

# Hitting Set Heuristics for Overlapping Landmarks

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University  
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# Planning a Camping Trip with LAMA



# Planning a Camping Trip with LAMA



- knife
- can opener
- place to sleep
- weather protection

# Different Options to Achieve Landmarks



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knife



# Different Options to Achieve Landmarks

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can opener

place to sleep



weather protection

# Different Options to Achieve Landmarks

knife



can opener

place to sleep



weather protection

# What does LAMA pack?

knife



4



2



3

can  
opener

sleep



7



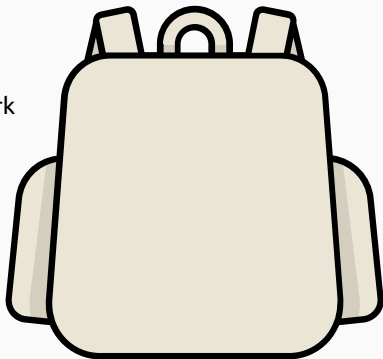
8



6

weather

- **cheapest** item from every landmark

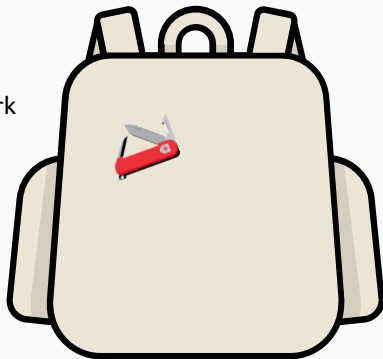




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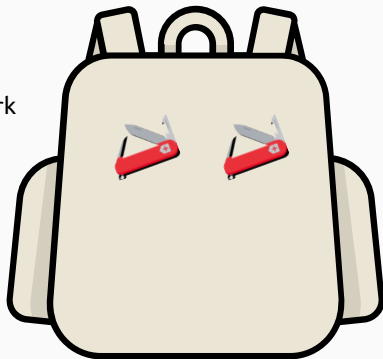
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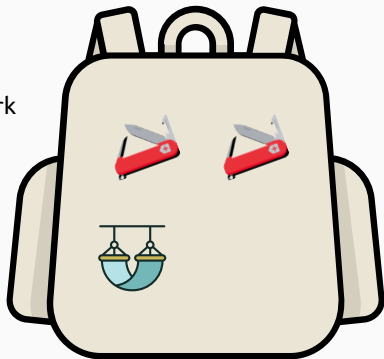
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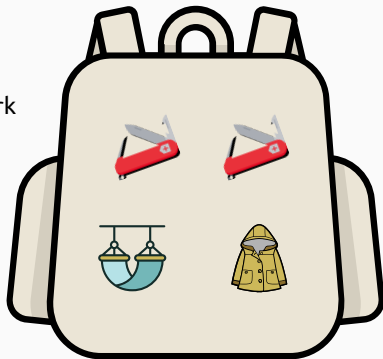
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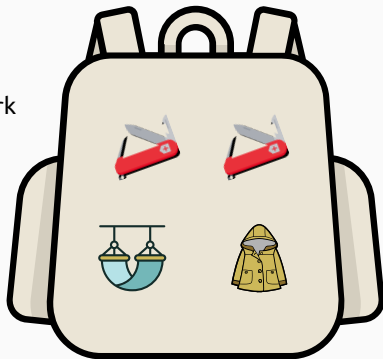
- **cheapest** item from every landmark
- $h^{\text{LAMA}} = 17$



# What does LAMA pack?



- **cheapest** item from every landmark
- $h^{LAMA} = 17$
- That's more stuff than necessary!



# What does LAMA pack?



- **cheapest** item from every landmark
- $h^{\text{LAMA}} = 17$
- That's more stuff than necessary!
- **remove duplicates:**  $h^{\text{HS}} = 15$



# Greedy Hitting Set

knife



4



2



3

can  
opener

sleep



7



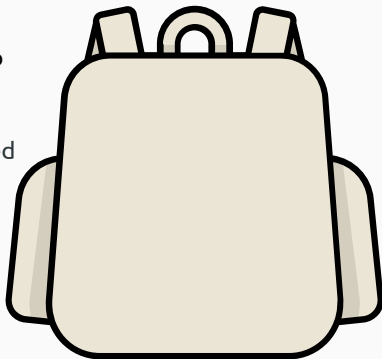
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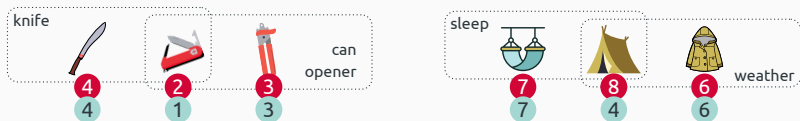
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weather

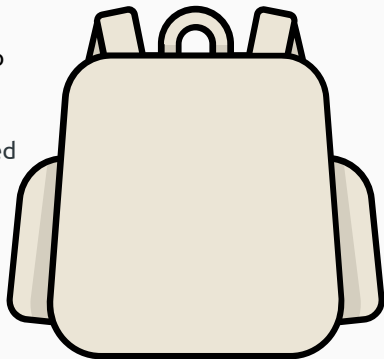
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2. discard achieved landmarks
3. repeat until all landmarks achieved



# Greedy Hitting Set

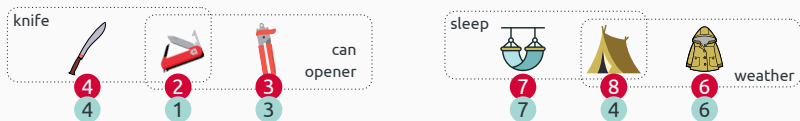


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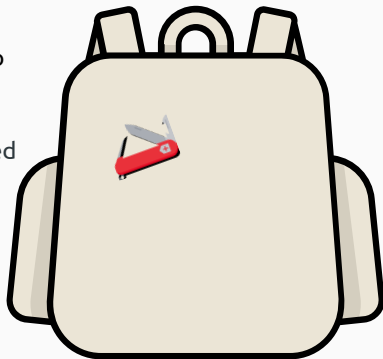




# Greedy Hitting Set



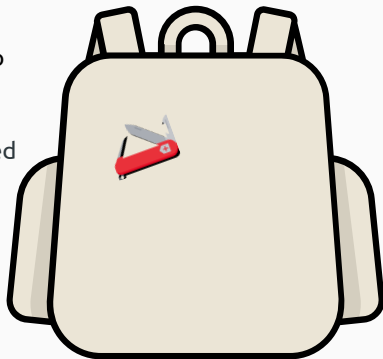
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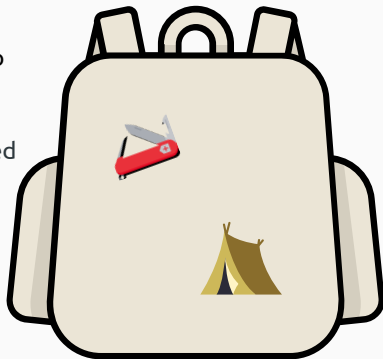
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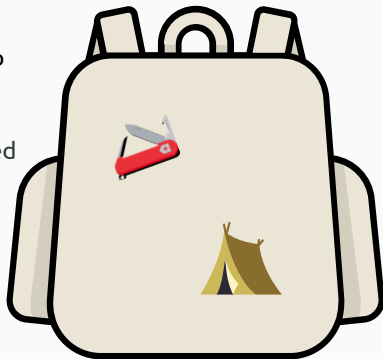


# Greedy Hitting Set



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- $h^{\text{GHS}} = 10$

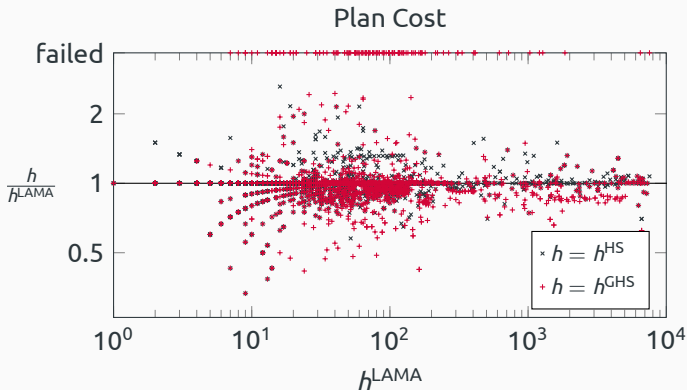


# Greedy Best First Search

	(total)	$h^{LAMA}$	$h^{HS}$	$h^{GHS}$
Coverage	(2323)	1680	1742	1718

# Greedy Best First Search

	(total)	$h^{\text{LAMA}}$	$h^{\text{HS}}$	$h^{\text{GHS}}$
Coverage	(2323)	1680	1742	1718



# Full LAMA Configurations

- open lists for **multiple heuristics**
- **preferred operators**
- improve plans by restarting **weighted A\*** search

	Coverage	Score
$h^{\text{LAMA}}$	2056	1957.8
$h^{\text{HS}}$	2052	1952.0
$h^{\text{GHS}}$	<b>2068</b>	<b>1987.3</b>

score per task:  $0 \leq \frac{c^*}{c} \leq 1$

- overlapping landmarks express **synergies**
- **hitting set heuristics** exploit these synergies
- tradeoff between **heuristic accuracy** and **computation time**
- **plan quality** improves with more accurate heuristics in practice



# Hitting Set Problem

## Definition

Given:

- **universe**  $U$



- **set of sets**  $\mathcal{S} \subseteq 2^U$

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- **cost function**  $cost: U \rightarrow \mathbb{R}_0^+$

$cost(  ) = 2$

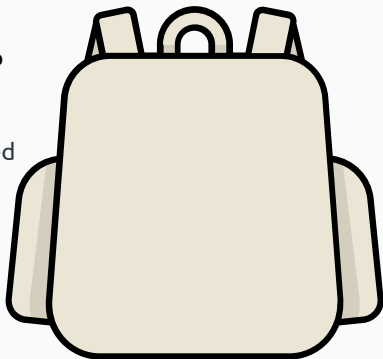
Problem:

- Find **hitting set**  $H \subseteq U$  s.t.  $H \cap S \neq \emptyset$  for all  $S \in \mathcal{S}$ .
- **minimal** hitting set: no cheaper hitting set exists

# Greedy Hitting Set



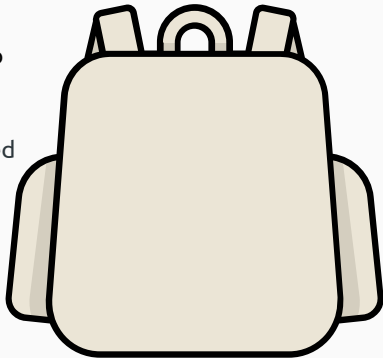
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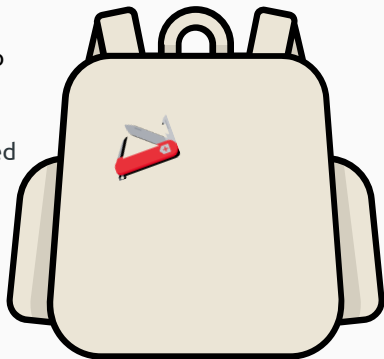
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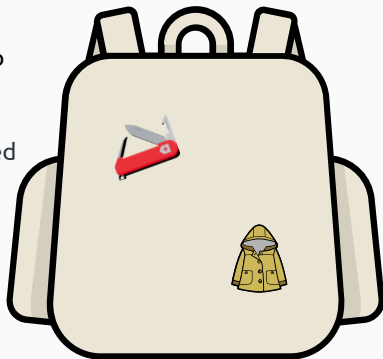
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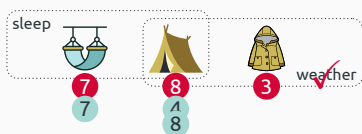
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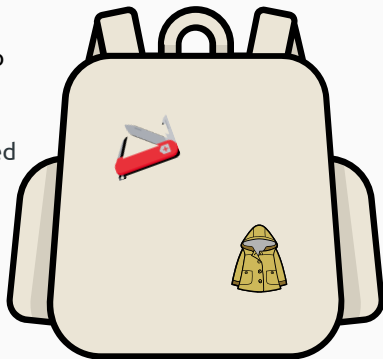
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•  $h^{\text{GHS}} = 12$

