

toulbar2

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1 Main Page

Cost Function Network Solver	toulbar2
Copyright	toulbar2 team
Source	https://github.com/toulbar2/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 flags `LIBTB2=ON` and `TOULBAR2_ONLY=OFF` to get the toulbar2 C++ library `libtb2.so` and `toulbar2test` executable example.

See also

`./src/toulbar2test.cpp`

2 toulbar2

Exact optimization for cost function networks and additive graphical models

master: `cpd:`

What is toulbar2?

toulbar2 is an open-source black-box C++ optimizer for cost function networks and discrete additive graphical models. It can read a variety of formats. The optimized criteria and feasibility should be provided factorized in local cost functions on discrete variables. Constraints are represented as functions that produce costs that exceed a user-provided primal bound. toulbar2 looks for a non-forbidden assignment of all variables that optimizes the sum of all functions (a decision NP-complete problem).

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, inra entries)
- 2010 UAI APPROXIMATE INFERENCE CHALLENGE [UAI 2010](#) (winner on 1200-second MPE task)
- The Probabilistic Inference Challenge [PIC 2011](#) (second place by ficolofu on 1-hour MAP task)
- UAI 2014 Inference Competition [UAI 2014](#) (winner on all MAP task categories, see Proteus, Robin, and IncTb entries)

toulbar2 is now also able to collaborate with ML code that can learn an additive graphical model (with constraints) from data (see the associated [paper](#), [slides](#) and [video](#) where it is shown how it can learn user preferences or how to play the Sudoku without knowing the rules). The current CFN learning code is available on [GitHub](#).

Installation from binaries

You can install toulbar2 directly using the package manager in Debian and Debian derived Linux distributions (Ubuntu, Mint,...). E.g.:

```
echo "deb http://ftp.fr.debian.org/debian sid main" | sudo tee -a /etc/apt/sources.list
sudo apt-get update
sudo apt-get install toulbar2
```

For the most recent version, compile from source.

Download

Download the latest release from GitHub (<https://github.com/toulbar2/toulbar2>) or similarly use tag versions, e.g.:

```
git clone --branch 1.0.1 https://github.com/toulbar2/toulbar2.git
```

Installation from sources

Compilation requires git, cmake and a C++-11 capable compiler.

Required library:

- libgmp-dev

Recommended libraries (default use):

- libboost-graph-dev
- libboost-iostreams-dev
- zlib1g-dev
- liblzma-dev

Optional libraries:

- libxml2-dev
- libopenmpi-dev
- libjemalloc-dev

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

- BOOST
- LINUX
- LONGDOUBLE_PROB
- LONGLONG_COST

- OPENMPI
- WCSPFORMATONLY

Also C++11 should be set as the language standard.

Commands for compiling toulbar2 on Linux in directory toulbar2/src without cmake:

```
bash
cd src
echo '#define Toulbar_VERSION "1.0.0"' > ToulbarVersion.hpp
g++ -o toulbar2 -I. tb2*.cpp applis/*.cpp core/*.cpp globals/*.cpp incop/*.cpp search/*.cpp utils/*.cpp vns/*.cpp
  -DBOOST -DLINUX -DLONGDOUBLE_PROB -DLONGLONG_COST -DWCSPFORMATONLY -lboost_graph -lboost_iostreams -lgmp -lz
```

Replace LONGLONG_COST by INT_COST to reduce memory usage by two and reduced cost range (costs must be smaller than 10^8).

Use OPENMPI flag and MPI compiler for a parallel version of toulbar2:

```
bash
cd src
echo '#define Toulbar_VERSION "1.0.0"' > ToulbarVersion.hpp
mpicxx -o toulbar2 -I. tb2*.cpp applis/*.cpp core/*.cpp globals/*.cpp incop/*.cpp search/*.cpp utils/*.cpp vns/*.cpp
  -DBOOST -DLINUX -DLONGDOUBLE_PROB -DLONGLONG_COST -DOPENMPI -DWCSPFORMATONLY -lboost_graph -lboost_iostreams
```

Authors

toulbar2 was originally developped by Toulouse (INRAE MIAT) and Barcelona (UPC, IIIA-CSIC) teams, hence the name of the solver.

Additional contributions by:

- Caen University, France (GREYC) and University of Oran, Algeria for (parallel) variable neighborhood search methods
- 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:

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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 $\max((y + cst - x \leq \text{delta})?(y + cst - x) : UB, 0)$
- $>$ *cst delta* to express soft binary constraint $x > y + cst$ with associated cost function $\max((y + cst + 1 - x \leq \text{delta})?(y + cst + 1 - x) : UB, 0)$
- \leq *cst delta* to express soft binary constraint $x \leq y + cst$ with associated cost function $\max((x - cst - y \leq \text{delta})?(x - cst - y) : UB, 0)$

- `< 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 $x \geq y + cstx \vee y \geq x + cstx$ with associated cost function $(x \geq y + cstx \vee y \geq x + cstx)?0 : penalty$
- `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 $x < xinfy \wedge y < yinfy \Rightarrow (x \geq y + cstx \vee y \geq x + cstx)$ and an additional cost function $((x = xinfy)?costx : 0) + ((y = yinfy)?costy : 0)$
- Global cost functions using a dedicated propagator:
 - `clique 1 (nb_values (value)*)` to express a hard clique cut to restrict the number of variables taking their value into a given set of values (per variable) to at most 1 occurrence for all the variables (warning! it assumes also a clique of binary constraints already exists to forbid any two variables using both the restricted values)
 - `knapsack capacity (weight)*` to express a reverse knapsack constraint (i.e., a linear constraint on 0/1 variables with \geq operator) with capacity and weights are positive or negative integer coefficients (use negative numbers to express a linear constraint with \leq operator)
- 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 nbuples (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` 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
 - `wvamong 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*, *Y* (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
```

- clique cut ($\{x_0, x_1, x_2, x_3\}$) on Boolean variables such that value 1 is used at most once:

```
4 0 1 2 3 -1 clique 1 1 1 1 1 1 1 1
```

- knapsack constraint ($2 * x_0 + 3 * x_1 + 4 * x_2 + 5 * x_3 \geq 10$) on four Boolean 0/1 variables:

```
4 0 1 2 3 -1 knapsack 10 2 3 4 5
```

- `soft_alldifferent`($\{x_0, x_1, x_2, x_3\}$):

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

- `soft_gcc`($\{x_1, x_2, x_3, x_4\}$) 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`($\{x_0, x_1, x_2, x_3\}, \{x_4, x_5, x_6, x_7\}$):

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

- `soft_regular`($\{x_1, x_2, x_3, x_4\}$) 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`($\{x_0, x_1, x_2, x_3\}$) 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`($\{x_1, x_2, x_3, x_4\}$) 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`($\{x_0, x_1, x_2, x_3\}$) 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`($\{x_0, x_1, x_2, x_3\}$) 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** ($\{x_1, x_2, x_3, x_4\}$) 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** ($\{x_1, x_2, x_3, x_4\}$) 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** ($\{x_1, x_2, x_3, x_4\}$) 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** ($\{x_1, x_2, x_3, x_4\}$) with hard cost (1000) if $\sum_{i=1}^4 (x_i) \neq 4$:

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

- **wvarsum** ($\{x_1, x_2, x_3, x_4\}$) 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 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

3.3 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 search method (see [WeightedCSPSolver::solve](#)).

Various options of the solving methods are controlled by `::Toulbar2` static class members (see files `./src/core/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
    initCosts(); // last check for compatibility issues between ToulBar2 options and Cost data-type
    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
    // Uncomment the following lines if solved using Decomposition Guided Variable Neighborhood Search with
    // min-fill cluster decomposition and absorption
    // ToulBar2::lds = 4;
    // ToulBar2::restart = 10000;
    // ToulBar2::searchMethod = DGVNS;
    // ToulBar2::vnsNeighborVarHeur = CLUSTERRAND;
    // ToulBar2::boostingBTD = 0.7;
    // ToulBar2::varOrder = reinterpret_cast<char*>(-3);

    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`

3.4 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 (" \leq " or " \geq "), 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 one 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

3.5 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 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.

3.7 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.

3.8 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.

3.9 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.

3.10 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.

3.11 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`

3.12 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)

4 Class Documentation

4.1 SI_ConvertA< SI_CHAR > Class Template Reference

Public Member Functions

- `size_t SizeFromStore` (const char *a_pInputData, size_t a_uInputDataLen)
- `bool ConvertFromStore` (const char *a_pInputData, size_t a_uInputDataLen, SI_CHAR *a_pOutputData, size_t a_uOutputDataSize)
- `size_t SizeToStore` (const SI_CHAR *a_pInputData)
- `bool ConvertToStore` (const SI_CHAR *a_pInputData, char *a_pOutputData, size_t a_uOutputDataSize)

4.1.1 Detailed Description

```
template<class SI_CHAR>
class SI_ConvertA< SI_CHAR >
```

Null conversion class for MBCS/UTF-8 to char (or equivalent).

4.1.2 Member Function Documentation

4.1.2.1 `template<class SI_CHAR > bool SI_ConvertA< SI_CHAR >::ConvertFromStore (const char * a_pInputData, size_t a_uInputDataLen, SI_CHAR * a_pOutputData, size_t a_uOutputDataSize)`

Convert the input string from the storage format to SI_CHAR. The storage format is always UTF-8 or MBCS.

Parameters

<i>a_pInputData</i>	Data in storage format to be converted to SI_CHAR.
<i>a_uInputDataLen</i>	Length of storage format data in bytes. This must be the actual length of the data, including NULL byte if NULL terminated string is required.
<i>a_pOutputData</i>	Pointer to the output buffer to received the converted data.
<i>a_uOutputDataSize</i>	Size of the output buffer in SI_CHAR.

Returns

true if all of the input data was successfully converted.

4.1.2.2 `template<class SI_CHAR > bool SI_ConvertA< SI_CHAR >::ConvertToStore (const SI_CHAR * a_pInputData, char * a_pOutputData, size_t a_uOutputDataSize)`

Convert the input string to the storage format of this data. The storage format is always UTF-8 or MBCS.

Parameters

<i>a_pInputData</i>	NULL terminated source string to convert. All of the data will be converted including the terminating NULL character.
<i>a_pOutputData</i>	Pointer to the buffer to receive the converted string.
<i>a_uOutputDataSize</i>	Size of the output buffer in char.

Returns

true if all of the input data, including the terminating NULL character was successfully converted.

4.1.2.3 `template<class SI_CHAR > size_t SI_ConvertA< SI_CHAR >::SizeFromStore (const char * a_pInputData, size_t a_uInputDataLen)`

Calculate the number of SI_CHAR required for converting the input from the storage format. The storage format is always UTF-8 or MBCS.

Parameters

<i>a_pInputData</i>	Data in storage format to be converted to SI_CHAR.
<i>a_uInputDataLen</i>	Length of storage format data in bytes. This must be the actual length of the data, including NULL byte if NULL terminated string is required.

Returns

Number of SI_CHAR required by the string when converted. If there are embedded NULL bytes in the input data, only the string up and not including the NULL byte will be converted.

-1 cast to size_t on a conversion error.

4.1.2.4 `template<class SI_CHAR > size_t SI_ConvertA< SI_CHAR >::SizeToStore (const SI_CHAR * a_pInputData)`

Calculate the number of char required by the storage format of this data. The storage format is always UTF-8 or MBCS.

Parameters

<i>a_pInputData</i>	NULL terminated string to calculate the number of bytes required to be converted to storage format.
---------------------	---

Returns

Number of bytes required by the string when converted to storage format. This size always includes space for the terminating NULL character.

-1 cast to size_t on a conversion error.

4.2 SI_ConvertW< SI_CHAR > Class Template Reference

Public Member Functions

- `size_t SizeFromStore (const char *a_pInputData, size_t a_uInputDataLen)`
- `bool ConvertFromStore (const char *a_pInputData, size_t a_uInputDataLen, SI_CHAR *a_pOutputData, size_t a_uOutputDataSize)`
- `size_t SizeToStore (const SI_CHAR *a_pInputData)`
- `bool ConvertToStore (const SI_CHAR *a_pInputData, char *a_pOutputData, size_t a_uOutputDataSize)`

4.2.1 Detailed Description

```
template<class SI_CHAR>
class SI_ConvertW< SI_CHAR >
```

Converts UTF-8 to a `wchar_t` (or equivalent) using the Unicode reference library functions. This can be used on all platforms.

4.2.2 Member Function Documentation

4.2.2.1 `template<class SI_CHAR > bool SI_ConvertW< SI_CHAR >::ConvertFromStore (const char * a_pInputData, size_t a_uInputDataLen, SI_CHAR * a_pOutputData, size_t a_uOutputDataSize)`

Convert the input string from the storage format to `SI_CHAR`. The storage format is always UTF-8 or MBCS.

Parameters

<i>a_pInputData</i>	Data in storage format to be converted to <code>SI_CHAR</code> .
<i>a_uInputDataLen</i>	Length of storage format data in bytes. This must be the actual length of the data, including NULL byte if NULL terminated string is required.
<i>a_pOutputData</i>	Pointer to the output buffer to received the converted data.
<i>a_uOutputDataSize</i>	Size of the output buffer in <code>SI_CHAR</code> .

Returns

true if all of the input data was successfully converted.

4.2.2.2 `template<class SI_CHAR > bool SI_ConvertW< SI_CHAR >::ConvertToStore (const SI_CHAR * a_pInputData, char * a_pOutputData, size_t a_uOutputDataSize)`

Convert the input string to the storage format of this data. The storage format is always UTF-8 or MBCS.

Parameters

<i>a_pInputData</i>	NULL terminated source string to convert. All of the data will be converted including the terminating NULL character.
<i>a_pOutputData</i>	Pointer to the buffer to receive the converted string.
<i>a_uOutputDataSize</i>	Size of the output buffer in char.

Returns

true if all of the input data, including the terminating NULL character was successfully converted.

4.2.2.3 `template<class SI_CHAR > size_t SI_ConvertW< SI_CHAR >::SizeFromStore (const char * a_pInputData, size_t a_uInputDataLen)`

Calculate the number of `SI_CHAR` required for converting the input from the storage format. The storage format is always UTF-8 or MBCS.

Parameters

<i>a_pInputData</i>	Data in storage format to be converted to SI_CHAR.
<i>a_uInputDataLen</i>	Length of storage format data in bytes. This must be the actual length of the data, including NULL byte if NULL terminated string is required.

Returns

Number of SI_CHAR required by the string when converted. If there are embedded NULL bytes in the input data, only the string up and not including the NULL byte will be converted.
-1 cast to size_t on a conversion error.

4.2.2.4 template<class SI_CHAR > size_t SI_ConvertW< SI_CHAR >::SizeToStore (const SI_CHAR * *a_pInputData*)

Calculate the number of char required by the storage format of this data. The storage format is always UTF-8 or MBCS.

Parameters

<i>a_pInputData</i>	NULL terminated string to calculate the number of bytes required to be converted to storage format.
---------------------	---

Returns

Number of bytes required by the string when converted to storage format. This size always includes space for the terminating NULL character.
-1 cast to size_t on a conversion error.

4.3 SI_GenericCase< SI_CHAR > Struct Template Reference

4.3.1 Detailed Description

```
template<class SI_CHAR>
struct SI_GenericCase< SI_CHAR >
```

Generic case-sensitive less than comparison. This class returns numerically ordered ASCII case-sensitive text for all possible sizes and types of SI_CHAR.

4.4 SI_GenericNoCase< SI_CHAR > Struct Template Reference

4.4.1 Detailed Description

```
template<class SI_CHAR>
struct SI_GenericNoCase< SI_CHAR >
```

Generic ASCII case-insensitive less than comparison. This class returns numerically ordered ASCII case-insensitive text for all possible sizes and types of SI_CHAR. It is not safe for MBCS text comparison where ASCII A-Z characters are used in the encoding of multi-byte characters.

4.5 WeightedCSP Class Reference

Public Member Functions

- virtual int [getIndex](#) () const =0
instantiation occurrence number of current WCSP object
- virtual string [getName](#) () const =0
get WCSP problem name (defaults to filename with no extension)
- virtual void [setName](#) (const string &problem)=0
set WCSP problem name
- virtual void * [getSolver](#) () const =0
special hook to access solver information
- virtual Cost [getLb](#) () const =0
gets internal dual lower bound
- virtual Cost [getUb](#) () const =0
gets internal primal upper bound
- virtual Double [getDPrimalBound](#) () const =0
gets problem primal bound as a Double representing a decimal cost (upper resp. lower bound for minimization resp. maximization)
- virtual Double [getDDualBound](#) () const =0
gets problem dual bound as a Double representing a decimal cost (lower resp. upper bound for minimization resp. maximization)
- virtual Double [getDLb](#) () const =0
gets problem lower bound as a Double representing a decimal cost
- virtual Double [getDUB](#) () const =0
gets problem upper bound as a Double representing a decimal cost
- 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 int [getVarIndex](#) (const string &s) const =0
return variable index from its name, or [numberOfVariables\(\)](#) if not found
- 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 vector< Value > [getEnumDomain](#) (int varIndex)=0
gets current domain values in an array

- virtual bool [getEnumDomain](#) (int varIndex, Value *array)=0
- virtual vector< pair< Value, Cost > > [getEnumDomainAndCost](#) (int varIndex)=0
gets current domain values and unary costs in an array
- virtual bool [getEnumDomainAndCost](#) (int varIndex, ValueCost *array)=0
- 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 unsigned int [toIndex](#) (int varIndex, const string &valueName)=0
gets index from value name (warning! assumes EnumeratedVariable with value names)
- 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, bool force=false)=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 unsigned int `medianArity` () const =0
median arity of current cost functions
- virtual int `getMaxDomainSize` () const =0
maximum initial domain size found in all variables
- virtual int `getMaxCurrentDomainSize` () const =0
maximum current domain size found in all variables
- virtual unsigned int `getDomainSizeSum` () const =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 void `addValueName` (int xIndex, const string &valuenam)=0
add next value name
- 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 int `postNaryConstraintBegin` (int *scope, int arity, Cost defval, Long nbtuples=0, bool force-nary=false)=0
- virtual void `postNaryConstraintTuple` (int ctrindex, vector< Value > &tuple, Cost cost)=0
- virtual void `postNaryConstraintEnd` (int ctrindex)=0
- virtual int `postUnary` (int xIndex, Value *d, int dsize, Cost penalty)=0
- virtual int `postKnapsackConstraint` (vector< int > &scope, const string &arguments)=0

- virtual int [postGlobalConstraint](#) (int *scopeIndex, int arity, const string &gcname, istream &file, int *constrcounter=NULL, bool mult=true)=0
- virtual int [postWAmong](#) (vector< int > &scope, const string &semantics, const string &propagator, Cost baseCost, const vector< Value > &values, int lb, int ub)=0
post a soft among cost function
- virtual int [postWAmong](#) (int *scopeIndex, int arity, const string &semantics, const string &propagator, Cost baseCost, const vector< Value > &values, int lb, int ub)=0
- virtual void [postWAmong](#) (int *scopeIndex, int arity, string semantics, Cost baseCost, Value *values, int nb↵ Values, int lb, int ub)=0
- virtual void [postWVarAmong](#) (vector< int > &scope, const string &semantics, Cost baseCost, vector< Value > &values, 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 void [postWVarAmong](#) (int *scopeIndex, int arity, const string &semantics, Cost baseCost, Value *values, int nbValues, int varIndex)=0
- virtual int [postWRegular](#) (vector< int > &scope, const string &semantics, const string &propagator, Cost baseCost, int nbStates, const vector< WeightedObjInt > &initial_States, const vector< WeightedObjInt > &accepting_States, const vector< DFATransition > &Wtransitions)=0
post a soft or weighted regular cost function
- virtual int [postWRegular](#) (int *scopeIndex, int arity, const string &semantics, const string &propagator, Cost baseCost, int nbStates, const vector< WeightedObjInt > &initial_States, const vector< WeightedObjInt > &accepting_States, const vector< DFATransition > &Wtransitions)=0
- 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< BoundedObjValue > &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 cost 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 Cost `read_wcsp` (const char *fileName)=0

load problem in all format supported by toulbar2. Returns the UB known to the solver before solving (file and command line).
- virtual void `read_legacy` (const char *fileName)=0

load problem in wcsp legacy format
- 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 void `read_opb` (const char *fileName)=0

load pseudo-Boolean optimization problem
- virtual const vector< Value > `getSolution` ()=0

after solving the problem, return the optimal solution (warning! do not use it if doing solution counting or if there is no solution, see [WeightedCSPSolver::solve](#) output for that)
- virtual const Double `getSolutionValue` ()=0

returns current best solution cost or MAX_COST if no solution found
- virtual const Cost `getSolutionCost` ()=0

returns current best solution cost or MAX_COST if no solution found
- virtual const vector< Value > `getSolution` (Cost *cost_ptr)=0

returns current best solution and its cost
- virtual void `initSolutionCost` ()=0

returns all solutions found
- virtual void `setSolution` (Cost cost, TAssign *sol=NULL)=0

set best solution from current assigned values or from a given assignment (for BTD-like methods)
- virtual void `printSolution` ()=0

prints current best solution on standard output (using variable and value names if cfn format and `ToulBar2::show←Solution> 1`)
- virtual void `printSolution` (ostream &os)=0

prints current best solution (using variable and value names if cfn format and `ToulBar2::writeSolution> 1`)
- virtual void `printSolution` (FILE *f)=0

prints current best solution (using variable and value names if cfn format and `ToulBar2::writeSolution> 1`)
- 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
- virtual void `dump_CFN` (ostream &os, bool original=true)=0
output the current WCSP into a file in wcsp format
- virtual const vector< Variable * > & `getDivVariables` ()=0
returns all variables on which a diversity request exists

Static Public Member Functions

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

4.5.1 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](#))

4.5.2 Member Function Documentation

4.5.2.1 virtual void `WeightedCSP::addValueName` (int *xIndex*, const string & *valuenam*e) [pure virtual]

add next value name

Warning

should be called on EnumeratedVariable object as many times as its number of initial domain values

4.5.2.2 virtual void `WeightedCSP::assignLS` (vector< int > & *varIndexes*, vector< Value > & *newValues*, bool *force* = false) [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

4.5.2.3 `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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4.5.2.4 `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

4.5.2.5 `virtual void WeightedCSP::dump_CFN (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

4.5.2.6 `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

4.5.2.7 virtual bool WeightedCSP::getEnumDomain (int *varIndex*, Value * *array*) [pure virtual]

4.5.2.8 virtual bool WeightedCSP::getEnumDomainAndCost (int *varIndex*, ValueCost * *array*) [pure virtual]

4.5.2.9 virtual string WeightedCSP::getName (int *varIndex*) const [pure virtual]

Note

by default, variables names are integers, starting at zero

4.5.2.10 virtual const vector<Value> WeightedCSP::getSolution (Cost * *cost_ptr*) [pure virtual]

returns current best solution and its cost

4.5.2.11 virtual Value WeightedCSP::getValue (int *varIndex*) const [pure virtual]

current assigned value

Warning

undefined if not assigned yet

4.5.2.12 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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4.5.2.13 virtual void WeightedCSP::initSolutionCost () [pure virtual]

returns all solutions found

invalidate best solution by changing its cost to MAX_COST

4.5.2.14 virtual int WeightedCSP::postGlobalConstraint (int * *scopeIndex*, int *arity*, const string & *gname*, istream & *file*, int * *constrcounter* = NULL, bool *mult* = true) [pure virtual]

4.5.2.15 virtual int WeightedCSP::postKnapsackConstraint (vector< int > & *scope*, const string & *arguments*) [pure virtual]

4.5.2.16 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 <code>WeightedVarValPair</code> containing a mapping from variable-value pairs to their weights.

4.5.2.17 `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"
<i>propagator</i>	the propagation method ("DAG" only)
<i>baseCost</i>	unused in the current implementation (MAX_COST)

4.5.2.18 `virtual int WeightedCSP::postNaryConstraintBegin (int * scope, int arity, Cost defval, Long nbtuples = 0, bool forcenary = false) [pure virtual]`

Warning

must call [WeightedCSP::postNaryConstraintEnd](#) after giving cost tuples

4.5.2.19 `virtual void WeightedCSP::postNaryConstraintEnd (int ctrindex) [pure virtual]`

4.5.2.20 `virtual void WeightedCSP::postNaryConstraintTuple (int ctrindex, vector< Value > & tuple, Cost cost) [pure virtual]`

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

4.5.2.22 `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](#))

4.5.2.23 `virtual int WeightedCSP::postAllDiff (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

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

4.5.2.25 `virtual int WeightedCSP::postWAmong (vector< int > & scope, 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)–
<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> post a soft weighted among cost function

4.5.2.26 `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]

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

4.5.2.28 `virtual int WeightedCSP::postWGcc (int * scopeIndex, int arity, const string & semantics, const string & propagator, Cost baseCost, const vector< BoundedObjValue > & 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")

Parameters

<i>baseCost</i>	the scaling factor of the violation
<i>values</i>	a vector of BoundedObjValue, specifying the lower and upper bounds of each value, restricting the number of variables can be assigned to them

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

4.5.2.30 `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
<i>WRuleToTerminal</i>	a vector of <code>::CFGProductionRule</code> . Note that: <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.

4.5.2.31 `virtual void WeightedCSP::postWOverlap (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)

Parameters

<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

4.5.2.32 `virtual int WeightedCSP::postWRegular (vector< int > & scope, const string & semantics, const string & propagator, Cost baseCost, int nbStates, const vector< WeightedObjInt > & initial_States, const vector< WeightedObjInt > & 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
<i>initial_States</i>	a vector of WeightedObjInt specifying the starting states with weight
<i>accepting_States</i>	a vector of WeightedObjInt 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 post a soft weighted regular cost function

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

4.5.2.34 `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]`

4.5.2.35 `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.

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

4.5.2.37 `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

4.5.2.38 `virtual void WeightedCSP::postWVarAmong (int * scopeIndex, int arity, const string & semantics, Cost baseCost, Value * values, int nbValues, int varIndex)` [pure virtual]

4.5.2.39 `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)

4.5.2.40 `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

4.5.2.41 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

4.6 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 Cost [read_wcsp](#) (const char *fileName)=0
reads a Cost function network from a file (format as indicated by [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](#) (bool first=true)=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, ProblemFormat format=WCSP_FORMAT)=0
output current problem in a file
- virtual void [read_solution](#) (const char *fileName, bool updateValueHeuristic=true)=0
read a solution from a file
- virtual void [parse_solution](#) (const char *certificate, bool updateValueHeuristic=true)=0
read a solution from a string (see [ToulBar2](#) option -x)
- virtual const vector< Value > [getSolution](#) ()=0

after solving the problem, return the optimal solution (warning! do not use it if doing solution counting or if there is no solution, see [WeightedCSPSolver::solve](#) output for that)

- virtual const Double [getSolutionValue](#) ()=0

after solving the problem, return the optimal solution value (can be an arbitrary real cost in minimization or preference in maximization, see CFN format) (warning! do not use it if doing solution counting or if there is no solution, see [WeightedCSPSolver::solve](#) output for that)

- virtual const Cost [getSolutionCost](#) ()=0

after solving the problem, return the optimal solution nonnegative integer cost (warning! do not use it if doing solution counting or if there is no solution, see [WeightedCSPSolver::solve](#) output for that)

- virtual const 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)

- virtual const vector< pair< Double, vector< Value > > > [getSolutions](#) ()=0

after solving the problem, return all solutions found with their corresponding value

Static Public Member Functions

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

4.6.1 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)

4.6.2 Member Function Documentation

4.6.2.1 `virtual void WeightedCSPSolver::dump_wcsp (const char * fileName, bool original = true, ProblemFormat format = WCSP_FORMAT) [pure virtual]`

output current problem in a file

See also

[WeightedCSP::dump](#)

Referenced by `makeWeightedCSPSolver()`.

4.6.2.2 `virtual const Cost WeightedCSPSolver::getSolution (vector< Value > & solution) [pure virtual]`

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)

4.6.2.3 `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()`.

4.6.2.4 `virtual bool WeightedCSPSolver::solve (bool first = true) [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()`.

4.6.2.5 `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