

AI algorithms: Constraint Relaxation and Hybrids

Lookahead check

AC1

AC3

Input:

- A constraint network with n variables v_i
- A list C of constraints $c(v_i, v_j)$
- A set of possible assignments $a_{i,k}$ for each variable v_i

Output:

- An assignment $a_{i,k}$ for each variable v_i where all constraints in C are respected

Algorithm:

```

repeat
   $del\_occured \leftarrow false$ 
  queue  $Q \leftarrow$  all constraints from  $C$ 
  while  $Q$  not empty do
     $c(v_i, v_j) \leftarrow$  get (and remove) from  $Q$ 
    if assignment  $a_{i,k}$  (or  $a_{j,k}$ ) inconsistent w.r.t.  $c(v_i, v_j)$  then
      remove  $a_{i,k}$  (or  $a_{j,k}$ )
       $del\_occured \leftarrow true$ 
      add all constraints in  $C$  involving  $v_i$  (or  $v_j$ ) to  $Q$ 
    end if
  end while
until not  $del\_occured$ 
  
```

(Chronological) Backtracking

Forward checking

Lookahead checking

Input:

- A constraint network with n variables v_i
- A list C of constraints $c(v_i, v_j)$
- A set of possible assignments $a_{i,k}$ for each variable v_i

Output:

- An assignment $a_{i,k}$ for each variable v_i where all constraints in C are respected

Algorithm ($depth$):

```

Lookahead check;
for all  $a_{depth,k}$  do
   $v_{depth} \leftarrow a_{depth,k}$ 
  queue  $Q \leftarrow$  constraints from  $C$  involving  $v_{depth}$ 
  while  $Q$  not empty do
     $c(v_{depth}, v_j)$  (or  $c(v_j, v_{depth})$ )  $\leftarrow$  get (and remove) from  $Q$ 
    if  $a_{j,k}$  inconsistent w.r.t.  $c(v_{depth}, v_j)$  (or  $c(v_j, v_{depth})$ ) then
      remove  $a_{j,k}$ 
    end if
  end while
  Lookahead check;
  ... see (chronological) backtracking algorithm
end for
  
```