

# **Efficient Implementation of $h^2$ in the Fast Downward Planning System**

## Master's Thesis Presentation

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June 11, 2025

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1 Introduction

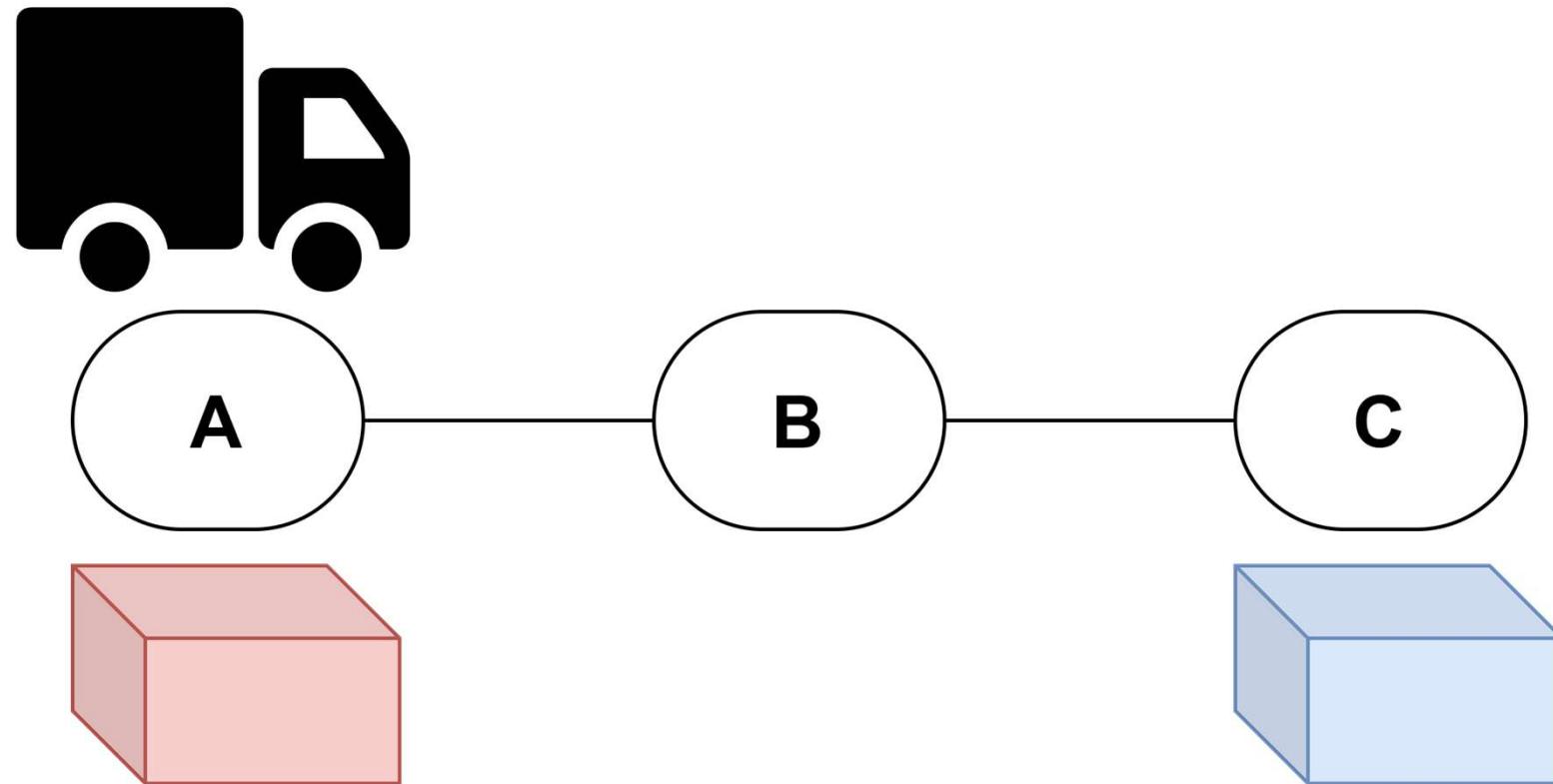
2 Implementation of  $h^2$  Heuristic

3 SAS<sup>+</sup> to STRIPS Transformation

4  $\Pi^2$  Compilation

5 Results & Conclusions

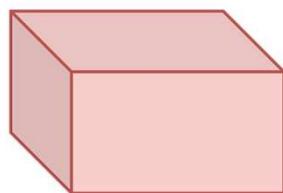
# Example Problem Domain



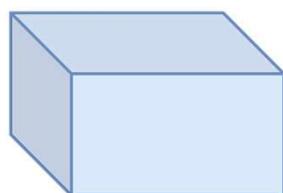
# SAS<sup>+</sup> Representation



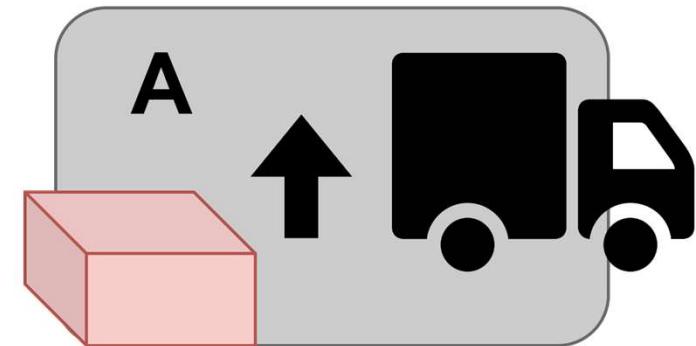
= {A, B, C}



= {A, B, C, }



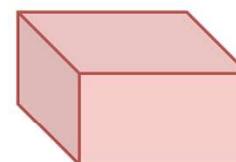
= {A, B, C, }



**Preconditions**

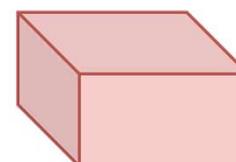


= A



= A

**Effects**



= A black silhouette of a truck.

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1 Introduction

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---

4  $\Pi^2$  Compilation

---

5 Results & Conclusions

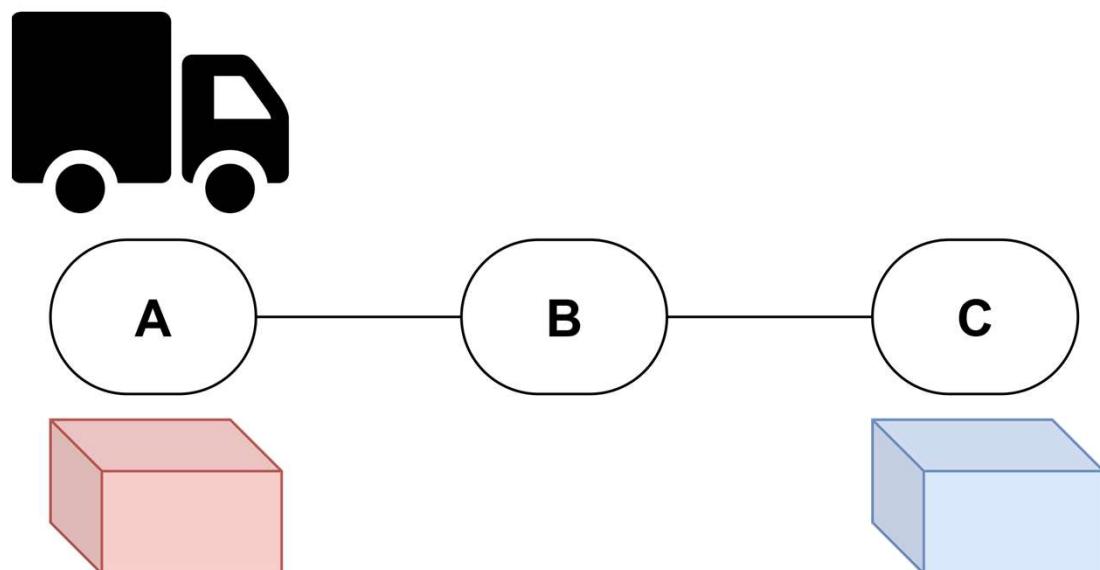
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# Heuristic Table Initialization

Heuristic Table		
= A		0
= A  = A		0
= A  = B		$\infty$
= A  = C		$\infty$
= A  =		$\infty$
= A  = A		$\infty$
= A		0
=		$\infty$

■ ■ ■ ■ ■

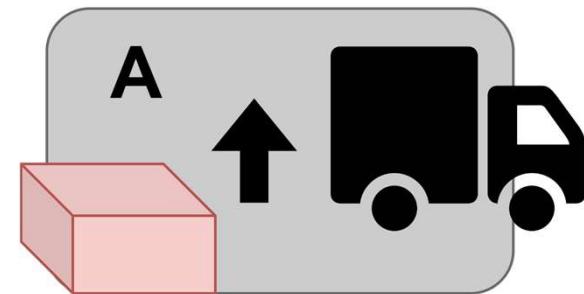
## Initial State



# Operator Evaluation

Heuristic Table		
= A		0
= A  = A		0
= A  = B		$\infty$
= A  = C		$\infty$
= A  =		$\infty$
= A  = A		$\infty$
= A		0
=		$\infty$

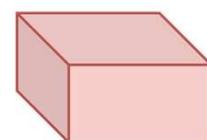
■ ■ ■ ■ ■



## Preconditions

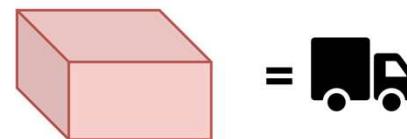


= A



= A

## Effects

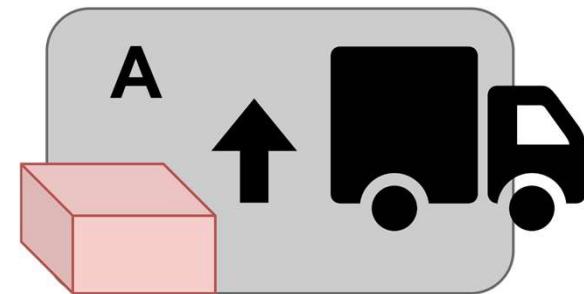


=

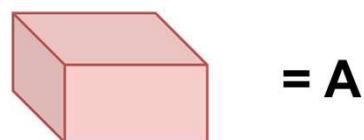
# Operator Evaluation

Heuristic Table		
= A		0
= A  = A		0
= A  = B		$\infty$
= A  = C		$\infty$
= A  =		$\infty$
= A  = A		$\infty$
= A		0
=		1

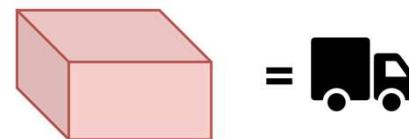
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## Preconditions



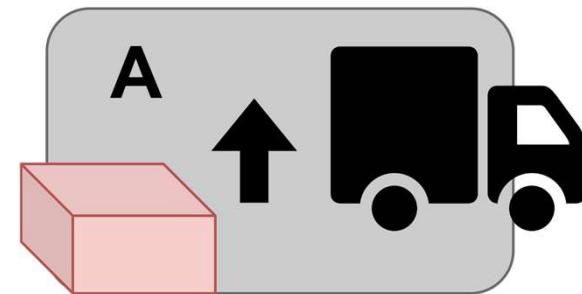
## Effects



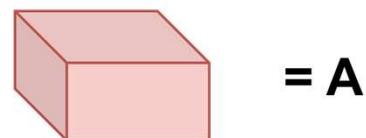
# Operator Evaluation

Heuristic Table		
= A		0
= A  = A		0
= A  = B		$\infty$
= A  = C		$\infty$
= A  =	1	
= A  = A		$\infty$
= A		0
=	1	

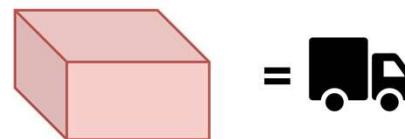
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## Preconditions

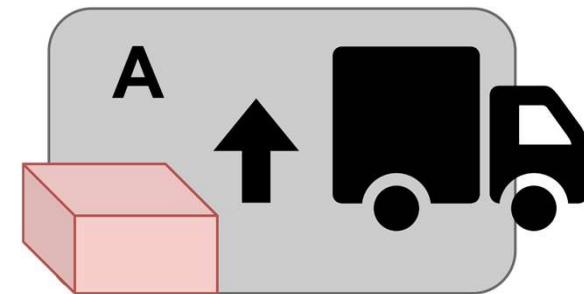


## Effects

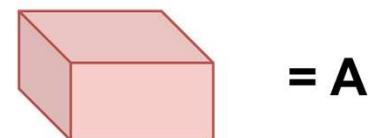


# Operator Evaluation

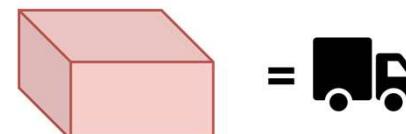
Heuristic Table		
= A		0
= A  = A		0
= A  = B		$\infty$
= A  = C		$\infty$
= A  =		1
= A  = A		$\infty$
= A		0
=		1
=   = C		$\infty$



Preconditions

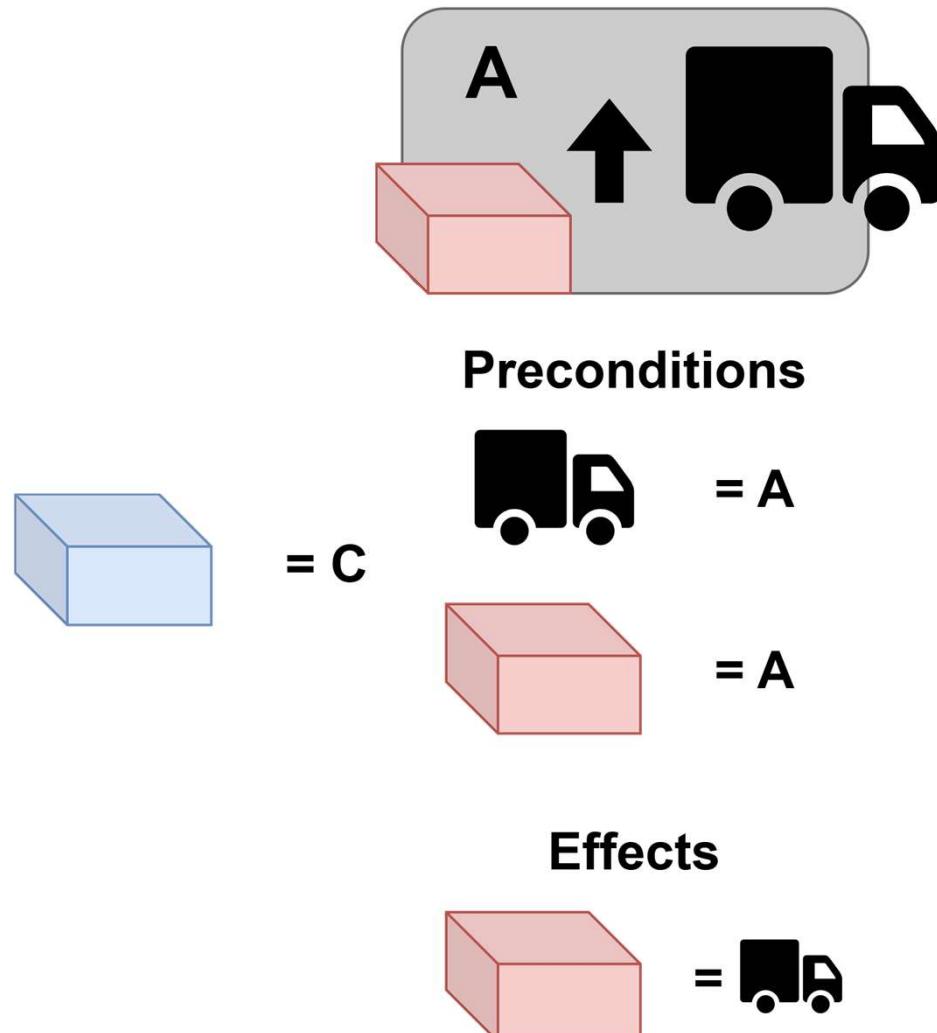


Effects



# Operator Evaluation

Heuristic Table		
= A		0
= A  = A		0
= A  = B		$\infty$
= A  = C		$\infty$
= A  =	1	
= A  = A		$\infty$
= A		0
=	1	
=   = C	1	



# Optimizations to Existing Implementation

- Store Evaluation of Operator Preconditions
- Optimize Data Structures (`std::unordered_map`)
- Introduce Operator Queue
- Cache Operator Information in Sorted Order
- Track List of Changed Entries

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## 1 Introduction

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## 2 Implementation of $h^2$ Heuristic

## 3 SAS<sup>+</sup> to STRIPS Transformation

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## 4 $\Pi^2$ Compilation

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## 5 Results & Conclusions

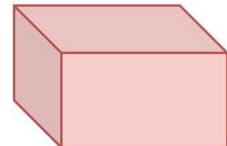
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# Propositional Variables

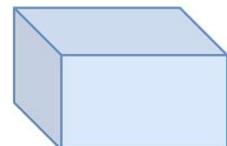
SAS<sup>+</sup>



= {A, B, C}



= {A, B, C, }



= {A, B, C, }

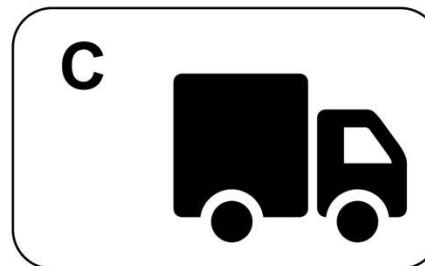
STRIPS



= {true, false}



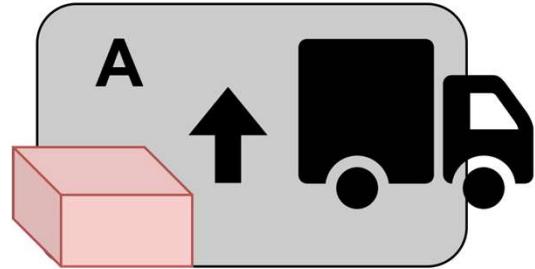
= {true, false}



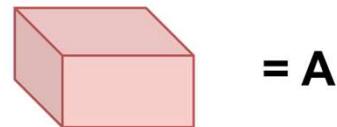
= {true, false}

# STRIPS Operators

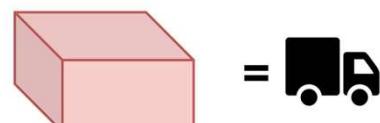
## SAS<sup>+</sup>



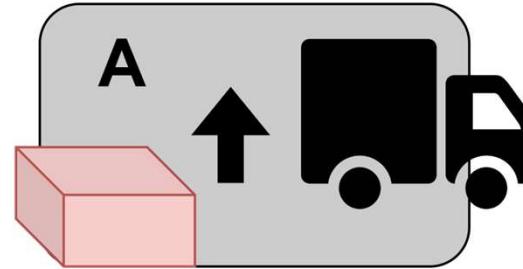
Preconditions



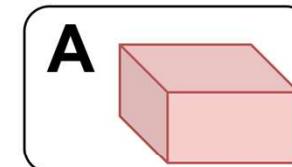
Effects



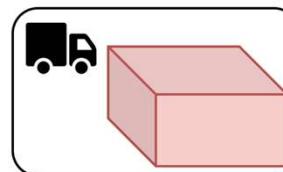
## STRIPS



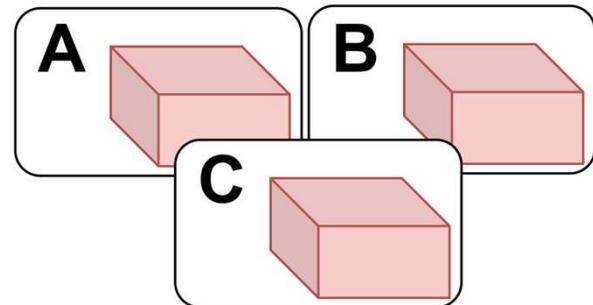
Preconditions



Add Effects



Delete Effects



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## 1 Introduction

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## 2 Implementation of $h^2$ Heuristic

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## 3 SAS<sup>+</sup> to STRIPS Transformation

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## 4 $\Pi^2$ Compilation

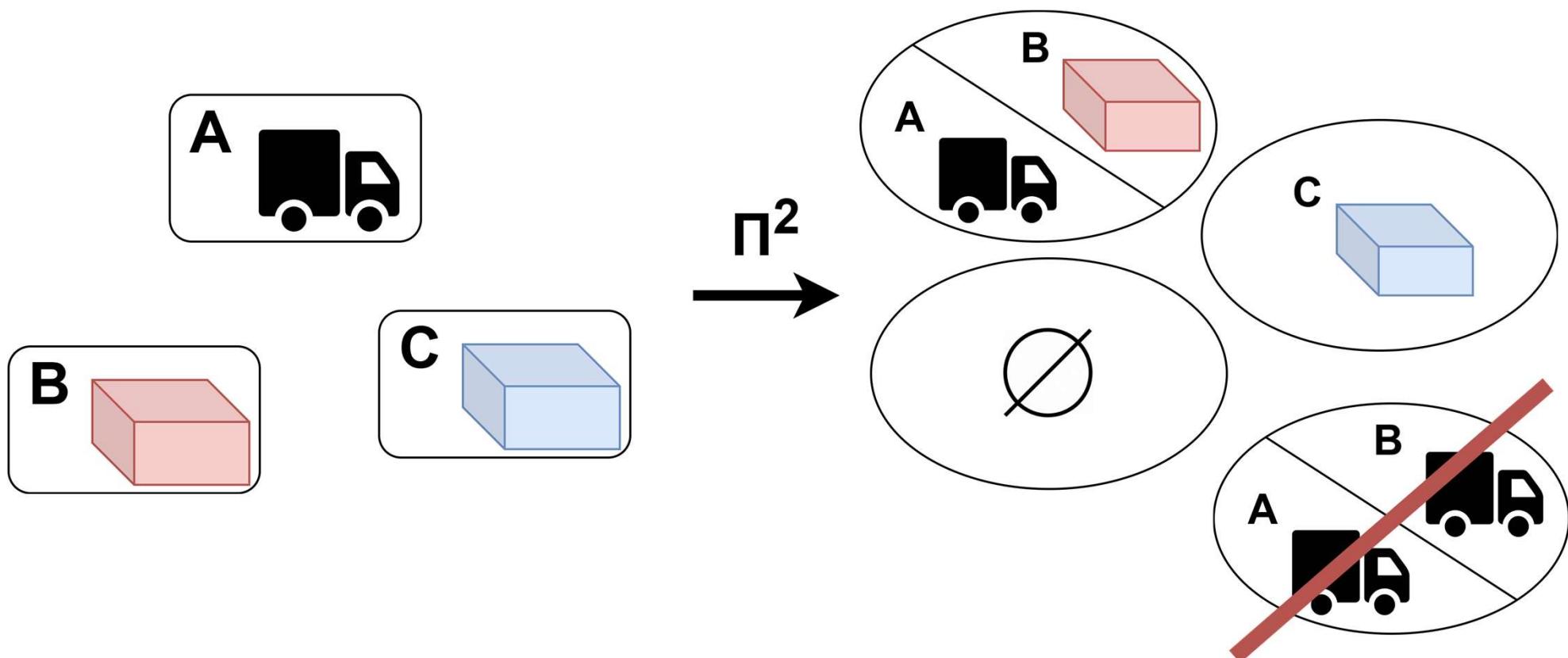
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## 5 Results & Conclusions

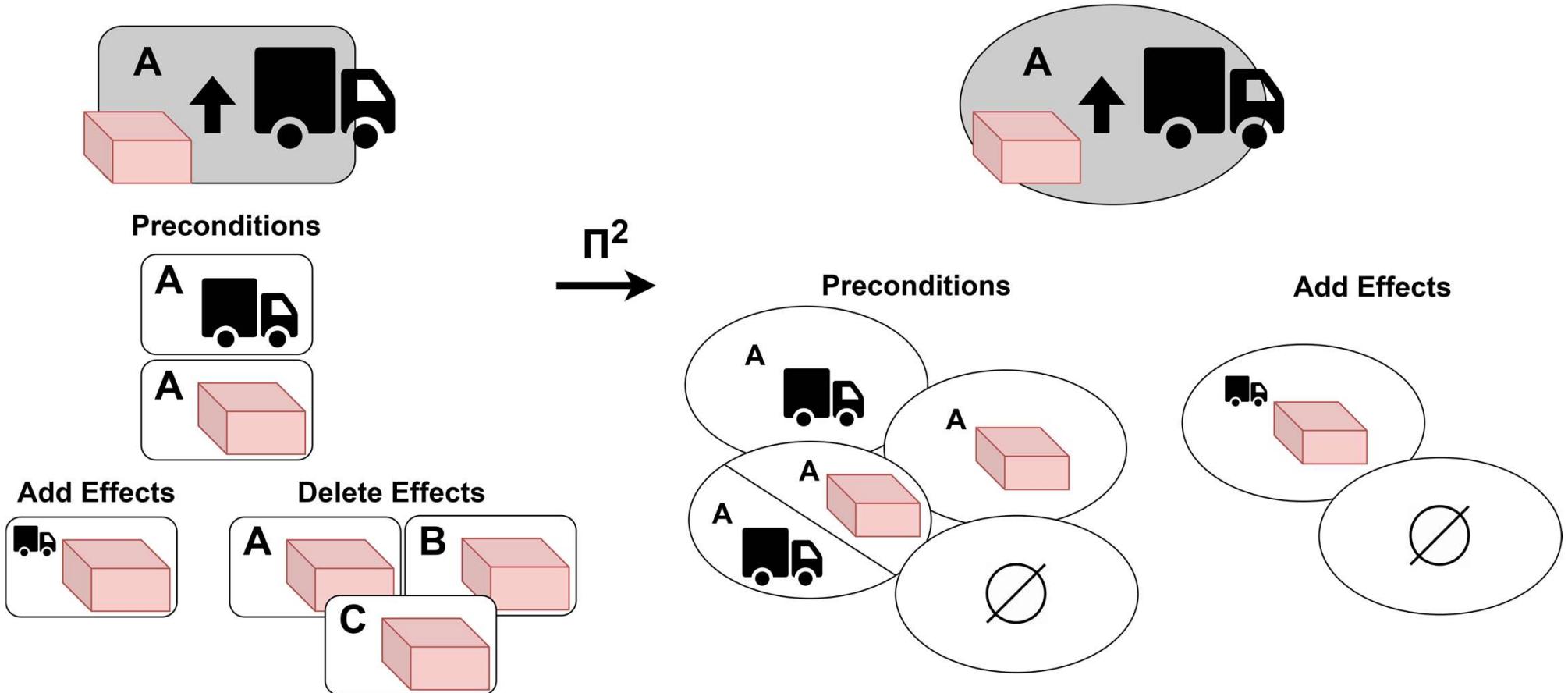
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# Introducing Meta-Variables

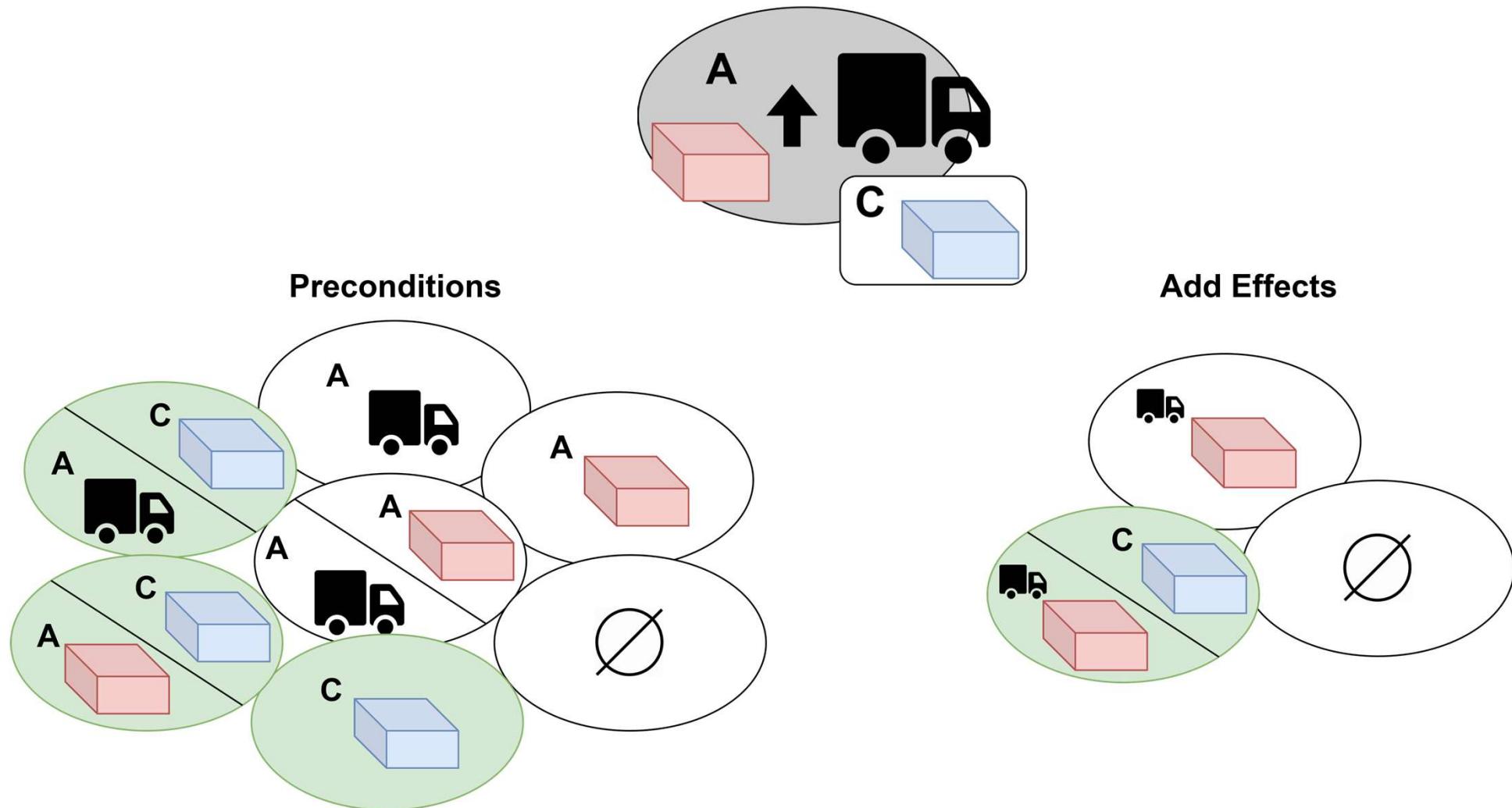
- $h^{\max}(\Pi^2) = h^2(\Pi)$



# Introducing Meta-Operators

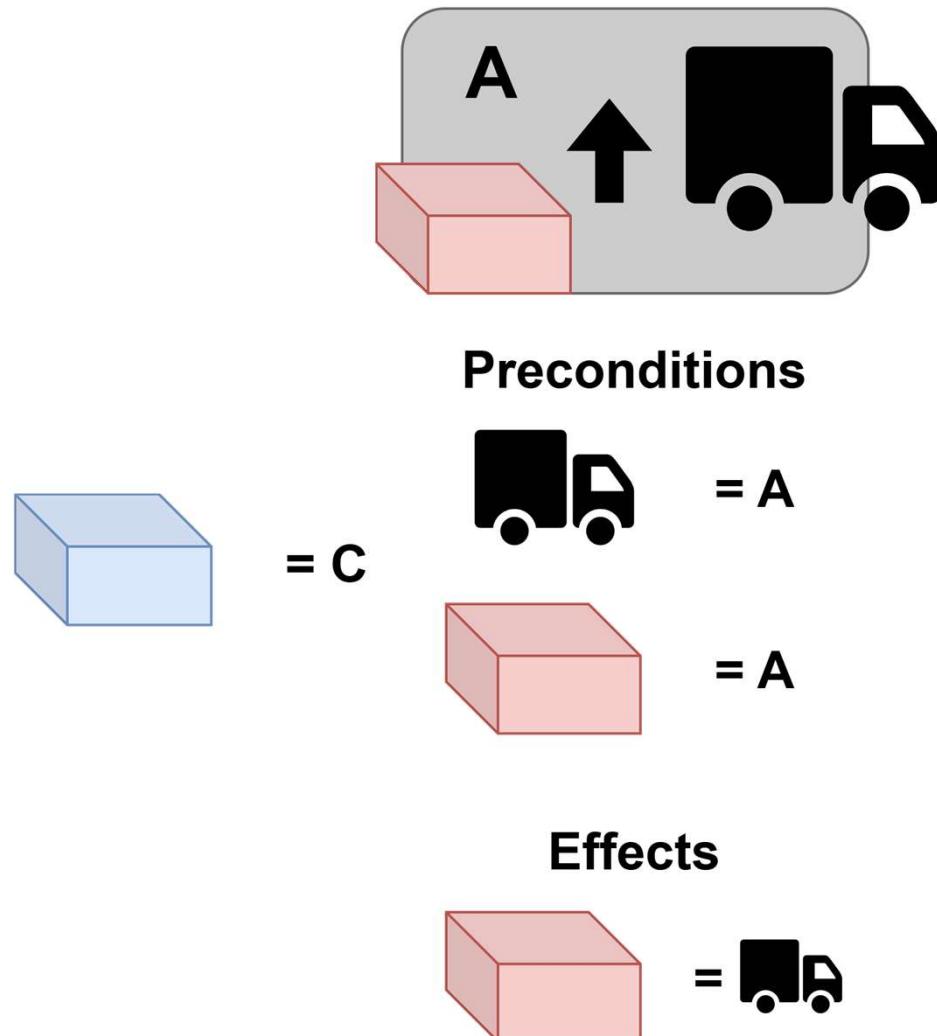


# Introducing Meta-Operators



# Comparison Operator Evaluation

Heuristic Table		
= A		0
= A  = A		0
= A  = B		$\infty$
= A  = C		$\infty$
= A  =		1
= A  = A		$\infty$
= A		0
=		1
=   = C		1



# $\Pi^2$ Compilation

- Combine STRIPS Transformation with  $\Pi^2$  Compilation
- Compile Task once in Preprocessing Step
- Use Existing  $h^{\max}$  Implementation
- Unary Operators Require Duplicate Detection

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## 1 Introduction

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## 2 Implementation of $h^2$ Heuristic

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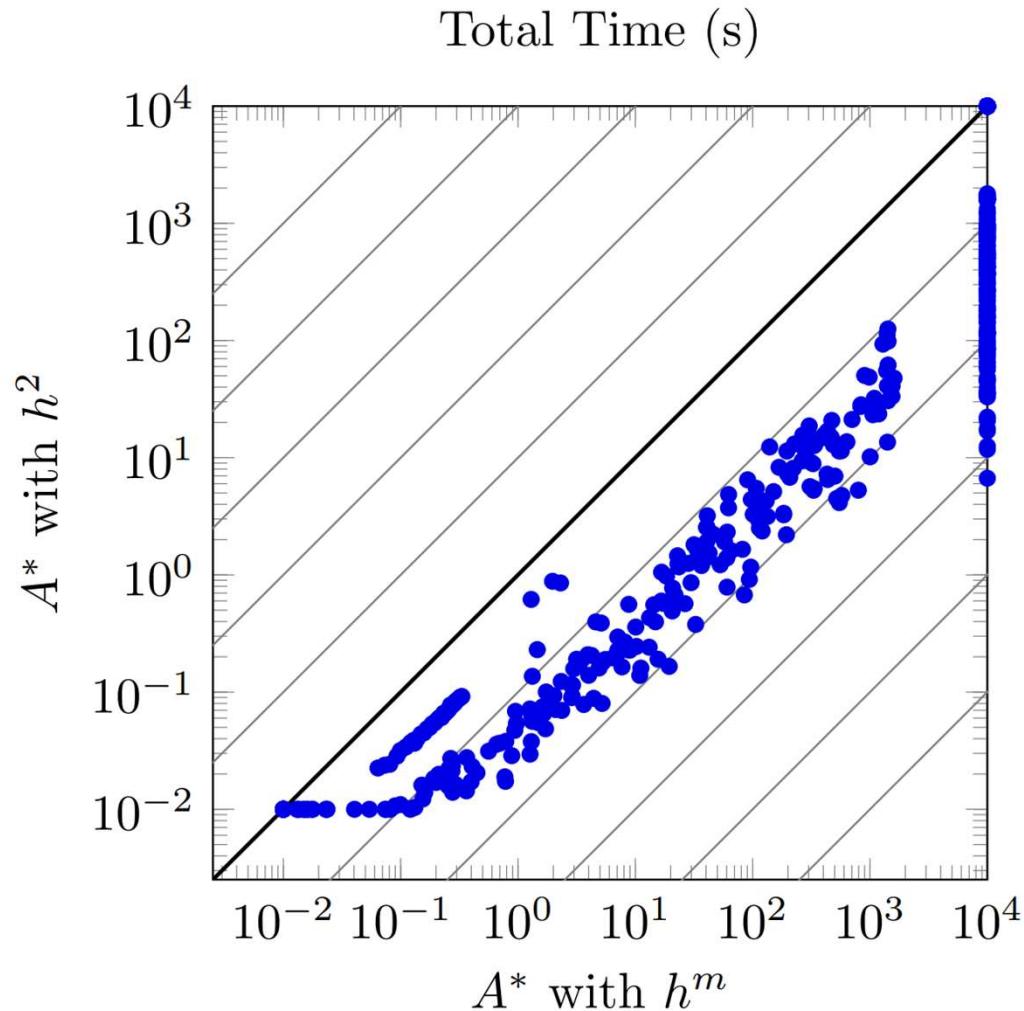
## 4 $\Pi^2$ Compilation

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## 5 Results & Conclusions

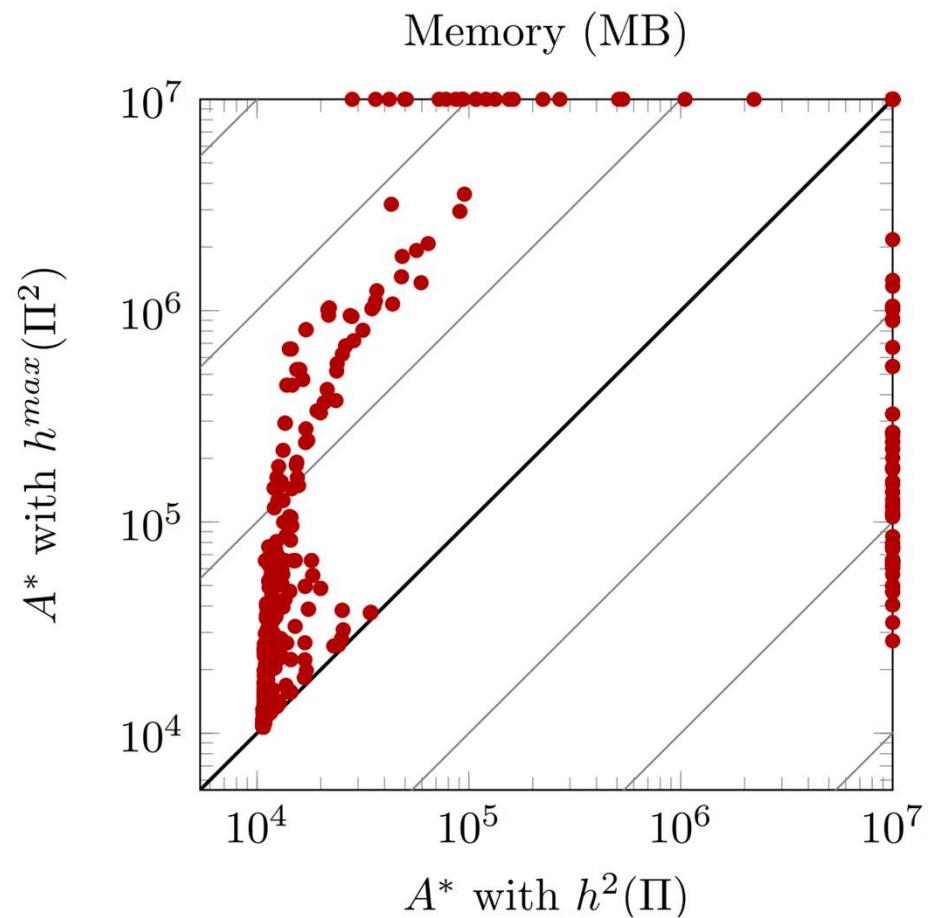
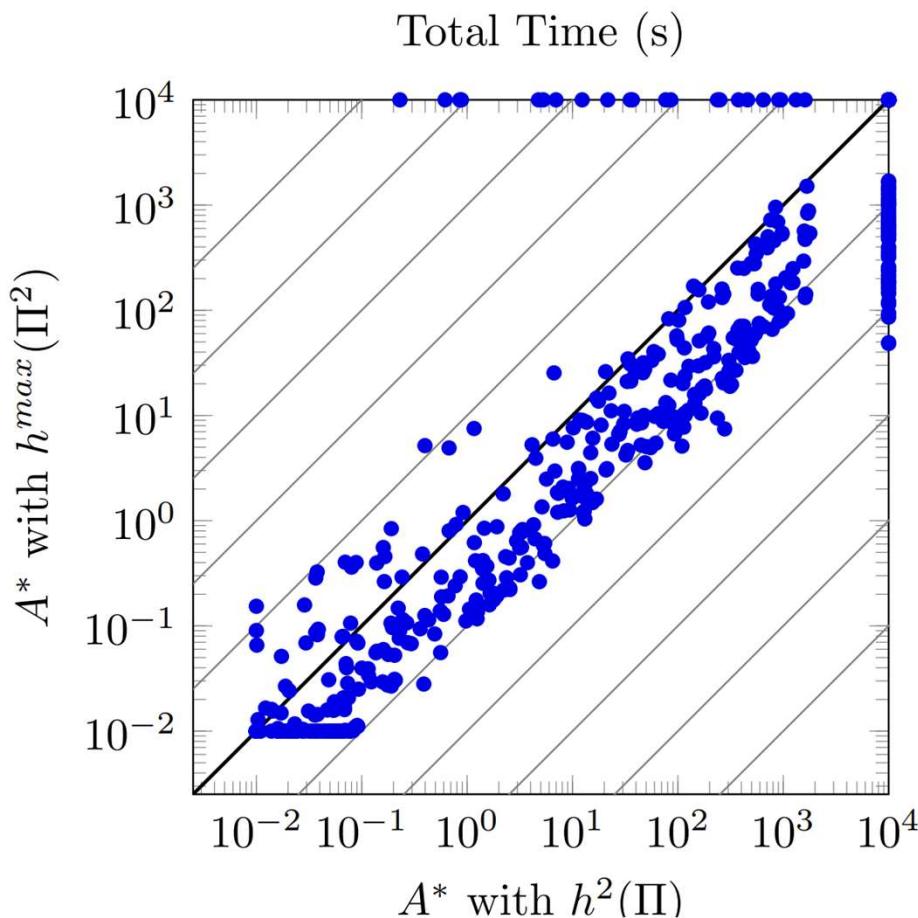
# Results & Conclusions

- Optimized  $h^2$  Clearly Outperforms Existing Implementation



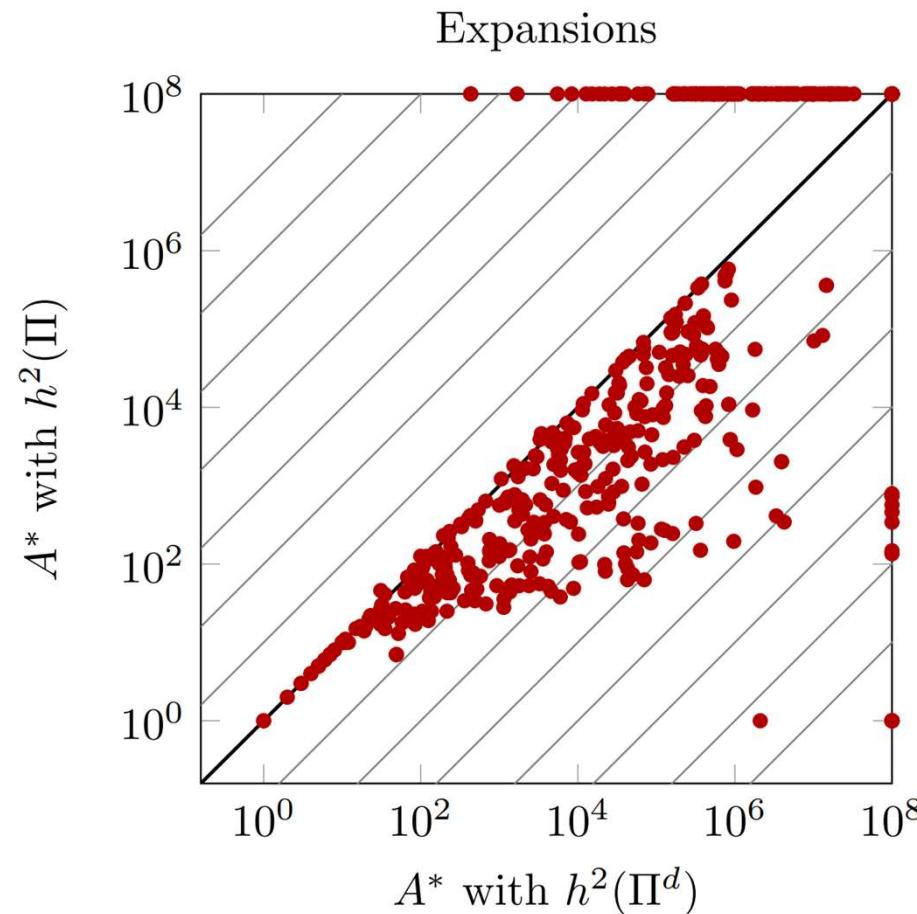
# Results & Conclusions

- Optimized  $h^2$  Clearly Outperforms Existing Implementation
- $\Pi^2$  Compilation Yields Best Results Despite High Memory Consumption



# Results & Conclusions

- Optimized  $h^2$  Clearly Outperforms Existing Implementation
- $\Pi^2$  Compilation Yields Best Results Despite High Memory Consumption
- Regression Simulation With Duality Yields Uninformed Heuristic



# Results & Conclusions

- Optimized  $h^2$  Clearly Outperforms Existing Implementation
- $\Pi^2$  Compilation Yields Best Results Despite High Memory Consumption
- Regression Simulation With Duality Yields Uninformed Heuristic
- Majority of Benchmark Problems Unsolved (1827 Total Tasks)

<b>276</b> Tasks	$h^m(\Pi)$ for $m = 2$	Existing Implementation
<b>431</b> Tasks	$h^2(\Pi)$	Optimized $h^2$
<b>493</b> Tasks	$h^{\max}(\Pi^2)$	$\Pi^2$ Compilation

# Results & Conclusions

- Optimized  $h^2$  Clearly Outperforms Existing Implementation
- $\Pi^2$  Compilation Yields Best Results Despite High Memory Consumption
- Regression Simulation With Duality Yields Uninformed Heuristic
- Majority of Benchmark Problems Unsolved (1827 Total Tasks)
- Regression Search Theoretically Better Suited for  $h^m$

Progression Search:  $h^m(s, G)$

Regression Search:  $h^m(I, S)$

**Thank You  
for Listening.**