

# LP-based Heuristics for Cost-optimal Classical Planning

## 3. Operator Counting

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# Operator-counting Framework

# Operator Counting

## Reminder:

### Idea 2: Operator Counting Constraints

- **linear constraints** whose variables denote **number of occurrences** of a given operator
- must be satisfied by every plan that solves the task

### Examples:

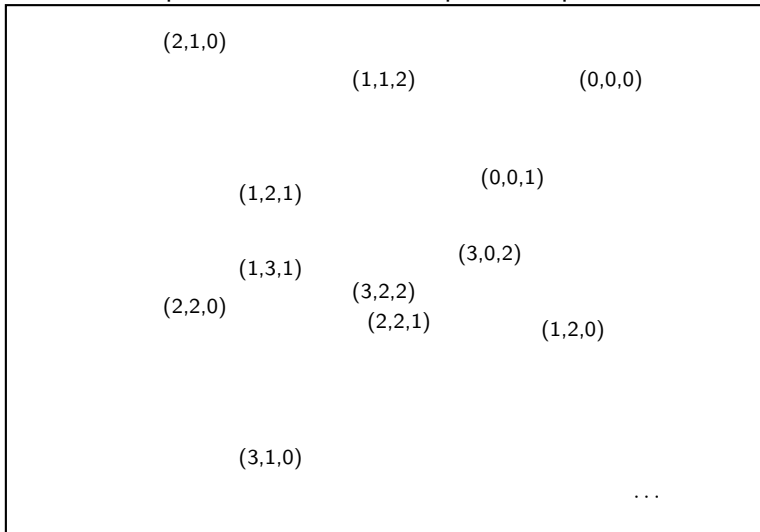
- $Y_{o_1} + Y_{o_2} \geq 1$       “must use  $o_1$  or  $o_2$  at least once”
- $Y_{o_1} - Y_{o_3} \leq 0$       “cannot use  $o_1$  more often than  $o_3$ ”

### Motivation:

- declarative way to **represent knowledge** about solutions
- allows **reasoning about solutions** to derive heuristic estimates

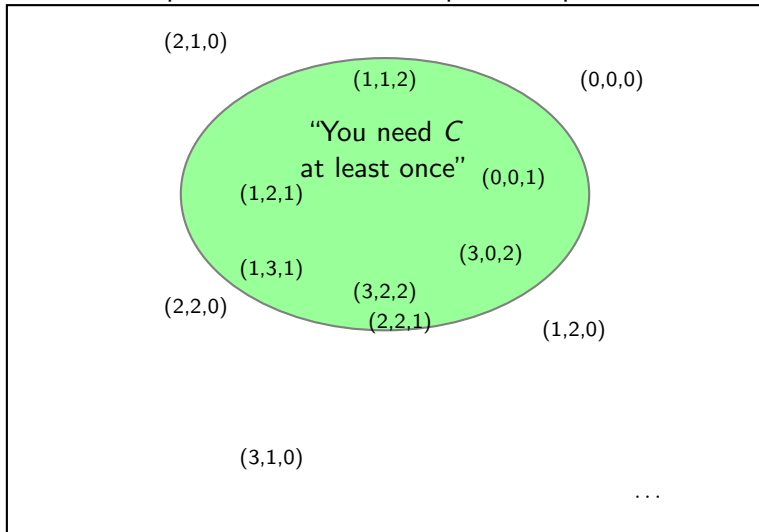
# Operator Counting Heuristics

Operator occurrences in potential plans



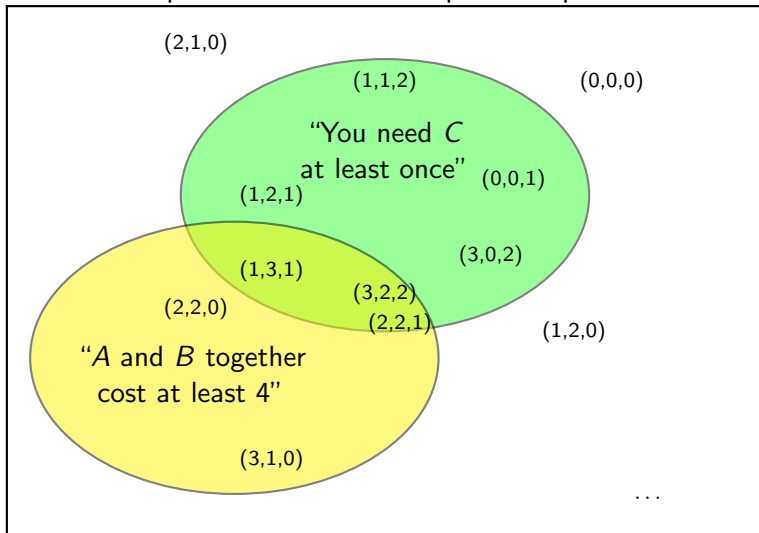
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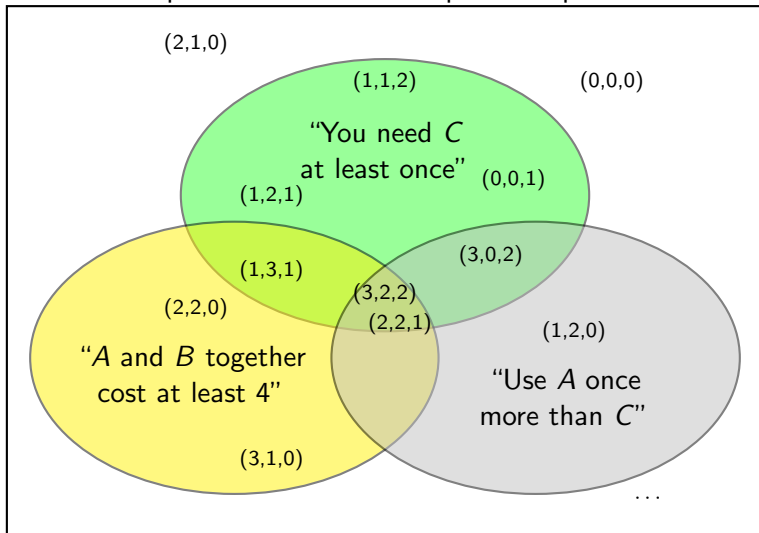
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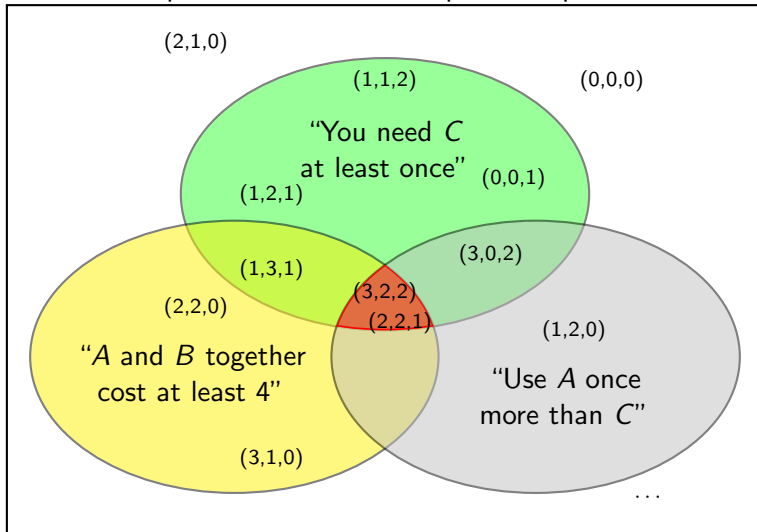
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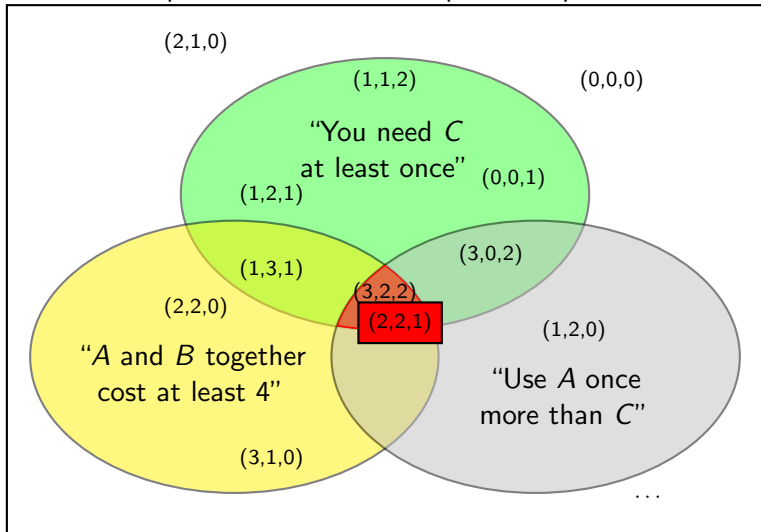
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# Operator Counting Heuristics

Operator occurrences in potential plans



# Operator-counting Heuristics

## Operator-counting IP/LP Heuristic

Minimize  $\sum_o Y_o \cdot \text{cost}(o)$  subject to

$Y_o \geq 0$  and some **operator-counting constraints**

## Operator-counting constraint

- Set of linear inequalities
- For every plan  $\pi$  there is an LP-solution where  $Y_o$  is the **number of occurrences** of  $o$  in  $\pi$ .

# Properties of Operator-counting Heuristics

## Admissibility

Operator-counting (IP and LP) heuristics are **admissible**.

## Computation time

Operator-counting **LP heuristics** are solvable in **polynomial** time.

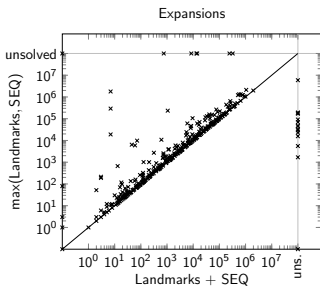
## Adding constraints

Adding constraints can only make the heuristic more informed.

# Combining heuristics

## Combination of two heuristics

- Use both operator-counting constraints
- Combination always **dominates individual heuristics**
- **Positive interaction** between constraints



# Examples

# Example 1: Disjunctive Action Landmarks

We have already seen one example

- Optimal cost partitioning for **landmarks**
- Use one landmark constraint per landmark

Landmark constraint for landmark  $L$

$$\sum_{o \in L} Y_o \geq 1$$

Connection to cost partitioning is no coincidence

- More details later

## Example 2: Post-hoc Optimization Heuristic

Post-hoc optimization heuristic (Pommerening et al. 2013)

- Some operators are **irrelevant for a heuristic computation**
  - E.g., operator does not affect variables in projection
- Admissible heuristic is a **lower bound** for the **cost induced by relevant operators**

Post-hoc optimization constraint for heuristic  $h$

$$\sum_{o \text{ is relevant for } h} Y_o \text{cost}(o) \geq h(s)$$

## Example 3: State-equation Heuristic

### Also known as

- Order-relaxation heuristic (van den Briel et al. 2007)
- State-equation heuristic (Bonet 2013)
- Flow-based heuristic (van den Briel and Bonet 2014)

### Main idea:

- Facts can be **produced** (made true) or **consumed** (made false) by an operator
- Number of producing and consuming operators **must balance out** for each fact



## Example 3: State-equation Heuristic

Net-change constraint for fact  $f$

$$G(f) - S(f) = \sum_{f \in \text{eff}(o)} Y_o - \sum_{f \in \text{pre}(o)} Y_o$$

Remark:

- Assumes transition normal form (not a limitation)
  - Operator mentions same variables in precondition and effect
  - General form of constraints more complicated

↪ **presentation:** Tuesday, first afternoon session

# Fluent Merging in the State Equation Heuristic

- State equation heuristic has one constraint per fact
  - Only limited **interaction with other variables** captured

**Solution:** **Fluent merging** (van den Briel et al. 2007)

- Consider tuple of facts as one new fact
- Dynamic merging strategy (van den Briel and Bonet 2014)
  - Repeatedly remove inaccuracies in LP solution

## Example 4: Relaxed planning heuristic

### Relaxed Planning

- Ignores all delete effects
- No operator needed more than once

Can be **expressed as operator-counting constraint**  
(Imai and Fukunaga 2014)

- Binary variables  $U_o$  express if an **operator is used**
- Connection to operator-counting variables:  $U_o \leq Y_o$
- Encoding uses **time steps for first achievers**

# Connection to Cost Partitioning

# Operator-counting Heuristics and General Cost Partitioning

## Theorem (Pommerening et al. 2015)

Combining **operator-counting heuristics** in one LP  
is equivalent to  
computing their **optimal general cost partitioning**.

# Use the Theorem to Combine Heuristics

- Easy way to **compute cost partitioning** of heuristics
  - LP can be **more compact** (variable elimination)
  - No need for one variable per operator and subproblem
- Even **better combination** of heuristics with **IP heuristic**
  - Considers that operator cannot be used 1.5 times
  - But computation is **no longer polynomial**

# Use the Theorem to Analyze Heuristics

Analyze operator counting heuristics

- 1 Group linear constraints into operator-counting constraints
- 2 Figure out what heuristic is computed with just one such operator-counting constraint
- 3 Your original operator-counting heuristic computes the optimal general cost partition of those component heuristics

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  - One group of net change constraints per variable
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  - Shortest path in projection
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  - State equation heuristic =  $gOCP(\text{atomic projection heuristics})$

# Other Examples

## What about the rest of our examples?

- Landmark constraints
  - gOCP(individual landmark heuristics)
- Post-hoc optimization heuristic
  - gOCP(heuristics that spend a minimum cost on relevant ops)
  - Also: cost partitioning over atomic projection heuristics
    - Operator costs not independent
    - Scale with one factor per projection
- Relaxed planning heuristic
  - Still unclear. Constraints cannot be easily factored (variables for time steps tie everything together)

# Using Operator Counts

# Using Operator Counts

- Operator counting so far:
    - Set up one LP
    - Solve it for each state encountered during search
    - Use estimated plan cost as heuristic value
    - Discard all other information
  - Individual **operator counts** carry important information as well
  - Sequencing Operator Counts (Davies et al. 2015)
    - Try to bring operators in applicable sequence
    - If that fails, generate new constraints
    - **Best Paper Award**
- ↪ presentation: Tuesday, first afternoon session

# Tutorial Structure

- 1 Introduction and Overview
- 2 Cost Partitioning
- 3 Operator Counting
- 4 Potential Heuristics