# A Guide to Budgeted Tree Search

Nathan R. Sturtevant University of Alberta Amii Fellow, CIFAR Chair

> Malte Helmert Universität Basel





 Budgeted Tree Search (BTS) is a new algorithm with better worst-case guarantees than IDA\*

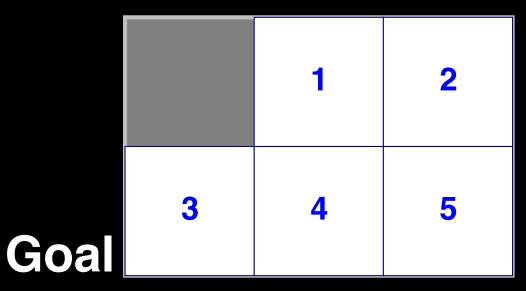
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- Companion work to original paper on IBEX (Helmert, Lattimore, Lelis, Orseau, Sturtevant, IJCAI 2019)

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- Why do we need BTS?
- How does BTS work?

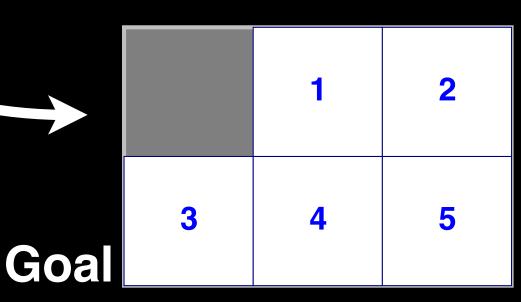
5	4	3	Start
2	1		

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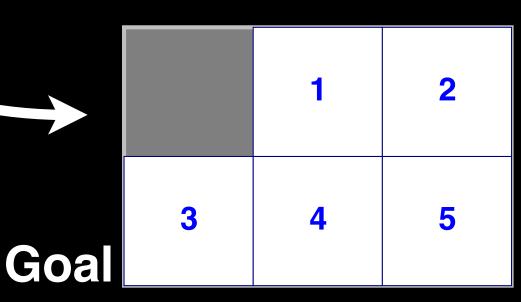
5	4	3	Start
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h = 11



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• Given:

A Guide to Budgeted Tree Search

- Given:
  - Start state

- Given:
  - Start state
  - Goal state

- Given:
  - Start state
  - Goal state
  - Successor function

- Given:
  - Start state
  - Goal state
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  - Cost function

#### • Given:

- Start state
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### • Given:

- Start state
- Goal state
- Successor function
- Cost function
- Heuristic function
- Find:
  - Optimal path between start/goal

### Why do we need BTS?

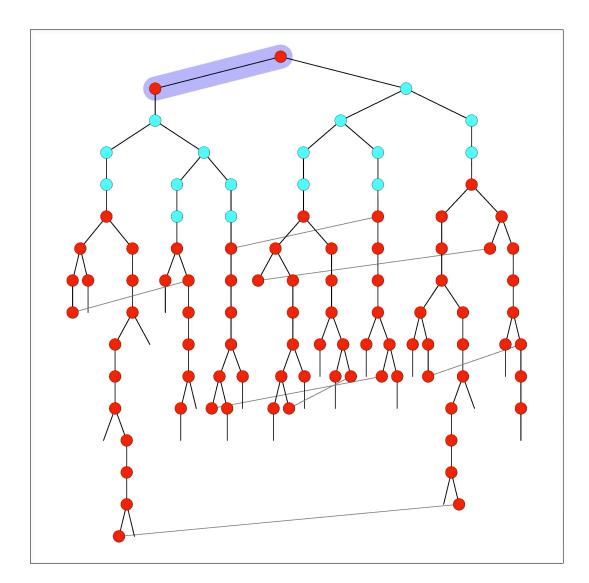
### **IDA\*** Refresher

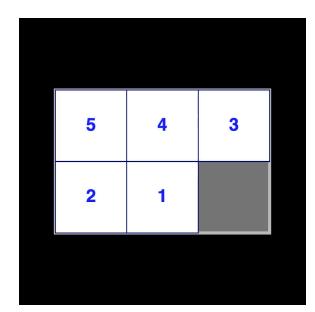
IDA\* does *iterative deepening* search on *f*-costs
f(n) = g(n) + h(n)

### **IDA\*** Refresher

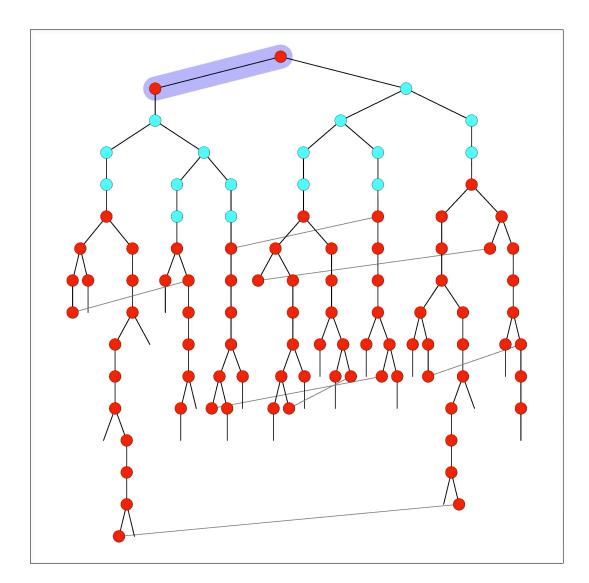
- IDA\* does *iterative deepening* search on *f*-costs
  - f(n) = g(n) + h(n)
- Next iteration *f*-cost:
  - Smallest unexplored from previous iteration

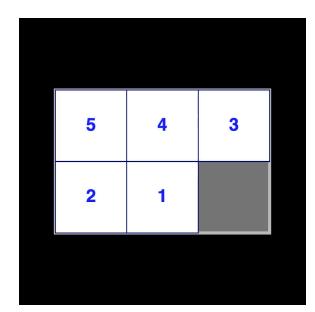
### IDA\* - Unit Costs

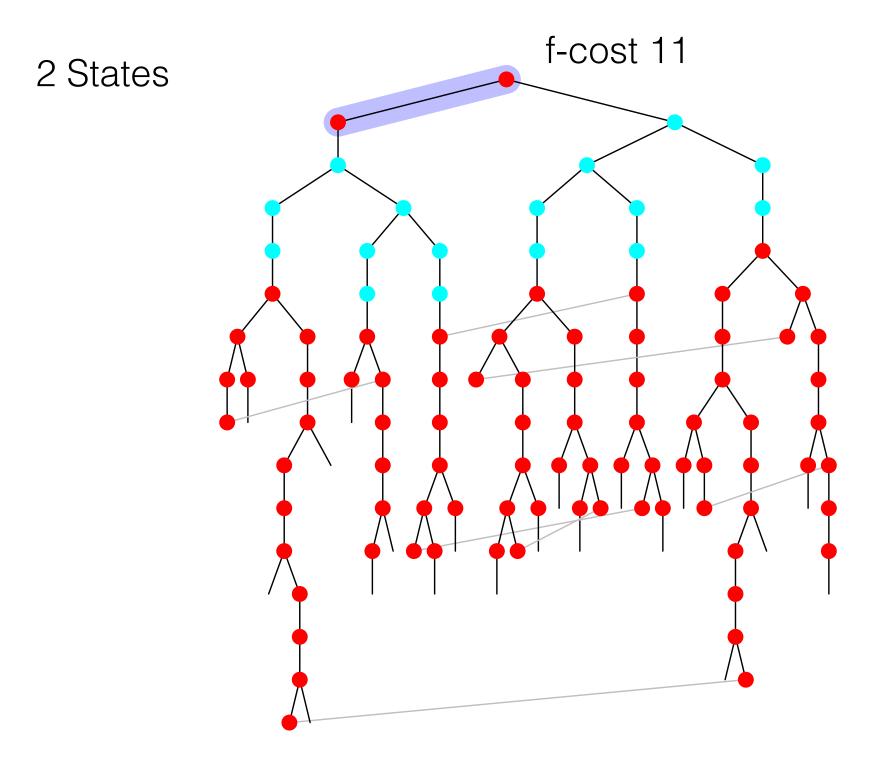


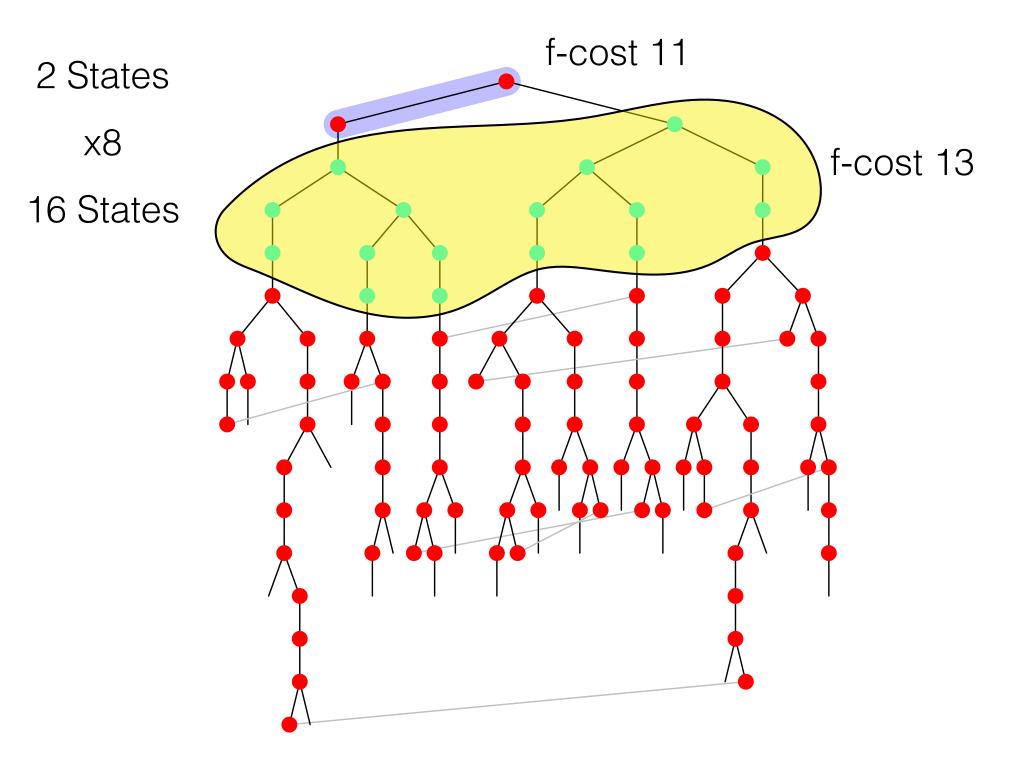


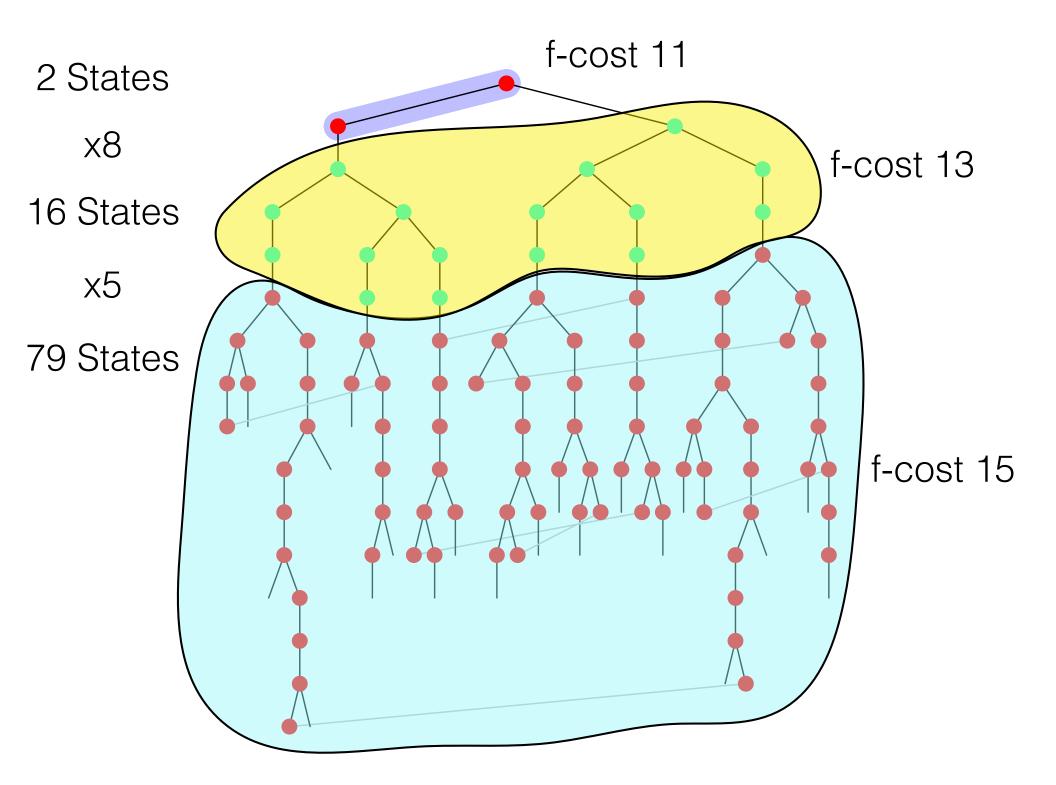
### IDA\* - Unit Costs











• f-cost layers grow exponentially

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  - 1

- f-cost layers grow exponentially
  - $\bullet 1 + b + b^2 + b^3 + \ldots + b^d \approx b^d$

- *f*-cost layers grow exponentially •  $1 + b + b^2 + b^3 + ... + b^d \approx b^d$
- What if *f*-cost layers grew linearly?

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- What if *f*-cost layers grew linearly?
  - $\bullet 1+2+3+4+\ldots+b^d\approx (b^d)^2$

- f-cost layers grow exponentially
  - $\bullet 1 + b + b^2 + b^3 + \ldots + b^d \approx b^d$
- What if *f*-cost layers grew linearly?

• 1 + 2 + 3 + 4 + ... + 
$$b^d \approx (b^d)^2$$

• Happens with non-unit edge costs:

• STP: Cost of moving tile t: 
$$\frac{t+2}{t+1}$$

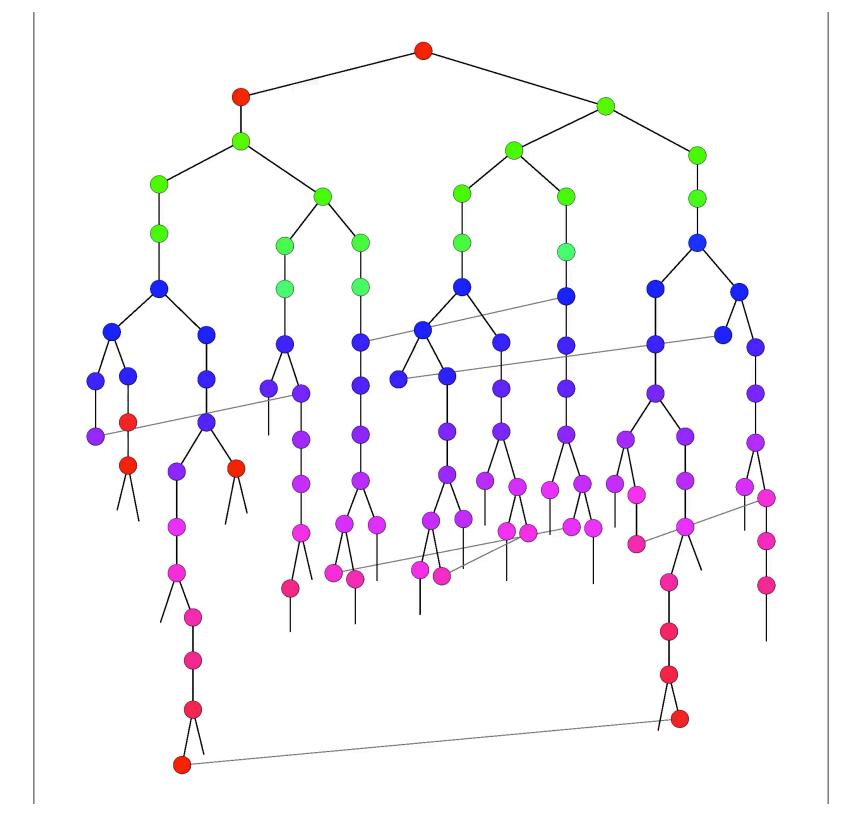
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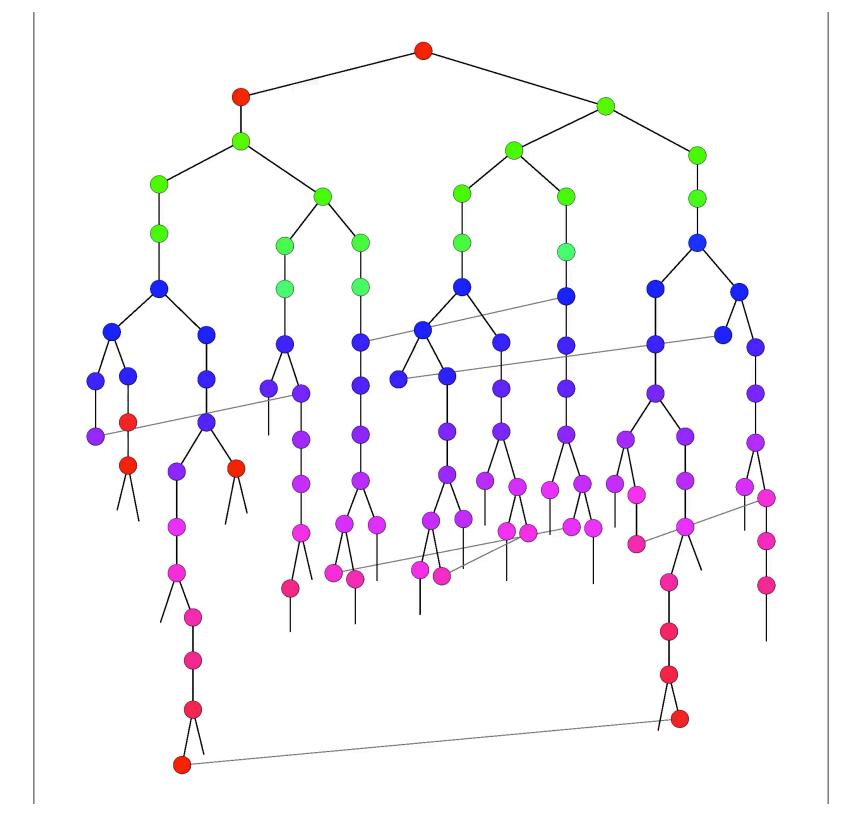
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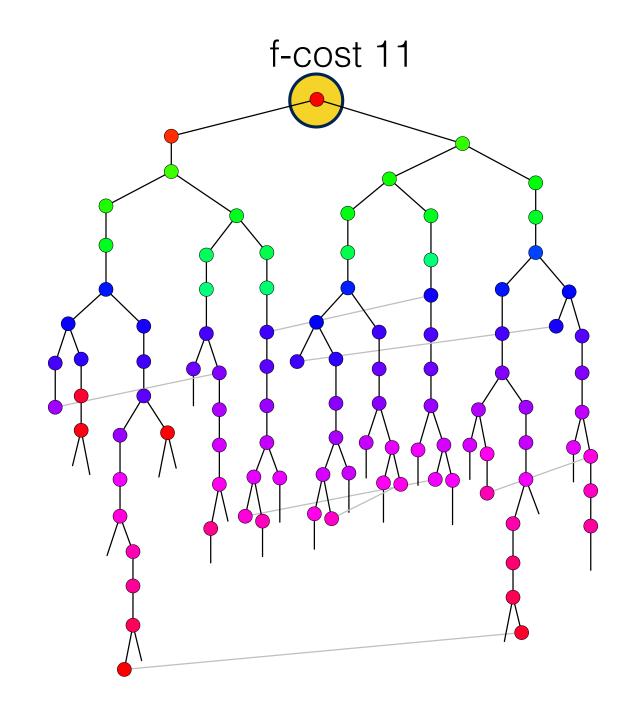
• Happens with non-unit edge costs:

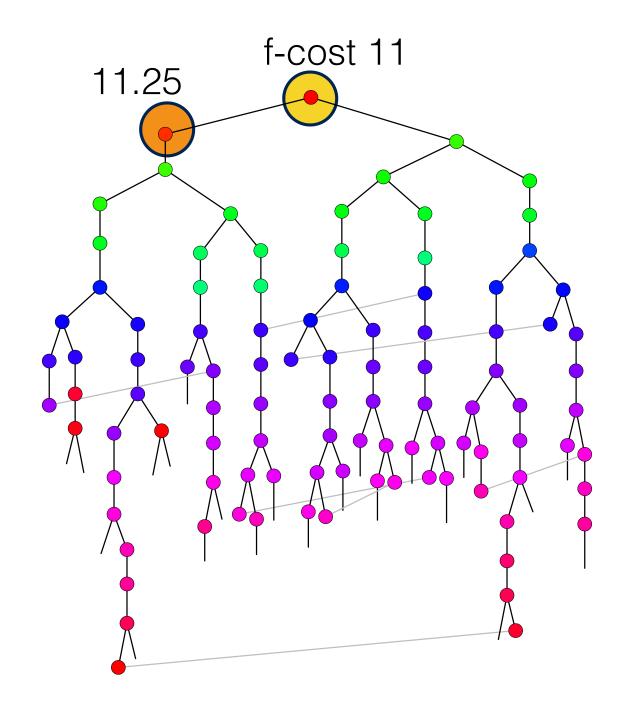
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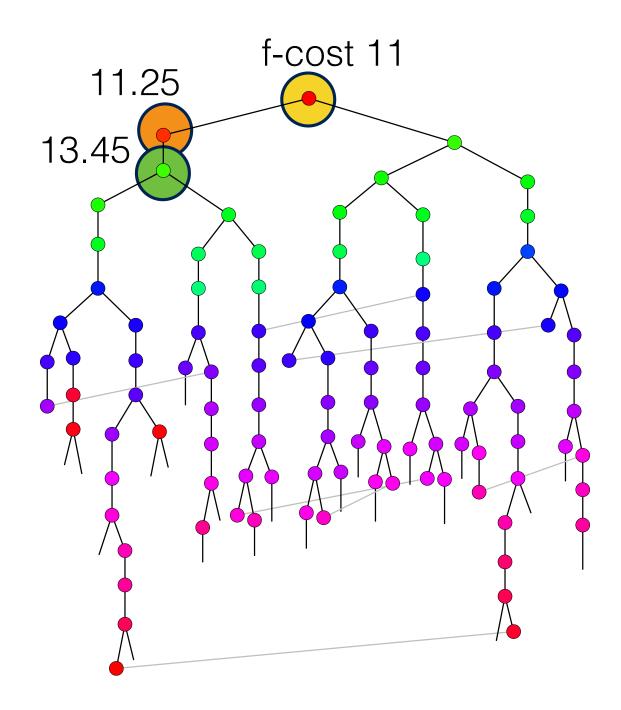
Tile	Cost
1	$\frac{1+2}{1+1} = 1.5$
3	$\frac{3+2}{3+1} = 1.25$
7	$\frac{7+2}{7+1} = 1.125$
9	$\frac{9+2}{9+1} = 1.1$

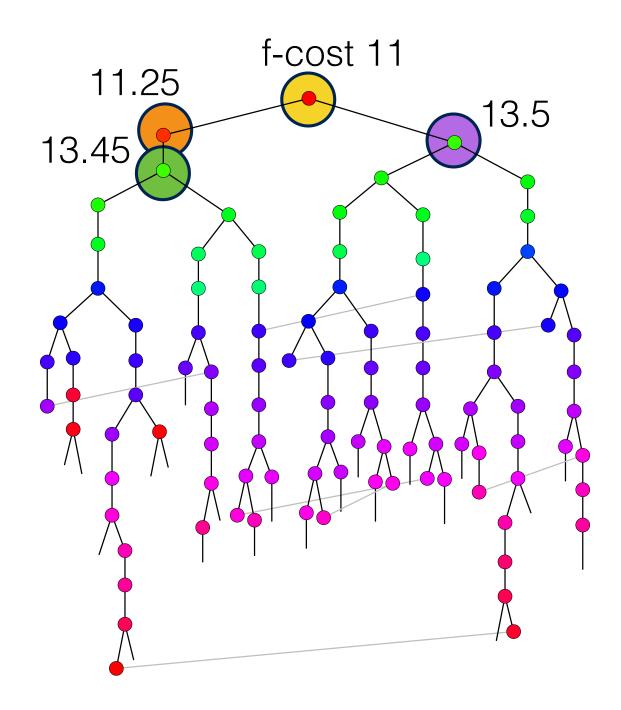


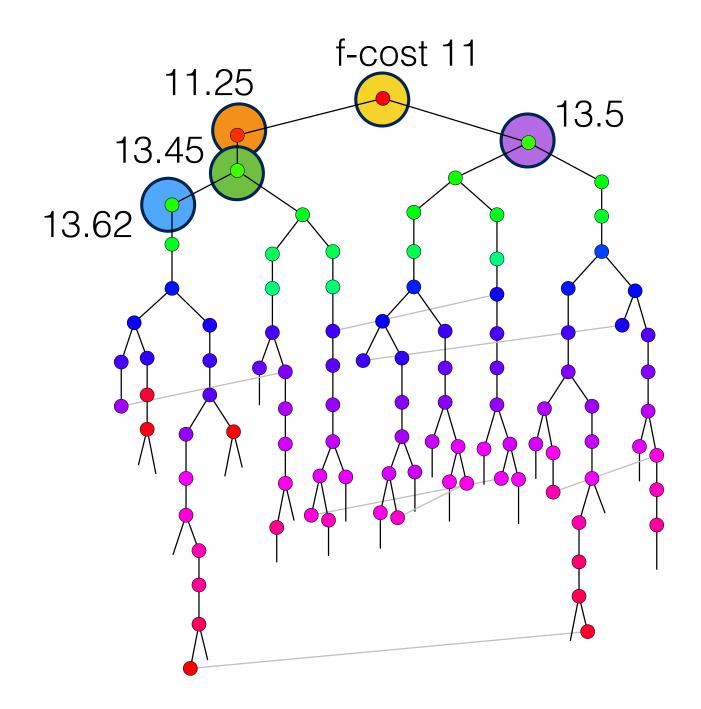


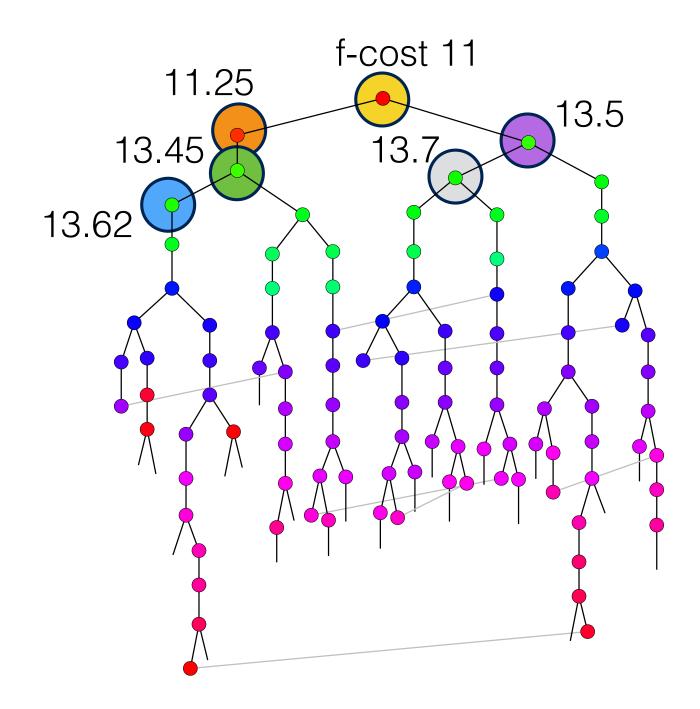


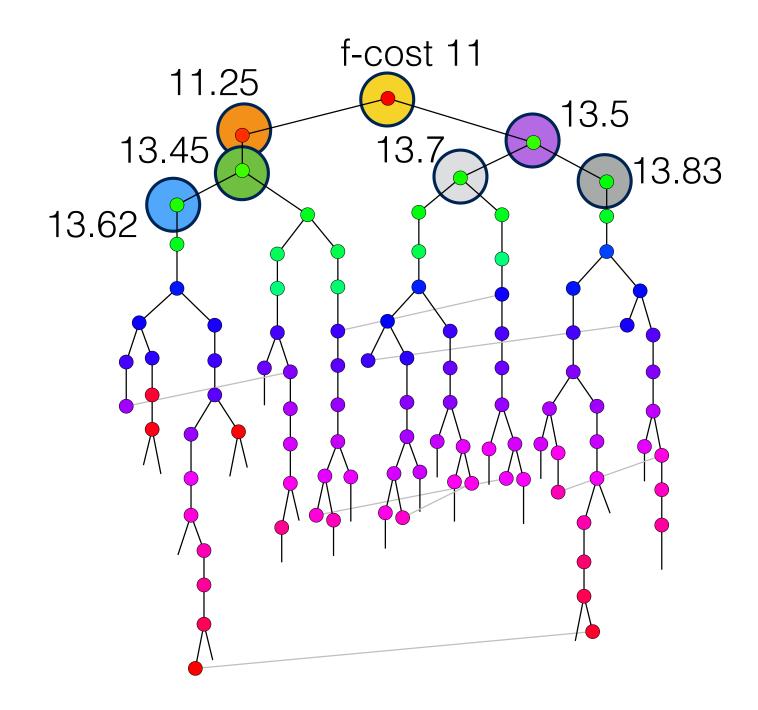


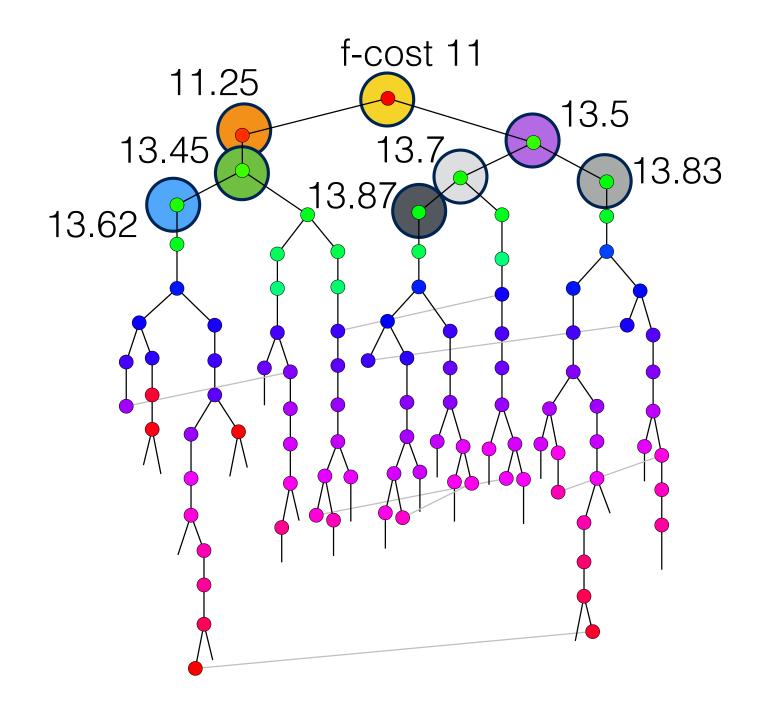












#### Why do we need BTS?

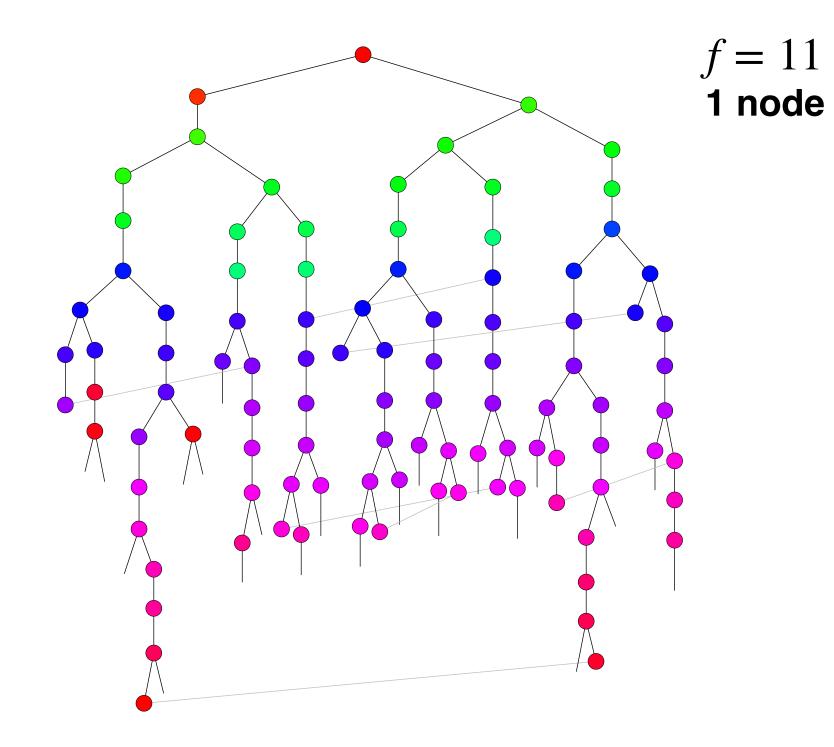
If the nodes in each iteration do not grow exponentially

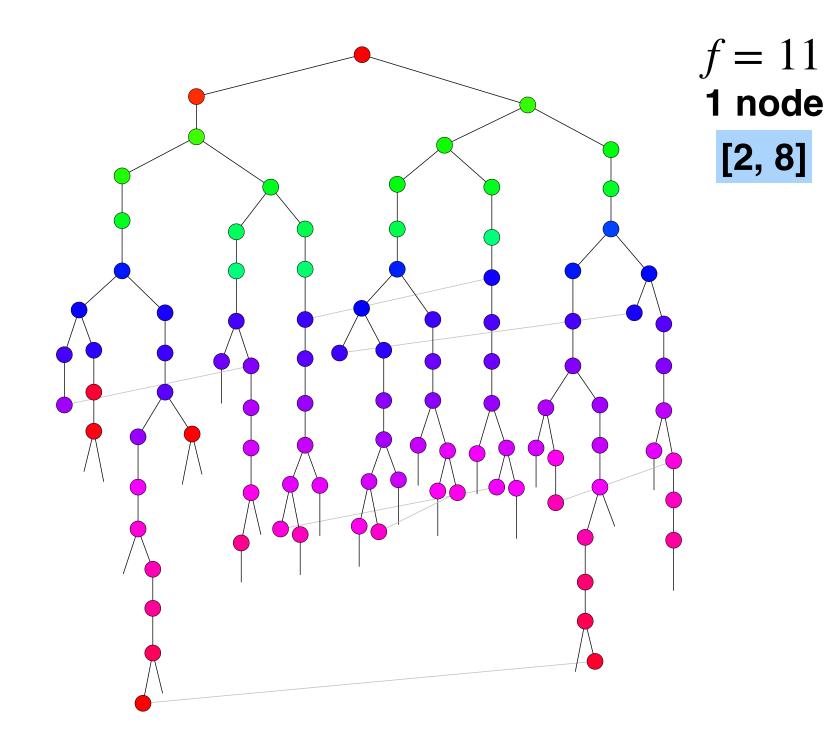
- Can be conservative:
  - IDA\* (Korf, 1985)

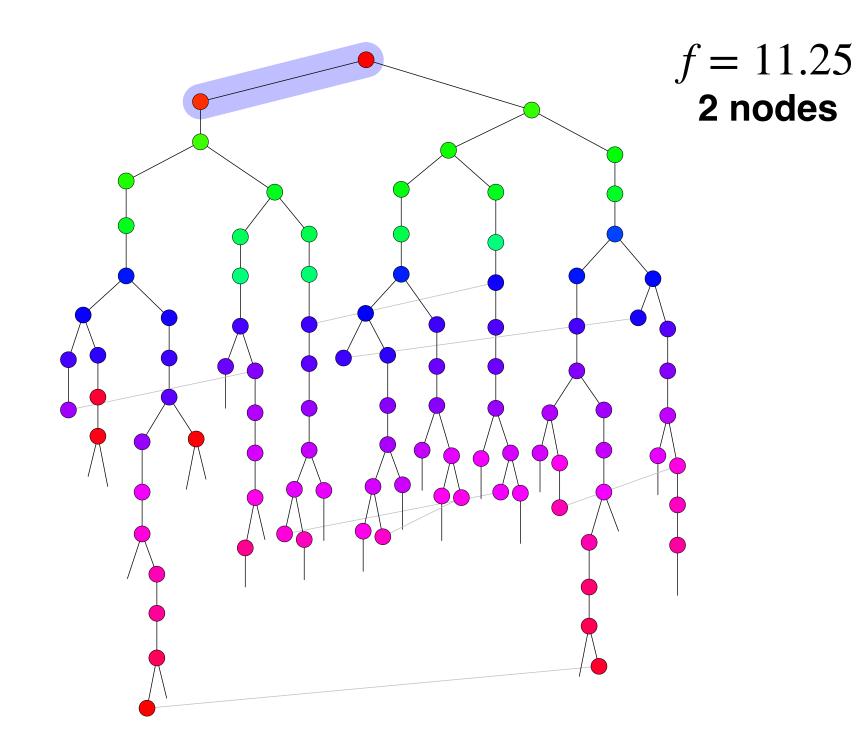
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- Can try to build a predictor based on past:
  - IDA\*<sub>CR</sub> (Sarkar et al, 1990)
  - IDA\*<sub>IM</sub> (Burns & Ruml, 2013)

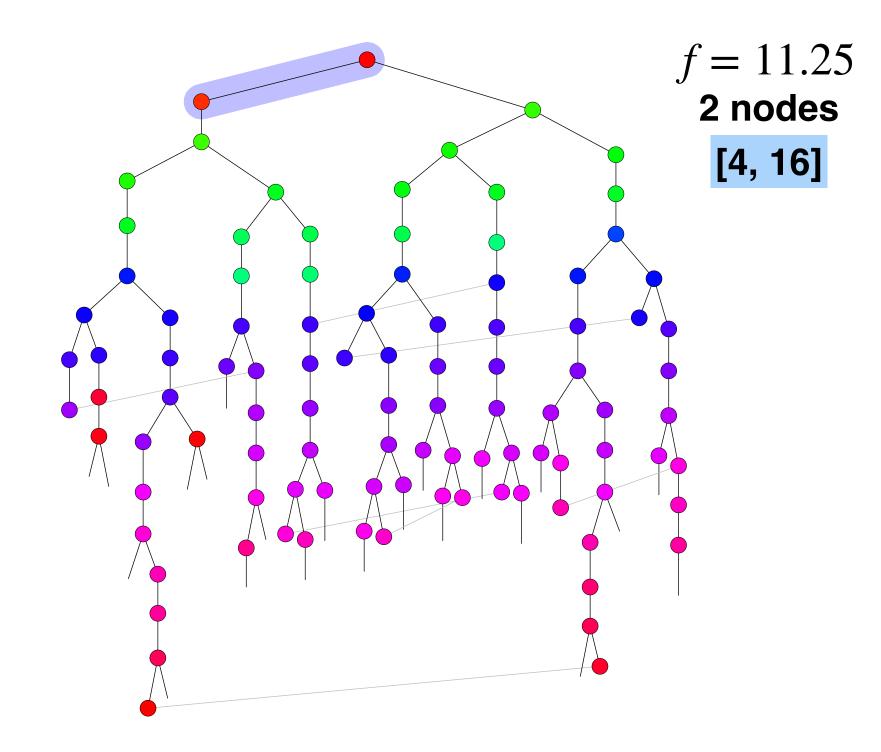
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- Can model the state space growth:
  - EDA\* (Sharon et al, 2014)

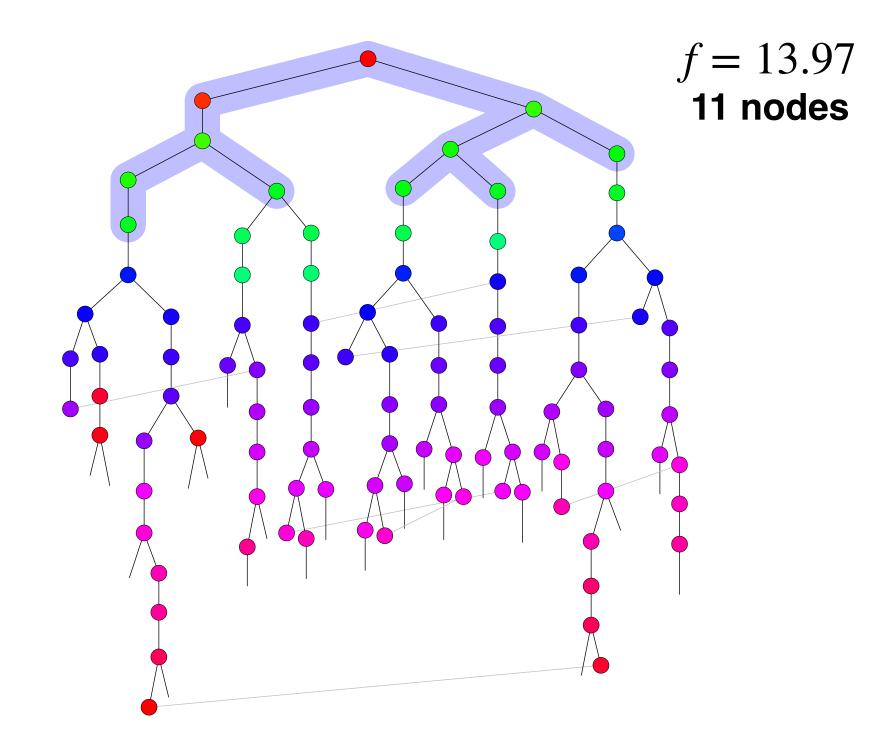
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- Can model the state space growth:
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- Want to guarantee exponential growth in expansions

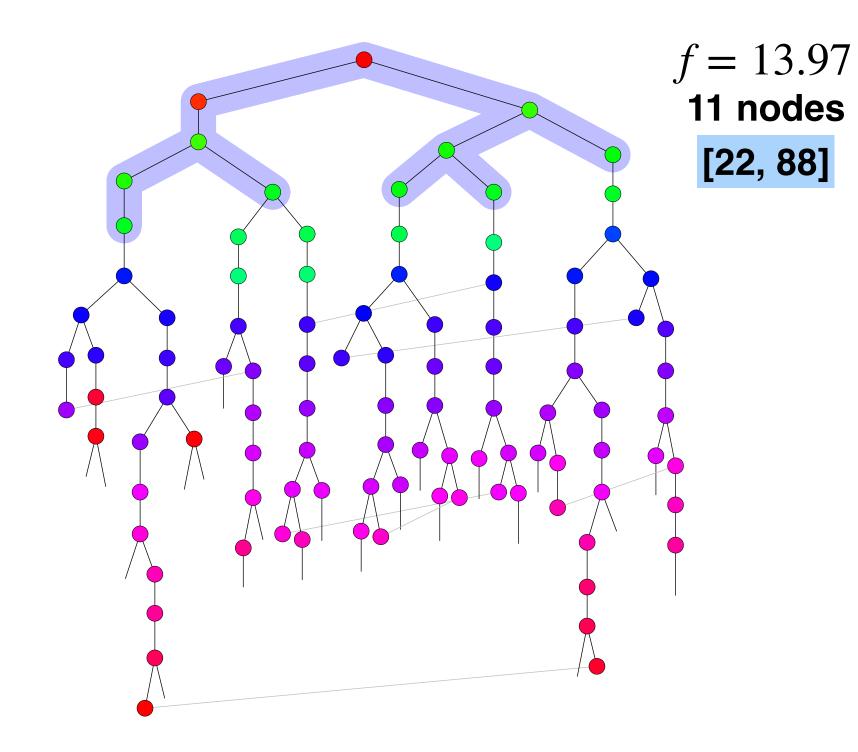


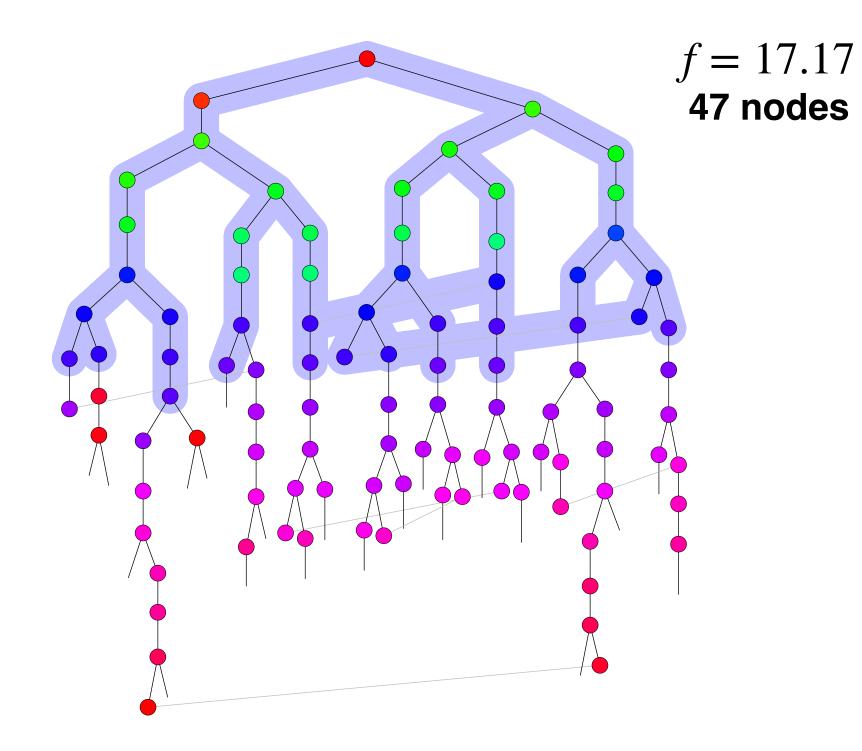


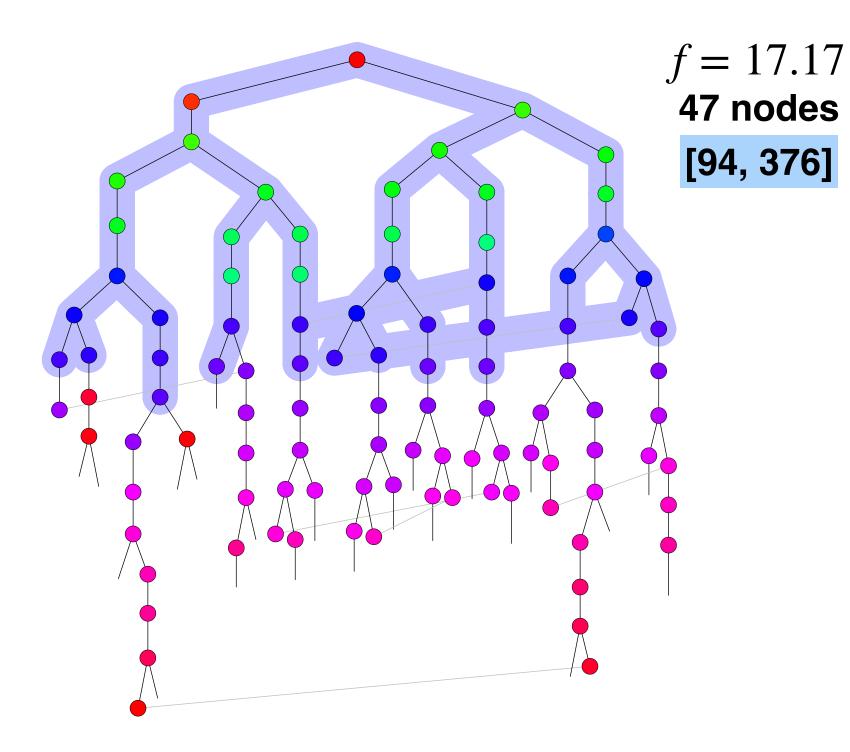


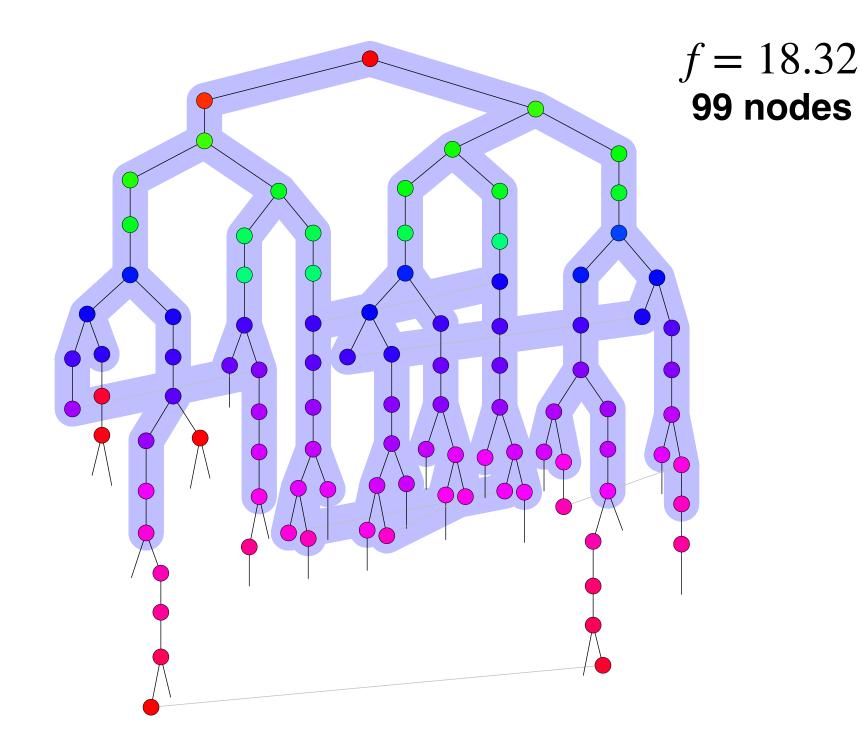


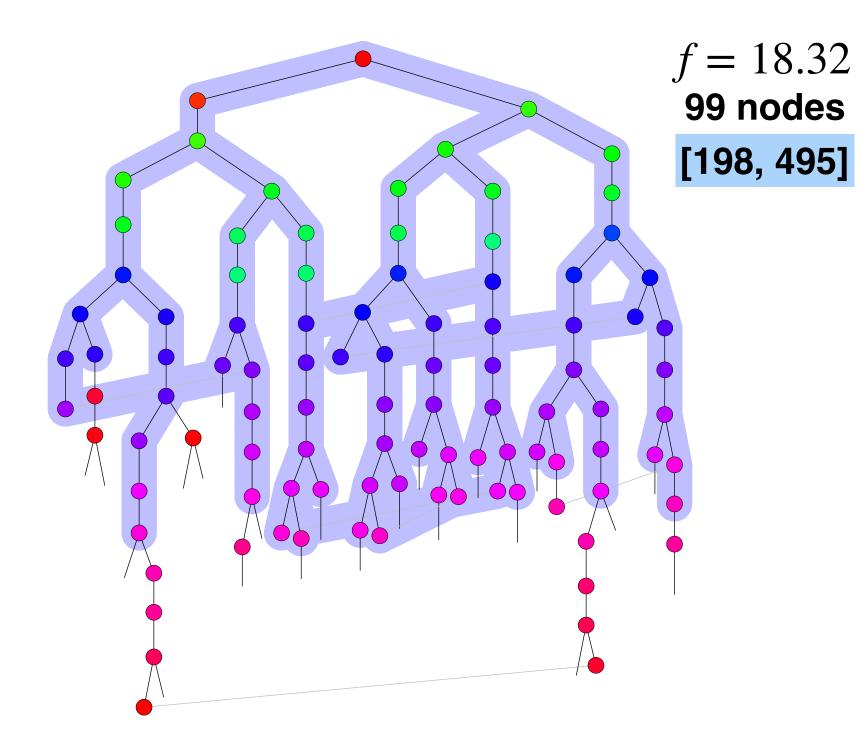


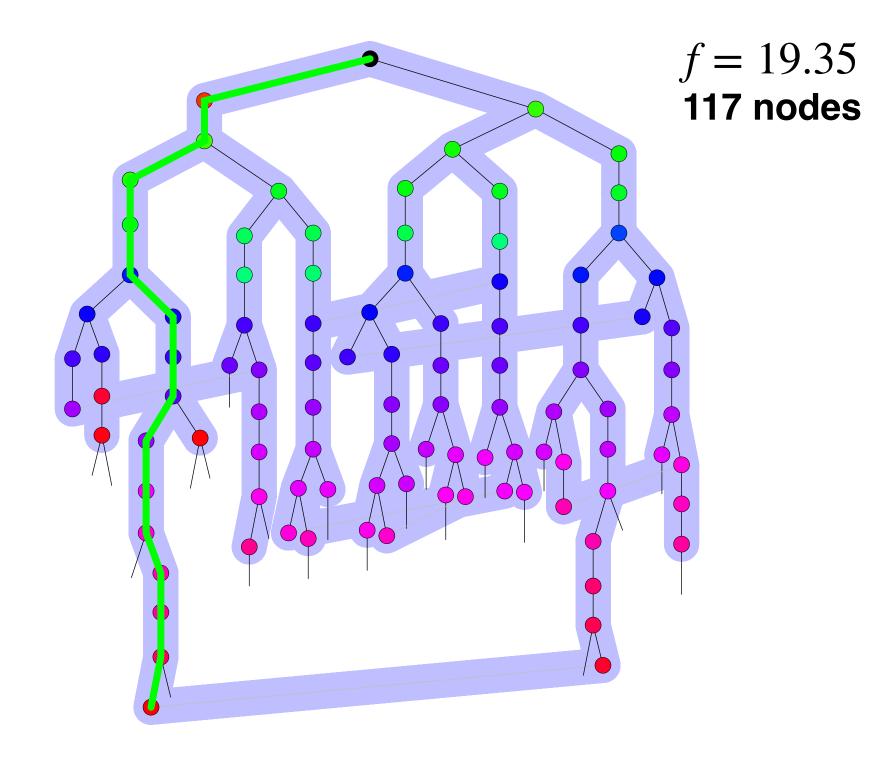












- Bentley and Yao, 1976
- Algorithm for searching sorted/unbounded array

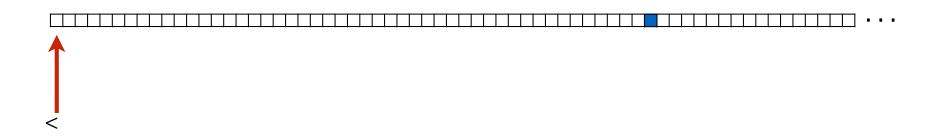
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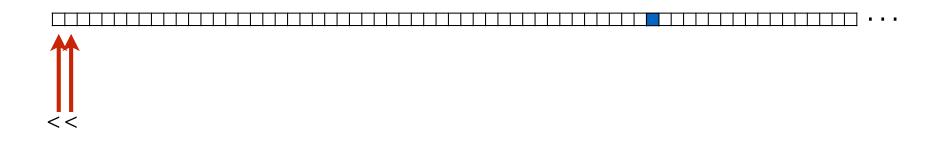
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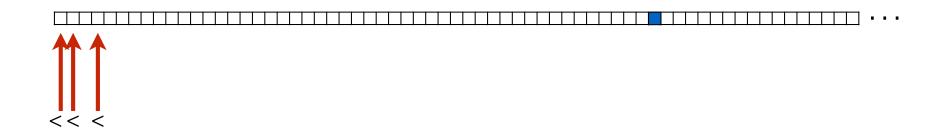
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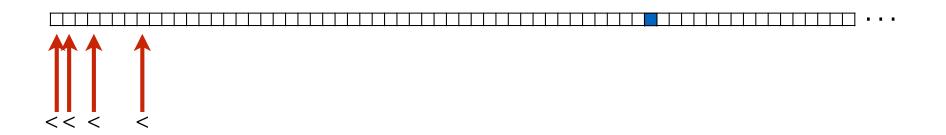
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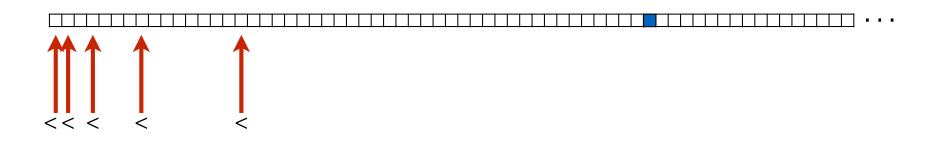
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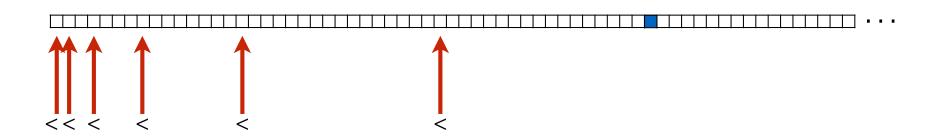
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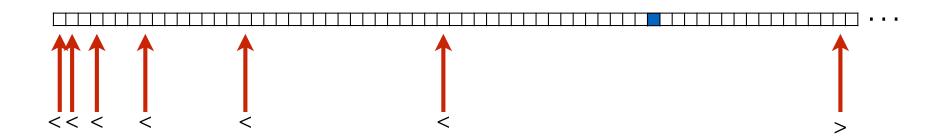
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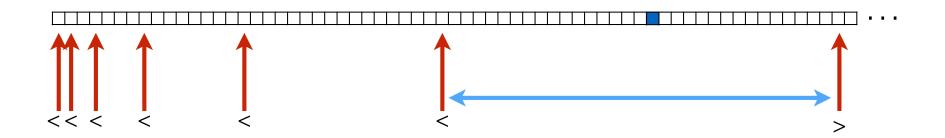
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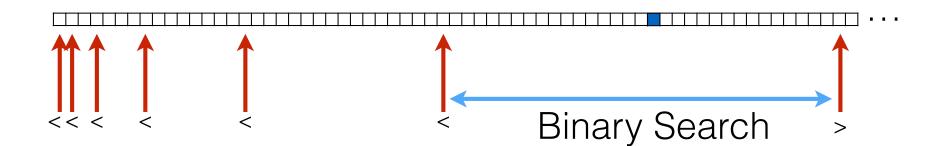
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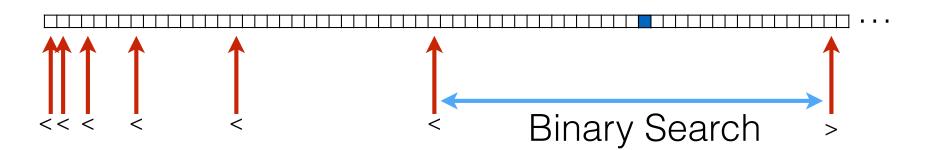
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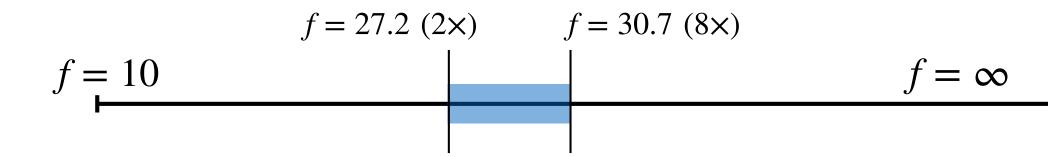
• Running time: log(i)

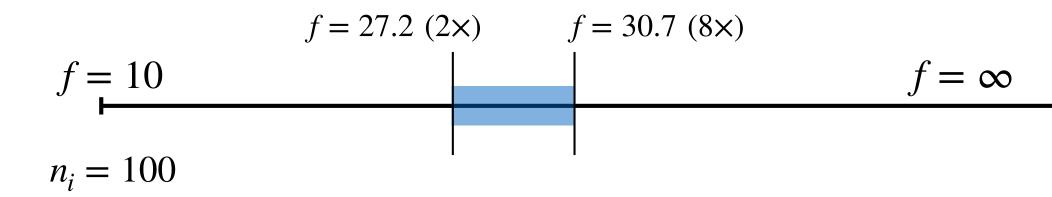
#### Nodes and *f*-costs

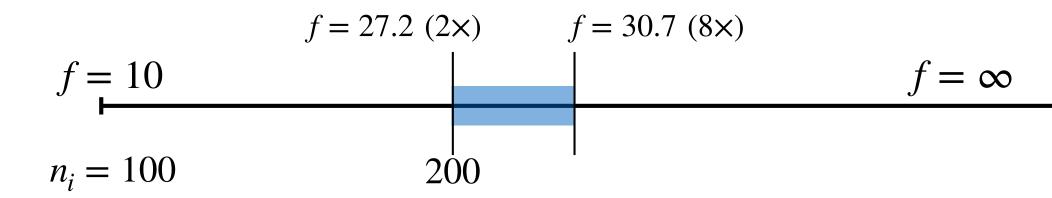
- Exponential Search:
  - Find *value* in *unbounded sorted array*
- Tree Search:
  - Find (*node expansions*) in (*f-costs*)
- Nodes expansions non-decreasing with *f*-cost

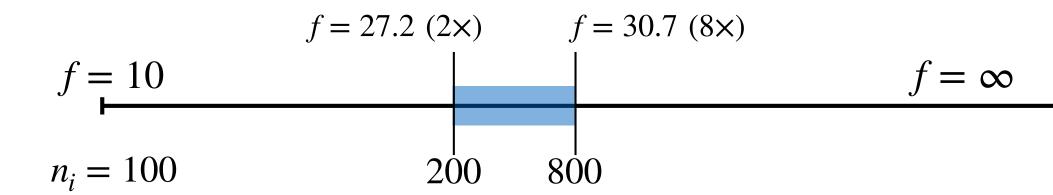
#### How does BTS work?

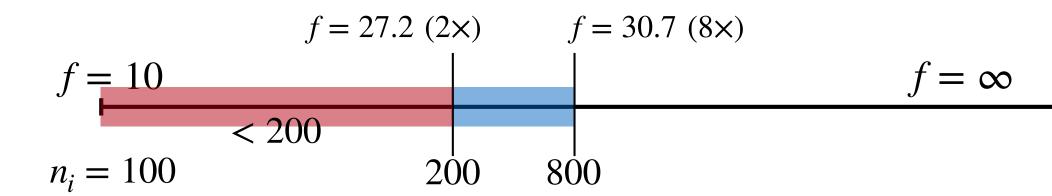


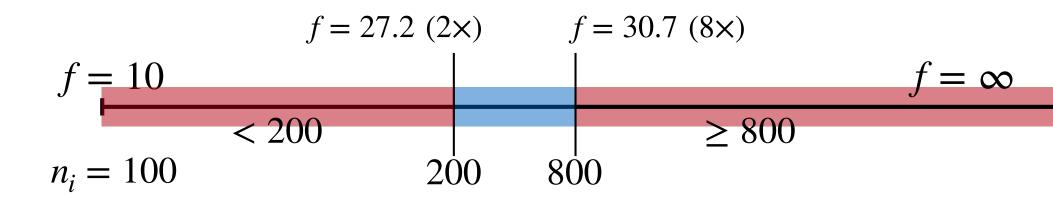




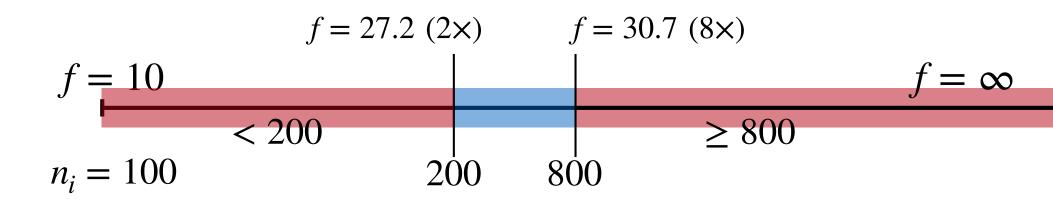




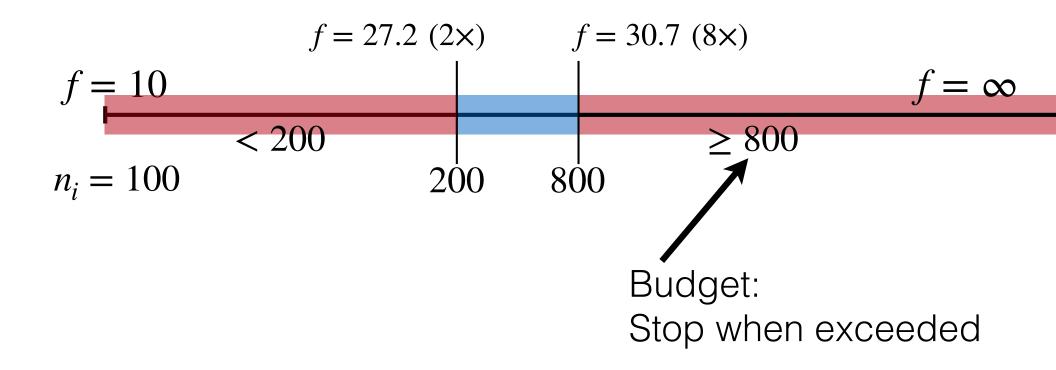




Like exponential search on f-costs



Budget: Stop when exceeded



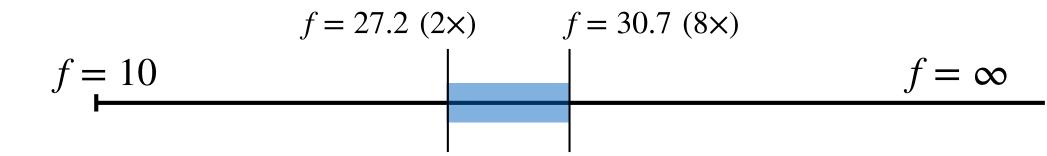
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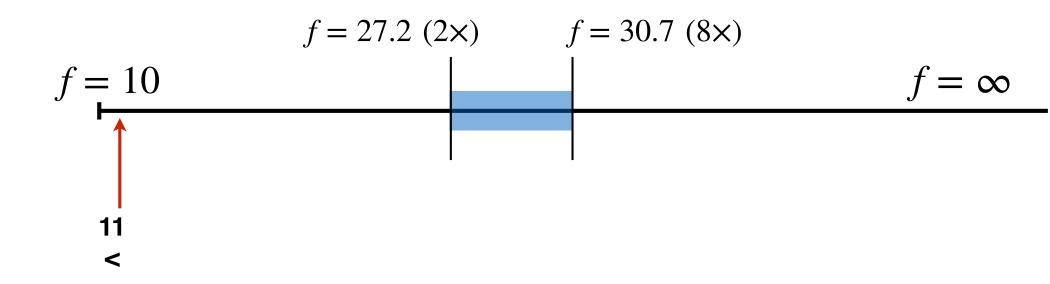
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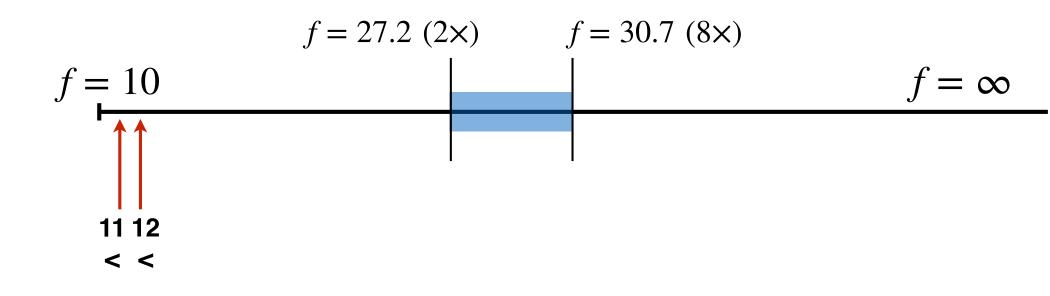
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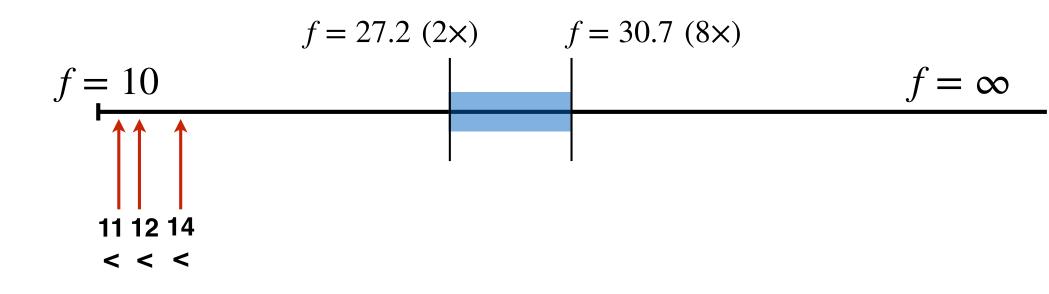
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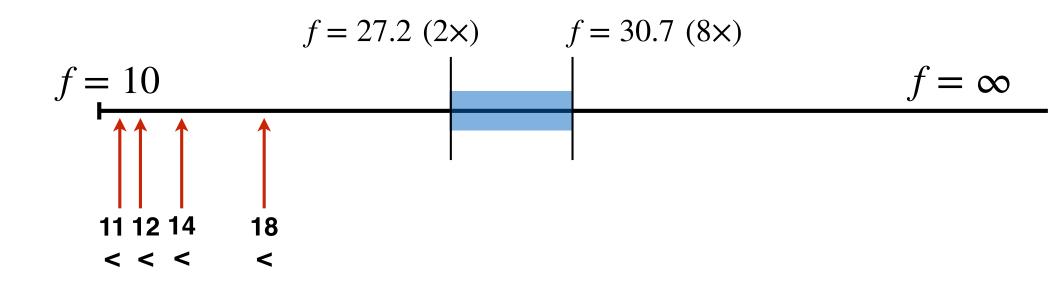


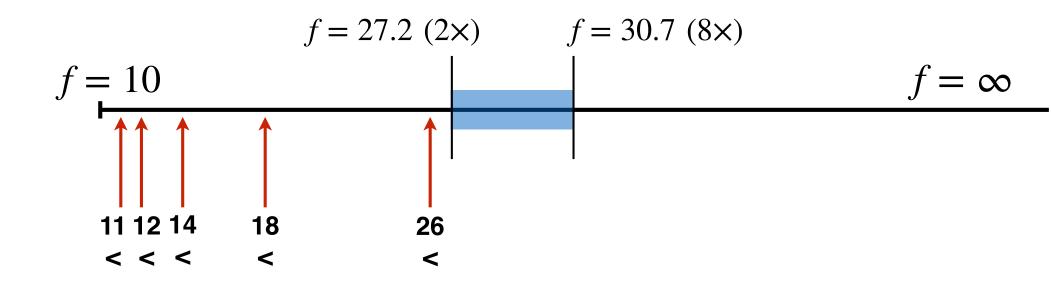


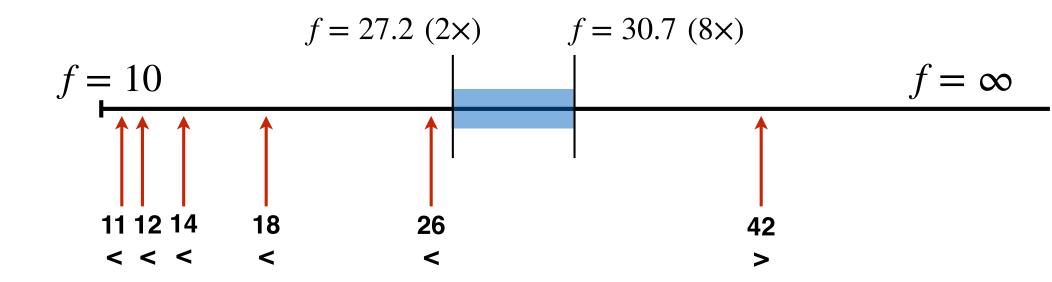


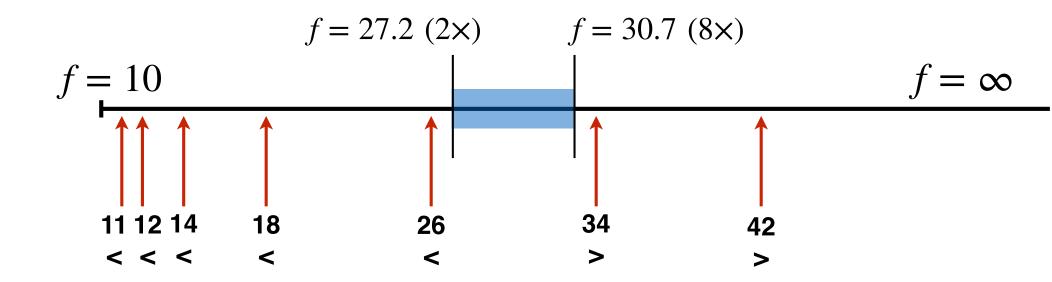


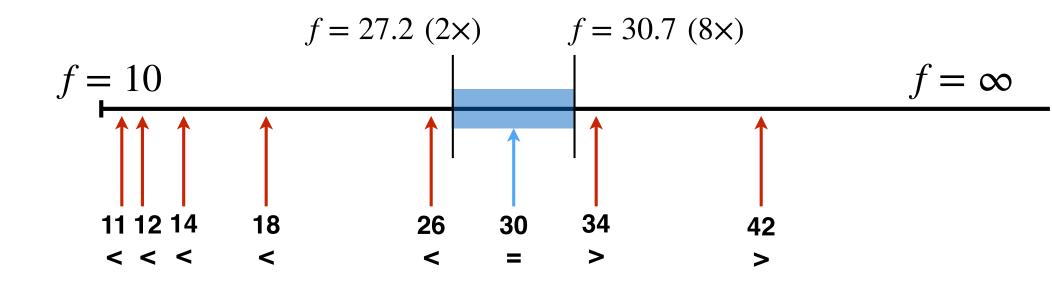


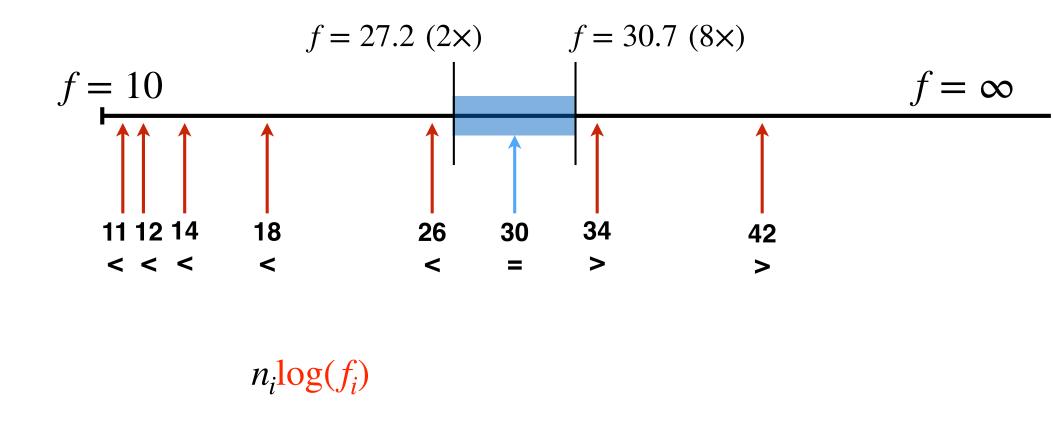


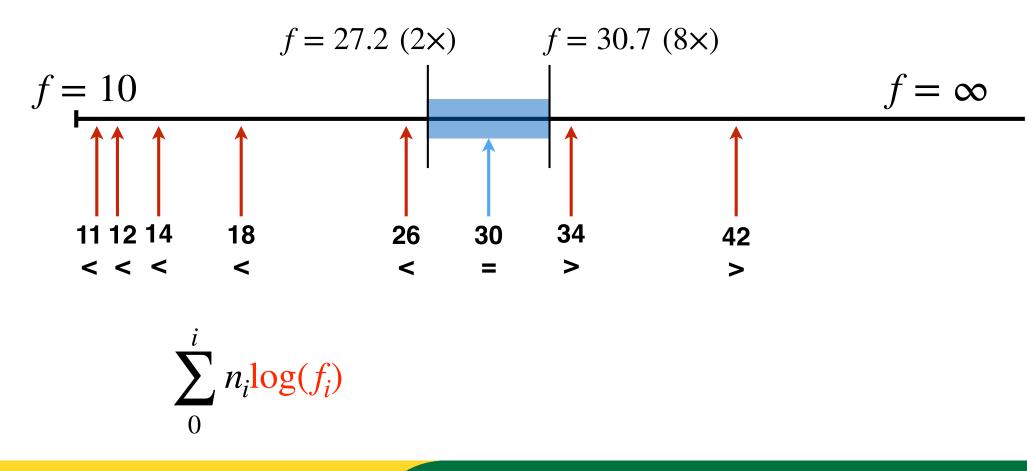


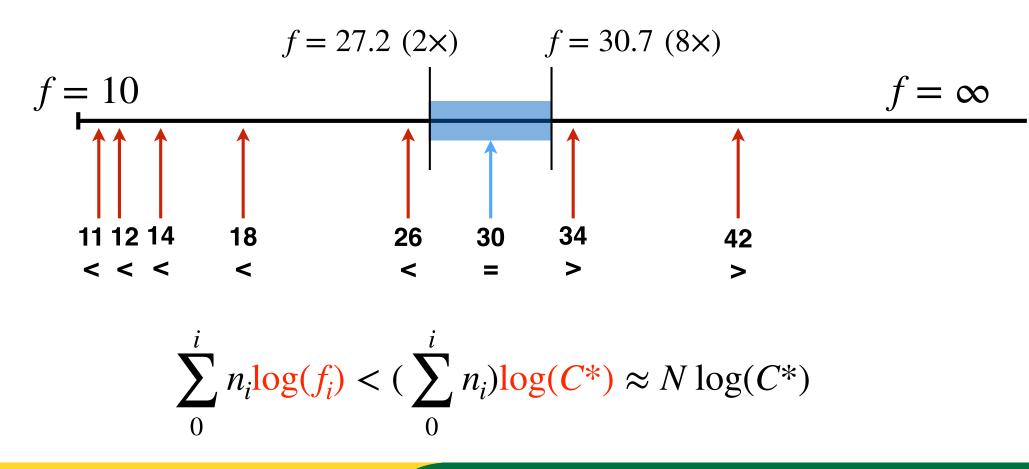












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1. Search with conservative  $f_{,\infty}$  budget (IDA\*)

Find next *f*-cost bound:

- 1. Search with conservative f,  $\infty$  budget (IDA\*)
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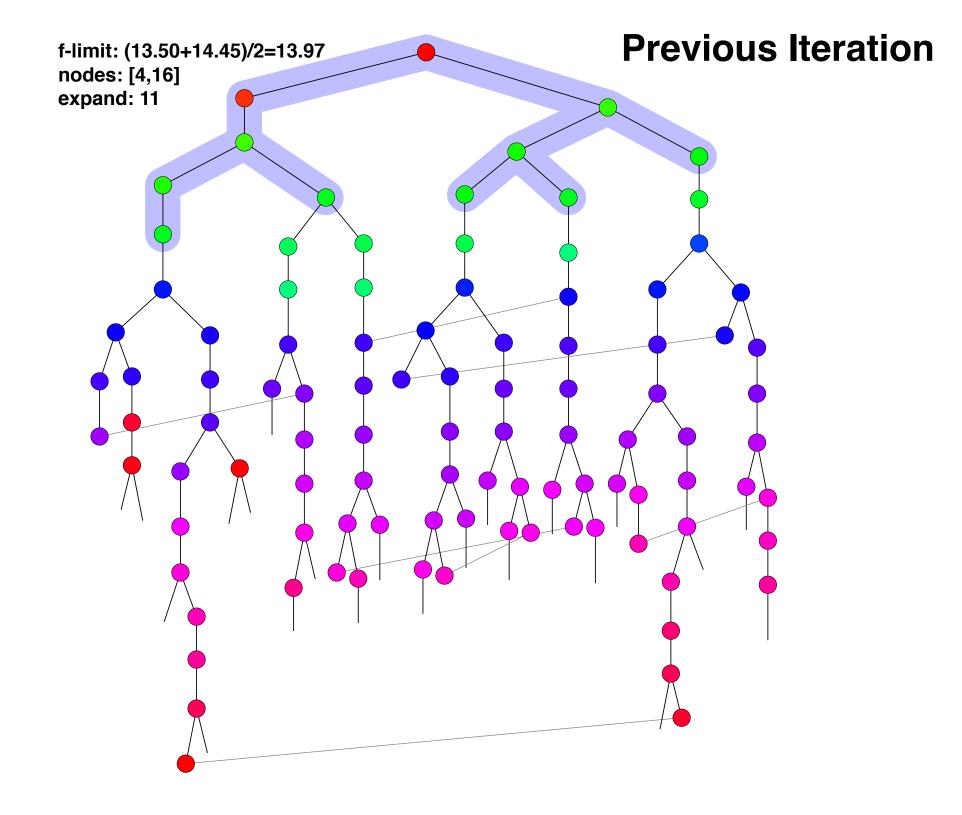
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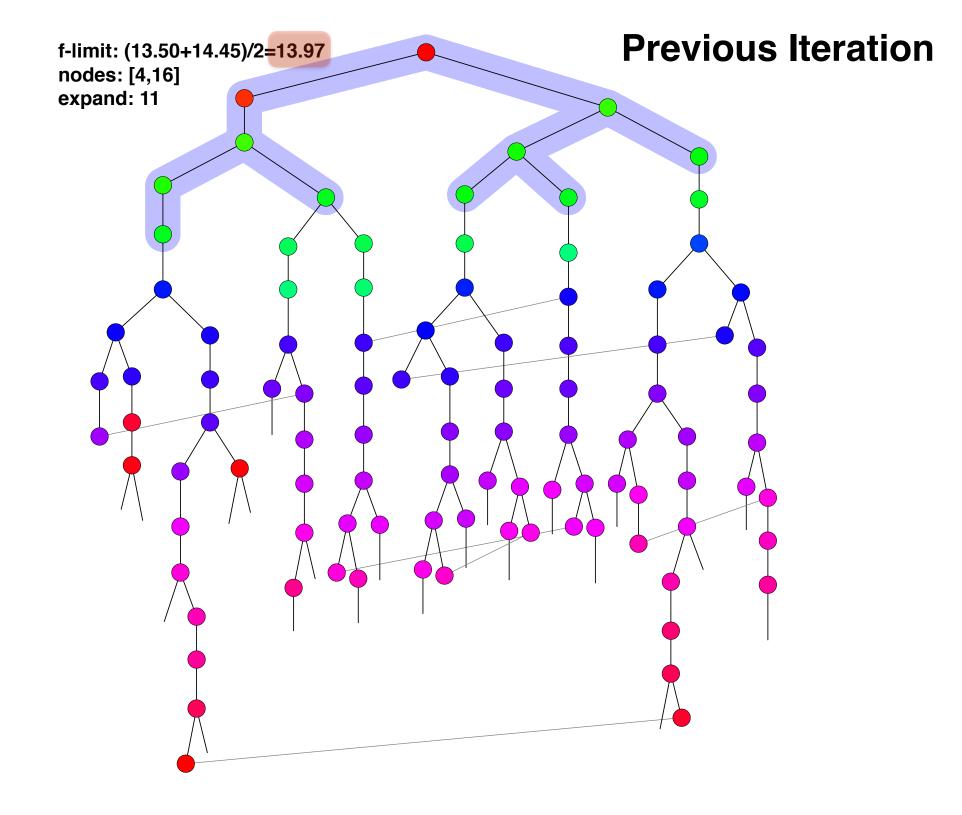
- 1. Search with conservative f,  $\infty$  budget (IDA\*)
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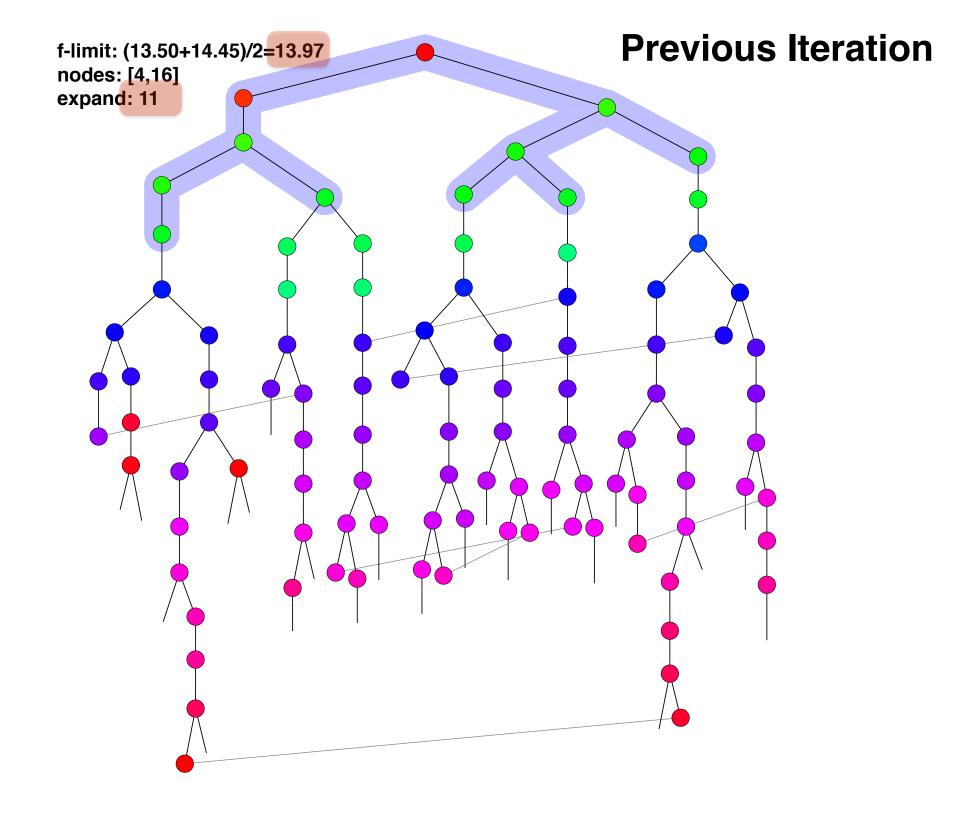
# **BTS Phases**

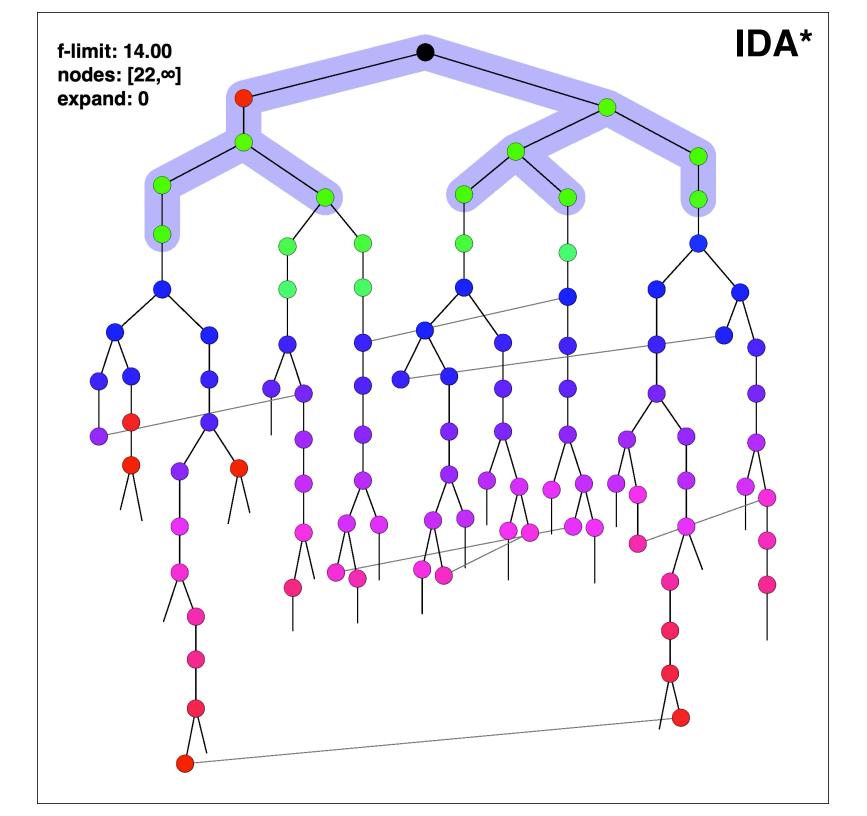
Find next *f*-cost bound:

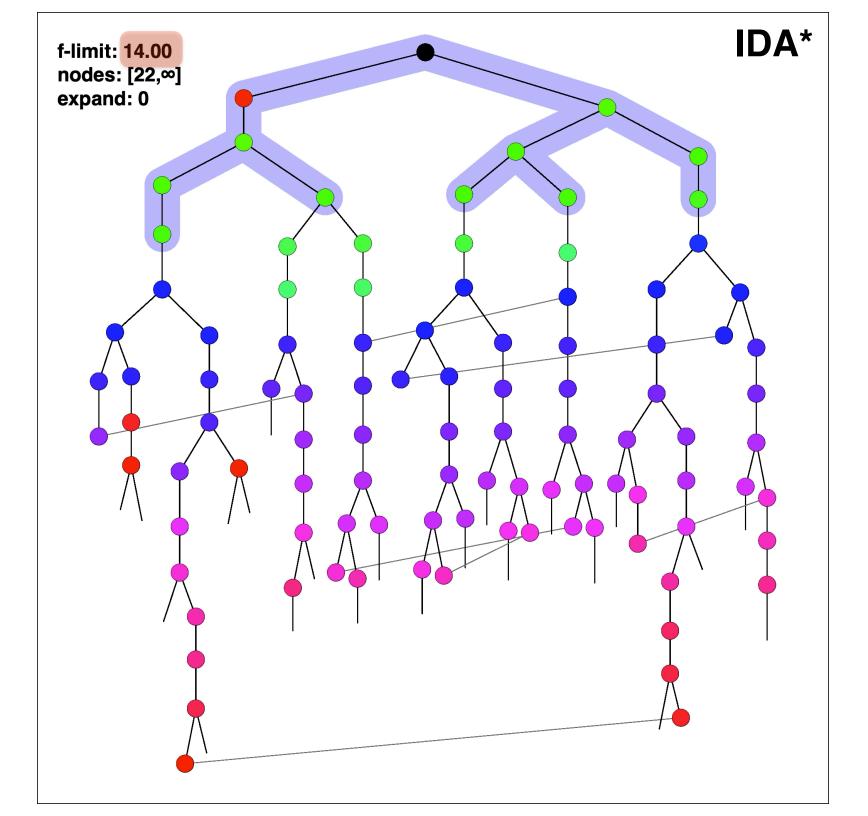
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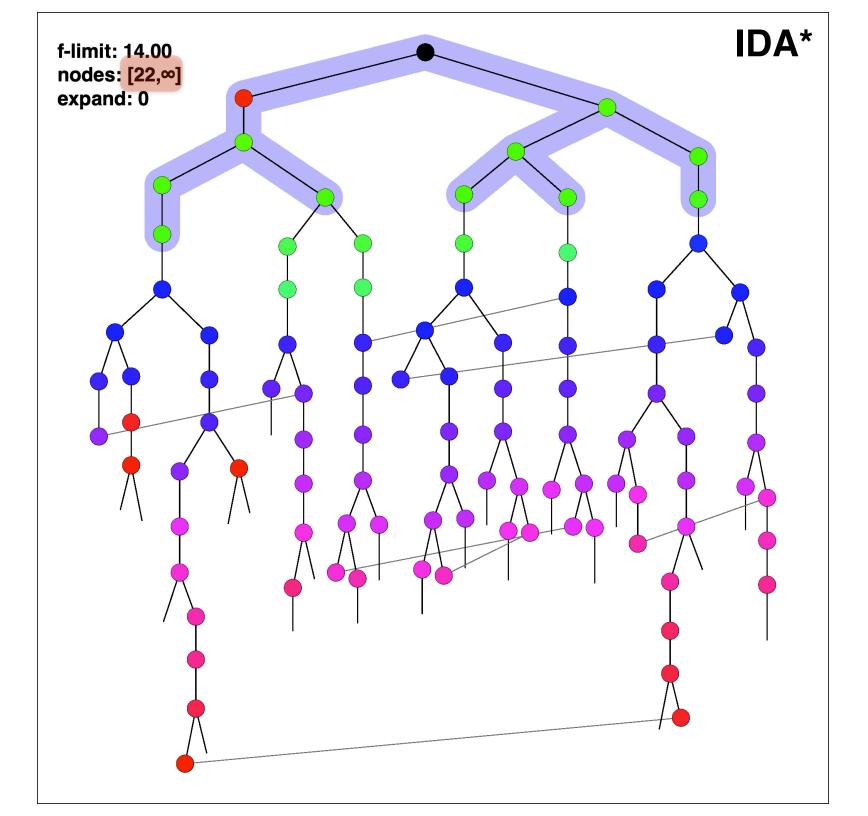


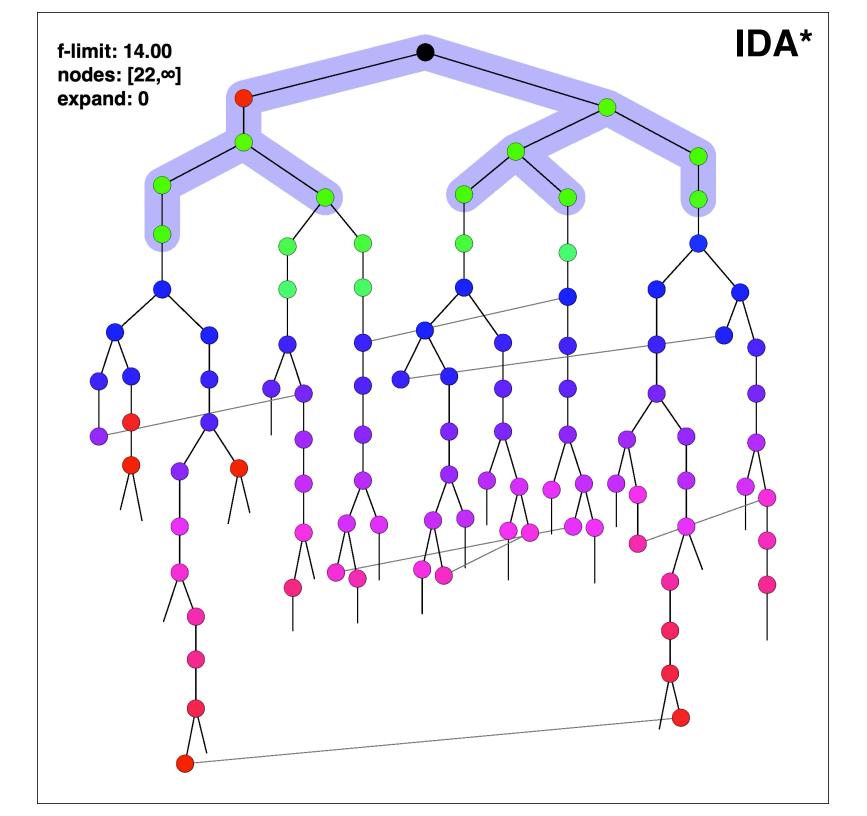


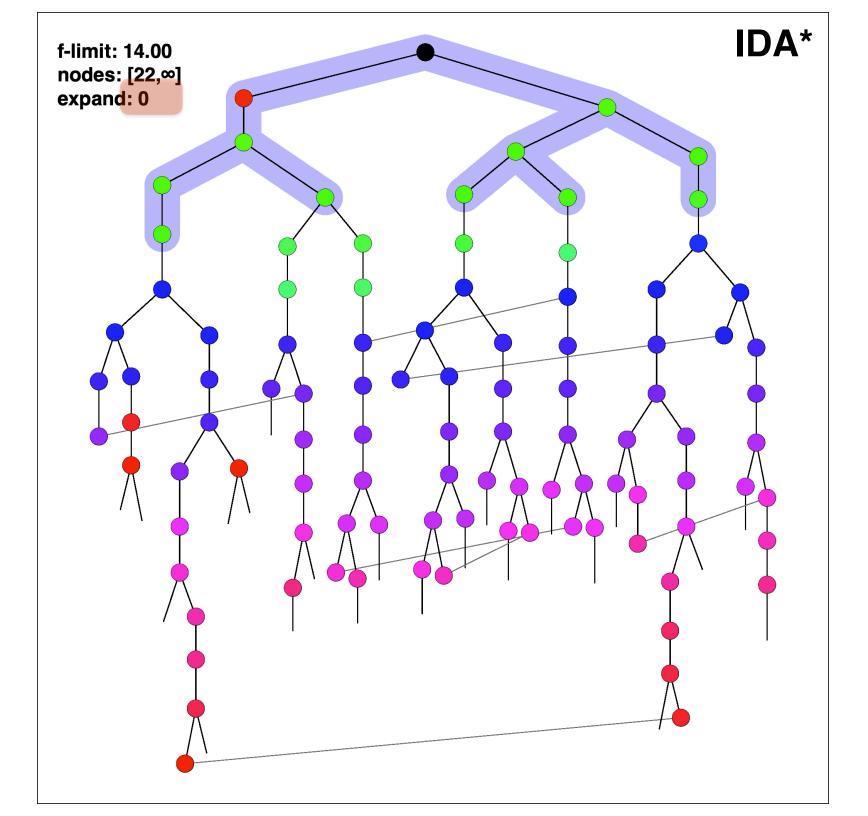


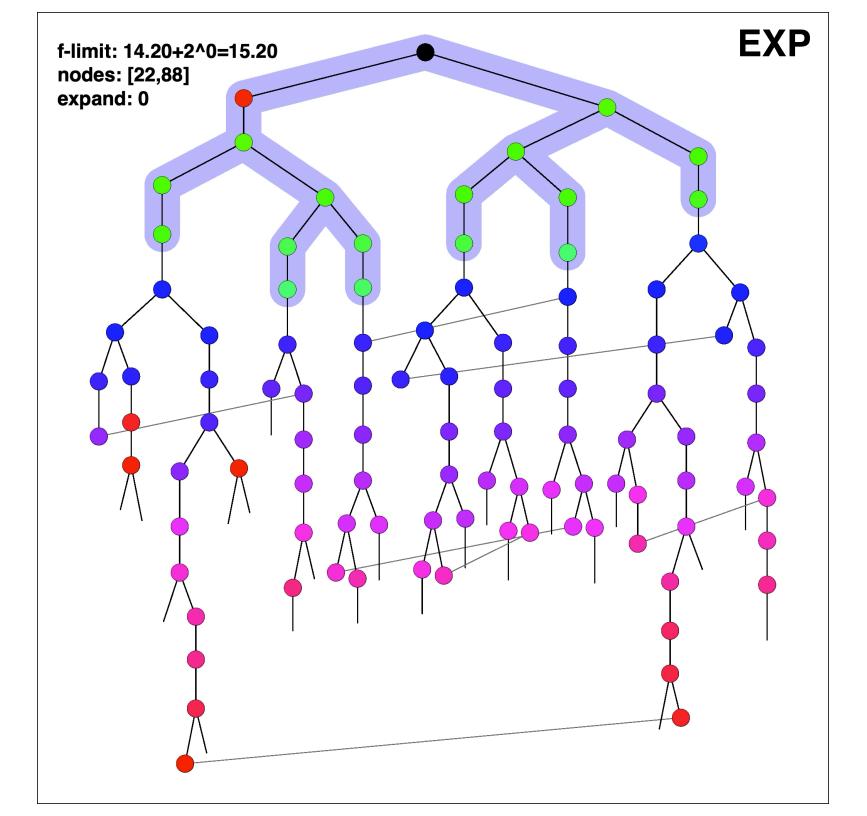


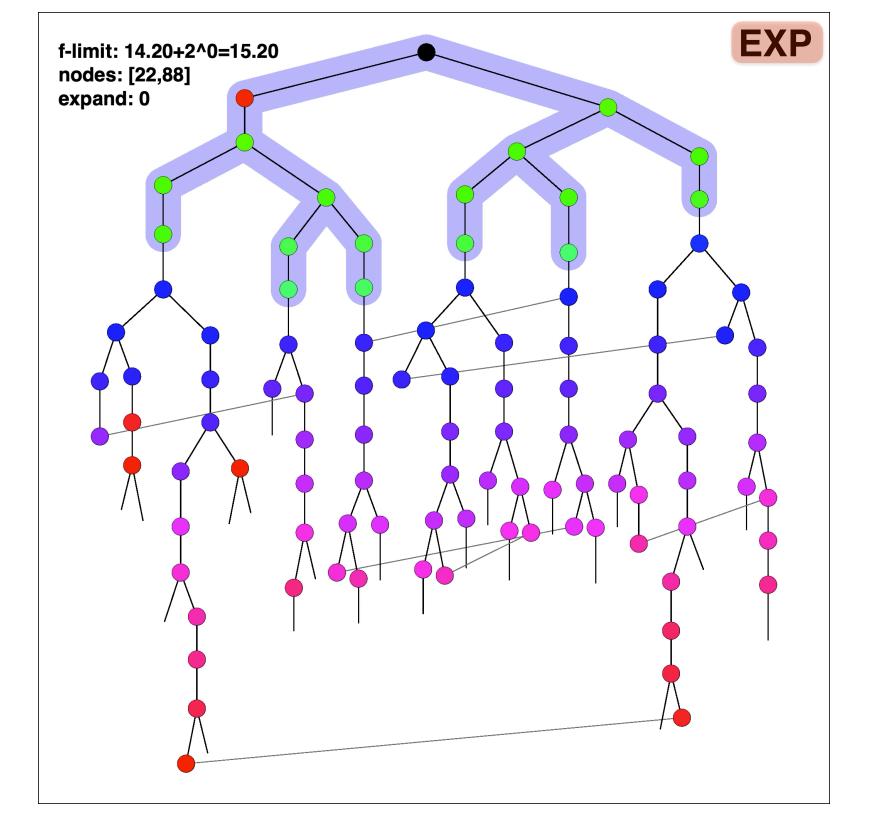


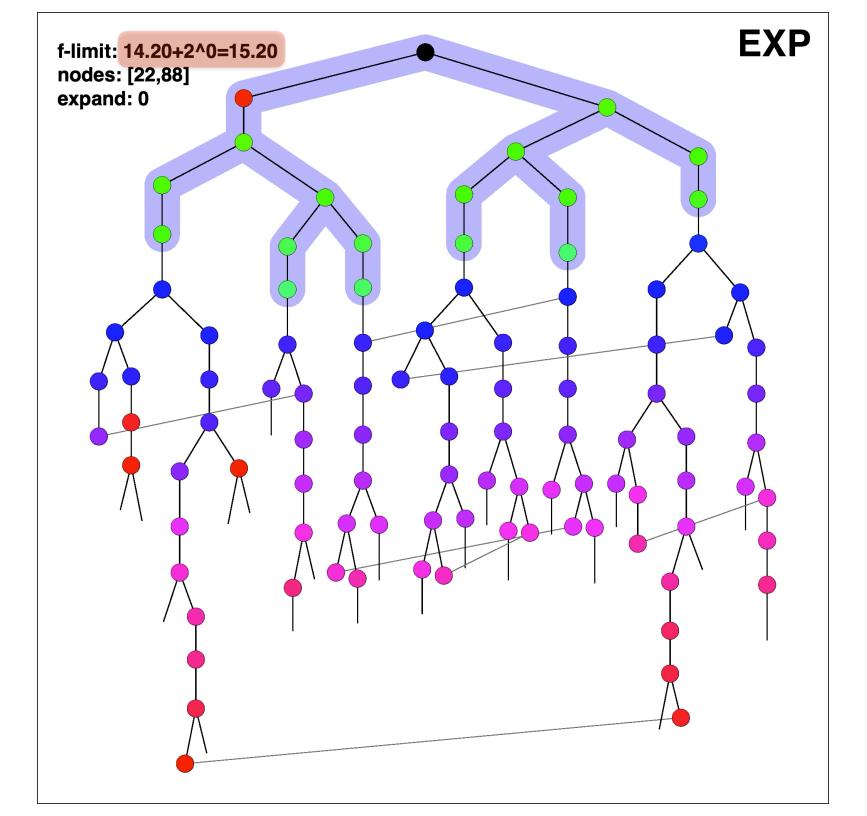


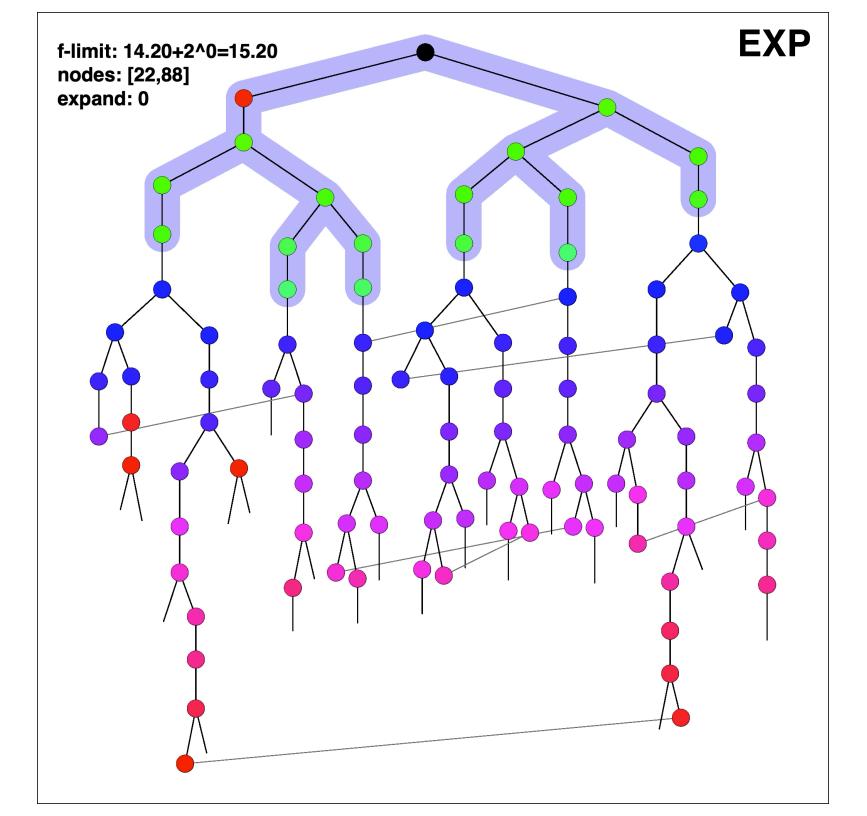


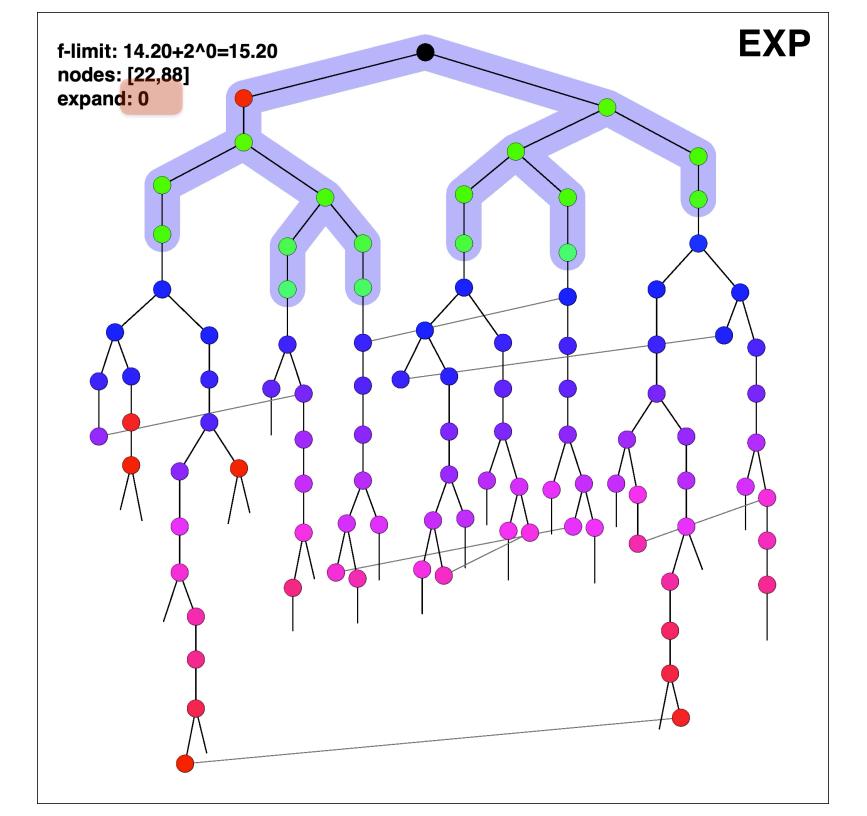


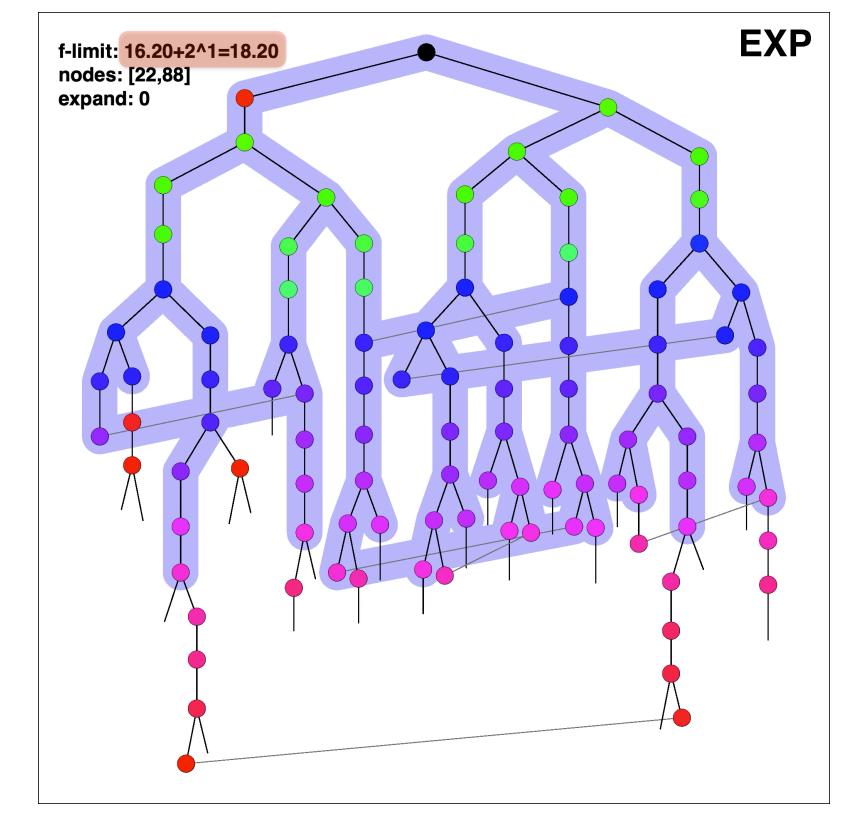


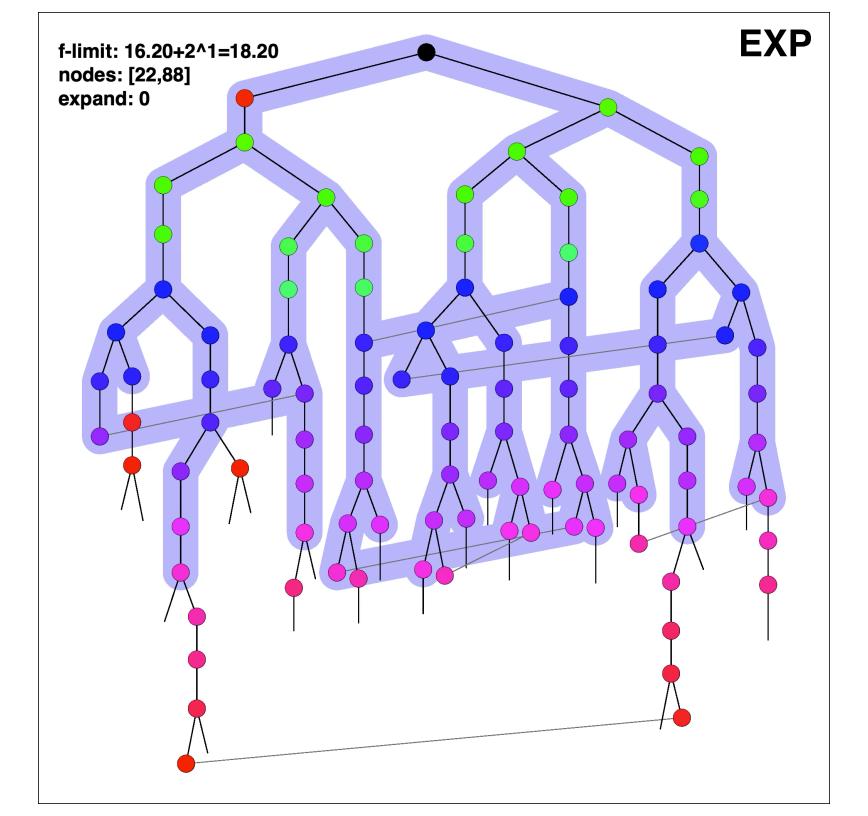


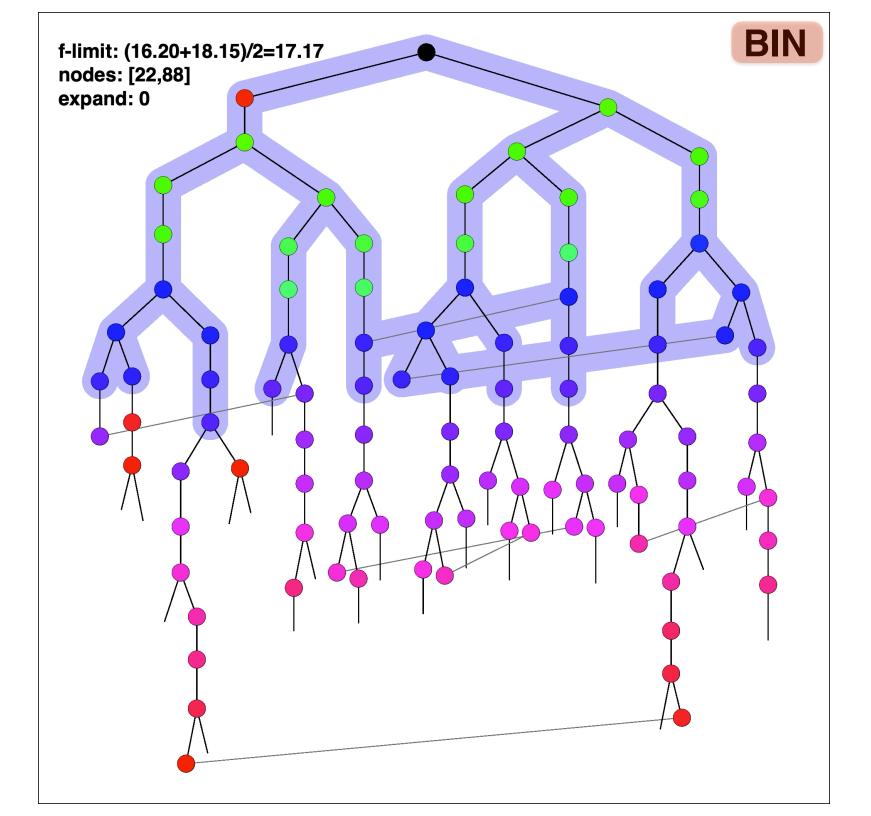


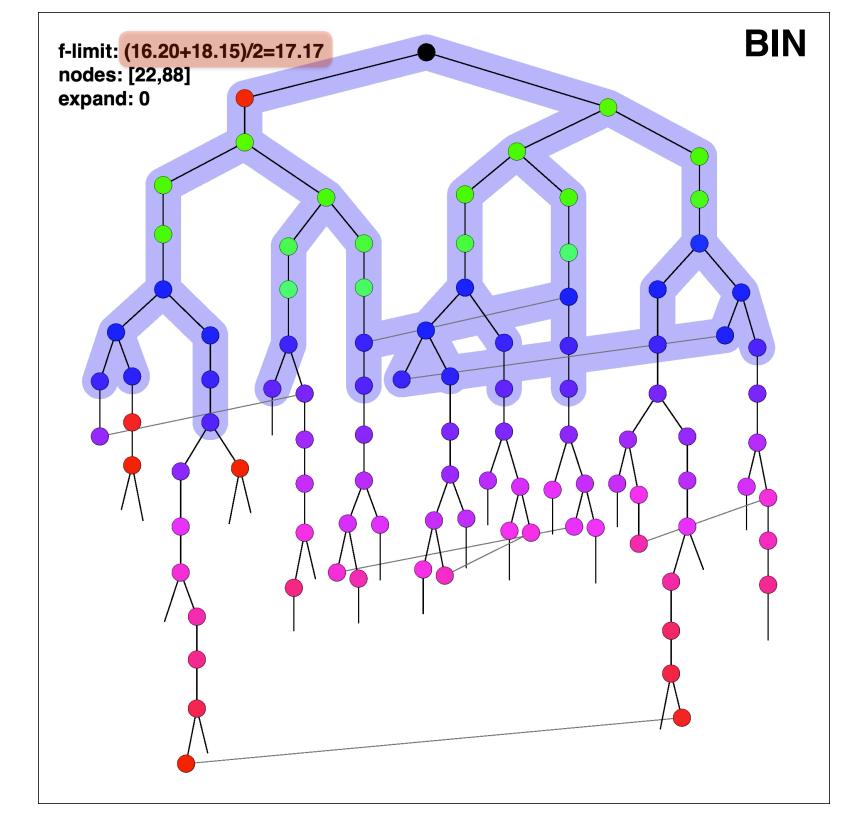


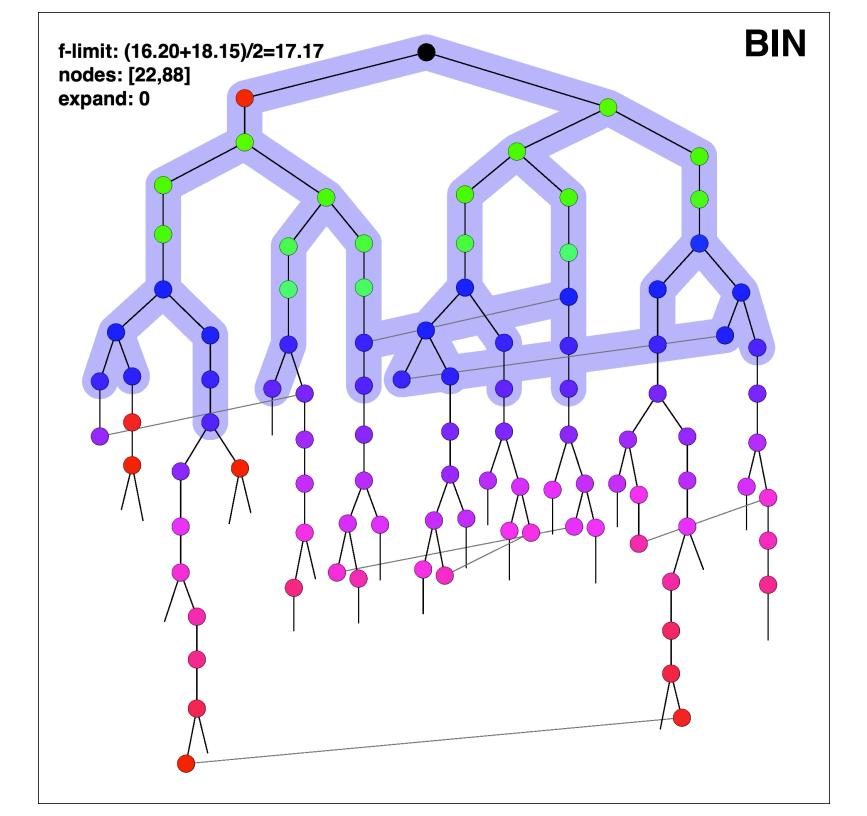








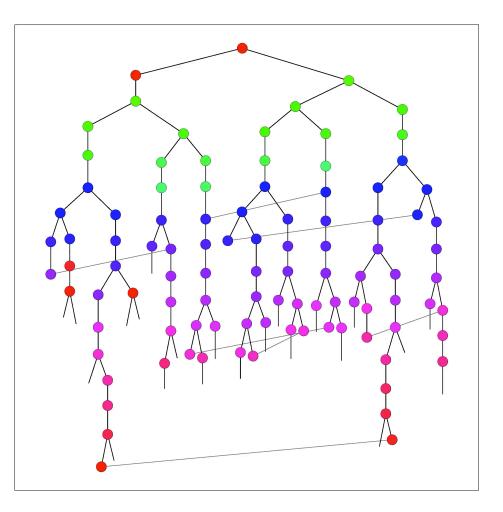


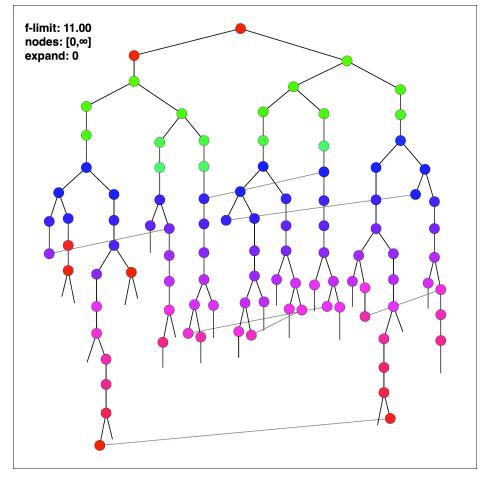


### How does BTS work? IDA\* With budget { Exponential Search Binary Search

### IDA\*

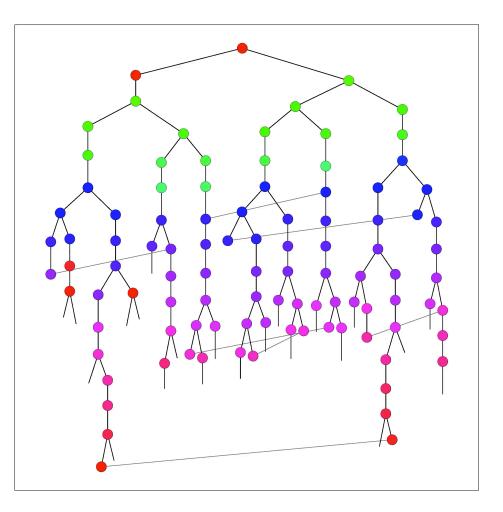
#### BTS\*

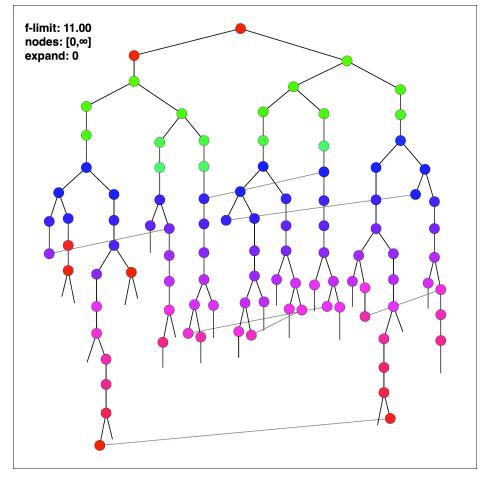




### IDA\*

#### BTS\*





# Conclusions

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- Demos & videos online:
  - https://www.movingai.com/SAS/
  - https://www.movingai.com/SAS/BTS/