

# Narrowing the Gap Between Saturated and Optimal Cost Partitioning for Classical Planning

**Jendrik Seipp**   Thomas Keller   Malte Helmert

University of Basel

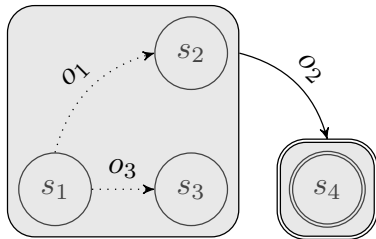
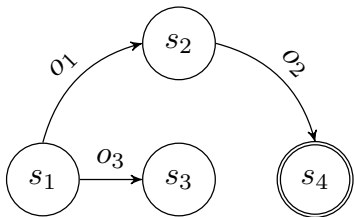
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# Setting

- optimal classical planning
- A\* search + admissible heuristic
- abstraction heuristics

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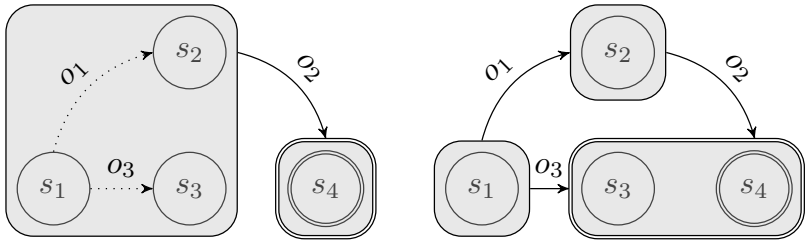
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→ use **multiple heuristics**

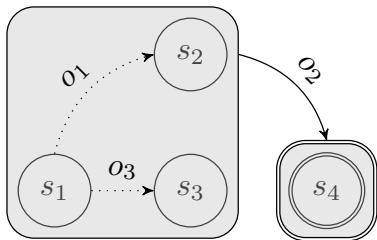
# Problem

- single heuristic unable to capture enough information  
→ use **multiple heuristics**
- how to **combine** multiple heuristics admissibly?

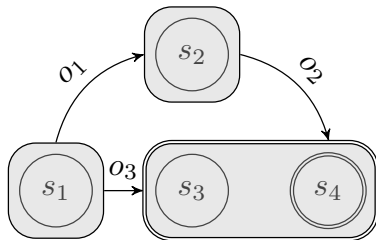
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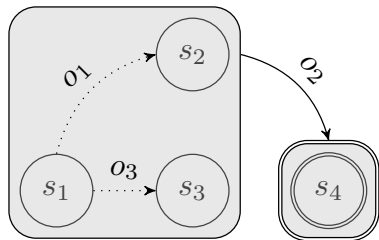
$$h(s_1) = 1$$



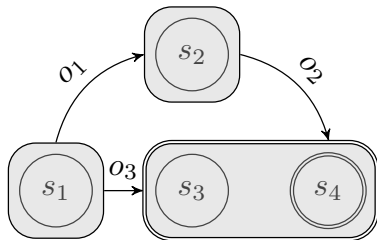
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# Multiple Heuristics



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- maximize:  $h(s_1) = 1$   
→ only **selects** best heuristic

# Multiple Heuristics: Cost Partitioning

## Cost Partitioning

- split operator costs among abstractions
- total costs must not exceed original costs

→ combines heuristics

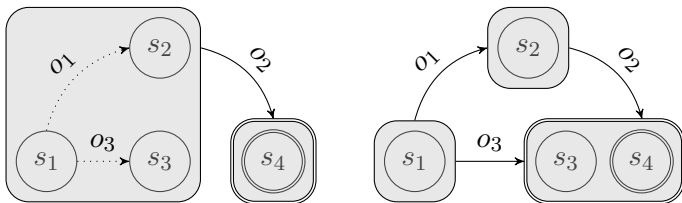
→ allows summing heuristic values admissibly

# Saturated Cost Partitioning

Seipp & Helmert, 2014

## Saturated Cost Partitioning Algorithm

- order abstractions
- for each abstraction  $\alpha$ :
  - use minimum costs preserving all goal distances for  $\alpha$
  - use remaining costs for subsequent abstractions

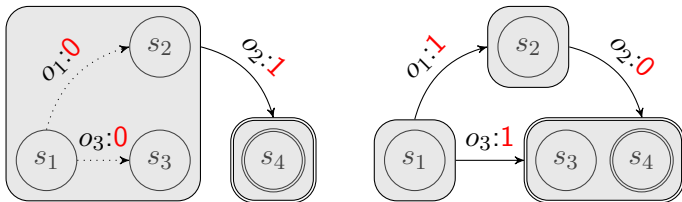


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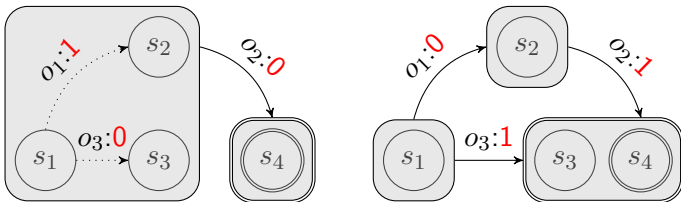
$$h_{\rightarrow}^{\text{SCP}}(s_1) = 1 + 1 = 2$$

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- **order** abstractions
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$$h_{\rightarrow}^{\text{SCP}}(s_1) = 1 + 1 = 2$$

$$h_{\leftarrow}^{\text{SCP}}(s_1) = 1 + 0 = 1$$

# Comparison of Saturated Cost Partitioning Heuristics

## Cartesian Abstractions

	2014		
<b>Solved Tasks</b>	$h_{\text{rand1}}^{\text{SCP}}$	$h_{\text{add}\uparrow}^{\text{SCP}}$	$h_{\text{add}\downarrow}^{\text{SCP}}$
<b>Sum (1667)</b>	759.3	789	800

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- $n!$  possible orders  $\rightarrow$  hill climbing search in space of orders
- cover many states  $\rightarrow$  samples

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## Hill climbing search

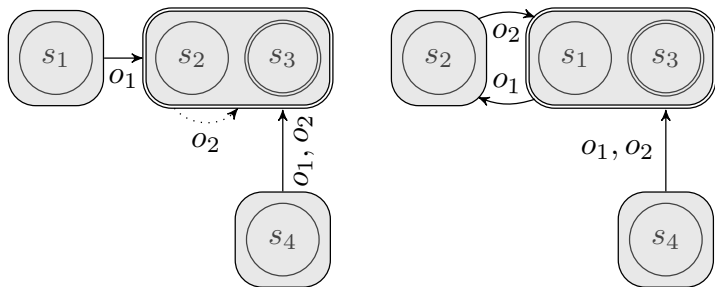
- start with random order
- until no better successor found:
  - switch positions of two heuristics
  - move to first improving successor

# Comparison of Saturated Cost Partitioning Heuristics

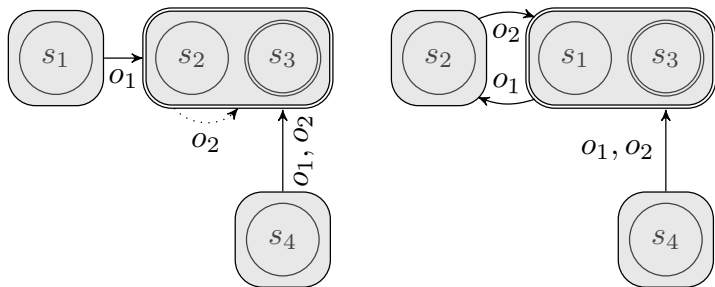
## Cartesian Abstractions

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<b>Sum (1667)</b>	759.3	789	800	884.9

# One Order is not Enough



# One Order is not Enough



$$h_{\rightarrow}^{\text{SCP}}(s_1) = 1 \text{ and } h_{\leftarrow}^{\text{SCP}}(s_1) = 0$$

$$h_{\rightarrow}^{\text{SCP}}(s_2) = 0 \text{ and } h_{\leftarrow}^{\text{SCP}}(s_2) = 1$$

## Multiple Random Orders

<b>Orders</b>	1	2	5	10	100	200	500	1000
<b>Coverage</b>	759.3	797.3	866.3	907.5	942.8	<b>947.0</b>	936.3	879.5

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- too many orders slow down heuristic evaluation
  - remove useless orders
  - find better orders

## Diversification Algorithm

- sample 1000 states
- start with empty set of orders
- until time limit is reached:
  - generate a random order
  - if it improves upon current set of orders, keep it
  - otherwise, discard it

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- works best with time limit of 200s



# Comparison of Saturated Cost Partitioning Heuristics

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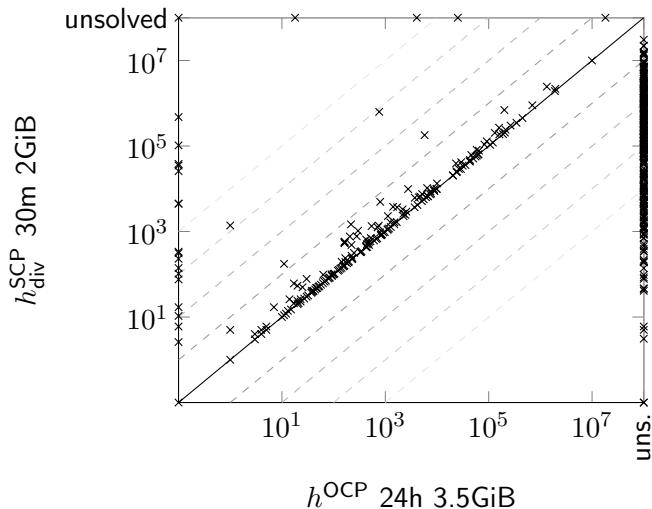
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<b>Sum (1667)</b>	759.3	789	800	884.9	947.0	<b>966.7</b>

# Saturated vs. Optimal Cost Partitioning

Expansions (excluding last  $f$  layer)



# Comparison to Other Approaches

	$h_{\text{div}}^{\text{SCP}}$	$h^{\text{LM-cut}}$	$h^{\text{iPDB}}$	$h^{\text{M\&S}}$	$h^{\text{SEQ}}$
Coverage	<b>966.7</b>	882	814	743	734
#Domains $h_{\text{div}}^{\text{SCP}}$ better	–	20	18	25	27
#Domains $h_{\text{div}}^{\text{SCP}}$ worse	–	10	9	6	7

## Follow-up Work at ICAPS 2017

- theoretical and experimental comparison of many cost partitioning algorithms
- saturated cost partitioning usually method of choice on IPC benchmarks

# Conclusion

- **order very important**  
→ hill climbing finds good order
- **one order not enough**  
→ maximize over multiple random/diverse orders