

toulbar2

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1 Main Page

Weighted CSP Solver	toulbar2
Copyright	INRA
Source	https://mulcyber.toulouse.inra.fr/projects/toulbar2/

See the README for more details.

toulbar2 can be used as a stand-alone solver reading various problem file formats (wcsp, uai, wcnf, qpbo) or as a C++ library.

This document describes the wcsp native file format and the toulbar2 C++ library API.

Note

Use cmake flag LIBTB2 to get the toulbar2 C++ library libtb2.so

2 toulbar2

An exact solver for cost function networks

What is toulbar2?

toulbar2 is an open-source C++ solver for cost function networks. It solves various combinatorial optimization problems. The constraints and objective function are factorized in local functions on discrete variables. Each function returns a cost (a finite positive integer) for any assignment of its variables. Constraints are represented as functions with costs in $\{0, k\}$ where k is a large integer representing forbidden assignments. toulbar2 looks for a non-forbidden assignment of all variables that minimizes the sum of all functions.

toulbar2 won several competitions on deterministic and probabilistic graphical models:

- Max-CSP 2008 Competition [CPAI08](#) (winner on 2-ARY-EXT and N-ARY-EXT)
- Probabilistic Inference Evaluation [UAI 2008](#) (winner on several MPE tasks, intra entries)
- 2010 UAI APPROXIMATE INFERENCE CHALLENGE [UAI 2010](#) (winner on 1200-second MPE task)
- The Probabilistic Inference Challenge [PIC 2011](#) (second place by ficoloflo on 1-hour MAP task)
- UAI 2014 Inference Competition [UAI 2014](#) (winner on all MAP task categories, see Proteus, Robin, and IncTb entries)

Download

<http://mulcyber.toulouse.inra.fr/projects/toulbar2/>

Latest src/debian/windows x86_64 releases:

- 2016: [src0_9_8/deb0_9_8/win0_9_8](#) with hybrid best-first search and more soft global cost functions
- 2015: [src0_9_7/deb0_9_7/win0_9_7](#) with local search [INCOP](#) solver after preprocessing
- 2014: [src0_9_6/deb0_9_6/win0_9_6](#) with extra variable ordering heuristics and dominance pruning rules
- 2012: [src0_9_5/deb0_9_5/win0_9_5](#) with soft global decomposable cost functions
- 2011: [src0_9_4/deb0_9_4/win0_9_4](#) with more preprocessing techniques
- 2010: [src0_9_3/deb0_9_3/win0_9_3](#) with soft global cost functions

Installation

Library needed:

- libgmp-dev
- libboost-dev
- libboost-graph-dev

Optional libraries:

- libxml2-dev

GNU C++ Symbols to be defined if using Linux Eclipse/CDT IDE (no value needed):

- LINUX
- LONGLONG_COST
- WIDE_STRING
- LONGDOUBLE_PROB
- NARYCHAR
- WCSPFORMATONLY

Commands for compiling toolbar2 on Linux in directory toolbar2/src without cmake:

```
bash
cd src
echo '#define Toolbar_VERSION "0.9.8"' > ToolbarVersion.hpp
g++ -o toolbar2 -I. tb2*.cpp incop/*.cpp ToolbarVersion.cpp -O3 -DNDEBUG -DLINUX \
  -DLONGLONG_COST -DWIDE_STRING -DLONGDOUBLE_PROB -DNARYCHAR -DWCSPPFORMATONLY -lgmp -static
```

Authors

toolbar2 was originally developed by Toulouse (INRA MIAT) and Barcelona (UPC, IIIA-CSIC) teams, hence the name of the solver.

Additional contributions by:

- The Chinese University of Hong Kong and Caen University, France (GREYC) for global cost functions
- Marseille University, France (LSIS) for tree decomposition heuristics
- Ecole des Ponts ParisTech, France (CERMICS/LIGM) for [INCOP](#) local search solver
- University College Cork, Ireland (Insight) for a Python interface in [NumberJack](#) and a portfolio dedicated to UAI graphical models [Proteus](#)
- Artois University, France (CRIL) for an XCSP 2.1 format reader of CSP and WCSP instances

Citing

Please use one of the following references for citing toulbar2:

Multi-Language Evaluation of Exact Solvers in Graphical Model Discrete Optimization Barry Hurley, Barry O'Sullivan, David Allouche, George Katsirelos, Thomas Schiex, Matthias Zytnicki, Simon de Givry Constraints, 22p, 2016

Soft arc consistency revisited M. Cooper, S. de Givry, M. Sanchez, T. Schiex, M. Zytnicki, and T. Werner Artificial Intelligence, 174(7-8):449-478, 2010

What are the algorithms inside toulbar2?

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- Depth-first Branch and Bound exploiting a tree decomposition (BTD) Exploiting Tree Decomposition and Soft Local Consistency in Weighted CSP S. de Givry, T. Schiex, and G. Verfaillie In Proc. of AAAI-06, Boston, MA, 2006
- Virtual arc consistency (VAC) Virtual arc consistency for weighted csp M. Cooper, S. de Givry, M. Sanchez, T. Schiex, and M. Zytnicki In Proc. of AAAI-08, Chicago, IL, 2008
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- Counting solutions in satisfaction (#BTD, Approx_::BTD) Exploiting problem structure for solution counting A. Favier, S. de Givry, and P. Jégou In Proc. of CP-09, Lisbon, Portugal, 2009
- Soft existential generalized arc consistency (EDGAC) A Stronger Consistency for Soft Global Constraints in Weighted Constraint Satisfaction J. H. M. Lee and K. L. Leung In Proc. of AAAI-10, Boston, MA, 2010
- Preprocessing techniques (combines variable elimination and cost function decomposition) Pairwise decomposition for combinatorial optimization in graphical models A Favier, S de Givry, A Legarra, and T Schiex In Proc. of IJCAI-11, Barcelona, Spain, 2011
- Decomposable global cost functions (wregular, wamong, wsum) Decomposing global cost functions D Allouche, C Bessiere, P Boizumault, S de Givry, P Gutierrez, S Loudni, JP Métivier, and T Schiex In Proc. of AAAI-12, Toronto, Canada, 2012
- Pruning by dominance (DEE) Dead-End Elimination for Weighted CSP S de Givry, S Prestwich, and B O'Sullivan In Proc. of CP-13, pages 263-272, Uppsala, Sweden, 2013
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3 Module Documentation

3.1 Weighted Constraint Satisfaction Problem file format (wcsp)

It is a text format composed of a list of numerical and string terms separated by spaces. Instead of using names for making reference to variables, variable indexes are employed. The same for domain values. All indexes start at zero.

Cost functions can be defined in intention (see below) or in extension, by their list of tuples. A default cost value is defined per function in order to reduce the size of the list. Only tuples with a different cost value should be given (not mandatory). All the cost values must be positive. The arity of a cost function in extension may be equal to zero. In this case, there is no tuples and the default cost value is added to the cost of any solution. This can be used to represent a global lower bound constant of the problem.

The wcsp file format is composed of three parts: a problem header, the list of variable domain sizes, and the list of cost functions.

- Header definition for a given problem:

```
<Problem name>
<Number of variables (N)>
<Maximum domain size>
<Number of cost functions>
<Initial global upper bound of the problem (UB)>
```

The goal is to find an assignment of all the variables with minimum total cost, strictly lower than UB. Tuples with a cost greater than or equal to UB are forbidden (hard constraint).

- Definition of domain sizes

```
<Domain size of variable with index 0>
...
<Domain size of variable with index N - 1>
```

Note

domain values range from zero to *size-1*
a negative domain size is interpreted as a variable with an interval domain in $[0, -size - 1]$

Warning

variables with interval domains are restricted to arithmetic and disjunctive cost functions in intention (see below)

- General definition of cost functions

- Definition of a cost function in extension

```
<Arity of the cost function>
<Index of the first variable in the scope of the cost function>
...
<Index of the last variable in the scope of the cost function>
<Default cost value>
<Number of tuples with a cost different than the default cost>
```

followed by for every tuple with a cost different than the default cost:

```
<Index of the value assigned to the first variable in the scope>
...
<Index of the value assigned to the last variable in the scope>
<Cost of the tuple>
```

Note

Shared cost function: A cost function in extension can be shared by several cost functions with the same arity (and same domain sizes) but different scopes. In order to do that, the cost function to be shared must start by a negative scope size. Each shared cost function implicitly receives an occurrence number starting from 1 and incremented at each new shared definition. New cost functions in extension can reuse some previously defined shared cost functions in extension by using a negative number of tuples representing the occurrence number of the desired shared cost function. Note that default costs should be the same in the shared and new cost functions. Here is an example of 4 variables with domain size 4 and one AllDifferent hard constraint decomposed into 6 binary constraints.

- Shared CF used inside a small example in wcsp format:

```
AllDifferentDecomposedIntoBinaryConstraints 4 4 6 1
4 4 4 4
-2 0 1 0 4
0 0 1
1 1 1
2 2 1
3 3 1
2 0 2 0 -1
2 0 3 0 -1
2 1 2 0 -1
2 1 3 0 -1
2 2 3 0 -1
```

- Definition of a cost function in intension by replacing the default cost value by -1 and by giving its keyword name and its K parameters

```
<Arity of the cost function>
<Index of the first variable in the scope of the cost function>
...
<Index of the last variable in the scope of the cost function>
-1
<keyword>
<parameter1>
...
<parameterK>
```

Possible keywords of cost functions defined in intension followed by their specific parameters:

- $\geq cst\ delta$ to express soft binary constraint $x \geq y + cst$ with associated cost function $max((y + cst - x \leq delta)?(y + cst - x) : UB, 0)$
- $> cst\ delta$ to express soft binary constraint $x > y + cst$ with associated cost function $max((y + cst + 1 - x \leq delta)?(y + cst + 1 - x) : UB, 0)$
- $\leq cst\ delta$ to express soft binary constraint $x \leq y + cst$ with associated cost function $max((x - cst - y \leq delta)?(x - cst - y) : UB, 0)$
- $< cst\ delta$ to express soft binary constraint $x < y + cst$ with associated cost function $max((x - cst + 1 - y \leq delta)?(x - cst + 1 - y) : UB, 0)$
- $= cst\ delta$ to express soft binary constraint $x = y + cst$ with associated cost function $(|y + cst - x| \leq delta)?|y + cst - x| : UB$
- $disj\ cstx\ csty\ penalty$ to express soft binary disjunctive constraint $x \geq y + cstx \vee y \geq x + csty$ with associated cost function $(x \geq y + cstx \vee y \geq x + csty)?0 : penalty$
- $sdisj\ cstx\ csty\ xinfy\ yinfy\ costx\ costy$ to express a special disjunctive constraint with three implicit hard constraints $x \leq xinfy$ and $y \leq yinfy$ and $x < xinfy \wedge y < yinfy \Rightarrow (x \geq y + csty \vee y \geq x + cstx)$ and an additional cost function $((x = xinfy)?costx : 0) + ((y = yinfy)?costy : 0)$
- Global cost functions using a flow-based propagator:
 - $salldiff\ var|dec|decbi\ cost$ to express a soft alldifferent constraint with either variable-based (*var* keyword) or decomposition-based (*dec* and *decbi* keywords) cost semantic with a given *cost* per violation (*decbi* decomposes into a binary cost function complete network)

- `sgcc var|dec|wdec cost nb_values (value lower_bound upper_bound (shortage_weight excess_weight)?)`* to express a soft global cardinality constraint with either variable-based (`var` keyword) or decomposition-based (`dec` keyword) cost semantic with a given `cost` per violation and for each value its lower and upper bound (if `wdec` then violation cost depends on each value shortage or excess weights)
- `ssame cost list_size1 list_size2 (variable_index)* (variable_index)*` to express a permutation constraint on two lists of variables of equal size (implicit variable-based cost semantic)
- `sregular var|edit cost nb_states nb_initial_states (state)* nb_final_states (state)* nb_transitions (start_state symbol_value end_state)*` to express a soft regular constraint with either variable-based (`var` keyword) or edit distance-based (`edit` keyword) cost semantic with a given `cost` per violation followed by the definition of a deterministic finite automaton with number of states, list of initial and final states, and list of state transitions where symbols are domain values
- Global cost functions using a dynamic programming DAG-based propagator:
 - `sregulardp var cost nb_states nb_initial_states (state)* nb_final_states (state)* nb_transitions (start_state symbol_value end_state)*` to express a soft regular constraint with a variable-based (`var` keyword) cost semantic with a given `cost` per violation followed by the definition of a deterministic finite automaton with number of states, list of initial and final states, and list of state transitions where symbols are domain values
 - `sgrammar|sgrammardp var|weight cost nb_symbols nb_values start_symbol nb_rules ((0 terminal_symbol_value)|(1 nonterminal_in nonterminal_out_left nonterminal_out_right)|(2 terminal_symbol_value weight)|(3 nonterminal_in nonterminal_out_left nonterminal_out_right weight))`* to express a soft/weighted grammar in Chomsky normal form
 - `samong|samongdp var cost lower_bound upper_bound nb_values (value)*` to express a soft among constraint to restrict the number of variables taking their value into a given set of values
 - `salldifdp var cost` to express a soft alldifferent constraint with variable-based (`var` keyword) cost semantic with a given `cost` per violation (decomposes into `samongdp` cost functions)
 - `sgccdp var cost nb_values (value lower_bound upper_bound)*` to express a soft global cardinality constraint with variable-based (`var` keyword) cost semantic with a given `cost` per violation and for each value its lower and upper bound (decomposes into `samongdp` cost functions)
 - `max|smaxdp defCost nb_tuples (variable value cost)*` to express a weighted max cost function to find the maximum cost over a set of unary cost functions associated to a set of variables (by default, `defCost` if unspecified)
 - `MST|smstdp hard` to express a spanning tree hard constraint where each variable is assigned to its parent variable index in order to build a spanning tree (the root being assigned to itself)
- Global cost functions using a cost function network-based propagator:
 - `wregular nb_states nb_initial_states (state and cost)* nb_final_states (state and cost)* nb_transitions (start_state symbol_value end_state cost)*` to express a weighted regular constraint with weights on initial states, final states, and transitions, followed by the definition of a deterministic finite automaton with number of states, list of initial and final states with their costs, and list of weighted state transitions where symbols are domain values
 - `walldiff hard|lin|quad cost` to express a soft alldifferent constraint as a set of `wamong` hard constraint (`hard` keyword) or decomposition-based (`lin` and `quad` keywords) cost semantic with a given `cost` per violation
 - `wgcc hard|lin|quad cost nb_values (value lower_bound upper_bound)*` to express a soft global cardinality constraint as either a hard constraint (`hard` keyword) or with decomposition-based (`lin` and `quad` keyword) cost semantic with a given `cost` per violation and for each value its lower and upper bound
 - `wsame hard|lin|quad cost` to express a permutation constraint on two lists of variables of equal size (implicitly concatenated in the scope) using implicit decomposition-based cost semantic
 - `wsamegcc hard|lin|quad cost nb_values (value lower_bound upper_bound)*` to express the combination of a soft global cardinality constraint and a permutation constraint
 - `wamong hard|lin|quad cost nb_values (value)* lower_bound upper_bound` to express a soft among constraint to restrict the number of variables taking their value into a given set of values

- `wvaramong hard cost nb_values (value)*` to express a hard among constraint to restrict the number of variables taking their value into a given set of values to be equal to the last variable in the scope
- `woverlap hard|lin|quad cost comparator righthandside` overlaps between two sequences of variables X_i , Y_i (i.e. set the fact that X_i and Y_i take the same value (not equal to zero))
- `wsum hard|lin|quad cost comparator righthandside` to express a soft sum constraint with unit coefficients to test if the sum of a set of variables matches with a given comparator and right-hand-side value
- `wvarsum hard cost comparator` to express a hard sum constraint to restrict the sum to be *comparator* to the value of the last variable in the scope

Let us note $\langle \rangle$ the comparator, K the right-hand-side value associated to the comparator, and Sum the result of the sum over the variables. For each comparator, the gap is defined according to the distance as follows:

- * if $\langle \rangle$ is `==` : $\text{gap} = \text{abs}(K - \text{Sum})$
- * if $\langle \rangle$ is `<=` : $\text{gap} = \max(0, \text{Sum} - K)$
- * if $\langle \rangle$ is `<` : $\text{gap} = \max(0, \text{Sum} - K - 1)$
- * if $\langle \rangle$ is `!=` : $\text{gap} = 1$ if $\text{Sum} \neq K$ and $\text{gap} = 0$ otherwise
- * if $\langle \rangle$ is `>` : $\text{gap} = \max(0, K - \text{Sum} + 1)$;
- * if $\langle \rangle$ is `>=` : $\text{gap} = \max(0, K - \text{Sum})$;

Warning

The decomposition of `wsum` and `wvarsum` may use an exponential size (sum of domain sizes).
`list_size1` and `list_size2` must be equal in `ssame`.
 Cost functions defined in intention cannot be shared.

Note

More about network-based global cost functions can be found here <https://metivier.users.greyc.fr/decomposable/>

Examples:

- quadratic cost function $x_0 * x_1$ in extension with variable domains $\{0, 1\}$ (equivalent to a soft clause $\neg x_0 \vee \neg x_1$):

```
2 0 1 0 1 1 1 1
```

- simple arithmetic hard constraint $x_1 < x_2$:

```
2 1 2 -1 < 0 0
```

- hard temporal disjunction $x_1 \geq x_2 + 2 \vee x_2 \geq x_1 + 1$:

```
2 1 2 -1 disj 1 2 UB
```

- `soft_alldifferent({x0,x1,x2,x3})`:

```
4 0 1 2 3 -1 salldiff var 1
```

- `soft_gcc({x1,x2,x3,x4})` with each value v from 1 to 4 only appearing at least $v-1$ and at most $v+1$ times:

```
4 1 2 3 4 -1 sgcc var 1 4 1 0 2 2 1 3 3 2 4 4 3 5
```

- `soft_same({x0,x1,x2,x3},{x4,x5,x6,x7})`:

```
8 0 1 2 3 4 5 6 7 -1 ssame 1 4 4 0 1 2 3 4 5 6 7
```

- `soft_regular({x1,x2,x3,x4})` with DFA (3*)+(4*):

```
4 1 2 3 4 -1 sregular var 1 2 1 0 2 0 1 3 0 3 0 0 4 1 1 4 1
```

- `soft_grammar({x0,x1,x2,x3})` with hard cost (1000) producing well-formed parenthesis expressions:

```
4 0 1 2 3 -1 sgrammardp var 1000 4 2 0 6 1 0 0 0 1 0 1 2 1 0 1 3 1 2 0 3 0 1 0 0 3 1
```

- `soft_among({x1,x2,x3,x4})` with hard cost (1000) if $\sum_{i=1}^4 (x_i \in \{1,2\}) < 1$ or $\sum_{i=1}^4 (x_i \in \{1,2\}) > 3$:

```
4 1 2 3 4 -1 samongdp var 1000 1 3 2 1 2
```

- `soft_max({x0,x1,x2,x3})` with cost equal to $\max_{i=0}^3 ((x_i \neq i) ? 1000 : (4 - i))$:

```
4 0 1 2 3 -1 smaxdp 1000 4 0 0 4 1 1 3 2 2 2 3 3 1
```

- `wregular({x0,x1,x2,x3})` with DFA (0(10)*2*):

```
4 0 1 2 3 -1 wregular 3 1 0 0 1 2 0 9 0 0 1 0 0 1 1 1 0 2 1 1 1 1 0 0 1 0 0 1 1 2 0 1 1 2 2 0 1 0 2 1 1 1 2
1
```

- `wamong({x1,x2,x3,x4})` with hard cost (1000) if $\sum_{i=1}^4 (x_i \in \{1,2\}) < 1$ or $\sum_{i=1}^4 (x_i \in \{1,2\}) > 3$:

```
4 1 2 3 4 -1 wamong hard 1000 2 1 2 1 3
```

- `wvamong({x1,x2,x3,x4})` with hard cost (1000) if $\sum_{i=1}^3 (x_i \in \{1,2\}) \neq x_4$:

```
4 1 2 3 4 -1 wvamong hard 1000 2 1 2
```

- `woverlap({x1,x2,x3,x4})` with hard cost (1000) if $\sum_{i=1}^2 (x_i = x_{i+2}) \geq 1$:

```
4 1 2 3 4 -1 woverlap hard 1000 < 1
```

- `wsum({x1,x2,x3,x4})` with hard cost (1000) if $\sum_{i=1}^4 (x_i) \neq 4$:

```
4 1 2 3 4 -1 wsum hard 1000 == 4
```

- `wvarsum({x1,x2,x3,x4})` with hard cost (1000) if $\sum_{i=1}^3 (x_i) \neq x_4$:

```
4 1 2 3 4 -1 wvarsum hard 1000 ==
```

Latin Square 4 x 4 crisp CSP example in wcsp format:

```
latin4 16 4 8 1
4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4
4 0 1 2 3 -1 salldiff var 1
4 4 5 6 7 -1 salldiff var 1
4 8 9 10 11 -1 salldiff var 1
4 12 13 14 15 -1 salldiff var 1
4 0 4 8 12 -1 salldiff var 1
4 1 5 9 13 -1 salldiff var 1
4 2 6 10 14 -1 salldiff var 1
4 3 7 11 15 -1 salldiff var 1
```

4-queens binary weighted CSP example with random unary costs in wcsp format:

4-QUEENS 4 4 10 5
 4 4 4 4
 2 0 1 0 10
 0 0 5
 0 1 5
 1 0 5
 1 1 5
 1 2 5
 2 1 5
 2 2 5
 2 3 5
 3 2 5
 3 3 5
 2 0 2 0 8
 0 0 5
 0 2 5
 1 1 5
 1 3 5
 2 0 5
 2 2 5
 3 1 5
 3 3 5
 2 0 3 0 6
 0 0 5
 0 3 5
 1 1 5
 2 2 5
 3 0 5
 3 3 5
 2 1 2 0 10
 0 0 5
 0 1 5
 1 0 5
 1 1 5
 1 2 5
 2 1 5
 2 2 5
 2 3 5
 3 2 5
 3 3 5
 2 1 3 0 8
 0 0 5
 0 2 5
 1 1 5
 1 3 5
 2 0 5
 2 2 5
 3 1 5
 3 3 5
 2 2 3 0 10
 0 0 5
 0 1 5
 1 0 5
 1 1 5
 1 2 5
 2 1 5
 2 2 5
 2 3 5
 3 2 5
 3 3 5
 1 0 0 2
 1 1
 3 1
 1 1 0 2
 1 1
 2 1
 1 2 0 2
 1 1
 2 1
 1 3 0 2
 0 1
 2 1

3.2 Variable and value search ordering heuristics

See also

Boosting Systematic Search by Weighting Constraints . Frederic Boussemart, Fred Hemery, Christophe Lecoutre, Lakhdar Sais. Proc. of ECAI 2004, pages 146-150. Valencia, Spain, 2004.

Last Conflict Based Reasoning . Christophe Lecoutre, Lakhdar Sais, Sebastien Tabary, Vincent Vidal. Proc. of ECAI 2006, pages 133-137. Trentino, Italy, 2006.

3.3 Backtrack management

Used by backtrack search methods. Allows to copy / restore the current state using `Store::store` and `Store::restore` methods. All storable data modifications are trailed into specific stacks.

Trailing stacks are associated to each storable type:

- `Store::storeValue` for storable domain values `::StoreValue` (value supports, etc)
- `Store::storeCost` for storable costs `::StoreCost` (inside cost functions, etc)
- `Store::storeDomain` for enumerated domains (to manage holes inside domains)
- `Store::storeConstraint` for backtrackable lists of constraints
- `Store::storeVariable` for backtrackable lists of variables
- `Store::storeSeparator` for backtrackable lists of separators (see tree decomposition methods)
- `Store::storeBigInteger` for very large integers `::StoreBigInteger` used in solution counting methods

Memory for each stack is dynamically allocated by part of 2^x with x initialized to `::STORE_SIZE` and increased when needed.

Note

storable data are not trailed at depth 0.

Warning

`::StoreInt` uses `Store::storeValue` stack (it assumes `Value` is encoded as `int!`).

Current storable data management is not multi-threading safe! (`Store` is a static virtual class relying on `Store←Basic<T>` static members)

3.4 Virtual Arc Consistency enforcing

The three phases of VAC are enforced in three different "Pass". Bool(P) is never built. Instead specific functions (getVACCost) booleanize the WCSP on the fly. The domain variables of Bool(P) are the original variable domains (saved and restored using trailing at each iteration) All the counter data-structures (k) are timestamped to avoid clearing them at each iteration.

Note

Simultaneously AC (and potentially DAC, EAC) are maintained by proper queuing.

See also

Soft Arc Consistency Revisited. Cooper et al. Artificial Intelligence. 2010.

3.5 Preprocessing techniques

Depending on `toulbar2` options, the sequence of preprocessing techniques applied before the search is:

1. *i*-bounded variable elimination with user-defined *i* bound
2. pairwise decomposition of cost functions (binary cost functions are implicitly decomposed by soft AC and empty cost function removals)
3. MinSumDiffusion propagation (see VAC)
4. projects&subtracts n-ary cost functions in extension on all the binary cost functions inside their scope ($3 < n < \text{max}$, see `toulbar2` options)
5. functional variable elimination (see [Variable elimination](#))
6. projects&subtracts ternary cost functions in extension on their three binary cost functions inside their scope (before that, extends the existing binary cost functions to the ternary cost function and applies pairwise decomposition)
7. creates new ternary cost functions for all triangles (*ie* occurrences of three binary cost functions *xy*, *yz*, *zx*)
8. removes empty cost functions while repeating #1 and #2 until no new cost functions can be removed

Note

the propagation loop is called after each preprocessing technique (see `WCSP::propagate`)

3.6 Output messages, verbosity options and debugging

Depending on verbosity level given as option "-v=level", `toulbar2` will output:

- (level=0, no verbosity) default output mode: shows version number, number of variables and cost functions read in the problem file, number of unassigned variables and cost functions after preprocessing, problem upper and lower bounds after preprocessing. Outputs current best solution cost found, ends by giving the optimum or "No solution". Last output line should always be: "end."
 - (level=-1, no verbosity) restricted output mode: do not print current best solution cost found
1. (level=1) shows also search choices ("*search_depth problem_lower_bound problem_upper_bound sum_of_current_domain_sizes*") Try" *variable_index operator value*) with *operator* being assignment ("=="), value removal ("!="), domain splitting ("<=" or ">="), also showing EAC value in parenthesis)
 2. (level=2) shows also current domains (*variable_index list_of_current_domain_values "/" number_of_cost_functions* (see approximate degree in [Variable elimination](#)) "*weighted_degree list_of_unary_costs "support_value*") before each search choice and reports problem lower bound increases, NC bucket sort data (see [NC bucket sort](#)), and basic operations on domains of variables
 3. (level=3) reports also basic arc EPT operations on cost functions (see [Soft arc consistency and problem reformulation](#))
 4. (level=4) shows also current list of cost functions for each variable and reports more details on arc EPT operations (showing all changes in cost functions)
 5. (level=5) reports more details on cost functions defined in extension giving their content (cost table by first increasing values in the current domain of the last variable in the scope)

For debugging purposes, another option "-Z=level" allows to monitor the search:

1. (level 1) shows current search depth (number of search choices from the root of the search tree) and reports statistics on nogoods for BTD-like methods
2. (level 2) idem
3. (level 3) also saves current problem into a file before each search choice

Note

`toulbar2`, compiled in debug mode, can be more verbose and it checks a lot of assertions (pre/post conditions in the code)

`toulbar2` will output an help message giving available options if run without any parameters

3.7 NC bucket sort

maintains a sorted list of variables having non-zero unary costs in order to make NC propagation incremental.

- variables are sorted into buckets
- each bucket is associated to a single interval of non-zero costs (using a power-of-two scaling, first bucket interval is $[1,2[$, second interval is $[2,4[$, etc.)
- each variable is inserted into the bucket corresponding to its largest unary cost in its domain
- variables having all unary costs equal to zero do not belong to any bucket

NC propagation will revise only variables in the buckets associated to costs sufficiently large wrt current objective bounds.

3.8 Variable elimination

- *i*-bounded variable elimination eliminates all variables with a degree less than or equal to *i*. It can be done with arbitrary *i*-bound in preprocessing only and iff all their cost functions are in extension.
- *i*-bounded variable elimination with *i*-bound less than or equal to two can be done during the search.
- functional variable elimination eliminates all variables which have a bijective or functional binary hard constraint (*ie* ensuring a one-to-one or several-to-one value mapping) and iff all their cost functions are in extension. It can be done without limit on their degree, in preprocessing only.

Note

Variable elimination order used in preprocessing is either lexicographic or given by an external file `*.order` (see `toulbar2` options)

2-bounded variable elimination during search is optimal in the sense that any elimination order should result in the same final graph

Warning

It is not possible to display/save solutions when bounded variable elimination is applied in preprocessing `toulbar2` maintains a list of current cost functions for each variable. It uses the size of these lists as an approximation of variable degrees. During the search, if variable *x* has three cost functions *xy*, *xz*, *xyz*, its true degree is two but its approximate degree is three. In `toulbar2` options, it is the approximate degree which is given by the user for variable elimination during the search (thus, a value at most three). But it is the true degree which is given by the user for variable elimination in preprocessing.

3.9 Soft arc consistency and problem reformulation

Soft arc consistency is an incremental lower bound technique for optimization problems. Its goal is to move costs from high-order (typically arity two or three) cost functions towards the problem lower bound and unary cost functions. This is achieved by applying iteratively local equivalence-preserving problem transformations (EPTs) until some terminating conditions are met.

Note

eg an EPT can move costs between a binary cost function and a unary cost function such that the sum of the two functions remains the same for any complete assignment.

See also

Arc consistency for Soft Constraints. T. Schiex. Proc. of CP'2000. Singapour, 2000.

Note

Soft Arc Consistency in *toulbar2* is limited to binary and ternary and some global cost functions (*eg* *alldifferent*, *gcc*, *regular*, *same*). Other *n*-ary cost functions are delayed for propagation until their number of unassigned variables is three or less.

See also

Towards Efficient Consistency Enforcement for Global Constraints in Weighted Constraint Satisfaction. Jimmy Ho-Man Lee, Ka Lun Leung. Proc. of IJCAI 2009, pages 559-565. Pasadena, USA, 2009.

3.10 Propagation loop

Propagates soft local consistencies and bounded variable elimination until all the propagation queues are empty or a contradiction occurs.

While (queues are not empty or current objective bounds have changed):

1. queue for bounded variable elimination of degree at most two (except at preprocessing)
2. BAC queue
3. EAC queue
4. DAC queue
5. AC queue
6. monolithic (flow-based and DAG-based) global cost function propagation (partly incremental)
7. NC queue
8. returns to #1 until all the previous queues are empty
9. DEE queue
10. returns to #1 until all the previous queues are empty
11. VAC propagation (not incremental)
12. returns to #1 until all the previous queues are empty (and problem is VAC if enable)
13. exploits goods in pending separators for BTD-like methods

Queues are first-in / first-out lists of variables (avoiding multiple insertions). In case of a contradiction, queues are explicitly emptied by `WCSP::whenContradiction`

3.11 Variable and cost function modeling

Modeling a Weighted CSP consists in creating variables and cost functions.

Domains of variables can be of two different types:

- enumerated domain allowing direct access to each value (array) and iteration on current domain in times proportional to the current number of values (double-linked list)
- interval domain represented by a lower value and an upper value only (useful for large domains)

Warning

Current implementation of `toulbar2` has limited modeling and solving facilities for interval domains. There is no cost functions accepting both interval and enumerated variables for the moment, which means all the variables should have the same type.

Cost functions can be defined in extension (table or maps) or having a specific semantic.

Cost functions in extension depend on their arity:

- unary cost function (directly associated to an enumerated variable)
- binary and ternary cost functions (table of costs)
- n-ary cost functions ($n \geq 4$) defined by a list of tuples with associated costs and a default cost for missing tuples (allows for a compact representation)

Cost functions having a specific semantic (see [Weighted Constraint Satisfaction Problem file format \(wcsp\)](#)) are:

- simple arithmetic and scheduling (temporal disjunction) cost functions on interval variables
- global cost functions (eg soft alldifferent, soft global cardinality constraint, soft same, soft regular, etc) with three different propagator keywords:
 - *flow* propagator based on flow algorithms with "s" prefix in the keyword (*salldiff*, *sgcc*, *ssame*, *sregular*)
 - *DAG* propagator based on dynamic programming algorithms with "s" prefix and "dp" postfix (*samongdp*, *salldifddp*, *sgccdp*, *sregulardp*, *sgrammardp*, *smstdp*, *smaxdp*)
 - *network* propagator based on cost function network decomposition with "w" prefix (*wsum*, *wvarsum*, *walldiff*, *wgcc*, *wsame*, *wsamegcc*, *wregular*, *wamong*, *wvamong*, *woverlap*)

Note

The default semantics (using `var` keyword) of monolithic (flow and DAG-based propagators) global cost functions is to count the number of variables to change in order to restore consistency and to multiply it by the basecost. Other particular semantics may be used in conjunction with the flow-based propagator

The semantics of the network-based propagator approach is either a hard constraint ("hard" keyword) or a soft constraint by multiplying the number of changes by the basecost ("lin" or "var" keyword) or by multiplying the square value of the number of changes by the basecost ("quad" keyword)

A decomposable version exists for each monolithic global cost function, except grammar and MST. The decomposable ones may propagate less than their monolithic counterpart and they introduce extra variables but they can be much faster in practice

Warning

Each global cost function may have less than three propagators implemented

Current implementation of `toulbar2` has limited solving facilities for monolithic global cost functions (no BTD-like methods nor variable elimination)

Current implementation of `toulbar2` disallows global cost functions with less than or equal to three variables in their scope (use cost functions in extension instead)

Before modeling the problem using `make` and `post`, call `::tb2init` method to initialize `toulbar2` global variables

After modeling the problem using `make` and `post`, call [WeightedCSP::sortConstraints](#) method to initialize correctly the model before solving it

3.12 Solving cost function networks

After creating a Weighted CSP, it can be solved using a local search method INCOP (see [WeightedCSPSolver::narycsp](#)) and/or an exact B&B search method (see [WeightedCSPSolver::solve](#)).

Various options of the solving methods are controlled by `::Toulbar2` static class members (see files `src/tb2types.hpp` and `src/tb2main.cpp`).

A brief code example reading a wcsp problem given as a single command-line parameter and solving it:

```
#include "toulbar2lib.hpp"
#include <string.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
int main(int argc, char **argv) {

    tb2init(); // must be call before setting specific ToulBar2 options and creating a model

    // Create a solver object
    WeightedCSPSolver *solver =
        WeightedCSPSolver::makeWeightedCSPSolver(MAX_COST);

    // Read a problem file in wcsp format
    solver->read_wcsp(argv[1]);

    ToulBar2::verbose = -1; // change to 0 or higher values to see more trace information

    // Uncomment if solved using INCOP local search followed by a partial Limited Discrepancy Search with a
    // maximum discrepancy of one
    // ToulBar2::incop_cmd = "0 1 3 idwa 100000 cv v 0 200 1 0 0";
    // ToulBar2::lds = -1; // remove it or change to a positive value then the search continues by a
    // complete B&B search method

    if (solver->solve()) {
        // show (sub-)optimal solution
        vector<Value> sol;
        Cost ub = solver->getSolution(sol);
        cout << "Best solution found cost: " << ub << endl;
        cout << "Best solution found:";
        for (unsigned int i=0; i<sol.size(); i++) cout << ((i>0)?",":"") << " x" << i << " = " << sol[i];
        cout << endl;
    } else {
        cout << "No solution found!" << endl;
    }
    delete solver;
}
```

See also

another code example in `src/toulbar2test.cpp`

Warning

variable domains must start at zero, otherwise recompile `libtb2.so` without flag `WCSPFORMATONLY`

Public Attributes

- int `nbkilled`

Additional Inherited Members

4.1.1 Detailed Description

GWW with a threshold descent such as a given number of particles is regrouped

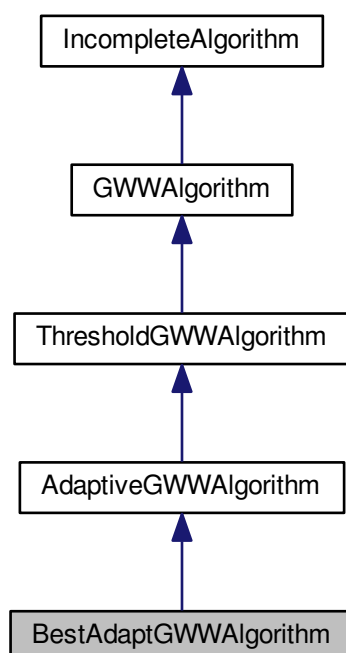
4.1.2 Member Data Documentation

4.1.2.1 int AdaptiveGWWAlgorithm::nbkilled

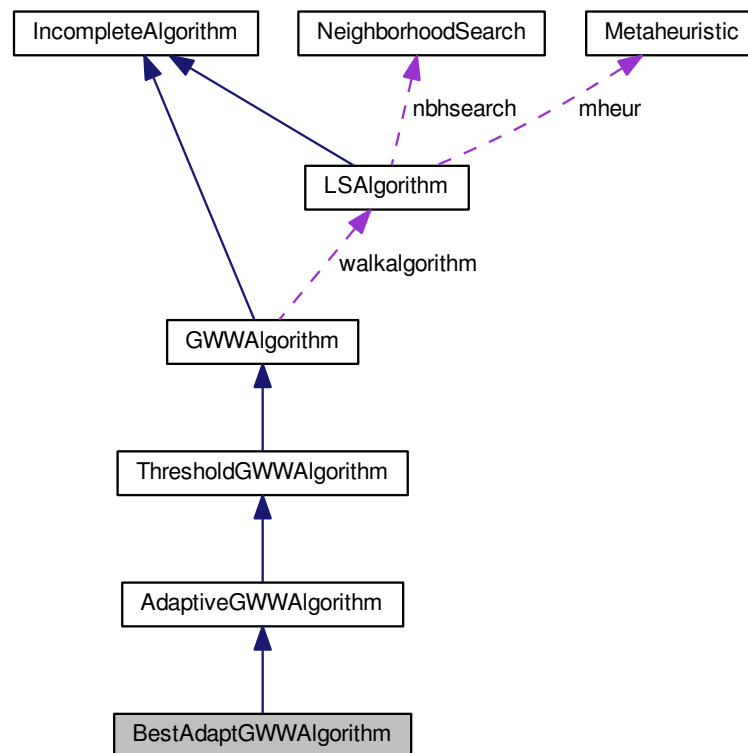
number of bad particles to be regrouped on good ones

4.2 BestAdaptGWWAlgorithm Class Reference

Inheritance diagram for BestAdaptGWWAlgorithm:



Collaboration diagram for BestAdaptGWWAlgorithm:



Public Attributes

- double `bestdescent`

Additional Inherited Members

4.2.1 Detailed Description

GWW with a descent depending on a distance between the worst and the best particle

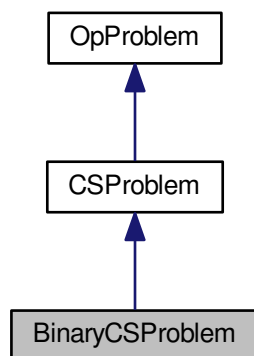
4.2.2 Member Data Documentation

4.2.2.1 double `BestAdaptGWWAlgorithm::bestdescent`

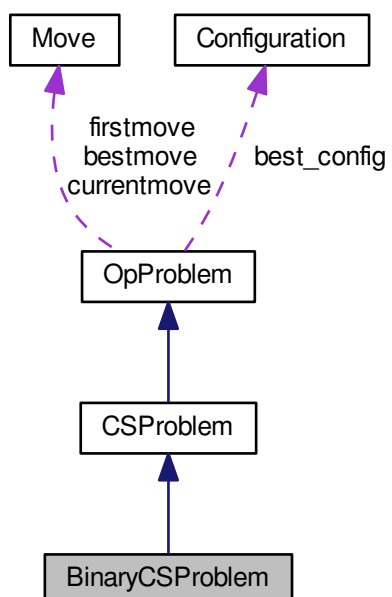
descent rate : percentage of the distance between the worst and the best particles (between 0 and 1)

4.3 BinaryCSPProblem Class Reference

Inheritance diagram for BinaryCSPProblem:



Collaboration diagram for BinaryCSPProblem:



Public Attributes

- int ** [constraints](#)

Additional Inherited Members

4.3.1 Detailed Description

Binary CSPs : addition of the constraints array

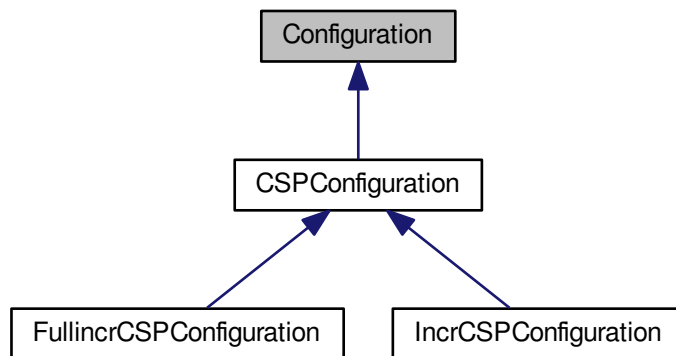
4.3.2 Member Data Documentation

4.3.2.1 `int** BinaryCSPProblem::constraints`

for a couple (i,j) of variables, (i<j) , `constraints[i][j]` returns the constraint number + 1 if the variables are connected, 0 si the variables are not connected. It is assumed that at most one constraint exists between two variables (if not use `WeightExtensionBinaryCSP` class)

4.4 Configuration Class Reference

Inheritance diagram for Configuration:



Public Member Functions

- virtual void `copy_element` (`Configuration` *config2)
- virtual void `init_conflicts` ()
- virtual void `incr_conflicts` (int var, int val, int index, Long incr)
- virtual void `set_conflicts` (int var, int val, int index, Long nbconf)
- virtual Long `get_conflicts` (int var, int val, int index)
- virtual Long `get_conflicts_problem` (`OpProblem` *problem, int var, int val)
- virtual void `update_conflicts` (`OpProblem` *problem, `Move` *move)

Public Attributes

- int * [config](#)
- Long [valuation](#)
- vector< int > [var_conflict](#)
- int [regrouped](#)

4.4.1 Detailed Description

the main class [Configuration](#)

4.4.2 Member Function Documentation

4.4.2.1 void [Configuration::copy_element](#) ([Configuration](#) * *config2*) [virtual]

copy a configuration config2 into this

References [config](#), and [valuation](#).

Referenced by [LSAlgorithm::configurationmove\(\)](#), [GWWAlgorithm::populationkeepbest\(\)](#), and [GWWAlgorithm::regrouping\(\)](#).

4.4.2.2 Long [Configuration::get_conflicts](#) (int *var*, int *val*, int *index*) [virtual]

get the number of conflicts (var,val) stored in the conflict datastructure

Reimplemented in [FullincrCSPConfiguration](#).

4.4.2.3 Long [Configuration::get_conflicts_problem](#) ([OpProblem](#) * *problem*, int *var*, int *val*) [virtual]

get the number of conflicts of (var,val), computed if not stored

References [OpProblem::compute_conflict\(\)](#).

Referenced by [CSPProblem::compute_var_conflict\(\)](#), [CSPProblem::min_conflict_value\(\)](#), and [OpProblem::move_execution\(\)](#).

4.4.2.4 void [Configuration::incr_conflicts](#) (int *var*, int *val*, int *index*, Long *incr*) [virtual]

store the conflict of (var,val) incremented by incr

Referenced by [INCOP::NaryCSPProblem::config_evaluation\(\)](#).

4.4.2.5 void [Configuration::init_conflicts](#) () [virtual]

initialization to 0 of the conflict datastructure

Referenced by [INCOP::NaryCSPProblem::config_evaluation\(\)](#).

4.4.2.6 void Configuration::set_conflicts (int *var*, int *val*, int *index*, Long *nbconf*) [virtual]

store the number of conflicts nbconf of (var,val) in the conflict datastructure

4.4.2.7 void Configuration::update_conflicts (OpProblem * *problem*, Move * *move*) [virtual]

update the conflict datastructure after a move is done

References OpProblem::compute_conflict(), OpProblem::incr_update_conflicts(), and OpProblem::value2index().

Referenced by LSAAlgorithm::configurationmove().

4.4.3 Member Data Documentation

4.4.3.1 int* Configuration::config

the current values of the variables : implemented with an array of integers

Referenced by INCOP::NaryCSPProblem::compute_conflict(), CSPProblem::compute_var_conflict(), CSPMove::computetabumove(), INCOP::NaryConstraint::constraint_value(), copy_element(), INCOP::NaryCSPProblem::create_configuration(), CSPProblem::CSPProblem(), CSPProblem::init_domain_tabdomain(), CSPProblem::min_conflict_value(), and OpProblem::move_execution().

4.4.3.2 int Configuration::regrouped

indicates if the configuration has been regrouped before (for GWW)

Referenced by GWWAlgorithm::randomwalk(), GWWAlgorithm::regrouping(), and GWWAlgorithm::run().

4.4.3.3 Long Configuration::valuation

the configuration value

Referenced by Metaheuristic::acceptance(), TabuSearch::acceptance(), Metropolis::acceptance(), ThresholdAccepting::acceptance(), SimulatedAnnealing::acceptance(), TabuAcceptingrate::acceptance(), copy_element(), INCOP::NaryCSPProblem::create_configuration(), DynamicNeighborhoodSearch::dynamicmaxneighbors(), LSAAlgorithm::isfeasible(), OpProblem::move_execution(), GWWAlgorithm::populationkeepbest(), GWWAlgorithm::randomwalk(), GWWAlgorithm::regrouping(), GWWAlgorithm::run(), and GWWAlgorithm::thresholdcomputedelta().

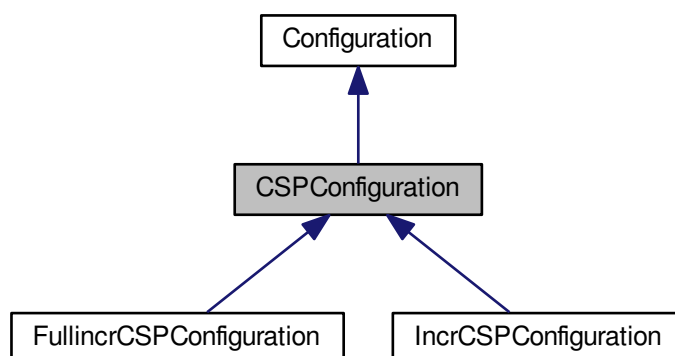
4.4.3.4 vector<int> Configuration::var_conflict

the variables taking part to a conflict : implemented with a vector

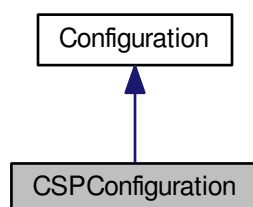
Referenced by CSPProblem::compute_var_conflict(), DynamicNeighborhoodSearch::dynamicmaxneighbors(), CSPProblem::random_conflict_variable(), and CSPProblem::random_variable().

4.5 CSPConfiguration Class Reference

Inheritance diagram for CSPConfiguration:



Collaboration diagram for CSPConfiguration:



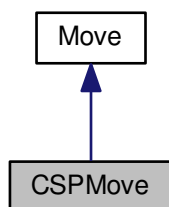
Additional Inherited Members

4.5.1 Detailed Description

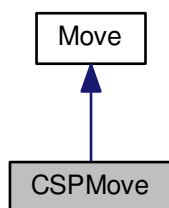
[CSPConfiguration](#) : for the CSPs

4.6 CSPMove Class Reference

Inheritance diagram for CSPMove:



Collaboration diagram for CSPMove:



Public Member Functions

- [Move](#) * `computetabumove` ([Configuration](#) *config)

4.6.1 Detailed Description

class [CSPMove](#) : a classical move for a CSP : variable, value

4.6.2 Member Function Documentation

4.6.2.1 [Move](#) * `CSPMove::computetabumove` ([Configuration](#) * *config*) [virtual]

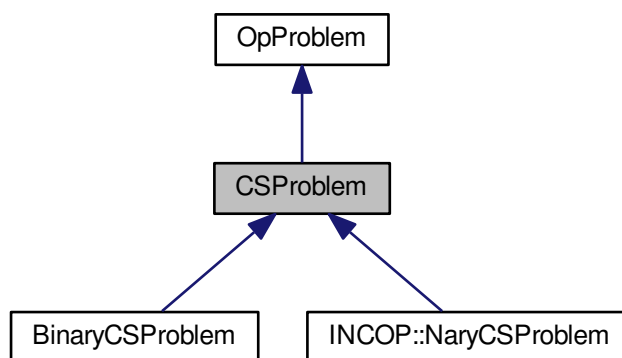
the move stored is the inverse of the move done

Reimplemented from [Move](#).

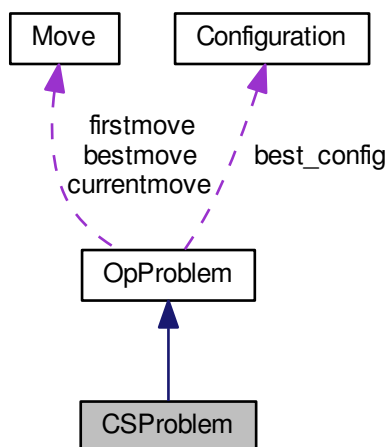
References `Configuration::config`.

4.7 CSPProblem Class Reference

Inheritance diagram for CSPProblem:



Collaboration diagram for CSPProblem:



Public Member Functions

- `CSPProblem` (int `nbvar`, int `nbconst`)
- `CSPProblem` (int `nbvar`, int `nbconst`, int `lower`)
- virtual int `variable_domainsize` (int `var`)
- virtual int `random_variable` (`Configuration` *`configuration`)
- virtual int `random_conflict_variable` (`Configuration` *`configuration`)

- virtual int [random_value](#) (int var, int val)
- virtual int [min_conflict_value](#) (int var, int val, [Configuration](#) *configuration)
- virtual void [init_domains](#) (int nbvar, int s)
- virtual void [init_tabdomains](#) (int s)
- void [compute_var_conflict](#) ([Configuration](#) *configuration)
- virtual void [set_domains_connections](#) (int *dom, vector< int > *tabledom, vector< int > *connect)
- virtual void [init_domain_tabdomain](#) ()

Public Attributes

- int [nbconst](#)
- vector< int > * [tabdomains](#)
- int * [domains](#)
- vector< int > * [connections](#)

4.7.1 Detailed Description

Finite domain CSP class

4.7.2 Constructor & Destructor Documentation

4.7.2.1 `CSPProblem::CSPProblem (int nbvar, int nbconst)`

constructor

4.7.2.2 `CSPProblem::CSPProblem (int nbvar, int nbconst, int lower)`

constructor with lower bound (stopping condition when it is reached)

References [Configuration::config](#).

4.7.3 Member Function Documentation

4.7.3.1 `void CSPProblem::compute_var_conflict (Configuration * configuration) [virtual]`

compute the variables in conflict : rebuilding the vector of conflict variables of the configuration

Reimplemented from [OpProblem](#).

References [Configuration::config](#), [Configuration::get_conflicts_problem\(\)](#), and [Configuration::var_conflict](#).

4.7.3.2 `void CSPProblem::init_domain_tabdomain () [virtual]`

initialization of the domains : call [init_domains](#) and [init_tabdomains](#)

References [Configuration::config](#).

4.7.3.3 void CSProblem::init_domains (int *nbvar*, int *s*) [virtual]

standard domain initialization : a unique domain number 0 for all variables

4.7.3.4 void CSProblem::init_tabdomains (int *s*) [virtual]

standard unique domain : integers from 0 to s-1

4.7.3.5 int CSProblem::min_conflict_value (int *var*, int *val*, Configuration * *configuration*) [virtual]

a value in the domain minimizing the conflict with the configuration (implementation of Minton min-conflict heuristics)
returns the index of the value in the domain

References Configuration::config, Configuration::get_conflicts_problem(), NeighborhoodSearch::val_conflict, and NeighborhoodSearch::var_conflict.

4.7.3.6 int CSProblem::random_conflict_variable (Configuration * *configuration*) [virtual]

a variable taking part to a conflict in the configuration

References Configuration::var_conflict.

4.7.3.7 int CSProblem::random_value (int *var*, int *val*) [virtual]

a value for variable *var*, randomly chosen in its domain, if possible distinct with *val* : returns the index of the value in the domain

4.7.3.8 int CSProblem::random_variable (Configuration * *configuration*) [virtual]

a variable randomly chosen

References Configuration::var_conflict.

4.7.3.9 void CSProblem::set_domains_connections (int * *dom*, vector< int > * *tabledom*, vector< int > * *connect*) [virtual]

set the domains and connections of a problem

Referenced by INCOP::NaryCSProblem::create_configuration().

4.7.3.10 int CSProblem::variable_domainsize (int *var*) [virtual]

the domain size of variable *var*

4.7.4 Member Data Documentation

4.7.4.1 vector<int>* CSProblem::connections

connections table : for each variable, vector of connected variables

4.7.4.2 `int* CSProblem::domains`

for each variable, domain number : index in `tabdomains` array

4.7.4.3 `int CSProblem::nbconst`

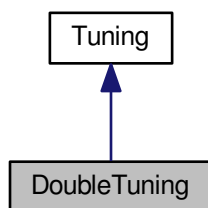
constraint number

4.7.4.4 `vector<int>* CSProblem::tabdomains`

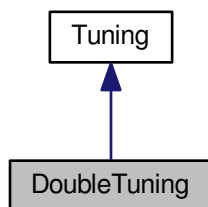
domain array : each domain is implemented by a vector of integers

4.8 DoubleTuning Class Reference

Inheritance diagram for DoubleTuning:



Collaboration diagram for DoubleTuning:

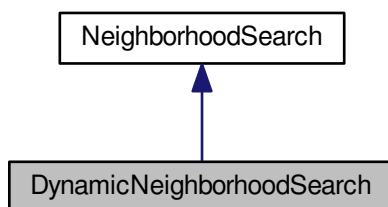


4.8.1 Detailed Description

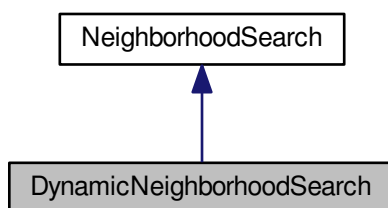
Automatic tuning of a local search algorithm with two parameters

4.9 DynamicNeighborhoodSearch Class Reference

Inheritance diagram for DynamicNeighborhoodSearch:



Collaboration diagram for DynamicNeighborhoodSearch:



Public Member Functions

- void [dynamicmaxneighbors](#) (int &maxneigh, int &minneigh, int nbmoves)

Public Attributes

- int [initmaxneighbors](#)
- int [initminneighbors](#)
- int [adjustperiod](#)

4.9.1 Detailed Description

Neighborhood with dynamic parameter tuning

4.9.2 Member Function Documentation

4.9.2.1 void DynamicNeighborhoodSearch::dynamicmaxneighbors (int & *maxneigh*, int & *minneigh*, int *nbmoves*)
[virtual]

adjust the parameters maxneighbors and minneighbors

Reimplemented from [NeighborhoodSearch](#).

References OpProblem::adjust_parameters(), OpProblem::domainsize, Configuration::valuation, and Configuration::var_conflict.

4.9.3 Member Data Documentation

4.9.3.1 int DynamicNeighborhoodSearch::adjustperiod

parameter readjustment period

4.9.3.2 int DynamicNeighborhoodSearch::initmaxneighbors

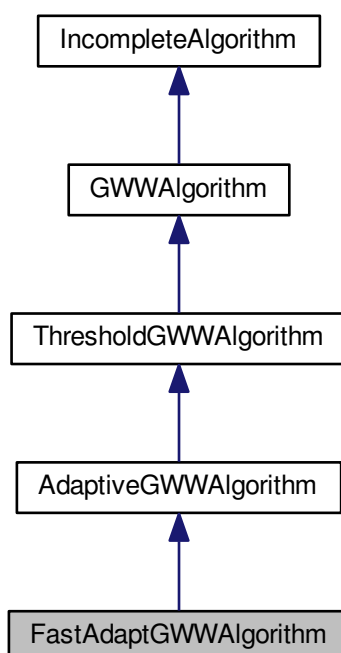
initial value of maxneighbors parameter

4.9.3.3 int DynamicNeighborhoodSearch::initminneighbors

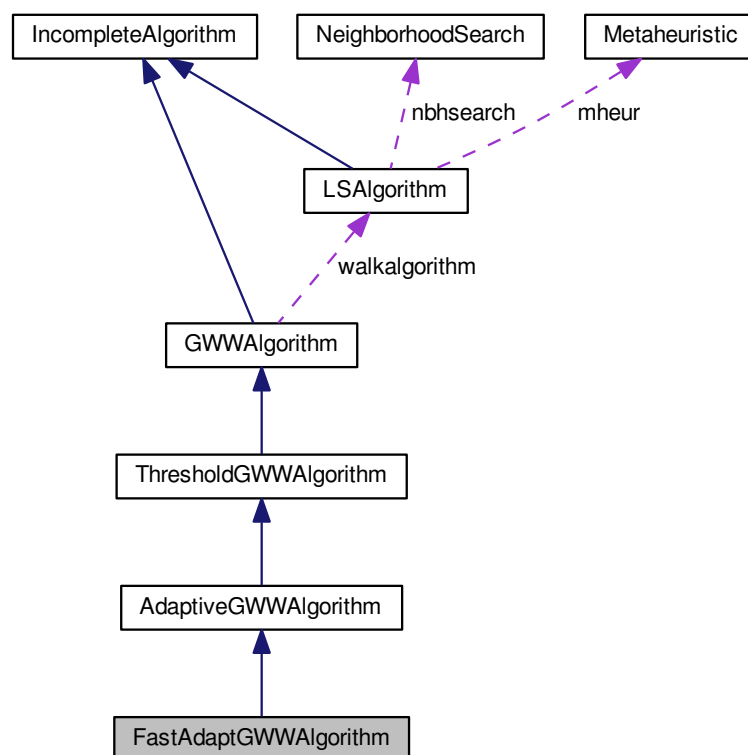
initial value of minneighbors parameter

4.10 FastAdaptGWWAlgorithm Class Reference

Inheritance diagram for FastAdaptGWWAlgorithm:



Collaboration diagram for FastAdaptGWWAlgorithm:



Public Attributes

- double [thresholddescent](#)

Additional Inherited Members

4.10.1 Detailed Description

GWW with a threshold descent at the lowest value obtained by [AdaptiveGWWAlgorithm](#) et [FastStandardGWWAlgorithm](#) using a number of particles to be redistributed and a rate

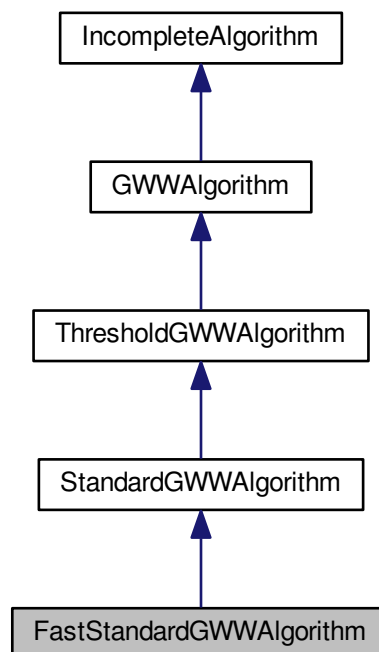
4.10.2 Member Data Documentation

4.10.2.1 double FastAdaptGWWAlgorithm::thresholddescent

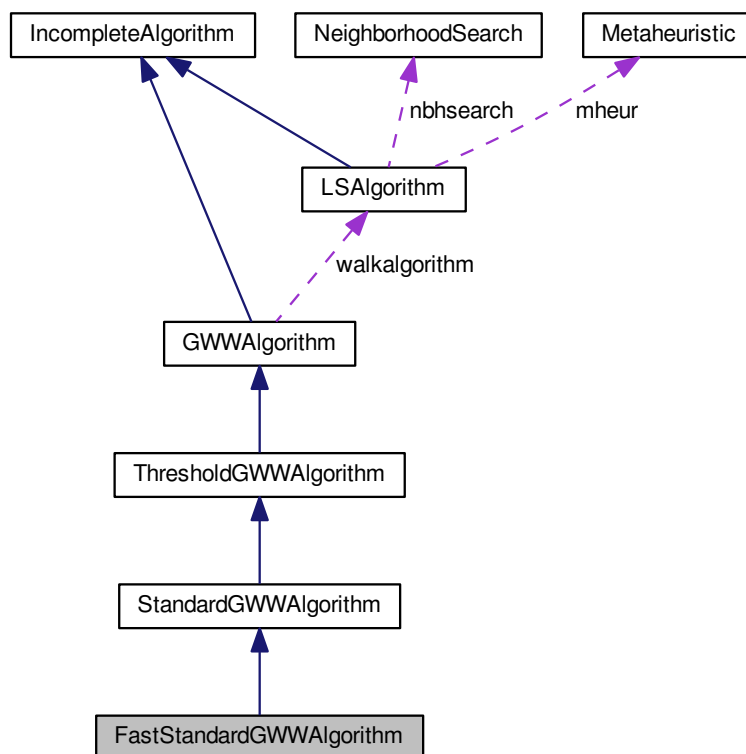
threshold descent rate

4.11 FastStandardGWWAlgorithm Class Reference

Inheritance diagram for FastStandardGWWAlgorithm:



Collaboration diagram for FastStandardGWWAlgorithm:



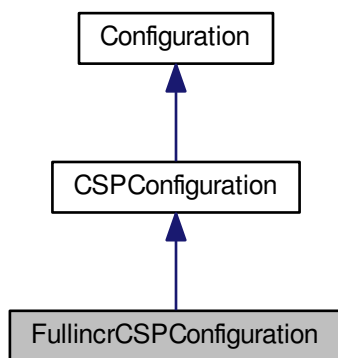
Additional Inherited Members

4.11.1 Detailed Description

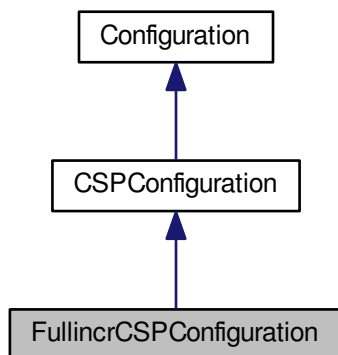
StandardGWW with a threshold descent at least until the worst particle

4.12 FullincrCSPConfiguration Class Reference

Inheritance diagram for FullincrCSPConfiguration:



Collaboration diagram for FullincrCSPConfiguration:



Public Member Functions

- Long [get_conflicts](#) (int var, int val, int index)

Additional Inherited Members

4.12.1 Detailed Description

Full incremental evaluation : the participation of every value of every variable is stored in the 2 dimension array `tabconflicts` (variable, valueindex)

4.12.2 Member Function Documentation

4.12.2.1 Long FullincrCSPConfiguration::get_conflicts (int *var*, int *val*, int *index*) [virtual]

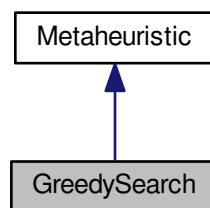
get the number of conflicts (var,val) stored in the conflict datastructure using the value index in the domain

Reimplemented from [Configuration](#).

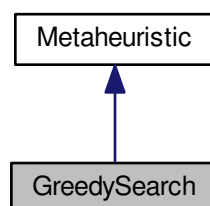
References `OpProblem::fullincr_update_conflicts()`.

4.13 GreedySearch Class Reference

Inheritance diagram for GreedySearch:



Collaboration diagram for GreedySearch:



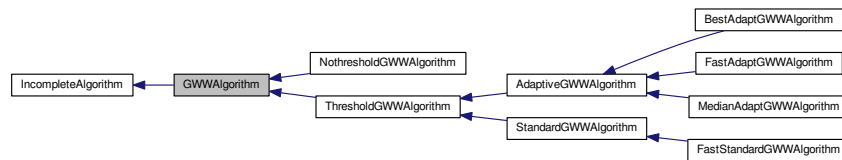
Additional Inherited Members

4.13.1 Detailed Description

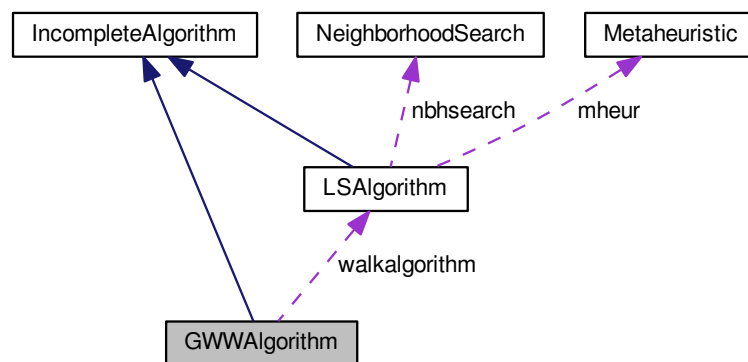
Greedy walk : a neighbor with better or same cost as the current configuration is accepted

4.14 GWWAlgorithm Class Reference

Inheritance diagram for GWWAlgorithm:



Collaboration diagram for GWWAlgorithm:



Public Member Functions

- virtual void `populationrandomwalk` (`OpProblem` *problem, `Configuration` **population)
- virtual int `nb_threshold_population` (`Configuration` **population)
- void `randomwalk` (`OpProblem` *problem, `Configuration` *configuration)
- void `initthreshold` (`Configuration` **population, int popsize)
- virtual void `thresholdupdate` ()
- virtual void `thresholdcomputedelta` (`Configuration` **population)
- void `run` (`OpProblem` *problem, `Configuration` **population)
- virtual void `regrouping` (`Configuration` **population)
- void `populationkeepbest` (`OpProblem` *problem, `Configuration` **population)
- virtual void `thresholdchangesupdate` ()

Public Attributes

- int `populationsize`
- int `regrouptest`
- int `lastmovedescent`
- int `elitism`

- int [nomovestop](#)
- Long [thresholddelta](#)
- int [nbiteration](#)
- int [thresholdchanges](#)
- int [total_nhtries](#)
- int [total_nbmoves](#)
- [LSAlgorithm](#) * [walkalgorithm](#)

4.14.1 Detailed Description

the GWW (Go with the winners) algorithms : the different subclasses differ by the way a threshold is managed and the particles are regrouped

4.14.2 Member Function Documentation

4.14.2.1 void GWWAlgorithm::initthreshold ([Configuration](#) ** *population*, int *popsiz*e) [\[virtual\]](#)

intialization of the threshold

Reimplemented from [IncompleteAlgorithm](#).

References [IncompleteAlgorithm::threshold](#), [thresholdchanges](#), and [walkalgorithm](#).

4.14.2.2 int GWWAlgorithm::nb_threshold_population ([Configuration](#) ** *population*) [\[virtual\]](#)

the number of particles at the threshold (for statistics) , the population being yet sorted at the function call

References [populationsize](#), [IncompleteAlgorithm::threshold](#), and [walkalgorithm](#).

Referenced by [run\(\)](#).

4.14.2.3 void GWWAlgorithm::populationkeepbest ([OpProblem](#) * *problem*, [Configuration](#) ** *population*)

in case of elitism, the best particle is put into the population

References [OpProblem::best_config](#), [Configuration::copy_element\(\)](#), [populationsize](#), and [Configuration::valuation](#).

Referenced by [run\(\)](#).

4.14.2.4 void GWWAlgorithm::populationrandomwalk ([OpProblem](#) * *problem*, [Configuration](#) ** *population*)
[\[virtual\]](#)

local search on the whole population

References [OpProblem::lower_bound](#), [LSAlgorithm::nbmoves](#), [LSAlgorithm::nhtries](#), [populationsize](#), [randomwalk\(\)](#), [total_nbmoves](#), [total_nhtries](#), and [walkalgorithm](#).

Referenced by [run\(\)](#), and [thresholdchangesupdate\(\)](#).

4.14.2.5 void GWWAlgorithm::randomwalk (OpProblem * *problem*, Configuration * *configuration*) [virtual]

a local search for a particle

Reimplemented from [IncompleteAlgorithm](#).

References LSAAlgorithm::configurationmove(), lastmovedescent, OpProblem::lower_bound, nomovestop, Configuration::regrouped, IncompleteAlgorithm::threshold, thresholdupdate(), Configuration::valuation, walkalgorithm, and LSAAlgorithm::walklength.

Referenced by LSAAlgorithm::isfeasible(), and populationrandomwalk().

4.14.2.6 void GWWAlgorithm::regrouping (Configuration ** *population*) [virtual]

regrouping of the best particles on the good ones

References Configuration::copy_element(), NothresholdGWWAlgorithm::nbkilled, populationsize, Configuration::regrouped, IncompleteAlgorithm::threshold, and Configuration::valuation.

4.14.2.7 void GWWAlgorithm::run (OpProblem * *problem*, Configuration ** *population*) [virtual]

main function for running the algorithm

Reimplemented from [IncompleteAlgorithm](#).

References elitism, OpProblem::lower_bound, nb_threshold_population(), nbiteration, populationkeepbest(), populationrandomwalk(), populationsize, Configuration::regrouped, regrouptest, IncompleteAlgorithm::threshold, thresholdchanges, thresholdchangesupdate(), thresholdcomputedelta(), thresholddelta, thresholdupdate(), total_nbmoves, total_nhtries, Configuration::valuation, and walkalgorithm.

4.14.2.8 void GWWAlgorithm::thresholdchangesupdate () [virtual]

incrementing the threshold updates counter (for the statistics)

References populationrandomwalk(), and thresholdchanges.

Referenced by run().

4.14.2.9 void GWWAlgorithm::thresholdcomputedelta (Configuration ** *population*) [virtual]

method for computing the threshold decrement

References NothresholdGWWAlgorithm::nbkilled, populationsize, IncompleteAlgorithm::threshold, thresholddelta, Configuration::valuation, and walkalgorithm.

Referenced by run().

4.14.2.10 void GWWAlgorithm::thresholdupdate () [virtual]

method for lowering the threshold(the delta has already been computed)

References IncompleteAlgorithm::threshold, thresholddelta, and walkalgorithm.

Referenced by randomwalk(), and run().

4.14.3 Member Data Documentation

4.14.3.1 int GWWAlgorithm::elitism

elitism parameter : is the best particle put again in the population at each regroupment (1 yes, 0 no)

Referenced by `run()`, and `SimulatedAnnealing::SimulatedAnnealing()`.

4.14.3.2 int GWWAlgorithm::lastmovedescent

parameter if the threshold is lowered at the last move of the walk (for trying to avoid the particle to be redistributed (1 yes, 0 no)

Referenced by `randomwalk()`, and `SimulatedAnnealing::SimulatedAnnealing()`.

4.14.3.3 int GWWAlgorithm::nbiteration

the maximum number of iterations : useful when no threshold is managed ([NothresholdGWWAlgorithm](#))

Referenced by `run()`, and `SimulatedAnnealing::SimulatedAnnealing()`.

4.14.3.4 int GWWAlgorithm::nomovestop

parameter for stopping the walk in case of stagnation (1 yes, 0 no)

Referenced by `randomwalk()`, and `SimulatedAnnealing::SimulatedAnnealing()`.

4.14.3.5 int GWWAlgorithm::populationsize

number of particles

Referenced by `nb_threshold_population()`, `populationkeepbest()`, `populationrandomwalk()`, `regrouping()`, `run()`, `SimulatedAnnealing::SimulatedAnnealing()`, and `thresholdcomputedelta()`.

4.14.3.6 int GWWAlgorithm::regrouptest

walk indicator : a walk is performed only if the particle has been regrouped : (1 yes, 0 no) (useful for a standard GWW with random walk (and no local search))

Referenced by `run()`, and `SimulatedAnnealing::SimulatedAnnealing()`.

4.14.3.7 int GWWAlgorithm::thresholdchanges

number of threshold changes (for the statistics)

Referenced by `initthreshold()`, `run()`, and `thresholdchangesupdate()`.

4.14.3.8 Long GWWAlgorithm::thresholddelta

the threshold decrement (computed by `thresholdcomputedelta()`)

Referenced by `run()`, `thresholdcomputedelta()`, and `thresholdupdate()`.

4.14.3.9 int GWWAlgorithm::total_nbmoves

total number of moves between 2 regroupments (for the statistics)

Referenced by `populationrandomwalk()`, and `run()`.

4.14.3.10 int GWWAlgorithm::total_nhtries

total number of move tries between 2 regroupments (for the statistics)

Referenced by `populationrandomwalk()`, and `run()`.

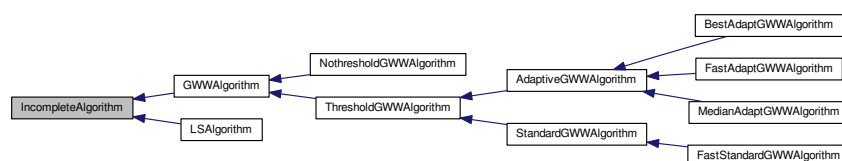
4.14.3.11 LSAAlgorithm* GWWAlgorithm::walkalgorithm

the local search algorithm used

Referenced by `initthreshold()`, `nb_threshold_population()`, `populationrandomwalk()`, `randomwalk()`, `run()`, `SimulatedAnnealing::SimulatedAnnealing()`, `thresholdcomputedelta()`, and `thresholdupdate()`.

4.15 IncompleteAlgorithm Class Reference

Inheritance diagram for IncompleteAlgorithm:



Public Member Functions

- virtual void `randomwalk` (`OpProblem` *problem, `Configuration` *configuration)
- virtual void `run` (`OpProblem` *problem, `Configuration` **population)

Public Attributes

- Long `threshold`

4.15.1 Detailed Description

Root class of algorithms

4.15.2 Member Function Documentation

4.15.2.1 `void IncompleteAlgorithm::randomwalk (OpProblem * problem, Configuration * configuration)`
`[virtual]`

walk for a particule

Reimplemented in [GWWAlgorithm](#).

4.15.2.2 `void IncompleteAlgorithm::run (OpProblem * problem, Configuration ** population)` `[virtual]`

Run the algorithm on a population (array of configurations)

Reimplemented in [GWWAlgorithm](#).

4.15.3 Member Data Documentation

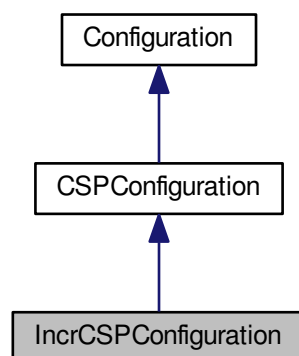
4.15.3.1 Long IncompleteAlgorithm::threshold

a threshold can be used to forbid moves above this threshold (used in LSAgorithms implementing walks inside GWW)

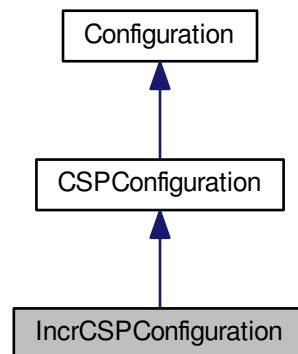
Referenced by `GWWAlgorithm::initthreshold()`, `LSAlgorithm::isfeasible()`, `GWWAlgorithm::nb_threshold_↔
population()`, `GWWAlgorithm::randomwalk()`, `GWWAlgorithm::regrouping()`, `GWWAlgorithm::run()`, `LSAlgorithm↔
::test_bestfound()`, `GWWAlgorithm::thresholdcomputedelta()`, and `GWWAlgorithm::thresholdupdate()`.

4.16 IncrCSPConfiguration Class Reference

Inheritance diagram for IncrCSPConfiguration:



Collaboration diagram for IncrCSPConfiguration:



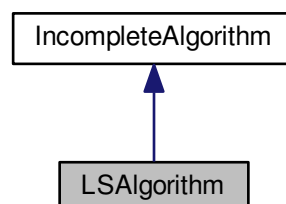
Additional Inherited Members

4.16.1 Detailed Description

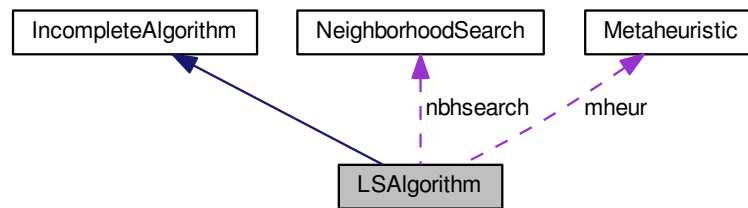
Incremental evaluation with storage in the conflict datastructure tabconflicts the participation of the current values of the configuration

4.17 LSAAlgorithm Class Reference

Inheritance diagram for LSAAlgorithm:



Collaboration diagram for LSAAlgorithm:



Public Member Functions

- virtual int `isfeasible` (`Move` *move)
- virtual int `configurationmove` (`OpProblem` *problem, `Configuration` *configuration)
- int `test_bestfound` (`Move` *move)

Public Attributes

- int `walklength`
- `NeighborhoodSearch` * `nbhsearch`
- `Metaheuristic` * `mheur`
- int `nhtries`
- int `nbmoves`

4.17.1 Detailed Description

The class of local search algorithm on one particle : the random walk is parameterized with the walk length, a neighborhood and a metaheuristics

4.17.2 Member Function Documentation

4.17.2.1 int LSAAlgorithm::configurationmove (`OpProblem` * *problem*, `Configuration` * *configuration*) [virtual]

Neighborhood exploration algorithm for selecting and do a move from the current configuration : returns 1 if a move has been done and 0 if no move has been done

References `OpProblem::best_config`, `OpProblem::bestmove`, `OpProblem::compute_var_conflict()`, `Configuration::copy_element()`, `Move::copymove()`, `OpProblem::currentmove`, `OpProblem::firstmove`, `OpProblem::move_execution()`, `OpProblem::next_move()`, and `Configuration::update_conflicts()`.

Referenced by `GWWAlgorithm::randomwalk()`.

4.17.2.2 `int LSAAlgorithm::isfeasible (Move * move) [virtual]`

feasability of a move (under or at threshold level pour GWW walks)

References `OpProblem::lower_bound`, `GWWAlgorithm::randomwalk()`, `IncompleteAlgorithm::threshold`, and `Configuration::valuation`.

4.17.2.3 `int LSAAlgorithm::test_bestfound (Move * move)`

test if a global best configuration has been found (returns 1 in that case)

References `IncompleteAlgorithm::threshold`.

4.17.3 Member Data Documentation

4.17.3.1 `Metaheuristic* LSAAlgorithm::mheur`

the metaheuristics used

4.17.3.2 `NeighborhoodSearch* LSAAlgorithm::nbhsearch`

the way the neighborhood is explored

4.17.3.3 `int LSAAlgorithm::nbmoves`

number of moves done

Referenced by `GWWAlgorithm::populationrandomwalk()`.

4.17.3.4 `int LSAAlgorithm::nhtries`

number of move tries (for statistics)

Referenced by `GWWAlgorithm::populationrandomwalk()`.

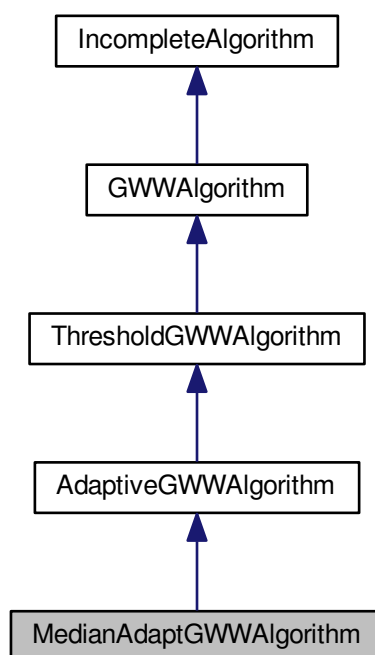
4.17.3.5 `int LSAAlgorithm::walklength`

walk length

Referenced by `GWWAlgorithm::randomwalk()`.

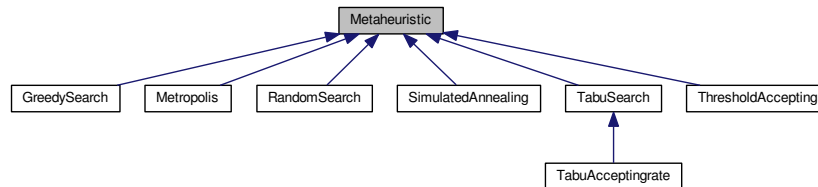
4.18 MedianAdaptGWWAlgorithm Class Reference

Inheritance diagram for MedianAdaptGWWAlgorithm:



4.19 Metaheuristic Class Reference

Inheritance diagram for Metaheuristic:



Public Member Functions

- virtual void [executebeforemove](#) ([Move](#) *move, [Configuration](#) *configuration, [OpProblem](#) *problem)
- virtual void [reinit](#) ([OpProblem](#) *problem)
- virtual int [acceptance](#) ([Move](#) *move, [Configuration](#) *config)

4.19.1 Detailed Description

Root class for Metaheuristics

4.19.2 Member Function Documentation

4.19.2.1 int Metaheuristic::acceptance ([Move](#) * move, [Configuration](#) * config) [virtual]

acceptance condition of a move : returns 1 if the move is accepted

Reimplemented in [TabuAcceptingrate](#), [SimulatedAnnealing](#), [ThresholdAccepting](#), [Metropolis](#), and [TabuSearch](#).

References [Configuration::valuation](#).

4.19.2.2 void Metaheuristic::executebeforemove ([Move](#) * move, [Configuration](#) * configuration, [OpProblem](#) * problem) [virtual]

update of the metaheuristic data just before a move is performed

Reimplemented in [SimulatedAnnealing](#), [ThresholdAccepting](#), and [TabuSearch](#).

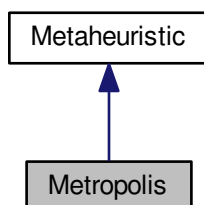
4.19.2.3 void Metaheuristic::reinit ([OpProblem](#) * problem) [virtual]

initialization of the metaheuristic data at the beginning of a local search

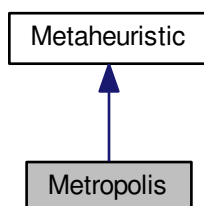
Reimplemented in [ThresholdAccepting](#), and [TabuSearch](#).

4.20 Metropolis Class Reference

Inheritance diagram for Metropolis:



Collaboration diagram for Metropolis:



Public Member Functions

- int [acceptance](#) ([Move](#) *move, [Configuration](#) *config)

4.20.1 Detailed Description

[Metropolis](#) algorithm : a unique parameter - a constant temperature

4.20.2 Member Function Documentation

4.20.2.1 int `Metropolis::acceptance (Move * move, Configuration * config)` `[virtual]`

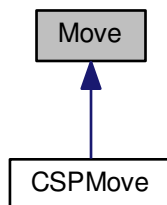
the classical [Metropolis](#) formula for accepting a bad move : probability = exp (-evaluationdelta/temperature)

Reimplemented from [Metaheuristic](#).

References `Configuration::valuation`.

4.21 Move Class Reference

Inheritance diagram for Move:



Public Member Functions

- virtual int [eqmove](#) ([Move](#) *move1)
- virtual void [copymove](#) ([Move](#) *move)
- virtual [Move](#) * [computetabumove](#) ([Configuration](#) *config)

4.21.1 Detailed Description

root class [Move](#)

4.21.2 Member Function Documentation

4.21.2.1 virtual [Move](#)* [Move::computetabumove](#) ([Configuration](#) * *config*) [virtual]

the move to be put in the tabu list (to be implemented in the subclasses)

Reimplemented in [CSPMove](#).

Referenced by [TabuSearch::executebeforemove\(\)](#).

4.21.2.2 void [Move::copymove](#) ([Move](#) * *move*) [virtual]

copy of move move1 into this

Referenced by [LSAlgorithm::configurationmove\(\)](#).

4.21.2.3 int [Move::eqmove](#) ([Move](#) * *move1*) [virtual]

the test of equality of a move (used for searching a move in the tabu list)

4.22 INCOP::NaryConstraint Class Reference

Public Member Functions

- Long [constraint_value](#) ([Configuration](#) *configuration)
- int [nbtuples](#) (vector< int > *tabdomaines)

Public Attributes

- vector< int > [constrainedvariables](#)
- vector< Long > [tuplevalues](#)

4.22.1 Detailed Description

Nary constraint in extension with weigths defined on the tuples

4.22.2 Member Function Documentation

4.22.2.1 Long INCOP::NaryConstraint::constraint_value ([Configuration](#) * *configuration*)

Constraint Evaluation : searching in the tuple table

References [Configuration::config](#).

4.22.2.2 int INCOP::NaryConstraint::nbtuples (vector< int > * *tabdomaines*)

nombre de n-uplets d'une contrainte

4.22.3 Member Data Documentation

4.22.3.1 vector<int> INCOP::NaryConstraint::constrainedvariables

variables linked by the constraint

Referenced by [INCOP::NaryCSPProblem::create_configuration\(\)](#).

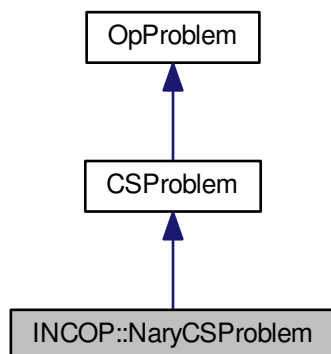
4.22.3.2 vector<Long> INCOP::NaryConstraint::tuplevalues

table of valued tuples

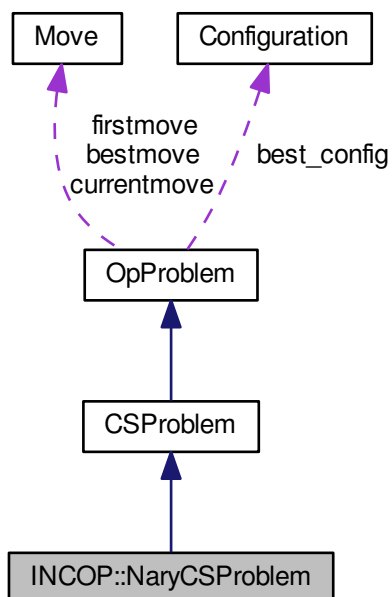
Referenced by [INCOP::NaryCSPProblem::create_configuration\(\)](#).

4.23 INCOP::NaryCSPProblem Class Reference

Inheritance diagram for INCOP::NaryCSPProblem:



Collaboration diagram for INCOP::NaryCSPProblem:



Public Member Functions

- Long [config_evaluation](#) ([Configuration](#) *configuration)
- Long [compute_conflict](#) ([Configuration](#) *configuration, int var, int val)
- [Configuration](#) * [create_configuration](#) ()

Additional Inherited Members

4.23.1 Detailed Description

NaryCSPs solved as weighted Max-CSPs with weights on the tuples

4.23.2 Member Function Documentation

4.23.2.1 Long INCOP::NaryCSPProblem::compute_conflict (Configuration * configuration, int var, int val) [virtual]

number of conflicts of a simple assignment in a complete configuration

calcul du nombre de conflits d'une affectation - appele par l'évaluation d'un mouvement (cas incr)

Reimplemented from [OpProblem](#).

References Configuration::config.

4.23.2.2 Long INCOP::NaryCSPProblem::config_evaluation (Configuration * configuration) [virtual]

evaluation and filling the conflict datastructure

code optimisé pour configuration semi-incrementale [IncrCSPConfiguration](#)

Reimplemented from [OpProblem](#).

References Configuration::incr_conflicts(), and Configuration::init_conflicts().

4.23.2.3 Configuration * INCOP::NaryCSPProblem::create_configuration () [virtual]

choice of incrementality mode : [IncrCSPConfiguration](#) ou [FullincrCSPConfiguration](#)

utilisation des configurations "semi-incrementales" [IncrCSPConfiguration](#) - les conflits des valeurs courantes des variables sont stockés dans le tableau tabconflicts ou tout-incrémentales [FullincrCSPConfiguration](#) : les conflits de toutes les valeurs avec la configuration courante sont maintenus dans tabconflicts

Reimplemented from [CSPProblem](#).

References [OpProblem::allocate_moves\(\)](#), [OpProblem::best_config](#), [Configuration::config](#), [INCOP::NaryConstraint::constrainedvariables](#), [OpProblem::domainsize](#), [OpProblem::lower_bound](#), [CSPProblem::set_domains_connections\(\)](#), [INCOP::NaryConstraint::tuplevalues](#), and [Configuration::valuation](#).

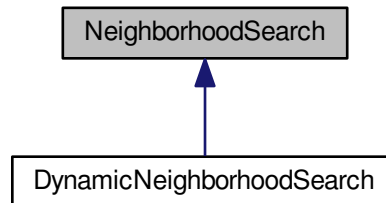
4.24 INCOP::NaryVariable Class Reference

4.24.1 Detailed Description

Variable constrained by a n-ary constraint

4.25 NeighborhoodSearch Class Reference

Inheritance diagram for NeighborhoodSearch:



Public Attributes

- int [minneighbors](#)
- int [maxneighbors](#)
- int [finished](#)
- int [var_conflict](#)
- int [val_conflict](#)

4.25.1 Detailed Description

Class [NeighborhoodSearch](#) : how the neighborhood is explored

4.25.2 Member Data Documentation

4.25.2.1 int NeighborhoodSearch::finished

behavior indicator when the neighborhood is exhausted and no neighbor has been accepted : 0 stagnation, 1 the 1st feasible move is selected, k the best feasible among k tried but not accepted moves is selected

4.25.2.2 int NeighborhoodSearch::maxneighbors

maximum number of explored neighbors

4.25.2.3 int NeighborhoodSearch::minneighbors

minimum number of visited neighbors

4.25.2.4 int NeighborhoodSearch::val_conflict

restriction indicator to best values of a variable (0 no restriction , 1 restriction)

Referenced by `CSPProblem::min_conflict_value()`.

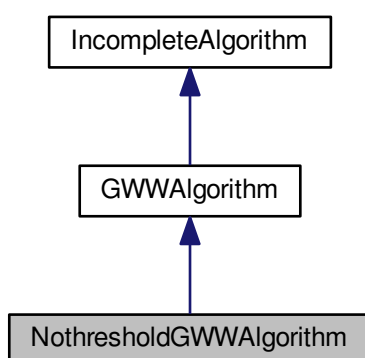
4.25.2.5 int NeighborhoodSearch::var_conflict

restriction indicator to variables participating in a conflict (0 no restriction, 1 restriction)

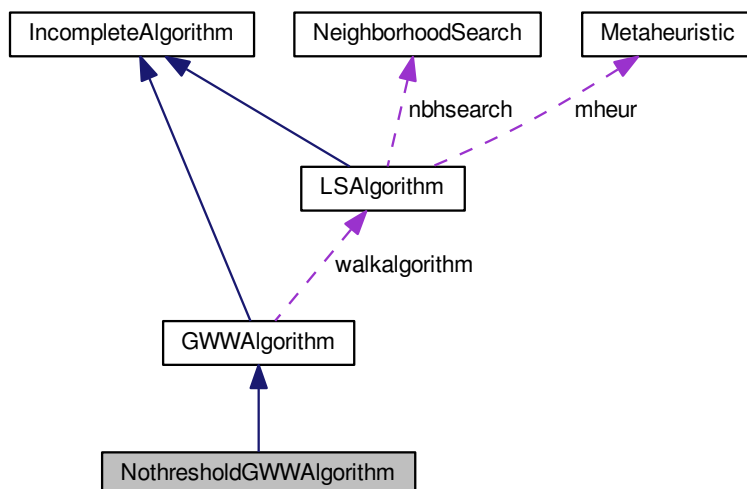
Referenced by CSPProblem::min_conflict_value().

4.26 NothresholdGWWAlgorithm Class Reference

Inheritance diagram for NothresholdGWWAlgorithm:



Collaboration diagram for NothresholdGWWAlgorithm:



Public Attributes

- int `nbkilled`

Additional Inherited Members

4.26.1 Detailed Description

GW without threshold management : 2 parameters : number of particles redistributed at each iteration , number of iterations

4.26.2 Member Data Documentation

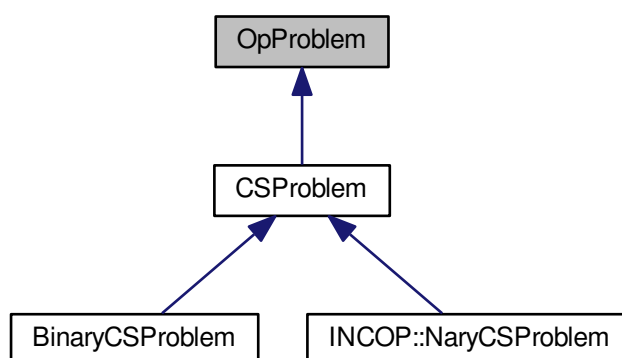
4.26.2.1 int NothresholdGWAlgorithm::nbkilled

number of particles to be regrouped at each iteration

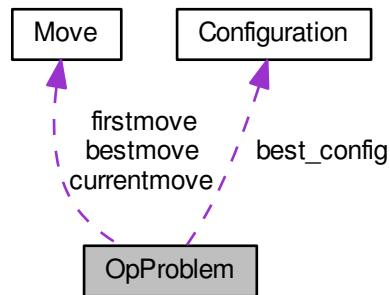
Referenced by `GWAlgorithm::regrouping()`, `SimulatedAnnealing::SimulatedAnnealing()`, and `GWAlgorithm::thresholdcomputedelta()`.

4.27 OpProblem Class Reference

Inheritance diagram for OpProblem:



Collaboration diagram for OpProblem:



Public Member Functions

- virtual void `move_execution` (`Configuration *configuration`, `Move *move`)
- virtual void `incr_update_conflicts` (`IncrCSPConfiguration *configuration`, `Move *move`)
- virtual void `fullincr_update_conflicts` (`FullincrCSPConfiguration *configuration`, `Move *move`)
- virtual void `allocate_moves` ()
- virtual `Move * create_move` ()
- virtual void `adjust_parameters` (`Configuration *configuration`, int &maxneighbors, int &minneighbors)
- virtual void `next_move` (`Configuration *configuration`, `Move *move`, `NeighborhoodSearch *nbhs`)
- virtual void `random_configuration` (`Configuration *configuration`)
- virtual void `best_config_analysis` ()
- virtual void `best_config_write` ()
- virtual void `best_config_verification` ()
- virtual void `init_population` (`Configuration **population`, int populationsize)
- virtual `Configuration * create_configuration` ()
- virtual Long `compute_conflict` (`Configuration *configuration`, int var, int val)
- virtual Long `config_evaluation` (`Configuration *configuration`)
- virtual Long `move_evaluation` (`Configuration *configuration`, `Move *move`)
- virtual int `index2value` (int index, int var)
- virtual int `value2index` (int value, int var)
- virtual void `compute_var_conflict` (`Configuration *configuration`)

Public Attributes

- `Configuration * best_config`
- int `nbvar`
- int `domainsize`
- Long `lower_bound`
- `Move * currentmove`
- `Move * firstmove`
- `Move * bestmove`

4.27.1 Detailed Description

Root class of Optimization Problems (minimization)

4.27.2 Member Function Documentation

4.27.2.1 `virtual void OpProblem::adjust_parameters (Configuration * configuration, int & maxneighbors, int & minneighbors)` [virtual]

adjustment of the neighborhood parameters (when the size of the actual neighborhood is greater than maxneighbors)

Referenced by `DynamicNeighborhoodSearch::dynamicmaxneighbors()`.

4.27.2.2 `void OpProblem::allocate_moves ()` [virtual]

creation of 3 [Move](#) objects (currentmove,bestmove,firstmove)

Referenced by `INCOP::NaryCSPProblem::create_configuration()`.

4.27.2.3 `virtual void OpProblem::best_config_analysis ()` [virtual]

analysis of the best configuration

4.27.2.4 `void OpProblem::best_config_verification ()` [virtual]

verification of the best solution (its cost is recomputed)

4.27.2.5 `virtual void OpProblem::best_config_write ()` [virtual]

writing the best solution

4.27.2.6 `virtual Long OpProblem::compute_conflict (Configuration * configuration, int var, int val)` [virtual]

computation of the participation of (var,val) to the configuration evaluation

Reimplemented in [INCOP::NaryCSPProblem](#).

Referenced by `Configuration::get_conflicts_problem()`, and `Configuration::update_conflicts()`.

4.27.2.7 `virtual void OpProblem::compute_var_conflict (Configuration * configuration)` [virtual]

compute the variables participating to a conflict in the configuration

Reimplemented in [CSPProblem](#).

Referenced by `LSAlgorithm::configurationmove()`.

4.27.2.8 **virtual Long OpProblem::config_evaluation (Configuration * configuration)** [virtual]

evaluation of a configuration

Reimplemented in [INCOP::NaryCSPProblem](#).

4.27.2.9 **virtual Configuration* OpProblem::create_configuration ()** [virtual]

create a configuration (the exact class depends on the problem and must defined in subclasses)

Reimplemented in [INCOP::NaryCSPProblem](#).

4.27.2.10 **virtual Move* OpProblem::create_move ()** [virtual]

creation of 1 [Move](#) object (the class of the [Move](#) depends on the problem) : this method is implemented in subclasses

4.27.2.11 **virtual void OpProblem::fullincr_update_conflicts (FullincrCSPConfiguration * configuration, Move * move)** [virtual]

update of the conflict data structure (case [FullincrCSPConfiguration](#))

Referenced by [FullincrCSPConfiguration::get_conflicts\(\)](#).

4.27.2.12 **virtual void OpProblem::incr_update_conflicts (IncrCSPConfiguration * configuration, Move * move)** [virtual]

update of the conflict data structure (case [IncrCSPConfiguration](#))

Referenced by [Configuration::update_conflicts\(\)](#).

4.27.2.13 **virtual int OpProblem::index2value (int index, int var)** [virtual]

valueindex in the domain to value

4.27.2.14 **virtual void OpProblem::init_population (Configuration ** population, int populationsize)** [virtual]

initialization of the population of size populationsize

4.27.2.15 **virtual Long OpProblem::move_evaluation (Configuration * configuration, Move * move)** [virtual]

evaluation of a configuration if the move is done

4.27.2.16 **void OpProblem::move_execution (Configuration * configuration, Move * move)** [virtual]

move execution (modification of the current configuration)

References [Configuration::config](#), [Configuration::get_conflicts_problem\(\)](#), and [Configuration::valuation](#).

Referenced by [LSAlgorithm::configurationmove\(\)](#).

4.27.2.17 `virtual void OpProblem::next_move (Configuration * configuration, Move * move, NeighborhoodSearch * nbhs) [virtual]`

next move to be tested (implemented in subclasses)

Referenced by LSAAlgorithm::configurationmove().

4.27.2.18 `virtual void OpProblem::random_configuration (Configuration * configuration) [virtual]`

random assignment of the variables of a configuration

4.27.2.19 `virtual int OpProblem::value2index (int value, int var) [virtual]`

valueindex of value in its domain

Referenced by Configuration::update_conflicts().

4.27.3 Member Data Documentation

4.27.3.1 `Configuration* OpProblem::best_config`

the best configuration found

Referenced by LSAAlgorithm::configurationmove(), INCOP::NaryCSPProblem::create_configuration(), and GWW↔Algorithm::populationkeepbest().

4.27.3.2 `Move* OpProblem::bestmove`

the best move found in the neighborhood

Referenced by LSAAlgorithm::configurationmove().

4.27.3.3 `Move* OpProblem::currentmove`

the current move being tested

Referenced by LSAAlgorithm::configurationmove().

4.27.3.4 `int OpProblem::domainsize`

maximum domain size

Referenced by INCOP::NaryCSPProblem::create_configuration(), and DynamicNeighborhoodSearch::dynamicmaxneighbors().

4.27.3.5 `Move* OpProblem::firstmove`

the first feasible move tried in the neighborhood

Referenced by LSAAlgorithm::configurationmove().

4.27.3.6 Long OpProblem::lower_bound

given lower bound , is used as a stop condition when it is reached

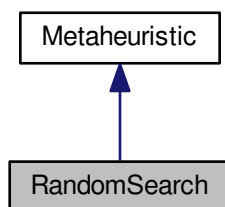
Referenced by INCOP::NaryCSPProblem::create_configuration(), LSAAlgorithm::isfeasible(), GWWAlgorithm::populationrandomwalk(), GWWAlgorithm::randomwalk(), and GWWAlgorithm::run().

4.27.3.7 int OpProblem::nbvar

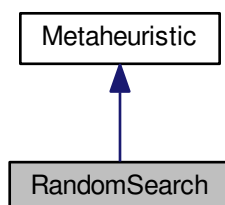
the number of variables

4.28 RandomSearch Class Reference

Inheritance diagram for RandomSearch:



Collaboration diagram for RandomSearch:



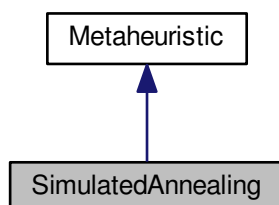
Additional Inherited Members

4.28.1 Detailed Description

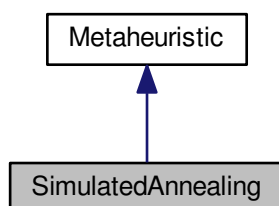
Random walk : every feasible neighbor is accepted

4.29 SimulatedAnnealing Class Reference

Inheritance diagram for SimulatedAnnealing:



Collaboration diagram for SimulatedAnnealing:



Public Member Functions

- [SimulatedAnnealing](#) (double initialtemperature, int walklength)
- int [acceptance](#) ([Move](#) *move, [Configuration](#) *config)
- void [executebeforemove](#) ([Move](#) *move, [Configuration](#) *configuration, [OpProblem](#) *problem)

Public Attributes

- double [inittemperature](#)
- double [delta](#)
- double [temperature](#)

4.29.1 Detailed Description

Simulated Annealing : linear temperature descent from inittemperature to 0

4.29.2 Constructor & Destructor Documentation

4.29.2.1 SimulatedAnnealing::SimulatedAnnealing (double *initialtemperature*, int *walklength*)

Constructor : 2 parameters : initial temperature and walk length : the fixed temperature decrement is computed.

References GWWAlgorithm::elitism, GWWAlgorithm::lastmovedescent, GWWAlgorithm::nbiteration, Nothreshold↵
GWWAlgorithm::nbkilled, GWWAlgorithm::nomovestop, GWWAlgorithm::populationsize, GWWAlgorithm↵
::regrouptest, and GWWAlgorithm::walkalgorithm.

4.29.3 Member Function Documentation

4.29.3.1 int SimulatedAnnealing::acceptance (Move * *move*, Configuration * *config*) [virtual]

Acceptance function of the temperature : classical simulated annealing formula for accepting a bad move : probability = exp (-temperature/evaluationdelta)

Reimplemented from [Metaheuristic](#).

References Configuration::valuation.

4.29.3.2 void SimulatedAnnealing::executebeforemove (Move * *move*, Configuration * *configuration*, OpProblem * *problem*) [virtual]

the temperature is lowered by delta

Reimplemented from [Metaheuristic](#).

4.29.4 Member Data Documentation

4.29.4.1 double SimulatedAnnealing::delta

constant step for lowering the temperature

4.29.4.2 double SimulatedAnnealing::inittemperature

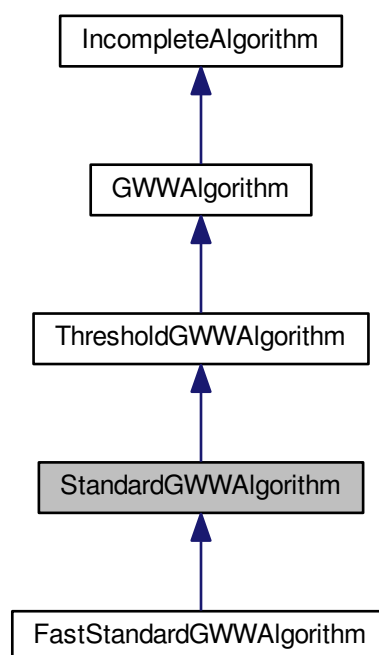
initial temperature

4.29.4.3 double SimulatedAnnealing::temperature

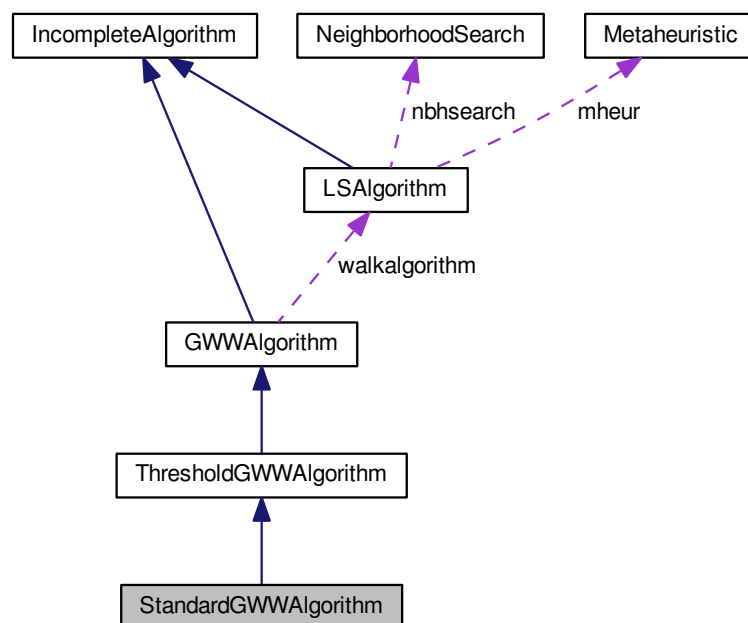
current temperature

4.30 StandardGWWAlgorithm Class Reference

Inheritance diagram for StandardGWWAlgorithm:



Collaboration diagram for StandardGWWAlgorithm:



Public Attributes

- double `thresholddescent`
- Long `thresholdmin`

Additional Inherited Members

4.30.1 Detailed Description

Standard GWW : threshold descent with a fixed rate

4.30.2 Member Data Documentation

4.30.2.1 double `StandardGWWAlgorithm::thresholddescent`

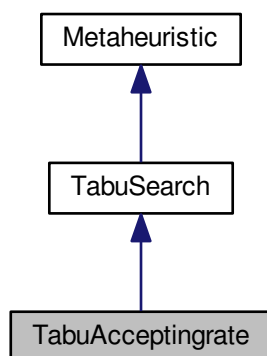
threshold descent constant rate

4.30.2.2 Long `StandardGWWAlgorithm::thresholdmin`

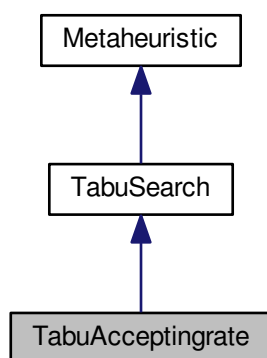
minimum of the threshold (corresponds generally to a known lowerbound)

4.31 TabuAcceptingrate Class Reference

Inheritance diagram for TabuAcceptingrate:



Collaboration diagram for TabuAcceptingrate:



Public Member Functions

- int [acceptance](#) ([Move](#) *move, [Configuration](#) *config)

Public Attributes

- float [Pd](#)
- float [P0](#)

4.31.1 Detailed Description

Special Tabu search with complementary acceptance condition depending on the move direction

4.31.2 Member Function Documentation

4.31.2.1 `int TabuAcceptingrate::acceptance (Move * move, Configuration * config) [virtual]`

Acceptance condition : non tabu and probabilities depending on the move direction

Reimplemented from [TabuSearch](#).

References `Configuration::valuation`.

4.31.3 Member Data Documentation

4.31.3.1 `float TabuAcceptingrate::P0`

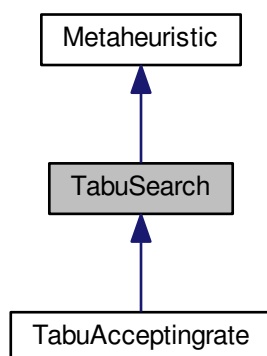
probability of acceptance of a move with same cost

4.31.3.2 `float TabuAcceptingrate::Pd`

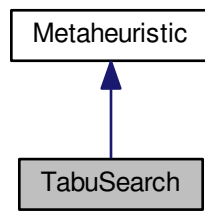
probability of acceptance of a worsening move

4.32 TabuSearch Class Reference

Inheritance diagram for TabuSearch:



Collaboration diagram for TabuSearch:



Public Member Functions

- int [acceptance](#) ([Move](#) *move, [Configuration](#) *config)
- int [nontabumove](#) ([Move](#) *move)
- void [executebeforemove](#) ([Move](#) *move, [Configuration](#) *configuration, [OpProblem](#) *problem)
- void [reinit](#) ([OpProblem](#) *problem)

Public Attributes

- int [tabulength](#)
- list< [Move](#) * > [move_list](#)

4.32.1 Detailed Description

Walk with using a tabu list : this list of moves is implemented by a list<Move*> structure , the actual class of the moves depend on the problems

4.32.2 Member Function Documentation

4.32.2.1 int TabuSearch::acceptance ([Move](#) * move, [Configuration](#) * config) [virtual]

acceptance of a move : not in the tabulist (the aspiration criterion of a best is in the configurationmove algorithm)

Reimplemented from [Metaheuristic](#).

Reimplemented in [TabuAcceptingrate](#).

References [Configuration::valuation](#).

4.32.2.2 void TabuSearch::executebeforemove ([Move](#) * move, [Configuration](#) * configuration, [OpProblem](#) * problem) [virtual]

updating of the tabulist which is managed as a FIFO of maximum length tabulength

Reimplemented from [Metaheuristic](#).

References [Move::computetabumove\(\)](#).

4.32.2.3 `int TabuSearch::nontabumove (Move * move)`

test of non presence in the tabulist (use of eqmove method)

4.32.2.4 `void TabuSearch::reinit (OpProblem * problem)` [virtual]

the tabu list is cleared

Reimplemented from [Metaheuristic](#).

4.32.3 Member Data Documentation

4.32.3.1 `list<Move *> TabuSearch::move_list`

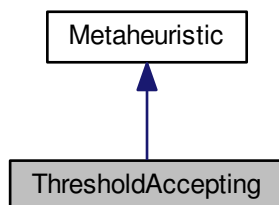
tabu list : implemented FIFO

4.32.3.2 `int TabuSearch::tabulength`

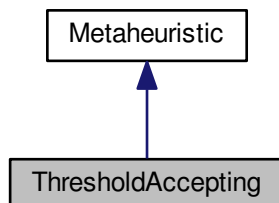
maximum length of the tabulist

4.33 ThresholdAccepting Class Reference

Inheritance diagram for ThresholdAccepting:



Collaboration diagram for ThresholdAccepting:



Public Member Functions

- [ThresholdAccepting](#) (double maxthreshold, int walklength)
- int [acceptance](#) ([Move](#) *move, [Configuration](#) *config)
- void [executebeforemove](#) ([Move](#) *move, [Configuration](#) *configuration, [OpProblem](#) *problem)
- void [reinit](#) ([OpProblem](#) *problem)

Public Attributes

- double [thresholdinit](#)
- double [delta](#)
- double [thresholdaccept](#)

4.33.1 Detailed Description

Threshold accepting Metaheuristics : a move must no deteriorate the evaluation more than the current threshod : the threshold goes down linearly from thresholdinit to 0

4.33.2 Constructor & Destructor Documentation

4.33.2.1 ThresholdAccepting::ThresholdAccepting (double *maxthreshold*, int *walklength*)

constructor : two arguments : maxthreshold the initial threshold and walklength , it computes a constant step for lowering the threshold

4.33.3 Member Function Documentation

4.33.3.1 int ThresholdAccepting::acceptance ([Move](#) * *move*, [Configuration](#) * *config*) [virtual]

acceptance condition : being under or at the threshold

Reimplemented from [Metaheuristic](#).

References [Configuration::valuation](#).

4.33.3.2 void ThresholdAccepting::executebeforemove ([Move](#) * *move*, [Configuration](#) * *configuration*, [OpProblem](#) * *problem*) [virtual]

the threshold is lowered by delta

Reimplemented from [Metaheuristic](#).

4.33.3.3 void ThresholdAccepting::reinit ([OpProblem](#) * *problem*) [virtual]

the threshold is initialized at thresholdinit

Reimplemented from [Metaheuristic](#).

4.33.4 Member Data Documentation

4.33.4.1 `double ThresholdAccepting::delta`

constant step to lower the threshold

4.33.4.2 `double ThresholdAccepting::thresholdaccept`

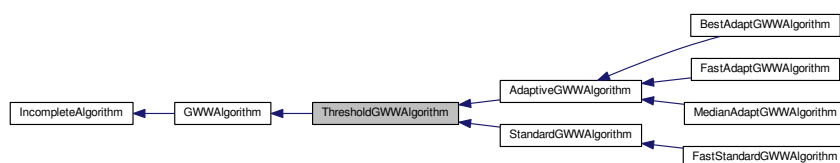
current value of the threshold

4.33.4.3 `double ThresholdAccepting::thresholdinit`

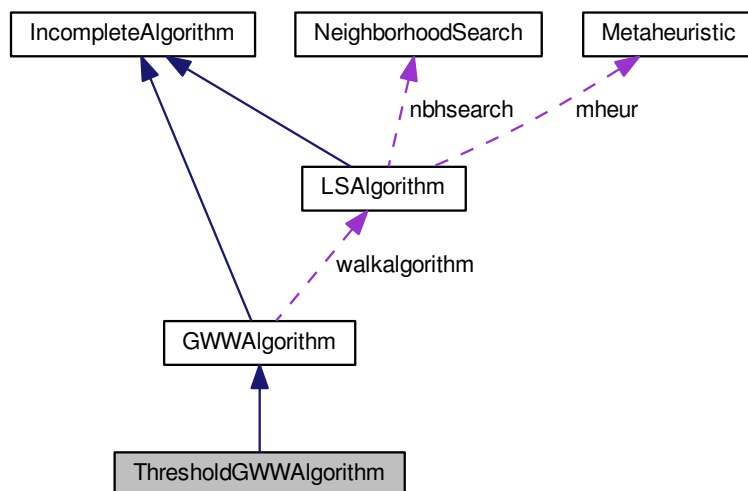
initial threshold

4.34 ThresholdGWWAlgorithm Class Reference

Inheritance diagram for ThresholdGWWAlgorithm:



Collaboration diagram for ThresholdGWWAlgorithm:



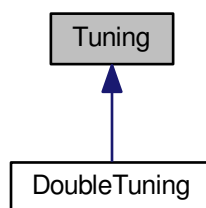
Additional Inherited Members

4.34.1 Detailed Description

Abstract class : GWW managing a threshold

4.35 Tuning Class Reference

Inheritance diagram for Tuning:



4.35.1 Detailed Description

Automatic tuning of a local search algorithm with one parameter

4.36 WeightedCSP Class Reference

Public Member Functions

- virtual int [getIndex](#) () const =0
instantiation occurrence number of current WCSP object
- virtual string [getName](#) () const =0
WCSP filename (without its extension)
- virtual void * [getSolver](#) () const =0
special hook to access solver information
- virtual Cost [getLb](#) () const =0
gets problem lower bound
- virtual Cost [getUb](#) () const =0
gets problem upper bound
- virtual void [updateUb](#) (Cost newUb)=0
sets initial problem upper bound and each time a new solution is found
- virtual void [enforceUb](#) ()=0
enforces problem upper bound when exploring an alternative search node
- virtual void [increaseLb](#) (Cost addLb)=0
increases problem lower bound thanks to eg soft local consistencies

- virtual Cost `finiteUb` () const =0
computes the worst-case assignment finite cost (sum of maximum finite cost over all cost functions plus one)
- virtual void `setInfiniteCost` ()=0
updates infinite costs in all cost functions accordingly to the problem global lower and upper bounds
- virtual bool `enumerated` (int varIndex) const =0
true if the variable has an enumerated domain
- virtual string `getName` (int varIndex) const =0
- virtual Value `getInf` (int varIndex) const =0
minimum current domain value
- virtual Value `getSup` (int varIndex) const =0
maximum current domain value
- virtual Value `getValue` (int varIndex) const =0
current assigned value
- virtual unsigned int `getDomainSize` (int varIndex) const =0
current domain size
- virtual bool `getEnumDomain` (int varIndex, Value *array)=0
gets current domain values in an array
- virtual bool `getEnumDomainAndCost` (int varIndex, ValueCost *array)=0
gets current domain values and unary costs in an array
- virtual unsigned int `getDomainInitSize` (int varIndex) const =0
gets initial domain size (warning! assumes EnumeratedVariable)
- virtual Value `toValue` (int varIndex, unsigned int idx)=0
gets value from index (warning! assumes EnumeratedVariable)
- virtual unsigned int `toIndex` (int varIndex, Value value)=0
gets index from value (warning! assumes EnumeratedVariable)
- virtual int `getDACOrder` (int varIndex) const =0
index of the variable in the DAC variable ordering
- virtual Value `nextValue` (int varIndex, Value v) const =0
first value after v in the current domain or v if there is no value
- virtual void `increase` (int varIndex, Value newInf)=0
changes domain lower bound
- virtual void `decrease` (int varIndex, Value newSup)=0
changes domain upper bound
- virtual void `assign` (int varIndex, Value newValue)=0
assigns a variable and immediately propagates this assignment
- virtual void `remove` (int varIndex, Value remValue)=0
removes a domain value (valid if done for an enumerated variable or on its domain bounds)
- virtual void `assignLS` (vector< int > &varIndexes, vector< Value > &newValues)=0
assigns a set of variables at once and propagates (used by Local Search methods such as Large Neighborhood Search)
- virtual Cost `getUnaryCost` (int varIndex, Value v) const =0
unary cost associated to a domain value
- virtual Cost `getMaxUnaryCost` (int varIndex) const =0
maximum unary cost in the domain
- virtual Value `getMaxUnaryCostValue` (int varIndex) const =0
a value having the maximum unary cost in the domain
- virtual Value `getSupport` (int varIndex) const =0
NC/EAC unary support value.
- virtual Value `getBestValue` (int varIndex) const =0
hint for some value ordering heuristics (only used by RDS)
- virtual void `setBestValue` (int varIndex, Value v)=0

- hint for some value ordering heuristics (only used by RDS)*
- virtual bool [getIsPartOfOptimalSolution](#) ()=0
special flag used for debugging purposes only
- virtual void [setIsPartOfOptimalSolution](#) (bool v)=0
special flag used for debugging purposes only
- virtual int [getDegree](#) (int varIndex) const =0
approximate degree of a variable (ie number of active cost functions, see [Variable elimination](#))
- virtual int [getTrueDegree](#) (int varIndex) const =0
degree of a variable
- virtual Long [getWeightedDegree](#) (int varIndex) const =0
weighted degree heuristic
- virtual void [resetWeightedDegree](#) (int varIndex)=0
initialize weighted degree heuristic
- virtual void [preprocessing](#) ()=0
applies various preprocessing techniques to simplify the current problem
- virtual void [sortConstraints](#) ()=0
sorts the list of cost functions associated to each variable based on smallest problem variable indexes
- virtual void [whenContradiction](#) ()=0
after a contradiction, resets propagation queues
- virtual void [propagate](#) ()=0
propagates until a fix point is reached (or throws a contradiction)
- virtual bool [verify](#) ()=0
checks the propagation fix point is reached
- virtual unsigned int [numberOfVariables](#) () const =0
number of created variables
- virtual unsigned int [numberOfUnassignedVariables](#) () const =0
current number of unassigned variables
- virtual unsigned int [numberOfConstraints](#) () const =0
initial number of cost functions (before variable elimination)
- virtual unsigned int [numberOfConnectedConstraints](#) () const =0
current number of cost functions
- virtual unsigned int [numberOfConnectedBinaryConstraints](#) () const =0
current number of binary cost functions
- virtual unsigned int [medianDomainSize](#) () const =0
median current domain size of variables
- virtual unsigned int [medianDegree](#) () const =0
median current degree of variables
- virtual int [getMaxDomainSize](#) ()=0
maximum initial domain size found in all variables
- virtual Value [getDomainSizeSum](#) ()=0
total sum of current domain sizes
- virtual void [cartProd](#) (BigInteger &cartesianProduct)=0
Cartesian product of current domain sizes.
- virtual Long [getNbDEE](#) () const =0
number of value removals due to dead-end elimination
- virtual int [makeEnumeratedVariable](#) (string n, Value iinf, Value isup)=0
create an enumerated variable with its domain bounds
- virtual int [makeEnumeratedVariable](#) (string n, Value *d, int dsize)=0
create an enumerated variable with its domain values
- virtual int [makeIntervalVariable](#) (string n, Value iinf, Value isup)=0
create an interval variable with its domain bounds

- virtual void `postUnary` (int xIndex, vector< Cost > &costs)=0
- virtual void `postNaryConstraintTuple` (int ctrindex, Value *tuple, int arity, Cost cost)=0
- virtual int `postUnary` (int xIndex, Value *d, int dsize, Cost penalty)=0
- virtual int `postGlobalConstraint` (int *scopeIndex, int arity, string &gname, istream &file, int *constrcounter=N←ULL)=0
- virtual int `postWAmong` (int *scopeIndex, int arity, const string &semantics, const string &propagator, Cost baseCost, const vector< Value > &values, int lb, int ub)=0
post a soft among cost function
- virtual void `postWAmong` (int *scopeIndex, int arity, string semantics, Cost baseCost, Value *values, int nb←Values, int lb, int ub)=0
- virtual void `postWVarAmong` (int *scopeIndex, int arity, string semantics, Cost baseCost, Value *values, int nbValues, int varIndex)=0
post a weighted among cost function with the number of values encoded as a variable with index varIndex (network-based propagator only)
- virtual int `postWRegular` (int *scopeIndex, int arity, const string &semantics, const string &propagator, Cost baseCost, int nbStates, const vector< WeightedObj< int > > &initial_States, const vector< WeightedObj< int > > &accepting_States, const vector< DFATransition > &Wtransitions)=0
post a soft or weighted regular cost function
- virtual void `postWRegular` (int *scopeIndex, int arity, int nbStates, vector< pair< int, Cost > > initial_States, vector< pair< int, Cost > > accepting_States, int **Wtransitions, vector< Cost > transitionsCosts)=0
- virtual int `postWAlldiff` (int *scopeIndex, int arity, const string &semantics, const string &propagator, Cost baseCost)=0
post a soft alldifferent cost function
- virtual void `postWAlldiff` (int *scopeIndex, int arity, string semantics, Cost baseCost)=0
- virtual int `postWGcc` (int *scopeIndex, int arity, const string &semantics, const string &propagator, Cost baseCost, const vector< BoundedObj< Value > > &values)=0
post a soft global cardinality cost function
- virtual void `postWGcc` (int *scopeIndex, int arity, string semantics, Cost baseCost, Value *values, int nb←Values, int *lb, int *ub)=0
- virtual int `postWSame` (int *scopeIndexG1, int arityG1, int *scopeIndexG2, int arityG2, const string &semantics, const string &propagator, Cost baseCost)=0
post a soft same function (a group of variables being a permutation of another group with the same size)
- virtual void `postWSame` (int *scopeIndex, int arity, string semantics, Cost baseCost)=0
- virtual void `postWSameGcc` (int *scopeIndex, int arity, string semantics, Cost baseCost, Value *values, int nbValues, int *lb, int *ub)=0
post a combination of a same and gcc cost function decomposed as a cost function network
- virtual int `postWGrammarCNF` (int *scopeIndex, int arity, const string &semantics, const string &propagator, Cost baseCost, int nbSymbols, int startSymbol, const vector< CFGProductionRule > WRuleToTerminal)=0
post a soft/weighted grammar cost function with the dynamic programming propagator and grammar in Chomsky normal form
- virtual int `postMST` (int *scopeIndex, int arity, const string &semantics, const string &propagator, Cost base←Cost)=0
post a Spanning Tree hard constraint
- virtual int `postMaxWeight` (int *scopeIndex, int arity, const string &semantics, const string &propagator, Cost baseCost, const vector< WeightedVarValPair > weightFunction)=0
post a weighted max cost function (maximum cost of a set of unary cost functions associated to a set of variables)
- virtual void `postWSum` (int *scopeIndex, int arity, string semantics, Cost baseCost, string comparator, int rightRes)=0
post a soft linear constraint with unit coefficients
- virtual void `postWVarSum` (int *scopeIndex, int arity, string semantics, Cost baseCost, string comparator, int varIndex)=0
post a soft linear constraint with unit coefficients and variable right-hand side
- virtual void `postWOverlap` (int *scopeIndex, int arity, string semantics, Cost baseCost, string comparator, int rightRes)=0

- post a soft overlap cost function (a group of variables being point-wise equivalent – and not equal to zero – to another group with the same size)*
- virtual vector< vector< int > > * [getListSuccessors](#) ()=0
generating additional variables vector created when berge decomposition are included in the WCSP
- virtual bool [isGlobal](#) ()=0
true if there are soft global constraints defined in the problem
- virtual void [read_wcsp](#) (const char *fileName)=0
load problem in native wcsp format ([Weighted Constraint Satisfaction Problem file format \(wcsp\)](#))
- virtual void [read_uai2008](#) (const char *fileName)=0
load problem in UAI 2008 format (see <http://graphmod.ics.uci.edu/uai08/FileFormat> and <http://www.cs.huji.ac.il/project/UAI10/fileFormat.php>)
- virtual void [read_random](#) (int n, int m, vector< int > &p, int seed, bool forceSubModular=false, string global-name="")=0
create a random WCSP with n variables, domain size m, array p where the first element is a percentage of tuples with a nonzero cost and next elements are the number of random cost functions for each different arity (starting with arity two), random seed, a flag to have a percentage (last element in the array p) of the binary cost functions being permutated submodular, and a string to use a specific global cost function instead of random cost functions in extension
- virtual void [read_wcnf](#) (const char *fileName)=0
load problem in (w)cnf format (see <http://www.maxsat.udl.cat/08/index.php?disp=requirements>)
- virtual void [read_qpbo](#) (const char *fileName)=0
load quadratic pseudo-Boolean optimization problem in unconstrained quadratic programming text format (first text line with n, number of variables and m, number of triplets, followed by the m triplets (x,y,cost) describing the sparse symmetric nXn cost matrix with variable indexes such that x <= y and any positive or negative real numbers for costs)
- virtual const vector< Value > & [getSolution](#) ()=0
returns current best solution
- virtual void [setSolution](#) (TAssign *sol=NULL)=0
set best solution from current assigned values or from a given assignment (for BTD-like methods)
- virtual void [printSolution](#) (ostream &os)=0
prints current best solution
- virtual void [print](#) (ostream &os)=0
print current domains and active cost functions (see [Output messages, verbosity options and debugging](#))
- virtual void [dump](#) (ostream &os, bool original=true)=0
output the current WCSP into a file in wcsp format

Static Public Member Functions

- static [WeightedCSP](#) * [makeWeightedCSP](#) (Cost upperBound, void *solver=NULL)
Weighted CSP factory.

4.36.1 Detailed Description

Abstract class [WeightedCSP](#) representing a weighted constraint satisfaction problem

- problem lower and upper bounds
- list of variables with their finite domains (either represented by an enumerated list of values, or by a single interval)
- list of cost functions (created before and during search by variable elimination of variables with small degree)
- local consistency propagation (variable-based propagation) including cluster tree decomposition caching (separator-based cache)

Note

Variables are referenced by their lexicographic index number (as returned by eg `WeightedCSP::makeEnumeratedVariable`)

Cost functions are referenced by their lexicographic index number (as returned by eg `WeightedCSP::postBinaryConstraint`)

4.36.2 Member Function Documentation

4.36.2.1 `virtual void WeightedCSP::assignLS (vector< int > & varIndexes, vector< Value > & newValues)` [pure virtual]

assigns a set of variables at once and propagates (used by Local Search methods such as Large Neighborhood Search)

Parameters

<i>varIndexes</i>	vector of variable indexes as returned by <code>makeXXXVariable</code>
<i>newValues</i>	vector of values to be assigned to the corresponding variables

4.36.2.2 `virtual void WeightedCSP::cartProd (BigInteger & cartesianProduct)` [pure virtual]

Cartesian product of current domain sizes.

Parameters

<i>cartesianProduct</i>	result obtained by the GNU Multiple Precision Arithmetic Library GMP
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4.36.2.3 `virtual void WeightedCSP::dump (ostream & os, bool original = true)` [pure virtual]

output the current WCSP into a file in wcsp format

Parameters

<i>os</i>	output file
<i>original</i>	if true then keeps all variables with their original domain size else uses unassigned variables and current domains recoding variable indexes

4.36.2.4 `virtual Cost WeightedCSP::finiteUb () const` [pure virtual]

computes the worst-case assignment finite cost (sum of maximum finite cost over all cost functions plus one)

Returns

the worst-case assignment finite cost

Warning

current problem should be completely loaded and propagated before calling this function

4.36.2.5 `virtual string WeightedCSP::getName (int varIndex) const` `[pure virtual]`

Note

by default, variables names are integers, starting at zero

4.36.2.6 `virtual Value WeightedCSP::getValue (int varIndex) const` `[pure virtual]`

current assigned value

Warning

undefined if not assigned yet

4.36.2.7 `virtual void WeightedCSP::increaseLb (Cost addLb)` `[pure virtual]`

increases problem lower bound thanks to *eg* soft local consistencies

Parameters

<i>addLb</i>	increment value to be added to the problem lower bound
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4.36.2.8 `virtual int WeightedCSP::postGlobalConstraint (int * scopeIndex, int arity, string & gcname, istream & file, int * constrcounter = NULL)` `[pure virtual]`

4.36.2.9 `virtual int WeightedCSP::postMaxWeight (int * scopeIndex, int arity, const string & semantics, const string & propagator, Cost baseCost, const vector< WeightedVarValPair > weightFunction)` `[pure virtual]`

post a weighted max cost function (maximum cost of a set of unary cost functions associated to a set of variables)

Parameters

<i>scopeIndex</i>	an array of variable indexes as returned by WeightedCSP::makeEnumeratedVariable
<i>arity</i>	the size of <i>scopeIndex</i>
<i>semantics</i>	the semantics of the global cost function: "val"
<i>propagator</i>	the propagation method ("DAG" only)
<i>baseCost</i>	if a variable-value pair does not exist in <i>weightFunction</i> , its weight will be mapped to baseCost.
<i>weightFunction</i>	a vector of WeightedVarValPair containing a mapping from variable-value pairs to their weights.

4.36.2.10 `virtual int WeightedCSP::postMST (int * scopeIndex, int arity, const string & semantics, const string & propagator, Cost baseCost)` `[pure virtual]`

post a Spanning Tree hard constraint

Parameters

<i>scopeIndex</i>	an array of variable indexes as returned by WeightedCSP::makeEnumeratedVariable
<i>arity</i>	the size of <i>scopeIndex</i>
<i>semantics</i>	the semantics of the global cost function: "hard"

Parameters

<i>propagator</i>	the propagation method ("DAG" only)
<i>baseCost</i>	unused in the current implementation (MAX_COST)

4.36.2.11 `virtual void WeightedCSP::postNaryConstraintTuple (int ctrindex, Value * tuple, int arity, Cost cost)` [pure virtual]

Warning

must call `WeightedCSP::postNaryConstraintEnd` after giving cost tuples

4.36.2.12 `virtual void WeightedCSP::postUnary (int xIndex, vector< Cost > & costs)` [pure virtual]

4.36.2.13 `virtual int WeightedCSP::postUnary (int xIndex, Value * d, int dsize, Cost penalty)` [pure virtual]

Warning

must call [WeightedCSP::sortConstraints](#) after all cost functions have been posted (see [WeightedCSP::sortConstraints](#))

4.36.2.14 `virtual int WeightedCSP::postWAIIIDiff (int * scopeIndex, int arity, const string & semantics, const string & propagator, Cost baseCost)` [pure virtual]

post a soft alldifferent cost function

Parameters

<i>scopeIndex</i>	an array of variable indexes as returned by WeightedCSP::makeEnumeratedVariable
<i>arity</i>	the size of the array
<i>semantics</i>	the semantics of the global cost function: for flow-based propagator: "var" or "dec" or "decbi" (decomposed into a binary cost function complete network), for DAG-based propagator: "var", for network-based propagator: "hard" or "lin" or "quad" (decomposed based on wamong)
<i>propagator</i>	the propagation method ("flow", "DAG", "network")
<i>baseCost</i>	the scaling factor of the violation

4.36.2.15 `virtual void WeightedCSP::postWAIIIDiff (int * scopeIndex, int arity, string semantics, Cost baseCost)` [pure virtual]

4.36.2.16 `virtual int WeightedCSP::postWAmong (int * scopeIndex, int arity, const string & semantics, const string & propagator, Cost baseCost, const vector< Value > & values, int lb, int ub)` [pure virtual]

post a soft among cost function

Parameters

<i>scopeIndex</i>	an array of variable indexes as returned by WeightedCSP::makeEnumeratedVariable
<i>arity</i>	the size of the array
<i>semantics</i>	the semantics of the global cost function: "var" or – "hard" or "lin" or "quad" (network-based propagator only)–

Parameters

<i>propagator</i>	the propagation method (only "DAG" or "network")
<i>baseCost</i>	the scaling factor of the violation
<i>values</i>	a vector of values to be restricted
<i>lb</i>	a fixed lower bound for the number variables to be assigned to the values in <i>values</i>
<i>ub</i>	a fixed upper bound for the number variables to be assigned to the values in <i>values</i>

4.36.2.17 `virtual void WeightedCSP::postWAmong (int * scopeIndex, int arity, string semantics, Cost baseCost, Value * values, int nbValues, int lb, int ub)` [pure virtual]

4.36.2.18 `virtual int WeightedCSP::postWGcc (int * scopeIndex, int arity, const string & semantics, const string & propagator, Cost baseCost, const vector< BoundedObj< Value >> & values)` [pure virtual]

post a soft global cardinality cost function

Parameters

<i>scopeIndex</i>	an array of variable indexes as returned by WeightedCSP::makeEnumeratedVariable
<i>arity</i>	the size of the array
<i>semantics</i>	the semantics of the global cost function: "var" (DAG-based propagator only) or – "var" or "dec" or "wdec" (flow-based propagator only) or – "hard" or "lin" or "quad" (network-based propagator only)–
<i>propagator</i>	the propagation method ("flow", "DAG", "network")
<i>baseCost</i>	the scaling factor of the violation
<i>values</i>	a vector of BoundedObj, specifying the lower and upper bounds of each value, restricting the number of variables can be assigned to them

4.36.2.19 `virtual void WeightedCSP::postWGcc (int * scopeIndex, int arity, string semantics, Cost baseCost, Value * values, int nbValues, int * lb, int * ub)` [pure virtual]

4.36.2.20 `virtual int WeightedCSP::postWGrammarCNF (int * scopeIndex, int arity, const string & semantics, const string & propagator, Cost baseCost, int nbSymbols, int startSymbol, const vector< CFGProductionRule > WRuleToTerminal)` [pure virtual]

post a soft/weighted grammar cost function with the dynamic programming propagator and grammar in Chomsky normal form

Parameters

<i>scopeIndex</i>	an array of the first group of variable indexes as returned by WeightedCSP::makeEnumeratedVariable
<i>arity</i>	the size of <i>scopeIndex</i>
<i>semantics</i>	the semantics of the global cost function: "var" or "weight"
<i>propagator</i>	the propagation method ("DAG" only)
<i>baseCost</i>	the scaling factor of the violation
<i>nbSymbols</i>	the number of symbols in the corresponding grammar. Symbols are indexed as 0, 1, ..., nbSymbols-1
<i>startSymbol</i>	the index of the starting symbol

Parameters

<i>WRuleToTerminal</i>	<p>a vector of <code>::CFGProductionRule</code>. Note that:</p> <ul style="list-style-type: none"> • if <i>order</i> in <i>CFGProductionRule</i> is set to 0, it is classified as $A \rightarrow v$, where A is the index of the terminal symbol and v is the value. • if <i>order</i> in <i>CFGProductionRule</i> is set to 1, it is classified as $A \rightarrow BC$, where A,B,C the index of the nonterminal symbols. • if <i>order</i> in <i>CFGProductionRule</i> is set to 2, it is classified as weighted $A \rightarrow v$, where A is the index of the terminal symbol and v is the value. • if <i>order</i> in <i>CFGProductionRule</i> is set to 3, it is classified as weighted $A \rightarrow BC$, where A,B,C the index of the nonterminal symbols. • if <i>order</i> in <i>CFGProductionRule</i> is set to values greater than 3, it is ignored.
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4.36.2.21 `virtual void WeightedCSP::postWOOverlap (int * scopeIndex, int arity, string semantics, Cost baseCost, string comparator, int rightRes) [pure virtual]`

post a soft overlap cost function (a group of variables being point-wise equivalent – and not equal to zero – to another group with the same size)

Parameters

<i>scopeIndex</i>	an array of variable indexes as returned by WeightedCSP::makeEnumeratedVariable
<i>arity</i>	the size of <i>scopeIndex</i> (should be an even value)
<i>semantics</i>	the semantics of the global cost function: "hard" or "lin" or "quad" (network-based propagator only)
<i>propagator</i>	the propagation method ("network" only)
<i>baseCost</i>	the scaling factor of the violation.
<i>comparator</i>	the point-wise comparison operator applied to the number of equivalent variables ("==", "!=", "<", "<=", ">=", ">")
<i>rightRes</i>	right-hand side value of the comparison

4.36.2.22 `virtual int WeightedCSP::postWRRegular (int * scopeIndex, int arity, const string & semantics, const string & propagator, Cost baseCost, int nbStates, const vector< WeightedObj< int > > & initial_States, const vector< WeightedObj< int > > & accepting_States, const vector< DFATransition > & Wtransitions) [pure virtual]`

post a soft or weighted regular cost function

Parameters

<i>scopeIndex</i>	an array of variable indexes as returned by WeightedCSP::makeEnumeratedVariable
<i>arity</i>	the size of the array
<i>semantics</i>	the semantics of the soft global cost function: "var" or "edit" (flow-based propagator) or – "var" (DAG-based propagator)– (unused parameter for network-based propagator)
<i>propagator</i>	the propagation method ("flow", "DAG", "network")
<i>baseCost</i>	the scaling factor of the violation ("flow", "DAG")
<i>nbStates</i>	the number of the states in the corresponding DFA. The states are indexed as 0, 1, ..., nbStates-1

Parameters

<i>initial_States</i>	a vector of WeightedObj specifying the starting states with weight
<i>accepting_States</i>	a vector of WeightedObj specifying the final states
<i>Wtransitions</i>	a vector of (weighted) transitions

Warning

Weights are ignored in the current implementation of DAG and flow-based propagators

4.36.2.23 `virtual void WeightedCSP::postWRegular (int * scopeIndex, int arity, int nbStates, vector< pair< int, Cost > > initial_States, vector< pair< int, Cost > > accepting_States, int ** Wtransitions, vector< Cost > transitionsCosts)` [pure virtual]

4.36.2.24 `virtual int WeightedCSP::postWSame (int * scopeIndexG1, int arityG1, int * scopeIndexG2, int arityG2, const string & semantics, const string & propagator, Cost baseCost)` [pure virtual]

post a soft same cost function (a group of variables being a permutation of another group with the same size)

Parameters

<i>scopeIndexG1</i>	an array of the first group of variable indexes as returned by WeightedCSP::makeEnumeratedVariable
<i>arityG1</i>	the size of <i>scopeIndexG1</i>
<i>scopeIndexG2</i>	an array of the second group of variable indexes as returned by WeightedCSP::makeEnumeratedVariable
<i>arityG2</i>	the size of <i>scopeIndexG2</i>
<i>semantics</i>	the semantics of the global cost function: "var" or – "hard" or "lin" or "quad" (network-based propagator only)–
<i>propagator</i>	the propagation method ("flow" or "network")
<i>baseCost</i>	the scaling factor of the violation.

4.36.2.25 `virtual void WeightedCSP::postWSame (int * scopeIndex, int arity, string semantics, Cost baseCost)` [pure virtual]

4.36.2.26 `virtual void WeightedCSP::postWSum (int * scopeIndex, int arity, string semantics, Cost baseCost, string comparator, int rightRes)` [pure virtual]

post a soft linear constraint with unit coefficients

Parameters

<i>scopeIndex</i>	an array of variable indexes as returned by WeightedCSP::makeEnumeratedVariable
<i>arity</i>	the size of <i>scopeIndex</i>
<i>semantics</i>	the semantics of the global cost function: "hard" or "lin" or "quad" (network-based propagator only)
<i>propagator</i>	the propagation method ("network" only)
<i>baseCost</i>	the scaling factor of the violation
<i>comparator</i>	the comparison operator of the linear constraint ("==", "!=", "<", "<=", ">", ">=")
<i>rightRes</i>	right-hand side value of the linear constraint

4.36.2.27 `virtual void WeightedCSP::read_uai2008 (const char * fileName) [pure virtual]`

load problem in UAI 2008 format (see <http://graphmod.ics.uci.edu/uai08/FileFormat> and <http://www.cs.huji.ac.il/project/UAI10/fileFormat.php>)

Warning

UAI10 evidence file format not recognized by toulbar2 as it does not allow multiple evidence (you should remove the first value in the file)

4.36.2.28 `virtual void WeightedCSP::setInfiniteCost () [pure virtual]`

updates infinite costs in all cost functions accordingly to the problem global lower and upper bounds

Warning

to be used in preprocessing only

4.36.2.29 `virtual void WeightedCSP::sortConstraints () [pure virtual]`

sorts the list of cost functions associated to each variable based on smallest problem variable indexes

Warning

side-effect: updates DAC order according to an existing variable elimination order

Note

must be called after creating all the cost functions and before solving the problem

4.37 WeightedCSPSolver Class Reference

Public Member Functions

- virtual `WeightedCSP * getWCSP ()=0`
access to its associated Weighted CSP
- virtual `Long getNbNodes () const =0`
number of search nodes (see [WeightedCSPSolver::increase](#), [WeightedCSPSolver::decrease](#), [WeightedCSPSolver::assign](#), [WeightedCSPSolver::remove](#))
- virtual `Long getNbBacktracks () const =0`
number of backtracks
- virtual `void increase (int varIndex, Value value, bool reverse=false)=0`
changes domain lower bound and propagates
- virtual `void decrease (int varIndex, Value value, bool reverse=false)=0`
changes domain upper bound and propagates
- virtual `void assign (int varIndex, Value value, bool reverse=false)=0`
assigns a variable and propagates
- virtual `void remove (int varIndex, Value value, bool reverse=false)=0`
removes a domain value and propagates (valid if done for an enumerated variable or on its domain bounds)
- virtual `void read_wcsp (const char *fileName)=0`

- reads a WCSP from a file in wcsp text format (can be other formats if using specific ::ToulBar2 global variables)*
- virtual void [read_random](#) (int n, int m, vector< int > &p, int seed, bool forceSubModular=false, string global-name="")=0
 - create a random WCSP, see [WeightedCSP::read_random](#)*
- virtual bool [solve](#) ()=0
 - simplifies and solves to optimality the problem*
- virtual Cost [narycsp](#) (string cmd, vector< Value > &solution)=0
 - solves the current problem using INCOP local search solver by Bertrand Neveu*
- virtual bool [solve_symmax2sat](#) (int n, int m, int *posx, int *posy, double *cost, int *sol)=0
 - quadratic unconstrained pseudo-Boolean optimization Maximize $h' \times W \times h$ where W is expressed by all its non-zero half squared matrix costs (can be positive or negative, with $\forall i, posx[i] \leq posy[i]$)*
- virtual void [dump_wcsp](#) (const char *fileName, bool original=true)=0
 - output current problem in a file*
- virtual void [read_solution](#) (const char *fileName)=0
 - read a solution from a file*
- virtual void [parse_solution](#) (const char *certificate)=0
 - read a solution from a string (see ToulBar2 option -x)*
- virtual Cost [getSolution](#) (vector< Value > &solution)=0
 - after solving the problem, add the optimal solution in the input/output vector and returns its optimum cost (warning! do not use it if doing solution counting or if there is no solution, see [WeightedCSPSolver::solve](#) output for that)*

Static Public Member Functions

- static [WeightedCSPSolver](#) * [makeWeightedCSPSolver](#) (Cost initUpperBound)
 - [WeightedCSP](#) Solver factory.*

4.37.1 Detailed Description

Abstract class [WeightedCSPSolver](#) representing a WCSP solver

- link to a [WeightedCSP](#)
- generic complete solving method configurable through global variables (see ::ToulBar2 class and command line options)
- optimal solution available after problem solving
- elementary decision operations on domains of variables
- statistics information (number of nodes and backtracks)
- problem file format reader (multiple formats, see [Weighted Constraint Satisfaction Problem file format \(wcsp\)](#))
- solution checker (output the cost of a given solution)

4.37.2 Member Function Documentation

4.37.2.1 virtual void [WeightedCSPSolver::dump_wcsp](#) (const char * *fileName*, bool *original* = true) [pure virtual]

output current problem in a file

See also

[WeightedCSP::dump](#)

Referenced by [makeWeightedCSPSolver\(\)](#).

4.37.2.2 `virtual Cost WeightedCSPSolver::narycsp (string cmd, vector< Value > & solution) [pure virtual]`

solves the current problem using INCOP local search solver by Bertrand Neveu

Returns

best solution cost found

Parameters

<i>cmd</i>	command line argument for narycsp INCOP local search solver (cmd format: lowerbound randomseed nbiterations method nbmoves neighborhoodchoice neighborhoodchoice2 minnbneighbors maxnbneighbors neighborhoodchoice3 autotuning tracemode)
<i>solution</i>	best solution assignment found (MUST BE INITIALIZED WITH A DEFAULT COMPLETE ASSIGNMENT)

Warning

cannot solve problems with global cost functions

Note

side-effects: updates current problem upper bound and propagates, best solution saved (using `WCSP::set↵ BestValue`)

Referenced by `makeWeightedCSPSolver()`.

4.37.2.3 `virtual bool WeightedCSPSolver::solve () [pure virtual]`

simplifies and solves to optimality the problem

Returns

false if there is no solution found

Warning

after solving, the current problem has been modified by various preprocessing techniques
DO NOT READ VALUES OF ASSIGNED VARIABLES USING `WeightedCSP::getValue` (temporally wrong assignments due to variable elimination in preprocessing) BUT USE `WeightedCSPSolver::getSolution` INS↵ TEAD

Referenced by `makeWeightedCSPSolver()`.

4.37.2.4 `virtual bool WeightedCSPSolver::solve_symmax2sat (int n, int m, int * posx, int * posy, double * cost, int * sol)`
[pure virtual]

quadratic unconstrained pseudo-Boolean optimization Maximize $h' \times W \times h$ where W is expressed by all its non-zero half squared matrix costs (can be positive or negative, with $\forall i, posx[i] \leq posy[i]$)

Note

costs for $posx \neq posy$ are multiplied by 2 by this method
by convention: $h = 1 \equiv x = 0$ and $h = -1 \equiv x = 1$

Warning

does not allow infinite costs (no forbidden assignments, unconstrained optimization)

Returns

true if at least one solution has been found (array *sol* being filled with the best solution)

See also

`::solvesymmax2sat_` for Fortran call

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