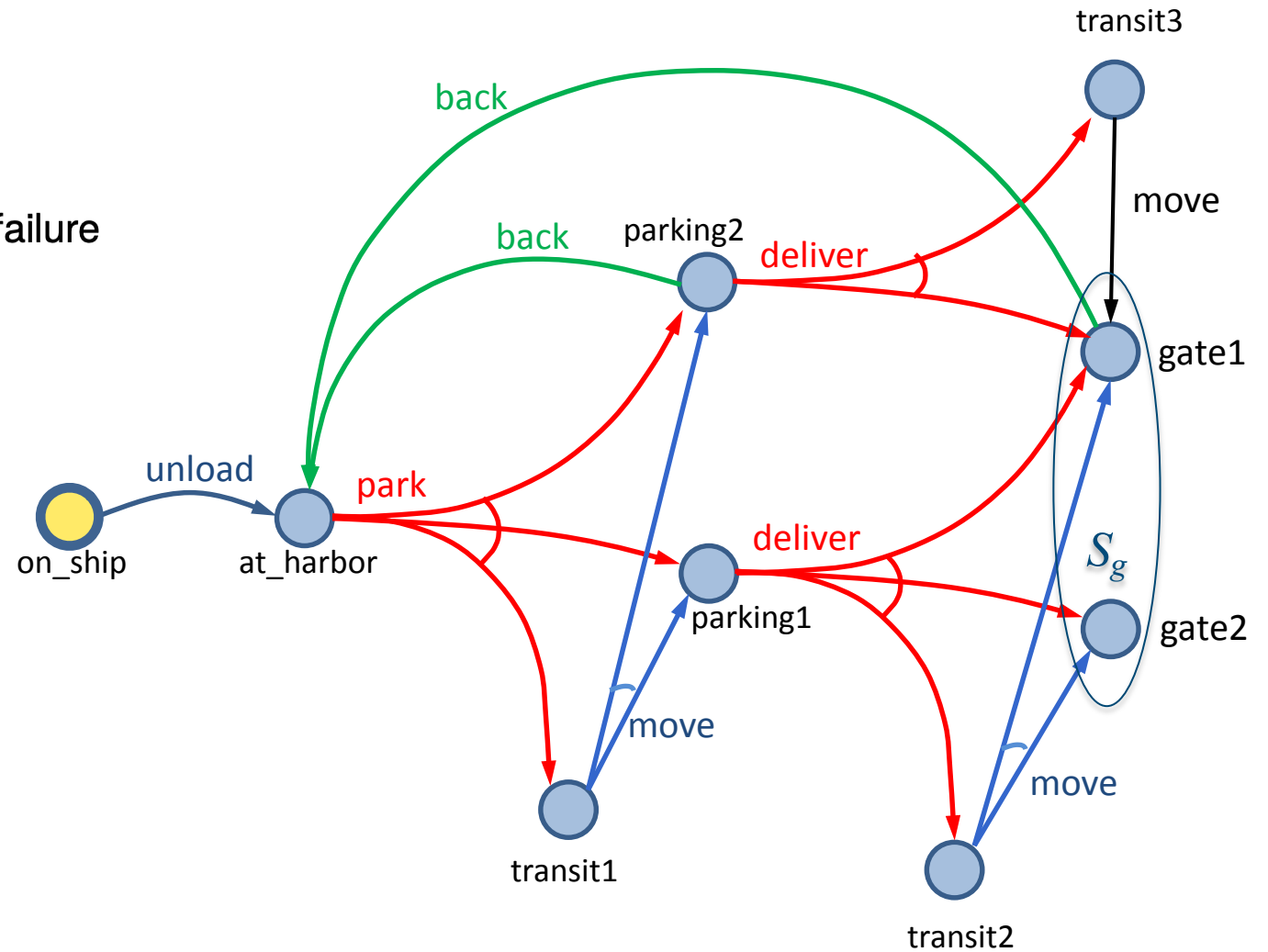
    if  $has\_unsafe\_loops(\pi, a, Frontier)$  then return failure

return  $\pi$

$Frontier = \{on\_ship\}$

$\pi = \{\}$

## Example



## Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

    if  $Applicable(s) = \emptyset$  then return failure

    nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

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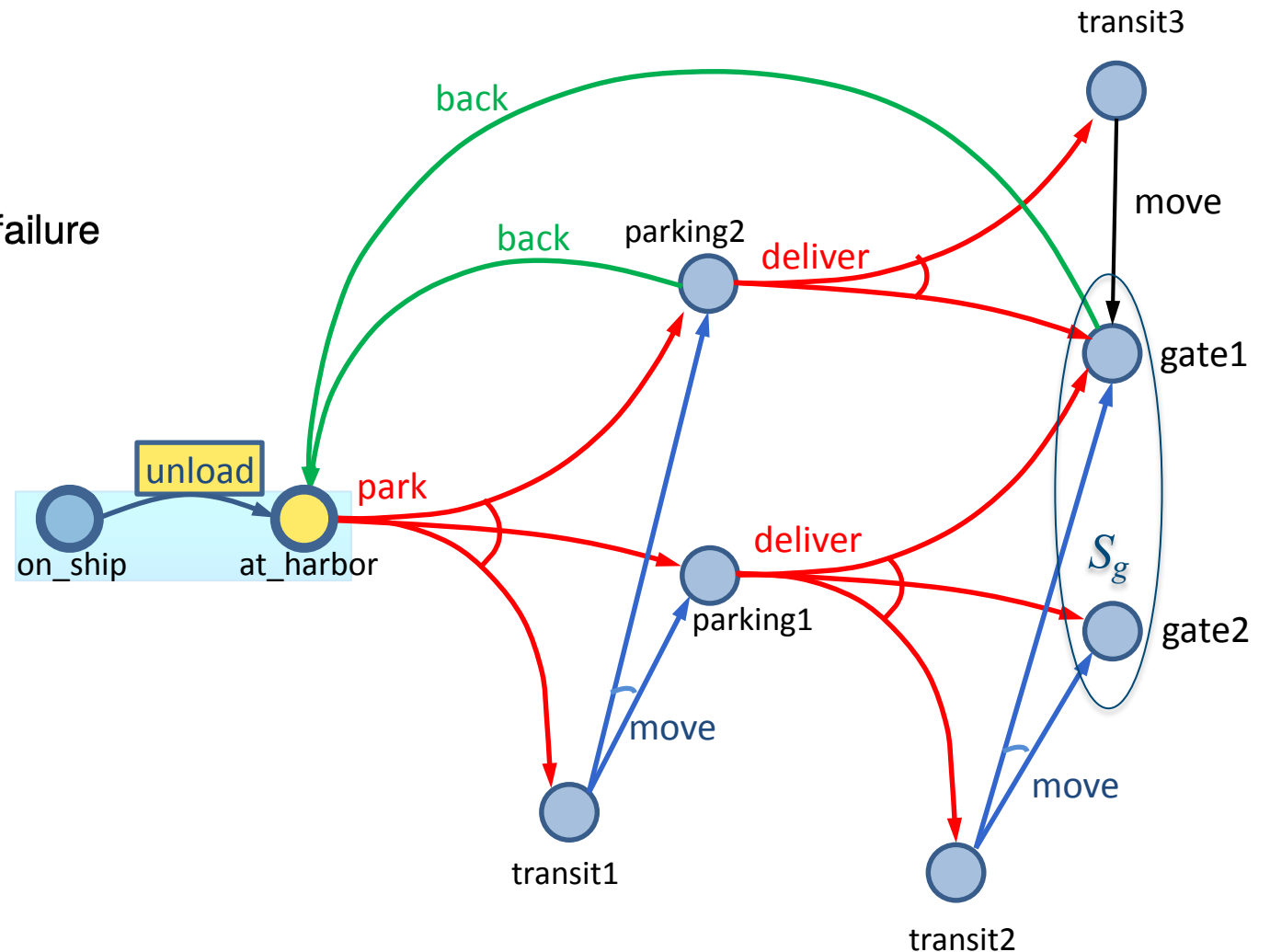
    if  $has\_unsafe\_loops(\pi, a, Frontier)$  then return failure

return  $\pi$

$Frontier = \{at\_harbor\}$

$\pi = \{(on\_ship, unload)\}$

## Example



## Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

    if  $Applicable(s) = \emptyset$  then return failure

    nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

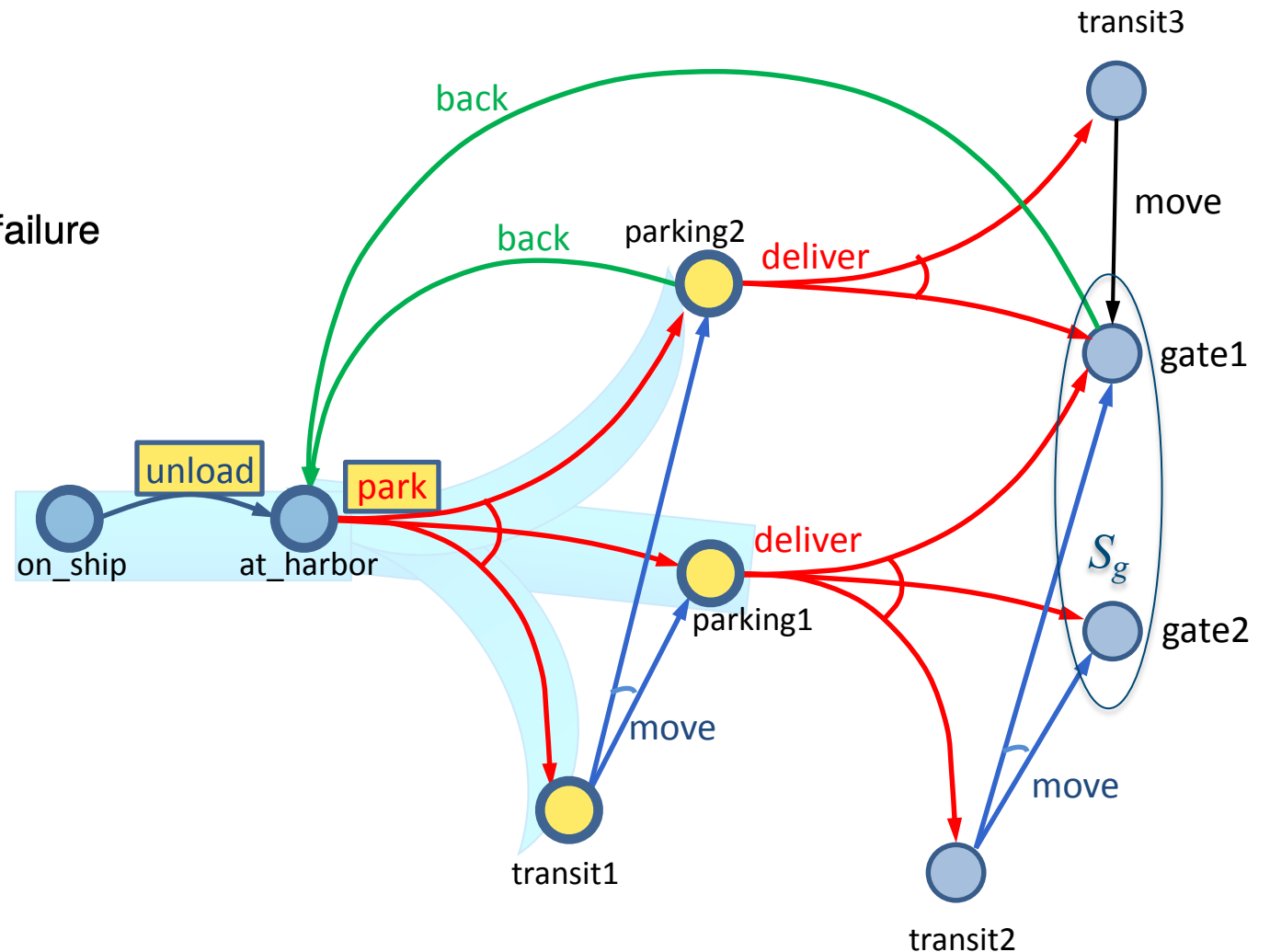
    if  $has\_unsafe\_loops(\pi, a, Frontier)$  then return failure

return  $\pi$

$Frontier = \{parking1, parking2, transit1\}$

$\pi = \{(on\_ship, unload),$   
 $(at\_harbor, park)\}$

## Example



## Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

    if  $Applicable(s) = \emptyset$  then return failure

    nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

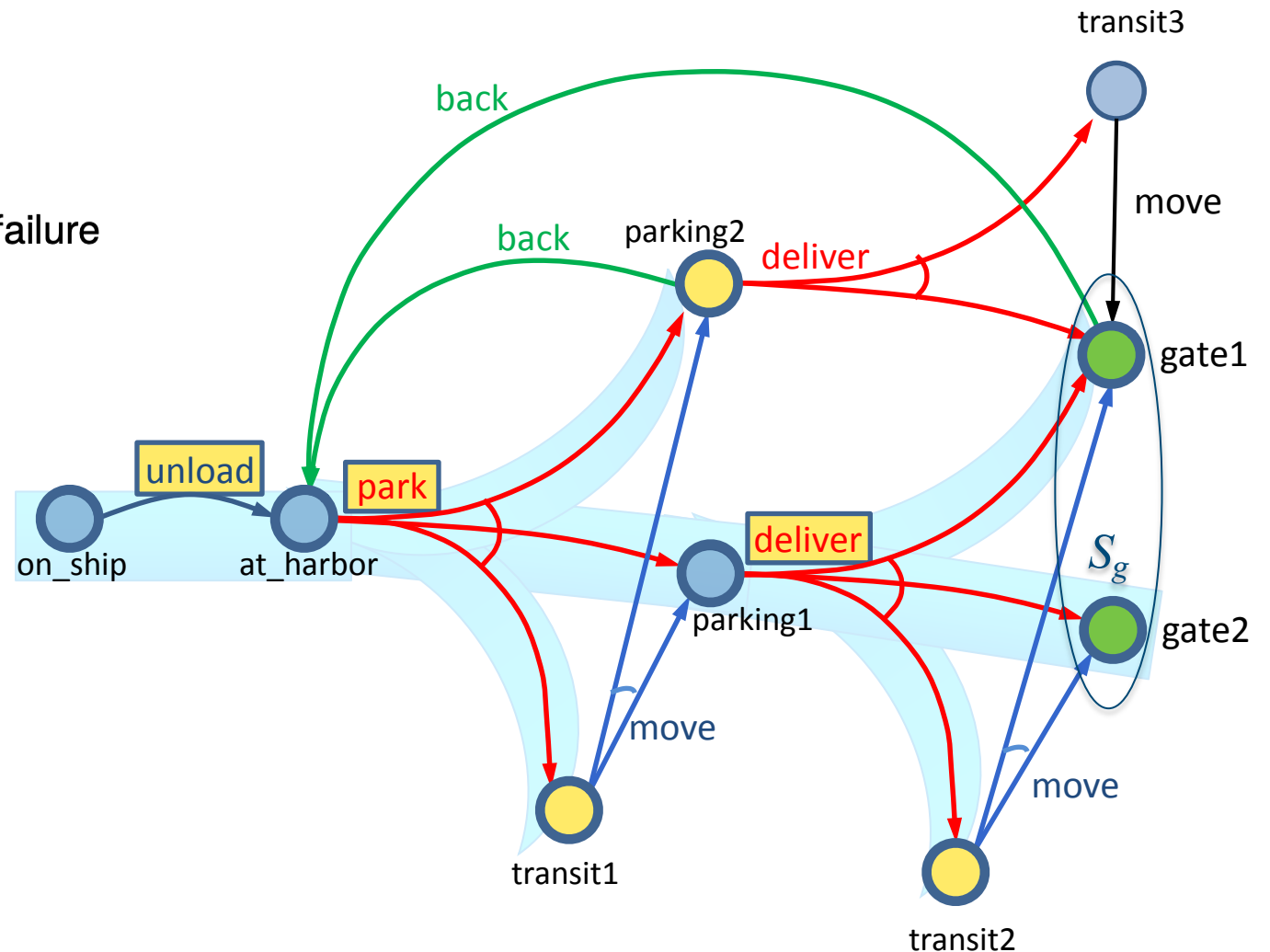
    if  $has\_unsafe\_loops(\pi, a, Frontier)$  then return failure

return  $\pi$

$Frontier = \{parking2, transit1, transit2, gate1, gate2\}$

$\pi = \{(on\_ship, unload), (at\_harbor, park), (parking1, deliver)\}$

## Example



## Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

if  $Applicable(s) = \emptyset$  then return failure

nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

if has-unsafe-loops( $\pi, a, Frontier$ ) then return failure

return  $\pi$

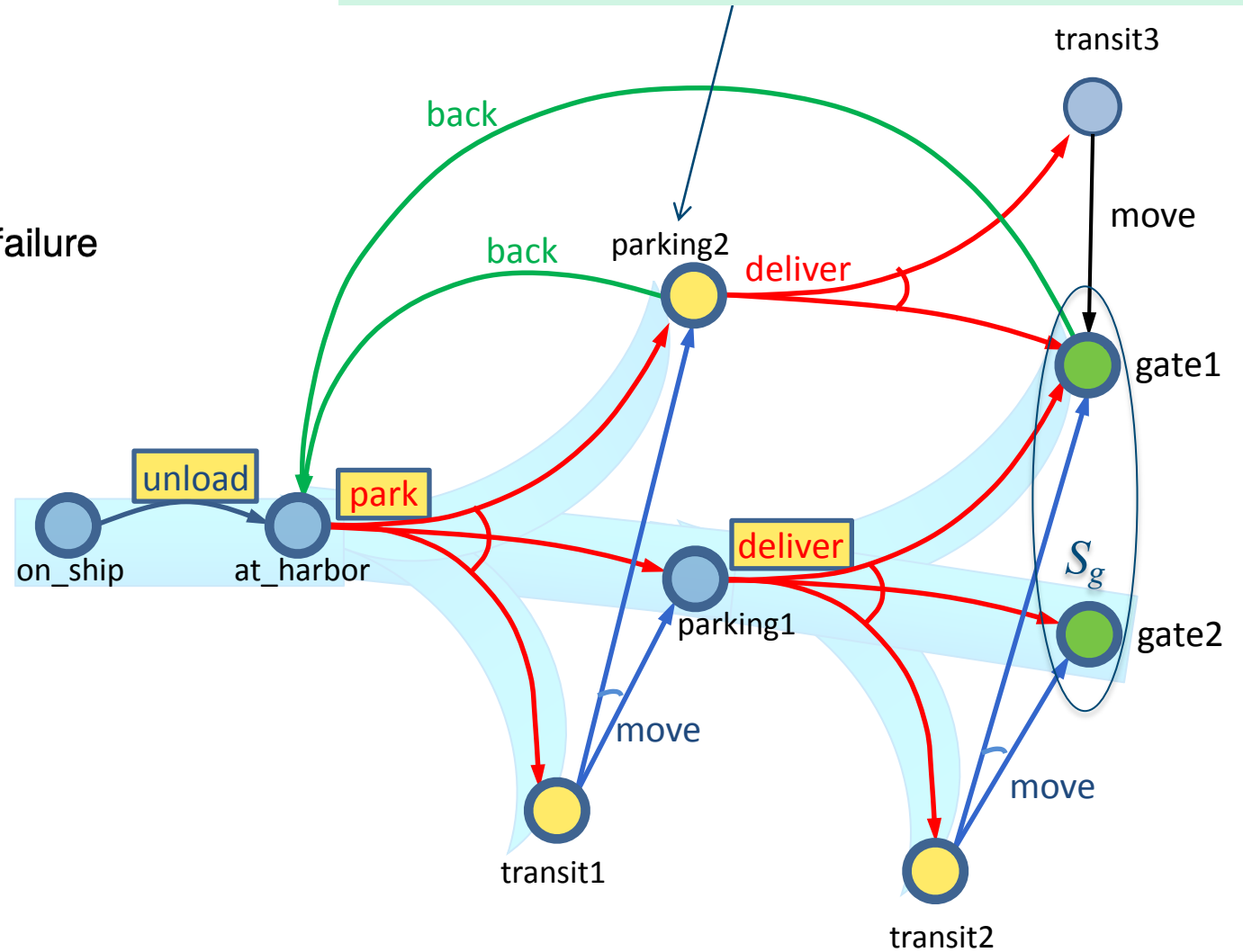
$Frontier = \{\text{parking2, transit1, transit2, gate1, gate2}\}$

$\pi = \{(\text{on\_ship, unload}),$   
 $(\text{at\_harbor, park}),$   
 $(\text{parking1, deliver})\}$

## Example

Nondeterministically choose either back or deliver

- back is OK because cycle is escapable





# Example

Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

if  $Applicable(s) = \emptyset$  then return failure

nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

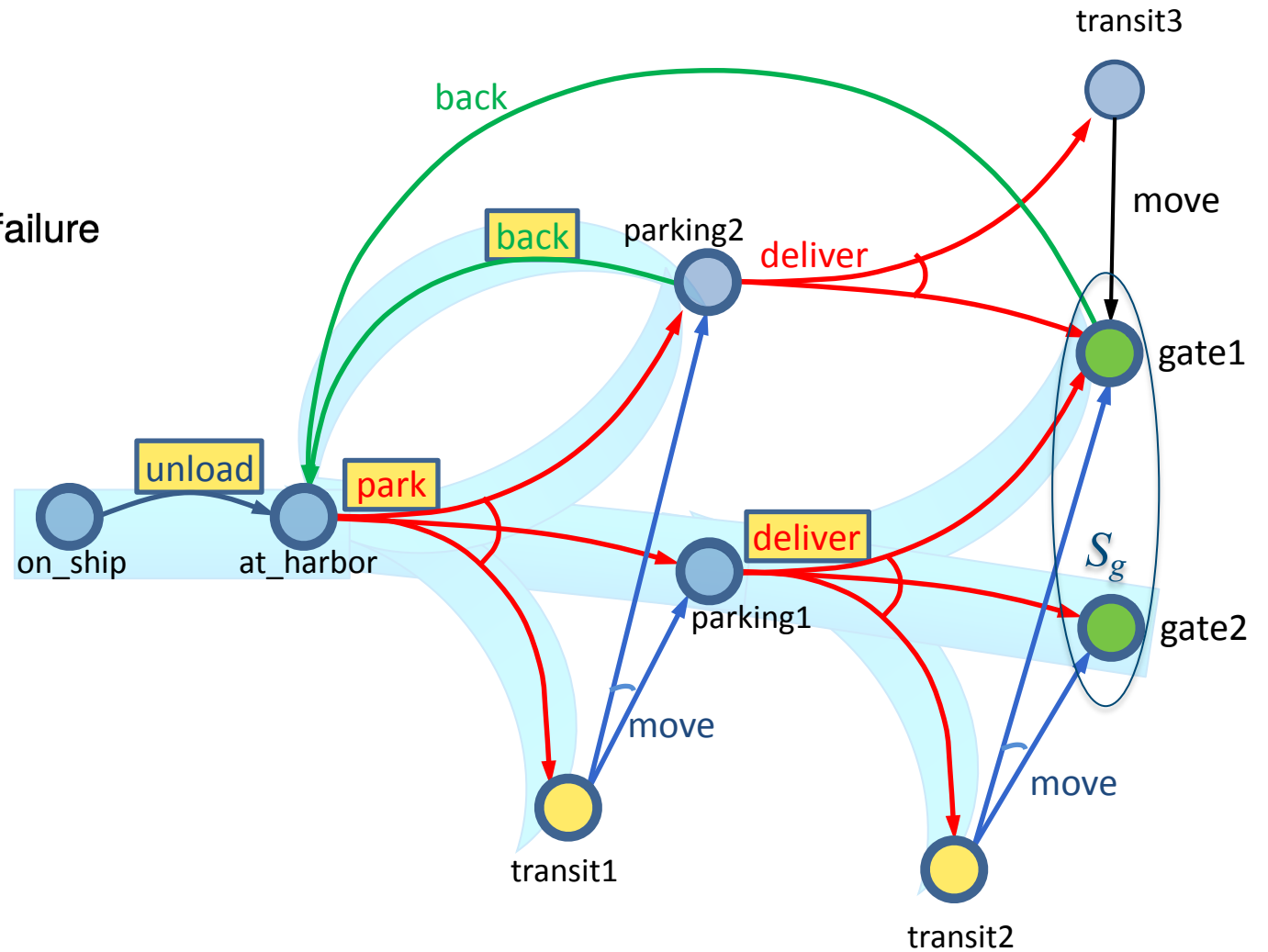
$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

if  $has\_unsafe\_loops(\pi, a, Frontier)$  then return failure

return  $\pi$

$Frontier = \{transit1, transit2, gate1, gate2\}$

$\pi = \{(on\_ship, unload), (at\_harbor, park), (parking1, deliver), (parking2, back)\}$



## Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

    if  $Applicable(s) = \emptyset$  then return failure

    nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

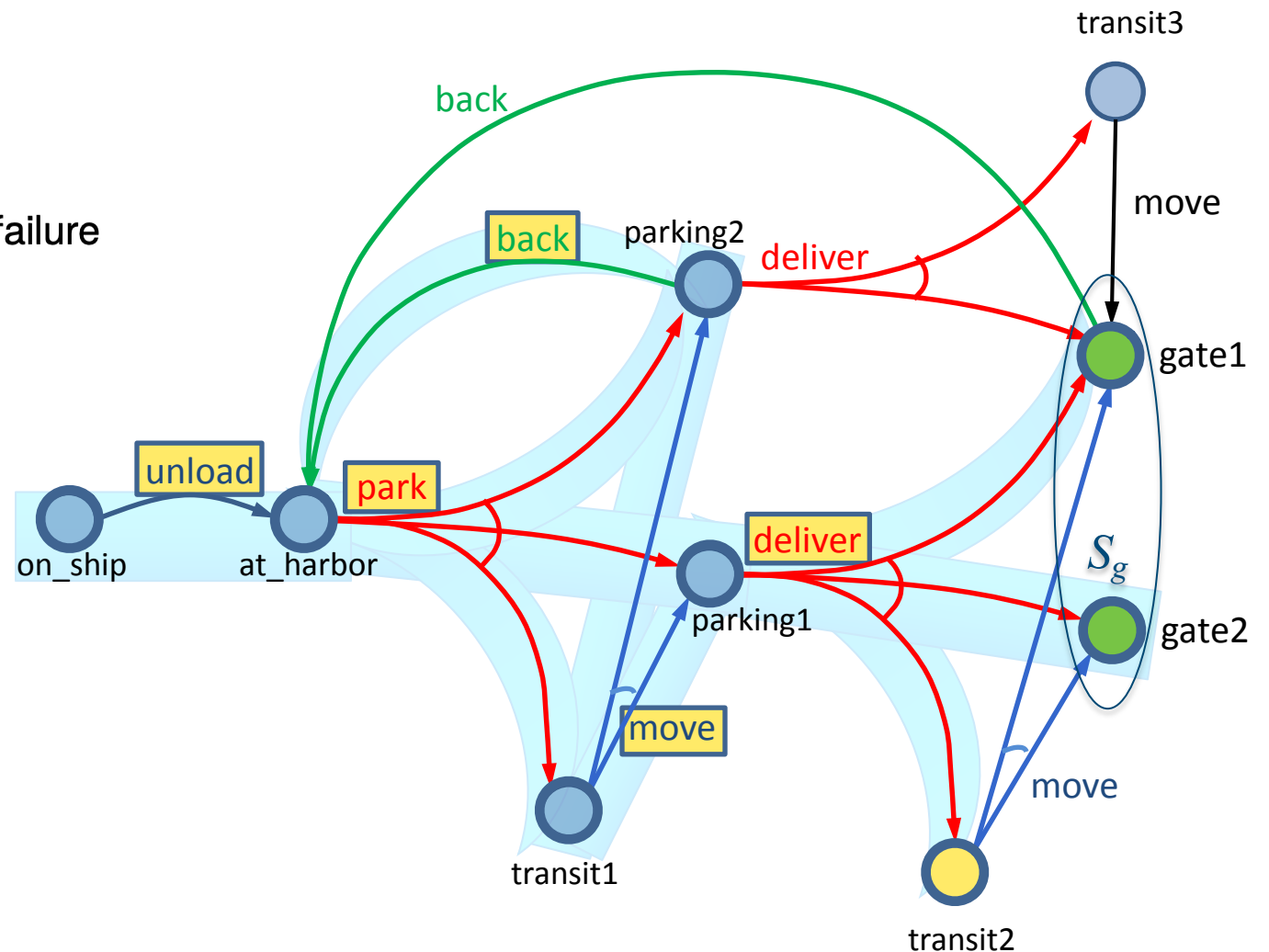
    if  $has\_unsafe\_loops(\pi, a, Frontier)$  then return failure

return  $\pi$

$Frontier = \{transit2, gate1, gate2\}$

$\pi = \{(on\_ship, unload), (at\_harbor, park), (parking1, deliver), (parking2, back), (transit1, move)\}$

## Example



## Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

    if  $Applicable(s) = \emptyset$  then return failure

    nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$

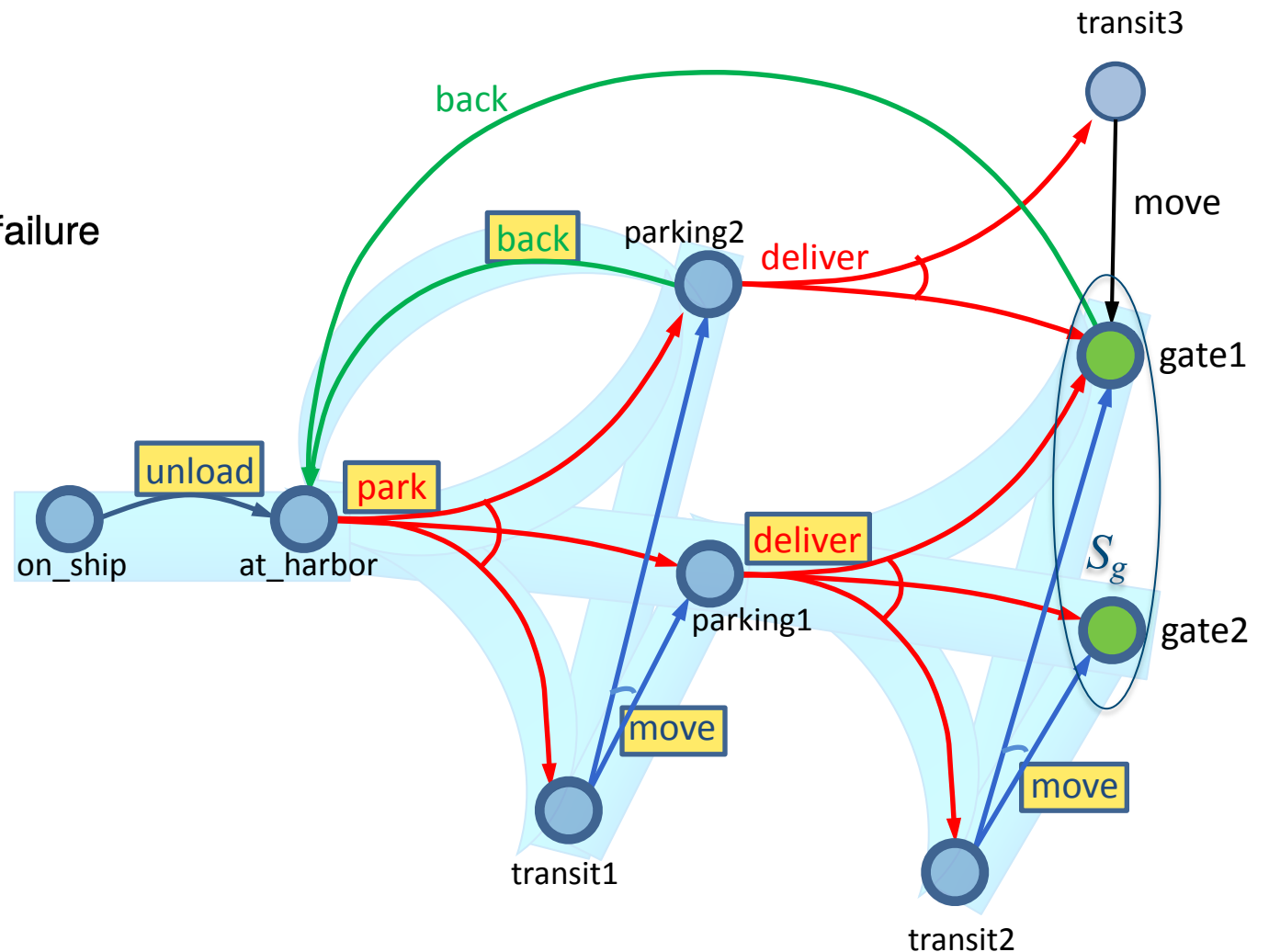
    if  $has\_unsafe\_loops(\pi, a, Frontier)$  then return failure

return  $\pi$

$Frontier = \{gate1, gate2\} \subseteq S_g$

$\pi = \{(on\_ship, unload),$   
 $(at\_harbor, park),$   
 $(parking1, deliver),$   
 $(parking2, back),$   
 $(transit1, move),$   
 $(transit2, move)\}$

## Example



# Guided-Find-Safe-Solution

- Motivation: much easier to find solutions if they don't have to be safe
  - ▶ Find-Safe-Solution needs plans for all possible outcomes of actions
  - ▶ Find-Solution only needs a plan for one of them
- Idea:
  - ▶ loop
    - Find a (possibly unsafe) solution  $\pi$
    - For each each leaf node of  $\pi$ 
      - ▶ If the leaf node isn't a goal,
        - find a (possibly unsafe) solution and incorporate it into  $\pi$

# Guided-Find-Safe-Solution

Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \widehat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select arbitrarily  $s \in Q$

$\pi' \leftarrow \text{Find-Solution}(\Sigma, s, S_g)$

if  $\pi' \neq \text{failure}$  then do

$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

make  $a$  not applicable in  $s'$

$\pi$  is a solution. Return the part that's reachable from  $s_0$ .

Choose any leaf  $s$  that isn't a goal.  
Find a (possibly unsafe) solution  $\pi'$  for  $s$ .

For each  $(s, a)$  in  $\pi'$ , add to  $\pi$  unless  $\pi$  already has an action at  $s$

$s$  is unsolvable. For each  $(s', a)$  that can produce  $s$ , modify  $\pi$  and  $\Sigma$  so we'll never use  $a$  at  $s'$

## Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \hat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select arbitrarily  $s \in Q$

$\pi' \leftarrow \text{Find-Solution}(\Sigma, s, S_g)$

if  $\pi' \neq \text{failure}$  then do

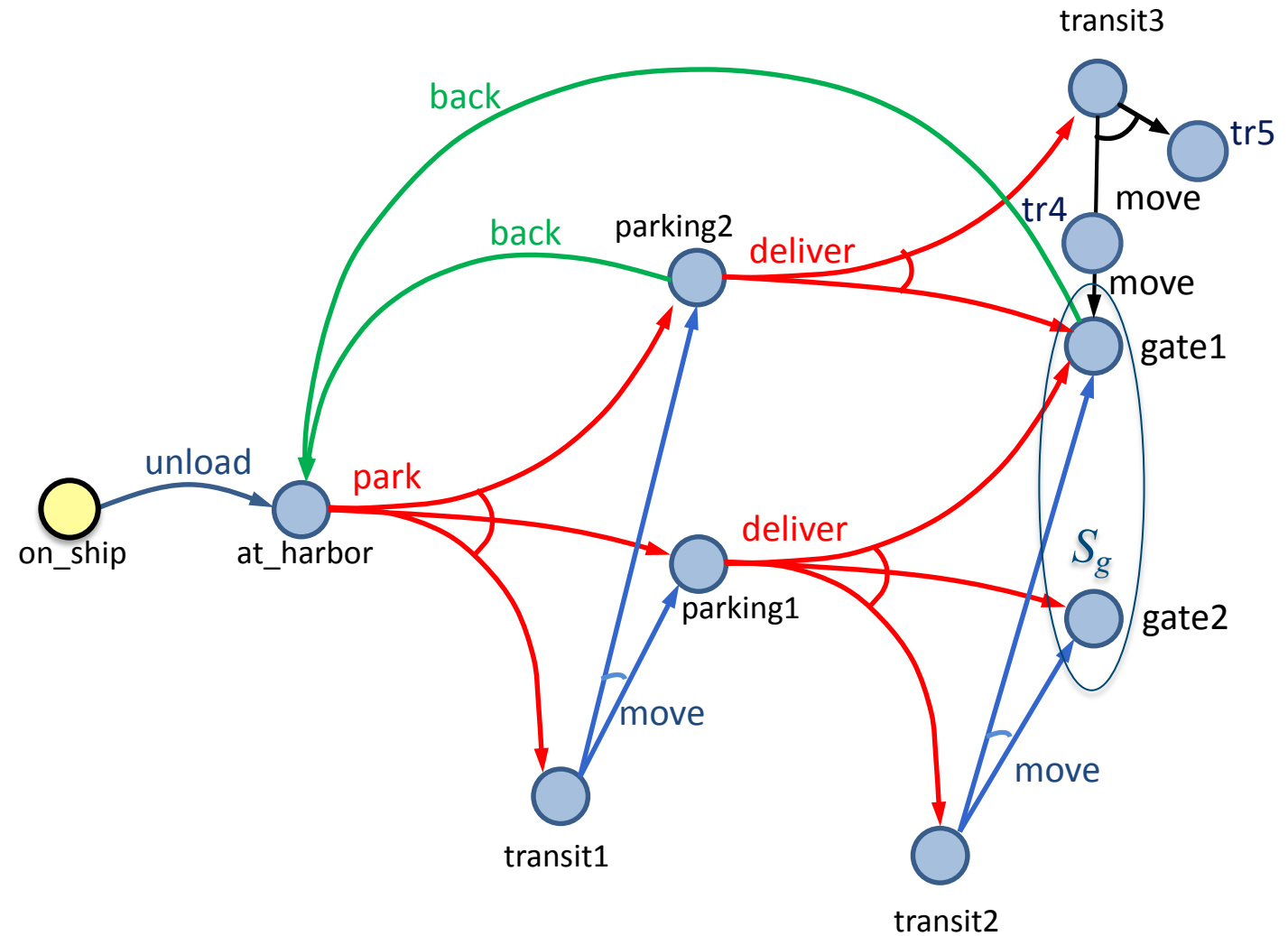
$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

make  $a$  not applicable in  $s'$

## Example



## Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \hat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select arbitrarily  $s \in Q$

$\pi' \leftarrow \text{Find-Solution}(\Sigma, s, S_g)$

if  $\pi' \neq \text{failure}$  then do

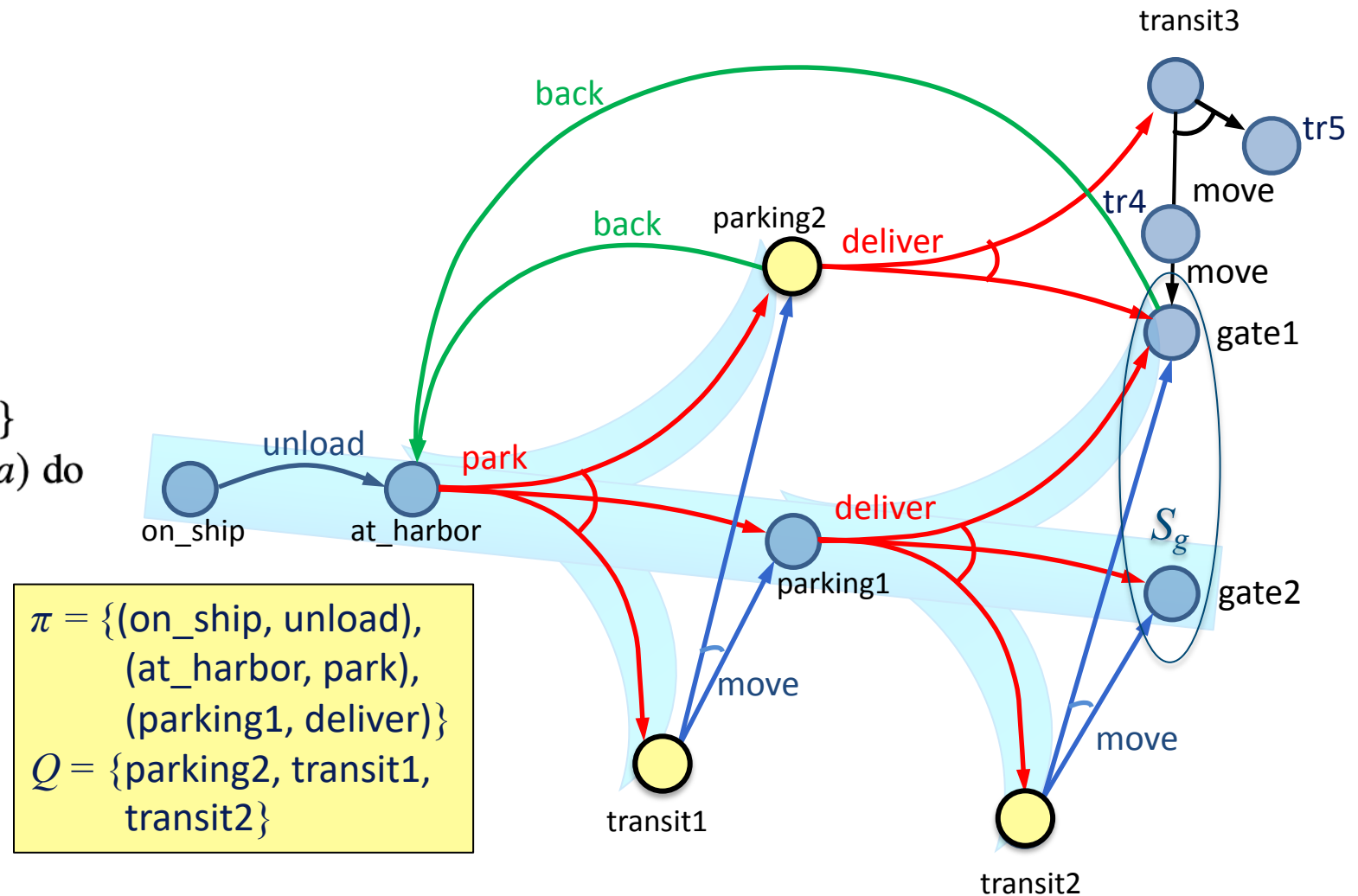
$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

make  $a$  not applicable in  $s'$

## Example



## Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \hat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select arbitrarily  $s \in Q$

$\pi' \leftarrow \text{Find-Solution}(\Sigma, s, S_g)$

if  $\pi' \neq \text{failure}$  then do

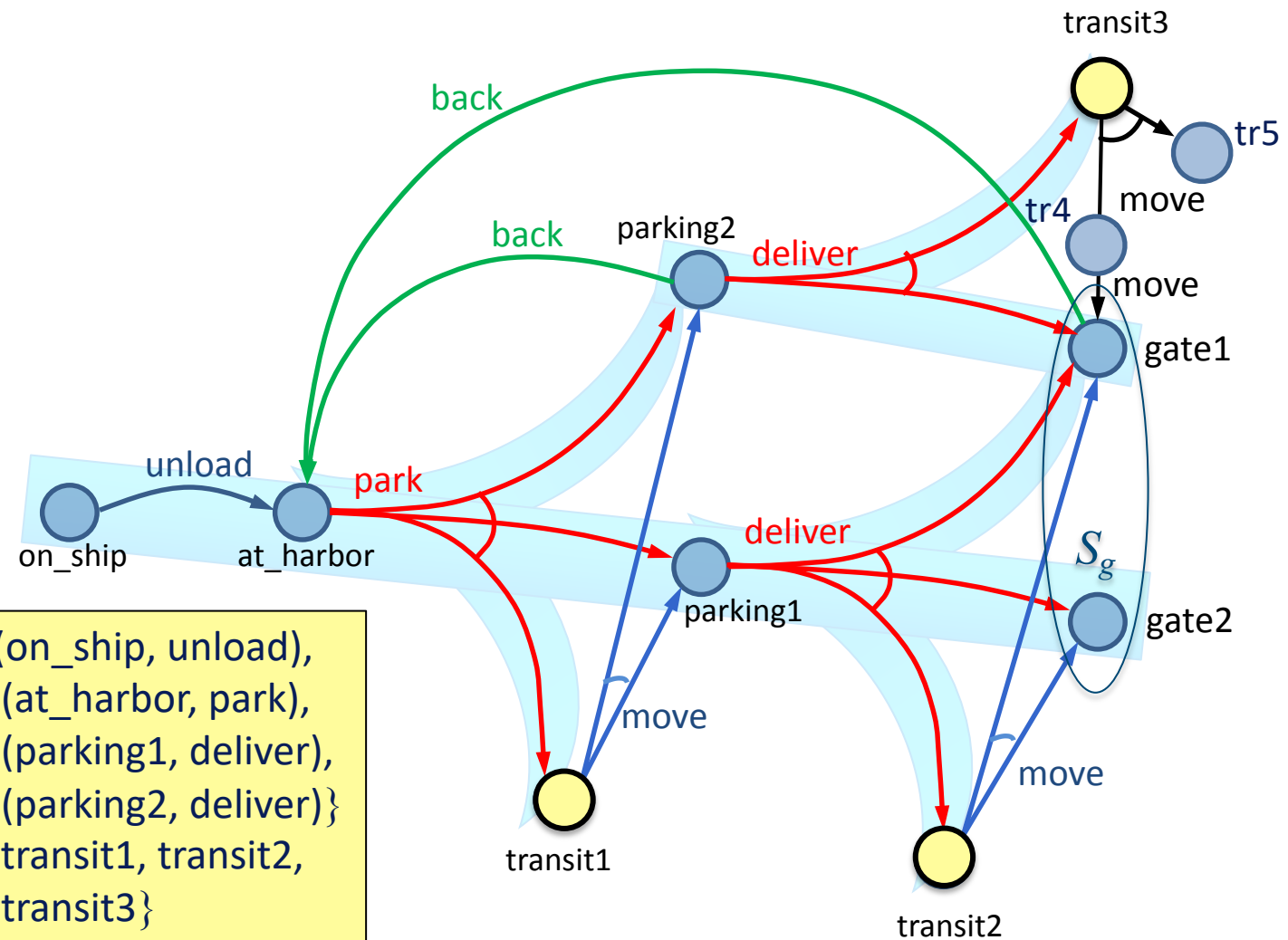
$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

make  $a$  not applicable in  $s'$

## Example



$\pi = \{(on\_ship, unload),$   
 $(at\_harbor, park),$   
 $(parking1, deliver),$   
 $(parking2, deliver)\}$   
 $Q = \{transit1, transit2,$   
 $transit3\}$



## Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \hat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select arbitrarily  $s \in Q$

$\pi' \leftarrow \text{Find-Solution}(\Sigma, s, S_g)$

if  $\pi' \neq \text{failure}$  then do

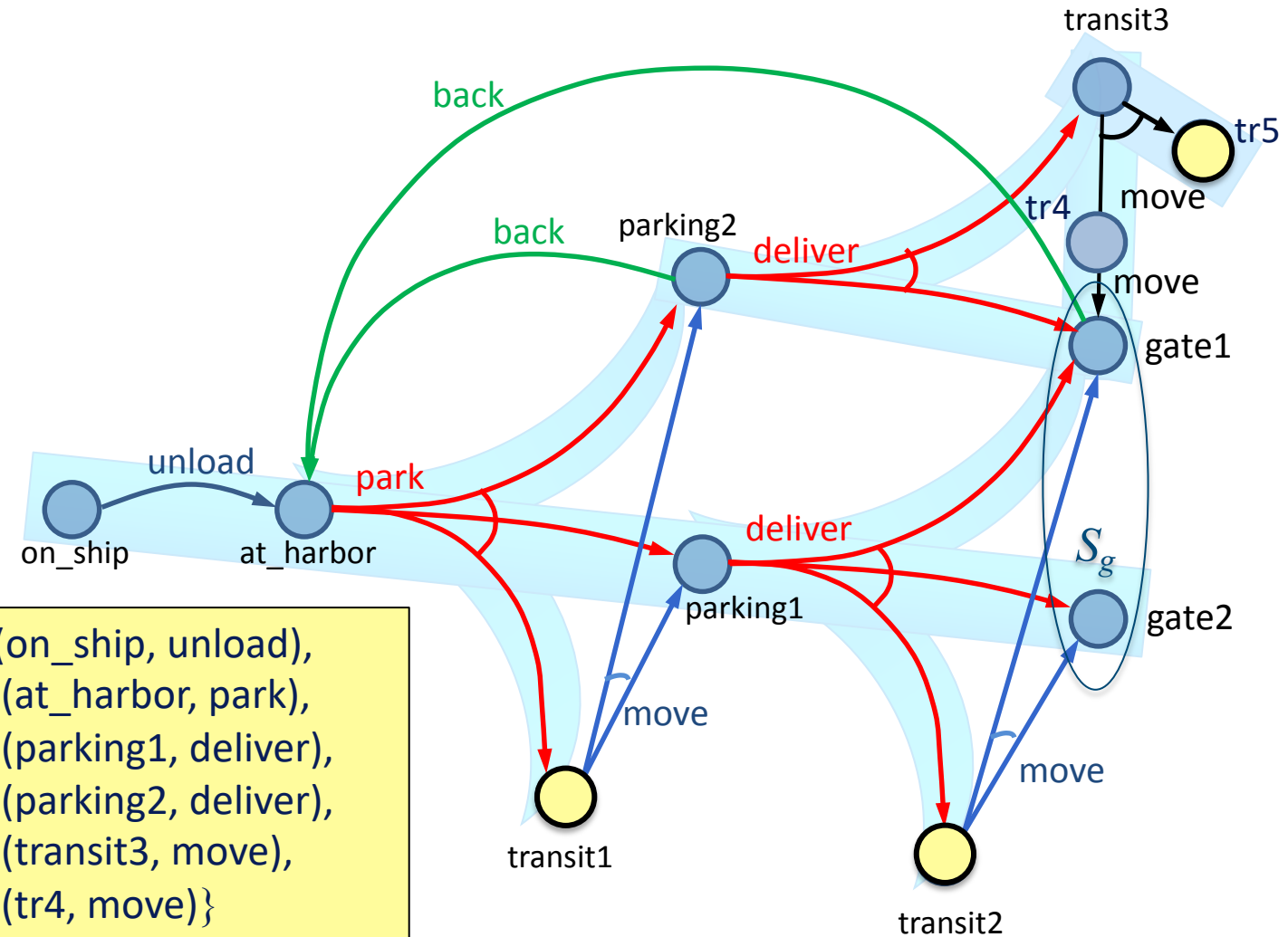
$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

make  $a$  not applicable in  $s'$

## Example



## Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \hat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select arbitrarily  $s \in Q$

$\pi' \leftarrow \text{Find-Solution}(\Sigma, s, S_g)$

if  $\pi' \neq \text{failure}$  then do

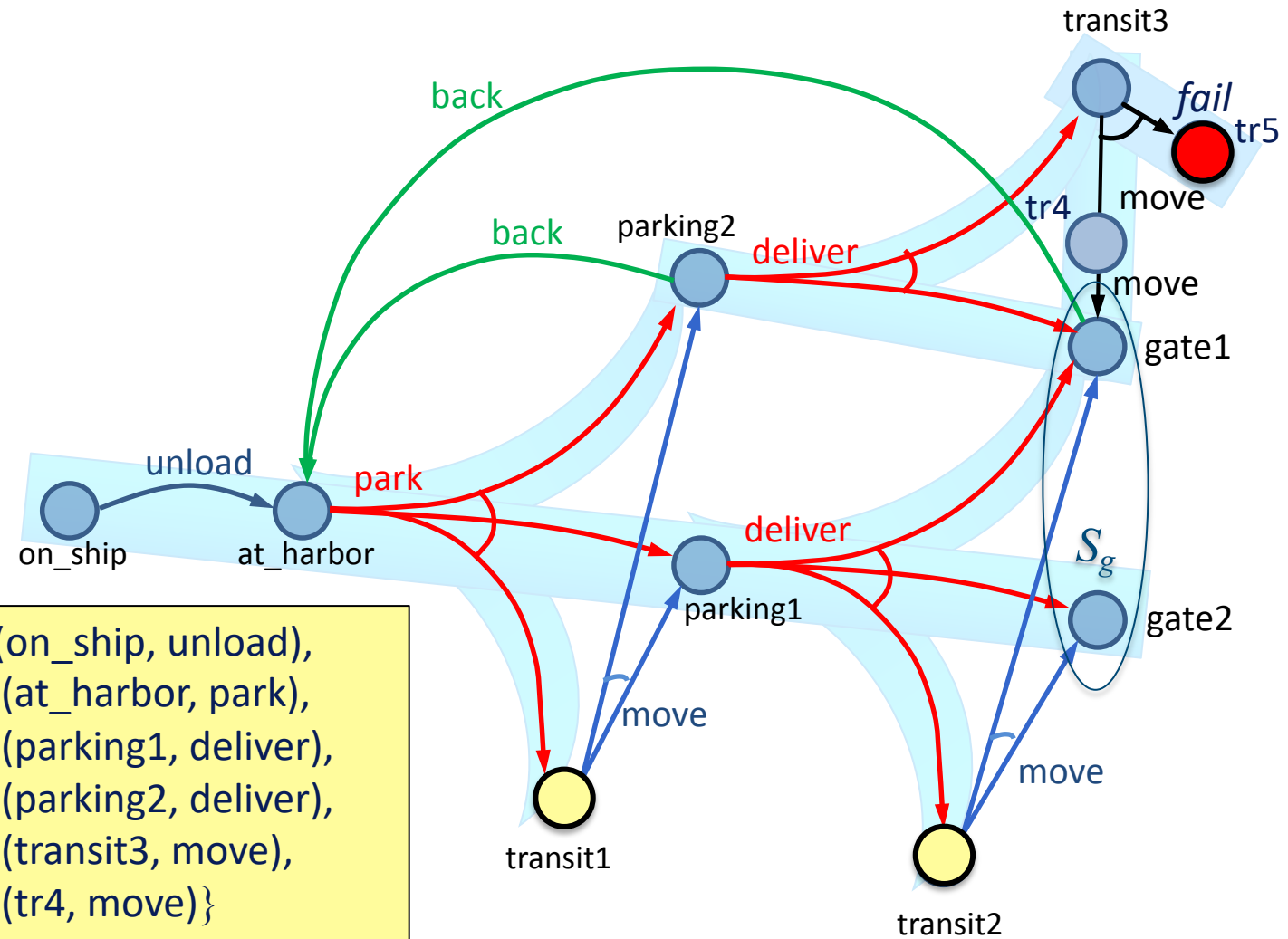
$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

make  $a$  not applicable in  $s'$

## Example



## Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \hat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select arbitrarily  $s \in Q$

$\pi' \leftarrow \text{Find-Solution}(\Sigma, s, S_g)$

if  $\pi' \neq \text{failure}$  then do

$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

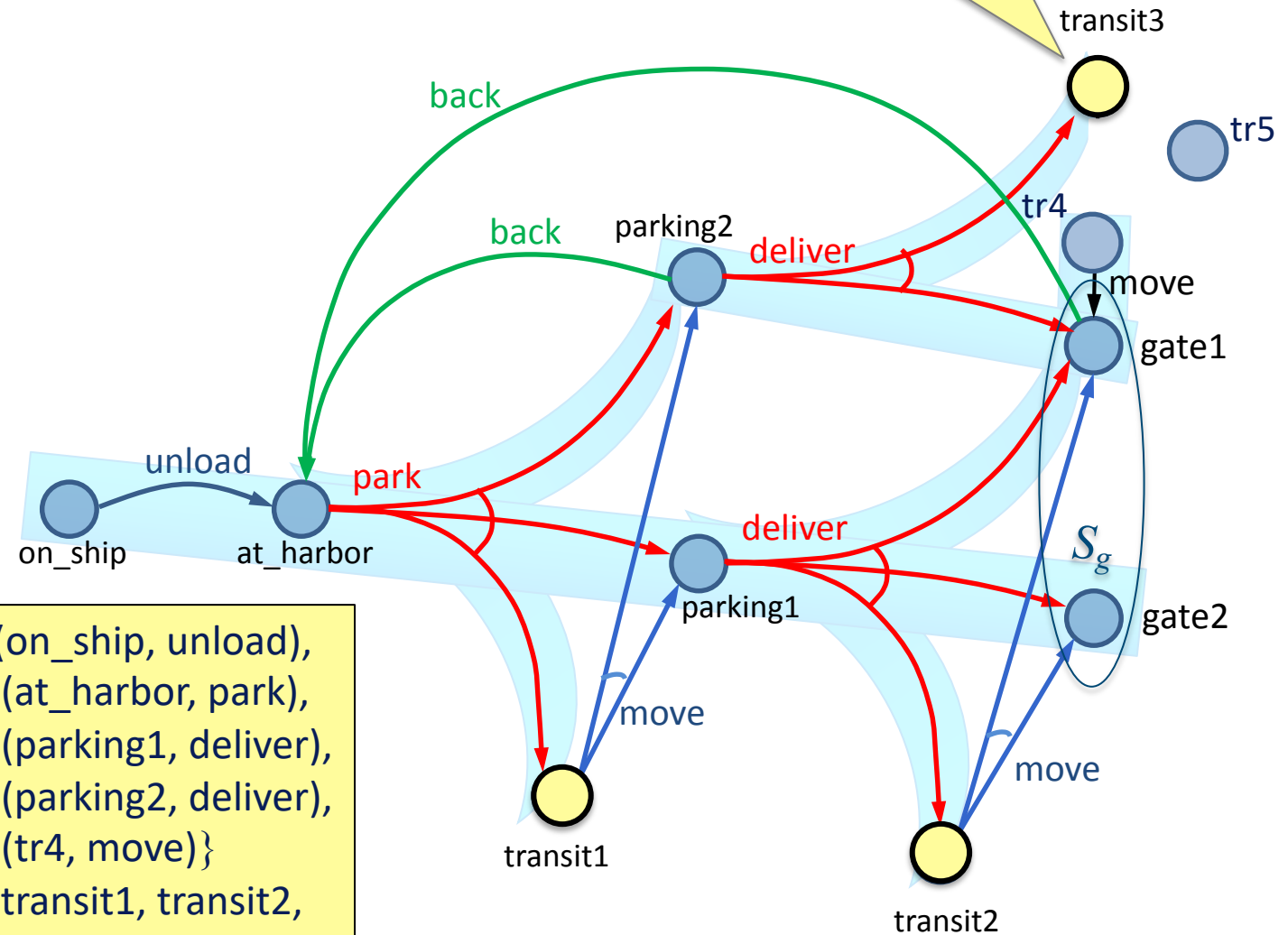
else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

make  $a$  not applicable in  $s'$

## Example

Modify  $\Sigma$  to make  
move inapplicable at  
transit3



$\pi = \{(on\_ship, unload),$   
 $(at\_harbor, park),$   
 $(parking1, deliver),$   
 $(parking2, deliver),$   
 $(tr4, move)\}$   
 $Q = \{transit1, transit2,$   
 $transit3\}$

## Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \hat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select arbitrarily  $s \in Q$

$\pi' \leftarrow \text{Find-Solution}(\Sigma, s, S_g)$

if  $\pi' \neq \text{failure}$  then do

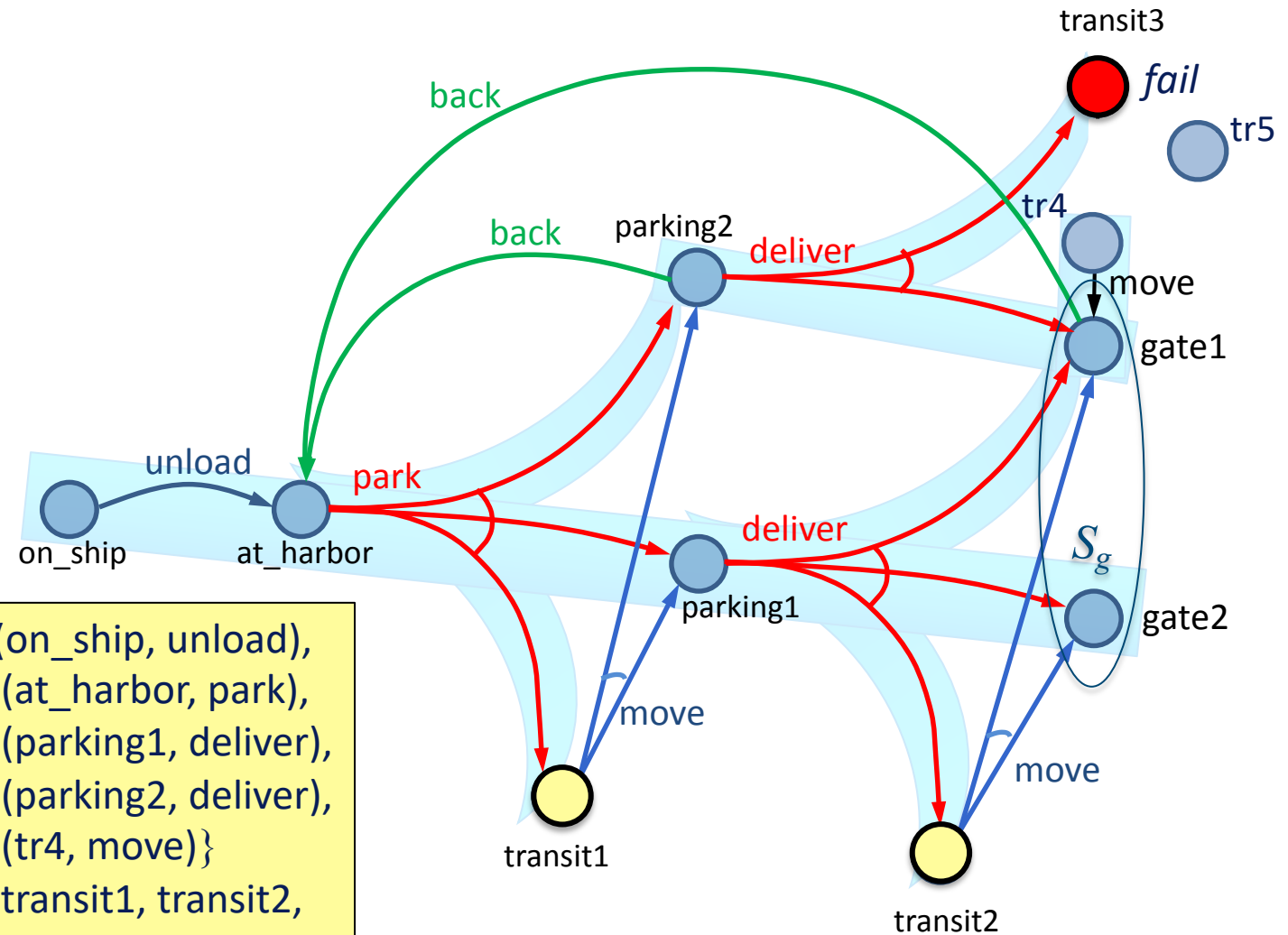
$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

make  $a$  not applicable in  $s'$

## Example



$\pi = \{(on\_ship, unload),$   
 $(at\_harbor, park),$   
 $(parking1, deliver),$   
 $(parking2, deliver),$   
 $(tr4, move)\}$   
 $Q = \{transit1, transit2,$   
 $transit3\}$

## Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \hat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select arbitrarily  $s \in Q$

$\pi' \leftarrow \text{Find-Solution}(\Sigma, s, S_g)$

if  $\pi' \neq \text{failure}$  then do

$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

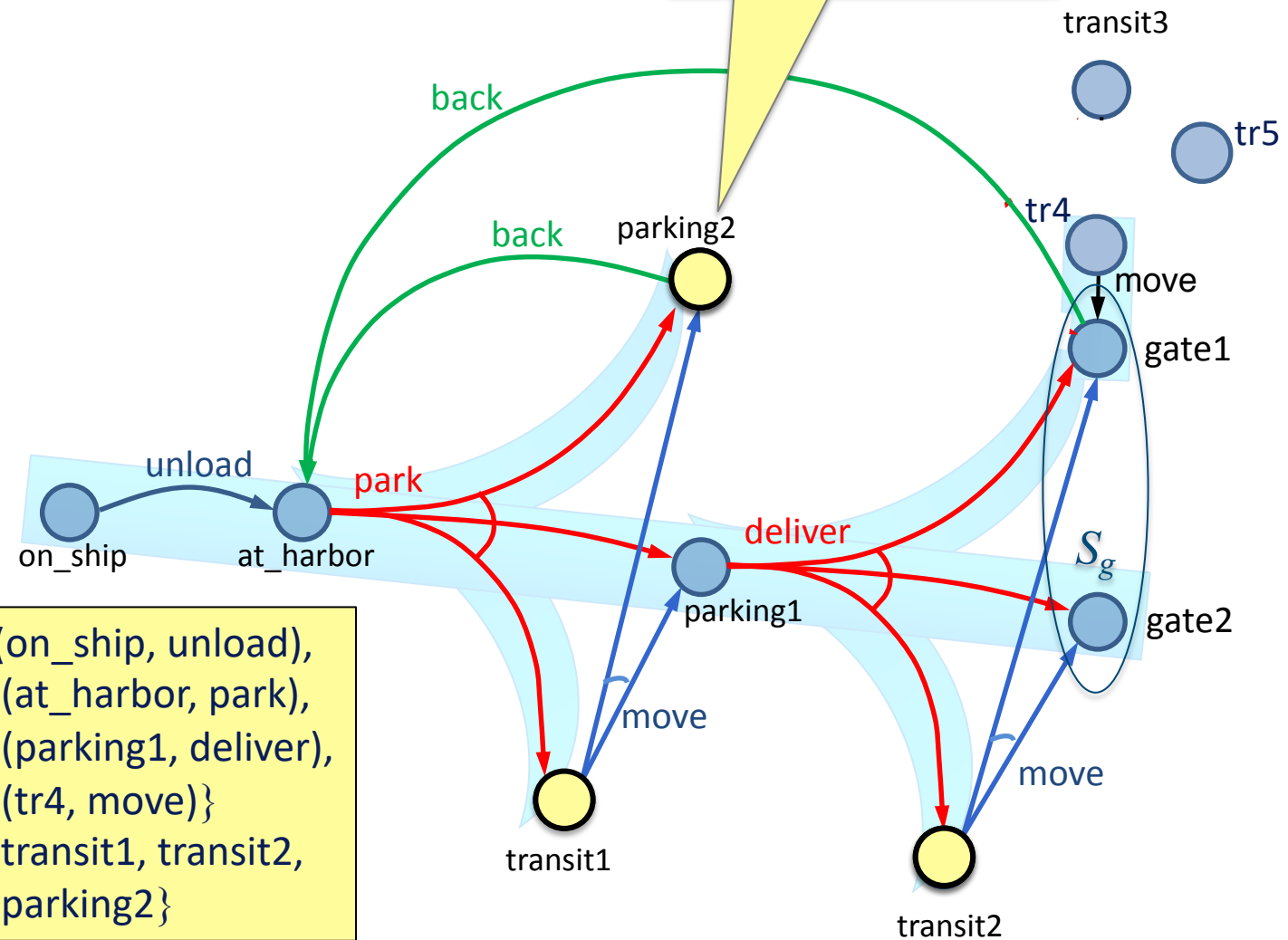
else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

make  $a$  not applicable in  $s'$

## Example

Modify  $\Sigma$  to make deliver inapplicable at parking2



$\pi = \{(on\_ship, unload), (at\_harbor, park), (parking1, deliver), (tr4, move)\}$   
 $Q = \{transit1, transit2, parking2\}$

## Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \hat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select arbitrarily  $s \in Q$

$\pi' \leftarrow \text{Find-Solution}(\Sigma, s, S_g)$

if  $\pi' \neq \text{failure}$  then do

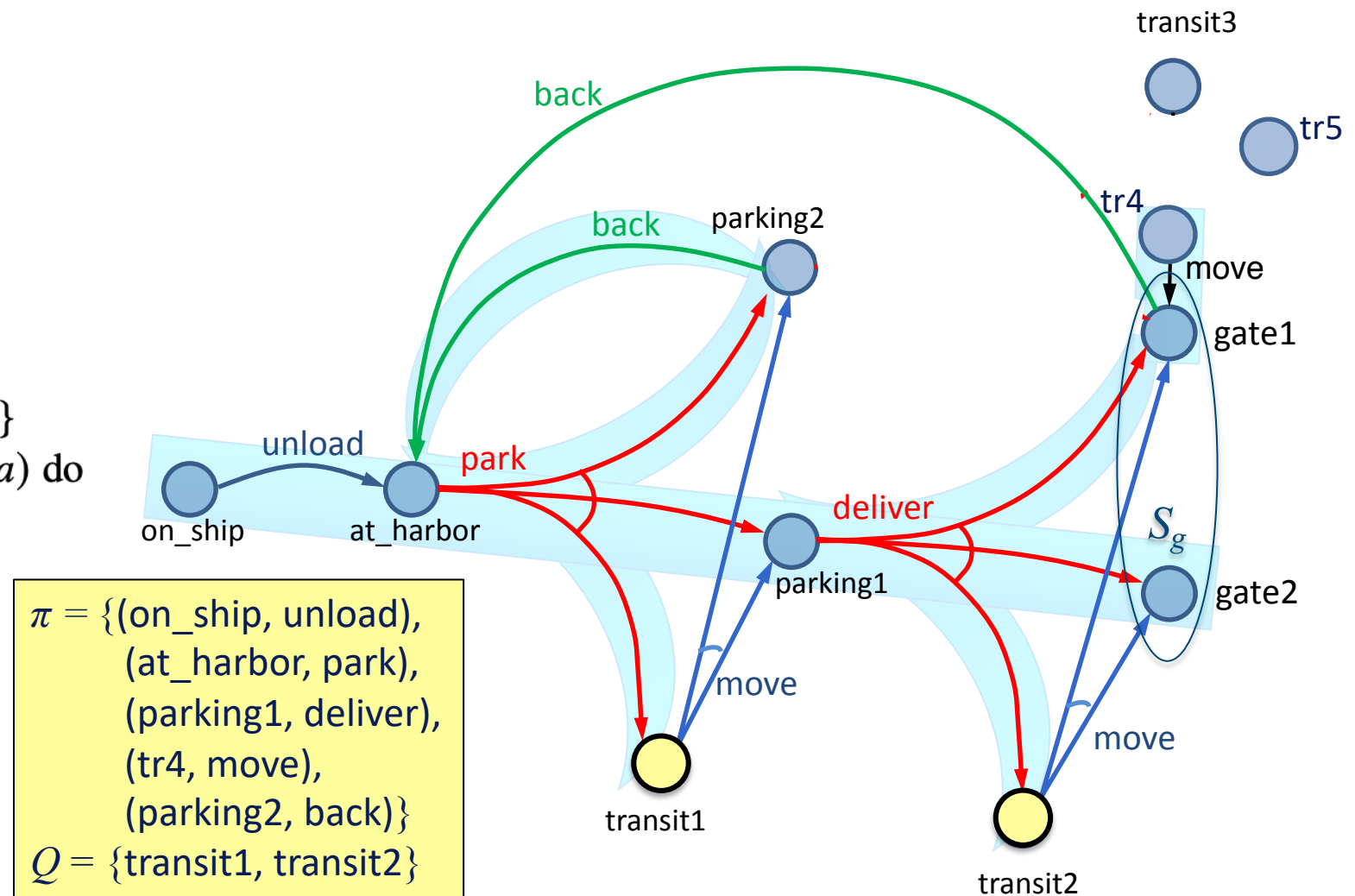
$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

make  $a$  not applicable in  $s'$

## Example



## Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \hat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select arbitrarily  $s \in Q$

$\pi' \leftarrow \text{Find-Solution}(\Sigma, s, S_g)$

if  $\pi' \neq \text{failure}$  then do

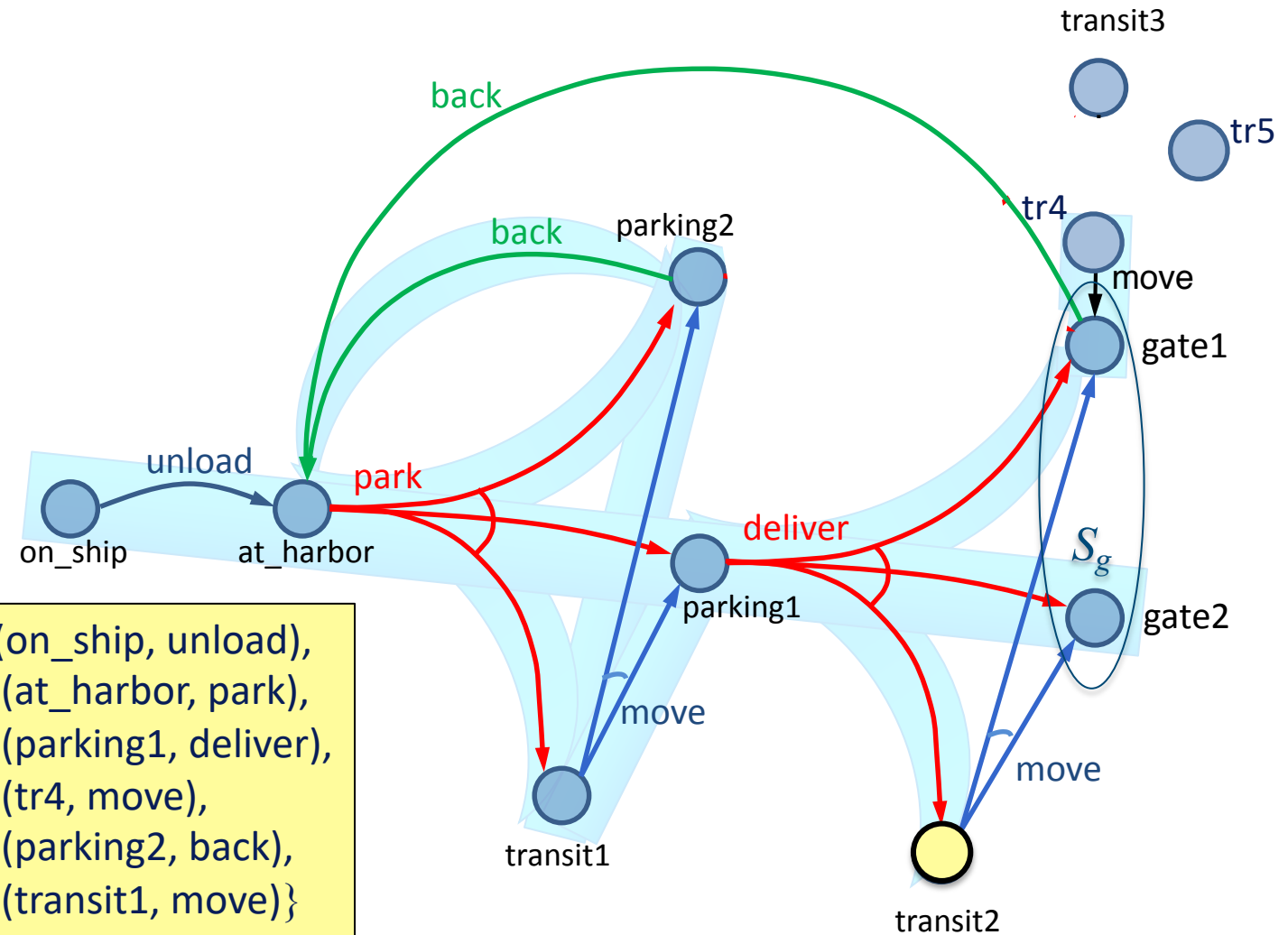
$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

make  $a$  not applicable in  $s'$

## Example



## Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \hat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select arbitrarily  $s \in Q$

$\pi' \leftarrow \text{Find-Solution}(\Sigma, s, S_g)$

if  $\pi' \neq \text{failure}$  then do

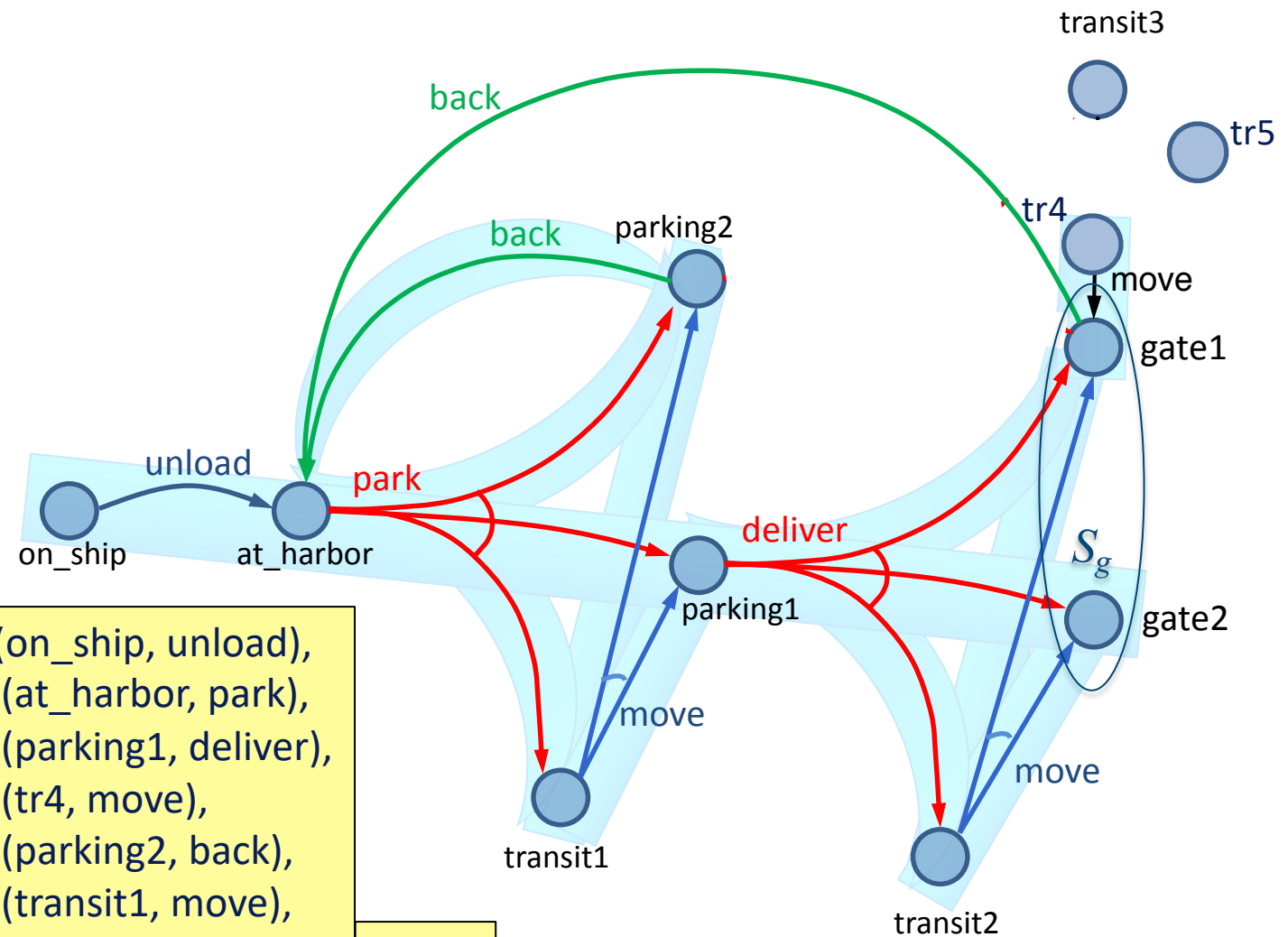
$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

make  $a$  not applicable in  $s'$

## Example



$\pi = \{(on\_ship, unload),$   
 $(at\_harbor, park),$   
 $(parking1, deliver),$   
 $(tr4, move),$   
 $(parking2, back),$   
 $(transit1, move),$   
 $(transit2, move)\}$

$Q = \emptyset$



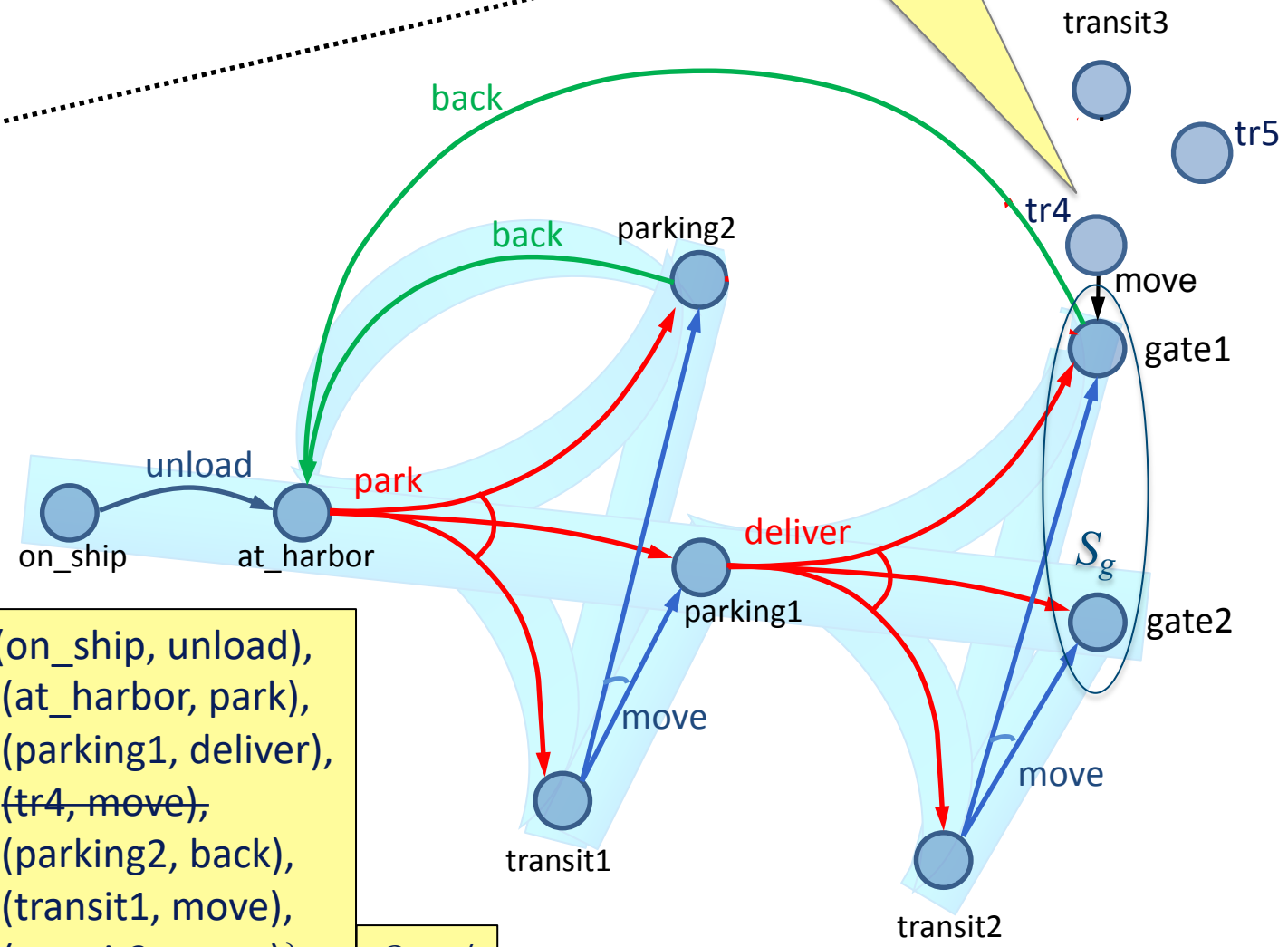
# Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )  
 if  $Applicable(s_0) = \emptyset$  then return(failure)  
 $\pi \leftarrow \emptyset$

loop  
 $Q \leftarrow leaves(s_0, \pi) \setminus S_g$   
 if  $Q = \emptyset$  then do  
 $\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \hat{\gamma}(s_0, \pi)\}$   
 return( $\pi$ )  
 select arbitrarily  $s \in Q$   
 $\pi' \leftarrow Find-Solution(\Sigma, s, S_g)$   
 if  $\pi' \neq failure$  then do  
 $\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin Domain(\pi)\}$   
 else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do  
 $\pi \leftarrow \pi \setminus \{(s', a)\}$   
 make  $a$  not applicable in  $s'$

## Example

Remove (tr4, move) from  $\pi$  because  $\pi$  can't ever reach tr4



$\pi = \{(on\_ship, unload), (at\_harbor, park), (parking1, deliver), (\cancel{tr4}, \cancel{move}), (parking2, back), (transit1, move), (transit2, move)\}$

$Q = \emptyset$

## Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \widehat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select arbitrarily  $s \in Q$

$\pi' \leftarrow \text{Find-Solution}(\Sigma, s, S_g)$

if  $\pi' \neq \text{failure}$  then do

$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

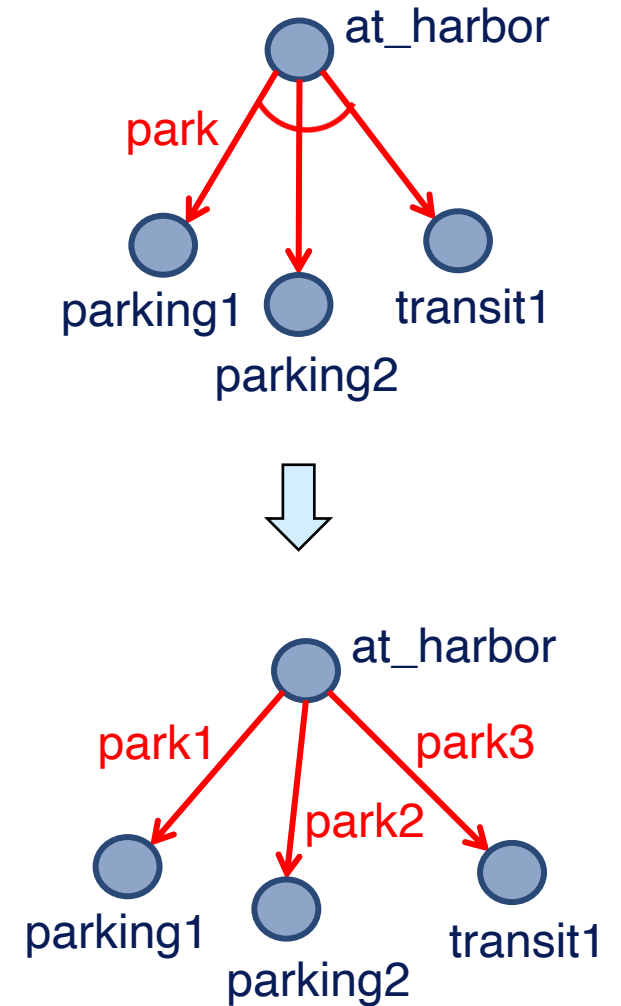
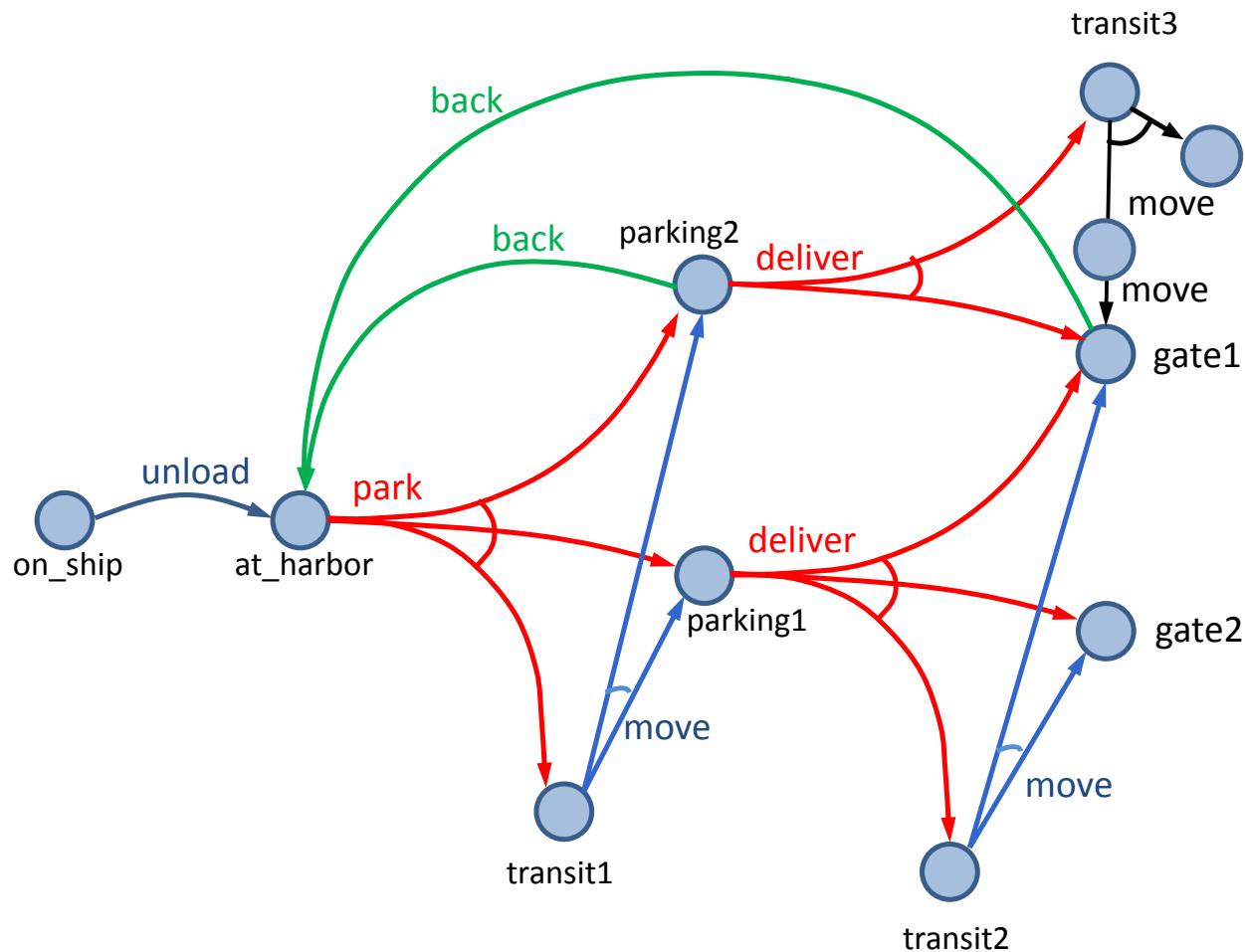
make  $a$  not applicable in  $s'$

## Discussion

- How to implement it?
  - ▶ Need implementation of Find-Solution
  - ▶ Need it to be very efficient
    - We'll call it many times
- Idea: instead of Find-Solution, use a classical planner
  - ▶ Any of the algorithms from Chapter 2
  - ▶ Efficient algorithms, search heuristics
- Need to convert the actions into something the classical planner can use ...

# Determinization

- Let  $a_i$  be a nondeterministic action with  $n$  possible outcomes
- *Determinization* of  $a_i = \{n \text{ deterministic actions, one for each outcome of } a_i\}$

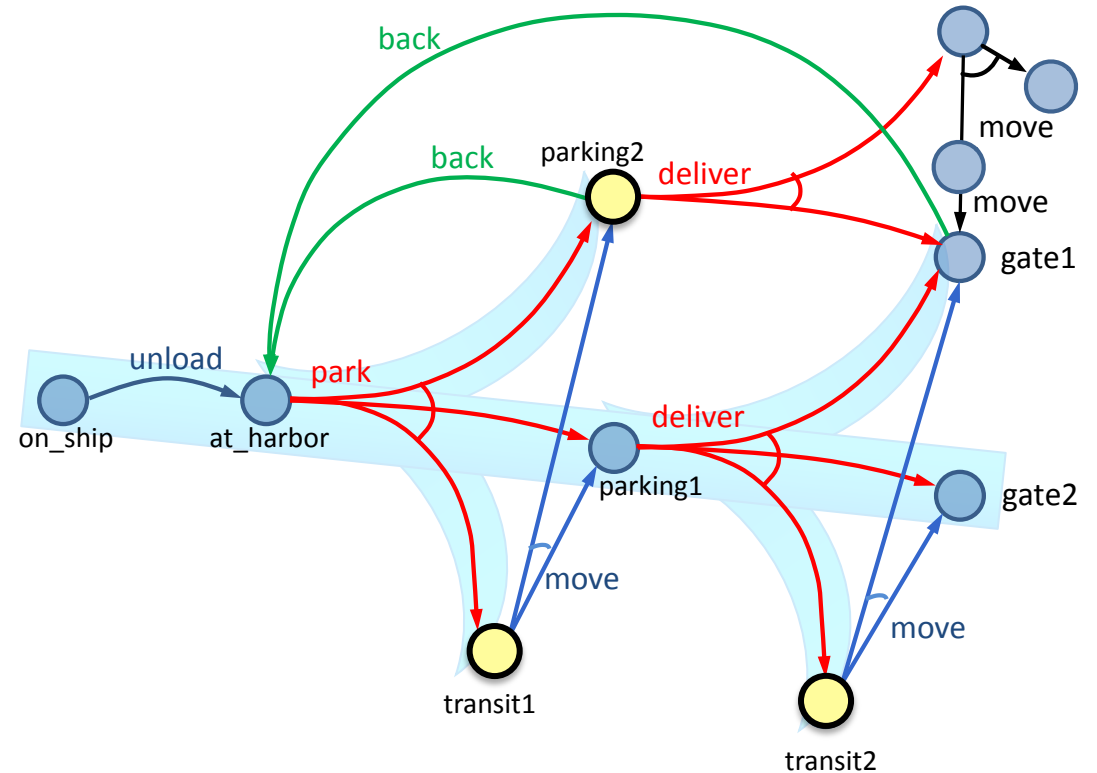
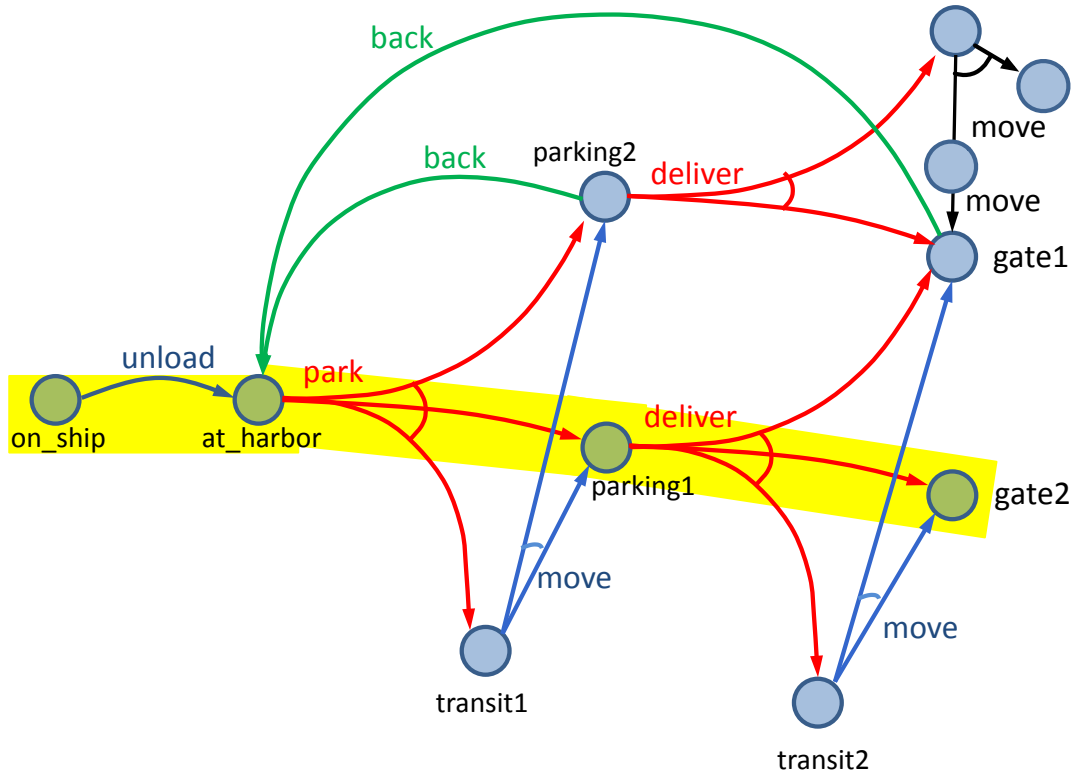


# Determinization

- Suppose a classical planner returns an acyclic plan  $p = \langle a_1, a_2, \dots, a_n \rangle$
- Actions and states:  $\langle s_0, a_1, s_1, a_2, s_2, a_3, \dots, a_n, s_n \rangle$
- Convert  $p$  to a policy  $\langle (s_0, a_1), (s_1, a_2), \dots, (s_{n-1}, a_n) \rangle$ 
  - ▶  $a_1$  = the nondeterministic action whose determinization includes  $a_i$

```

Plan2policy( $p = \langle a_1, \dots, a_n \rangle, s$ )
   $\pi \leftarrow \emptyset$ 
  loop for  $i$  from 1 to  $n$  do
     $\pi \leftarrow \pi \cup (s, \text{det2nondet}(a_i))$ 
     $s \leftarrow \gamma_d(s, a_i)$ 
  return  $\pi$ 
    
```



# Find-Safe-Solution-by-Determinization

Guided-Find-Safe-Solution ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \widehat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select arbitrarily  $s \in Q$

$\pi' \leftarrow \text{Find-Solution}(\Sigma, s, S_g)$

if  $\pi' \neq \text{failure}$  then do

$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

make  $a$  not applicable in  $s'$

Find-Safe-Solution-by-Determinization ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

$\Sigma_d \leftarrow \text{mk-deterministic}(\Sigma)$

loop

$Q \leftarrow leaves(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \widehat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select  $s \in Q$

$p' \leftarrow \text{Forward-Search}(\Sigma_d, s, S_g)$

if  $p' \neq \text{failure}$  then do

$\pi' \leftarrow \text{Plan2policy}(p', s)$

$\pi \leftarrow \pi \cup \{(s, a) \in \pi' \mid s \notin \text{Domain}(\pi)\}$

else for every  $s'$  and  $a$  such that  $s \in \gamma(s', a)$  do

$\pi \leftarrow \pi \setminus \{(s', a)\}$

make the actions in the determinization of  $a$  not applicable in  $s'$

Any classical planner that doesn't return cyclic plans

# Example

Find-Safe-Solution-by-Determinization ( $\Sigma, s_0, S_g$ )

if  $s_0 \in S_g$  then return( $\emptyset$ )

if  $Applicable(s_0) = \emptyset$  then return(failure)

$\pi \leftarrow \emptyset$

$\Sigma_d \leftarrow \text{mk-deterministic}(\Sigma)$

loop

$Q \leftarrow \text{leaves}(s_0, \pi) \setminus S_g$

if  $Q = \emptyset$  then do

$\pi \leftarrow \pi \setminus \{(s, a) \in \pi \mid s \notin \widehat{\gamma}(s_0, \pi)\}$

return( $\pi$ )

select  $s \in Q$

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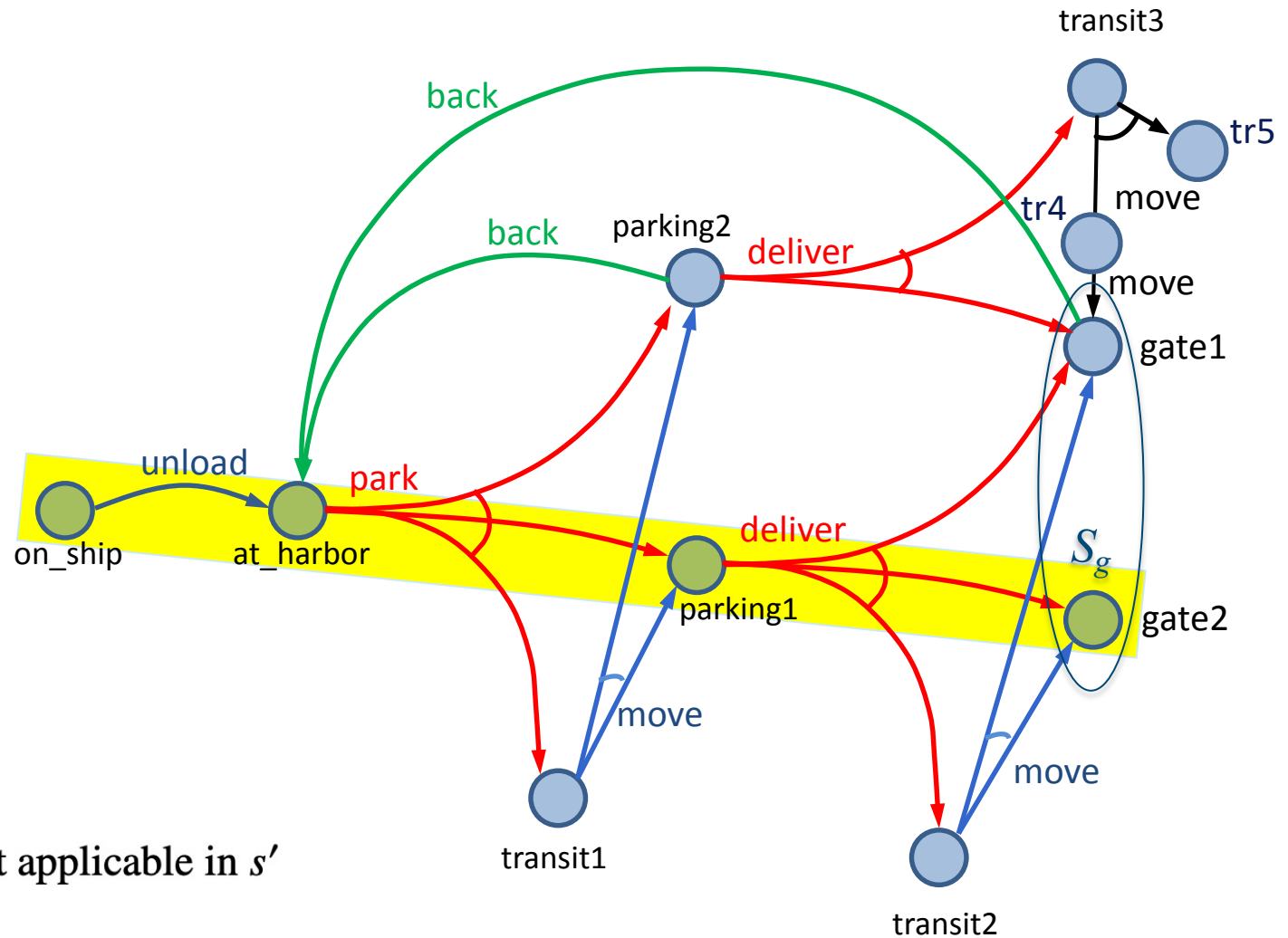
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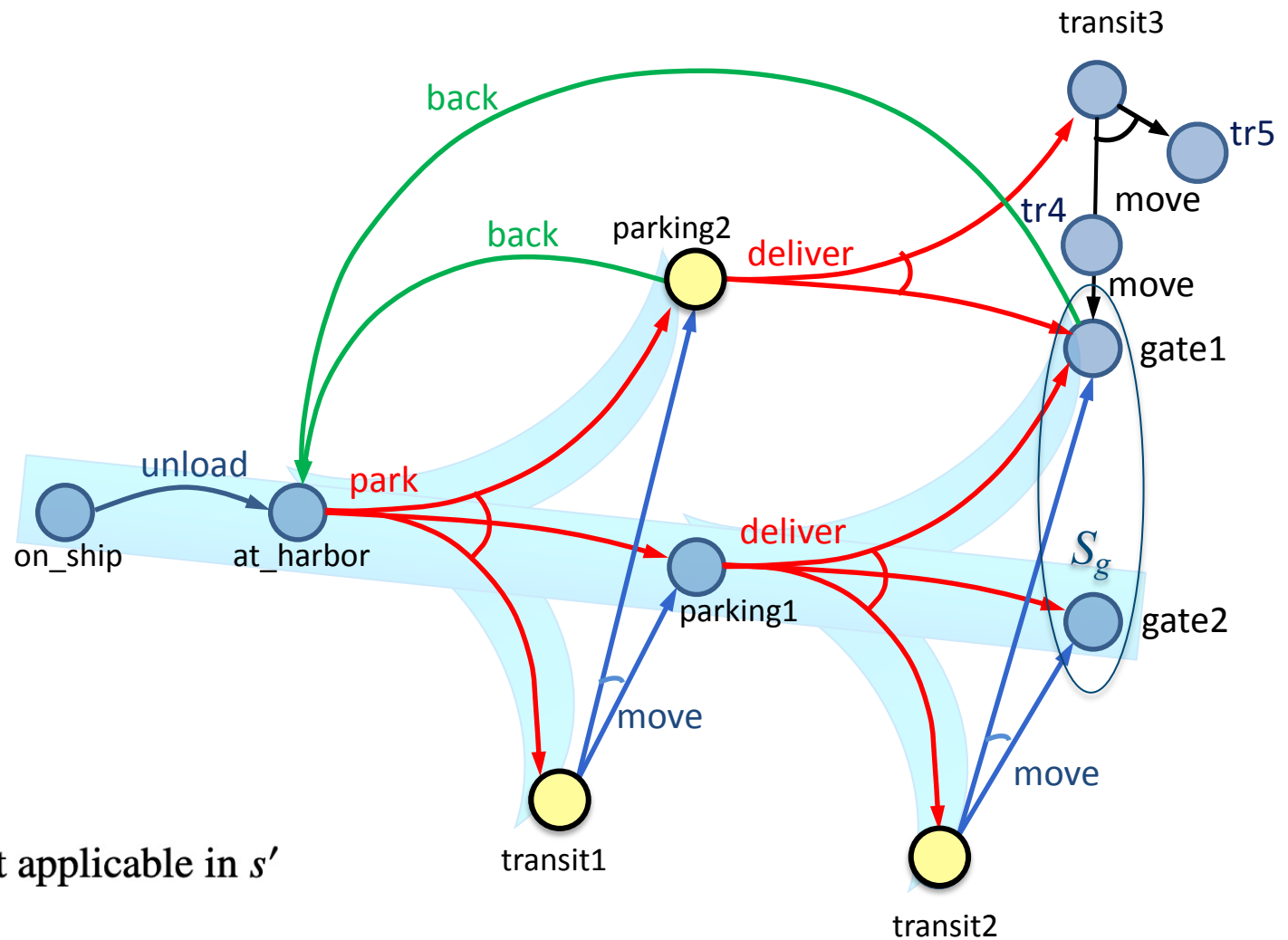
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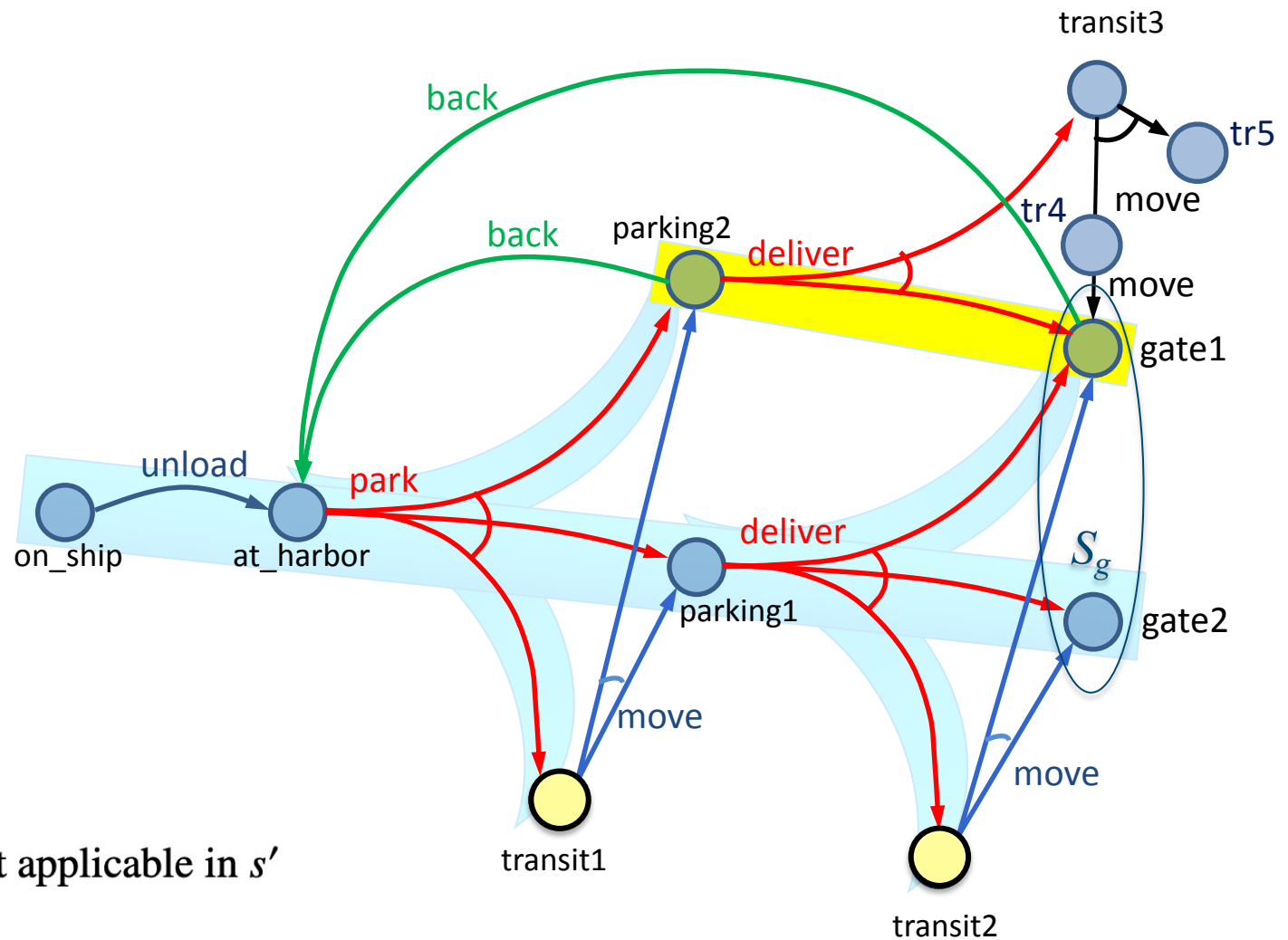
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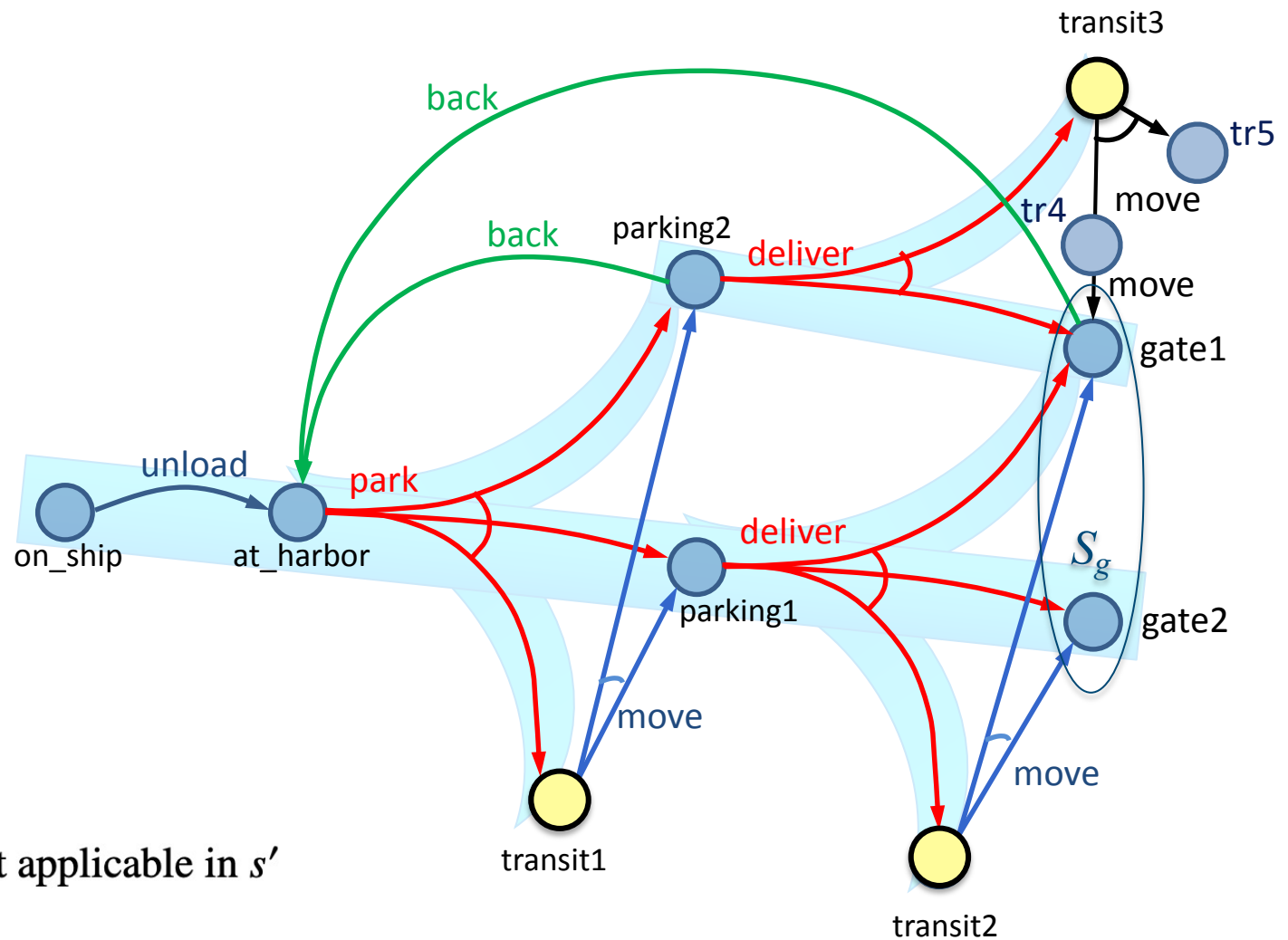
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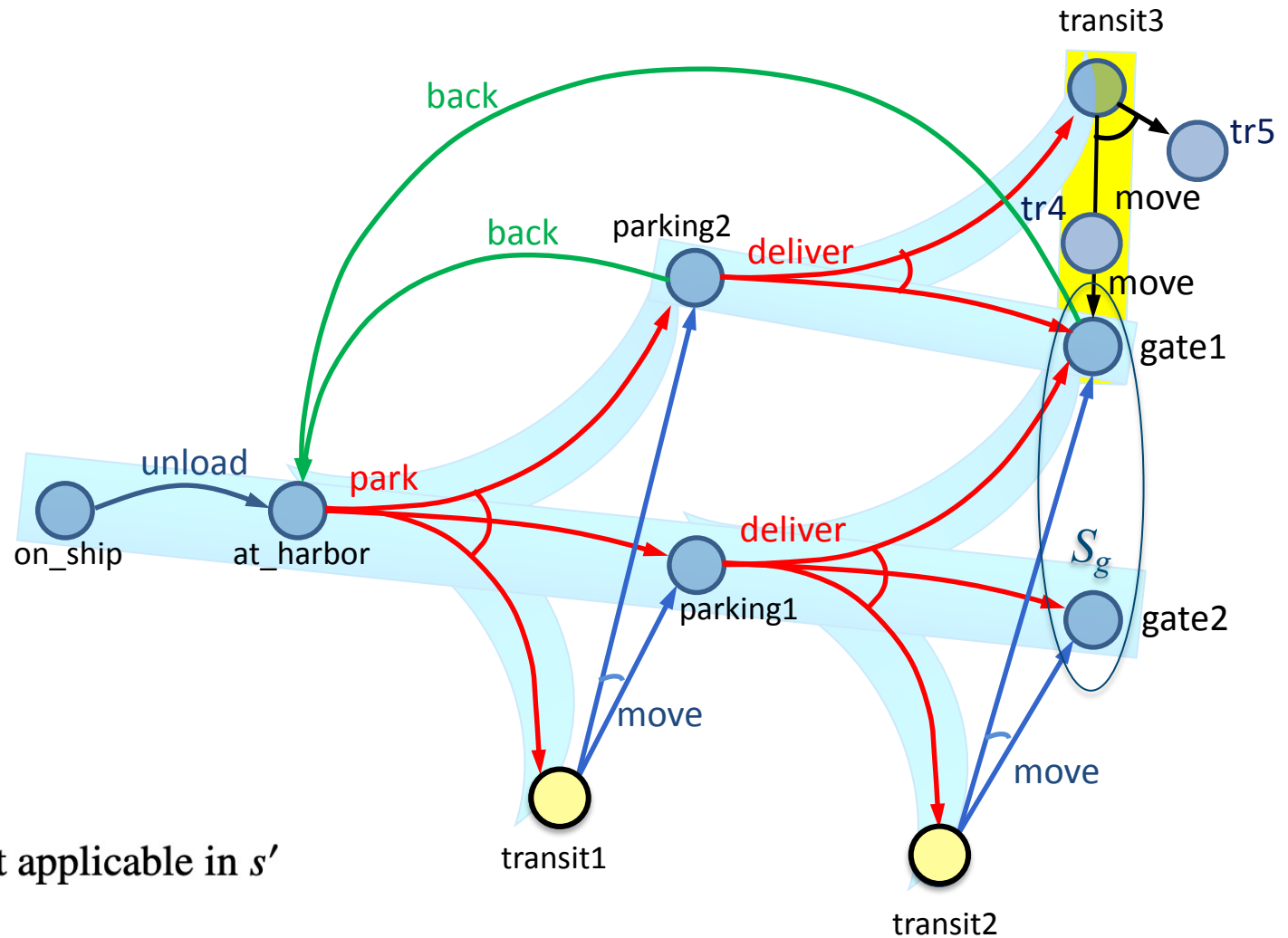
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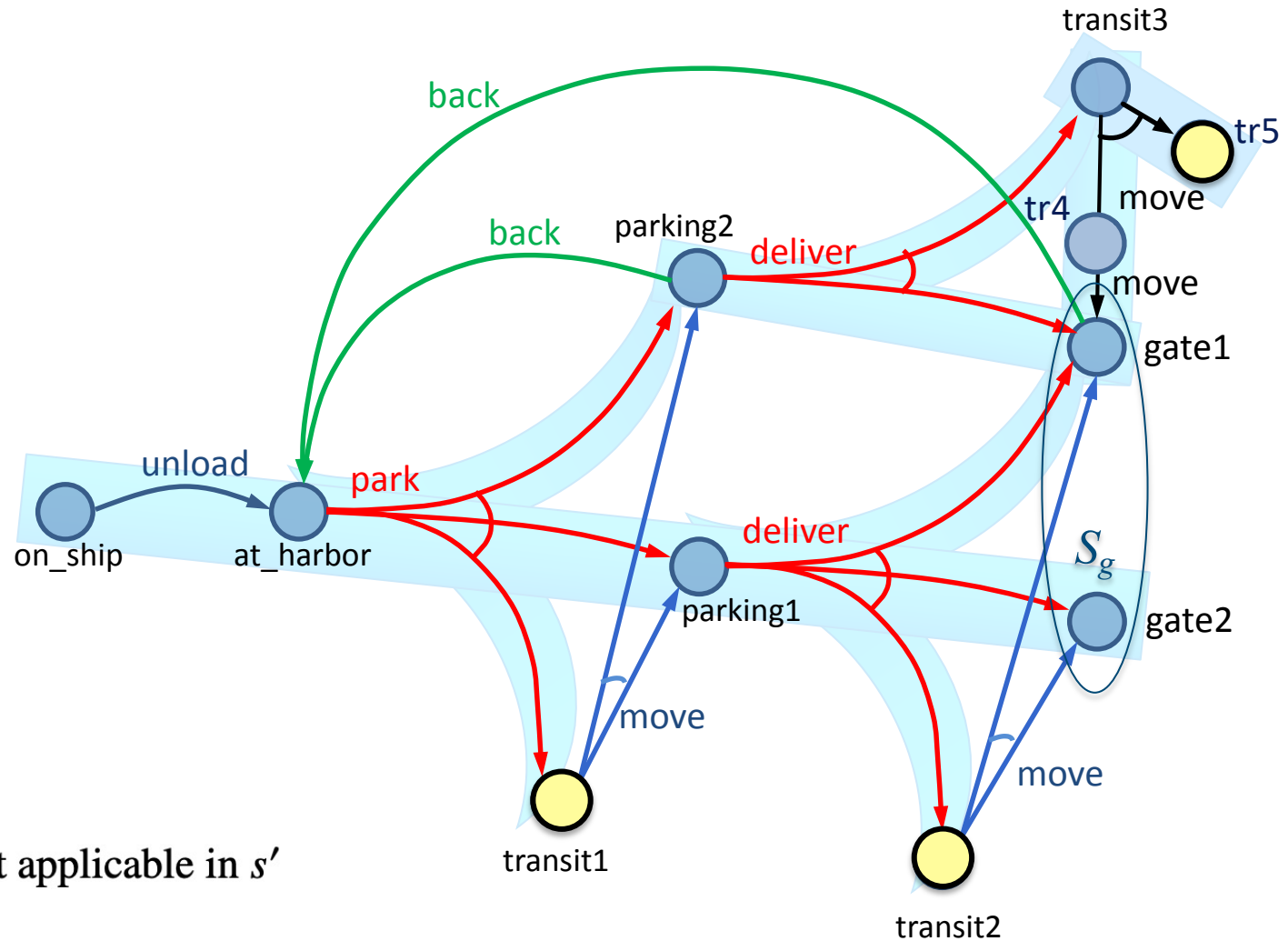
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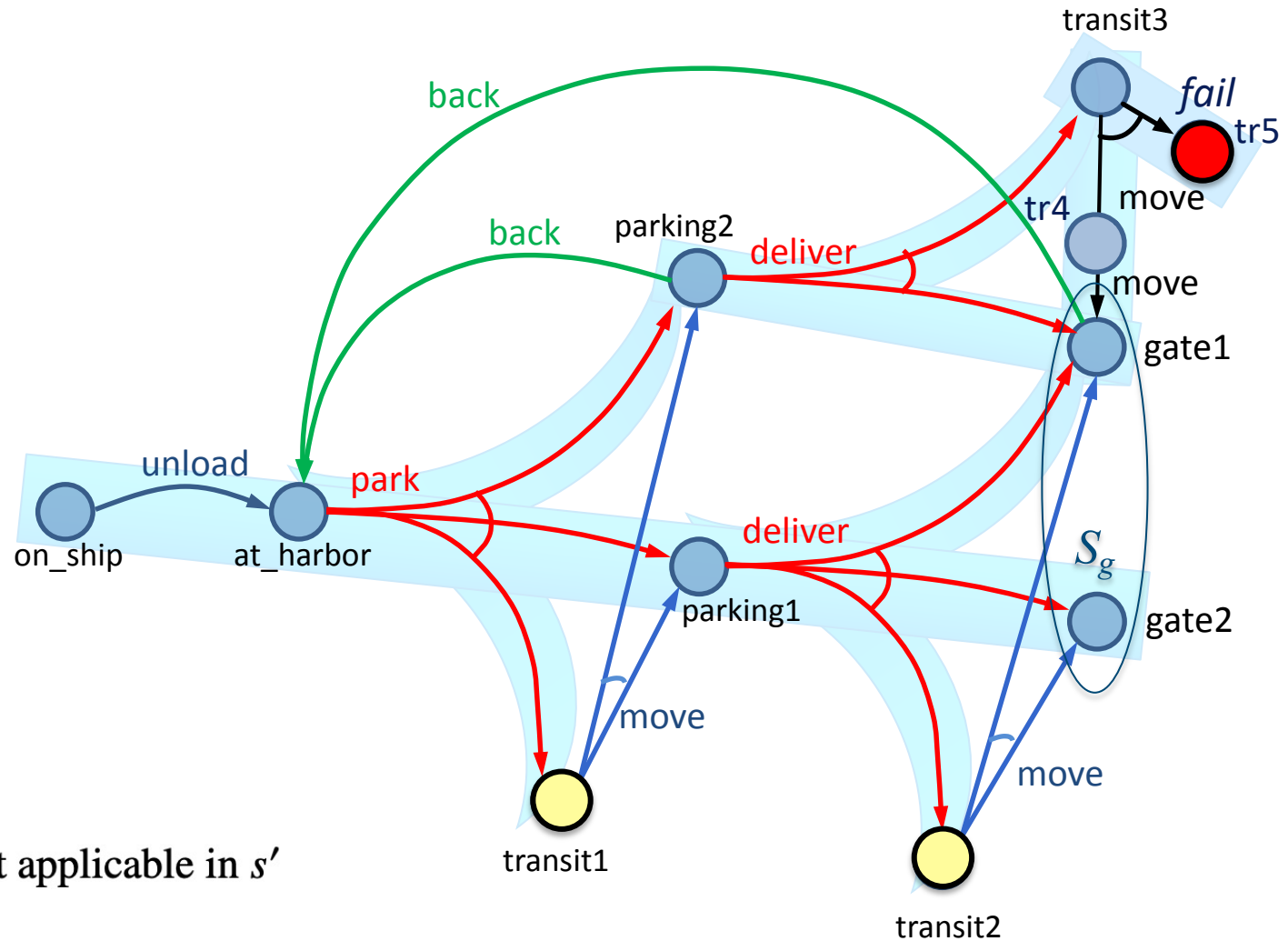
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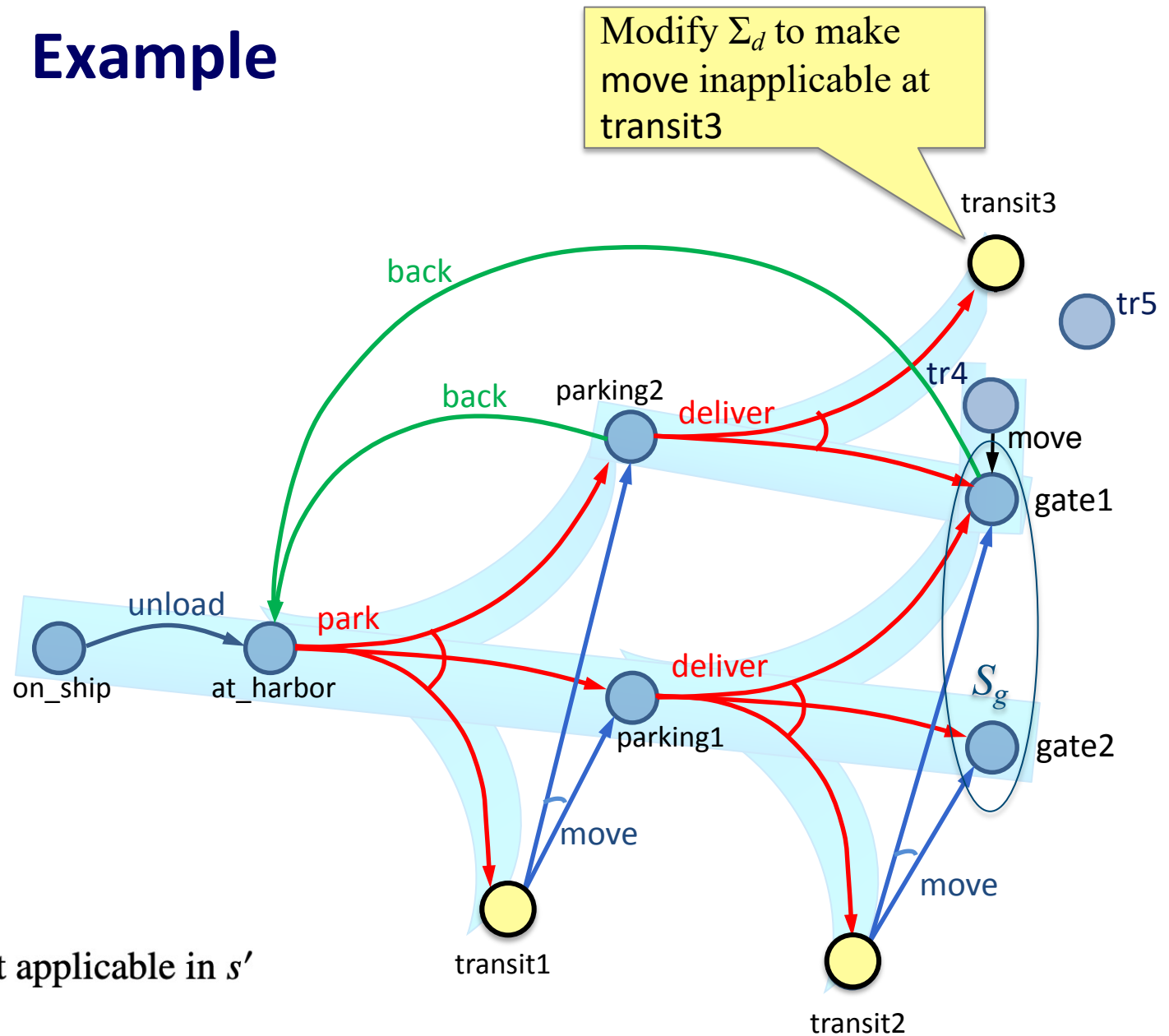
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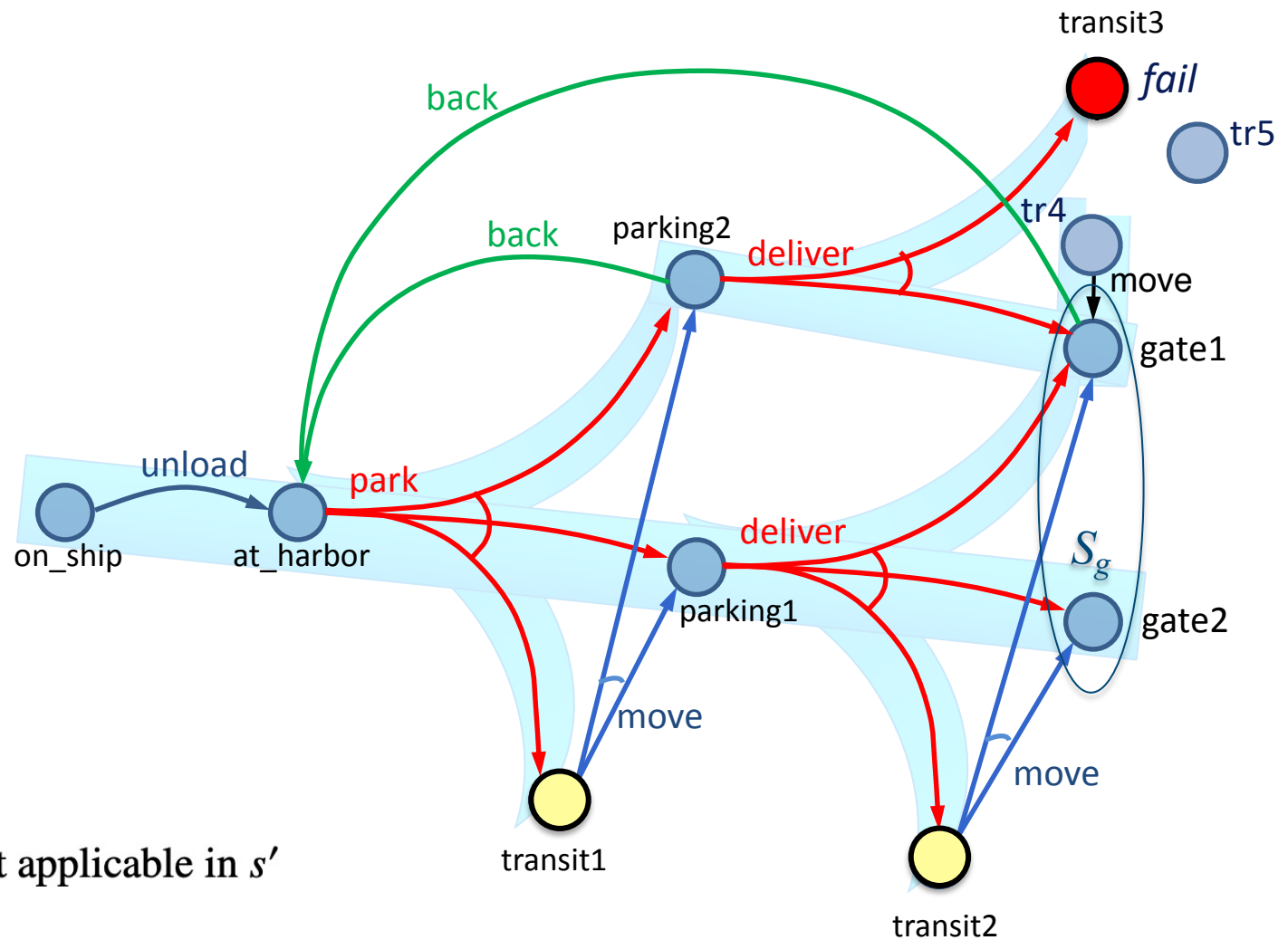
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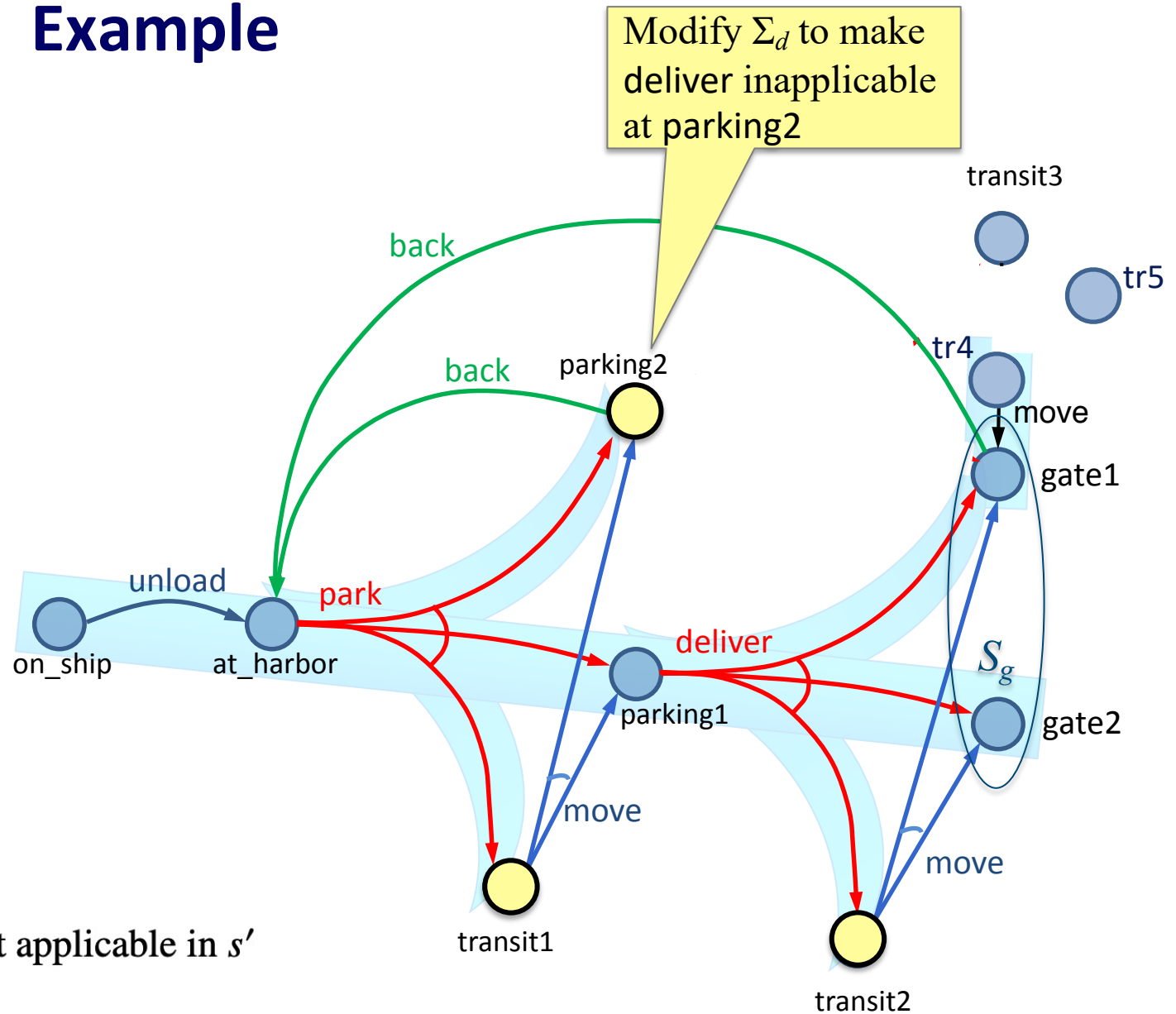
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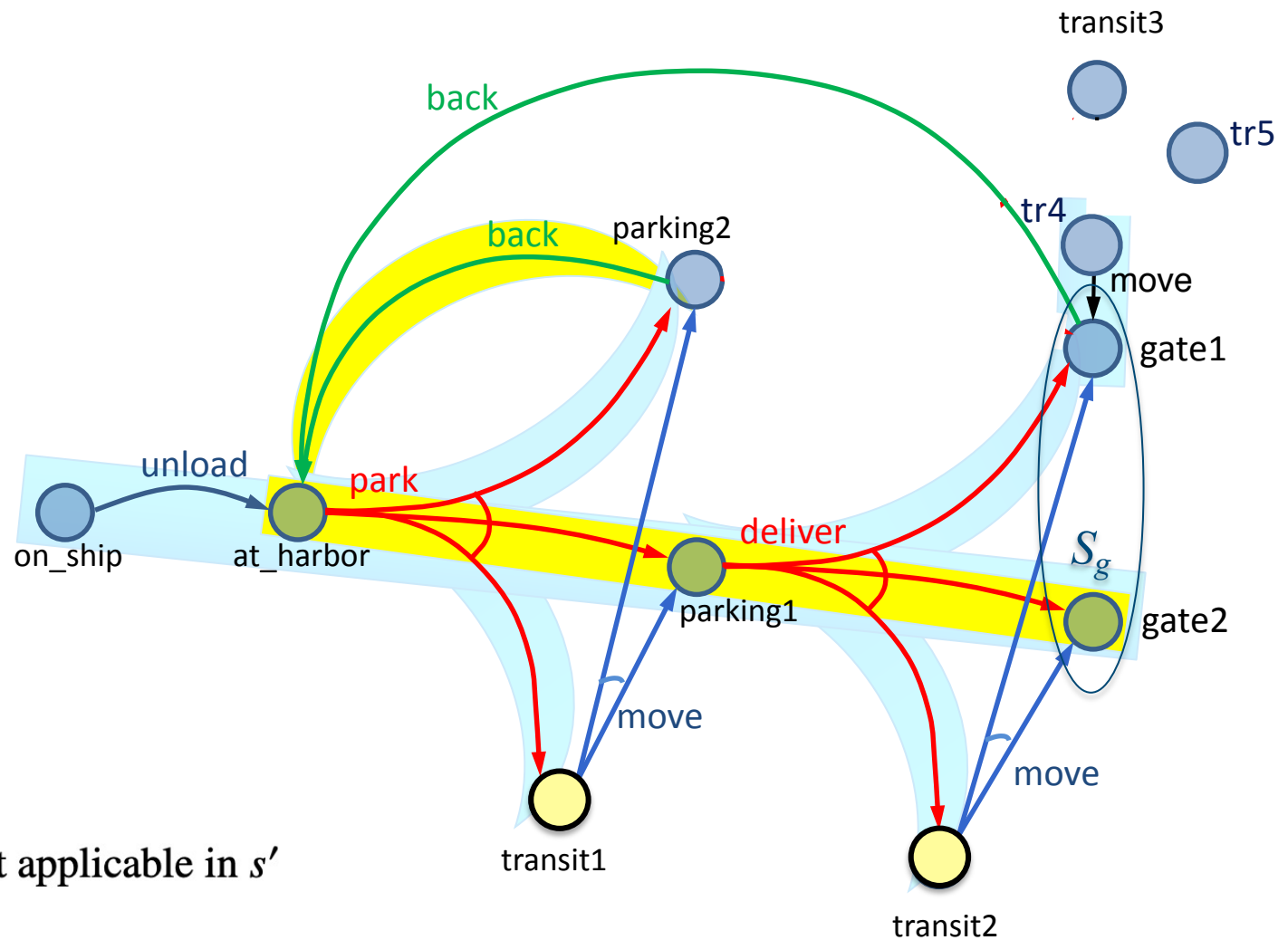
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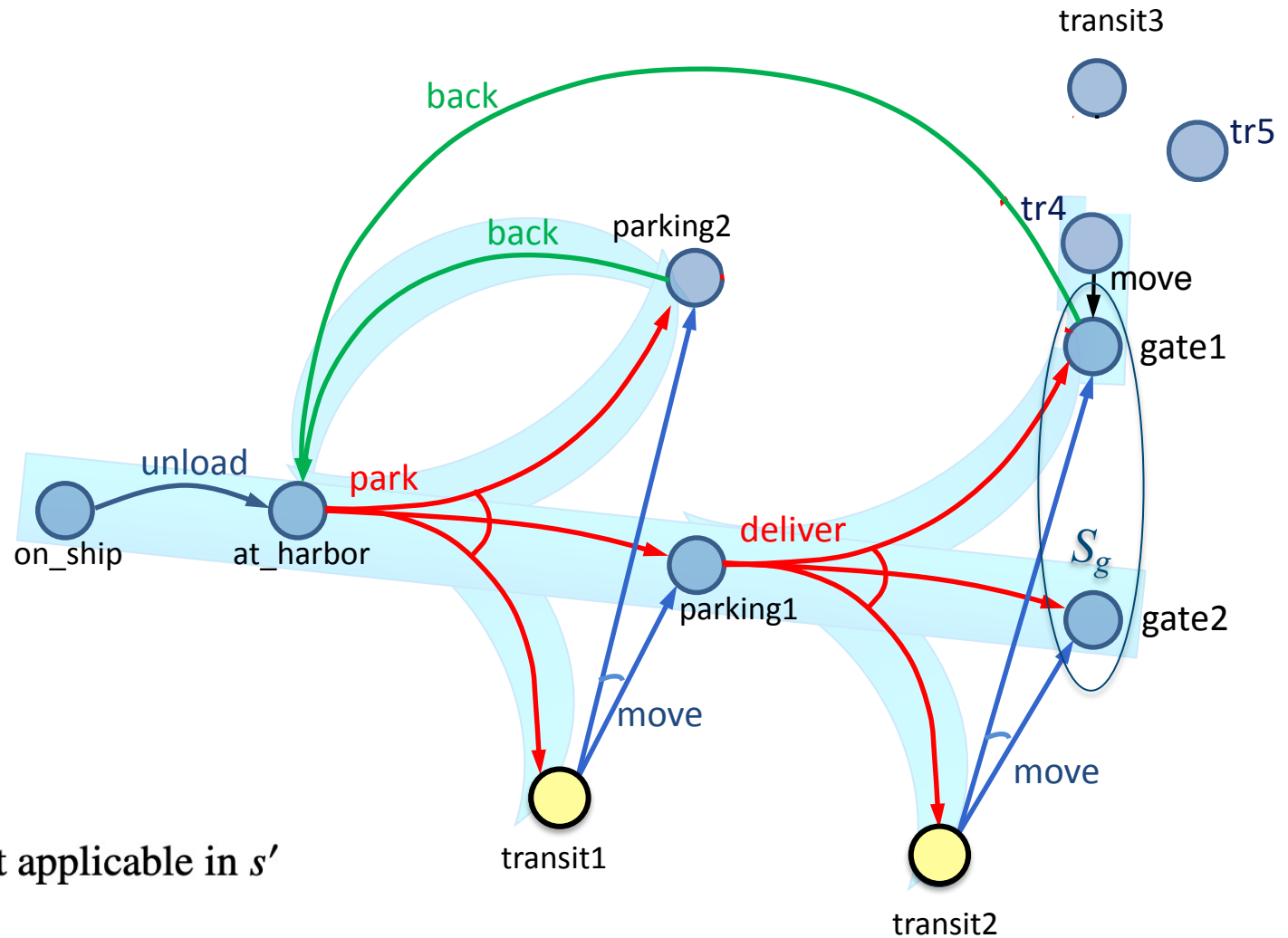
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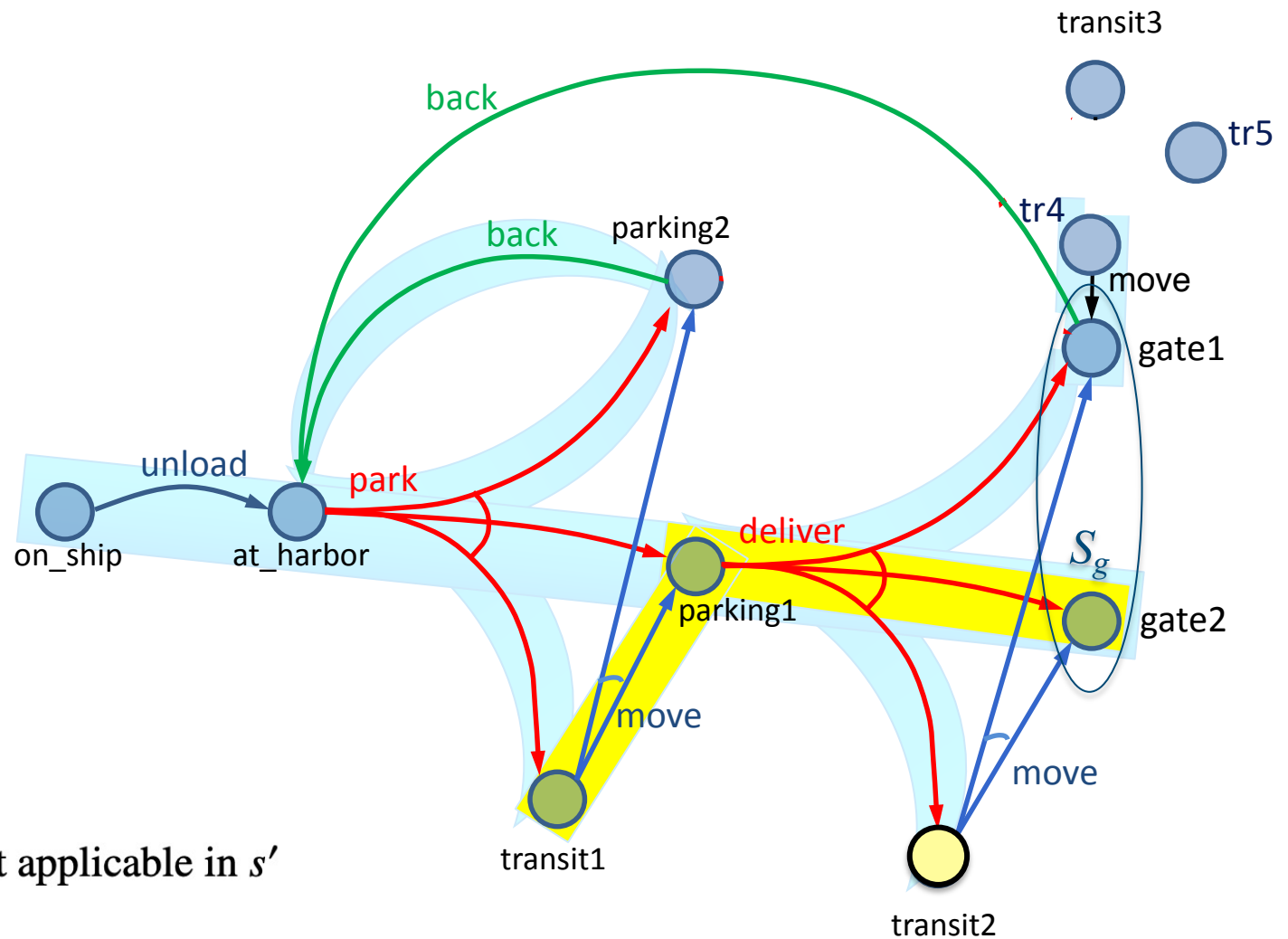
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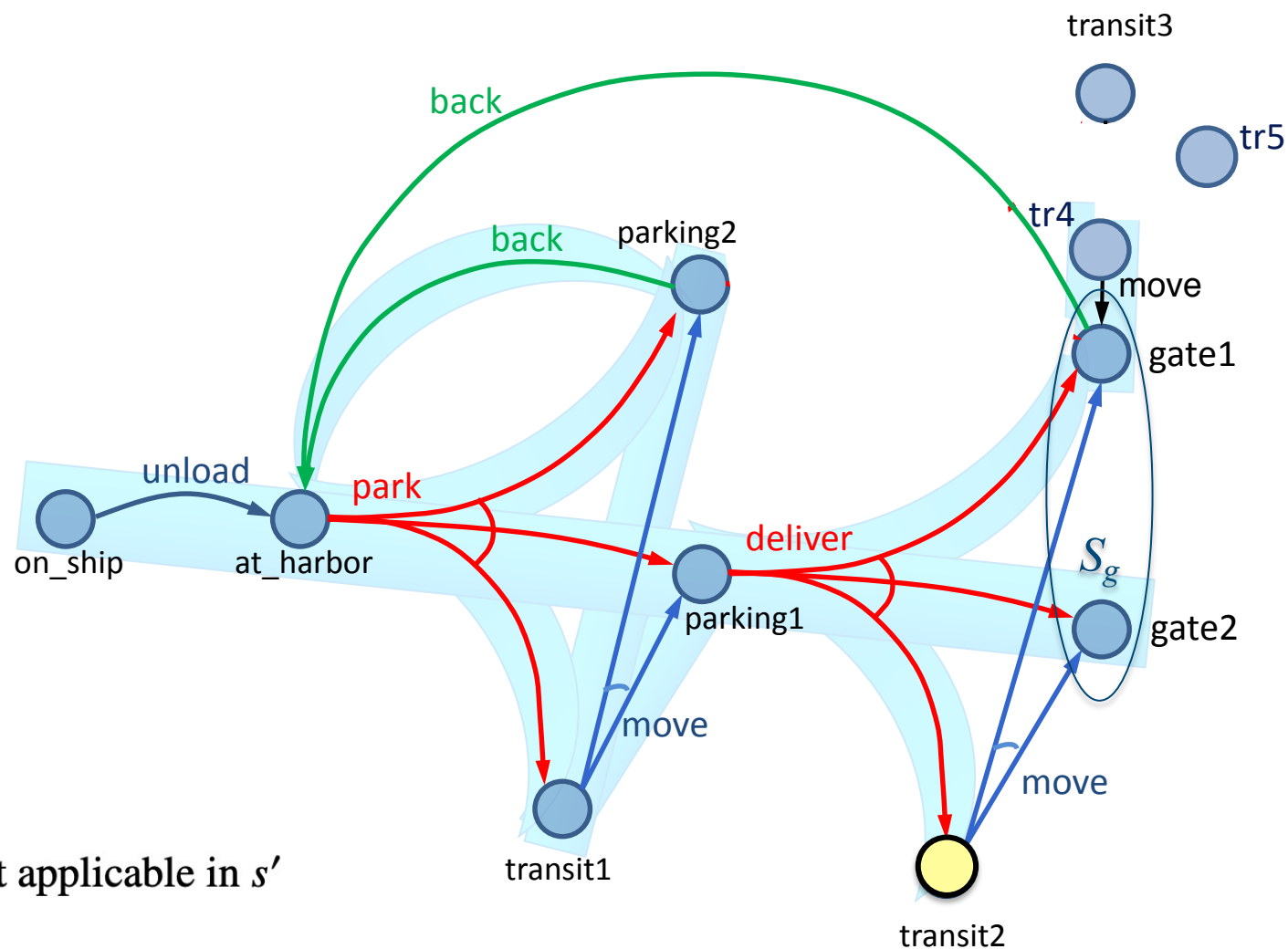
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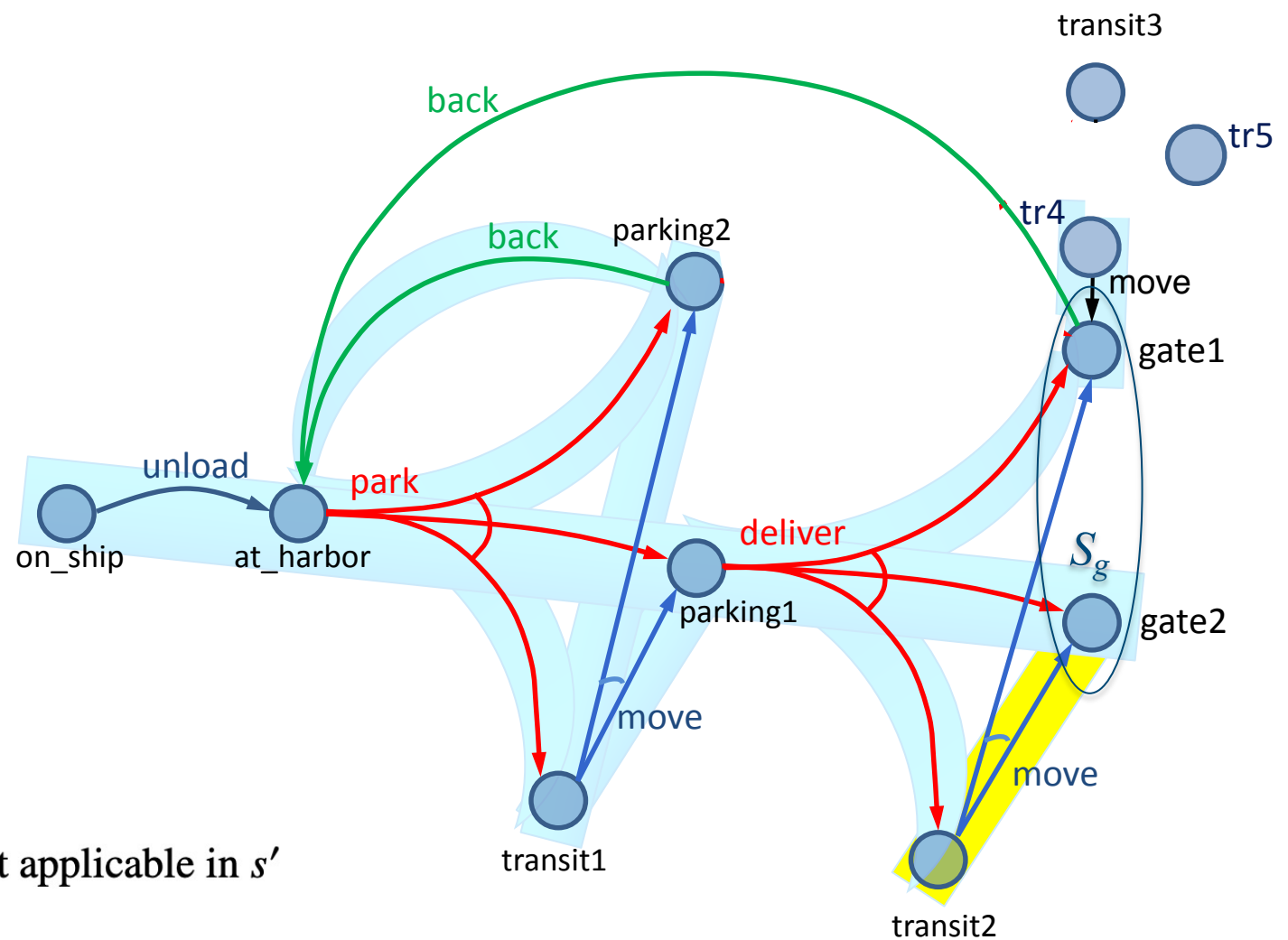
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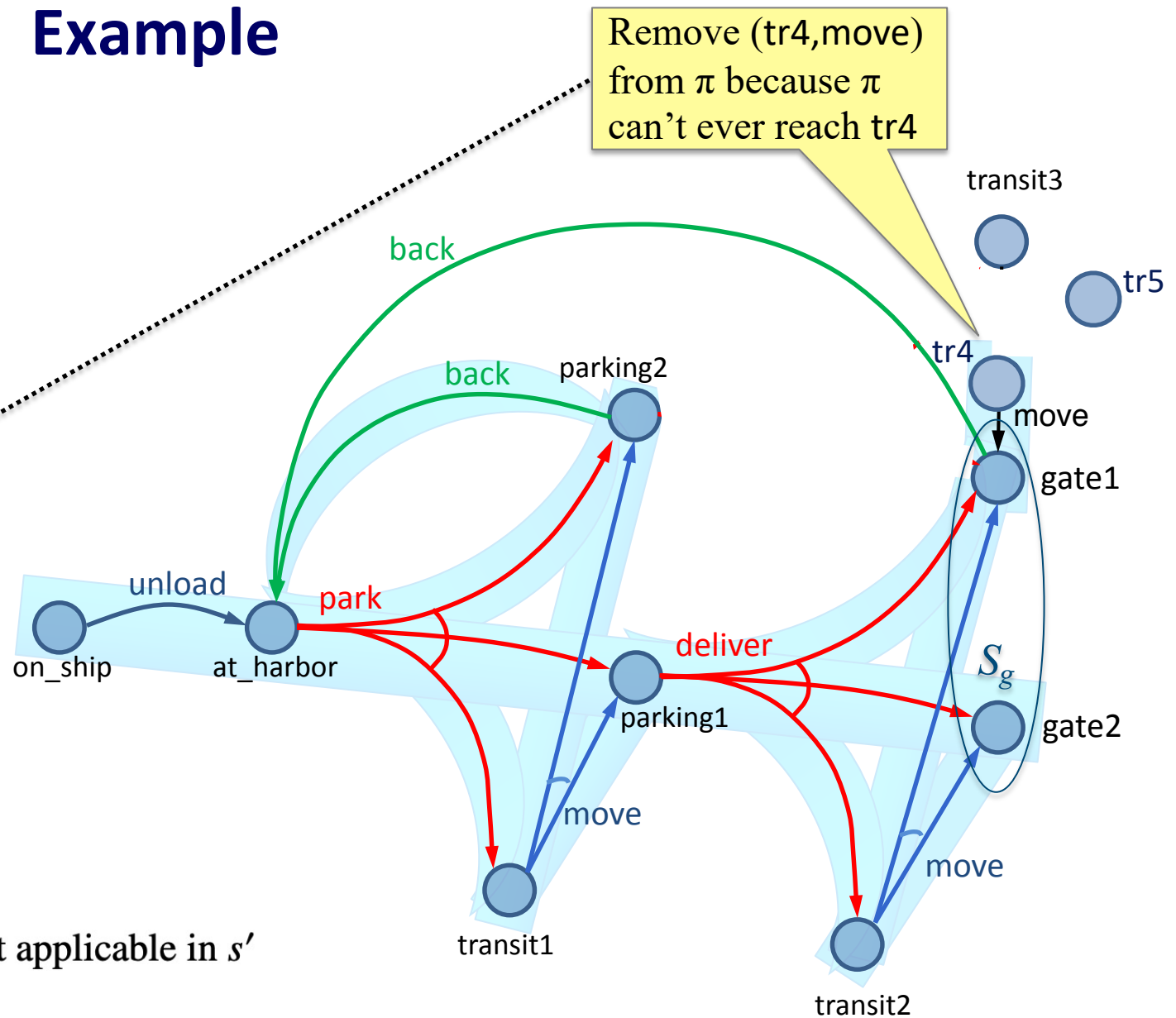
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# Making Actions Inapplicable

Find-Safe-Solution-by-Determinization ( $\Sigma, s_0, S_g$ )

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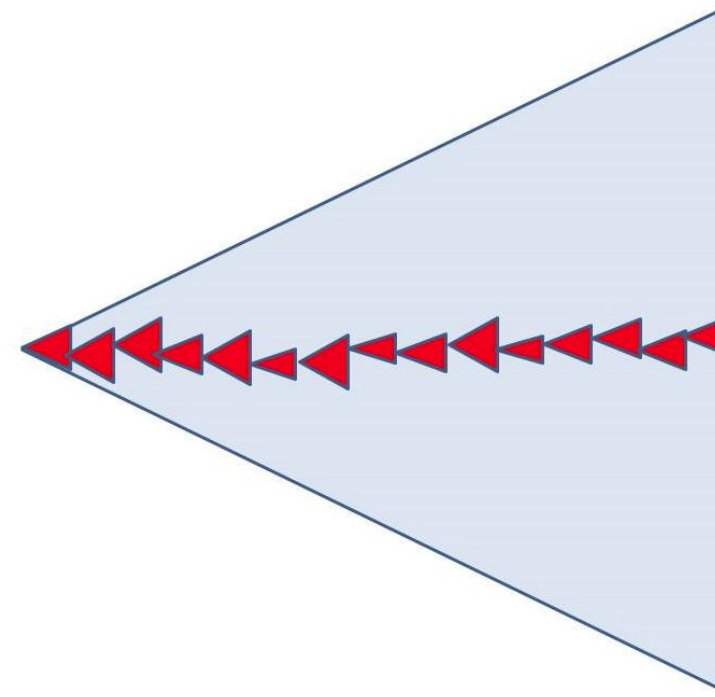
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make the actions in the determinization of  $a$  not applicable in  $s'$

- Modify  $\Sigma_d$  to make  $a$  inapplicable at  $s$ 
  - ▶ worst-case exponential time
- Better: hash table of bad state-action pairs
  - ▶ For every  $(s', a)$  such that  $s \in \gamma(s', a)$ ,  
 $Bad[s'] \leftarrow Bad[s'] \cup \text{determinization}(a)$
  - ▶ Modify classical planner to take the table as an argument
    - if  $s$  is current state, only choose actions in  $Applicable(s) \setminus Bad[s]$

## 12.1.3 Online Approaches

- Motivation
  - ▶ Planning models are approximate – execution seldom works out as planned
  - ▶ Large problems may require too much planning time
- 2<sup>nd</sup> motivation even more stronger in nondeterministic domains
  - ▶ Nondeterminism makes planning exponentially harder
    - Exponentially more time, exponentially larger policies



Offline vs Runtime  
Search Spaces

# Online Approaches

- Need to identify *good* actions without exploring entire search space
  - ▶ Can be done using heuristic estimates
- Some domains are *safely explorable*
  - ▶ Safe to create partial plans, because goal states are always reachable
- In domains with dead-ends, partial planning won't guarantee success
  - ▶ Can get trapped in dead ends that we would have detected if we had planned fully
    - No applicable actions
      - ▶ robot's battery goes dead
    - Applicable actions, but caught in a loop
      - ▶ robot goes into a collection of rooms from which there's no exit
  - ▶ But partial planning can still make success more likely



# Lookahead-Partial-Plan

- Adaptation of Run-Lazy-Lookahead (Chapter 2)
- Lookahead is any planning algorithm that returns a policy  $\pi$ 
  - ▶  $\pi$  may be partial or unsafe solution
- Execute  $\pi$  as far as it will go, then call Lookahead again

Lookahead-Partial-Policy( $\Sigma, s_0, S_g$ )

$s \leftarrow s_0$

while  $s \notin S_g$  and  $Applicable(s) \neq \emptyset$  do

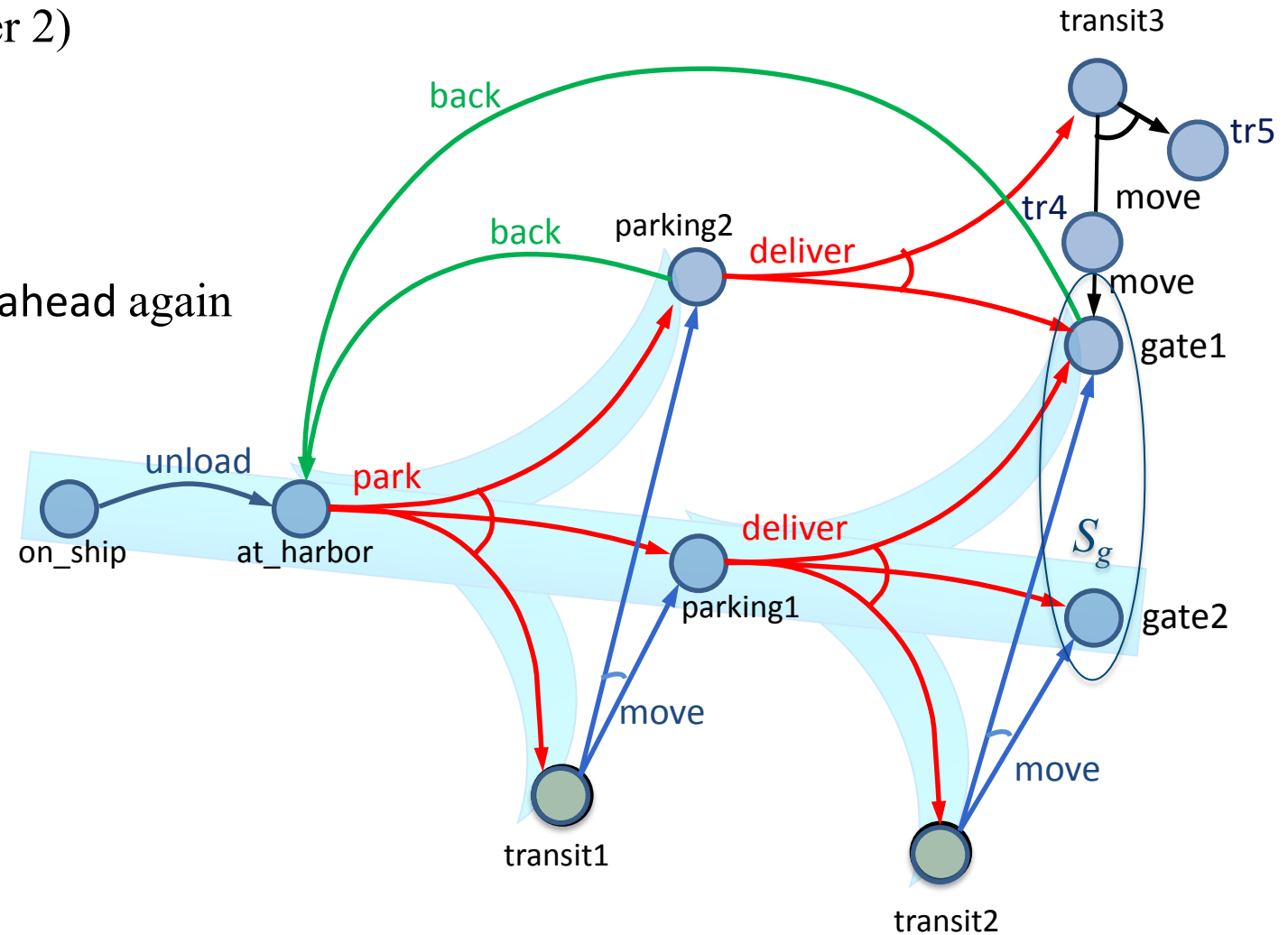
$\pi \leftarrow \text{Lookahead}(s, \theta)$

if  $\pi = \emptyset$  then return failure

else do

act according to the partial policy  $\pi$

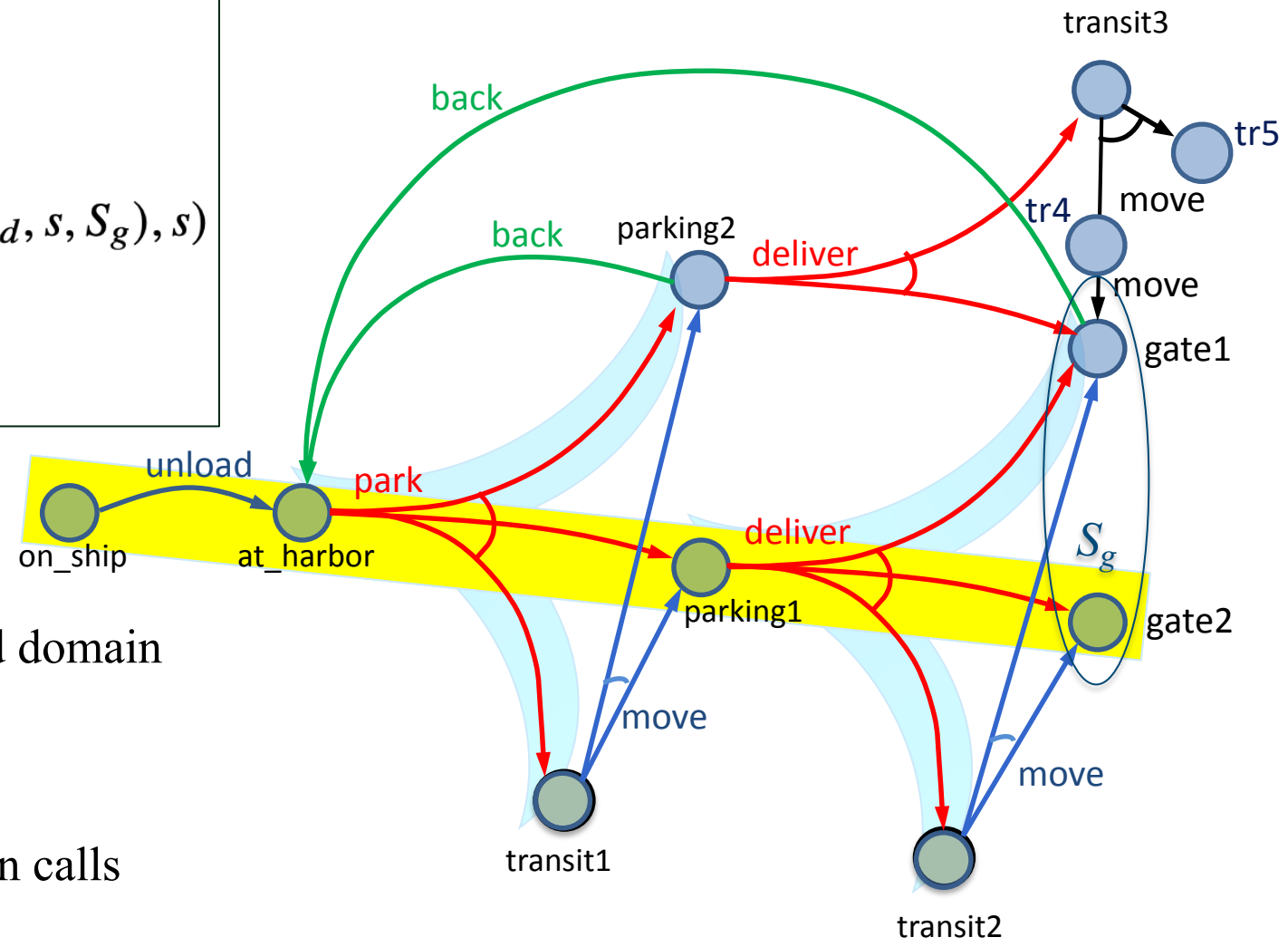
$s \leftarrow$  observe current state



# FS-Replan

```

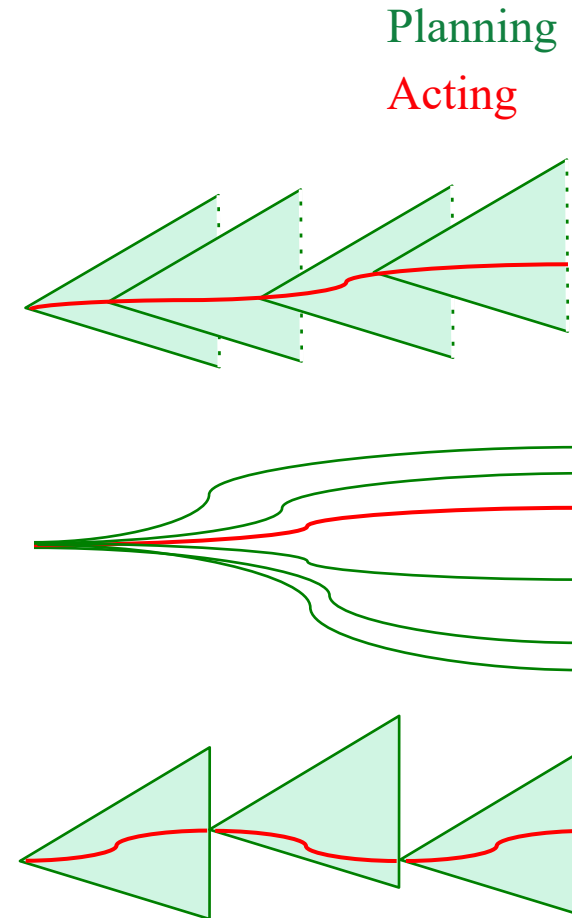
FS-Replan ( $\Sigma, s, S_g$ )
   $\pi_d \leftarrow \emptyset$ 
  while  $s \notin S_g$  and  $Applicable(s) \neq \emptyset$  do
    if  $\pi_d$  undefined for  $s$  then do
       $\pi_d \leftarrow \text{Plan2policy}(\text{Forward-Search}(\Sigma_d, s, S_g), s)$ 
      if  $\pi_d = \text{failure}$  then return failure
    perform action  $\pi_d(s)$ 
     $s \leftarrow$  observe resulting state
  
```



- Adaptation of Lookahead-Partial-Plan
  - ▶ Calls classical planner on determinized domain
  - ▶ Gets plan, converts converts to policy
    - Unsafe solution
  - ▶ Executes policy as far as it will go, then calls classical planner again

# More Possibilities for Lookahead

- What if Lookahead doesn't have time to run to completion?
  - ▶ Can use the same techniques we discussed in Chapter 3
    - Receding horizon
    - Sampling
    - Subgoaling
    - Iterative deepening
  - ▶ A few others ...



# More Possibilities for Lookahead

- *Full horizon, limited breadth:*
  - ▶ look for solution that works for *some* of the outcomes
  - ▶ E.g., modify Find-Acyclic-Solution to examine  $i$  outcomes of each action

- *Iterative broadening:*
  - for  $i = 1$  by 1 until time runs out
  - look for a solution that handles  $i$  outcomes per action

Find-Acyclic-Solution ( $\Sigma, s_0, S_g$ )

$\pi \leftarrow \emptyset$

$Frontier \leftarrow \{s_0\}$

for every  $s \in Frontier \setminus S_g$  do

$Frontier \leftarrow Frontier \setminus \{s\}$

if  $Applicable(s) = \emptyset$  then return failure

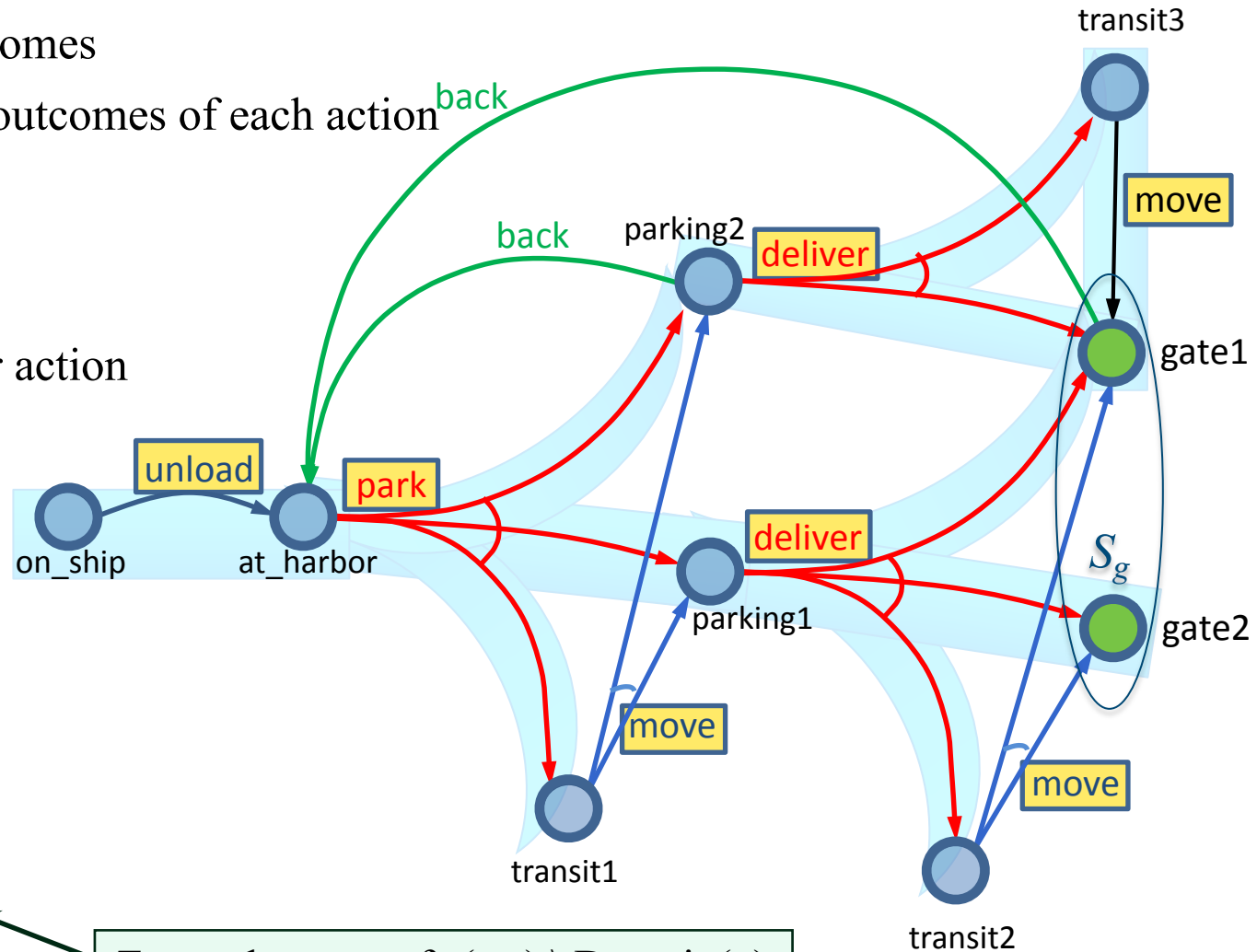
nondeterministically choose  $a \in Applicable(s)$

$\pi \leftarrow \pi \cup (s, a)$

~~$Frontier \leftarrow Frontier \cup (\gamma(s, a) \setminus Domain(\pi))$~~

if  $has-loops(\pi, a, Frontier)$  then return failure

return  $\pi$



$T \leftarrow i$  elements of  $\gamma(s, a) \setminus Domain(\pi)$   
 $Frontier \leftarrow Frontier \cup T$

# Safely Explorable Domains

- *Safely explorable* domain
  - ▶ for every state  $s$ , at least one goal state is reachable from  $s$
- For Lookahead, suppose we use Lookahead-Partial-Plan or FS-Replan
  - ▶ Then Lookahead never returns failure
- Every “fair” execution will eventually reach a goal

**Poll:** Suppose we just choose a random action each time. Is every “fair” execution guaranteed to reach a goal?

# Min-Max LRTA\*

MinMax LRTA\* ( $\Sigma, s_0, S_g$ )

$s \leftarrow s_0$

while  $s \notin S_g$  and  $Applicable(s) \neq \emptyset$  do

$a \leftarrow \operatorname{argmin}_{a \in Applicable(s)} \max_{s' \in \gamma(s,a)} h(s')$

$h(s) \leftarrow \max\{h(s), \operatorname{cost}(s, a) + \max_{s' \in \gamma(s,a)} h(s')\}$

perform action  $a$

$s \leftarrow$  the current state

- loop
  - ▶ choose an action  $a$  that (according to  $h$ ) has optimal worst-case cost
    - Update  $h(s)$  to use  $a$ 's worst-case cost
    - Perform  $a$
- In safely explorable domains with no “unfair” executions, guaranteed to reach a goal

# Example

MinMax LRTA\* ( $\Sigma, s_0, S_g$ )

$s \leftarrow s_0$

while  $s \notin S_g$  and  $Applicable(s) \neq \emptyset$  do

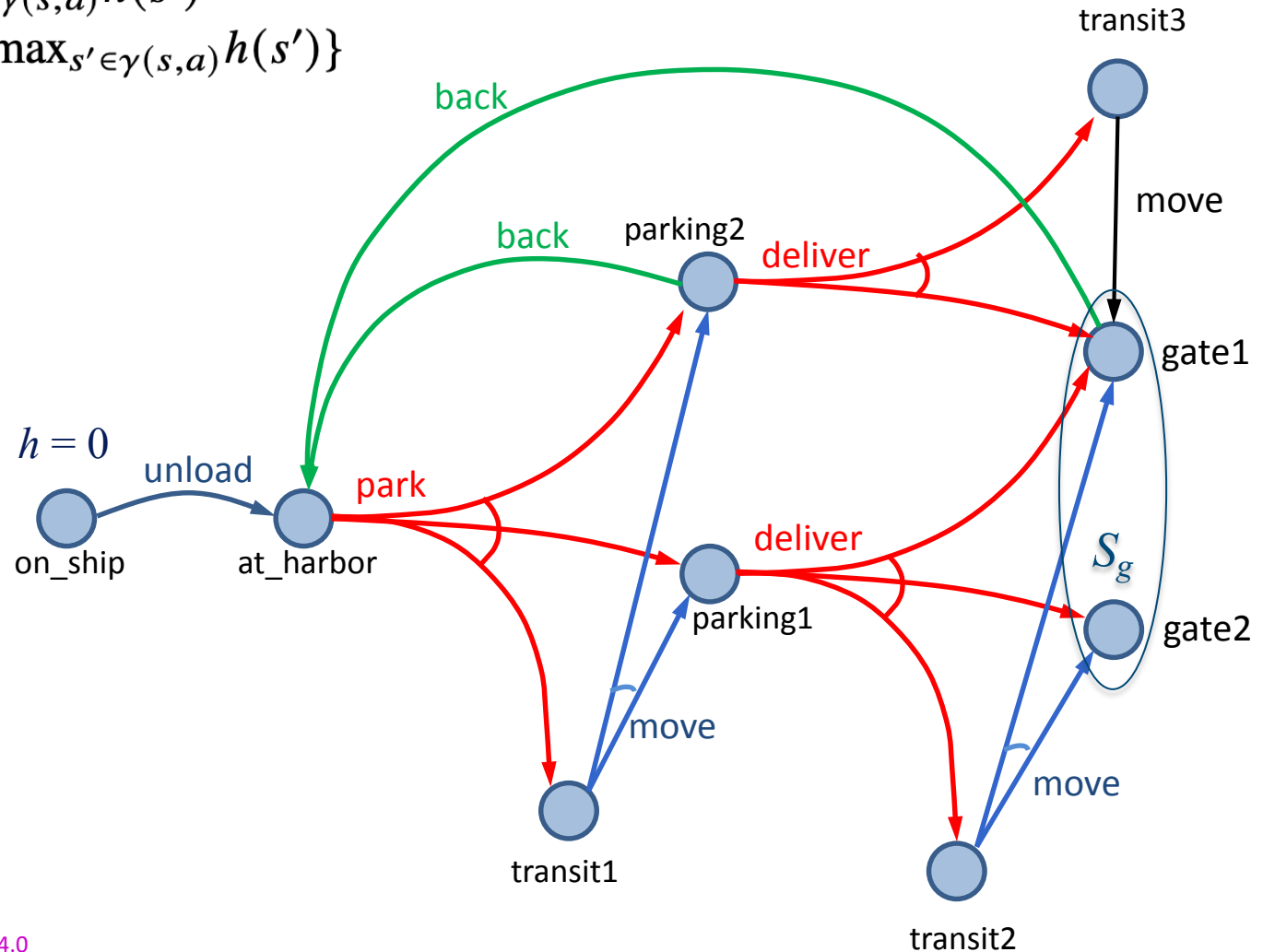
$a \leftarrow \operatorname{argmin}_{a \in Applicable(s)} \max_{s' \in \gamma(s,a)} h(s')$

$h(s) \leftarrow \max\{h(s), \operatorname{cost}(s,a) + \max_{s' \in \gamma(s,a)} h(s')\}$

perform action  $a$

$s \leftarrow$  the current state

- Suppose that initially,  $h(s) = 0$  for every  $s$



# Example

MinMax LRTA\* ( $\Sigma, s_0, S_g$ )

$s \leftarrow s_0$

while  $s \notin S_g$  and  $Applicable(s) \neq \emptyset$  do

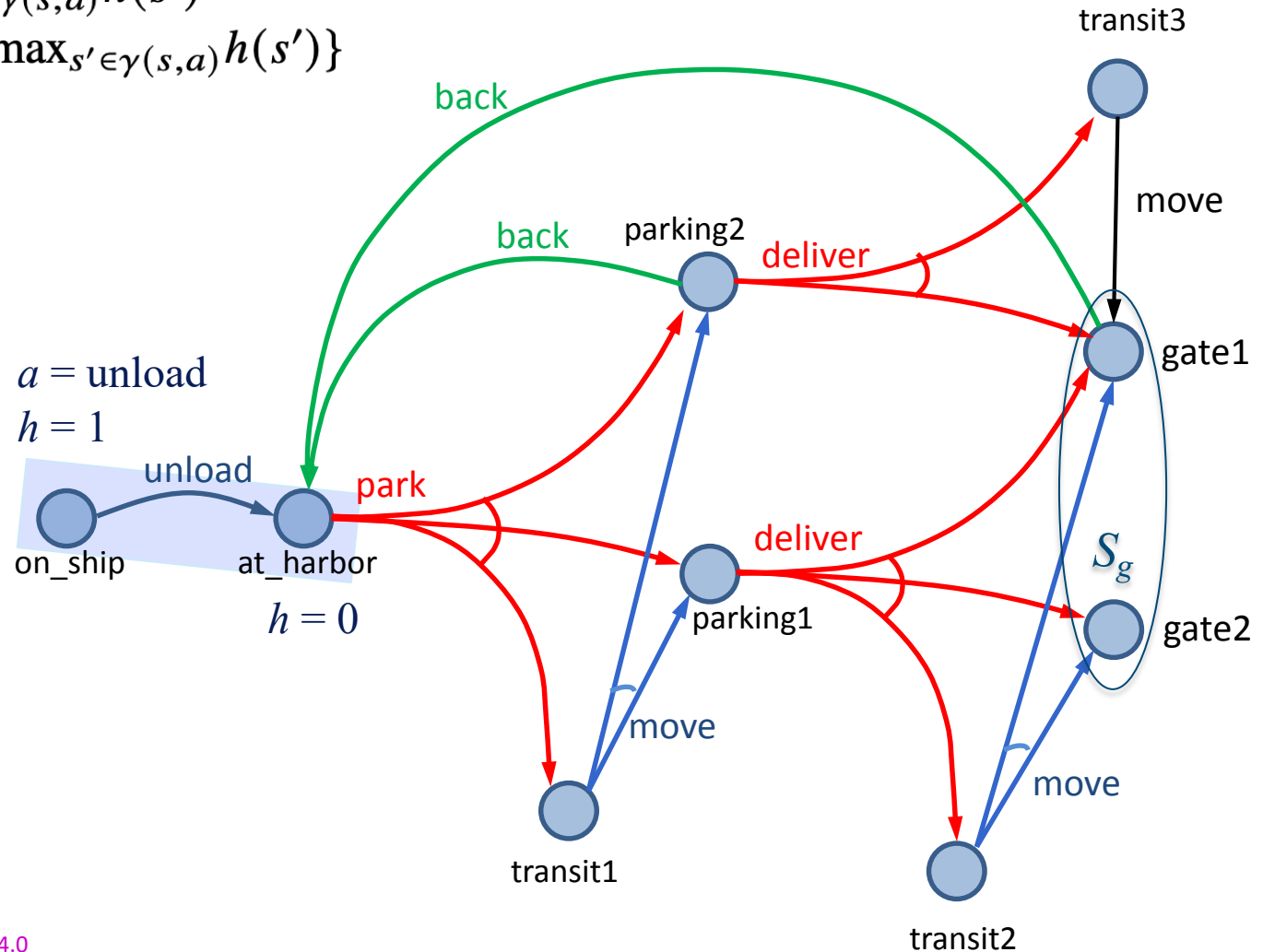
$a \leftarrow \operatorname{argmin}_{a \in Applicable(s)} \max_{s' \in \gamma(s,a)} h(s')$

$h(s) \leftarrow \max\{h(s), \operatorname{cost}(s,a) + \max_{s' \in \gamma(s,a)} h(s')\}$

perform action  $a$

$s \leftarrow$  the current state

- Suppose that initially,  $h(s) = 0$  for every  $s$





# Example

MinMax LRTA\* ( $\Sigma, s_0, S_g$ )

$s \leftarrow s_0$

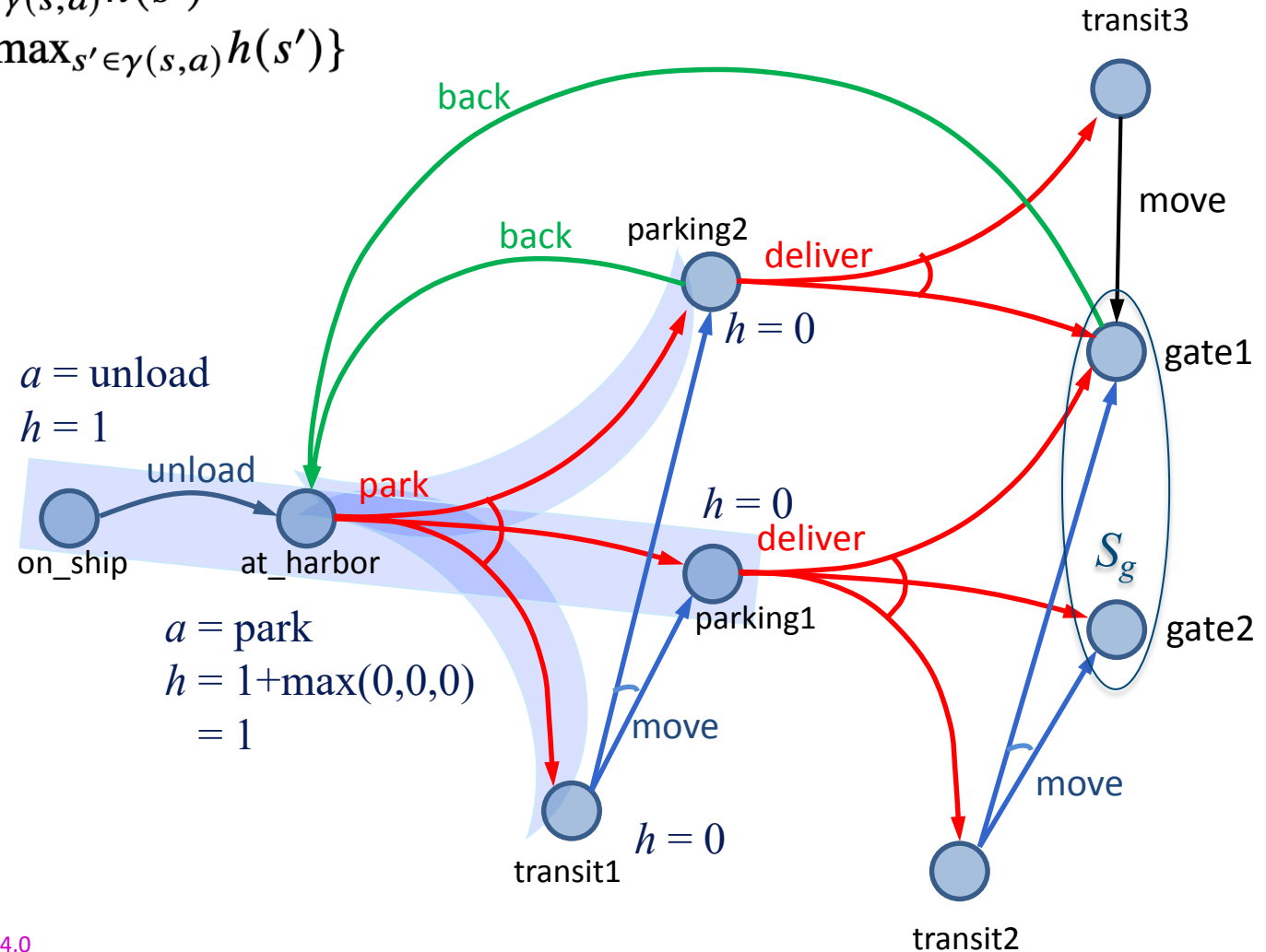
while  $s \notin S_g$  and  $Applicable(s) \neq \emptyset$  do

$a \leftarrow \operatorname{argmin}_{a \in Applicable(s)} \max_{s' \in \gamma(s,a)} h(s')$

$h(s) \leftarrow \max\{h(s), \operatorname{cost}(s,a) + \max_{s' \in \gamma(s,a)} h(s')\}$

perform action  $a$

$s \leftarrow$  the current state



# Example

MinMax LRTA\* ( $\Sigma, s_0, S_g$ )

$s \leftarrow s_0$

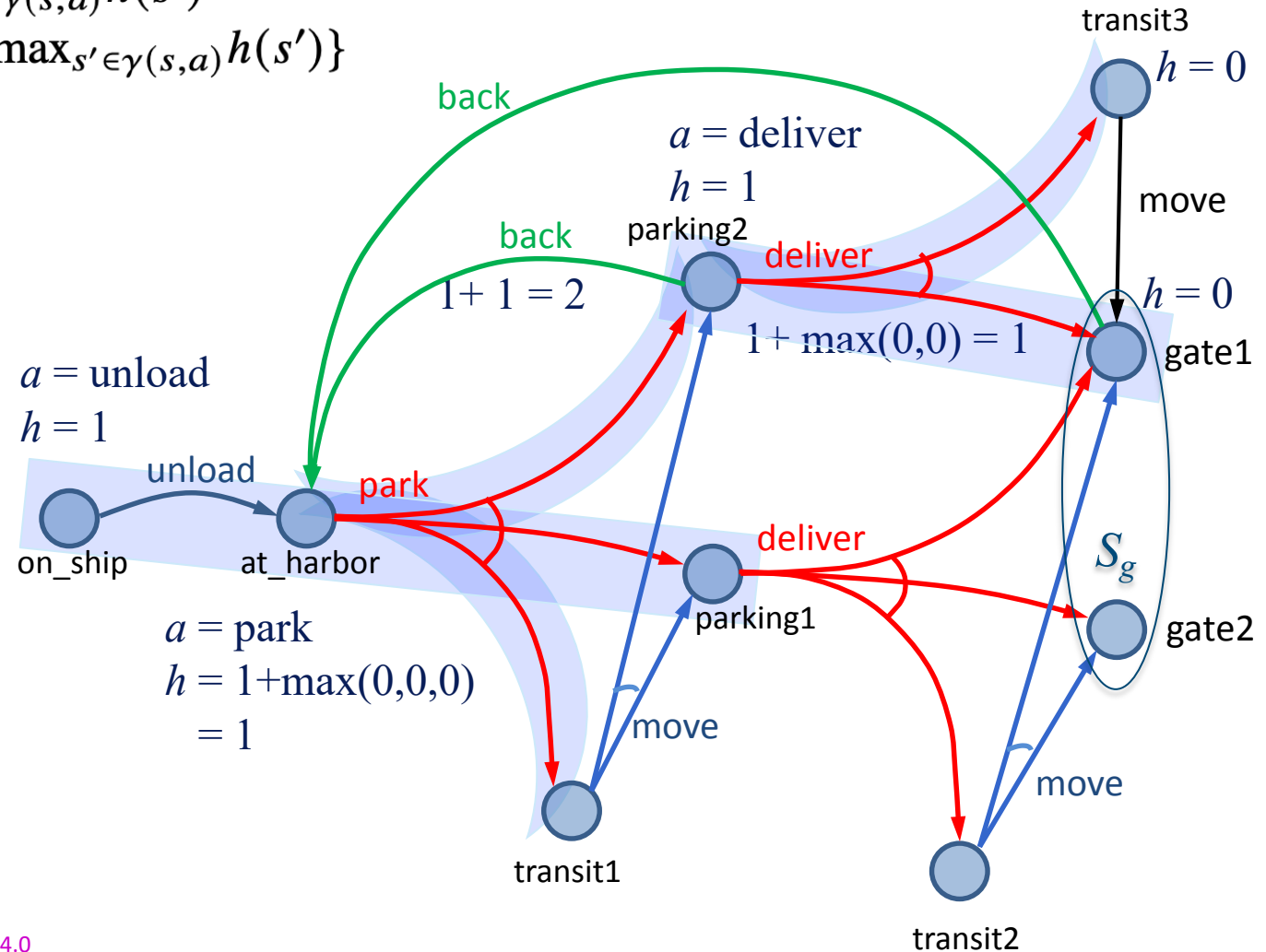
while  $s \notin S_g$  and  $Applicable(s) \neq \emptyset$  do

$a \leftarrow \operatorname{argmin}_{a \in Applicable(s)} \max_{s' \in \gamma(s,a)} h(s')$

$h(s) \leftarrow \max\{h(s), \operatorname{cost}(s,a) + \max_{s' \in \gamma(s,a)} h(s')\}$

perform action  $a$

$s \leftarrow$  the current state



# Summary

- Types of solutions: unsafe, safe (acyclic, cyclic)
- Find-Solution,
- Find-Acyclic-Solution
- Find-Safe-Solution
- Guided-Find-Safe-Solution
  - ▶ call Find-Solution to get an unsafe solution
  - ▶ call Find-Solution again on the leaves
  - ▶ if dead-ends are encountered, modify actions that lead to them
- Find-Safe-Solution-by-Determinization
  - ▶ Like Guided-Find-Safe-Solution, but call classical planner on determinized domain, convert plan into policy
- Online approaches
  - ▶ Lookahead-Partial-Plan
    - adaptation of Run-Lazy-Lookahead
  - ▶ FS-Replan
    - adaptation of Run-Lookahead
- Ways to do the lookahead
  - ▶ full breadth with limited depth,
    - iterative deepening
  - ▶ full depth with limited breadth
    - iterative broadening
  - ▶ convergence in safely explorable domains
- Min-Max LRTA\*