# On Bidirectional Heuristic Search in Classical Planning: An Analysis of BAE\*

Kilian Hu<sup>1</sup> David Speck<sup>2</sup>

<sup>1</sup>University of Freiburg

<sup>2</sup>Linköping University



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- → Can we transfer these works to classical planning?



### Heuristic Search

- Most prominent algorithm: A\* (backward A<sup>\*</sup><sub>b</sub>)
  - Explores the state space unidirectionally
- Bidirectional heuristic search performs two searches simultaneously
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#### Rekindled interest in bidirectional heuristic search

- Improved theoretical understanding [ECS<sup>+</sup>17]
- Development of new successful algorithms
  - NBS [ECS<sup>+</sup>17]
  - BAE\* [Sad13, ARB20]



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  - NBS [ECS<sup>+</sup>17]
  - **BAE**\* [Sad13, ARB20]
    - → Excellent performance (compared to more complex algorithms)
    - $\rightsquigarrow~$  Promising candidate for planning



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- Performs two A\*-like searches
- Exploits inaccuracy of consistent heuristics



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$$f_F(n) = 7$$



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- $b_F(x) = 7 + 2 = 9$



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- Priority function:  $b_x(n) = f_x(n) + d_x(n)$ 
  - Diff-value:  $d_x(n) = g_x(n) h_{\overline{x}}(n)$
- Termination: lower bound  $\geq$  upper bound
  - Lower:  $\frac{bMin_f + bMin_b}{2}$
  - Upper: cost of best solution found so far



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# Bidirectional Search in Planning

#### Algorithms like BAE\* come with some challenges

- Forward search is easy
- Backward search is tricky
  - Multiple goal states (sometimes exponentially many)
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#### Backward search in Planning

- Generation of a reversed task [Sud13, GB13, ABFF13]
- Reversed SAS+ tasks often use partial states
  - Adjustment of the heuristic computations
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 $\rightsquigarrow$  Here: Reversed task with an explicit state representation



### **Reversed Task Generation**

#### **Initial states**

- Goal states of the actual task
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### **Reversed Operators**

- Multiple reversed actions for an action
- In practice often unproblematic
  - 1.44 reversed actions per action

### Number of initial states



## **Empirical Evaluation**

- Implemented A<sup>\*</sup><sub>b</sub> and BAE<sup>\*</sup> in Fast Downward [Hel06]
  - Backward search based on the reversed task
- 3 different consistent heuristics
  - Max heuristic  $h^{\max}$  [BG01]
  - Incremental pattern database heuristic *h*<sup>iPDB</sup> [HBH+07]
  - Diverse potentials heuristic  $h^{\rm pot}$  [SPH15]
- Planning tasks from optimal track of IPCs
- 30 min and 4 GB memory for each task



	$h^{ m max}$				$h^{ m iPDB}$			$h^{ m pot}$		
	A*	$A_b^*$	BAE*	<b>A</b> *	$A_b^*$	BAE*	<b>A</b> *	$A_b^*$	BAE*	
Sum (1816)	847	558	706	1009	732	805	989	732	841	



		$h^{\max}$			$h^{ m iPDB}$			$m{h}^{ m pot}$		
	A*	$A_b^*$	BAE*	<b>A</b> *	$A_b^*$	BAE*	<b>A</b> *	$A_b^*$	BAE*	
blocks (35)	21	22	30	28	32	31	28	28	30	
ged (20)	15	15	20	19	13	20	19	13	20	
termes (20)	10	8	15	13	12	16	12	11	16	
	•••				•••			•••		
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#### Coverage – Possible to Generate Reversed Task

		$h^{\max}$			$h^{ m iPDB}$			$h^{ m pot}$		
	<b>A</b> *	$A_b^*$	BAE*	<b>A</b> *	$A_b^*$	BAE*	<b>A</b> *	$A_b^*$	BAE*	
Sum ( <b>1256</b> )	719	558	706	853	732	805	848	732	841	



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#### How do these algorithms perform in detail?



BAE\* vs. A\*





#### BAE\* vs. Backward A\*





Kilian Hu, David Speck – An Analysis of BAE\* for Classical Planning

		Single			Oracle					
	A*	$A_b^*$	BAE*	$\{A^*, A^*_b\}$	$\{A^*, BAE^*\}$	$\{A^*, A^*_b, BAE^*\}$				
$h^{\max}$	847	558	706	848	878	878				
$h^{ m iPDB}$	1009	732	805	1026	1022	1031				
$h^{ m pot}$	989	732	841	1007	1019	1030				



	Single				Oracle	Simple Classifier ${\mathcal C}$	
	<b>A</b> *	$A_b^*$	BAE*	$\{A^*, A^*_b\}$	$\{A^*, BAE^*\}$	$\{A^*, A^*_b, BAE^*\}$	$\{A^*, BAE^*\}$
$h^{\max}$	847	558	706	848	878	878	856
$h^{ m iPDB}$	1009	732	805	1026	1022	1031	986
$h^{ m pot}$	989	732	841	1007	1019	1030	995

#### $\mathcal{C}$ : Use BAE\* if the reversed task satisfies

- + #initial states  $\leq$  100 and
- generation time  $\leq$  1sec
- $\rightsquigarrow~$  20% of instances



### Conclusion

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Future Work

- More compact representations of a reversed task
  - Allow partial states in the backward search
- Other bidirectional heuristic search algorithms



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