



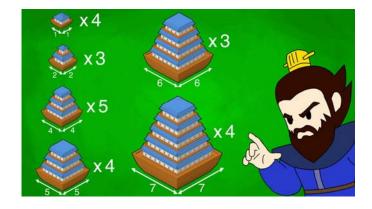
## Square Packing

Jimmy Lee & Peter Stuckey





## Packing House Ships



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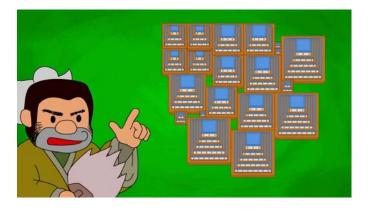


## House Ships as Squares



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## House Ships as Squares

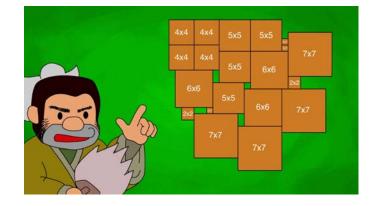


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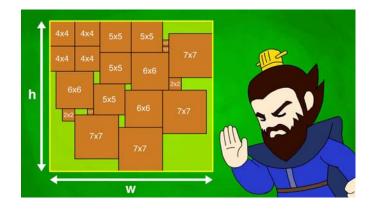


## House Ships as Squares



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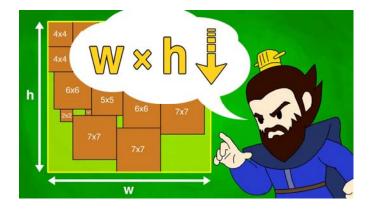
## House Ships as Squares



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## House Ships as Squares



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## Multiple Square Packing

- Given
  - k<sub>1</sub> 1x1 squares
  - k2 2x2 squares
  - 0 . . .
  - kn nxn squares
- Pack the squares into a rectangle of the smallest area

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## Data and Variables (multisqpack.mzn)

```
int: n; % number of square sizes
set of int: SQUARE = 1..n;
array[SQUARE] of int: ncopy;
int: maxl = sum(i in SQUARE)(i*ncopy[i]);
int: mina = sum(i in SQUARE)(i*i*ncopy[i]);

var n..maxl: height; var n..maxl: width;
var mina .. n*maxl: area = height * width;
int: nsq = sum(i in SQUARE)(ncopy[i]);
set of int: NSQ = 1..nsq;
array[NSQ] of var 0..maxl: x;
array[NSQ] of var 0..maxl: y;
```

Note the tight bounds on variables

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# 

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area = 5x7 = 35



## Auxiliary Variables (multisqpack.mzn)

#### ■ Useful auxiliary variables

```
array[NSQ] of var SQUARE: size;
% calculate size of each square
include "global_cardinality.mzn";
global_cardinality(size,
   [i | i in SQUARE], ncopy);
forall(i in 1..nsq-1)
   (size[i] <= size[i+1]);</pre>
```

#### **■** For example

```
ncopy = [3,2,5,4,3]
size = [1,1,1,2,2,3,3,3,3,4,4,4,4,5,5,5]
```

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## Constraints & Objective (multisqpack.mzn)

#### ■ Squares fit in the rectangle

```
forall(s in NSQ)(x[s] + size[s] <= width);
forall(s in NSQ)(y[s] + size[s] <= height);</pre>
```

#### ■ Squares do not overlap

```
forall(s1, s2 in NSQ where s1 < s2)
  (x[s1] + size[s1] <= x[s2] \/
  x[s2] + size[s2] <= x[s1] \/
  y[s1] + size[s1] <= y[s2] \/
  y[s2] + size[s2] <= y[s1]);</pre>
```

#### Objective

```
solve minimize area;
```

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## Solving the Model

#### A toy instance

```
n = 3;

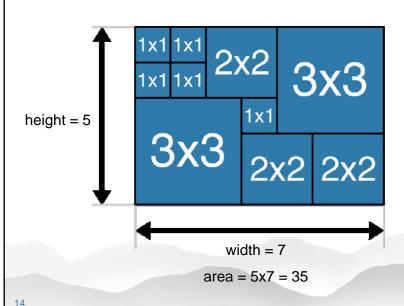
ncopy = [5,3,2];
```

#### **#** Output

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```
area = 35
height = 5
width = 7
x = [1, 1, 0, 0, 3, 3, 2, 5, 4, 0]
y = [4, 3, 3, 4, 2, 0, 3, 0, 2, 0]
------
=========
Finished in 49msec
```

## A Solution for the Toy Problem







## Solving the Model Again

■ The real instance

```
n = 7;

n = 0;

n = 7;

n = 10;

n = 10;
```

■ After 6s

area = 520

•••

★ After 1m

area = 507

••

```
area = 504
```

•••

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## Improving the Model

- **#** Global constraints
- Redundant constraints
- Symmetry breaking

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## The diffn Global Constraint

- ★ The diffn global constraint captures exactly 2d non overlap (it should be called diff2)
  - $\bullet \ diffn([x_1, \ ..., \ x_n], \ [y_1, \ ..., \ y_n],$
  - $\bullet$  [dx<sub>1</sub>, ..., dx<sub>n</sub>], [dy<sub>1</sub>, ..., dy<sub>n</sub>])
    - ensure no two objects at positions (x<sub>i</sub>,y<sub>i</sub>) with dimensions (dx<sub>i</sub>,dy<sub>i</sub>) overlap

**Squares do not overlap** (multisqpackimp.mzn)

```
include "diffn.mzn";
diffn(x, y, size, size);
```

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## Packing and Cumulative

- If there is a packing
  - then the cumulative constraint must hold!
- We can add redundant cumulative constraints to packing problems
  - improves propagation (and hence solving)
- Squares do not overlap in the x and y dimension respectively (multisqpackimp.mzn)

```
cumulative(x, size, size, height);
cumulative(y, size, size, width);
```

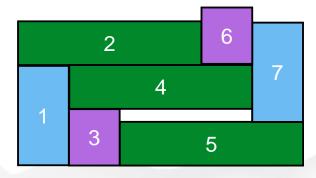
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## Packing and Cumulative

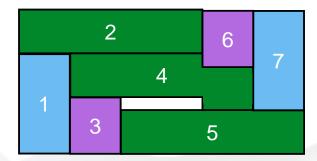
- - cumulative constraints do not enforce packing
  - even when the the x positions are fixed



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## Packing and Cumulative

- - cumulative constraints do not enforce packing
  - even when the the x positions are fixed



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## Symmetries!

- Squares of the same size are interchangeable, creating multiplicity of solution possibilities
- Impose an ordering on the placements of such squares
- What ordering can we use for coordinates (x,y)?
- Strict lexicographical ordering

```
• (X_1, y_1) > \text{lex } (X_2, y_2)

-x_1 > x_2; or

-\text{if } x_1 = x_2, then y_1 > y_2
```

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## The lex\_greater Global Constraint

 The lex\_greater global constraint imposes the lexicographic ordering on two *n*-tuples (encoded as arrays)

```
• lex_greater([x_1, ..., x_n], [y_1, ..., y_n])

-ensures that (x_1,...,x_n) > lex (y_1,...,y_n)

predicate lex_greater(array [int] of var int: x,

array [int] of var int: y)
```

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## **Ordering Squares**

- The placement of a square is specified by the coordinates of its lower left hand corner
- # Find the starting index of each size

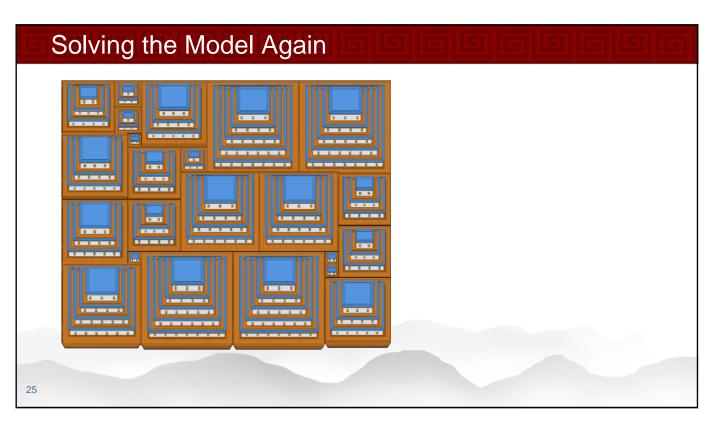
Order squares of the same size

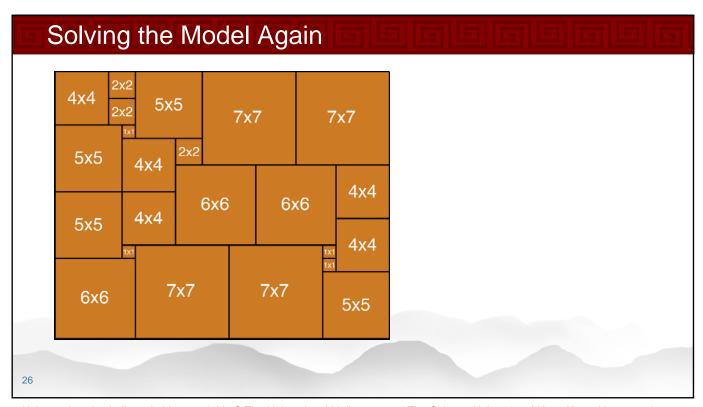
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## Solving the Model Again

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## Another Improvement (multisqpack.mzn)

The array size is a variable solved by constraints

```
array[NSQ] of var SQUARE: size;
include "global_cardinality.mzn";
global_cardinality(size,
   [i | i in SQUARE], ncopy);
forall(i in 1..nsq-1)
   (size[i] <= size[i+1]);</pre>
```

■ Can do without constraint solving

## **Summary**

- Packing problems
  - are another common uses of CP in the real world
  - come in lots of varieties
  - are complex discrete optimization problems
- # diffn encodes 2D non-overlap
  - disjunctive encodes 1D non-overlap
- # cumulative constraints are redundant for packing
  - but useful for improving solving

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