

CSC384
Constraint Satisfaction Problems
Part 3

Bahar Aameri & Sonya Allin

Summer 2020

Constraint Propagation: Generalized Arc Consistency

✚ A constraint $C(V_1, V_2, V_3, \dots, V_n)$ is **GAC wrt** a variable V_i iff for **every domain value** of V_i , there exist domain values for $V_1, V_2, \dots, V_{i-1}, V_{i+1}, \dots, V_n$ that satisfy $C(V_1, V_2, V_3, \dots, V_n)$.

✚ $C(V_1, V_2, V_3, \dots, V_n)$ is **GAC** iff it is GAC with respect to all variables in its scope.

✚ A **CSP** is **GAC** if and only if all of its constraints are GAC.

Say we find a value d of variable V_i that is **not consistent** wrt a constraint: that is, there is **no assignments** to the other variables that satisfy the constraint when $V_i = d$:

- d is said to be **Arc Inconsistent**.
- We can **remove** d from the domain of V_i as this value cannot lead to a solution (much like Forward Checking, but more powerful).

Example: $C(X, Y) : X > Y$ *

$Dom[X] = \{\cancel{2}, 5, 11\}$, $Dom[Y] = \{3, 8, \cancel{15}\}$

$X=1$
 $X=5$
 $X=11$

Answer a question! <http://etc.ch/ekXi>

GAC-Based Propagation

Pruning the domain of a variable to make a constraint GAC can make a different constraint **no longer GAC**.

Example: $C_1(X, Y) : X > Y$, $C_2(Y, Z) : Y > Z$ *

$Dom[X] = \{~~2~~, ~~3~~, 11\}$, $Dom[Y] = \{~~1~~, 8, ~~10\}~~$, $Dom[Z] = \{4, 6\}$

=

C_2 : to make C_2 GAC, we prune 3 from Y

C_1 : to make C_1 GAC, we prune 5 from X

Need to **re-achieve GAC** for some constraints whenever a domain value is **pruned**.

Answer a question! <http://etc.ch/ekXi>

GAC: Considerations

- All constraints must be **GAC at every node** of the search space. This is accomplished by **removing** from the domains of the variables all **arc inconsistent values**:
 - Every time we **assign** a value to a variable V , we check all **constraints over V** and prune **arc inconsistent** values from the **current domain** of the **other variables** of the constraints.
- Removing a value from a variable domain may trigger **further inconsistency**. We have to **repeat** the procedure until **everything is consistent**:
 - Have a **queue of constraints** that need to be made **GAC**.
 - Constraints are added (back) to the **queue** if the **domain of one of their variables** is changed.
 - The procedure **stops** when the **queue is empty**.
- After backtracking from the current assignment the values that were **pruned** (as a result of that assignment) must be **restored**. Some **bookkeeping** needs to be done to remember which values were pruned by which assignment.

↙ bookkeeping

GAC: Map Coloring Example

$$C_1(SA, WA) : SA \neq WA,$$

$$C_2(NT, WA) : NT \neq WA,$$

$$C_3(SA, NT) : SA \neq NT$$

$$C_4(SA, Q) : SA \neq Q,$$

$$C_5(SA, NSW) : SA \neq NSW,$$

$$C_6(SA, V) : SA \neq V$$

$$C_7(NT, Q) : NT \neq Q,$$

$$C_8(Q, NSW) : Q \neq NSW,$$

$$C_9(NSW, V) : NSW \neq V$$

Value Assignments: $WA = R$

Then, for SA and NT , R becomes arc inconsistent wrt C_1 and C_2 .

Current Domains:

$$Dom[SA] = \{\cancel{R}, \underline{G}, \underline{B}\}$$

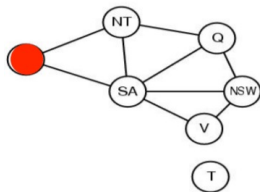
$$Dom[NT] = \{\cancel{R}, G, B\}$$

$$Dom[Q] = \{\underline{R}, \underline{G}, \underline{B}\}$$

$$Dom[NSW] = \{R, G, B\}$$

$$Dom[V] = \{R, G, B\}$$

$$Dom[T] = \{R, G, B\}$$



GAC: Map Coloring Example

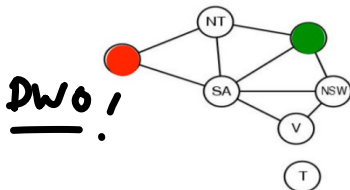
- $C_1(SA, WA) : SA \neq WA,$ $C_2(NT, WA) : NT \neq WA,$ $C_3(SA, NT) : SA \neq NT$
- $C_4(SA, Q) : SA \neq Q,$ $C_5(SA, NSW) : SA \neq NSW,$ $C_6(SA, V) : SA \neq V$
- $C_7(NT, Q) : NT \neq Q,$ $C_8(Q, NSW) : Q \neq NSW,$ $C_9(NSW, V) : NSW \neq V$

Value Assignments: $WA = R, Q = G$

Then, for SA, NT and NSW, G becomes arc inconsistent wrt $C_4, C_7,$ and C_8 .

Current Domains:

$$\begin{aligned} Dom[SA] &= \{\cancel{G}, B\} & Dom[NT] &= \{\cancel{G}, B\} \\ Dom[Q] &= \{\cancel{R}, G, \cancel{B}\} & Dom[NSW] &= \{R, \cancel{G}, B\} \\ Dom[V] &= \{R, G, B\} & Dom[T] &= \{R, G, B\} \end{aligned}$$



Answer a question! <http://etc.ch/ekXi>

GAC: 4-Queens Example

Value Assignments: $Q_1 = 1$

Then $Q_2 = 1, Q_2 = 2, Q_3 = 1, Q_3 = 3, Q_4 = 1, Q_4 = 4$
become arc inconsistent.

$C(Q_1, Q_2)$ $C(Q_1, Q_3)$ $C(Q_1, Q_4)$
 $C(Q_2, Q_3)$ $C(Q_2, Q_4)$ $C(Q_3, Q_4)$

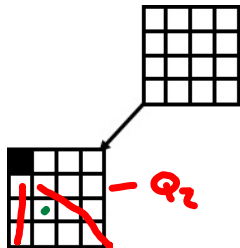
Current Domains:

$Dom[Q_2] = \{1, 2, 3, 4\}$

$Dom[Q_3] = \{1, 2, 3, 4\}$

$Dom[Q_4] = \{1, 2, 3, 4\}$

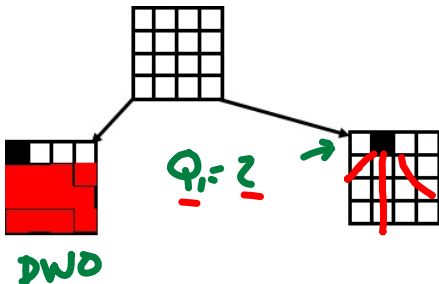
C_4 prune 3 from $Dom(Q_2)$ + 4 from $Dom(Q_3)$
 C_6 results in a DWO for Q_4



Answer a question! <http://etc.ch/ekXi>

Value Assignments: $Q_1 = 2$

Then $Q_2 = 1, Q_2 = 2, Q_2 = 3, Q_3 = 2,$
 $Q_3 = 4, Q_4 = 2$ become arc inconsistent.



Current Domains:

$$Dom[Q_2] = \{1, 2, 3, 4\}$$

$$Dom[Q_3] = \{1, 2, 3, 4\}$$

$$Dom[Q_4] = \{1, 2, 3, 4\}$$

$$C(Q_2, Q_3)$$

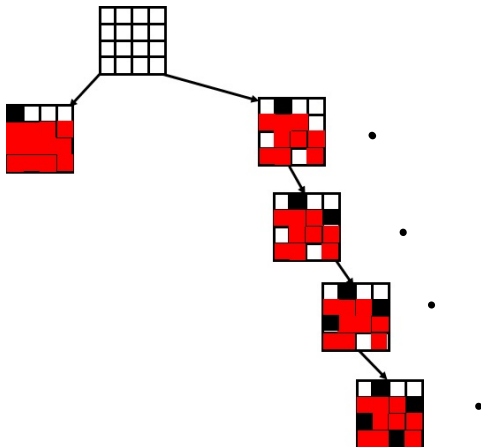
$$C(Q_2, Q_4)$$

$$C(Q_3, Q_4)$$

Current Domains: $Dom[Q_2] = \{4\}$, $Dom[Q_3] = \{1\}$, $Dom[Q_4] = \{3\}$.

Now search no longer has to branch since only one value left for each variable.

It just walks down to a solution assigning each variable in turn.



GAC-Based Propagation

- **Plain Backtracking** check a constraint only when it has **zero** unassigned variables.
- **Forward checking** checks a constraint only when it has **one** unassigned variables.
- **GAC** checks **all constraints**, leading to much more pruning in general.
 - Even at the **root** before any variables have been assigned, we can get **some pruning** by making the constraints GAC consistent.
 - Checking for consistency can be done as a **pre-processing step**, or it can be **directly integrated** into a search algorithm.
 - If we apply arc consistency propagation **during** search the **search tree's size** will typically be **much reduced** in size.
 - **Note:** GAC enforce **does NOT** find a solution! (why?)
To find **a solution** we must use do **search** while enforcing GAC.

Answer a question! <http://etc.ch/ekXi>

$$X = \{ \underline{a_1}, \underline{a_2} \}$$

$$C_1(X, Y)$$

| | X | Y | |
|---|-------|-------|--------|
| T | a_1 | b_1 | \neq |
| T | a_2 | b_2 | \neq |

$$Y = \{ \underline{b_1}, \underline{b_2} \}$$

$$C_2(Y, Y)$$

| | X | Y |
|---|-------|-------|
| T | a_1 | b_2 |
| T | a_2 | b_1 |

GAC: The Algorithm

```
def GAC_Enforce()
// GAC-Queue contains all constraints one of whose variables has
// had its domain reduced. At the root of the search tree we can
// first run GAC_Enforce with all constraints on GAC-Queue
1. while GACQueue not empty
2.     C = GACQueue.extract()
3.     for V := each member of scope(C)
4.         for d := CurDom[V]
5.             Find an assignment A for all other variables in scope(C)
               such that C(A ∪ V=d) is True
6.             if A not found
7.                 CurDom[V] = CurDom[V] - d # remove d from the domain of V
8.                 if CurDom[V] == {} # DWO for V
9.                     empty GACQueue
10.                    return DWO # return immediately
11.            else
12.                push all constraints C' such that V ∈ scope(C')
                    and C' ∉ GACQueue on to GACQueue
13. return TRUE # loop exited without DWO
```

GAC: The Algorithm

```
def GAC(Level)
1.  if all Variables assigned
2.      PRINT Value of each Variable
3.      EXIT or RETURN                                # EXIT for only one solution
                                                    # RETURN for more solutions
4.  V := PickUnassignedVariable()
5.  Assigned[V] := TRUE
6.  for d := each member of CurDom(V)
7.      Value[V] := d
8.      Prune all values other than d from CurDom[V]
9.      for each constraint C whose scope contains V
10.         Put C on GACQueue
11.         if(GAC_Enforce() != DWO)
12.             GAC(Level+1) # all constraints were ok
13.         RestoreAllValuesPrunedBy FCCheck()    GAC
14.     Assigned[V] := FALSE      # UNDO as we have tried all of V's values
15.     RETURN
```

DFS

When all constraints are GAC three outcomes are possible:

1. Each domain has a **single value**.
2. At least one domain is **empty**.
3. Some domains have **more than one value**.
Need to solve this new CSP (usually) **simpler** problem: same constraints, domains have been reduced

GAC: Complexity

- **BT worst-case running time:** $O(d^N)$, where d is the max size of a variable domain, and N is the number of variables.
- **Worst-case time complexity** of arc consistency procedure on a problem with N variables, c **binary constraints**, and d be the max size of a variable domain:

- How often will we prune the domain of variable V ? $O(d)$
- How many constraints will be put on the queue when pruning domain of a variable V ? $O(\text{degree}(V))$
- Sum of degrees of all variables: $2 \cdot c$
- Overall, how many constraints will be put on the queue? \underline{cd}
- Checking consistency of each constraint: d^2
- **Overall Time Complexity:** $O(cd^2)$ \leftarrow $O(d^N)$

More readings:

Bessiere, C., and Regin, J.C. 1997. Arc consistency for general constraint networks: preliminary results. In Proceedings of IJCAI97, 398-404.

GAC: Improving Efficiency

A **support** for a value assignment $V = d$ in a constraint C is an **assignment** A to all of the other variables in $scope(C)$ s.t. $A \cup \{V = d\}$ satisfies C .

A constraint C is **GAC** if for **every** variable V_i in its scope, **every** value $d_i \in CurDomain(V_i)$ has a **support** in C .

$C(x, y)$

$x = 1$

$C(x, y, z)$ $(1, 1, 1)$

GAC: Improving Efficiency

- Smarter implementations keep track of **supports** to avoid having to search through all possible assignments to the other variables for a satisfying assignment.
- Rather than search for a satisfying assignment to C containing $V = d$, they check if the **current support is still valid**.
- Also they take advantage that a support for $V = d$, e.g. $\{V = d, X = a, Y = b, Z = c\}$ is also a support for $X = a, Y = b$, and $Z = c$.
- Another key development in practice is that for some constraints this computation can be done in polynomial time.
Example: Ideas from graph matching theory are used to find support for variables in $All - diff(V_1, \dots, V_n)$ in **polynomial time**.

The special purpose algorithms for achieving GAC on particular types of constraints are very important in practice.

(a) $Dom[X] = \{1, 2, 3, 4\}$

(b) $Dom[Y] = \{1, 2, 3, 4\}$

(c) $Dom[Z] = \{1, 2, 3, 4\}$

(d) $Dom[W] = \{1, 2, 3, 4, 5\}$

Do this problem
w/ GAC Queue
in another order!!

And 3 constraints:

- (a) $C_1(X, Y, Z)$ which is satisfied only when $X = Y + Z$
- (b) $C_2(X, W)$ which is satisfied only when $W > X$
- (c) $C_3(X, Y, Z, W)$ which is satisfied only when $W = X + Z + Y$

~~C_1~~ C_3

$C_1: X = \{2, 3, 4\} \quad Y = Z = \{1, 2, 3\}$

~~C_2~~ C_2

$C_2: W = \{3, 4, 5\}$

~~C_3~~ C_1

$C_3: W = \{4, 5\} \quad X = \{2, 3\} \quad Y, Z = \{1, 2\}$

~~C_1~~

$C_1: \text{no prunes}$

~~C_2~~

$C_2: \text{" "}$

■ C1(V1,V2,V3)

| V1 | V2 | V3 |
|----|----|----|
| A | B | C |
| B | A | C |
| A | A | B |

■ C2(V1,V3,V4,V5)

| V1 | V3 | V4 | V5 |
|----|----|----|----|
| A | A | A | A |
| A | B | C | B |
| B | C | B | B |
| C | A | B | C |
| C | B | A | B |

■ C3(V2,V3,V5)

| V2 | V3 | V5 |
|----|----|----|
| A | A | A |
| A | B | C |
| B | C | B |
| C | A | B |
| C | B | A |

■ Dom[V1]...Dom[V5] = {a, b, c}

