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# “AI Planning” – What It Is and What You Can Do for It

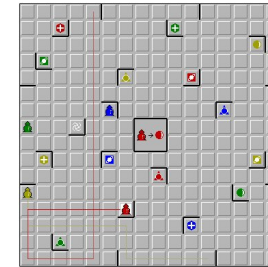
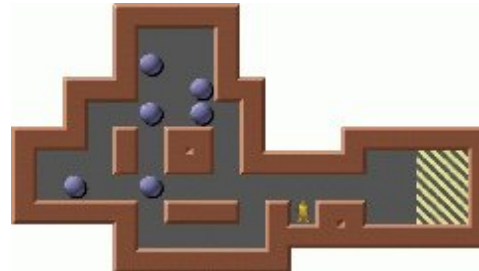
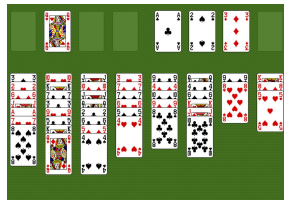
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~ RISE/NICTA ~

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# Think of Puzzles...



- ◇ 15-Puzzle
- ◇ Rubik's Cube
- ◇ Sokoban
- ◇ FreeCell

# Real-Life Puzzles: Airport Ground Traffic Control



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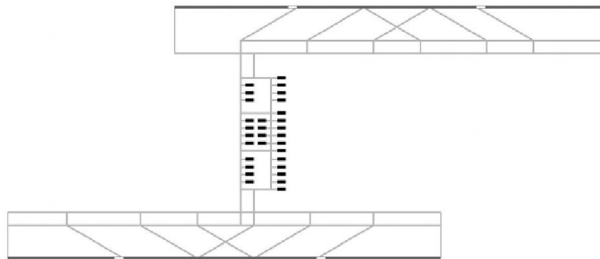
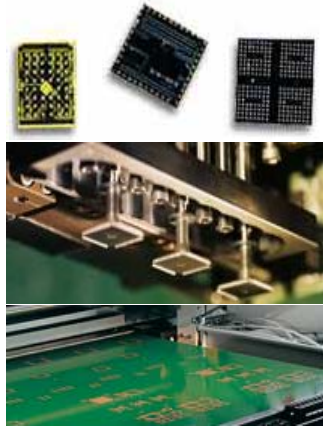


Figure from Trüg, Hoffmann & Nebel.

- ◇ Route aircraft between runways and terminals.
- ◇ Aircraft must be kept safely separated!  
Safe distance depends on aircraft size and mode of travel (pushing or under own power).
- ◇ Minimize taxi and wait times.

# Real-Life Puzzles: Manufacturing Automation

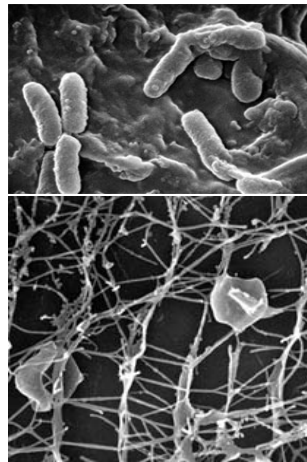
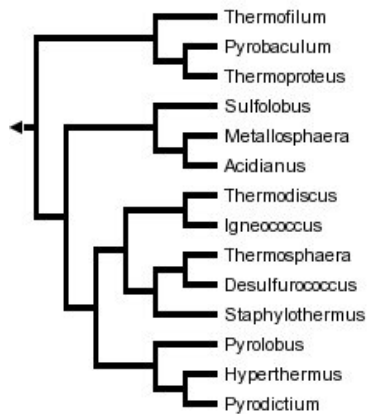
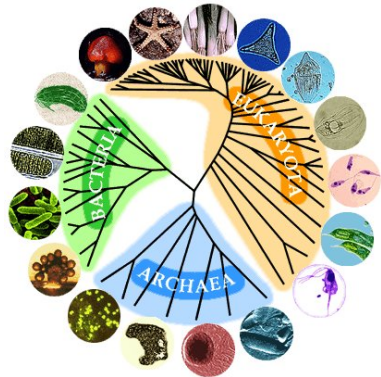


- ◇ “Pick & Place” in circuit-board manufacturing.
- ◇ Plan component placement order & grouping, tray allocation, and movement path.
- ◇ Minimize (average) completion and reconfiguration time, subject to complex constraints (*e.g.* vibrations, acceleration, heat).

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# Real-Life Puzzles: Genome Rearrangement



- ◇ The relationship between different organisms can be measured by the number of “evolution events” (rearrangements) that separate their genomes.
- ◇ Find shortest (or most likely) sequence of rearrangements between pairs of genomes.

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# The AI Planner: A Universal Puzzle Solver

- ◇ What do all puzzles have in common?
  - There are **rules** which define the legal “moves” of the game.
  - There is an **objective**: A goal state to reach, and a measure of solution cost.
- ◇ To a **domain-independent** AI planner, formal **descriptions** of the rules and objective are given as **input** along with an instance of the problem to solve.
- ◇ The hardness of the domain-independent planning problem depends on the **expressivity** of the input **language**.

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## Some Suggested Projects/Topics

- ◇ Detection and use of symmetries in planning problems.
- ◇ Methods for splitting planning problems into parts that can be solved (semi-) independently and joining the solutions.
- ◇ Comparing approaches to managing uncertainty in planning.
- ◇ Bounded lookahead algorithms for planning problems with time and resource constraints.
- ◇ Designing a more usable problem specification language, with compilation to basic PDDL.

`users.rsise.anu.edu.au/~thieboux/student_projects.html`