

Discrete Optimization

Constraint Programming: Part IV

Goals of the Lecture

- ▶ Illustrating the rich modeling language of constraint programming
- ▶ Key aspect of constraint programming
 - ability to state complex, idiosyncratic constraints

Global Constraints

- ▶ Critical features of constraint programming
 - capture combinatorial substructures arising in many applications

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- ▶ **Critical features of constraint programming**
 - capture combinatorial substructures arising in many applications
- ▶ **Modeling**
 - make modeling easier and more natural
- ▶ **Problem solving**
 - convey the problem structure to the solver that does not have to rediscover it
 - give the ability to exploit dedicated algorithms

Global Constraints – AllDifferent

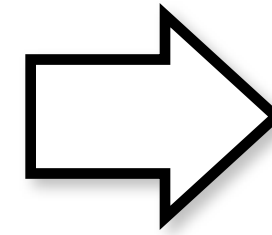
- ▶ `alldifferent(x1, ..., xn)`
 - specifies that x_1, \dots, x_n take values that are different

```
range R = 1..8;  
var{int} row[R] in R;  
solve {  
    forall(i in R, j in R: i < j) {  
        row[i] ≠ row[j];  
        row[i] + i ≠ row[j] + j;  
        row[i] - i ≠ row[j] - j;  
    }  
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```

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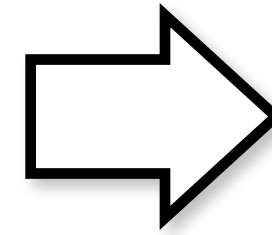


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range R = 1..8;  
var{int} row[R] in R;  
solve {  
  alldifferent(row);  
  alldifferent(all(i in R) row[i]+i);  
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}
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array comprehension: collect all the elements in an array

Why global constraints?

► Given

- a constraint $c(x_1, \dots, x_n)$
- x_1 in D_1 , ..., x_n in D_n

► Feasibility testing

- Can I find values in the variable domains such that the constraint holds?

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$$c(x_1, \dots, x_n)$$

$$D_1 = D(x_1), \dots, D_n = D(x_n)$$

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$$\exists v_1 \in D_1, \dots, v_n \in D_n : \\ c(x_1 = v_1, \dots, x_n = v_n) = \text{true}$$

Why Global Constraints?

► Given

- a constraint $\text{alldifferent}(x_1, \dots, x_3)$
- x_1 in $[1..2]$, ..., x_3 in $[1..2]$

► Is this feasible?

- No, only two values for 3 variables (pigeon hole principle)

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$\text{alldifferent}(x_1, x_2, x_3)$

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Global constraints make it possible to discover infeasibilities earlier

► **However** $x_1 \neq x_2, x_2 \neq x_3, x_3 \neq x_1$

$\exists v_1 \in D_1, \dots, v_n \in D_n :$

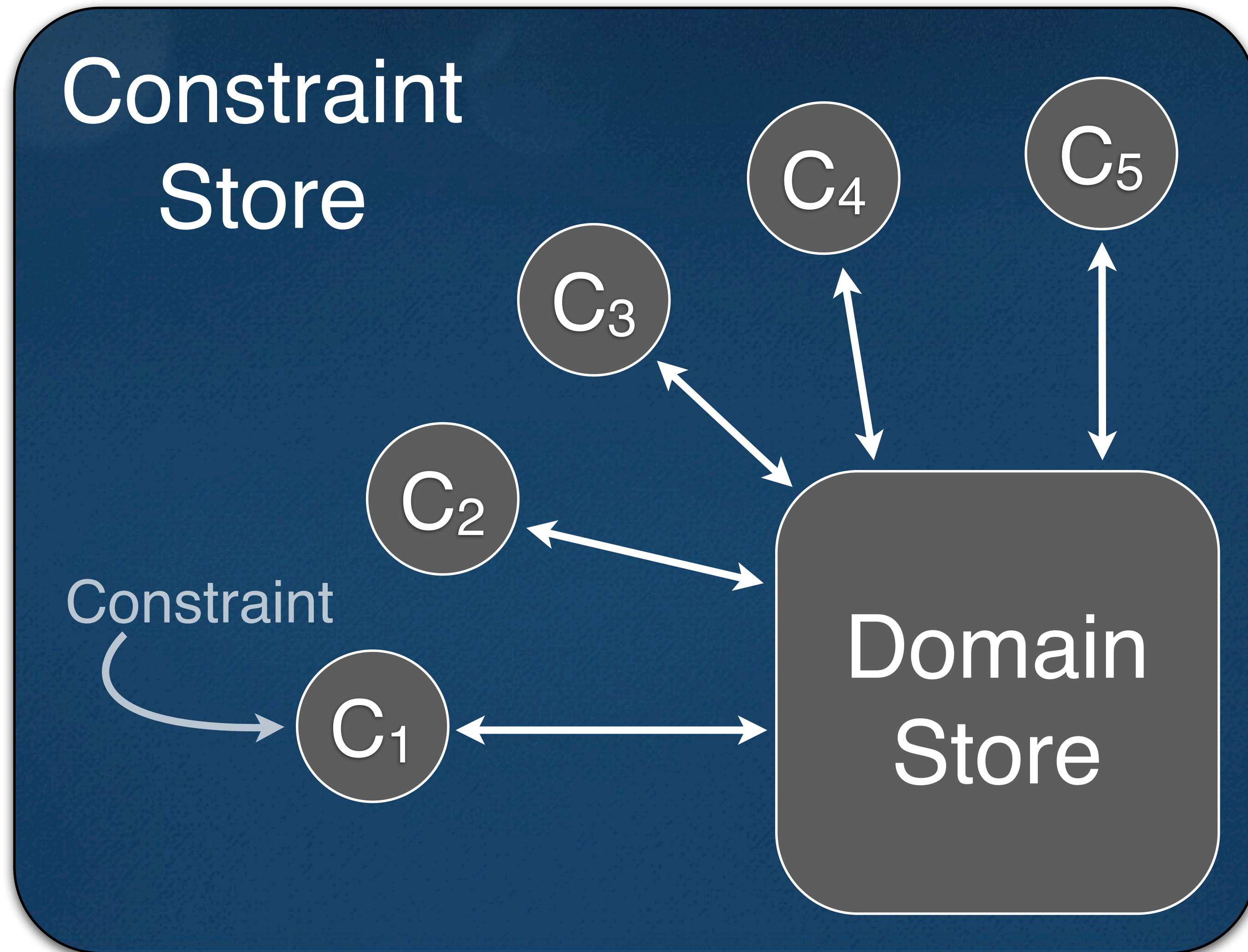
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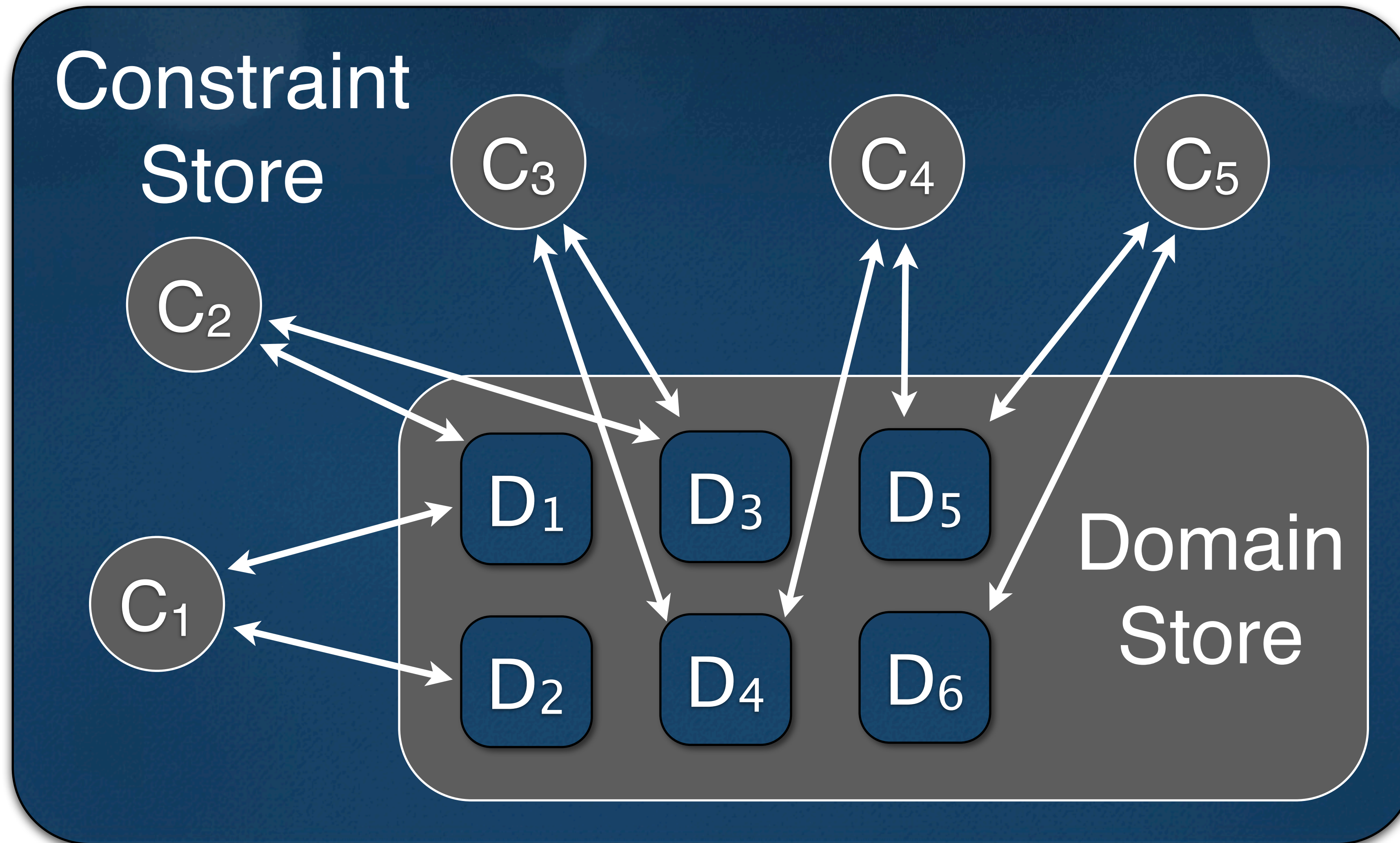
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Computational Paradigm

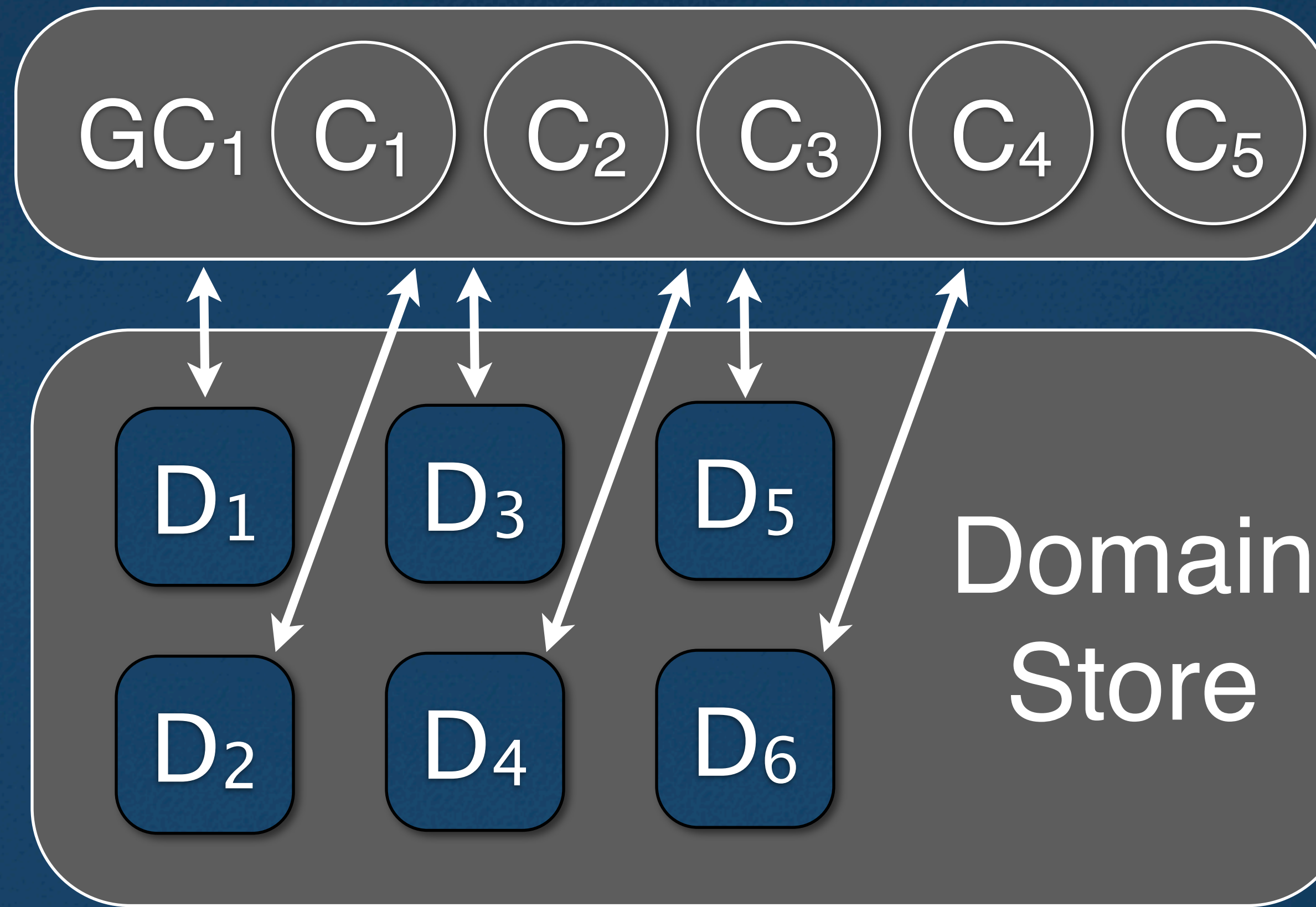


Computational Paradigm



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Constraint Store



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 - x_1 in D_1 , ..., x_n in D_n
- ▶ Pruning

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- Given v_i in D_i , does there exist a solution such that $x_i = v_i$?

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given: $v_i \in D_i, x_i = v_i$

$$\begin{aligned} &\exists v_1 \in D_1, \dots, v_{i-1} \in D_{i-1}, \\ &\quad v_{i+1} \in D_{i+1}, \dots, v_n \in D_n : \\ &\quad c(x_1 = v_1, \dots, x_n = v_n) = \text{true} \end{aligned}$$

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$$x_3 \neq 1 \quad x_3 \neq 2$$

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- Do not produce any pruning

Why Global Constraints?

Global constraints make it possible to prune the search space more.

$\text{alldifferent}(x_1, \dots, x_n)$

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► Pruning?

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Why Global Constraints?

- ▶ The million-dollar question
 - Can we detect feasibility and prune global constraints efficiently?

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- ▶ The million-dollar question
 - Can we detect feasibility and prune global constraints efficiently?
- ▶ It depends on the constraint obviously
 - sometimes we can
 - sometimes we need to relax our standards
 - the pruning may be suboptimal
 - the pruning may take exponential time
 -

Sudoku

			1		2	9		
				9		3		1
					8			6
				3				
	6	2						
	7	9		1	6			
		8		6				7
		4				1	9	
					4		2	

Sudoku

```
range R = 1..9;
var{int} s[R,R] in R;
solve {
  //constraints on fixed positions
  forall(i in R)
    alldifferent(all(j in R) s[i,j]);
  forall(j in R)
    alldifferent(all(i in R) s[i,j]);
  forall(i in 0..2,j in 0..2)
    alldifferent(all(r in i*3+1..i*3+3,
                          c in j*3+1..j*3+3) s[r,c]);
}
```

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Sudoku

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		4		2		1	9	
					4		2	

Sudoku

8	3	6	1		2	9		4
2	4		6	9		3	8	1
	9		3	4	8	2		6
	8			3			6	
	6	2					1	
	7	9		1	6		4	
9	2	8	5	6	1	4	3	7
6	5	4	7	2	3	1	9	8
7	1	3	9	8	4		2	5

Sudoku

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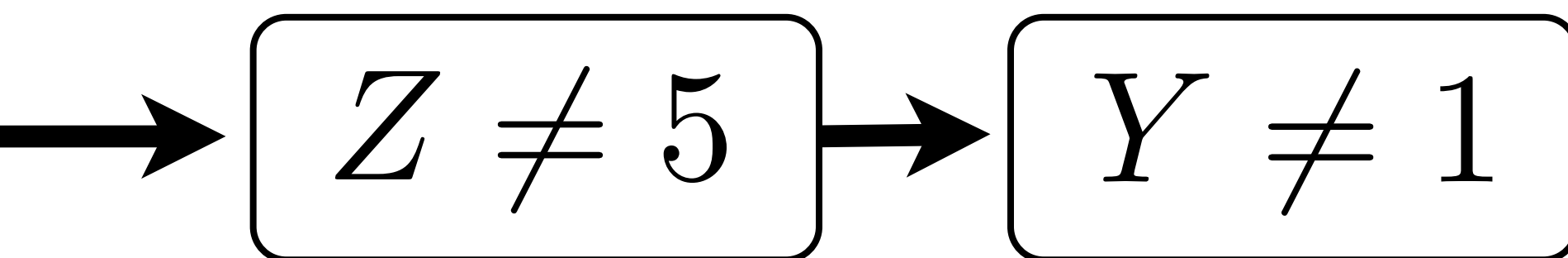
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Finding Optimal Solutions

```
enum Countries = { Belgium, Denmark, France,  
                  Germany, Netherlands, Luxembourg };  
var{int} color[Countries] in 1..4;  
minimize  
  max(c in Countries) color[c]  
subject to {  
  color[Belgium] ≠ color[France];  
  color[Belgium] ≠ color[Germany];  
  color[Belgium] ≠ color[Netherlands];  
  color[Belgium] ≠ color[Luxembourg];  
  color[Denmark] ≠ color[Germany];  
  color[France] ≠ color[Germany];  
  color[France] ≠ color[Luxembourg];  
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}
```


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 - feasibility

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 - feasibility
- ▶ How to optimize?
 - Solve a sequence of satisfaction problems
 - Find a solution
 - Impose a constraint that the next solution must be better
- ▶ Guaranteed to find an optimal solution
 - at least theoretically
 - strong when the new constraint reduces the search space
 - scheduling problems are good examples