



ST. FRANCIS XAVIER
UNIVERSITY

CSCI-564

CONSTRAINT PROCESSING AND HEURISTIC SEARCH

LECTURE 20 – CONSTRAINT PROCESSING

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Constraint Processing

- What is a **constraint**?
 - A constraint is a **restriction on a space of possibilities**.
 - It is a piece of knowledge that narrows the scope of this space.
- Do you have any example of a constraint?
 - The amount of memory in a PC.
 - The number of seats in a car.
 - Hours in a day.
 - Money in the bank.





Constraint Processing

- So, we're always solving **constraint satisfaction problem**:
 - Saving money but still going in vacation.
 - Etc.
- Try to think about the **complexity of the problem** when the **number of constraints and variables grow**.
 - Any example of hard constraint problem (for a human)?
 - Optimal seating arrangement for a dinner party.
 - It can be complicated.





Constraint Processing

- Now imagine **the difficulty in scheduling classrooms for the fall term.**
- What **constraint do we have?**
 - A classroom for every course.
 - Only one class per classroom simultaneously.
 - No professor can teach in two different classroom at the same time.
 - No class during the night.
 - The capacity of the classroom.
 - Some class cannot be scheduled at the same time.
 - Etc.





Constraint Processing

- It is a problem very hard for a group of human.
- But is it for a computer?
 - Yes, in **general it is NP-Hard**.
- You cannot expect to design algorithms that scale efficiently for every problem.





Constraint Processing

- But!
 - We can identify **special properties** of a problem **class**.
 - Help to design **general algorithm** that are **efficient for this class**.
- Algorithms have been developed for **restricted subclasses**.
 - Solve them **efficiently**.
 - Or propose a **good approximation**.
 - They are called **tractable classes**.





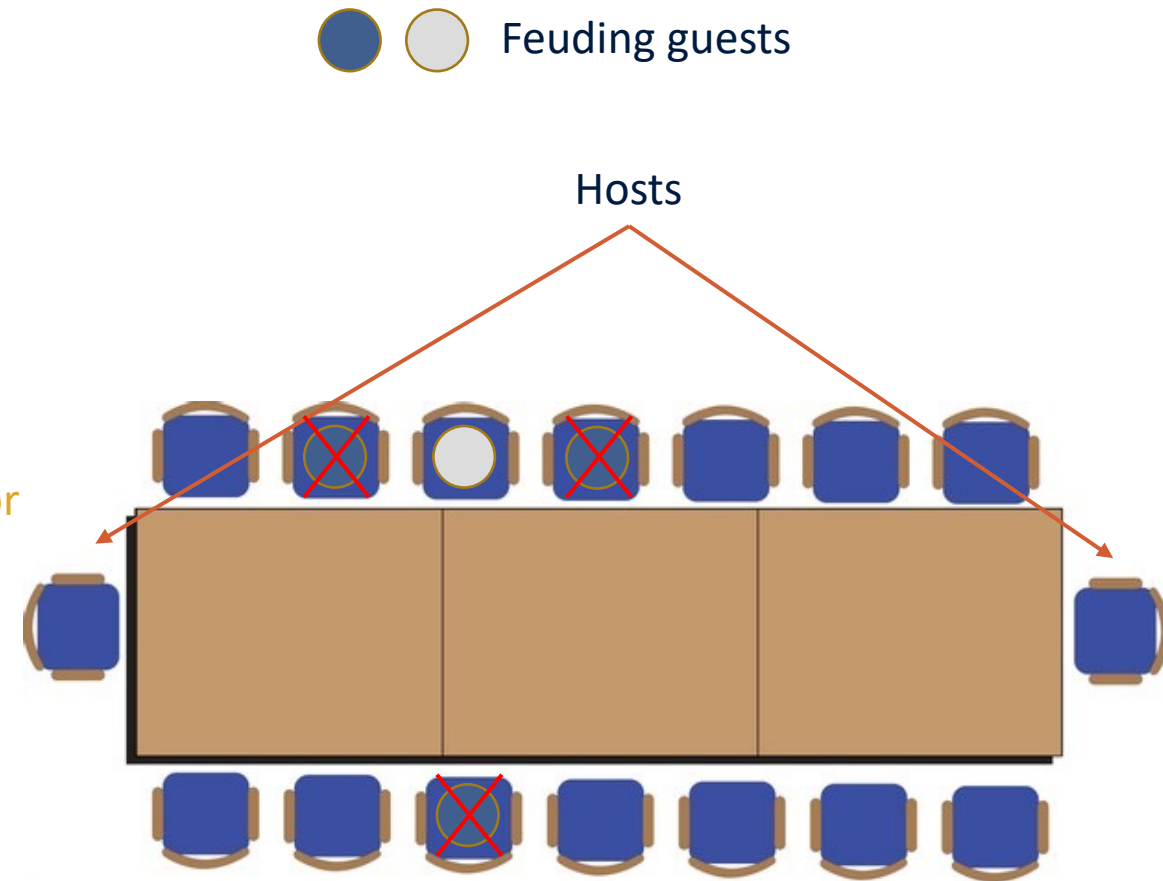
Constraint Processing

- **Constraint satisfaction problems (CSP)** includes two important components:
 - Variable and domains.
 - Constraints.
- **Variables:**
 - Objects or items that can take on a **variety of values**. (Like in math).
 - The set of possible values for a variable is called its **domain**.
- **Constraints:**
 - Rules that impose a **limitation on the values** that a variable may be assigned.



Constraint Processing

- **Example: Seating arrangement.**
 - What would be the variables?
 - Chairs.
 - What would be the domain?
 - The list of guests.
 - Same domain for each variable.
 - What are the constraints?
 - The hosts must sit at the two ends of the table.
 - Two feuding guests must not be placed next to or directly opposite one another.





Constraint Processing

- There is often **more than one way to model a problem.**
- In the previous example:
 - Variables could be the guests.
 - And the domain the chairs.
 - In this example it doesn't make any difference.
- However, in other problem (more complex) some model make it **easier to obtain a solution.**





Constraint Processing

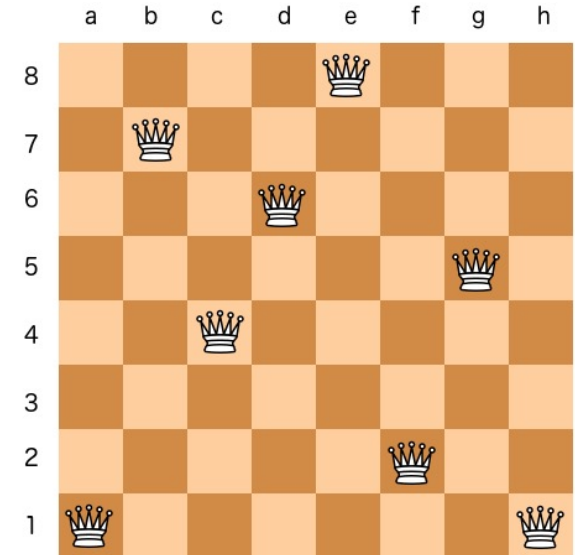
- Constraint problems are often referred as **constraint network**.
 - The **constraints dependency structure** are captured naturally with a network.
- Do you think that CSP is just about finding a solution?
 - Determine **whether a solution exist**.
 - Finding **one or all** solution.
 - Finding the **optimal** solution.
 - Determine if a partial solution can be extended to a full solution.





N-Queens Problem

- First example (Informal).
- Variables:
 - One for each column.
 - x_1, \dots, x_n .
- Domains:
 - Possible row positions.
 - $D_i = \{1, \dots, n\}$
- Constraints:
 - On each pair of columns, two queens must not share
 - A row
 - Or a diagonal





Constraint Processing

- A **constraint network** $R = (X, D, C)$
 - A set of **finite variables** $X = \{x_1, \dots, x_n\}$
 - A set of **domains** $D = \{D_1, \dots, D_n\}$
 - Where $D_i = \{v_1, \dots, v_k\}$
 - A set of **constraints** $C = \{C_1, \dots, C_n\}$
 - Where $C_i = (S_i, R_i)$, R_i expresses allowed tuples called **scope**.
- A **solution** is an assignment to all variables that **satisfies all constraints** (join of all relations).





N -Queens Problem

- We define our constraint network $R = (X, D, C)$.
 - $X = \{x_1, x_2, x_3, x_4\}$
 - $D = \{1, 2, 3, 4\}$
 - $C = \{R_{12}, R_{13}, R_{14}, R_{23}, R_{24}, R_{34}\}$
 - On each pair of columns, two queens must not share a row or a diagonal

$$R_{12} = \{\}$$

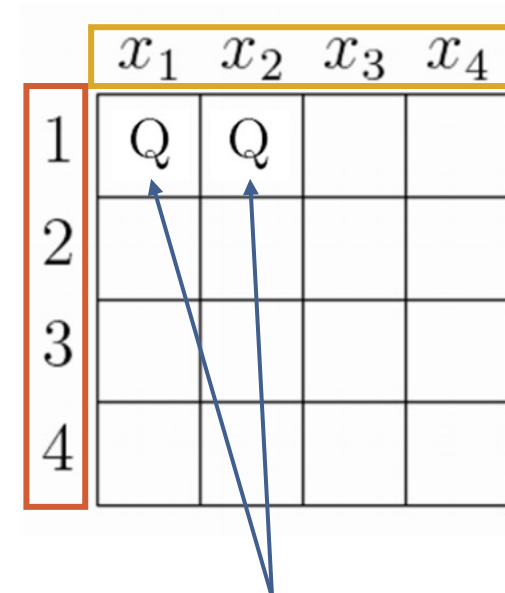
	x_1	x_2	x_3	x_4
1				
2				
3				
4				



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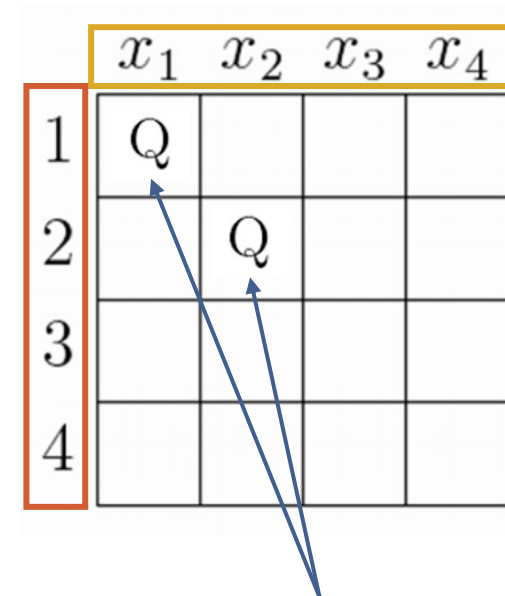
Share a row.



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Share a diagonal.



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$$R_{12} = \{(1,3)\}$$

	x_1	x_2	x_3	x_4
1	Q			
2				
3		Q		
4				

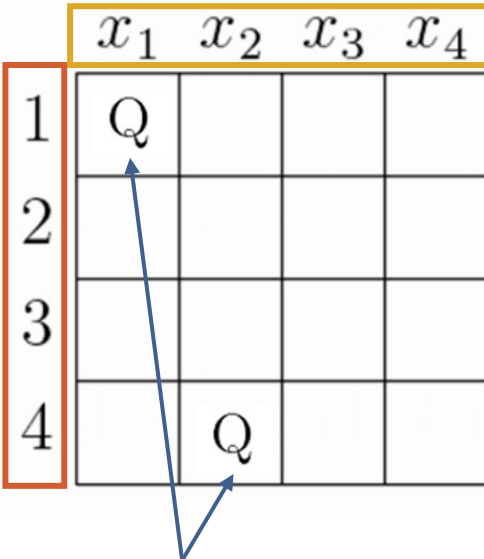
Respect the constraint.

N -Queens Problem

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$$R_{12} = \{(1,3), (1,4)\}$$

	x_1	x_2	x_3	x_4
1	Q			
2				
3				
4		Q		



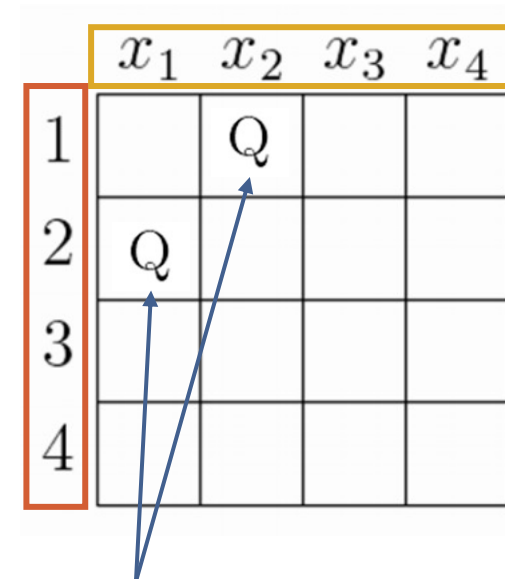
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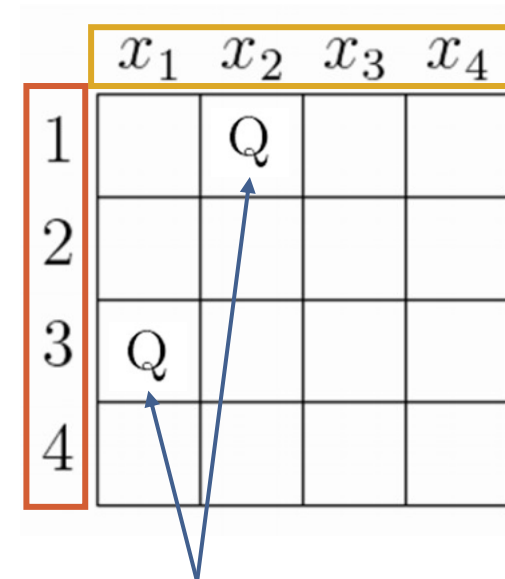
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$$R_{12} = \{(1,3), (1,4), (3,1)\}$$



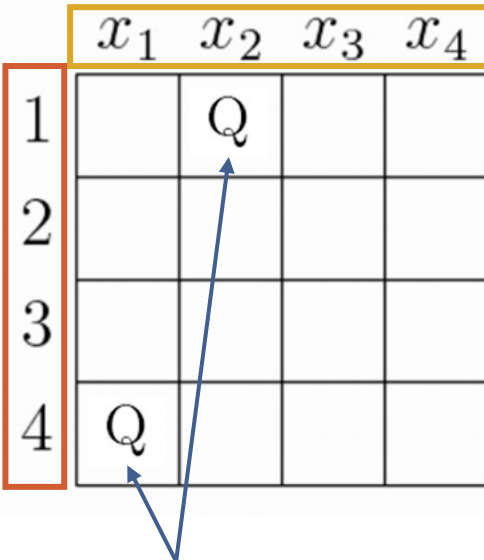
Respect the constraints

N -Queens Problem

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$$R_{12} = \{(1,3), (1,4), (3,1), (4,2)\}$$

	x_1	x_2	x_3	x_4
1		Q		
2				
3				
4	Q			



Respect the constraints

N -Queens Problem

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	x_1	x_2	x_3	x_4
1				
2		Q		
3				
4	Q			

Respect the constraints



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	x_1	x_2	x_3	x_4
1				
2				
3		Q		
4	Q			

Share a diagonal.





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	x_1	x_2	x_3	x_4
1				
2				
3				
4	Q	Q		

Share a row.





N -Queens Problem

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$$R_{12} = \{(1,3), (1,4), (3,1), (4,2), (4,3)\}$$

$$R_{13} = \{(1,2), (1,4), (2,1), (2,3), (3,2), (3,4), (4,1), (4,3)\}$$

$$R_{14} = \{(1,2), (1,3), (2,1), (2,3), (2,4), (3,1), (3,2), (3,4), (4,2), (4,3)\}$$

$$R_{23} = \{(1,3), (1,4), (2,4), (3,1), (4,1), (4,2)\}$$

$$R_{24} = \{(1,2), (1,4), (2,1), (2,3), (3,2), (3,4), (4,1), (4,3)\}$$

$$R_{34} = \{(1,3), (1,4), (2,4), (3,1), (4,1), (4,2)\}$$

	x_1	x_2	x_3	x_4
1				
2				
3				
4				





Solutions of a Constraint Network

- When a **variable is assigned a value**, we say that the variable has been **instantiated**.
- An instantiation of a set of variables $\{x_{i_1}, \dots, x_{i_k}\}$ is a tuple of ordered pairs $\left((x_{i_1}, a_{i_1}), \dots, (x_{i_k}, a_{i_k}) \right)$
 - Where each pair (x, a) represents the assignment of value a to x .
 - We can abbreviate $\bar{a} = \{a_1, \dots, a_i\}$.





Solutions of a Constraint Network

- **Satisfying constraint:**
 - An instantiation satisfies a constraint (S, R) iff
 - It is defined over all the variables in S
 - And the components of the tuple \bar{a} are present in the relation R
- **Example:**
 - Let $R_{xyz} = \{(1,1,1), (1,0,1), (0,0,0)\}$
 - An instantiation \bar{a} with a scope $\{x, y, z, t\}$, such $\bar{a} = \{(x, 1), (y, 1), (z, 1), (t, 0)\}$.
 - It satisfies the constraint, because $(1,1,1)$ is in R_{xyz} .
 - An instantiation \bar{a} with a scope $\{x, y, z, t\}$, such $\bar{a} = \{(x, 1), (y, 0), (z, 0), (t, 0)\}$.
 - It does not satisfy the constraint, because $(1,0,0)$ is not in R_{xyz} .





Solutions of a Constraint Network

- A **partial instantiation** is consistent if:
 - It satisfies all the constraints whose scopes have no uninstantiated variables.
- A **solution** of a constraint network:
 - Is an instantiation of all its variables that satisfies all the constraints.





N -Queens Problem

- Let us consider $\bar{a} = (1,4,2)$.
 - It is **consistent instantiation**.
 - It is not a part of a solution.

	x_1	x_2	x_3	x_4
1	Q			
2			Q	
3				
4		Q		





N -Queens Problem

	x_1	x_2	x_3	x_4
1			Q	
2	Q			
3				Q
4		Q		

A solution: $\bar{a} = (2,4,1,3)$

	x_1	x_2	x_3	x_4
1		Q		
2				Q
3	Q			
4			Q	

A solution: $\bar{a} = (3,1,4,2)$





Exercise: Crossword puzzle

1	2	3	4	5
		6		7
	8	9	10	11
		12	13	

{HOSES, LASER, SHEET, SNAIL, STEER, ALSO, EARN, HIKE, IRON, SAME, EAT, LET, RUN, SUN, TEN, YES, BE, IT, NO, US}

