Some Incomplete Constraint Solvers Pages: 178 – 196

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Objectives

- Introduce specialized techniques for some specific domains and constraints for which no efficient solving methods are known to exist
- Incomplete constraint solvers
 - Equality and disequality constraints
 - Boolean constraints
 - Linear constraints on integer intervals
 - Domain reduction rules for inequality constraints

Incomplete constraint solvers

- Equivalence preserving reduction rules
- If the constraints are defined using a specified language, the general rules of Chapter 5 cannot be used
- → the general framework is a customized to a specific language in which the constraints are defined and to specific domains that are used

Lemma 6.1 (Hyper-arc Consistency)

- Consider a hyper-arc consistent CSP *P*. Then *P* is closed under the application of every domain reduction rule which is
 - equivalence preserving, and
 - has only one constraint in its premise
- If a constraint solver imposes hyper-arc consistency, then it achieves the optimal domain reduction

Equality and Disequality Constraints

• =, ≠

• Arbitrary domains

Equality and Disequality Rules (1/2)

EQUALITY 1 $\frac{\langle x = x ; x \in D \rangle}{\langle ; x \in D \rangle}$ EQUALITY 2 $\frac{\langle x = y ; x \in D_x, y \in D_y \rangle}{\langle x = y ; x \in D_x \cap D_y, y \in D_x \cap D_y \rangle}$

Equality and Disequality Rules (2/2)

DISEQUALITY 1	DISEQUALITY 3
$\langle x \neq x \; ; \; x \in D \rangle$	$\langle x\neq y \ ; \ x\in D, y=a\rangle$
$\langle \ ; \ x \in \emptyset \rangle$	$\langle \ ; \ x \in D - \{a\}, y = a angle$
	where $a \in D$
DISEQUALITY 2	DISEQUALITY 4
$\langle x \neq y \ ; \ x \in D_x, y \in D_y \rangle$	$\langle x\neq y \; ; x=a, y\in D\rangle$
$\langle \ ; \ x \in D_x, y \in D_y \rangle$	$\langle \; ; \; x=a, y\in D-\{a\} angle$
where $D_x \cap D_y = \emptyset$,	where $a \in D$

Proof System EQU

- Theorem 6.2 (EQU) A CSP with only equality and disequality constraints is hyper-arc consistent iff it is closed under the applications of the proof rules of the proof system EQU
- A constraint solver determined by the EQU rules is incomplete
- However are very simple operations on the variable domain and thus easy to implement

Boolean Constraints (1/2)

- **Boolean variables:** range over {0, 1}
- Boolean domain expression: $x \in D$ where $D \subseteq \{0,1\}$
- **Boolean expression:** built out of Boolean variables using the connectives: ¬,∧,∨
- **Boolean constraint:** *s* = *t*, where *s* and *t* are Boolean expressions
- **Boolean CSP:** a CSP with *Boolean domain expressions* and *Boolean constraints*
- The predefined variables x_T and x_F represent the Boolean Constants *true* and *false*

Boolean Constraints (2/2)

- Simple Boolean constraints:
 - Equity constraint: x = y
 - **NOT constraint:** $\neg x = y$
 - **AND constraint:** $x \land y = z$
 - **OR constraint:** $x \lor y = z$
- **Compound** Boolean constraints can be reduced to simple Boolean constraints

Transformation Rules (1/2)

 $\frac{\langle \neg s = t; D \rangle}{\langle \neg x = t, s = x; D, x \in \{0,1\} \rangle}$ where *s* is not a variable and *x* is a new variable

$$\frac{\langle \neg s = t; D \rangle}{\langle \neg s = y, t = y; D, y \in \{0,1\} \rangle}$$

where t is not a variable and y is a new variable
$$\frac{\langle s \quad op \quad t = u; D \rangle}{\langle s \quad op \quad t = z, u = z; D, x \in \{0,1\} \rangle}$$

where *u* is not a variable or a variable identical to *s* or *t*, *x* is a new variable and *op* is \land or \lor

Transformation Rules (2/2)

 $\frac{\langle s \quad op \quad t = u; D \rangle}{\langle x \quad op \quad t = u, s = x; D, x \in \{0, 1\} \rangle}$ where s is not a variable or a variable identical to t or u, x is a new variable and op is \land or \lor

 $\frac{\langle s \quad op \quad t = u; D \rangle}{\langle s \quad op \quad y = u, t = y; D, y \in \{0, 1\} \rangle}$

where *t* is not a variable or a variable identical to *s* or *u*, *y* is a new variable and *op* is \land or \lor

Domain Reduction Rules

• For simple Boolean constraints

$$\frac{\langle x \land y = z; x = 1, y \in D_y, z \in D_z \rangle}{\langle y = z; x = 1, y \in D_y, z \in D_z \rangle}$$

Written as

 $x \land y = z, x = 1 \rightarrow y = z$

Proof System BOOL (1/2)

$$\begin{array}{l} EQU \ 1 \ x = y, x = 1 \rightarrow y = 1 \\ EQU \ 2 \ x = y, y = 1 \rightarrow x = 1 \\ EQU \ 2 \ x = y, y = 0 \rightarrow y = 0 \\ EQU \ 4 \ x = y, y = 0 \rightarrow x = 0 \\ \hline NOT \ 1 \ \neg x = y, x = 1 \rightarrow y = 0 \\ \hline NOT \ 2 \ \neg x = y, x = 0 \rightarrow y = 1 \\ \hline NOT \ 3 \ \neg x = y, y = 1 \rightarrow x = 0 \\ \hline NOT \ 4 \ \neg x = y, y = 0 \rightarrow x = 1 \\ \hline AND \ 1 \ x \land y = z, x = 1, y = 1 \rightarrow z = 1 \\ \hline AND \ 2 \ x \land y = z, x = 1, z = 0 \rightarrow y = 0 \\ \hline AND \ 3 \ x \land y = z, y = 0 \rightarrow z = 0 \\ \hline AND \ 5 \ x \land y = z, x = 1 \rightarrow z = 1 \\ \hline OR \ 1 \ x \lor y = z, x = 0, y = 0 \rightarrow z = 0 \\ \hline OR \ 3 \ x \lor y = z, x = 0, y = 0 \rightarrow z = 0 \\ \hline OR \ 3 \ x \lor y = z, x = 0, y = 0 \rightarrow z = 0 \\ \hline OR \ 4 \ x \lor y = z, x = 0, z = 1 \rightarrow y = 1 \\ \hline OR \ 4 \ x \lor y = z, x = 0, z = 1 \rightarrow y = 1 \\ \hline OR \ 4 \ x \lor y = z, y = 0, z = 1 \rightarrow x = 1 \\ \hline OR \ 4 \ x \lor y = z, y = 1 \rightarrow z = 1 \\ \hline OR \ 6 \ x \lor y = z, z = 0 \rightarrow x = 0, y = 0 \end{array}$$

Proof System BOOL (2/2)

• **Theorem 6.3 (BOOL)** A non-failed Boolean CSP is hyper-arc consistent iff it is closed under the application of the rules of the proof system BOOL

Example: Full Adder Circuit (1/2)



$(i_1 \wedge i_2) \vee (i_3 \wedge (i_1 \oplus i_2)) = o_2$

Proof rules for XOR

 $\begin{array}{l} XOR \ 1 \ x \oplus y = z, x = 1, y = 1 \rightarrow z = 0 \\ XOR \ 2 \ x \oplus y = z, x = 0, y = 0 \rightarrow z = 0 \end{array}$

Example: Full Adder Circuit (2/2)

• To show that $i_1=1$, $i_2=1$, $o_1=0$ follows from the assumption that $i_3=0$, $o_2=1$ $\langle i_1 \oplus i_2 = x_1, i_1 \land i_2 = y_1, x_1 \oplus i_3 = o_1, \underline{i_3 \land x_1 = y_2}, y_1 \lor y_2 = o_2; i_3 = 0, o_2 = 1 \rangle$ *AND 4* $\langle i_1 \oplus i_2 = x_1, i_1 \land i_2 = y_1, x_1 \oplus i_3 = o_1, \underline{y_1} \lor \underline{y_2} = \underline{o_2}; i_3 = 0, o_2 = 1, y_2 = 0 \rangle$ *OR 4* $\langle i_1 \oplus i_2 = x_1, \underline{i_1} \land \underline{i_2} = y_1, x_1 \oplus i_3 = o_1; i_3 = 0, o_2 = 1, y_2 = 0, y_1 = 1 \rangle$ *AND 6* $\langle \underline{i_1 \oplus i_2} = x_1, x_1 \oplus i_3 = o_1; i_3 = 0, o_2 = 1, y_2 = 0, y_1 = 1, i_1 = 1, i_2 = 1 \rangle$ *XOR 1* $\langle \underline{x_1 \oplus i_3 = o_1}; i_3 = 0, o_2 = 1, y_2 = 0, y_1 = 1, i_1 = 1, i_2 = 1, x_1 = 0 \rangle$ *XOR 2* $\langle ; i_3 = 0, o_2 = 1, y_2 = 0, y_1 = 1, i_1 = 1, i_2 = 1, x_1 = 0 \rangle$

Linear Constraints on Integer Intervals

- Linear expression: a term in the alphabet that contains:

 Two constants, 0 and 1
 The unary function symbol '-'
 Binary function symbols '+' and '-'
 Abbreviate: 1+...+1 to n and x+...+x to nx

 Linear constraint: s op t where op ∈ {<, ≤, =, ≠, ≥, >} For example: 3x + 4y - 5z ≤ 7
- Integer interval: [a..b]

Domain Reduction Rules for Inequality Constraints: Example

- $3x + 4y 5z \le 7$ with $x \in [l_x ... h_x], y \in [l_y ... h_y], z \in [l_z ... h_z]$
- Rewrite as: $x \le \frac{7 4y + 5z}{3}$ any value of x that satisfies it also satisfies:

$$x \le \left\lfloor \frac{7 - 4l_y + 5h_z}{3} \right\rfloor$$

• So $[l_x \cdot h_x]$ can be reduced to: $\begin{vmatrix} 7-4l + 5h \end{vmatrix}$

$$\left[l_x \dots \min\left(\left\lfloor \frac{7 - 4l_y + 5h_z}{3} \right\rfloor, h_x\right)\right]$$

Domain Reduction Rules for Inequality Constraints

LINEAR INEQUALITY 1

$$\frac{\langle \Sigma_{i \in POS} a_i x_i - \Sigma_{i \in NEG} a_i x_i \leq b; x_1 \in [l_1 \dots h_1], \dots, x_n \in [l_n \dots h_n] \rangle}{\langle \Sigma_{i \in POS} a_i x_i - \Sigma_{i \in NEG} a_i x_i \leq b; x_1 \in [l_1 \dots h_1'], \dots, x_n \in [l_n \dots h_n'] \rangle}$$

where for $j \in POS$ $l_j \coloneqq l_j, h_j \coloneqq \min(h_j, \lfloor \alpha_j \rfloor)$
 $\alpha_j \coloneqq \frac{b - \sum_{i \in POS - \{j\}} a_i l_i + \sum_{i \in NEG} a_i h_i}{a_j}$
and for $j \in NEG$ $l_j \coloneqq \max(l_j, \lceil \beta_j \rceil), h_j \coloneqq h_j$
 $\beta_j \coloneqq \frac{-b + \sum_{i \in POS} a_i l_i - \sum_{i \in NEG - \{j\}} a_i h_i}{a_j}$

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