

# Planning and Optimization

## E6. Optimal Cost-Partitioning

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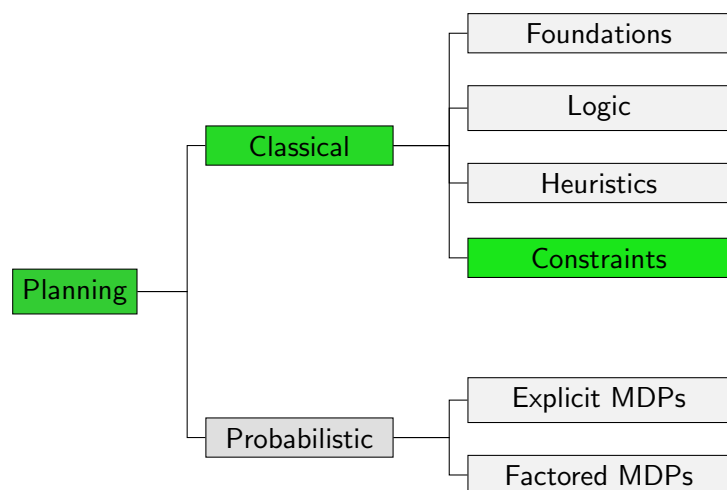
E6.1 Abstractions

E6.2 Landmarks

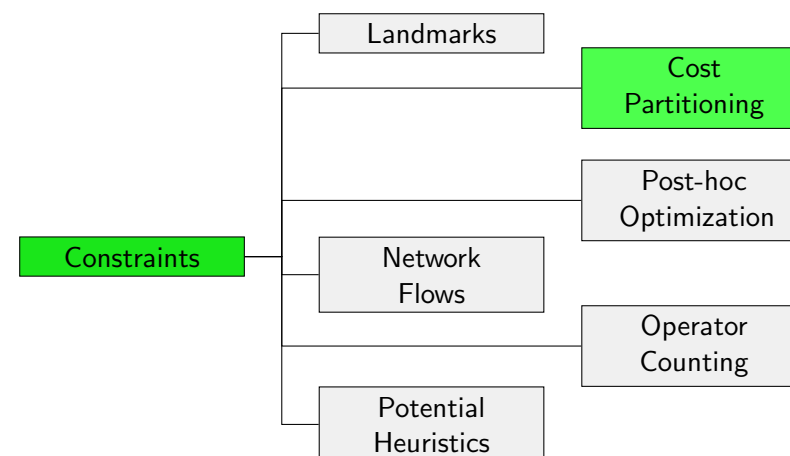
E6.3 General Cost Partitioning

E6.4 Summary

## Content of this Course



## Content of this Course: Constraints



# Optimal Cost Partitioning

## Optimal Cost Partitioning with LPs

- ▶ Use variables for cost of each operator in each task copy
- ▶ Express heuristic values with linear constraints
- ▶ Maximize sum of heuristic values subject to these constraints

## LPs known for

- ▶ abstraction heuristics
- ▶ disjunctive action landmarks

# E6.1 Abstractions

# LP for Shortest Path in State Space

## Variables

Non-negative variable  $Distance_s$  for each state  $s$

## Objective

Maximize  $Distance_{s_f}$

## Subject to

$Distance_{s_*} = 0$  for all goal states  $s_*$

$Distance_s \leq Distance_{s'} + cost(o)$  for all transitions  $s \xrightarrow{o} s'$

# Optimal Cost Partitioning for Abstractions I

## Variables

For each abstraction  $\alpha$ :

Non-negative variable  $Distance_s^\alpha$  for each abstract state  $s$ ,

Non-negative variable  $Cost_o^\alpha$  for each operator  $o$

## Objective

Maximize  $\sum_\alpha Distance_{\alpha(s_f)}^\alpha$

...

## Optimal Cost Partitioning for Abstractions II

Subject to

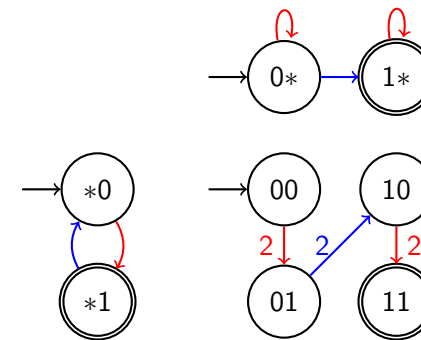
$$\sum_{\alpha} \text{Cost}_o^{\alpha} \leq \text{cost}(o) \quad \text{for all operators } o$$

and for all abstractions  $\alpha$

$$\text{Distance}_{s_*}^{\alpha} = 0 \quad \text{for all abstract goal states } s_*$$

$$\text{Distance}_s^{\alpha} \leq \text{Distance}_{s'}^{\alpha} + \text{Cost}_o^{\alpha} \quad \text{for all transition } s \xrightarrow{o} s'$$

## Example (1)



## Example (2)

Maximize  $\text{Distance}_0^1 + \text{Distance}_0^2$  subject to

$$\text{Cost}_{\text{red}}^1 + \text{Cost}_{\text{red}}^2 \leq 2$$

$$\text{Cost}_{\text{blue}}^1 + \text{Cost}_{\text{blue}}^2 \leq 2$$

$$\text{Distance}_1^1 = 0$$

$$\text{Distance}_0^1 \leq \text{Distance}_0^1 + \text{Cost}_{\text{red}}^1$$

$$\text{Distance}_0^1 \leq \text{Distance}_1^1 + \text{Cost}_{\text{blue}}^1$$

$$\text{Distance}_1^1 \leq \text{Distance}_1^1 + \text{Cost}_{\text{red}}^1$$

$$\text{Distance}_1^2 = 0$$

$$\text{Distance}_0^2 \leq \text{Distance}_1^2 + \text{Cost}_{\text{red}}^2$$

$$\text{Distance}_1^2 \leq \text{Distance}_0^2 + \text{Cost}_{\text{blue}}^2$$

$$\text{Distance}_s^{\alpha} \geq 0 \quad \text{for } \alpha \in \{1, 2\}, s \in \{0, 1\}$$

$$\text{Cost}_o^{\alpha} \geq 0 \quad \text{for } \alpha \in \{1, 2\}, o \in \{\text{red}, \text{blue}\}$$

## Caution

A word of warning

- ▶ optimization for every state gives **best-possible** cost partitioning
- ▶ but **takes time**

Better heuristic guidance often does not outweigh the overhead.

## E6.2 Landmarks

## Optimal Cost Partitioning for Landmarks

- ▶ Use again LP that covers heuristic computation and cost partitioning.
- ▶ LP variable  $Cost_L$  for cost of landmark  $L$  in induced task
- ▶ Explicit variables for cost partitioning not necessary. Use implicitly  $cost_L(o) = Cost_L$  for all  $o \in L$  and 0 otherwise.

## Optimal Cost Partitioning for Landmarks: LP

### Variables

Non-negative variable  $Cost_L$  for each disj. action landmark  $L \in \mathcal{L}$

### Objective

Maximize  $\sum_{L \in \mathcal{L}} Cost_L$

### Subject to

$$\sum_{L \in \mathcal{L}: o \in L} Cost_L \leq cost(o) \quad \text{for all operators } o$$

## Example (1)

### Example

Let  $\Pi$  be a planning task with operators  $o_1, \dots, o_4$  and  $cost(o_1) = 3, cost(o_2) = 4, cost(o_3) = 5$  and  $cost(o_4) = 0$ .

Let the following be disjunctive action landmarks for  $\Pi$ :

$$\mathcal{L}_1 = \{o_4\}$$

$$\mathcal{L}_2 = \{o_1, o_2\}$$

$$\mathcal{L}_3 = \{o_1, o_3\}$$

$$\mathcal{L}_4 = \{o_2, o_3\}$$

## Example (2)

## Example

Maximize  $Cost_{\mathcal{L}_1} + Cost_{\mathcal{L}_2} + Cost_{\mathcal{L}_3} + Cost_{\mathcal{L}_4}$  subject to

$$[o_1] \quad Cost_{\mathcal{L}_2} + Cost_{\mathcal{L}_3} \leq 3$$

$$[o_2] \quad Cost_{\mathcal{L}_2} + Cost_{\mathcal{L}_4} \leq 4$$

$$[o_3] \quad Cost_{\mathcal{L}_3} + Cost_{\mathcal{L}_4} \leq 5$$

$$[o_4] \quad Cost_{\mathcal{L}_1} \leq 0$$

$$Cost_{\mathcal{L}_i} \geq 0 \quad \text{for } i \in \{1, 2, 3, 4\}$$

## Optimal Cost Partitioning for Landmarks (Dual view)

## Variables

Non-negative variable  $Applied_o$  for each operator  $o$

## Objective

Minimize  $\sum_o Applied_o \cdot cost(o)$

## Subject to

$$\sum_{o \in L} Applied_o \geq 1 \quad \text{for all landmarks } L$$

Minimize “plan cost” with all landmarks satisfied.

## Example: Dual View

## Example (Optimal Cost Partitioning: Dual View)

Minimize  $3Applied_{o_1} + 4Applied_{o_2} + 5Applied_{o_3}$  subject to

$$Applied_{o_4} \geq 1$$

$$Applied_{o_1} + Applied_{o_2} \geq 1$$

$$Applied_{o_1} + Applied_{o_3} \geq 1$$

$$Applied_{o_2} + Applied_{o_3} \geq 1$$

$$Applied_{o_i} \geq 0 \quad \text{for } i \in \{1, 2, 3, 4\}$$

This is equal to the LP relaxation of MHS heuristic

## Reminder: LP Relaxation of MHS heuristic

## Example (Minimum Hitting Set)

minimize  $3X_{o_1} + 4X_{o_2} + 5X_{o_3}$  subject to

$$X_{o_4} \geq 1$$

$$X_{o_1} + X_{o_2} \geq 1$$

$$X_{o_1} + X_{o_3} \geq 1$$

$$X_{o_2} + X_{o_3} \geq 1$$

$$X_{o_1} \geq 0, \quad X_{o_2} \geq 0, \quad X_{o_3} \geq 0, \quad X_{o_4} \geq 0$$

↪ optimal solution of LP relaxation:

$X_{o_4} = 1$  and  $X_{o_1} = X_{o_2} = X_{o_3} = 0.5$  with objective value 6

↪ LP relaxation of MHS heuristic is **admissible**  
and can be computed **polynomial time**

## E6.3 General Cost Partitioning

## General Cost Partitioning

Cost functions **usually non-negative**

- ▶ We tacitly also required this for task copies
- ▶ Makes intuitively sense: original costs are non-negative
- ▶ But: not necessary for cost-partitioning!

## General Cost Partitioning

### Definition (General Cost Partitioning)

Let  $\Pi$  be a planning task with operators  $O$ .

A **general cost partitioning** for  $\Pi$  is a tuple  $\langle cost_1, \dots, cost_n \rangle$ , where

- ▶  $cost_i : O \rightarrow \mathbb{R}$  for  $1 \leq i \leq n$  and
- ▶  $\sum_{i=1}^n cost_i(o) \leq cost(o)$  for all  $o \in O$ .

## General Cost Partitioning: Admissibility

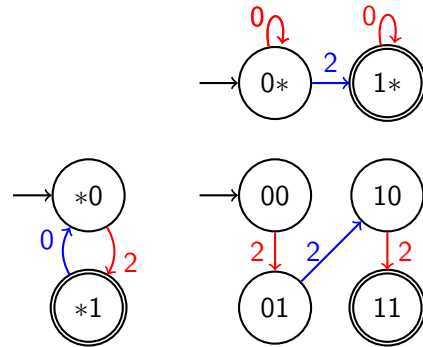
### Theorem (Sum of Solution Costs is Admissible)

Let  $\Pi$  be a planning task,  $\langle cost_1, \dots, cost_n \rangle$  be a **general cost partitioning** and  $\langle \Pi_1, \dots, \Pi_n \rangle$  be the tuple of induced tasks.

Then the sum of the solution costs of the induced tasks is an **admissible heuristic** for  $\Pi$ , i.e.,  $\sum_{i=1}^n h_{\Pi_i}^* \leq h_{\Pi}^*$ .

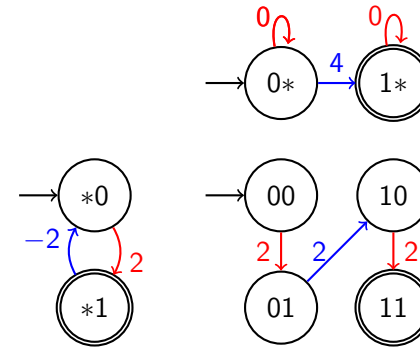
(Proof omitted.)

## General Cost Partitioning: Example



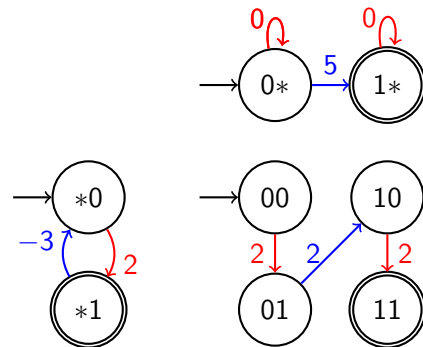
Heuristic value:  $2 + 2 = 4$

## General Cost Partitioning: Example



Heuristic value:  $4 + 2 = 6$

## General Cost Partitioning: Example



Heuristic value:  $-\infty + 5 = -\infty$

## LP for Shortest Path in State Space with Negative Costs

## Variables

General variable  $Distance_s$  for each state  $s$

## Objective

Maximize  $Distance_{s_f}$

## Subject to

$Distance_{s_*} \leq 0$  for all goal states  $s_*$

$Distance_s \leq Distance_{s'} + cost(o)$  for all **alive** transitions  $s \xrightarrow{o} s'$

**alive**: on any path from initial state to goal state

Modifications also correct (but unnecessary) for non-negative costs

## Optimal General Cost Partitioning for Abstractions I

### Variables

For each abstraction  $\alpha$ :

**General** variable  $\text{Distance}_s^\alpha$  for each abstract state  $s$ ,

**General** variable  $\text{Cost}_o^\alpha$  for each operator  $o$

### Objective

Maximize  $\sum_\alpha \text{Distance}_{\alpha(s_i)}^\alpha$

...

## Optimal Cost Partitioning for Abstractions II

### Subject to

$$\sum_\alpha \text{Cost}_o^\alpha \leq \text{cost}(o) \quad \text{for all operators } o$$

and for all abstractions  $\alpha$

$$\text{Distance}_{s_*}^\alpha \leq 0 \quad \text{for all abstract goal states } s_*$$

$$\text{Distance}_s^\alpha \leq \text{Distance}_{s'}^\alpha + \text{Cost}_o^\alpha \quad \text{for all alive transition } s \xrightarrow{o} s'$$

## E6.4 Summary

## Summary

- ▶ For abstraction heuristics and disjunctive action landmarks, we know how to determine an **optimal cost partitioning**, using linear programming.
- ▶ Although solving a linear program is possible in polynomial time, the better heuristic guidance often does not outweigh the overhead.
- ▶ In contrast to standard (non-negative) cost partitioning, **general cost partitioning** allows negative operators costs.
- ▶ General cost partitioning has the same relevant properties as non-negative cost partitioning but is more powerful.