

# Correlation Complexity of Classical Planning Domains

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## Motivation

How complex must a heuristic be to guide a forward search directly to the goal?

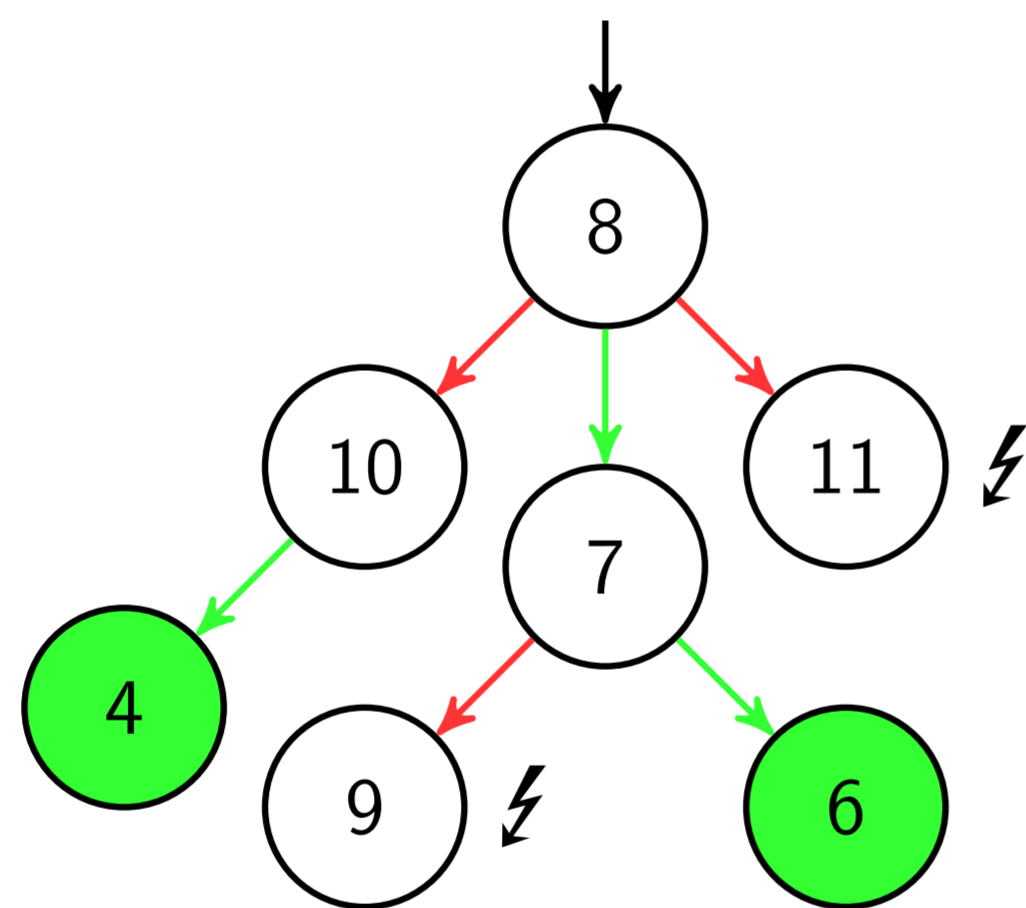
- ▶ What does “guide directly to the goal” mean?
  - descending and dead-end avoiding
- ▶ How can we measure the complexity of a heuristic?
  - dimension of potential heuristics

## Related Concepts

- ▶ (macro-)persistent Hamming width (Chen and Giménez, 2007; 2009)
  - ▶ serialized iterated width (Lipovetzky and Geffner, 2012; 2014)
- comparisons to correlation complexity in the paper

## Heuristic Properties

- ▶ alive state: reachable + solvable + non-goal
- ▶ descending: all alive states have an improving successor
- ▶ dead-end avoiding: all improving successors of alive states are solvable



## Potential Heuristics

$$\varphi(s) = \sum_{F \in \mathcal{F}} w(F)[s \models F]$$

- ▶ features  $\mathcal{F}$ : conjunctions of facts
- ▶ weight function  $w$ : assigns numeric value to each feature
- ▶ heuristic value  $\varphi$ : sum of a state's feature weights
- ▶ dimension: size of largest feature

## Correlation Complexity

- ▶ correlation complexity of a planning **task**: minimum dimension of a descending, dead-end avoiding potential heuristic for the task
- ▶ correlation complexity of a planning **domain**: maximal correlation complexity of all tasks in the domain

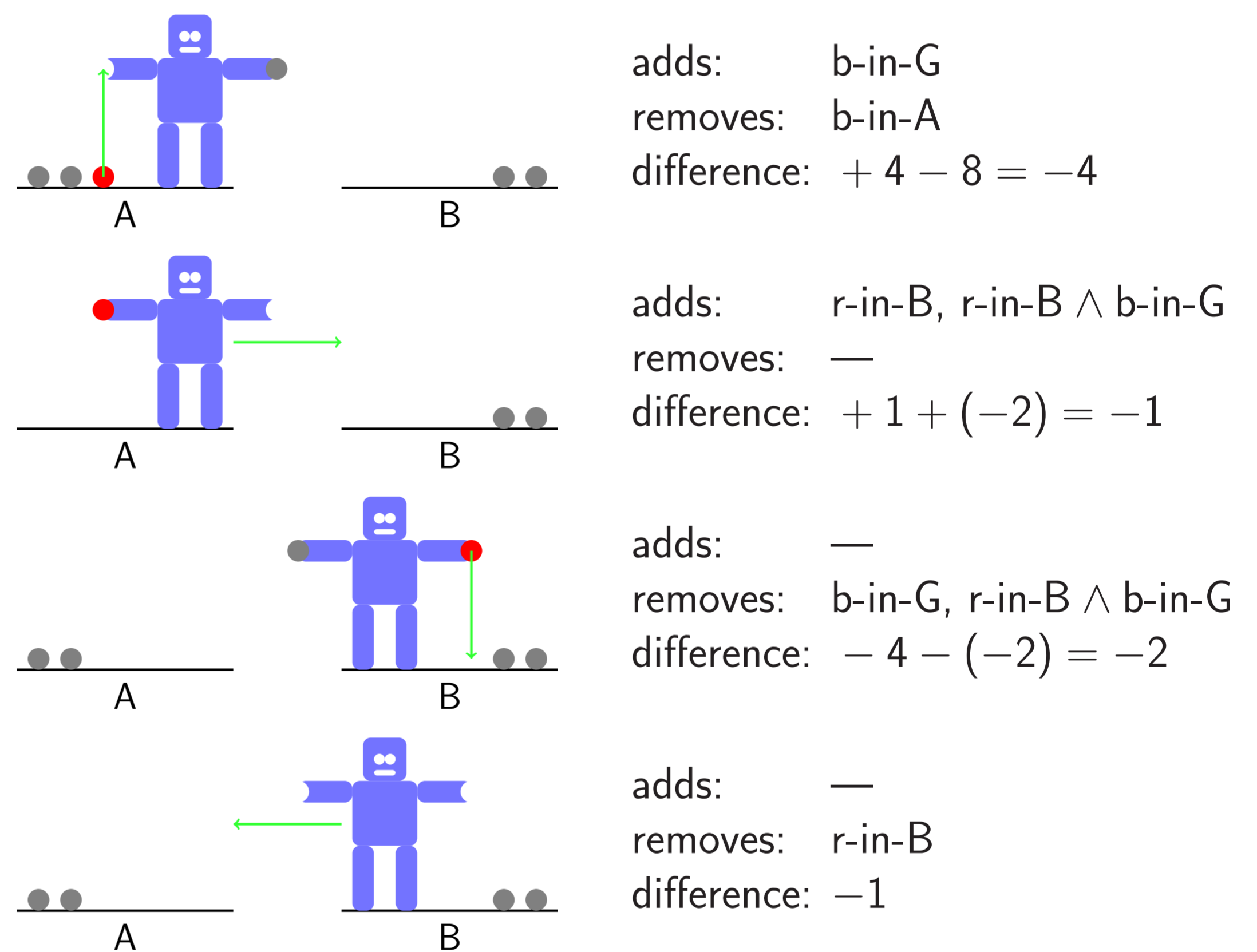
## Domains with Correlation Complexity 2

- ▶ Blocksworld-no-arm
- ▶ Gripper
- ▶ Spanner
- ▶ VisitAll

## Gripper has Correlation Complexity 2

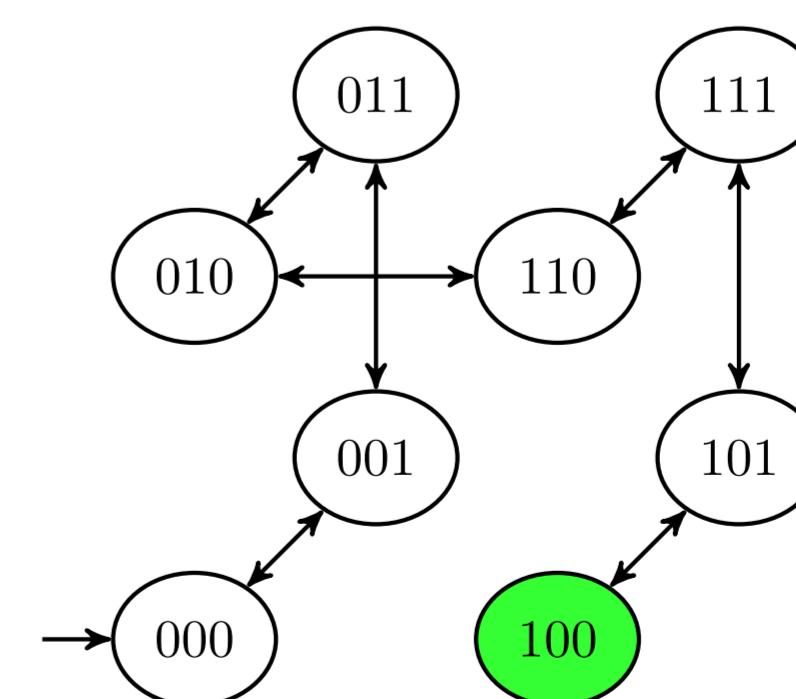
### Weight Function

$$\begin{aligned} w(r\text{-in-B}) &= 1 \\ w(b\text{-in-A}) &= 8 \\ w(b\text{-in-G}) &= 4 \\ w(r\text{-in-B} \wedge b\text{-in-G}) &= -2 \end{aligned}$$



## Example Task with Correlation Complexity 3

- ▶ 3-bit Gray code:



## Conclusion and Future Work

- ▶ All studied benchmark domains have correlation complexity 2.
- ▶ Find good features and weights automatically.