# Symmetries and Expressive Requirements for Learning General Policies

Dominik Drexler $^1$ , Simon Ståhlberg $^2$ , Blai Bonet $^3$ , Hector Geffner $^2$ 

<sup>1</sup>Linköping University, Sweden, <sup>2</sup>RWTH Aachen University, Germany, <sup>3</sup>Universitat Pompeu Fabra, Spain



## Motivation & Contributions

- General policies are structures that encode action plans of infinite sized collections of classical planning problems Q
- There exist combinatorial and deep learning approaches for learning general policies
- Two main issues:
  - Scalability in combinatorial setting
  - Expressivity, in both
- We introduce **abstractions** based on **state symmetries** (isomorphisms) for reducing the number of states in training

• We introduce a method for evaluating the expressive requirements of classes of classical planning problems

### Symmetries & Abstractions

- Planning states are **relational structures**
- Two states s,s' are isomorphic  $s\sim_{iso}s'$  iff their relational structures are isomorphic
  - $\rightarrow$  Isomorphism is a bijective relationship preserving mapping between objects from s to s'
  - $\rightarrow$  Isomorphic states represent the same problem aspect
- Find isomorphic states through graph isomorphism (GI) on undirected vertex colored graphs (Figure 1)
- Compute abstraction based on notion of isomorphic states induces abstractions (Figure 2)



### Expressive Learning Requirements

- GNN + RL for learning general policies (Ståhlberg et al. 2023)
- Nearly **perfect general policies** obtained in several domains (100%)

Domain	Coverage (%)	1-WL # conflicts	
Delivery	100%	0	
Gripper	100%	0	
 Logistics	36%	131	
Grid	79%	42	

- But interesting part is in the **failures** 
  - GNN expressivity not enough (Logistics, Grid, Blocks)
  - Others: insufficient # network layers, sampling
- 1-WL, GNNs,  $C_2$  have equivalent expressivity in distinguishing graphs

**Figure 1:** Graph G(s) for a state in a problem from the Gripper domain.



(Cai et al. 1992, Grohe 2021)

• Indeed, 1-WL/GNNs can't distinguish pair of isomorphic states

				# Conflicts	
Domain	$\#\mathcal{Q}$	$\#\mathcal{S}$	$\# \mathcal{S}/\!\!\sim_{iso}$	1-WL	2-FWL
Barman	510	115 M	38 M	1,326	0
Blocks3ops	600	146 K	133 K	50	0
Blocks4ops	600	122 K	110 K	54	0
Blocks4ops-clear	120	31 K	3 K	0	0
Blocks4ops-on	150	31 K	8 K	0	0
Childsnack	30	58 K	5 K	0	0
Delivery	540	412 K	62 K	0	0
Ferry	180	8 K	4 K	36	0
Grid	1,799	438 K	370 K	42	0
Gripper	5	1 K	90	0	0
Hiking	720	44 M	5 M	0	0
Logistics	720	69 K	38 K	131	0
Miconic	360	32 K	22 K	0	0
Reward	240	14 K	11 K	0	0
Rovers	514	39 M	34 M	0	0
Satellite	960	14 M	8 M	5,304	0
Spanner	270	9 K	4 K	0	0
Visitall	660	3 M	2 M	0	0

**Figure 2:** The abstraction of the state model is exponentially more compact with 6n states instead of  $2^n$  states.

- Reduced problems  $\tilde{Q}$  contains one representative state from each class of isomorphic states
- Theorem: a general policy  $\pi$  solves  ${\mathcal Q}$  iff  $\pi$  solves the reduced problems  $\tilde{{\mathcal Q}}$

**Table 1:** # conflicts in distinguishing isomorphic states.

#### • Central takeaways:

- In some domains, 1-WL (and GNNs) are not expressive enough
- Most importantly, 2-FWL, that has the expressive power of  $C_3$  appears to be sufficiently expressive in all domains

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