

D7. Comparison of Heuristic Families II

Landmarks vs. h^{max}

D7.1 Landmarks vs. h^{max}

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D7. Comparison of Heuristic Families II

Landmarks to h^{\max}

Theorem

Elementary landmark heuristics can be compiled into additive h^{max} heuristics in polynomial time.

Proof.

Let *L* be a subset of the operators. If *L*⁺ is not a landmark for *s* in Π^+ then $h_L(s) = 0$ and therefore trivially $h^{\max}(s) \ge h_L(s)$. Otherwise no goal state of Π^+ is reachable from *s* without an operator from *L*⁺. So if $h^{\max}(s) \ne \infty$ then the cost computation of h^{\max} must use an operator from *L*⁺ and therefore $h^{\max}(s) \ge \min_{o \in L} cost(o) = h_L$.

Landmarks vs. hmax

Theorem

For states with finite h^{max} value, the h^{max} heuristic can be compiled into additive elementary landmark heuristics in polynomial time.

Proof sketch:

The LM-Cut heuristic computes in each step a cut landmark and adapts the operator costs. Let $cost_i, cost_{i+1}$ be the operator costs before and after an iteration that discovered landmark *L*. Then $h_{cost_i}^{\max}(s) \leq h_{L,cost_i}(s) + h_{cost_{i+1}}^{\max}(s)$. The core argument is that every "reasonable" path in the justification graph enters the goal zone only once and therefore uses only one operator from *L*. So reducing the cost of each operator in *L* by $h_{L,cost_i}(s)$ cannot reduce h^{\max} by more than this value. The overall result of the theorem follows from a recursive application of the proof while $h_{cost_{i+1}}^{\max}(s) > 0$.

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Abstractions vs. Critical Path

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h^m to PDBs

Theorem

There is no polynmial-time compilation from h^m heuristics into additive PDB heuristics.

Proof.

We know that elementary landmarks are in polynomial time compilable into additive h^{\max} but not into additive PDB heuristics. So there is no polynomial-time compilation from $h^{\max} = h^1$ into additive PDB heuristics.

As $h^m \ge h^1$ for $m \ge 1$, this holds for any m.

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D7.2 Abstractions vs. Critical Path

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Abstractions vs. Critical Path

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PDBs to h^m

Theorem

There is no polynmial-time compilation of PDB heuristics into additive h^m heuristics.

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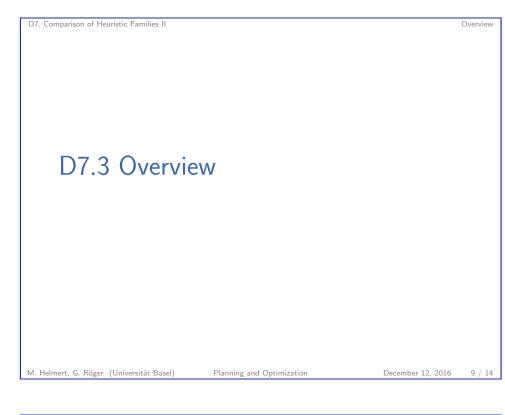
Proof.

Consider family $(\Pi_n)_{n \in \mathbb{N}_1}$ of STRIPS tasks, where $\Pi_n = \langle V_n, I_n, O_n, \gamma \rangle$ with $V_n = \{v_1, \dots, v_n\}$, $I_n(v) = \mathbf{F}$ for $v \in V_n$, $O = \{\langle \bigwedge_{i=1}^{j-1} v_i, v_j \land \bigwedge_{i=1}^{j-1} \neg v_i, 1 \rangle \mid 1 \leq j \leq n\}$ and $\gamma = \bigwedge_{i:i\text{-th bit in bin}(n) \text{ is } 1 V_i$.

A PDB on pattern $\{v_1, \ldots, v_{\lceil \log n \rceil}\}$ has O(n) states and encodes the perfect goal distance $h^*(I) = n$.

For a perfect initial estimate, the h^m heuristic needs to consider variable subsets up to size $\lceil \log n \rceil$. As *m* must be fixed due to the polynomial-time requirement, we can thus find for any such *m* a large enough *n* that proves the theorem.

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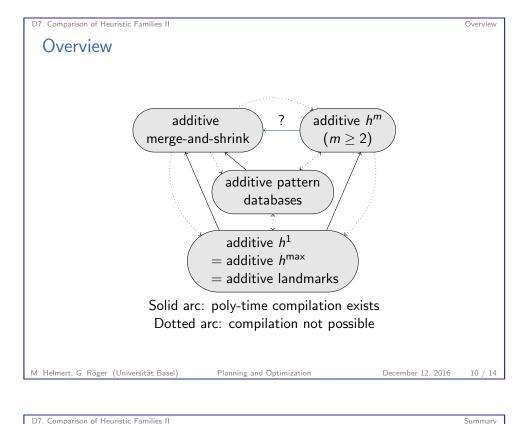
What else?

Post-hoc optimization

- ▶ For PDBs it computes state-specific additive set of PDB heuristics. \rightarrow Covered by results on PDB heuristics.
- Analogously for other classes of heuristics.

So far no results for

- ▶ landmarks not based on delete relaxation (Π^m landmarks),
- ▶ flow heuristics, and
- \blacktriangleright compilability from h^m heuristics into additive merge-and-shrink heuristics.





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