



Metareasoning for Anytime Algorithms

- Anytime Algorithms iteratively improve solutions
- **Time-dependent Utility (TDU):** solution quality + compution-time cost



- Metareasoning with Deep RL: Control hyperparameters and optimal stopping point online, based on internal state features of an execution.
- **Decision Theoretic**: Rewards improvement in TDU to **optimize final TDU**.



Figure: Quality-time tradeoff with AWA* weight w. Higher weights lead to better quality in short-term.

Tuning the Hyperparameters of Anytime Planning: A Metareasoning Approach with Deep Reinforcement Learning

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Metareasoning for Anytime Weighted A*: Experiments

- Time cost: exponential in time t until deadline $\tau = 1$ second
- Baslines: i) Static, ii) DEC: decreases w after each solution and executes until τ .
- Metareasoning $D_{QN_{\tau}}$: Adjusts w and executes until deadline τ
- Metareasoning DQN(t): Adjusts w and can interrupt before deadline.



Figure: Box plots for final time-dependent utilities for each approach over all instances of *Sliding* Puzzle, Inverse Sliding Puzzle, Travelling Salesman Problem, Grid Navigation Problem

Metareasoning for Anytime Weighted A*: Analysis



Figure: (a) Training curve for DQN on *Sliding Puzzle* domain. Initially, DQN appears to focus on learning to improve solution quality and later, focus on learning to reduce compution time. (b) Sensitivity of the trained DQN network to various features, in decreasing order: quality q, instance starting state heuristic h_0 , weight w, compution time t, and various statistics of the open list.

- Adjustables: Growth Factor, Focus Region
- Deadline: 1000 samples





region to guide the tree to the goal.





Metareasoning for Path Planning with RRT*

Figure: Average quality vs compution time for DQN and static growth-factor approaches

Figure: Snapshots from an instance of the **metareasoner biasing tree growth** by moving focus