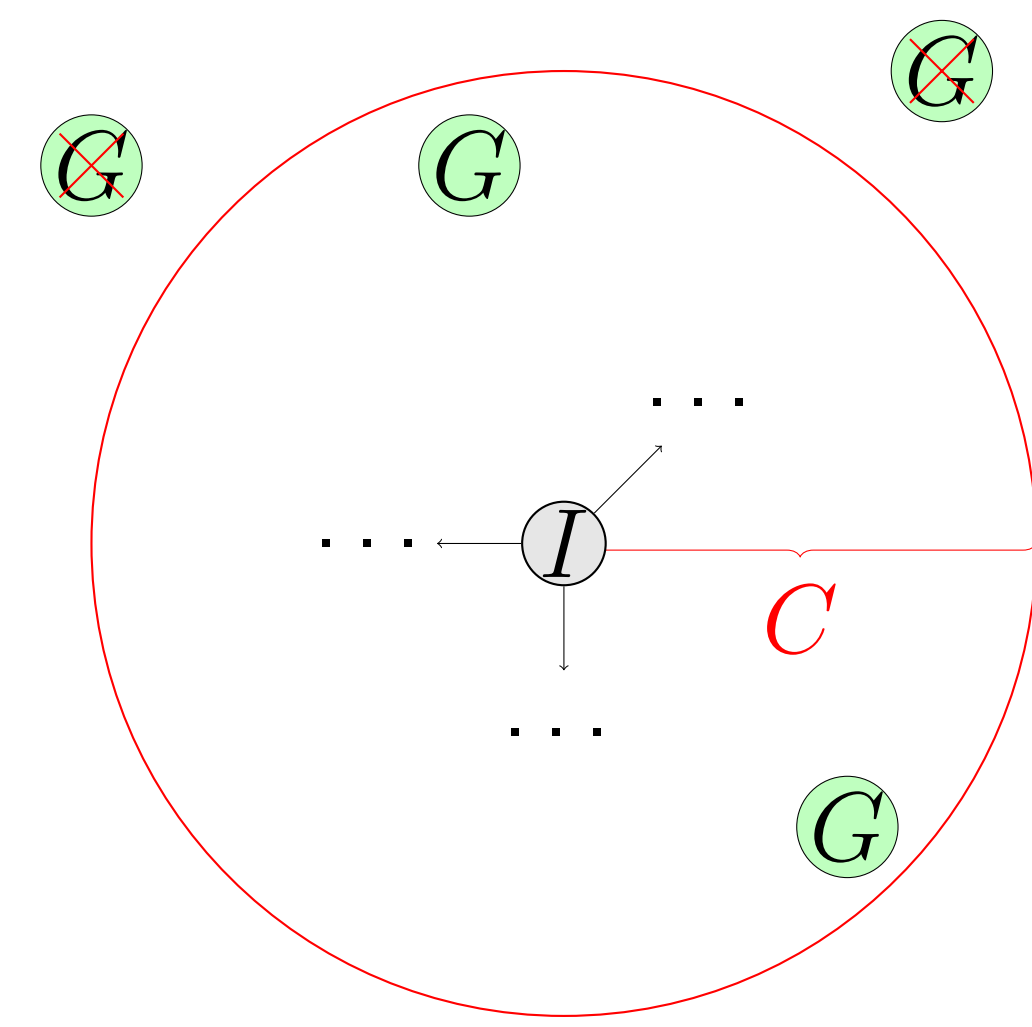


# Bounded-Cost Search Using Estimates of Uncertainty

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## The Problem Setting



- Motivation: many real-world problems are too hard to solve optimally. Need bounded-cost solution!
- Problem: initial state ( $I$ ), goal states ( $G$ ), and a cost bound  $C$ .
- Objective: Find a solution with cost at most  $C$  as fast as possible.

## Previous Approaches

- **Standard heuristic search** with pruning on  $C$
- **Potential Search (PTS)**<sup>1</sup>  
 → best-first search on  $\frac{h}{C-g}$
- **Bounded-cost Explicit Estimation Search (BEES)**<sup>2</sup>  
 → focal search:
  - *open* sorted by  $f$ , only nodes with  $g + h \leq C$
  - *focal* sorted by  $d$ , only nodes with  $g + \hat{h} \leq C$  ( $\hat{h}$  is corrected for the observed heuristic error<sup>3</sup>)

<sup>1</sup>Stern, Puzis, and Felner 2011.

<sup>2</sup>Thayer et al. 2012.

<sup>3</sup>Thayer, Dionne, and Ruml 2011.

## Expected Effort Search

Best-first search on the expected effort:<sup>4</sup>  $\frac{T}{p}$

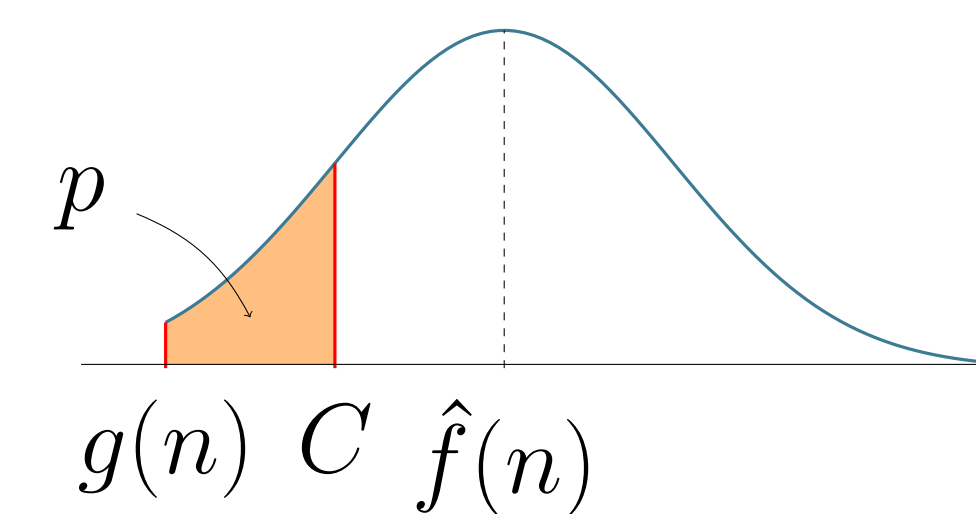
- $T(n)$ : search effort to find a solution under  $n$
- $p(n)$ : probability that  $n$  leads to a solution within  $C$

$$n_1 \quad T = 10 \quad p = 0.5 \quad \rightsquigarrow 20$$

$$n_2 \quad T = 6 \quad p = 0.25 \quad \rightsquigarrow 24$$

## How to obtain $T$ and $p$ ?

- Obtaining  $T$  use distance-to-go  $d$
- Obtaining  $p$  from belief distributions



## Theoretical Analysis

XES optimizes search effort, assuming

- the search explores one subtree at a time,
- subtrees are independent, and
- subtrees are abandoned after spending  $T(n)$  time.

<sup>4</sup>First suggested by Dobson and Haslum (HSDIP'17)

## Using $p$ in BEES

BEES95:

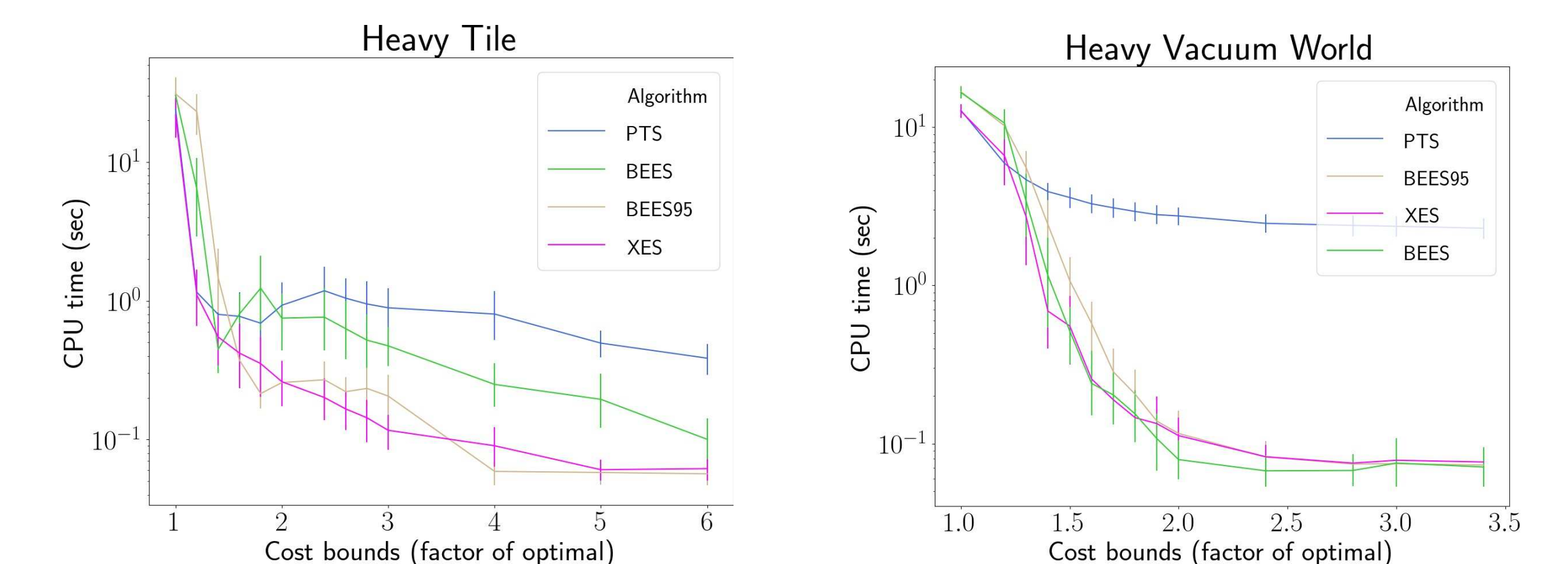
- *open* sorted by  $f$ , only nodes with  $g + h \leq C$
- *focal* sorted by  $d$ , only nodes with  $g + \hat{h} \leq C$   $p(n) > 95\%$

## Experiments

Planning Domains: IPC'18 bounded-cost track

Coverage	GBFS	PTS	BEES	BEES95	XES
Agricola (20)	<b>1</b>	0	0	0	0
Caldera (20)	8	10	10	12	<b>13</b>
Caldera-split (20)	<b>4</b>	2	2	2	2
DataNetwork (20)	2	0	3	3	<b>4</b>
Nurikabe (20)	4	10	10	<b>11</b>	9
Settlers (20)	4	5	10	<b>11</b>	<b>11</b>
Snake (20)	4	<b>5</b>	4	4	<b>5</b>
Spider (20)	7	<b>11</b>	10	10	9
Termes (20)	11	9	11	11	<b>13</b>
<b>Sum (180)</b>	45	52	60	64	<b>66</b>
Expansions ( $\times 10^3$ )	1.93	3.93	2.10	2.25	<b>1.77</b>

Search Domains:



Bounded-cost algorithms dominate GBFS; XES is best overall.