Formalizing Sensing Actions - a transition function based approach

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Abstract

In presence of incomplete information about the world we need to distinguish between the state of the world and the state of the agent's knowledge about the world. In such a case the agent may need to have at its disposal sensing actions that change its state of knowledge about the world and may need to construct more general plans consisting of sensing actions and conditional statements to achieve its goal. In this paper we first develop a high level action description language that allows specification of sensing actions and their effects in its domain description and allows queries with conditional plans. We give provably correct translations of domain description in our language to axioms in first-order logic, and relate our formulation to several earlier formulations in the literature. We then analyze the state space of our formulation and develop several sound approximations that have much smaller state spaces. Finally we define regression of knowledge formulas over conditional plans.

1 Introduction and motivation

Unlike actions that change the world, sensing or knowledge producing actions change what the agent knows about the world. Consider the following example of a high security door. The action of pushing the door ($push\_door$) – when executed in a world where the (lock of the) door is initially unlocked and not jammed – will change the world so that after the action is performed the door is open. The same action if executed when the door is locked will jam the door. Similarly, the action of flipping the lock ($flip\_lock$) will unlock a locked door and lock an unlocked door. On the other hand the *sensing action* of checking the lock of the door ($check\_if\_locked$) will result in the agent knowing if the door is locked or not.

Sensing actions play an important role when an agent needs to plan in presence of incomplete information. Consider the case when our agent initially (i.e., in the initial situation) does not know if the door is locked or not, but knows that the door is not jammed and is not open and its goal is to open the door. We will assume that the only actions it can perform are the ones described earlier: $check\_if\_locked$, $flip\_lock$ and $push\_door$. We now argue that the agent can not just construct a classical plan – consisting of a sequence of actions – that will always (i.e., regardless of what the real state of the world is) succeed in reaching the agent's goal.

Let us first consider the plan P_1 consisting of $push\_door$. This plan will not work if the door is initially locked. In fact it will jam the door, and no subsequent action sequence will result in the door being open. Let us now consider the plan P_2 consisting of $flip\_lock; push\_door$. This plan will not work if the door is initially unlocked. In fact it will also jam the door, and no subsequent action sequence will result in the door being open. Therefore, neither P_1, nor P_2, and nor any plan that starts with P_1 and P_2 will work in both cases. This, together with the fact that the action $check\_if\_locked$ does not change the world and a sequence of $flip_lock$s is equivalent to zero or a single $flip\_lock$, is enough to conclude that there does not exist a classical plan that will work for all possible initial situations.

The following simple conditional plan P_3,

IF $\neg door\_locked$ THEN $push\_door$ ELSE $flip\_lock; push\_door$

is not appropriate either. That is because the agent not knowing whether $door\_locked$ is true or not can not execute this plan. A correct conditional plan, P_4, that will always achieve the goal uses the sensing action $check\_if\_locked$, and is as follows:

$check\_if\_locked$;
IF $\neg door\_locked$ THEN $push\_door$ ELSE $flip\_lock; push\_door$;

Thus sensing actions are very important for planning in presence of incomplete information. In the past, sensing actions have been formalized in [Moo79, Moo85, SL93, Haa86, LTM97] and planning in presence of incomplete information has been studied in [EHW$^+$92, PS92, PC96, GB94, GEW96, GW96, Lev96, KOG92, SW98, WAS98, GB96]. To motivate our work we now briefly review the earlier formalizations of sensing actions.

1.1 Moore's formalization

To the best of our knowledge sensing actions were first formalized by Moore in his dissertation [Moo79] and in some of his later papers; for example, [Moo85]. Moore uses possible world semantics to represent knowledge and treats the accessibility relation between worlds as a fluent when reasoning about sensing and non-sensing actions.

- He describes how the knowledge of an agent may change after executing a non-sensing action a, by defining the accessibility relation between the worlds that may be reached after executing the action a.

  According to him, for any two possible worlds w_1 and w_2 such that w_2 is the result of the execution of a in w_1, the worlds that are compatible with what the agent knows in w_2 are exactly the worlds that are the result of executing a in some world that is compatible with what the agent knows in w_1. This can be formally written as follows:

$$\begin{aligned}\forall w_1, w_2.(w_2 = do(a, w_1) \supset \\ \forall w_3. \quad & (acc(w_2, w_3) \equiv \\ & \exists w_4.acc(w_1, w_4) \wedge w_3 = do(a, w_4)))\end{aligned} \tag{1.1}$$

  The above formula (and the next formula) is a simplified version of Moore's original formula. Here we use the function do from situation calculus[1], use $acc(w, w')$ to denote that w' is accessible from (or is compatible with) w, and assume a single agent world.

[1] $do(a, w)$ denotes the world reached after executing the action a in the world w.

- He also describes how the knowledge of an agent may change after executing a sensing action $sense_f$, by defining accessibility relation between the worlds that may be reached after executing $sense_f$.

  Suppose $sense_f$ is an action that the agent can perform to know if f is true or not. Then for any world represented by w_1 and w_2 such that w_2 is the result of $sense_f$ happening in w_1, the world that is compatible with what the agent knows in w_2 are exactly those worlds that are the result of $sense_f$ happening in some world that is compatible with what the agent knows in w_1, and in which f has the same truth value as in w_2. This can be formally written as follows:

$$
\begin{array}{lll}
\forall w_1, w_2. & (w_2 = & do(sense_f, w_1) \supset \\
 & \forall w_3. & ((acc(w_2, w_3) \equiv \\
 & & \exists w_4.acc(w_1, w_4) \wedge w_3 = do(sense_f, w_4) \wedge f(w_2) \equiv f(w_3)))
\end{array} \tag{1.2}
$$

1.2 Scherl and Levesque's formalization

Scherl and Levesque [SL93] adapted Moore's formulation to situation calculus and proved several important results about their formulation such as: knowledge-producing actions do not affect fluents other than the knowledge fluent; and that actions that are not knowledge-producing only affect the knowledge fluent as appropriate. They also showed how regression can be applied to knowledge-producing actions.

Their slight simplification of Moore's formulation is given by the following two formulas: (Note that in their use of the relation K, which we will follow in the rest of the paper, the arguments are reversed from their normal modal logic use. I.e., $K(\mathsf{s}', \mathsf{s})$ is read as "the situation s' is accessible from the situation s". Also, *situation* is a term constructed by repeated application of *do* to the initial situation S_0.)

$$K(\mathsf{s}'', do(a, \mathsf{s})) \equiv (\exists \mathsf{s}'.K(\mathsf{s}', \mathsf{s}) \wedge \mathsf{s}'' = do(a, \mathsf{s}')) \tag{1.3}$$

$$K(\mathsf{s}'', do(sense_f, \mathsf{s})) \equiv (\exists \mathsf{s}'.K(\mathsf{s}', \mathsf{s}) \wedge \mathsf{s}'' = do(sense_f, \mathsf{s}') \wedge f(\mathsf{s}') \equiv f(\mathsf{s})) \tag{1.4}$$

1.3 Our simplification

One of our goals in this paper is to make it easy to visualize the state space we have to deal with when searching for plans in presence of sensing actions and incomplete information. Many formulations of planning (for example, most research on decision theoretic planning) often assume the existence of a transition function defining a transition between states – a collection of fluents – due to actions, and do not necessarily depend on a logical formulation defining this function. *The questions that we would like to answer are: What is a "state" when we need to distinguish between the state of the world and the state of the knowledge of an agent? How are state transitions due to actions – both sensing and non-sensing – defined?*

To answer the first question we introduce the notion of a *c-state* (or combined state) which is a pair consisting of:

(i) the real state of the world, s; and

(ii) the state of the agent's knowledge about the world given by the set of states Σ, that the agent thinks it may be in.

The transition between c-states due to actions – denoted by $\Phi(a, \langle s, \Sigma \rangle)$ – can then be defined in terms of the original transition between states (defined using the function Res) in the following way:

- If a is a non-sensing action then for any c-state $\sigma = \langle s, \Sigma \rangle$, $\Phi(a, \sigma)$ is defined as the pair $\langle Res(a, s), \{s' | s' = Res(a, s'')$ for some $s'' \in \Sigma\} \rangle$.
- If $sense_f$ is a sensing action that senses the fluent f then for any c-state $\sigma = \langle s, \Sigma \rangle$, $\Phi(sense_f, \sigma)$ is defined as the pair $\langle s, \{s' | s' \in \Sigma$ such that $f \in s$ iff $f \in s'\} \rangle$.

Consider our example in the beginning of this section. The two possible initial c-states – with explicit representation of negative fluents – for this example are:

$\sigma_1 = \langle \{locked\}, \{\{locked\}, \{\}\} \rangle$, and $\sigma_2 = \langle \{\}, \{\{locked\}, \{\}\} \rangle$.

In Figure 1 we give a fragment of the state space diagram of this example illustrating how transitions take place between one c-state to another because of actions.