

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

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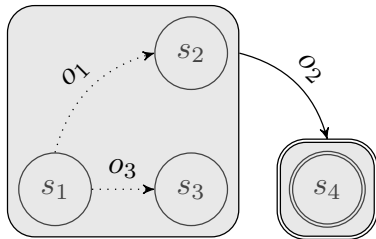
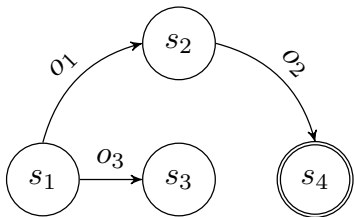
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Setting

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

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Problem

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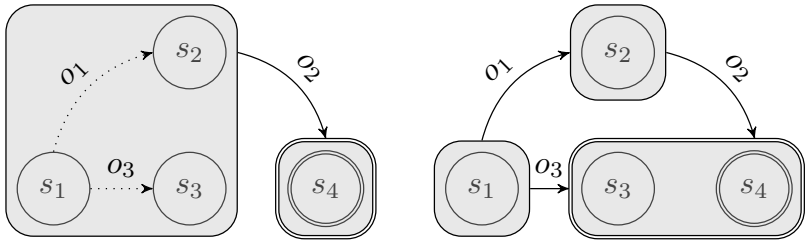
Problem

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→ use **multiple heuristics**

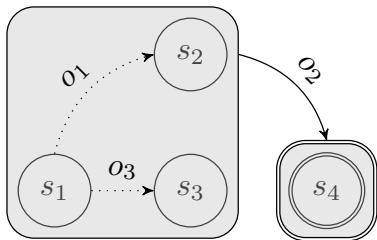
Problem

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

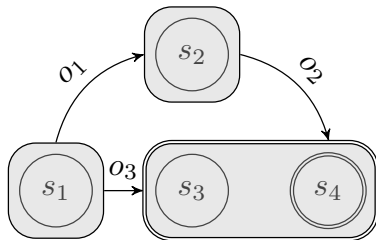
Multiple Heuristics



Multiple Heuristics

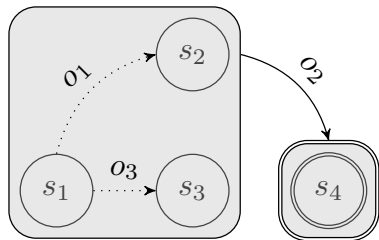


$$h(s_1) = 1$$

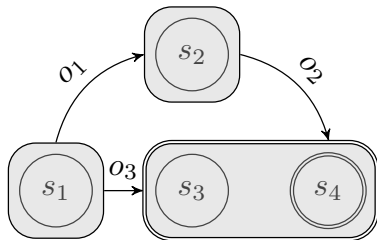


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Multiple Heuristics



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$$h(s_1) = 1$$

- 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

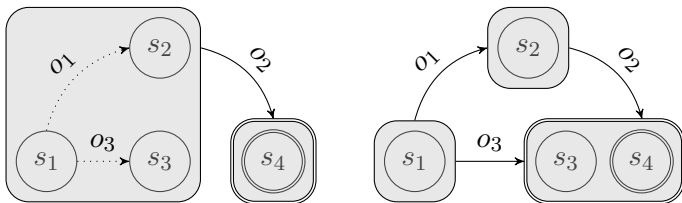
→ allows summing heuristic values admissibly

Saturated Cost Partitioning

Seipp & Helmert, 2014

Saturated Cost Partitioning Algorithm

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

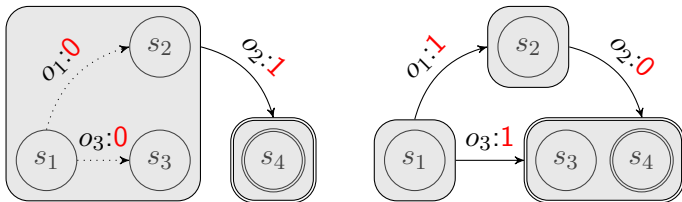


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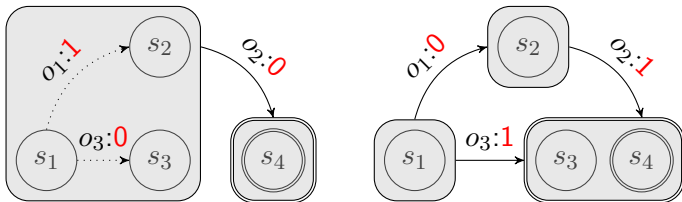
$$h_{\rightarrow}^{\text{SCP}}(s_1) = 1 + 1 = 2$$

Saturated Cost Partitioning

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Saturated Cost Partitioning Algorithm

- **order** abstractions
- for each abstraction α :
 - use minimum costs preserving all goal distances for α
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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		
Solved Tasks	$h_{\text{rand1}}^{\text{SCP}}$	$h_{\text{add}\uparrow}^{\text{SCP}}$	$h_{\text{add}\downarrow}^{\text{SCP}}$
Sum (1667)	759.3	789	800

Optimized Order

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

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Hill climbing search

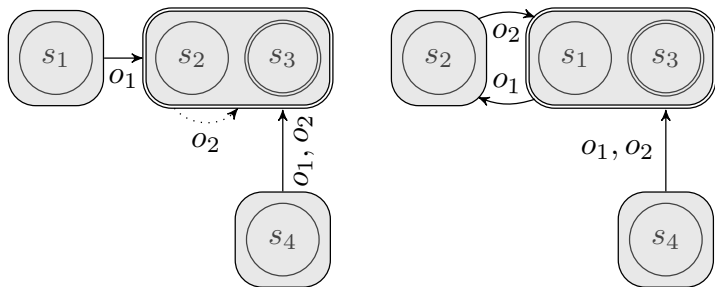
- start with random order
- until no better successor found:
 - switch positions of two heuristics
 - move to first improving successor

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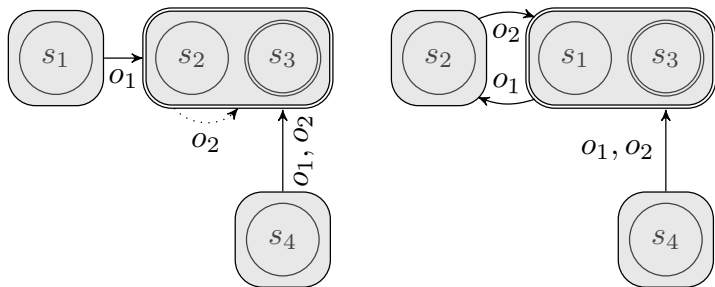
Cartesian Abstractions

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Solved Tasks	$h_{\text{rand1}}^{\text{SCP}}$	$h_{\text{add}\uparrow}^{\text{SCP}}$	$h_{\text{add}\downarrow}^{\text{SCP}}$	$h_{\text{HC}}^{\text{SCP}}$
Sum (1667)	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

Orders	1	2	5	10	100	200	500	1000
Coverage	759.3	797.3	866.3	907.5	942.8	947.0	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

Diversification Algorithm

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 - otherwise, discard it
- works best with time limit of 200s

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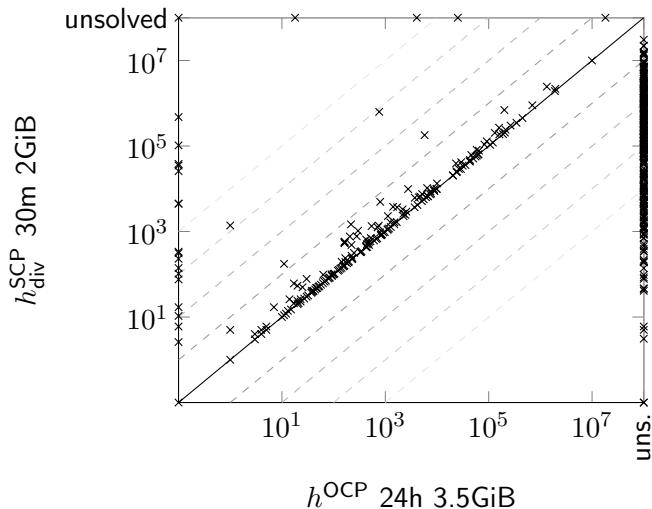
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Sum (1667)	759.3	789	800	884.9	947.0	966.7

Saturated vs. Optimal Cost Partitioning

Expansions (excluding last f layer)



Comparison to Other Approaches

	$h_{\text{div}}^{\text{SCP}}$	$h^{\text{LM-cut}}$	h^{iPDB}	$h^{\text{M\&S}}$	h^{SEQ}
Coverage	966.7	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