

# Constraint Programming

## Constraint Programming

- *Basic idea*: Programming with constraints, i.e. constraint solving embedded in a programming language
- *Constraints*: linear, non-linear, finite domain, Boolean, ...
- *Programming*: logic, functional, object-oriented, concurrent, imperative/declarative, ...
- Mathematical programming vs. computer programming
- *Systems*: Prolog III/IV, CHIP, ECLIPSE, ILOG, CHOCO, Gecode, JaCoP, MiniZinc, ...

**Recommended reading:** Lustig/Puget'01

## Finite Domain Constraints

### Constraint satisfaction problem (CSP)

- $n$  variables  $x_1, \dots, x_n$
- For each variable  $x_j$  a *finite domain*  $D_j$  of possible values, often  $D_j \subset \mathbb{N}$ .
- $m$  constraints  $C_1, \dots, C_m$ , where  $C_i \subseteq D_{i_1} \times \dots \times D_{i_{k_i}}$  is a relation between  $k_i$  variables  $x_{i_1}, \dots, x_{i_{k_i}}$ . Write also  $C_{i_1, \dots, i_{k_i}}$ .
- A *solution* is an assignment of a value  $v_j \in D_j$  to  $x_j$ , for each  $j = 1, \dots, n$ , such that all relations  $C_i$  are satisfied.

## Coloring Problem

- Decide whether a map can be colored by 3 colors such that neighboring regions get different colors.
- For each region a variable  $x_j$  with domain  $D_j = \{\text{red, green, blue}\}$ .
- For each pair of variables  $x_i, x_j$  corresponding to two neighboring regions, a constraint  $x_i \neq x_j$ .
- NP-complete problem.

## Resolution by Backtracking

- Instantiate the variables in some order.
- As soon as all variables in a constraint are instantiated, determine its truth value.
- If the constraint is not satisfied, backtrack to the last variable whose domain contains unassigned values, otherwise continue instantiation.

## Efficiency Problems

1. If the domain  $D_j$  of a variable  $x_j$  contains a value  $v$  that does not satisfy  $C_j$ , this will be the cause of repeated instantiation followed by immediate failure.
2. If we instantiate the variables in the order  $x_1, x_2, \dots, x_n$ , and for  $x_i = v$  there is no value  $w \in D_j$ , for  $j > i$ , such that  $C_{ij}(v, w)$  is satisfied, then backtracking will try all values for  $x_j$ , fail and try all values for  $x_{j-1}$  (and for each value of  $x_{j-1}$  again all values for  $x_j$ ), and so on until it tries all combinations of values for  $x_{i+1}, \dots, x_j$  before finally discovering that  $v$  is not a possible value for  $x_j$ .

The identical failure process may be repeated for all other sets of values for  $x_1, \dots, x_{i-1}$  with  $x_i = v$ .

## Local Consistency

- Consider CSP with unary and binary constraints only.
- *Constraint graph*  $G$ 
  - For each variable  $x_i$  a node  $i$ .
  - For each pair of variables  $x_i, x_j$  occurring in the same binary constraint, two arcs  $(i, j)$  and  $(j, i)$ .
- The node  $i$  is *consistent* if  $C_i(v)$ , for all  $v \in D_i$ .
- The arc  $(i, j)$  is *consistent*, if for all  $v \in D_i$  with  $C_i(v)$  there exists  $w \in D_j$  with  $C_j(w)$  such that  $C_{ij}(v, w)$ .
- The graph is *node consistent* resp. *arc consistent* if all its nodes (resp. arcs) are consistent.

## Arc Consistency

**Algorithm AC-3** (Mackworth 77) :

```

begin
  for  $i \leftarrow 1$  until  $n$  do  $D_i \leftarrow \{v \in D_i \mid C_i(v)\}$ ;
   $Q \leftarrow \{(i, j) \mid (i, j) \in \text{arcs}(G), i \neq j\}$ 
  while  $Q$  not empty do
    begin
      select and delete an arc  $(i, j)$  from  $Q$ ;
      if REVISE( $i, j$ ) then
         $Q \leftarrow Q \cup \{(k, i) \mid (k, i) \in \text{arcs}(G), k \neq i, k \neq j\}$ 
    end
  end
end

```

## Arc Consistency <sup>(2)</sup>

```

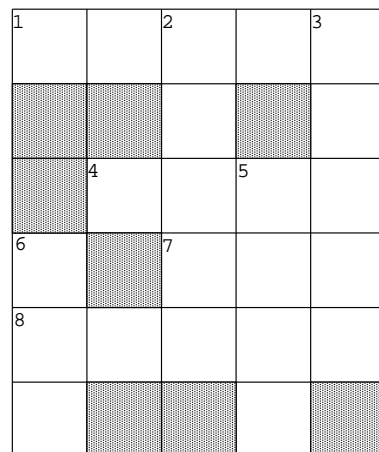
procedure REVISE( $i, j$ ) :
begin
  DELETE  $\leftarrow$  false
  for each  $v \in D_i$  do
    if there is no  $w \in D_j$  such that  $C_{ij}(v, w)$  then
      begin
        delete  $v$  from  $D_i$ ;
        DELETE  $\leftarrow$  true
      end;
  return DELETE
end

```

*Complexity:*  $O(d^3 e)$ , with  $d$  an upper bound on the domain size and  $e$  the number of binary constraints, can be improved to  $O(d^2 e)$ .

## Crossword Puzzle

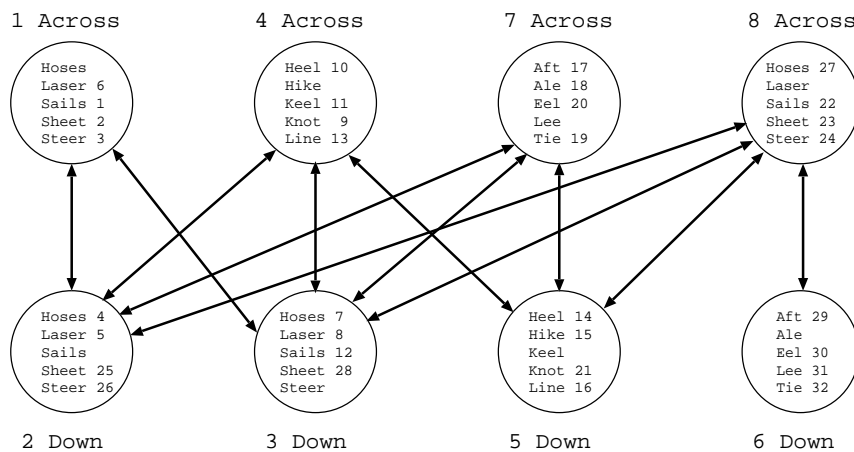
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### Word List

Aft	Laser
Ale	Lee
Eel	Line
Heel	Sails
Hike	Sheet
Hoses	Steer
Keel	Tie
Knot	

## Solution



## Lookahead

Apply local consistency dynamically during search

- *Forward Checking*: After assigning to  $x$  the value  $v$ , eliminate for all uninstantiated variables  $y$  the values from  $D_y$  that are incompatible with  $v$ .
- *Partial Lookahead*: Establish arc consistency for all  $(y, y')$ , where  $y, y'$  have not been instantiated yet and  $y$  will be instantiated before  $y'$ .
- *Full Lookahead*: Establish arc consistency for all uninstantiated variables.