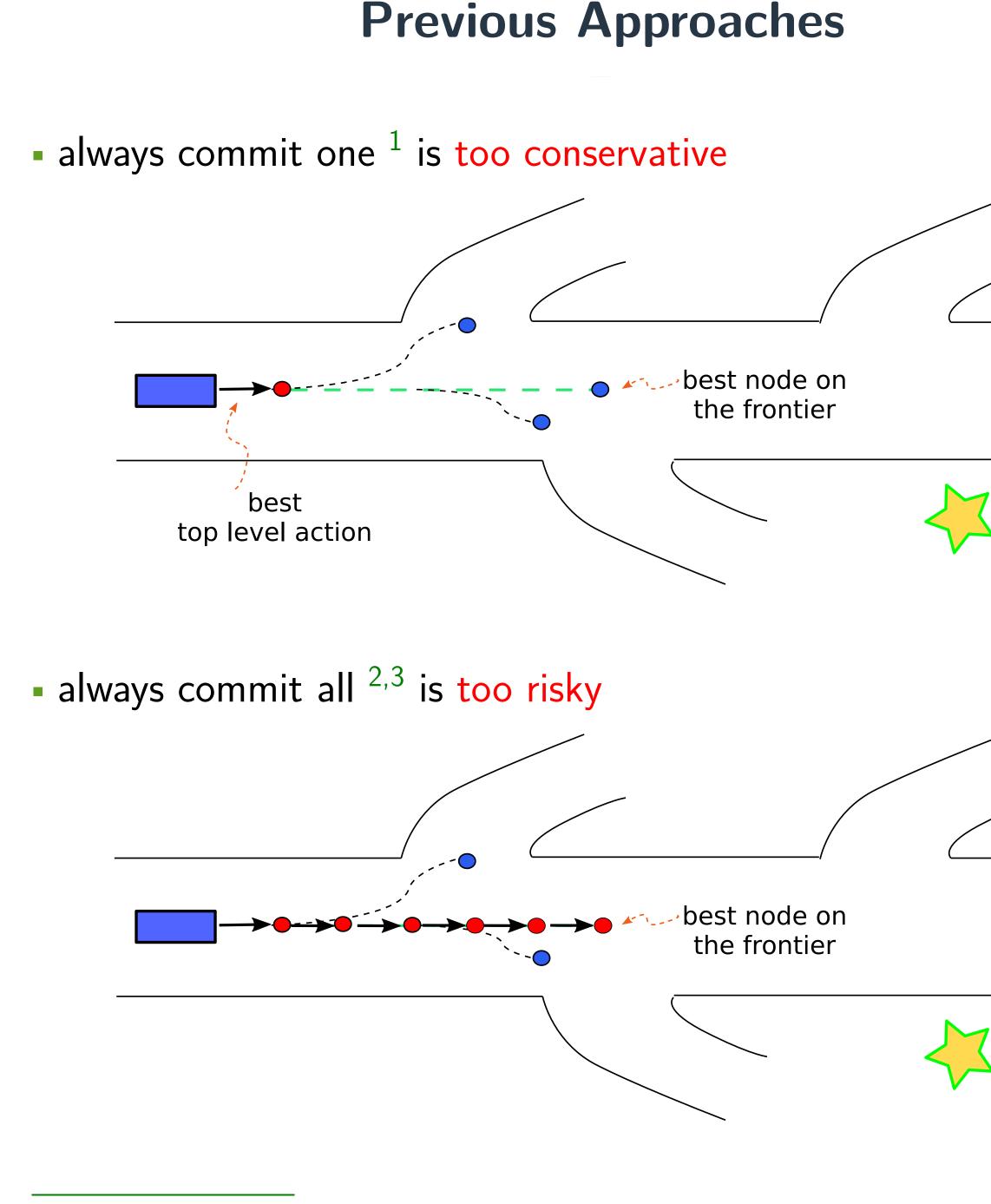






- Online planning using real-time search: agent has bounded time to search next action for execution (deterministic, single agent)
- The meta-level problem: commit or not commit an action?



¹Korf 1990. ²Koenig and Sun 2008. ³Burns et al 2013.

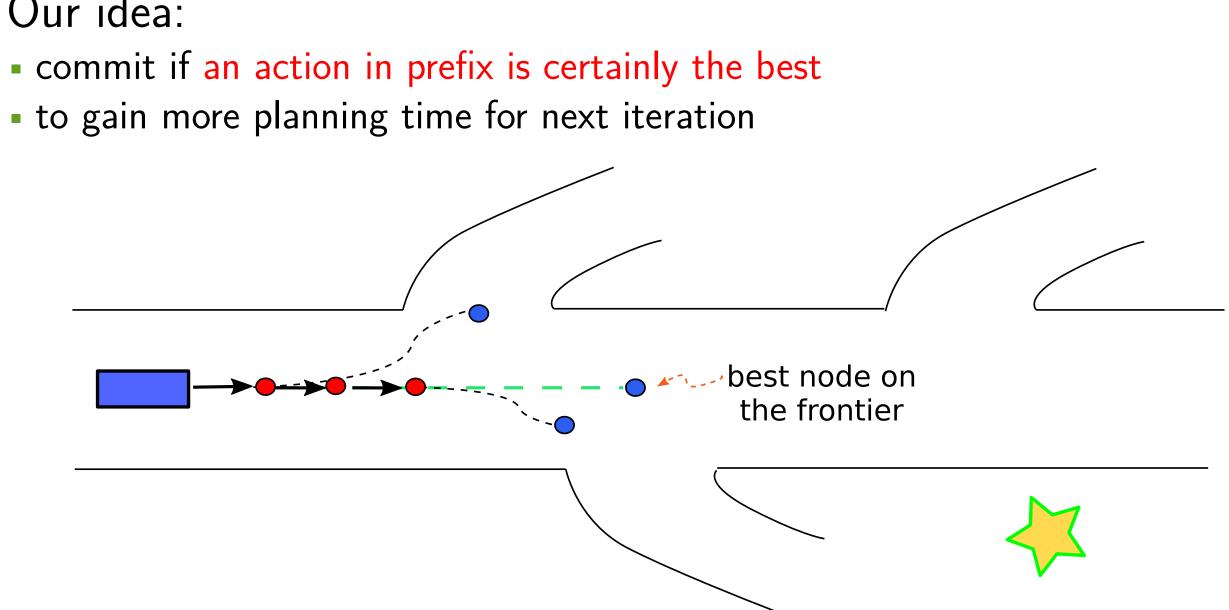
When to Commit to an Action in **Online Planning**

Tianyi Gu, Wheeler Ruml, Shahaf Shperberg, Eyal Shlomo Shimony, Erez Karpas

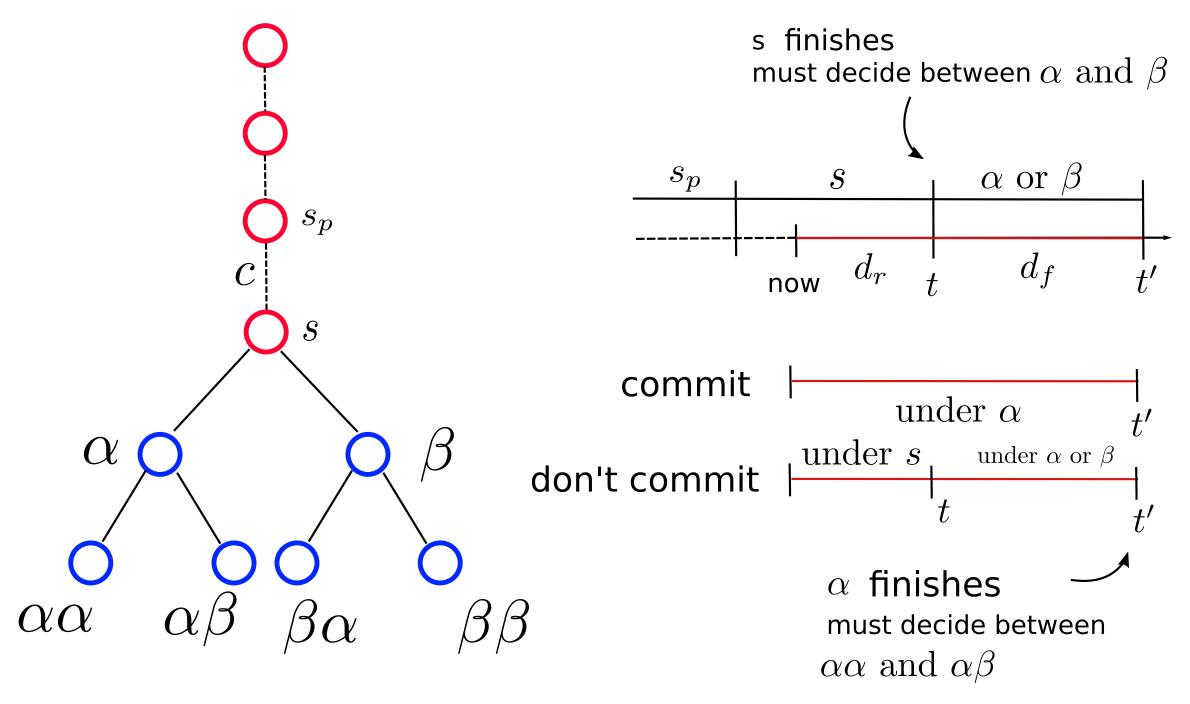
Flexible Action Commitment Search

• Our idea:

- to gain more planning time for next iteration



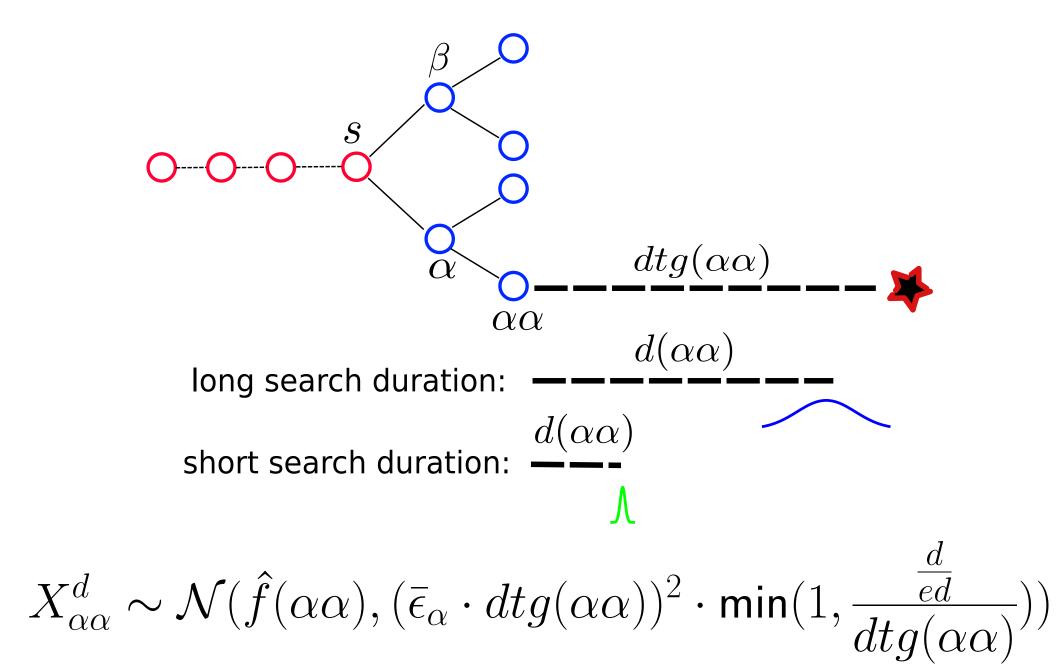
- Assumptions:
- system can't be uncontrolled, so force to commit if action queue is empty
- search tree structure (order of decisions is fixed)
- no replanning required
- deterministic system
- only propose commitment strategy
- We propose a principled way to make meta-level decision:







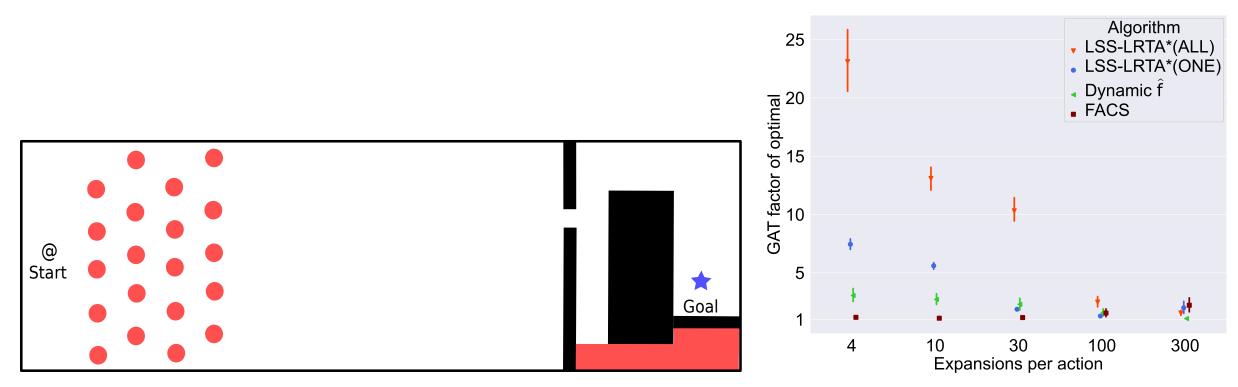




Compute Utility:

- $U_{\text{commit}} = \mathbb{E}\left[\min(X_{\alpha\alpha}^d, X_{\alpha\beta}^d)\right]$

Synthetic Grid Pathfinding:



- minima

FACS consistently performs better than fixed strategies!



The Effect of More Search

• $U_{\text{don't commit}} = P_{\text{choose}\alpha} \cdot U_{\alpha} + (1 - P_{\text{choose}\alpha}) \cdot U_{\beta}$ commit when $U_{\text{commit}}^{t'} > U_{\text{don't commit}}^{t'}$

Experiments

• Left: tar pit area \rightarrow high cost for reckless committing • Right: corridor area \rightarrow need long lookahead to observe the local

• Middle: empty area \rightarrow gain lookahead, no harm to commit