

- Idea: don't solve one subgoal by itself, but keep track of all subgoals that must be achieved.
- ► Given a set of goals:
 - If they all hold in the initial state, return the empty plan
 - Otherwise, choose an action A that achieves one of the subgoals. This will be the last action in the plan.
 - Determine what must be true immediately before A so that all of the goals will be true immediately after.
 Recursively solve these new goals.



Regression as Path Finding

- > The nodes are sets of goals. Arcs correspond to actions.
- A node labeled with goal set *G* has a neighbor for each action *A* that achieves one of the goals in *G*.
- The neighbor corresponding to action A is the node with the goals G_A that must be true immediately before the action A so that all of the goals in G are true immediately after A. G_A is the weakest precondition for action A and goal set G.
 - Search can stop when you have a node where all the goals are true in the initial state.

wp(A, GL, WP) is true if WP is the weakest precondition that must occur immediately before action A so every element of goal list GL is true immediately after A.

For the STRIPS representation (with all predicates primitive): *wp*(*A*, *GL*, *WP*) is *false* if any element of *GL* is on delete list of action *A*.

Otherwise WP is

 $preconds(A) \cup \{G \in GL : G \notin add_list(A)\}.$ where preconds(A) is the list of preconditions of action A and $add_list(A)$ is the add list of action A.

Weakest Precondition Example

The weakest precondition for

[*sitting_at(rob, lab2), carrying(rob, parcel)*]

to be true after move(rob, Pos, lab2) is that

[autonomous(rob),

adjacent(Pos, lab2),

sitting_at(rob, Pos),

carrying(rob, parcel)]

is true immediately before the action.





% *solve*(*GL*, *W*) is true if every element of goal list *GL* is true % in world *W*.

 $solve(GoalSet, init) \leftarrow$ holdsall(GoalSet, init). $solve(GoalSet, do(Action, W)) \leftarrow$ $consistent(GoalSet) \land$ $choose_goal(Goal, GoalSet) \land$ *choose_action*(*Action*, *Goal*) \land wp(Action, GoalSet, NewGoalSet) \land solve(NewGoalSet, W).

Regression Search Space Example [*carrying*(*rob*,*parcel*), *sitting_at*(*rob*,*lab2*)]

pickup(rob,parcel)
[sitting_at(parcel,lab2), sitting_at(rob,lab2)]

move(rob,P,lab2)

[carrying(rob,parcel), sitting_at(rob,P), adjacent(P,lab2)]

[carrying(rob,parcel), sitting_at(rob,o103), unlocked(door1)]

unlock(rob,door1)

[carrying(rob,parcel), sitting_at(rob,o103), carrying(rob,k1)]