Dissecting Scorpion: Ablation Study of an Optimal Classical Planner

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AI Planning



Given a compact task model, find a sequence of actions that achieves the goal.

Optimal Classical Planning

setting:

- deterministic
- fully observable
- cost-optimal plans

main approaches:

- (explicit) A* search [e.g., Helmert et al. 2008]
- symbolic search [e.g., Edelkamp et al. 2015]
- planning as SAT/maxSAT/QBF/CP [e.g., Rintanen 2012]

related fields:

• path finding, model checking, petri nets, ...

- winner of IPC 2023
- A* search + admissible heuristic
 - abstractions: pattern databases and Cartesian abstractions
 - cost partitioning: saturated cost partitioning
- ECAI 2024 paper: literature overview and ablation study

- Abstractions
- Cost Partitioning

Abstractions



Example Abstraction



- abstractions preserve all plans $\rightarrow \text{admissible}$
- higher accuracy \rightarrow better guidance
- granularity vs. resource usage
- $\rightarrow\,$ four main classes of abstractions

Projection (Pattern Database)



Domain Abstraction



Cartesian Abstraction



Merge-and-shrink Abstraction



How to Generate an Abstraction?

- Projections (Pattern Databases)
 - bin packing [Edelkamp 2001]
 - genetic algorithms [Edelkamp 2006]
 - hill climbing [Haslum et al. 2007]
 - systematic [Pommerening et al. 2013]
 - CPC [Franco et al. 2017]
 - CEGAR [Rovner et al. 2019]
 - sys-SCP [Seipp 2019]
- Domain Abstractions
- • CEGAR [Kreft et al. 2023]
- Cartesian Abstractions
 - CEGAR [Pozo et al. 2024a; Seipp and Helmert 2018]
- Merge-and-shrink Abstractions
 - operations on factors [Sievers and Helmert 2021]

Cartesian CEGAR: Concrete Transition System



Cartesian CEGAR: Trivial Abstraction



Cartesian CEGAR: First Refinement



Cartesian CEGAR: Second Refinement



Multiple Abstractions

- Pattern databases: use different patterns ([P1], [P1, T], [P2, T], ...)
- Domain/Cartesian abstractions: one abstraction per goal fact (P1=B, P2=C, ...)
- Merge-and-shrink: different merge/shrink strategies







maximize over estimates:

• $h(s_2) = 5$



maximize over estimates:

- $h(s_2) = 5$
- only selects best heuristic
- does not combine heuristics

Cost Partitioning

Multiple Heuristics: Cost Partitioning

Cost Partitioning

- split operator costs among heuristics
- sum of costs must not exceed original cost



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 $h(s_2) = 3 + 3 = 6$

Optimal Cost Partitioning

Linear Program for state s [Katz and Domshlak 2010; Pommerening et al. 2015]

maximize
$$\sum_{i} h_i(s)$$
 subject to
 $\sum_{i} c_i(o) \le cost(o)$ for all operators o
 $h_i = heuristic i under cost c_i for all heuristics $i$$



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 $h(s_2) = 5 + 3 = 8$ 16/24

- order heuristics, then for each heuristic h:
 - use minimum costs preserving all estimates of h
 - use remaining costs for subsequent heuristics



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Saturated Cost Partitioning

SCP Algorithm [Seipp et al. 2020a]

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Saturated Cost Partitioning

SCP Algorithm [Seipp et al. 2020a]

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• *a*, *b*, *d* active $h_1(s_2) = 5$



• a, b, d active $h_1(s_2) = 5 \rightarrow 4A + 4B + 1D \ge 5$



- a, b, d active $h_1(s_2) = 5 \rightarrow 4A + 4B + 1D \ge 5$
- *a*, *b*, *c* active $h_2(s_2) = 4$



- a, b, d active $h_1(s_2) = 5 \rightarrow 4A + 4B + 1D \ge 5$
- a, b, c active $h_2(s_2) = 4 \rightarrow 4A + 4B + 1C \ge 4$



- a, b, d active $h_1(s_2) = 5 \rightarrow 4A + 4B + 1D \ge 5$
- a, b, c active $h_2(s_2) = 4 \rightarrow 4A + 4B + 1C \ge 4$
- + A \geq 0, B \geq 0, C \geq 0, D \geq 0



$$4A + 4B + 1D \ge 5$$
$$4A + 4B + 1C \ge 4$$

•
$$A \ge 0$$
, $B \ge 0$, $C \ge 0$, $D \ge 0$



$$4A + 4B + 1D \ge 5$$
$$4A + 4B + 1C \ge 4$$

• A
$$\geq$$
 0, B \geq 0, C \geq 0, D \geq 0

$$h(s_2) = 5$$



- $4A + 4B + 1D \ge 5$
- $4A + 4B + 1C \ge 4$
- A \geq 0, B \geq 0, C \geq 0, D \geq 0



- $4A + 4B + 1D \ge 5$
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- $4A + 1B + 1D \ge 5$
- $1A + 4B + 1C \ge 4$
- A \geq 0, B \geq 0, C \geq 0, D \geq 0



minimize 4A + 4B + 1C + 1D such that

- $4A + 1B + 1D \ge 5$
- $1A + 4B + 1C \ge 4$
- + A \geq 0, B \geq 0, C \geq 0, D \geq 0

 $h(s_2) = 7.2$

UCP

Uniform Cost Partitioning

distribute costs evenly among relevant heuristics

20/24



UCP

Greedy Zero-one Cost Partitioning

order heuristics and give full cost to first relevant heuristic

21/24

GZOCP

PhO

UCP

Post-hoc Optimization

GZOCP

PhO CAN

UCP

Canonical Heuristic

maximum over sums of independent heuristic subsets

GZOCP

PhO CAN

UCP

[Pommerening et al. 2013]



UCP

[Seipp et al. 2017]

SCP







UCP

[Seipp et al. 2017]





UCP



[Seipp et al. 2017]



[Seipp et al. 2021]





[Seipp et al. 2021]

SPhO vs. SCP



$$h^{\text{SCP}}_{\langle h_1, h_2 \rangle}(s_2) = 8$$
 $h^{\text{SPhO}}(s_2) = 7.2$ $h^{\text{SCP}}_{\langle h_2, h_1 \rangle}(s_2) = 7$

- \rightarrow greedily optimize order for given state
- $\rightarrow\,$ use multiple orders for SCP

Latest Developments Around Scorpion

abstractions:

- incremental search for Cartesian CEGAR [Seipp et al. 2020b]
- better flaws for Cartesian CEGAR [Pozo et al. 2024a,b; Speck and Seipp 2022]
- compute Cartesian transitions on demand [Seipp 2024]
- abstraction heuristics for factored tasks [Büchner et al. 2024]

cost partitioning:

- use saturation to select patterns [Seipp 2019]
- compute orders for SCP during search [Seipp 2021]
- use Dantzig-Wolfe decomposition for OCP [Pommerening et al. 2021]
- use LP sensitivity analysis for SPhO [Höft et al. 2024, 2023]

Summary

abstractions:

- accurate heuristics
- fast to evaluate

cost partitioning:

- combine heuristics admissibly
- · backbone of state-of-the-art optimal planners

Scorpion: github.com/jendrikseipp/scorpion
Contact: mrlab.ai/jendrik-seipp

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