

# Landmarks

PAH (Planning and Games)

Michal Štolba

[michal.stolba@agents.fel.cvut.cz](mailto:michal.stolba@agents.fel.cvut.cz)

# Planners & Heuristics

FF	FF (relaxed plan) heuristic
FD-MS	Merge&Shrink heuristic
FD-LMCut	LM-Cut heuristic
LAMA	FF + Landmark heuristic
mercury	Red-Black relaxation

# Quiz

What is an action **landmark** ?

1. An action which is used in at least one plan.
2. An action which must be used in all plans.
3. All actions in the optimal plan.

# Quiz

What is an action **landmark** ?

1. An action which is used in at least one plan.
2. An action which must be used in all plans.
3. All actions in the optimal plan.

Answer:

- 2.** An action which must be used in all plans.

# Quiz

What is a disjunctive action **landmark** ?

1. A set of actions from which at least one must be used in all plans.
2. A set of actions which all must be used in all plans.
3. A set of actions from which at least one must be used in all optimal plans..

Answer:

# Quiz

What is a disjunctive action **landmark** ?

1. A set of actions from which at least one must be used in all plans.
2. A set of actions which all must be used in all plans.
3. A set of actions from which at least one must be used in all optimal plans..

Answer:

1. A set of actions from which at least one must be used in all plans.

# Quiz

## A landmark-based heuristic

1. is always admissible.
2. is never admissible.
3. can be either admissible or inadmissible.

Answer:

...

# Quiz

## A landmark-based heuristic

1. is always admissible.
2. is never admissible.
3. can be either admissible or inadmissible.

Answer:

3. can be either admissible or inadmissible.



# LM-Cut

- **Admissible** landmark-based heuristic
- Lower estimate of optimal **relaxed** plan
- Using **disjunctive action** landmarks
  - Set of actions from which **at least one** must be in each **relaxed** plan
- **Note:** add  $i$  and  $g$  facts and respective 0-cost actions

# LM-Cut – The idea

- Find preconditions which **justify** the cost of actions
  - Using  $h_{\max}$
- Construct a justification graph using only those preconditions
- Find a **cut** in the justification graph
  - The cut forms a **disjunctive action landmark**
- Discount the cost of the **least-cost** action in the landmark from the costs of **all** actions in the landmark
  - Results in **cost-partitioning**
- Start all over again (with the modified costs)
  - Until  $h_{\max}(g)=0$

# LM-Cut – The cut

- In the justification graph  $J$
- Find all facts  $p$  from which  $g$  is reachable by a **0-cost** path  $\rightarrow Vg$
- Find all facts  $p'$  **reachable** from  $i$  **without visiting** a fact in  $V^*$
- Edges between facts in  $V^*$  and  $Vg$  form the **cut**