

The Syntax of ESSENCE'

Alan M. Frisch, Chris Jefferson, Bernadette Martínez Hernández,
Ian Miguel, Andrea Rendl

September 13, 2007

This document describes the syntax of ESSENCE' version 0.1, a solver-independent constraint modelling language, which is a subset of ESSENCE [1]. The development of ESSENCE is incremental, so features are added to both ESSENCE and ESSENCE', as we go along.

1 ESSENCE' grammar

An ESSENCE' problem model consists of a problem specification defining decision variables, domains and constraints, and a parameter specification giving parameter values to specify the problem instance. Comments are preceded by \$, which can be placed everywhere in the grammar.

1.1 Notation

- A *letter* is an alphabetic character. An *identifier* is a string whose first character is a *letter* and the rest of its characters are alphanumeric or “_”. Identifier recognition is case sensitive.
- A *number* is any string whose elements are the numeric characters.
- $\{a\}$ stands for a non-empty list of *as*.
- $\{a\}'$ stands for a non-empty list of *as* separated by commas.
- $\{a\}^*$ stands for a non-empty list of *as* separated by the symbol “*”.
- $[a]$ stands for a nil or one occurrence of *a*.

1.2 CF Grammar

1.2.1 Model

model ::= *header*
[{ *declaration* }']
[*objective*]
[**such that** { *expression* }']
header ::= ESSENCE *number* “.” *number* “.” *number*
declaration ::= **given** { *parameter* }'|
where { *expression* }'|
letting { *constant* }'|
find { *variable* }'
objective ::= **maximising** *expression* |
minimising *expression*
domainIdentifiers ::= { *identifier* }' “.” *domain*
constant ::= *identifier* **be domain** *domain* |
identifier [“.” *domain*] **be expression**
parameter ::= *domainIdentifiers*
variable ::= *domainIdentifiers*

1.2.2 Domains

simpleDomain :: **bool** |
int “(“ { *rangeAtom* } “)” |
identifier
domain ::= *simpleDomain* |
“(“ *domain* “)” |
matrix indexed by “[“ { *domain* }' “]” of *simpleDomain*
rangeAtom ::= *expression* |
expression “..” *expression*

1.2.3 Expressions

<i>expression</i>	::=	“(“ <i>expression</i> “)” <i>atomExpression</i> <i>deRefExpression</i> <i>unitOpExpression</i> <i>binaryOpExpression</i> <i>functionOpExpression</i> <i>quantifierOpExpression</i>
<i>atomExpression</i>	::=	<i>number</i> true false <i>identifier</i>
<i>deRefExpression</i>	::=	<i>identifier</i> “[“ { <i>expression</i> }’ “]”
<i>unitOpExpression</i>	::=	“.” <i>expression</i> “ ” <i>expression</i> “ ” “!” <i>expression</i>
<i>binaryOpExpression</i>	::=	<i>expression</i> <i>biOp</i> <i>expression</i>
<i>biOp</i>	::=	+ - / * ^ \ / /\ => <=> = != <= < >= > <lex <=lex >lex >=lex
<i>functionOpExpression</i>	::=	alldiff “(“ <i>expression</i> “)” element “(“ <i>expression</i> , <i>atomExpression</i> , <i>atomExpression</i> “)” min “(“ <i>expression</i> , “)” max “(“ <i>expression</i> , “)”
<i>quantifierOpExpression</i>	::=	<i>quantifier</i> <i>bindingExpression</i> “.” <i>expression</i>
<i>quantifier</i>	::=	forall exists sum
<i>bindingExpression</i>	::=	{ <i>identifier</i> }’ “.” <i>simpleDomain</i>

2 Operator Precedence

Table 2 describes the precedence of the operators that are arranged by decreasing order of precedence (the operators on top have highest precedence)

3 ESSENCE' → MINION Translator

A subset of ESSENCE' can be tailored to a MINION [2] problem instance by the ESSENCE' → MINION translator. The translator is still under development, so the following grammar parts are currently **not supported**.

- arrays of decision variables with 3 or more dimensions
- arrays of parameters with 4 or more dimensions
- absolute value
- modulo
- power with a decision variable as exponent

Operator	Functionality	Associativity
,	comma	Left
:	colon	Left
()	left and right parenthesis	Left
[]	left and right brackets	Left
!	not	Right
/\	and	Left
\/	or	Left
=>	if (implication)	Left
<=>	iff (logical equality)	Left
-	unary minus	Right
^	power	Left
* /	multiplication, integer division	Left
+ -	addition, subtraction	Left
< <= > >=	(lex)less, (lex)less or equal,	none
<lex <=lex >lex >=lex	(lex)greater, (lex)greater or equal	
= !=	equality, disequality	none
.	dot	Right

Table 1: Operator precedence in ESSENCE'

- boolean negation
- element constraint on 2-dimensional arrays
- sparse domains

References

- [1] A.M. Frisch, M. Grum, C. Jefferson, B. Martínez Hernández, and I. Miguel. The design of essence: A constraint language for specifying combinatorial problems. In *IJCAI*, pp 80–87, 2007.
- [2] I.P. Gent, C. Jefferson, and I. Miguel. Minion: A fast scalable constraint solver. In *ECAI*, pp 98–102, 2006.