

Cost-Optimal Factored Planning: Promises and Pitfalls

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Introduction

Our goal: cost-optimal factored planning

cost-optimal: find the best plan

factored: find it quickly

Idea

- Split a planning problem P in several subproblems P_k ;
- Update valid plans and their costs in P_k in order to ensure that locally optimal plans are part of globally optimal plans (in P);

Our approach

- Represent planning problems as weighted automata;
- use a message passing algorithm in networks of automata to find solutions.

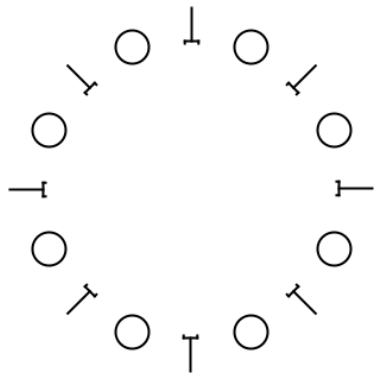
Outline

- 1 Introductory example: philosophers from IPC4
- 2 Cost-optimal factored planning in networks of weighted automata
- 3 Experimental results and remarks on complexity

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Philosophers: the problem (re-encoding of IPC4's)



Configuration

an alternating cycle of philosophers and forks

Actions availables for philosophers

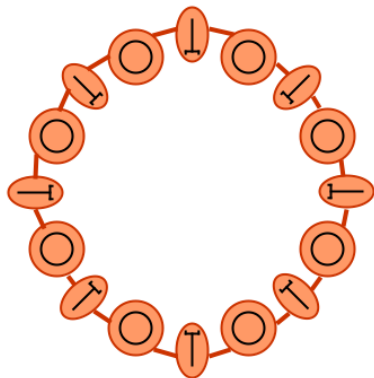
only in this order:

- 1 take left fork
- 2 take right fork
- 3 release left fork
- 4 release right fork

Goal

find deadlock

Philosophers: factored approach



Components

philosophers and forks

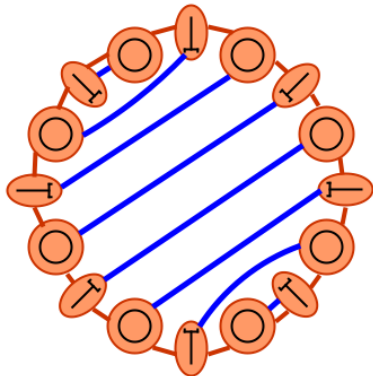
Interactions

shared actions

Needed

interaction graph which is a tree

Philosophers: from cycle to tree



Idea

merge components

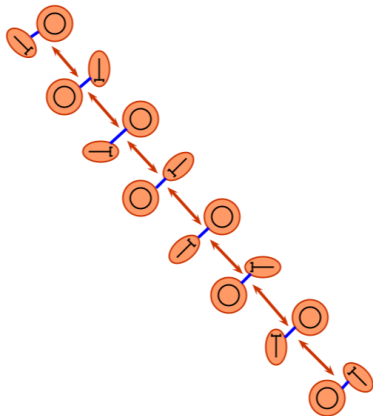
In this case

philosopher with opposed fork

Result

the new interaction graph is a tree
(actually a line)

Philosophers: from cycle to tree



Idea

merge components

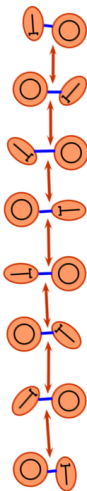
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Philosophers: factored solving

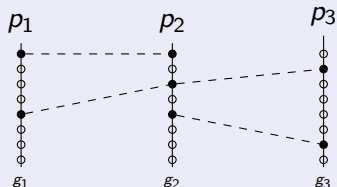


P_0
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 P_2
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 P_3
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 P_4
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 P_5
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 P_6
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 P_7

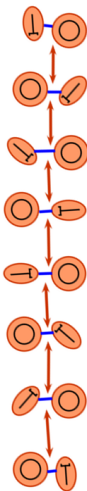
Principle

- 1 Each component is replaced by a representation of its local plans (to a local goal),
- 2 using knowledge from neighbors these sets of local plans are updated in order to be compatible with the other sets.

Compatibility of plans



Philosophers: factored solving



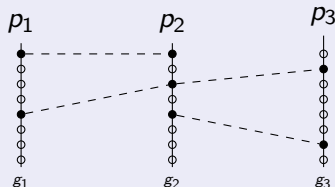
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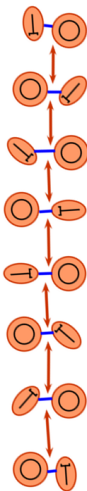
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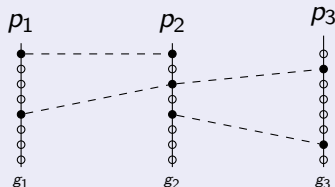
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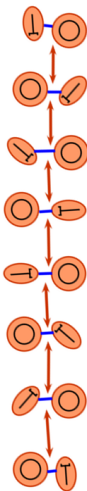
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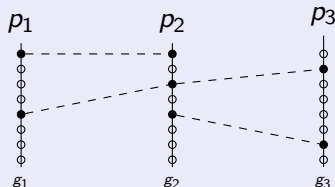
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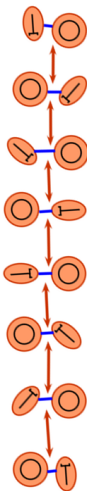
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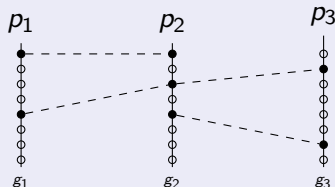
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 P_5 \\
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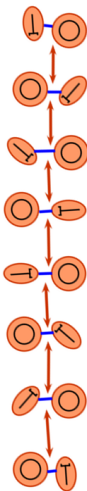
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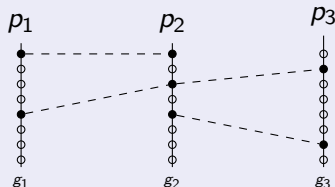
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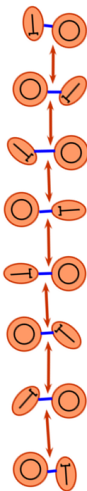
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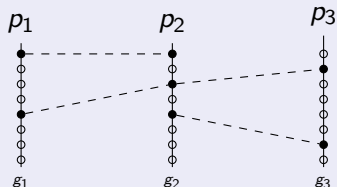
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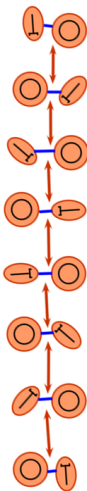
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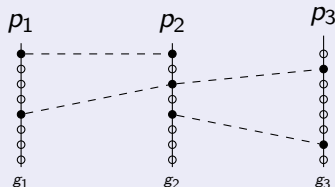
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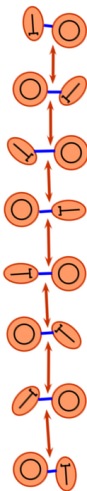
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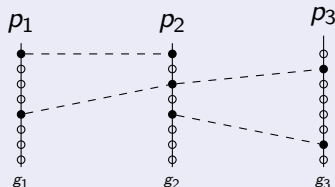


$$\begin{array}{c}
 P_0 \\
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 P'_1 \\
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 P'_2 \\
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 P'_3 \\
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 P'_4 \\
 | \\
 P'_5 \\
 | \\
 P''_6 = P'_7 \times P'_6 \\
 \uparrow \\
 P'_7
 \end{array}$$

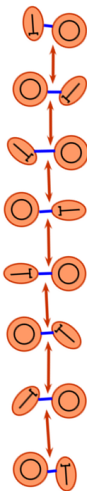
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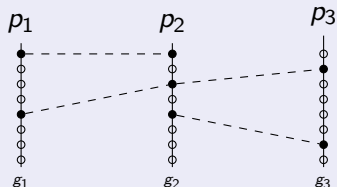
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 P'_1 \\
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 P'_2 \\
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 P'_3 \\
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 P'_4 \\
 | \\
 P''_5 = P'_6 \times P'_5 \\
 \quad \quad \quad \uparrow \\
 P''_6 = P'_7 \times P'_6 \\
 | \\
 P'_7
 \end{array}$$

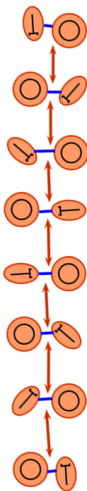
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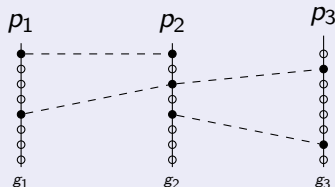
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$$\begin{array}{c}
 P_0 \\
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 P'_1 \\
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 P'_2 \\
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 P'_3 \\
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 P''_4 = P''_5 \times P'_4 \\
 \quad \quad \quad \uparrow \\
 P''_5 = P''_6 \times P'_5 \\
 | \\
 P''_6 = P'_7 \times P'_6 \\
 | \\
 P'_7
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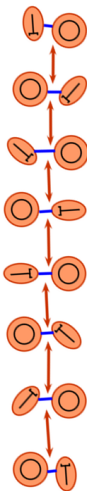
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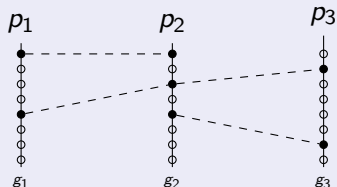
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 | \\
 P'_1 \\
 | \\
 P'_2 \\
 | \\
 P''_3 = P''_4 \times P'_3 \\
 \quad \quad \quad \uparrow \\
 P''_4 = P''_5 \times P'_4 \\
 | \\
 P''_5 = P''_6 \times P'_5 \\
 | \\
 P''_6 = P'_7 \times P'_6 \\
 | \\
 P'_7
 \end{array}$$

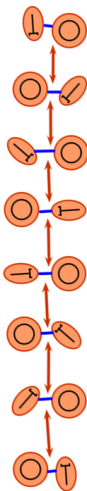
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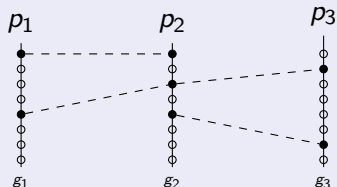
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 | \\
 P'_1 \\
 | \\
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 P''_3 = P''_4 \times P'_3 \\
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 P''_4 = P''_5 \times P'_4 \\
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 P''_5 = P''_6 \times P'_5 \\
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 P''_6 = P'_7 \times P'_6 \\
 | \\
 P'_7
 \end{array}$$

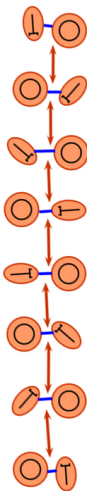
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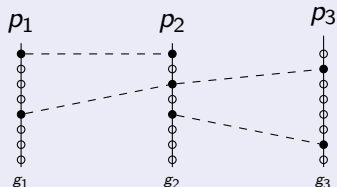
\Rightarrow

$$\begin{array}{c}
 P_0 \\
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 P_1'' = P_2'' \times P_1' \\
 \quad \quad \quad \uparrow \\
 P_2'' = P_3'' \times P_2' \\
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 P_3'' = P_4'' \times P_3' \\
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 P_4'' = P_5'' \times P_4' \\
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 P_5'' = P_6'' \times P_5' \\
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 P_6'' = P_7' \times P_6' \\
 | \\
 P_7'
 \end{array}$$

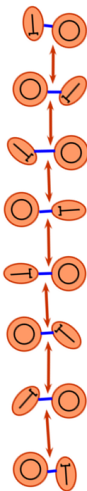
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\Rightarrow

$$P'_0 = P''_1 \times P_0$$

$$P''_1 = P''_2 \times P'_1$$

$$P''_2 = P''_3 \times P'_2$$

$$P''_3 = P''_4 \times P'_3$$

$$P''_4 = P''_5 \times P'_4$$

$$P''_5 = P''_6 \times P'_5$$

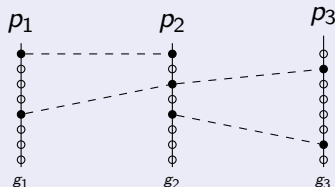
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$$P'_7$$

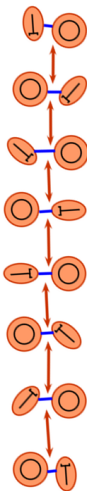
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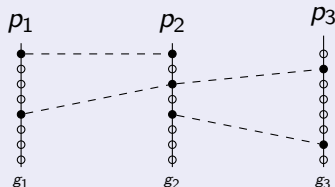


P'_0
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The algorithm: previous works

Constraint satisfaction [Dechter03]

- Product to ensure constraint satisfaction between neighbours
- Projection to limit size of objects

Factored planning [Brafman&Domshlak06] [Brafman&Domshlak08]

- Message = set of plans;
- not polynomially bounded in general (different from constraint satisfaction)
- Restriction of message size (enforced bound)
- Does not allow cost-optimal planning

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The algorithm: our approach

Theorem: generalization

Any representation of plans (with notion of product/projection) may be used in the MPA if the following holds:

$$\mathcal{P}_\nu(S_1 \times S_2) = \mathcal{P}_\nu(S_1) \times \mathcal{P}_\nu(S_2)$$

set of plans with costs as weighted automata

- Automata allow to represent all plans with finite objects;
- representing all plans allows to perform cost-optimal planning;
- finite weighted automata represent all plans with their costs.

Overview of the approach

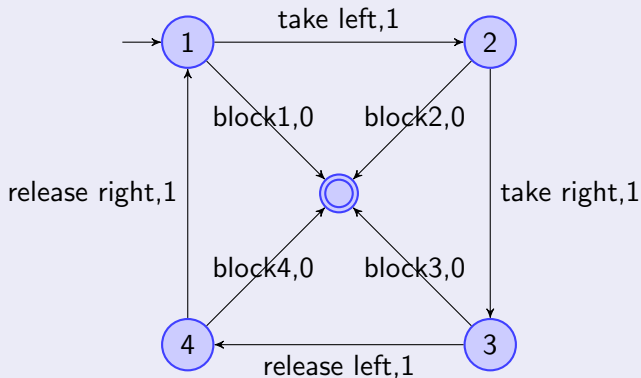
Product: responsible for compatibility of local plans

Projection: reduce size of objects and **responsible for cost-optimization**

The algorithm: component representation

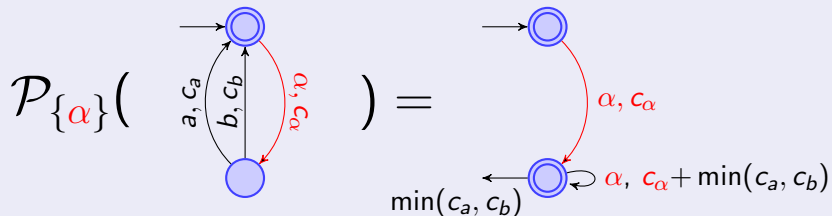
Think of domain transition graph.

Example: a philosopher

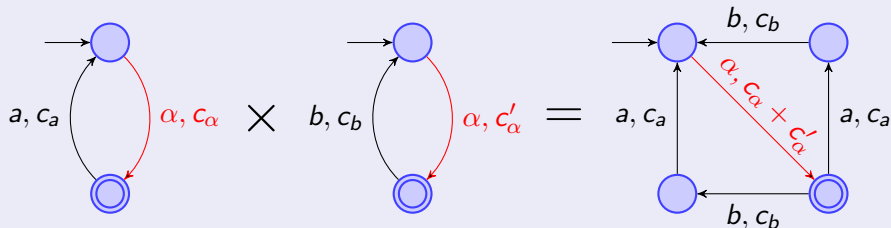


The algorithm: operations

Projection (responsible for optimization)



Product (responsible for synchronization of local plans)



The algorithm: guarantees

After the MPA, if the interaction graph was a tree, some properties are ensured on updated components:

local plans are part of a global plan:

any local plan can be extended into a global plan and the projection of any global plan on a component is present in it as one of its local plans.

cost-optimal local plans are part of a cost-optimal global plan:

- any cost-optimal local plan can be extended into a cost-optimal global plan;
- the projection of any cost-optimal global plan on a component is a cost-optimal local plan in this component.

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Benchmarks

Chosen problems

Taken from IPCs, but:

- a lot of problems were not well suited to factored planning (huge tree width);
- others needed re-encoding (they were centralized encoding of distributed problems).

Call:

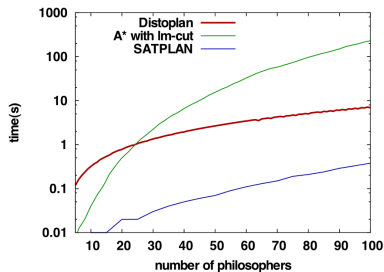
we are still looking for other benchmarks!

Factoring

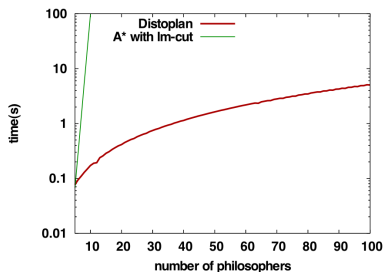
“by hand”

Philosophers (IPC4, alternative encoding)

Deadlockable:

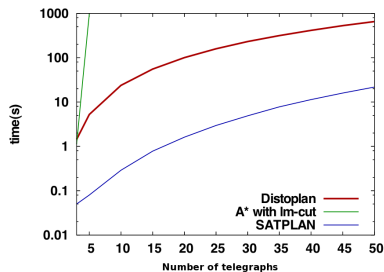


Deadlock free:

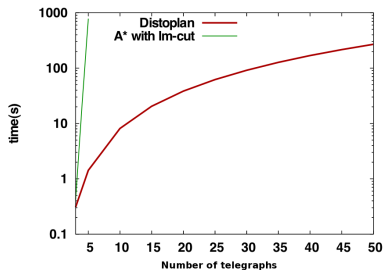


Optical telegraph (IPC4, alternative encoding)

Deadlockable:



Deadlock free:



Time complexity

- MPA sends a polynomial (in number of components) number of messages;
- each one is processed in polynomial time (in the size of the message and the receiving component);
- without additional restrictions, the size of messages can grow beyond polynomial.

Under similar condition as [Brafman&Domshlak08] we ensure polynomial time complexity (in number of components)

Sufficient condition for polynomial size of messages

Number of shared operators in any locally valid plan is bounded by a constant.

This condition is **not necessary**: there is problems where it does not hold, but message sizes are polynomially bounded (philosophers for example)

Conclusion

Conclusion

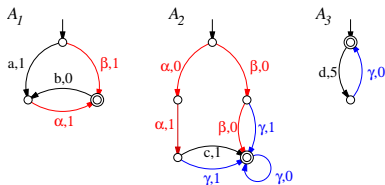
We presented an algorithm for cost-optimal factored planning, which:

- computes partially ordered plans;
- computes all the plans (more general than previous approaches);
- has polynomial time-complexity (under similar restrictions as previous approaches).

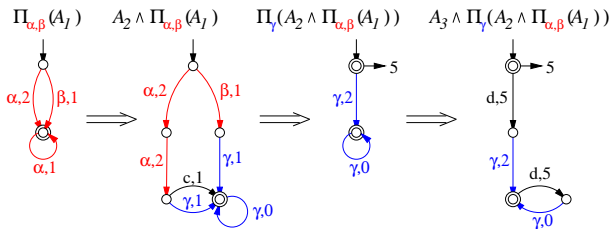
We implemented it and tested it on some benchmarks:

- results comparable to other up to date planners on solvable instances of problems;
- capability to detect non-solvability;
- however only on few problems: our results depend strongly of problems structure.

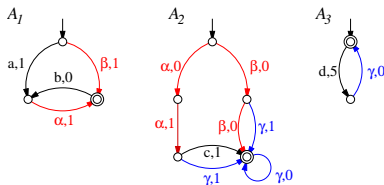
Sample execution of the MPA



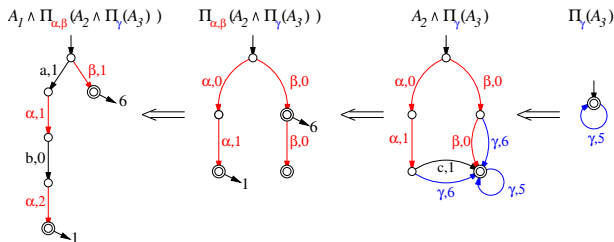
Messages from left to right:



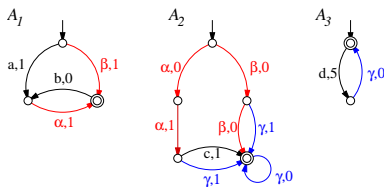
Sample execution of the MPA



Messages from right to left:



Sample execution of the MPA



Reduced components and optimal plans:

