



SibylSat: Using SAT as an oracle to perform a greedy search on TOHTN Planning

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Introduction to HTN planning SAT-based TOHTN planners

3. SibyISAT

Classical planning

In AI planning, we have

- An initial state (set of predicates)
- A goal state (set of predicates)
- Some actions, which have *preconditions* and *effects*

The goal of a planner if to find a *plan*:

• A series of actions which leads from the initial state to the goal state

Classical planning







Classical planning



;; Init state Lift_at f1 At p1 f2

;; Goal state At p1 f3

;; Actions

(:action move :parameters (?f1 - Floor ?f2 - Floor) :precondition (lift_at ?f1) :effect (not (lift_at ?f1) and (lift_at ?f2))

(:action board :parameters (?p - Person ?f - Floor) :precondition ((at ?p ?f) (lift_at ?f)) :effect (not (at ?p ?f) (boarded ?p))

(:action debark

:parameters (?p - Person ?f - Floor) :precondition ((boarded ?p) (lift_at ?f)) :effect (not (boarded ?p) (at ?p ?f))

Classical planning



- 1. move(f1, f2)
- 2. board(p, f2)
- 3. move(f2, f3)
- 4. debark(p, f3)

Classical planning



Plan:

1. move(f1, f2)

- 2. board(p, f2)
- 3. move(f2, f3)
- 4. debark(p, f3)

Classical planning



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Classical planning



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Classical planning



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Classical planning

Issues with classical AI planning:

- 1. Inefficiency for large problems: combinatorial explosion of states
- 2. Lack of intuitiveness in general plans

Hierarchical Task network (HTN)

HTN: creating plans by decomposing tasks into smaller, more manageable subtasks.

- **Abstract Task**: A high-level goal that needs to be achieved. It's not directly executable but provides a broad objective.
- Methods: These are ways to decompose abstract tasks into subtasks.
- **Primitive Task**: They are directly executable actions.

;; Task to move a person from its initial floor to its target floor task (deliver-person ?p - person ?f1 - floor ?f2 - floor) task (move-elevator ?f0 - floor ?f1 - floor)

- : method method-already-destination
- : parameters (?p person ?f1 floor ?f2)
- : task (deliver-person ?p ?f1 ?f2)
- : precondition (?f1 == ?f2)
- : ordered-subtasks ()

```
: method method-deliver-person
: parameters (?p - person ?f0 - floor ?f1 - floor ?f2 - floor )
: task ( deliver-person ?p ?f1 ?f2 )
: precondition ( lift-at ?f0 and ?f1 != ?f2))
: ordered-subtasks ;; Each subtask of a method can be an action or a task
(move-elevator ?f0 ?f1) ;; Move the elevator to the person floor
( board ?p ?f1 ) ;; Move the elevator to the person floor
( debark ?p ?f2 ) ;; Debark the person
```

Hierarchical Task network (HTN)





Introduction

Encoding-based solvers are popular tools for solving AI planning problems.

Process:

- Translate a planning problem into an other formalism
 - SAT
 - CSP
 - SMT
- Use a solver highly optimized for this formalism
- If a model is found, translate it into a plan

2. Introduction to SAT solvers

What are SAT solvers ?



Classical approach

Search space used by SAT based planner: Path decomposition Tree

- Structure can be expanded infinitely for recursive domain
- Search space is a subtree of the infinite structure



Classical approach

Encoding Path decomposition tree into formula:

1st: Add timestamp for all tasks/methods.

Then:

- Initial abstract task must be true
- Initial state at timestamp 1
- Methods at timestamp t:
 - precondition at time step t
- Actions at timestep t:
 - precondition at time step t
 - effects at time step t+1
- Hierarchy must be encoded
- Leafs must only consist of actions





Classical approach

Encoding Path decomposition tree into formula:

;; Initial abstract task must be true: Deliver_person_p1_f2_f3__1 = true



m-already

destination

p1 f2 f3

noop

2. SAT-based HTN planners

Classical approach

Encoding Path decomposition tree into formula:

;; Initial abstract task must be true: Deliver_person_p1_f2_f3__1 = true ;; Initial state Lift_at_f2__1 = true At_p_f2__1 = true

• • •







Classical approach



Classical approach

Difference between SAT-based HTN planners ?



Classical approach

Expansion PDT: Breadth first search along the depth of the hierarchy



Classical approach



Classical approach

Plan solution found:



Classical approach

Problem of current SAT-based HTN planners:

- Search is uninformed
 - Can be inefficient when dealing with large search spaces

Classical approach

50% of search space developed is not used...

More time spend by the solver to search for a solution in a bigger search space



2. Encoding based solvers

Question: Is it possible to guide the search in SAT-based planner using heuristic ?

















- 1. Often multiple relaxed solutions available...
- 2. Relaxed solution chosen by the solver does not necessarily lead to a solution...





Determinate preconditions and effects of abstract tasks

A lot of research on the subject:

- Planners:
 - Lilotane
 - HyperTensionN
- Papers
 - Revealing Hidden Preconditions and Effects of Compound HTN Planning Tasks — A Complexity Analysis
 - A Look-Ahead Technique for Search-Based HTN Planning: Reducing the Branching Factor by Identifying Inevitable Task Refinements

Results

Planners: state of the art SAT-based planners

- PandaPisatt-1iB (Block compression and invariant pruning for sat-based totally-ordered htn planning)
- Lilotane (Lilotane: A lifted sat-based approach to hierarchical planning)



Domain		SibylSat	Lilotane	PandaPIsatt-1il
AssemblyHierarchical	30	2.61	3.89	4.05
Barman-BDI	20	16.42	15.40	15.05
Blocksworld-GTOHP	30	25.66	22.56	21.11
Blocksworld-HPDDL	30	6.74	0.80	2.91
Childsnack	30	27.09	26.78	21.56
Depots	30	25.49	22.05	24.80
Elevator-Learned-ECAI-16	147	146.91	114.23	137.45
Entertainment	12	8.49	2.46	11.53
Factories-simple	20	6.12	3.77	5.99
Freecell-Learned-ECAI-16	60	7.31	5.26	6.25
Hiking	30	24.87	22.07	18.89
Lamps	30	15.40	0	17.31
Logistics-Learned-ECAI-16	80	60.94	28.48	49.00
Minecraft-Player	20	2.66	2.49	1.43
Minecraft-Regular	59	32.78	29.55	29.82
Monroe-Fully-Observable	20	18.38	19.09	11.56
Monroe-Partially-Observable	20	17.07	18.21	9.47
Multiarm-Blocksworld	74	11.66	1.87	9.06
Robot	20	10.92	10.55	10.75
Rover-GTOHP	30	21.74	18.05	18.54
Satellite-GTOHP	20	14.70	12.39	14.64
SharpSAT	21	10.21	8.35	8.61
Snake	20	19.79	19.41	16.57
Towers	20	9.51	8.11	5.98
Transport	40	35.05	31.18	35.49
Woodworking	35	28.05	32.94	22.01
Coverage	948	710	588	664
Normalized coverage	26	19.20	15.71	17.74
IPC score	948	606.57	479.94	529.83
Normalized IPC score	26	16.23	13.41	14.04
Quality score	948	693.48	525.83	606.49
Normalized quality score	26	18.61	14.42	16.02

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Results

Do we develop less nodes in the search space with SibyISAT ?







https://github.com/gaspard-quenard/sibylsat



https://ebooks.iospress.nl/doi/10.3233/FAIA240987

Thank you for your attention

Questions ?

1. Background Information

Encoding-based solvers for HTN

Solver's name	Solver	Year	Technical details	Features
Encoding HTN Planning in Propositional Logic	SAT	1998	Grounded	First SAT encoding for totally ordered HTN. Not able to handle recursive problems
ASP SHOP	ASP	2003	Grounded	Based on the principles of the SHOP planner
totSAT	SAT	2018	Grounded	Based on the structure of the decomposition tree
SAT cmx	SAT	2018	Grounded	First Improvement over totSAT to handle partially ordered HTN
SAT-F	SAT	2019	Grounded	Second Improvement over totSAT to handle partially ordered HTN
TreeRex	SAT	2019	Grounded	Based on the decomposition tree. Use incremental SAT
Lilotane	SAT	2021	Lifted	Lifted version of TreeRex
PandaPlsatt	SAT	2021	Grounded	Improvement over totSAT





- Abstract tasks transformed into actions...
 - For all plan solution, all relaxed plans solution which can lead to this plan solution must be executable
 - Need overapproximation of effects
 - Need underapproximation of preconditions
- Relaxed solution found...
 - Does not necessarily lead to a solution...



Determinate preconditions and effects of abstract tasks

For the effects:

- For a method: eff(m) = union effects of all subtasks
- For an abstract task: eff(t) = union effects of all methods which can accomplish task





Determinate preconditions and effects of abstract tasks

For the preconditions:

- For a method: pre(m) = All preconditions of the subtasks which cannot be accomplish by a previous subtask
- For an abstract task: Intersection of the preconditions of the methods which can accomplish the task



Classical planning



A non intuitive plan:

- 1. move(f1, f2)
- 2. board(p, f2)
- 3. move(f2, f1)
- 4. debark(p, f1)
- 5. move(f1, f3)
- 6. move(f3, f2)
- 7. move(f2, f1)
- 8. board(p, f1)
- 9. move(f1, f3)
- 10. debark(p, f3)