

Constraint Programming

**The user states the problem,
the computer solve it!**

Nadjib Lazaar

Ing - Phd - HDR - Assistant Professor - University of Montpellier - COCONUT Team
<http://www.lirmm.fr/~lazaar/>

Constraint Programming

Definition

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A formalism to model (**constraint network**) and to solve (**constraint solver**) combinatorial problems (**scheduling, planning,...**).

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Examples of constraints :

- $X_1 + X_2 + X_3 = 5$
- `allDifferent(X1,..Xn)`
- $c(X_i, X_j) = \{(1,1), (2,1), (2,3), (4,4)\}$

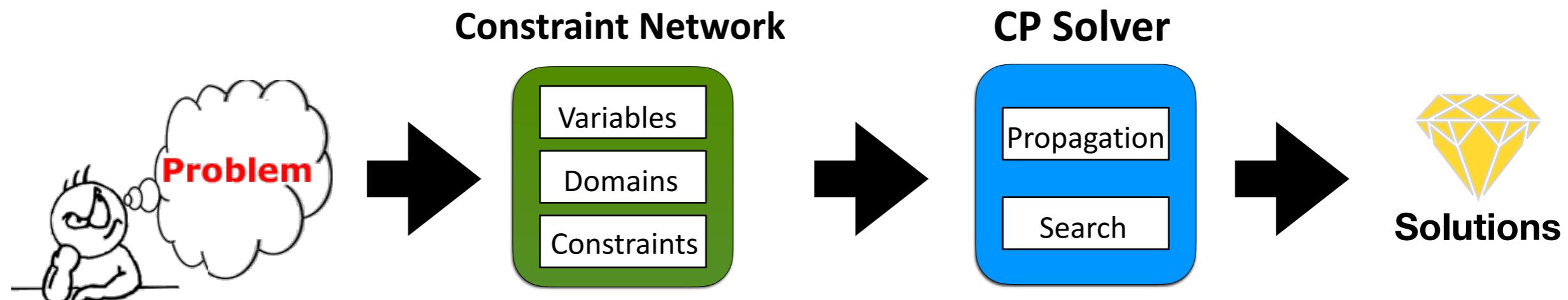
Constraint Programming

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A formalism to model (**constraint network**) and to solve (**constraint solver**) combinatorial problems (**scheduling, planning,...**).

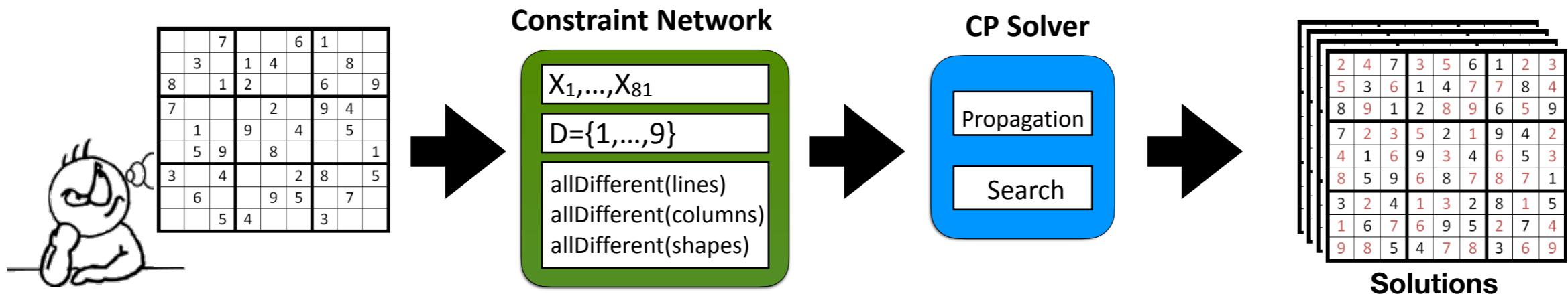
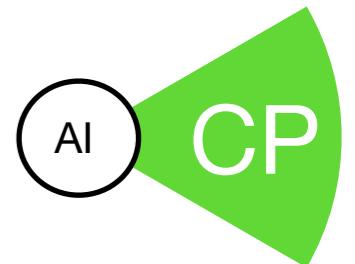
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Constraint Programming

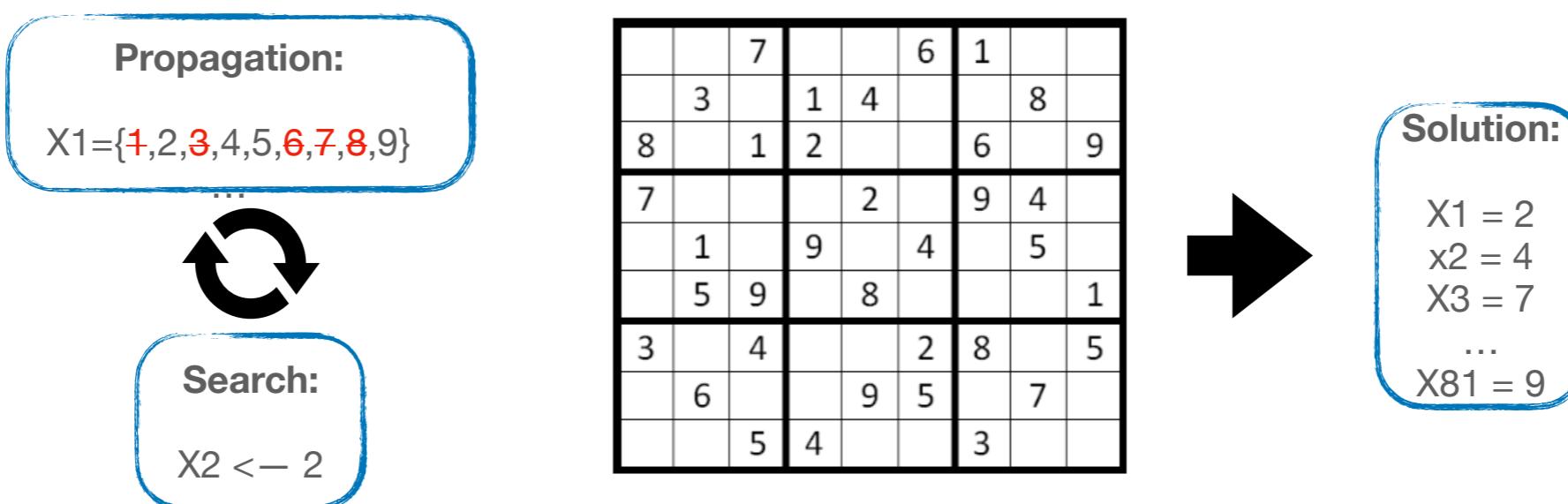
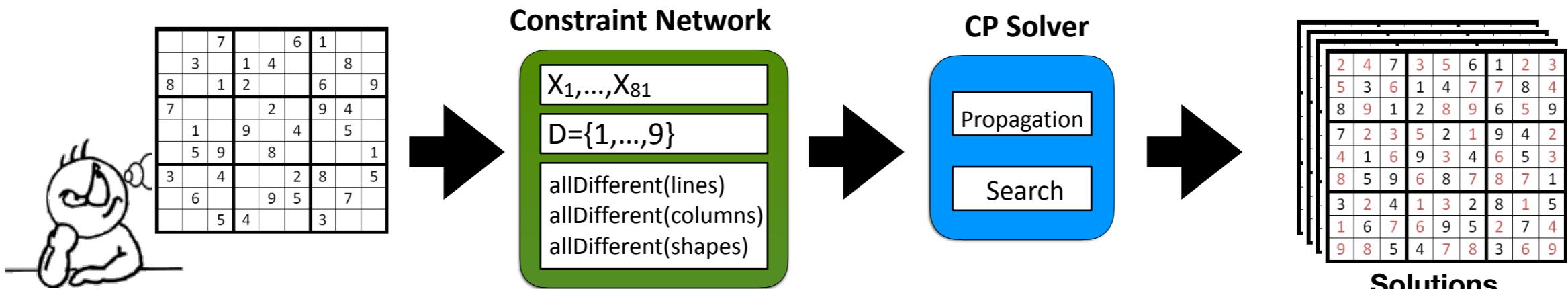
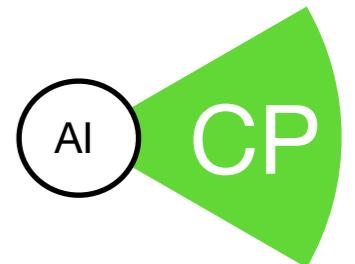
Example



Switch

Constraint Programming

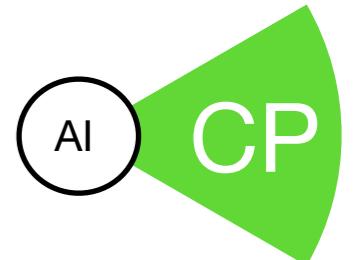
Example



Switch

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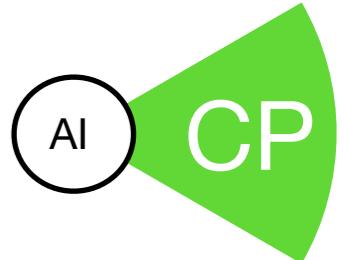
Why CP?



- ▶ Combinatorial problems can be solved by Integer Linear Programming (ILP) or by propositional satisfiability (SAT)
- ▶ Advantages of CP :
 - ▶ Compactness
 - ▶ Expressiveness
 - ▶ And (often) efficiency

Constraint Programming

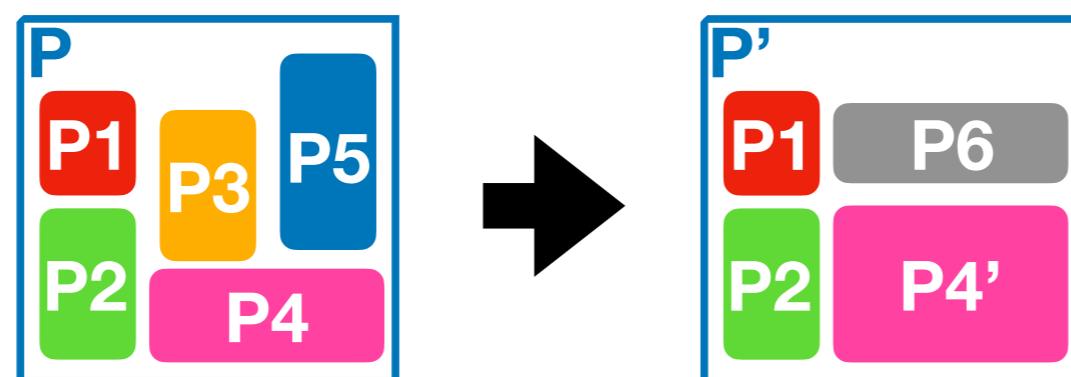
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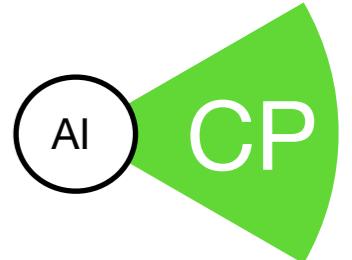
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Constraint Programming

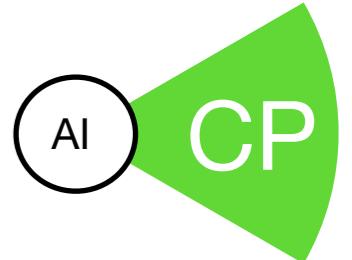
Why CP?



- ▶ Sudoku 9x9:
 - ▶ SAT = 6 500 clauses
 - ▶ CP: [sudoku.mod](#) with n=9

Constraint Programming

Why CP?



- ▶ Sudoku 9x9:
 - ▶ SAT = 6 500 clauses
 - ▶ CP: `sudoku.mod` with n=9

Variables $X = \{X_{1,1}, \dots, X_{n,n}\}$

Domaine des variables : $\{1, \dots, n\}$

Contraintes :

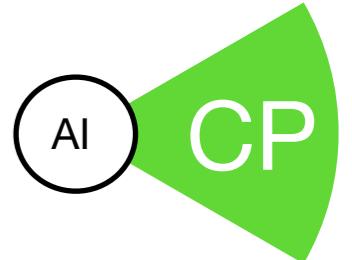
`allDifferent(X1,1, ..., Xi,n), $\forall i$ (rows)`
`allDifferent(X1,1, ..., Xi,n), $\forall i$ (columns)`
`allDifferent(Xi,j), $\forall i, j$ (squares)`

`sudoku.mod`

Sudoku 36x36

Constraint Programming

Why CP?

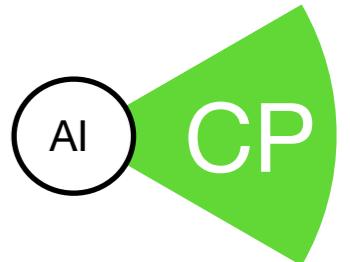


- ▶ Sudoku 36x36:
 - ▶ SAT ~ 2 millions of clauses : cnf file of 160Gb
 - ▶ CP: `sudoku.mod` with n=36

Switch

Constraint Programming

Why CP?



- ▶ Sudoku 36x36:
 - ▶ SAT ~ 2 millions of clauses : cnf file of 160Gb
 - ▶ CP: `sudoku.mod` with n=36

`Variables X= {X1,1, ...Xn,n}`

`Domaine des variables : {1,...,n}`

`Contraintes :`

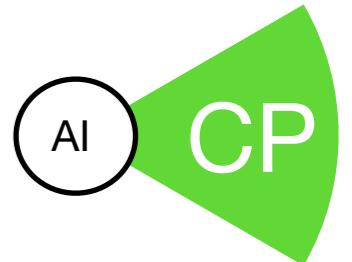
`allDifferent(Xi,1,...,Xi,n), $\forall i$ (rows)`
`allDifferent(Xi,1,...,Xi,n), $\forall i$ (columns)`
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`sudoku.mod`

Switch

Constraint Programming

Why CP?

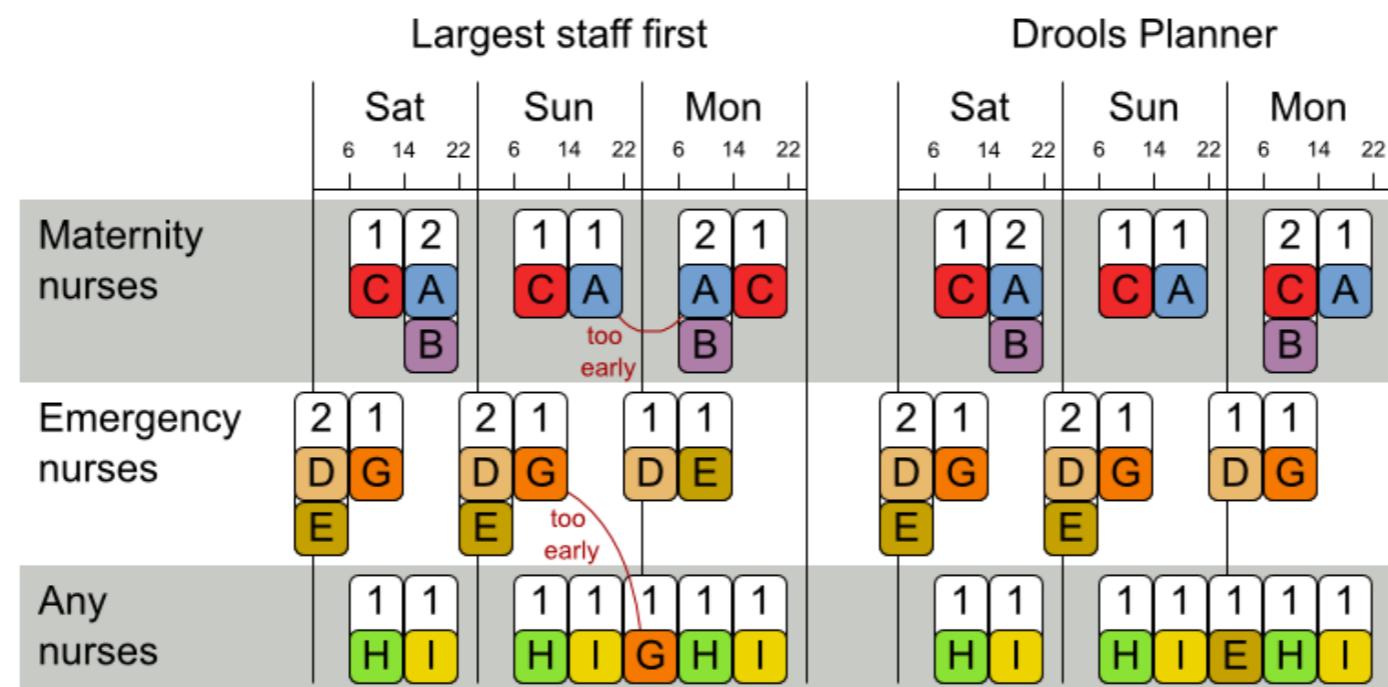
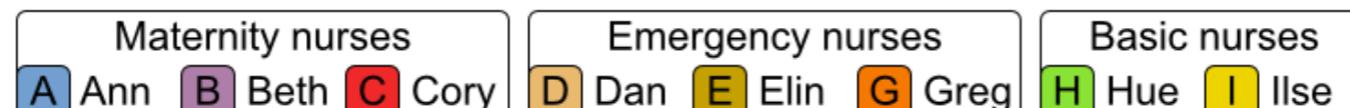


► Nurse Rostering Problem

► Best Linear Program: more than 10 000 lines

Employee shift rostering

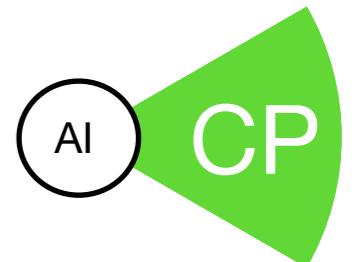
Populate each work shift with a nurse.



Switch

Constraint Programming

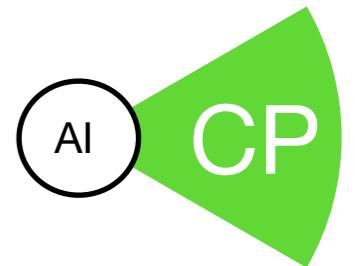
Solvers and CP platforms



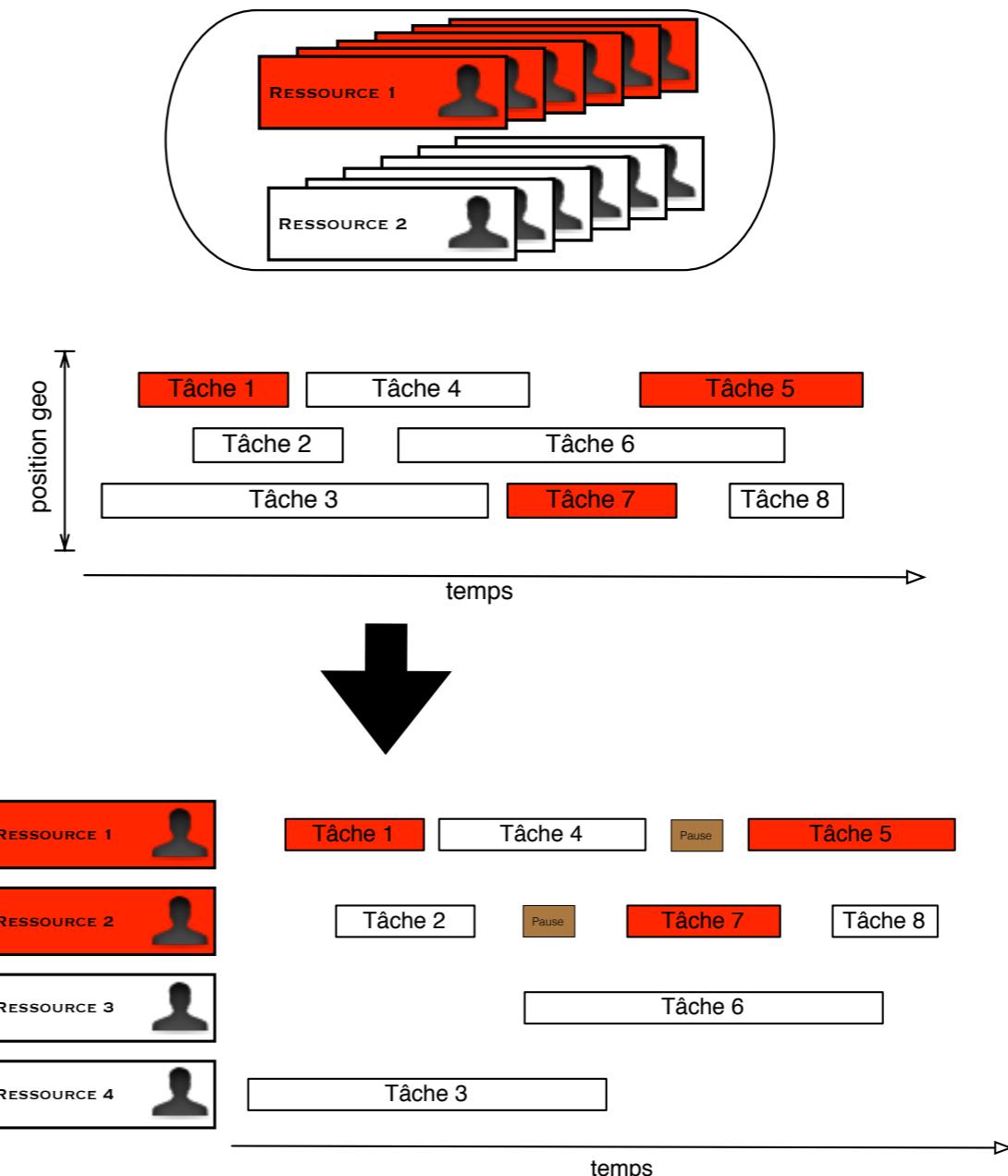
IBM ILOG CP Optimizer (Java, C++, Python, .NET)	The IBM logo, consisting of the word 'IBM' in its signature blue and white striped font.
Google OR-Tools (C++, Java, C#, Python)	The Google OR-Tools logo, which is a stylized geometric shape composed of red, yellow, and green triangles.
Artelys Kalis (Java, C++, Python)	The Artelys Kalis logo, featuring the word 'ARTELYS' in blue and 'KALIS' in orange, with 'TM' in small blue text to the right, and the text 'Constraint Programming Library' below it.
SICStus Prolog (CLPFD bib in prolog)	The SICStus Prolog logo, with 'SICStus' in a bold black font and a large red '4' positioned above the 's'.
Gecode (C++)	The Gecode logo, which consists of the letters 'KG' in a stylized, blocky font with orange and green gradients.
Choco (Java)	The Choco logo, featuring a blue square with a white stylized whiteboard character icon and the word 'CHOCO' in white.
Minizinc (high-level, solver-independent)	The Minizinc logo, which is a blue square containing the letters 'Zn' in a bold, white, sans-serif font, with a small 'Mini' in blue text above 'Zn'.

Constraint Programming

SNCF train driver planning using CP

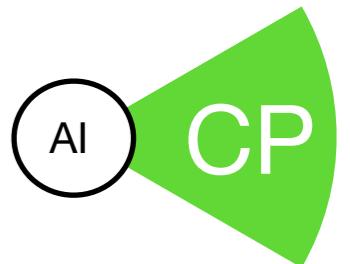


- Legal rules constraints:
 - daily working time
 - daily rest periods
 - ...
- Preferences:
 - Type of lines
 - Day of rest
 - Place of rest
 - ...
- Solution:
 - Best in terms of ressources
 - Robust one
 - Cheapest one
 - ...

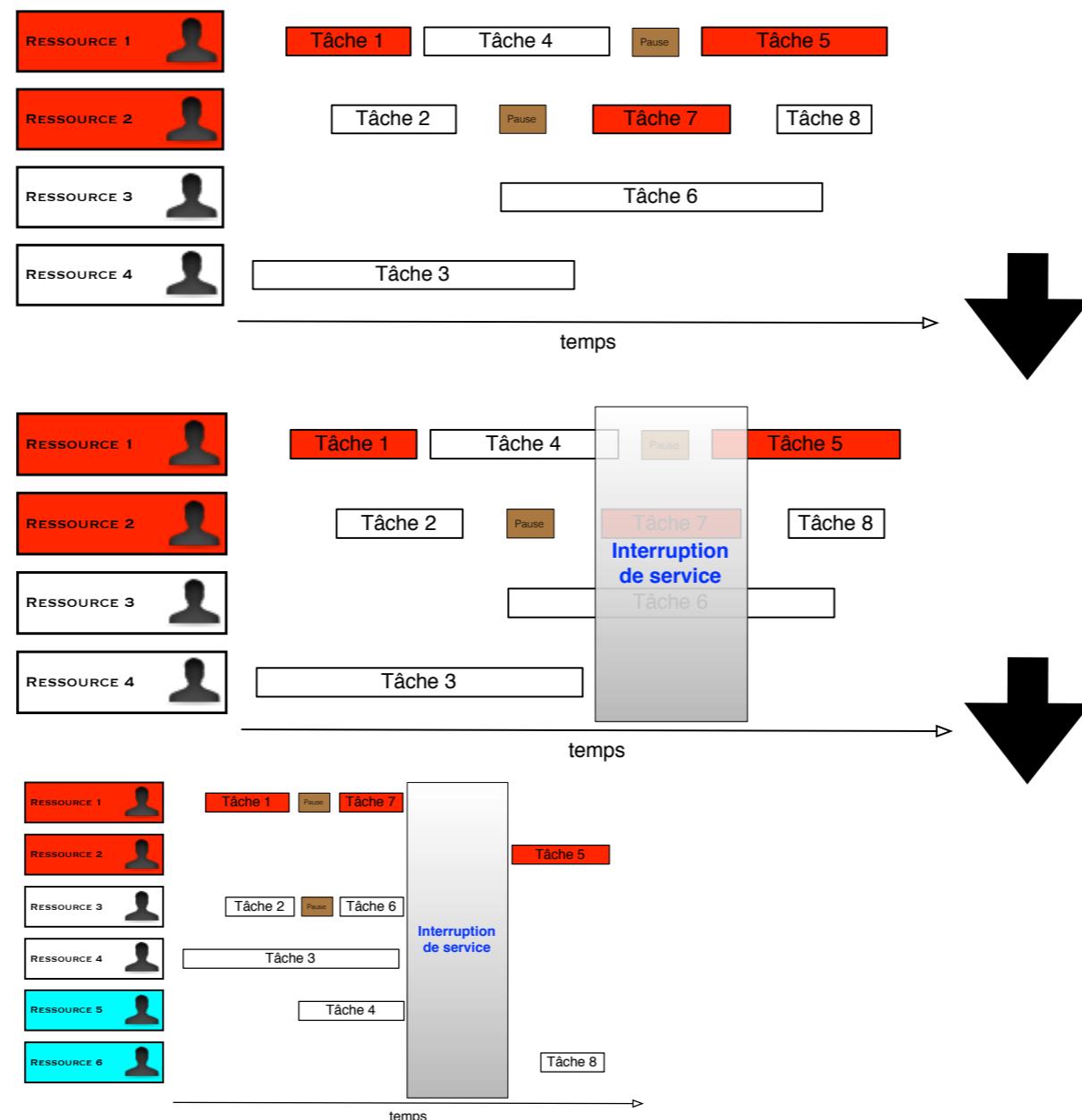


Constraint Programming

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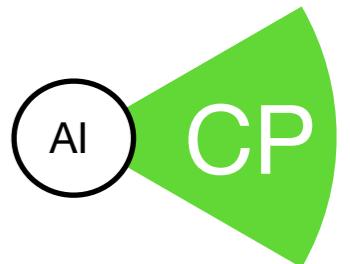


- Maintaining an existing planning



Constraint Programming

ABB Robotics partner projects



► SWMOD: Test Case Execution Scheduling with CP

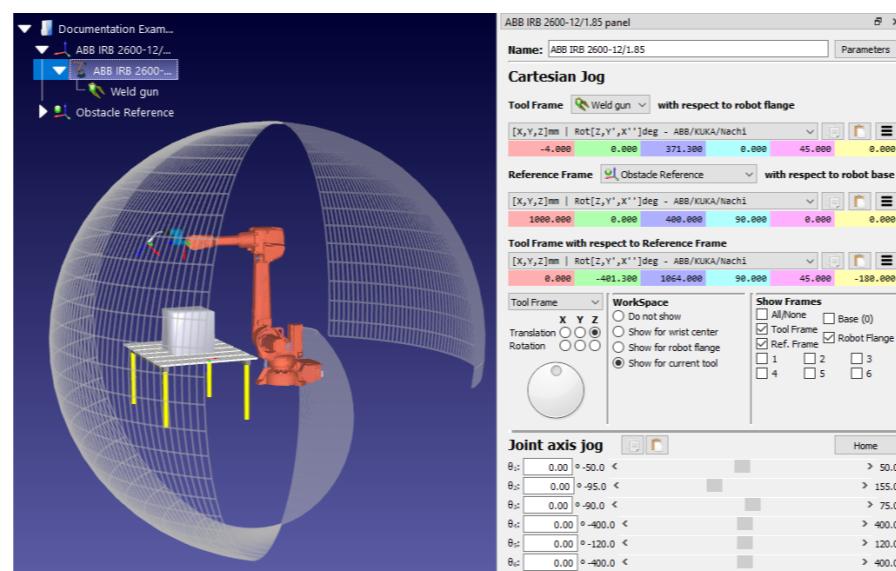


"SWMOD deployed at ABB Robotics and used every day to schedule tests throughout several ABB centers in the world (Norway, Sweden, India, China)"



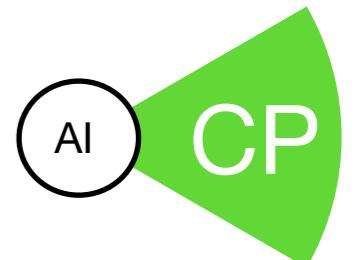
<https://github.com/Makouno44/Robtest>

► Robtest: Optimal Stress Test Trajectories for Robots with CP

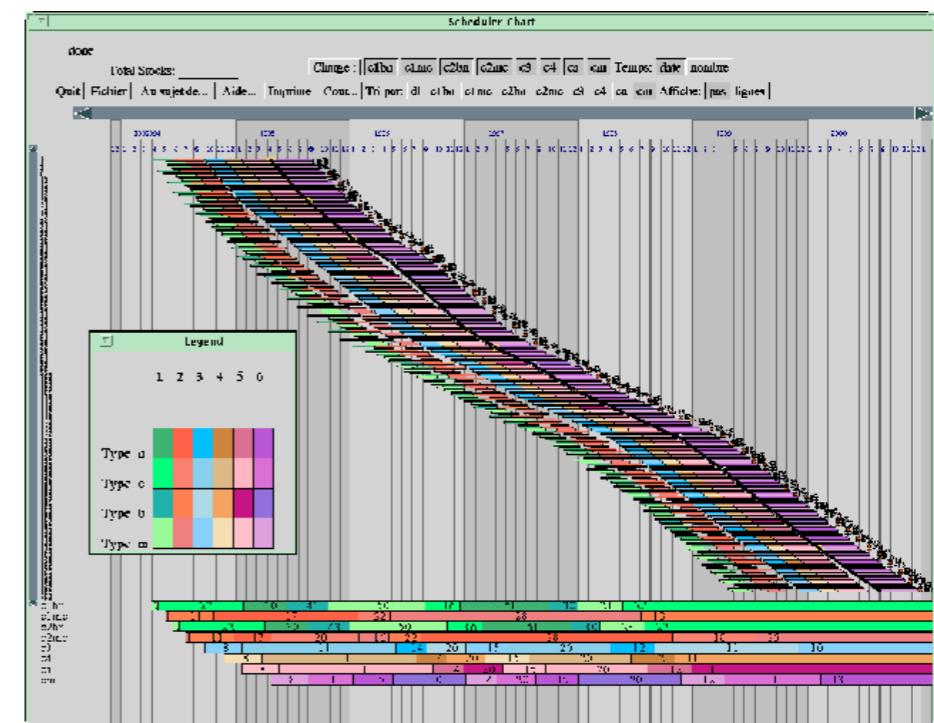


Constraint Programming

Aircraft Industry - Dassault Aviation



Assembly of Mirage aircraft

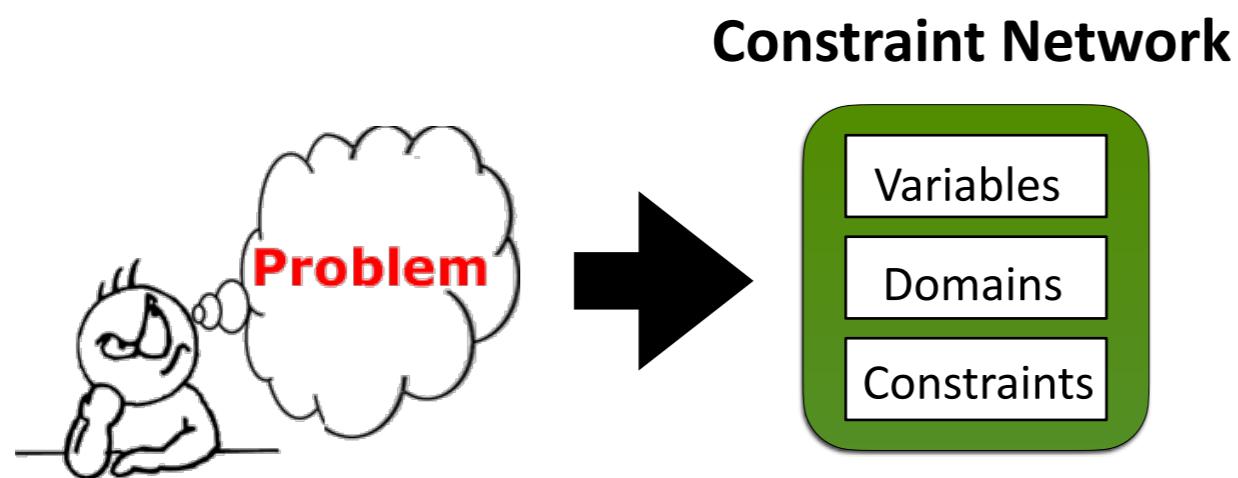


Constraint Programming

Modeling

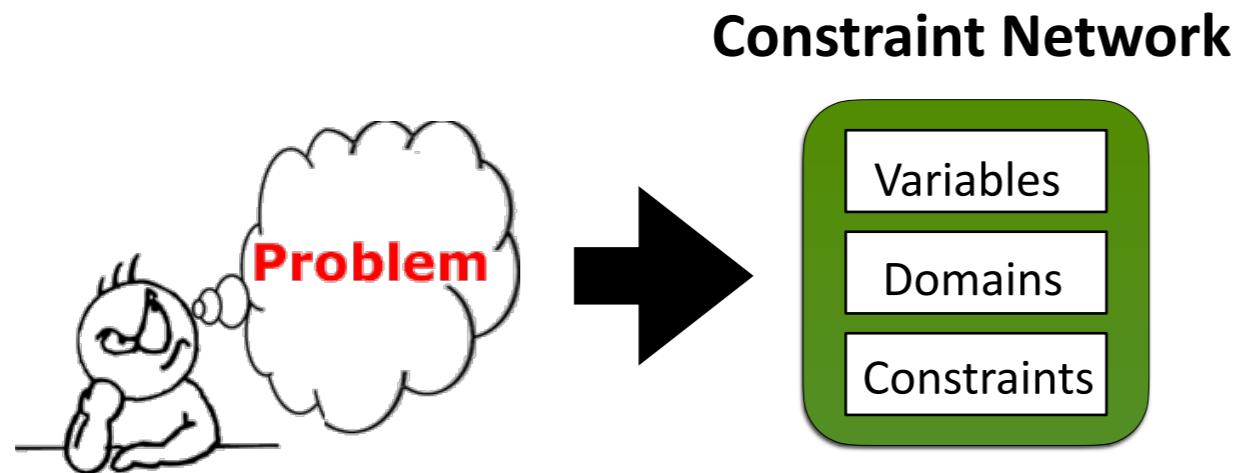
Constraint Programming

Modeling



Constraint Programming

Modeling



Constraint Network $N=(X, D, C)$

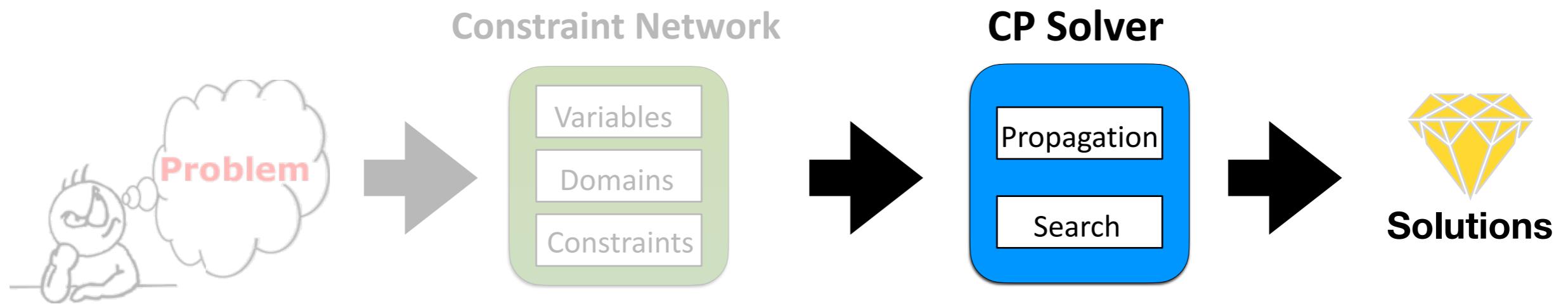
X : finite set of variables

D : domain on X , where $D(X_i)$ is a finite set of values for X_i

C : a set of constraints

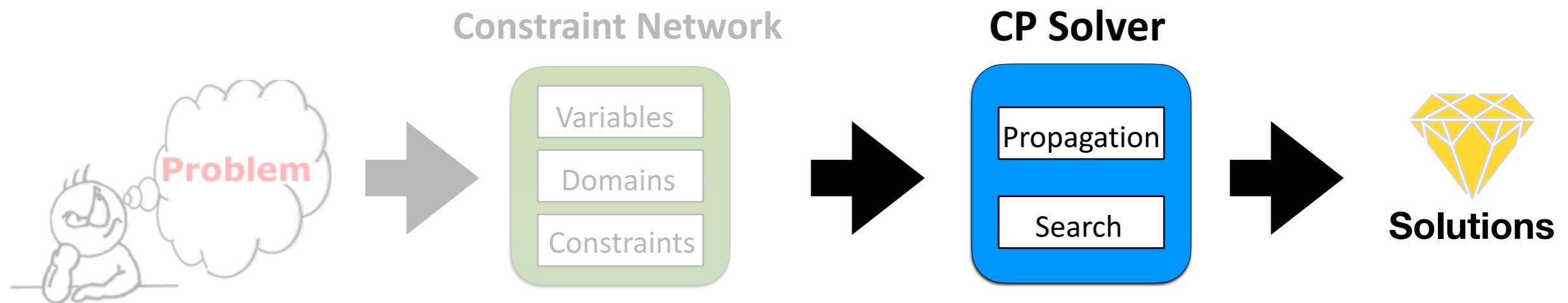
Constraint Programming

Solving



Constraint Programming

Solving



Instantiation I

- Complete: assignment on X
- Partial: assignment on $Y \subset X$
- Valid: values in D
- Violating c : assignment on $\text{var}(c)$ is not in c
- Locally consistent: assignment not violating any constraint on Y
- Solution: locally consistent on X

Constraint Programming

Solving - Backtracking (BT)

- A general-purpose search algorithm
- Systematically explores the search space
- Utilizes a depth-first search strategy
- May encounter inefficiency on large search spaces
- Suitable for a wide range of constraint problems
- May require additional pruning techniques

Constraint Programming

Solving - Backtraking (BT)

Constraint Programming

Solving - Backtraking (BT)

BT(<X,D,C>, I):

If I is complete **then** return **true**

Select a variable X_i not in I

ForEach v in $D(X_i)$ **do**

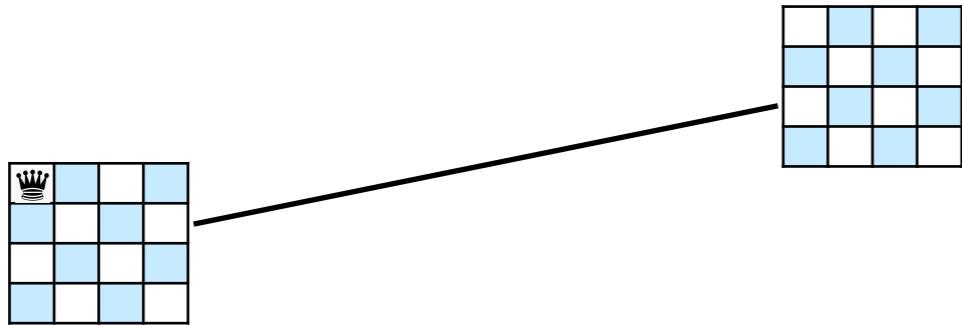
If I union $\langle X_i, v \rangle$ is locally consistent **then**

If **BT(<X,D,C>, I union <Xi, v>)** **then**
return **true**

return **false**

Constraint Programming

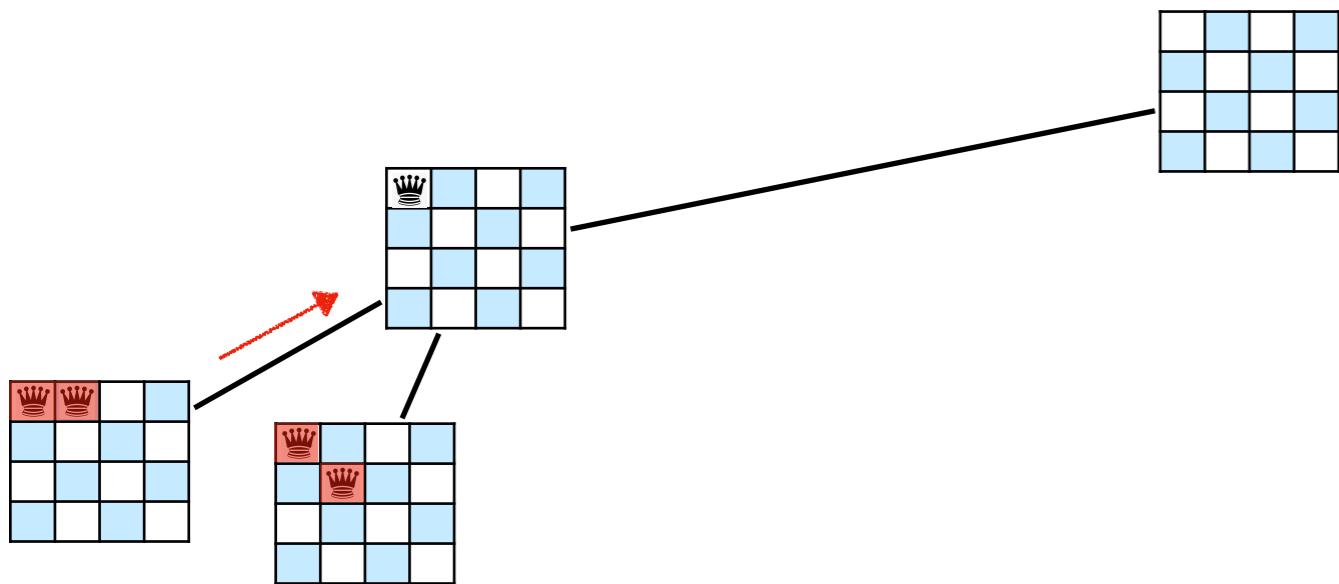
Solving - Backtraking (BT)



	R1	R2	R3	R4
p1				
p2				
p3				
p4				

Constraint Programming

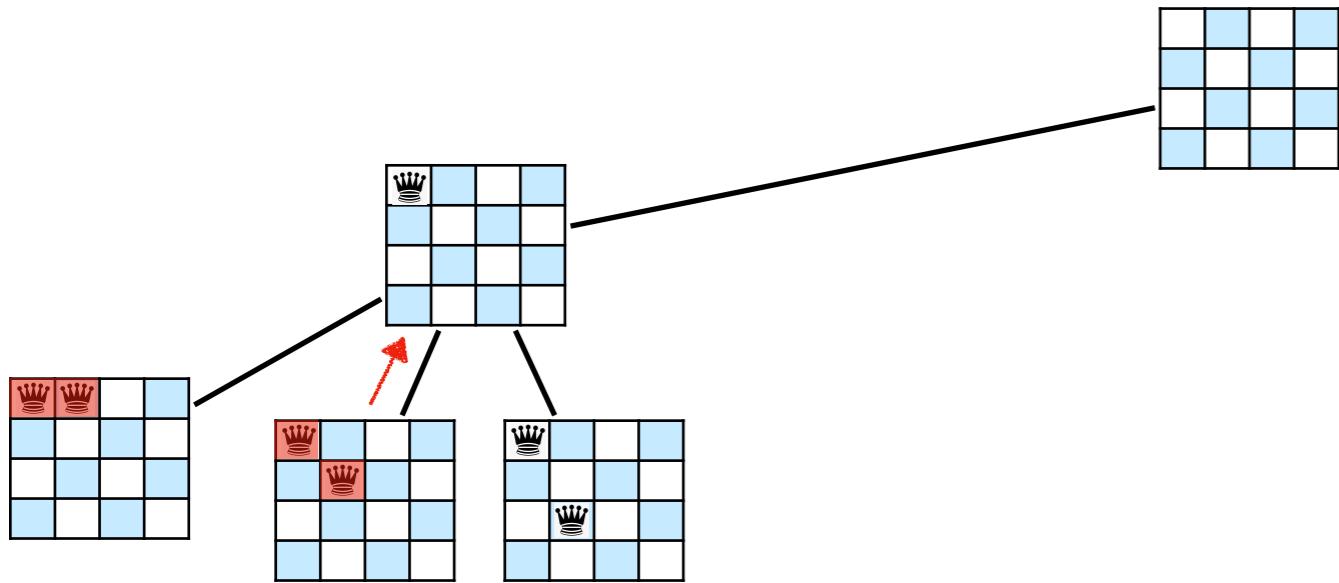
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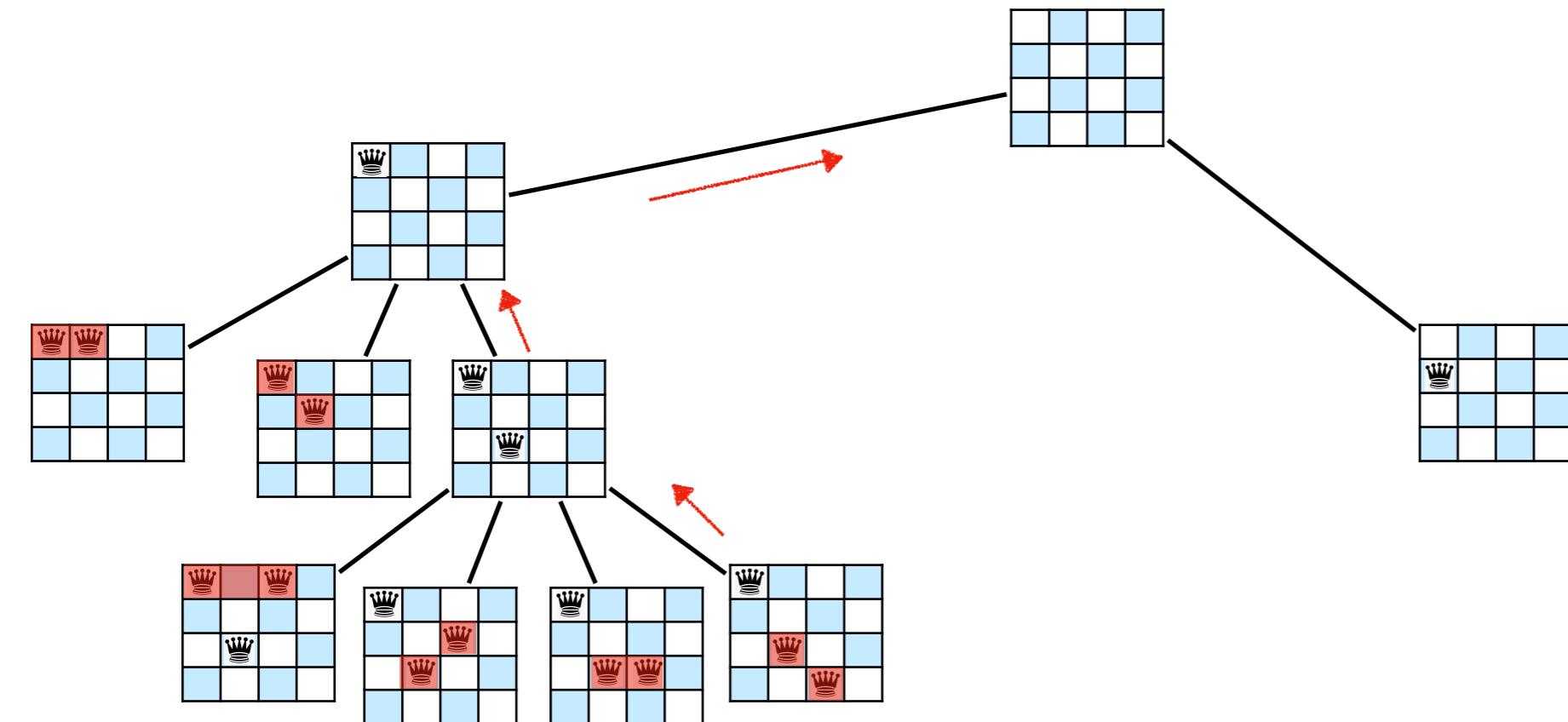
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Constraint Programming

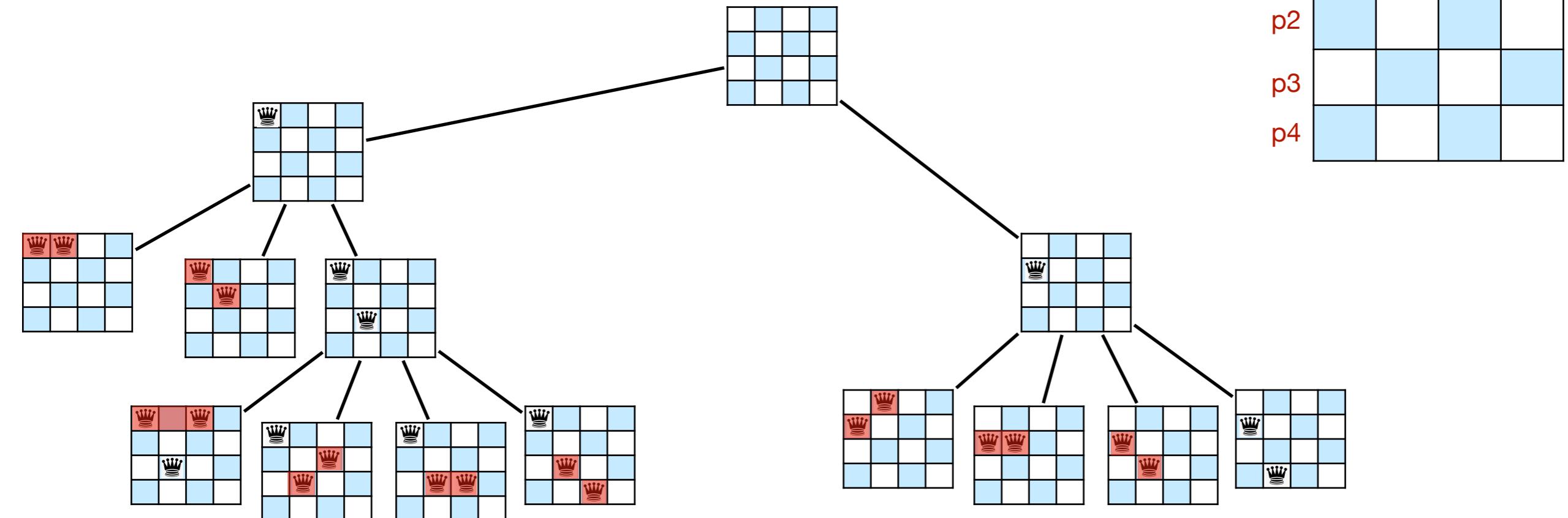
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p2				
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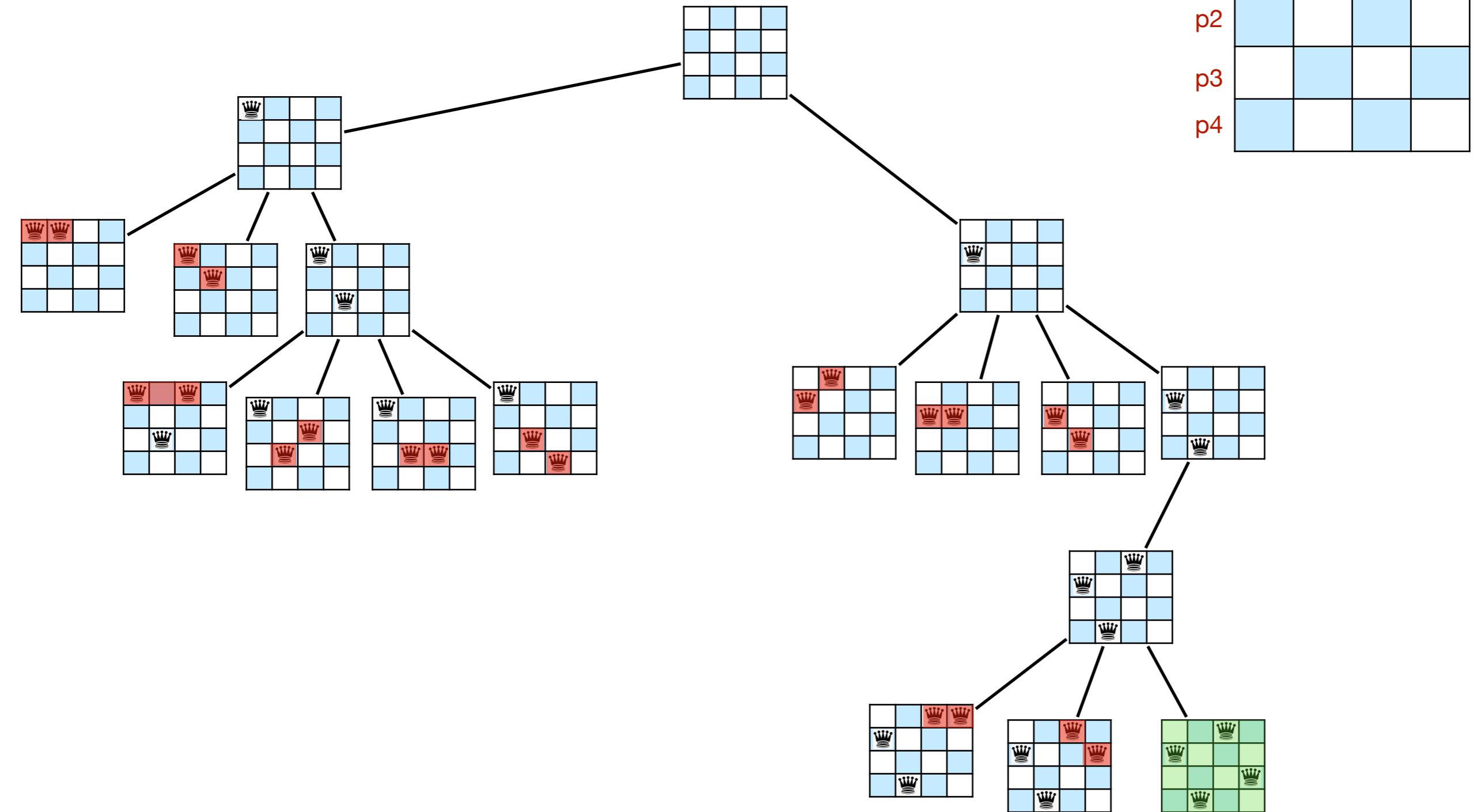
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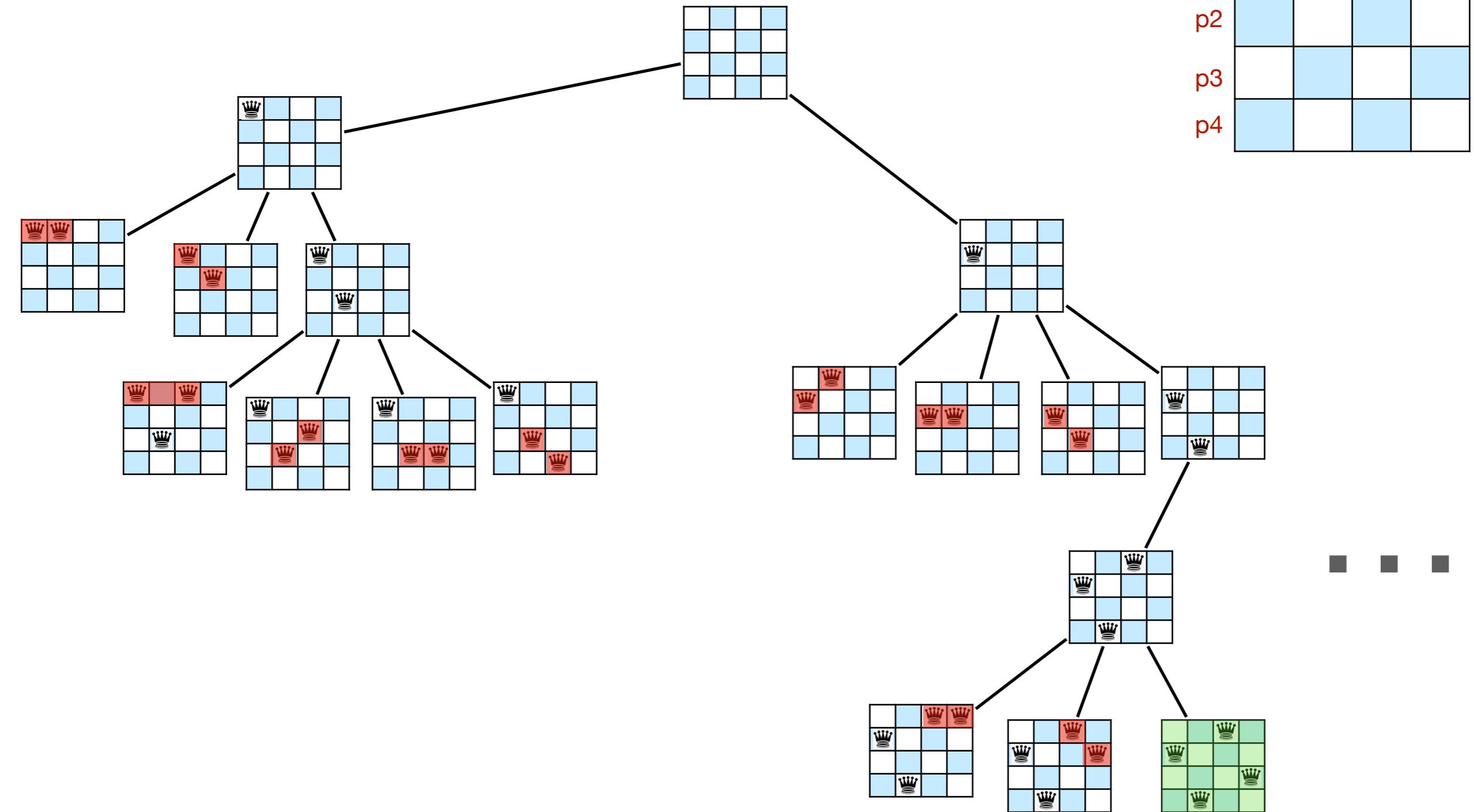
Constraint Programming

Solving - Backtraking (BT)



Constraint Programming

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Constraint Programming

Solving - propagation (local consistency)

- AC closure implemented by several AC algorithms
- AC3 [Mackworth 1977]:

Constraint Programming

Solving - propagation (local consistency)

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- AC3 [Mackworth 1977]:

AC(<X, D, C>):

[Mackworth77]

Q gets $\{(X_i, c) \mid c \text{ in } C, X_i \text{ in } \text{var}(c)\}$

While $Q \neq \text{emptyset}$ **do**

 pick (X_i, c) in Q

If $\text{revise}(X_i, c)$ **then**

If $D(X_i) = \text{emptyset}$ **then** return **false**

Else Q gets Q union $\{(X_j, c') \mid c' \text{ in } C \text{ and } X_i, X_j \text{ in } \text{var}(c)\}$

 return **true**

Constraint Programming

Solving - propagation (local consistency)

Constraint Programming

Solving - propagation (local consistency)

```
revise(Xi, c):
```

[Mackworth77]

CHANGE gets false

```
ForEach v in D(Xi) do
```

```
If no allowed pairs (v, vi) for c then
```

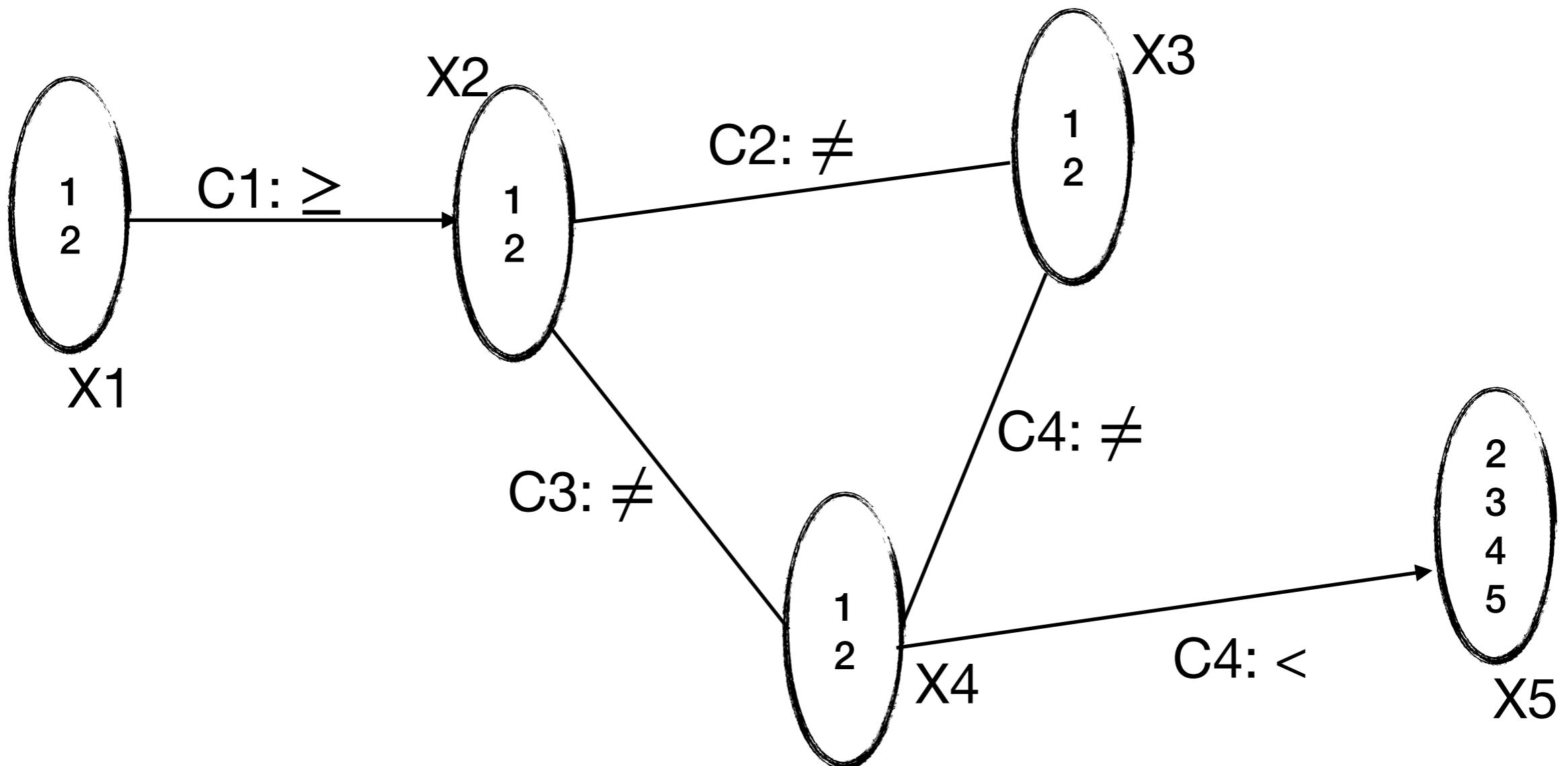
Remove v from D(Xi)

CHANGE gets true

```
return CHANGE
```

Constraint Programming

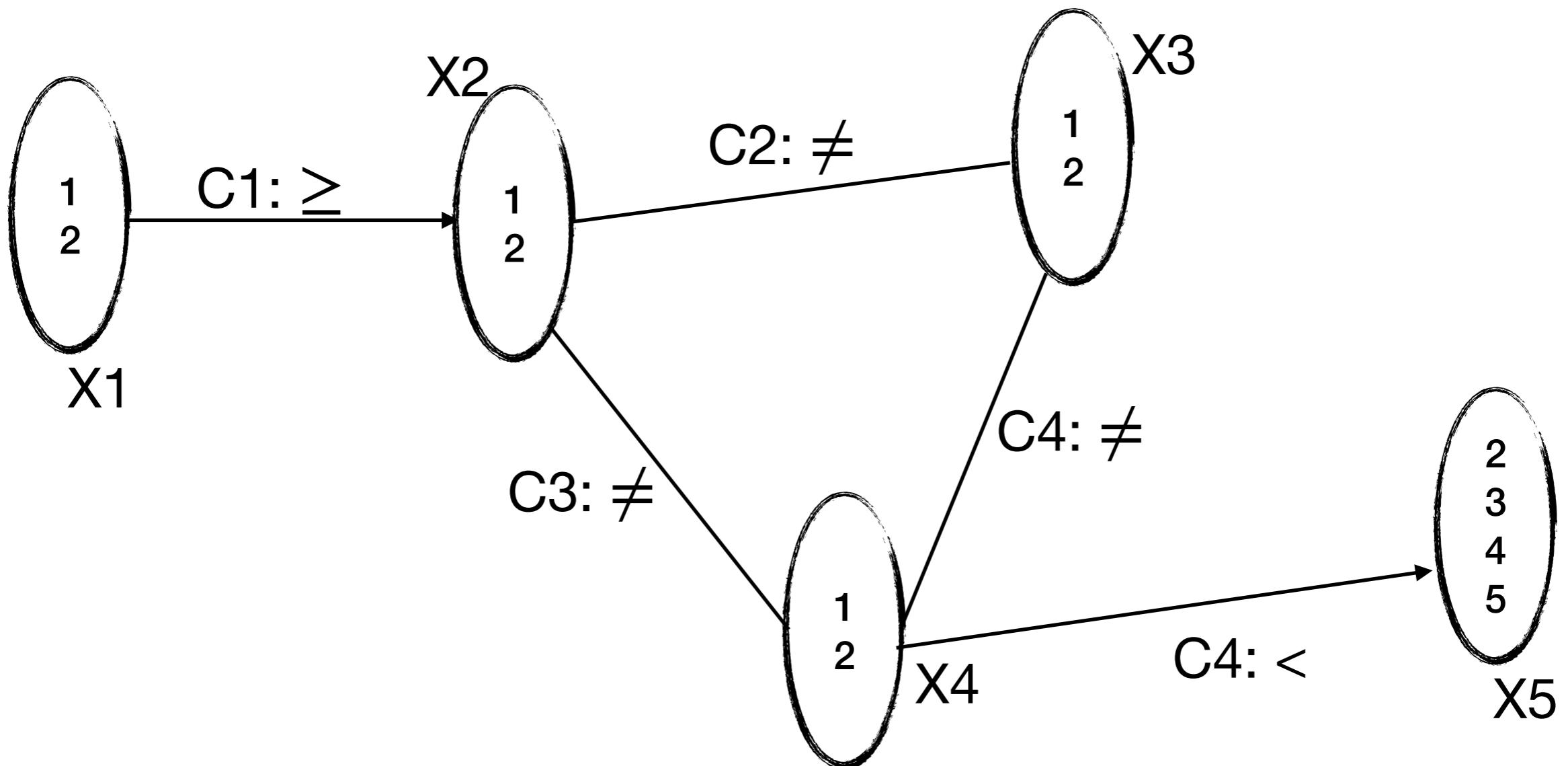
Solving - propagation (local consistency)



Situation 1

Constraint Programming

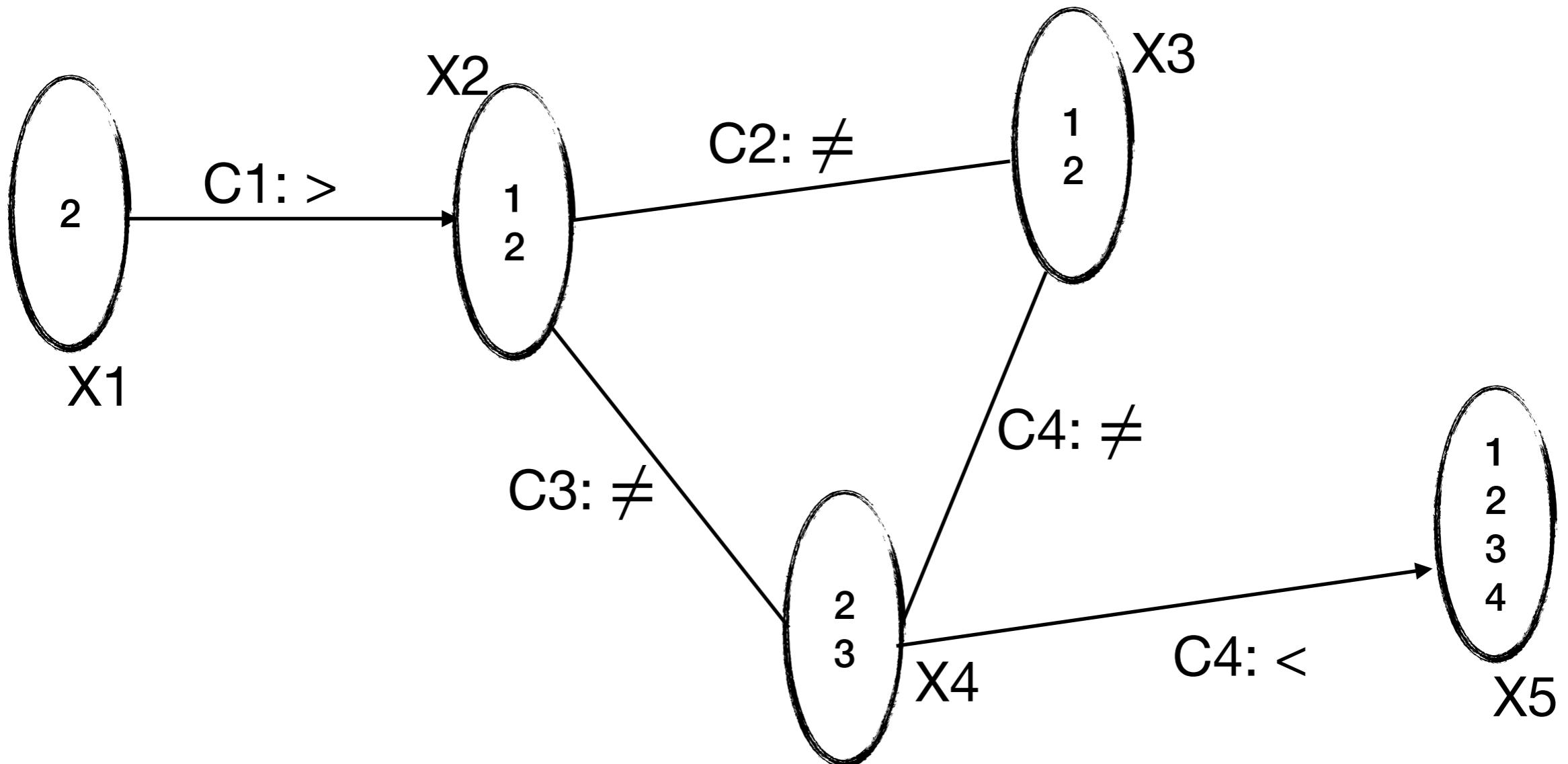
Solving - propagation (local consistency)



Situation 1 (No change)

Constraint Programming

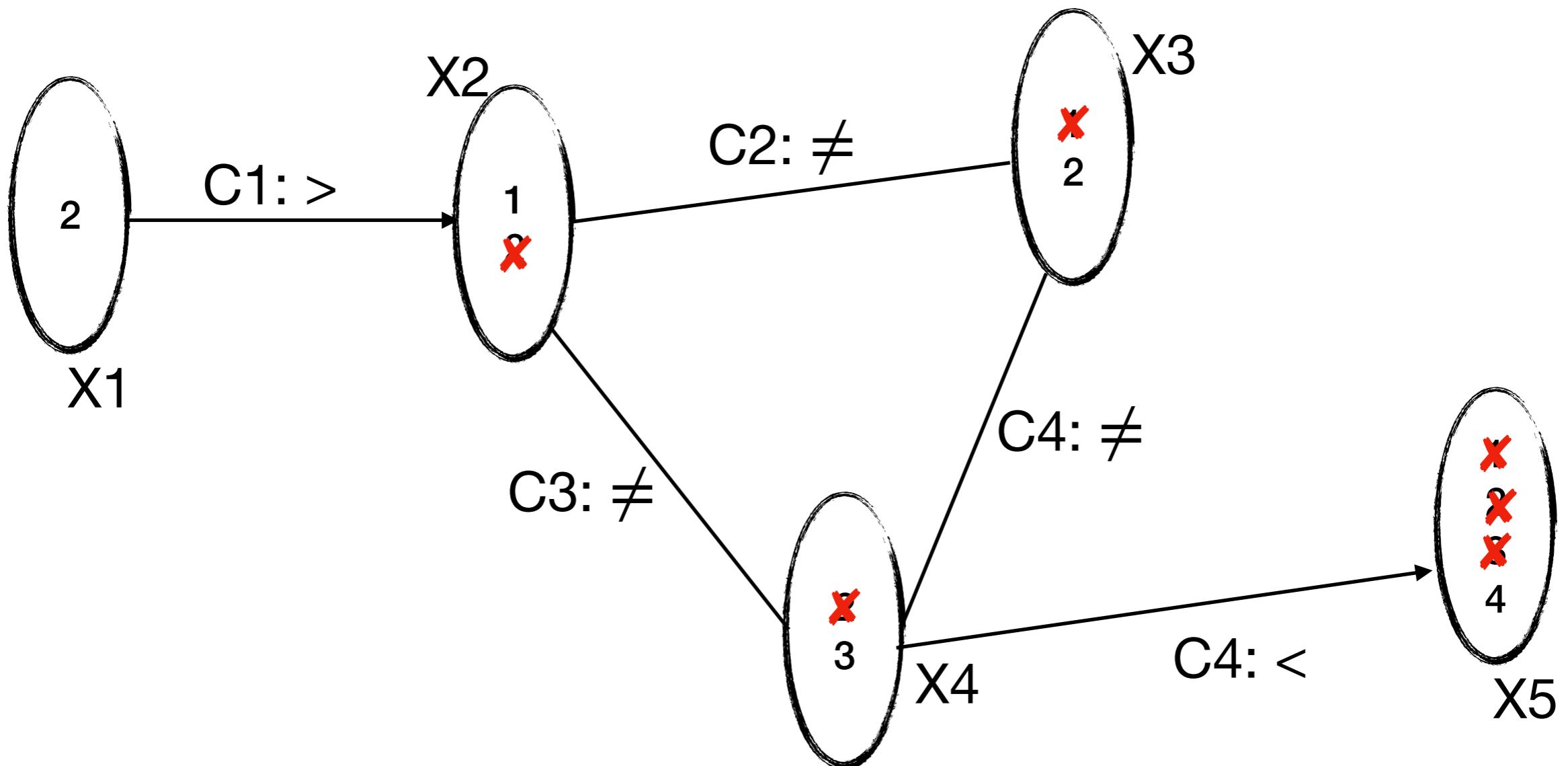
Solving - propagation (local consistency)



Situation 2

Constraint Programming

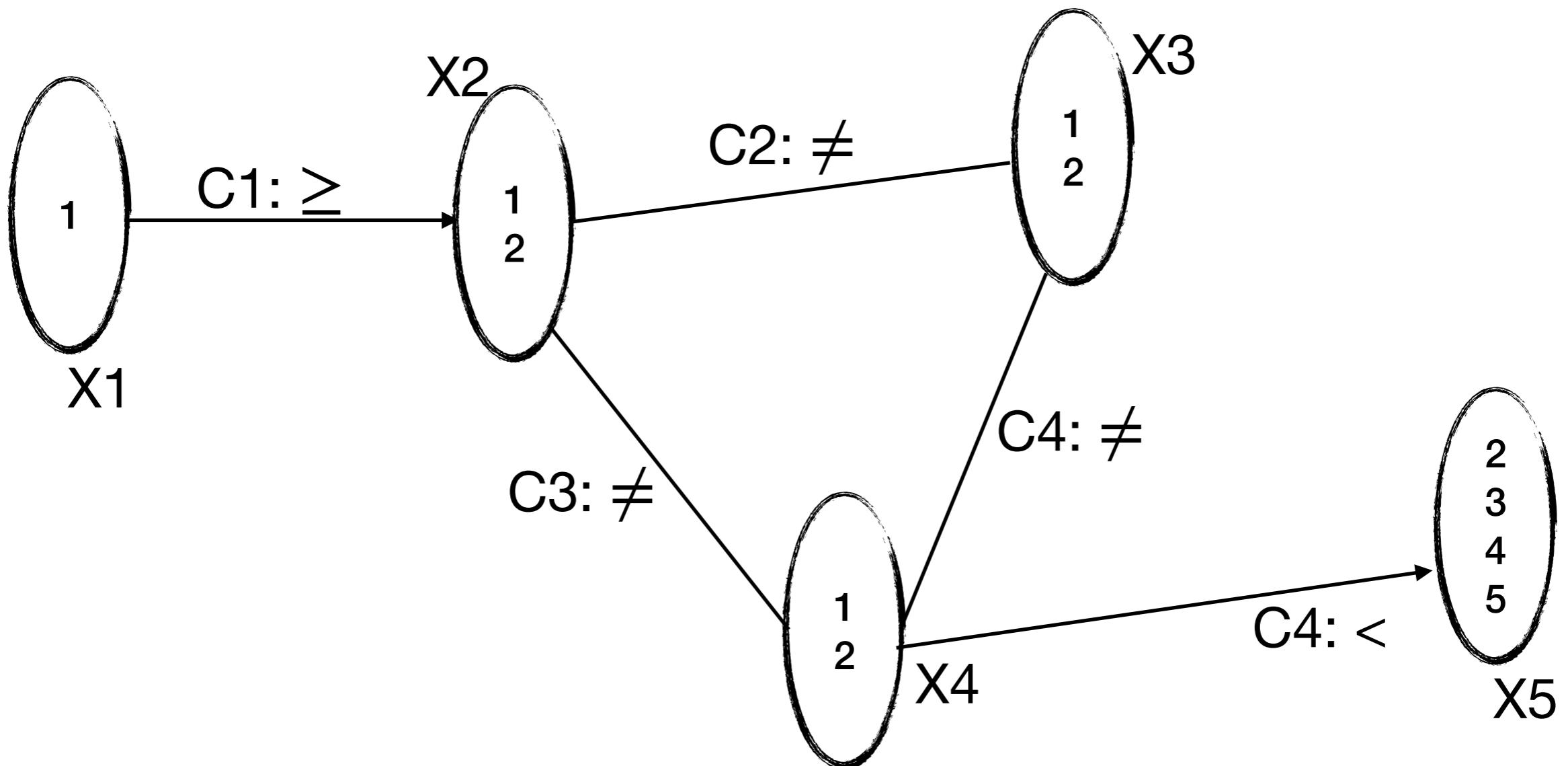
Solving - propagation (local consistency)



Situation 2 (Solution)

Constraint Programming

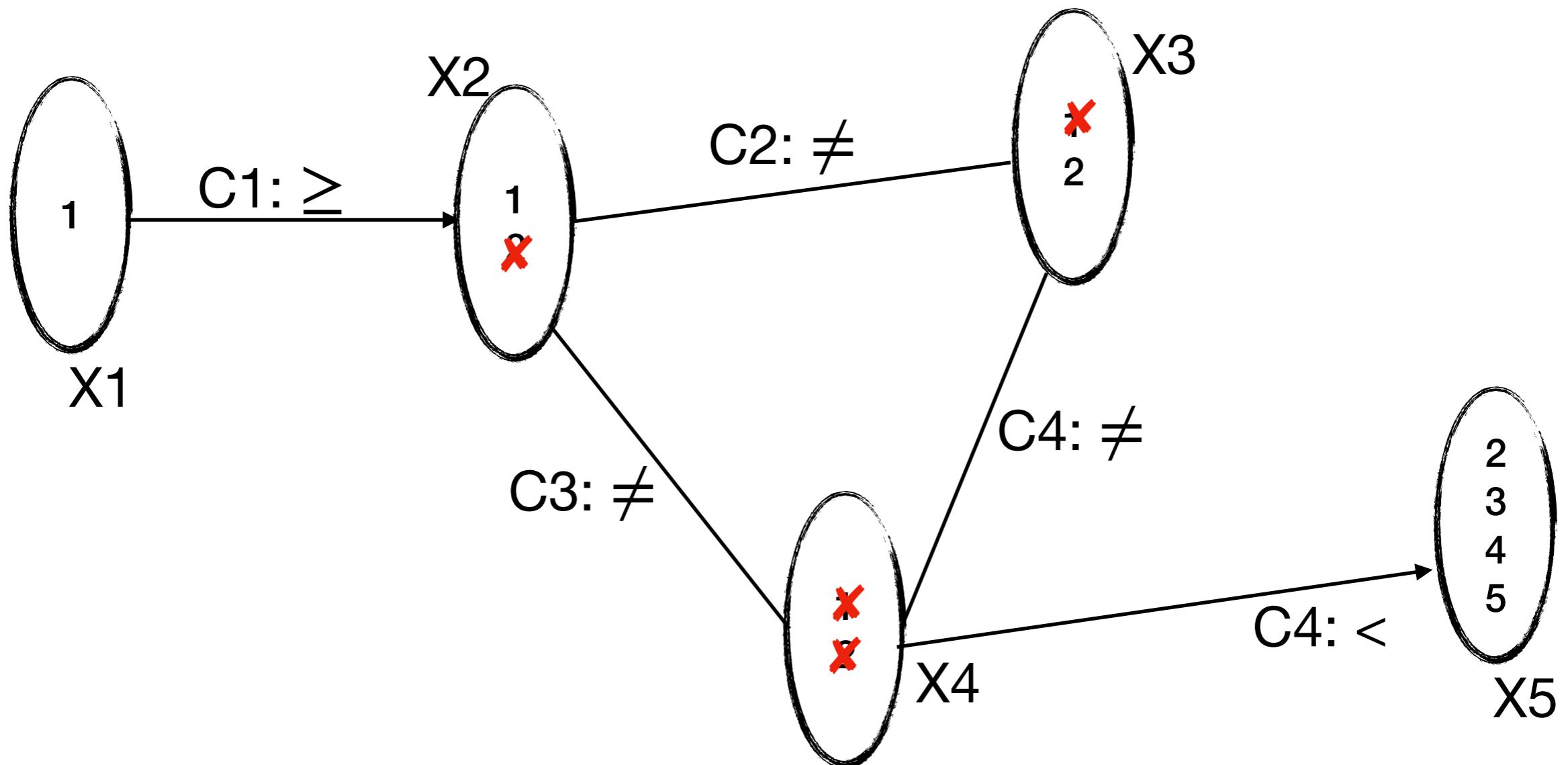
Solving - propagation (local consistency)



Situation 3

Constraint Programming

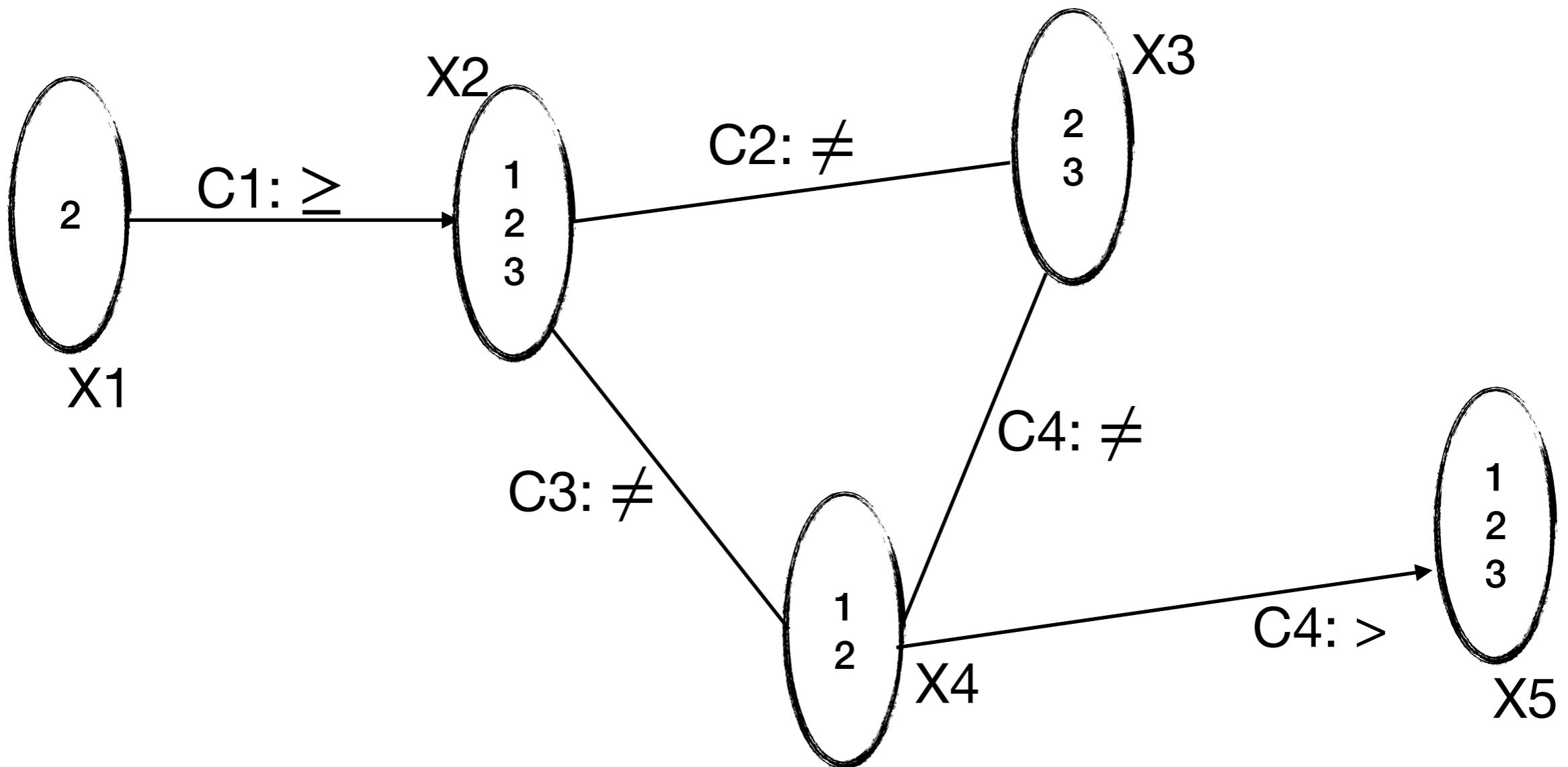
Solving - propagation (local consistency)



Situation 3 (domain wipe-out)

Constraint Programming

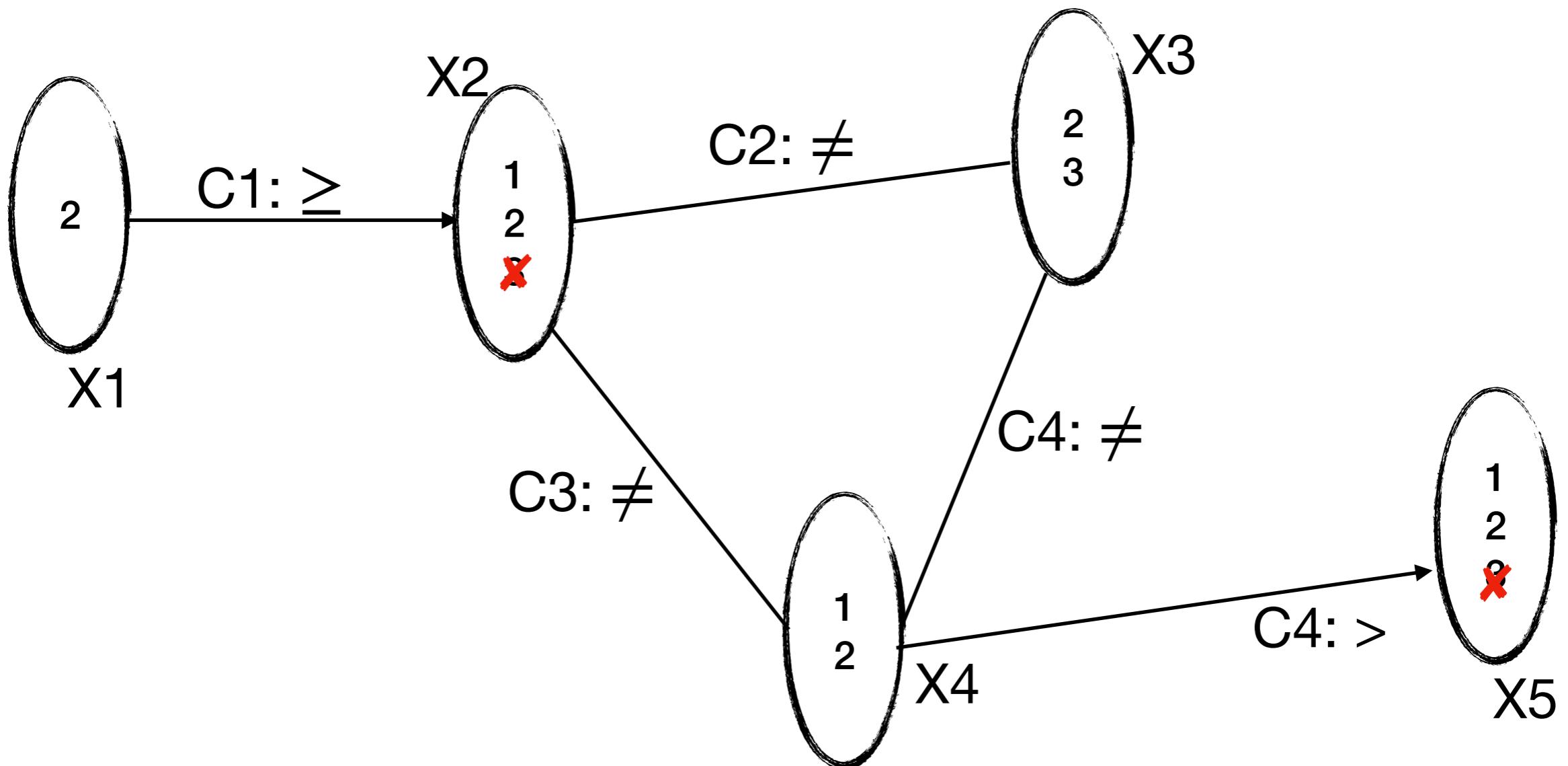
Solving - propagation (local consistency)



Situation 4

Constraint Programming

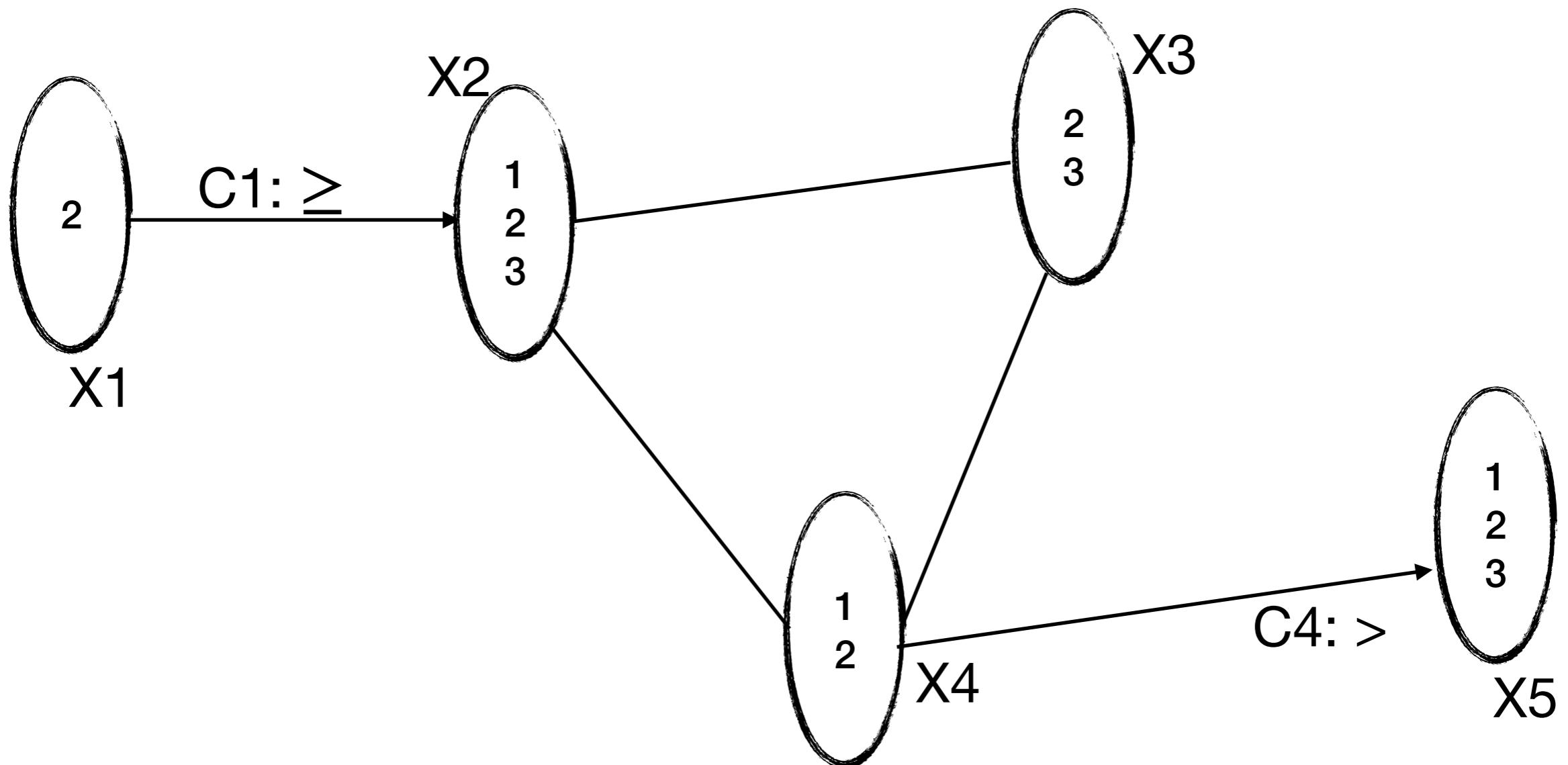
Solving - propagation (local consistency)



Situation 4 (domain reduction)

Constraint Programming

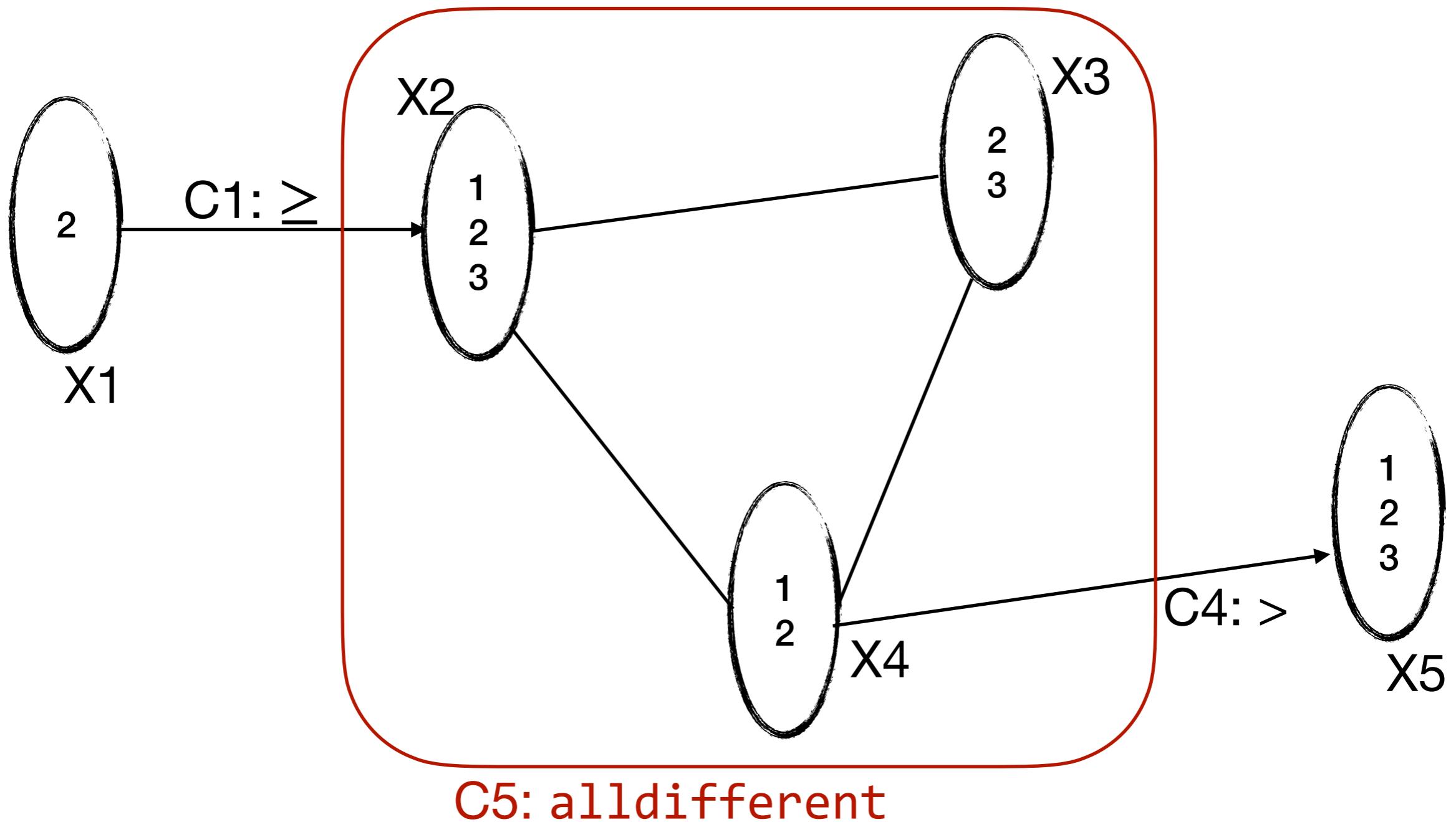
Solving - propagation (local consistency)



Situation 5

Constraint Programming

Solving - propagation (local consistency)



Situation 5 (Global constraints)

Constraint Programming

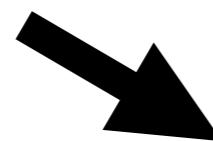
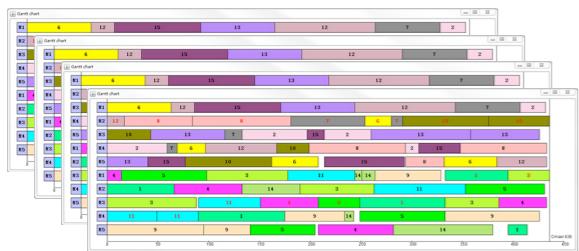
Global constraints



Constraint Programming

Global constraints

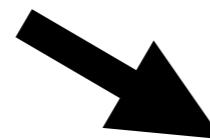
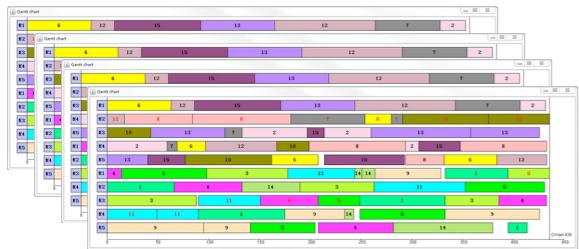
Scheduling instances



Constraint Programming

Global constraints

Scheduling instances

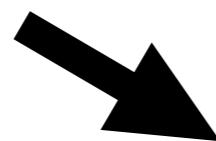
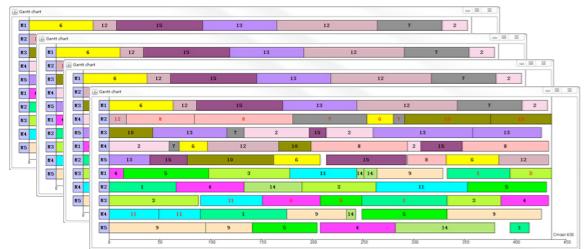


Cumulative

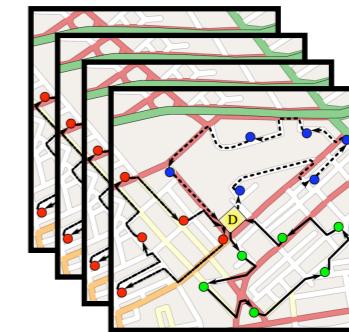
Constraint Programming

Global constraints

Scheduling instances



Vehicule routing instances

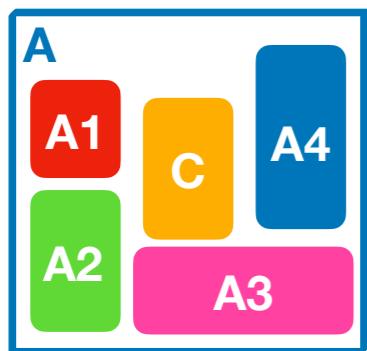
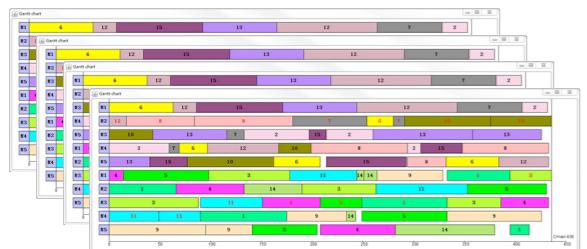


Cumulative

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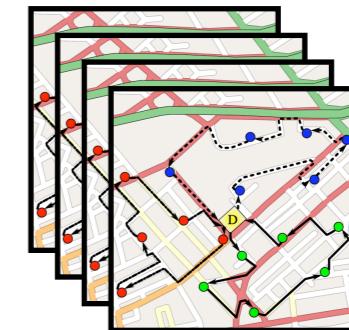
Global constraints

Scheduling instances



Cumulative

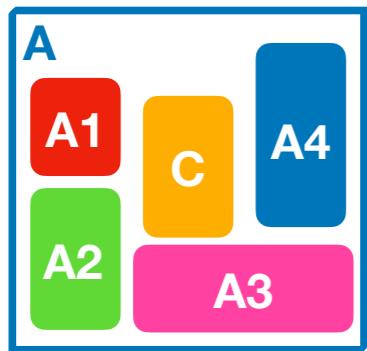
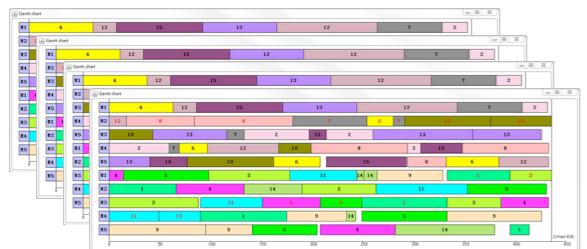
Vehicle routing instances



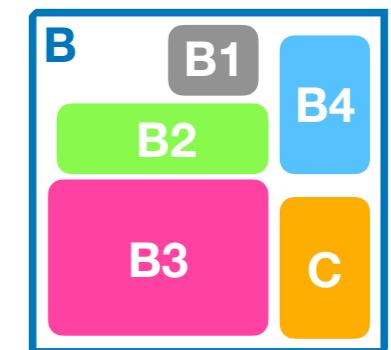
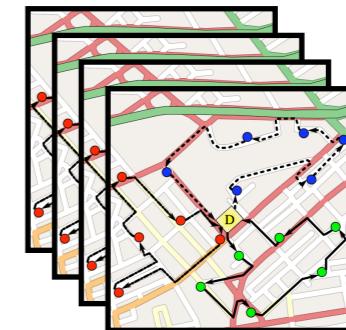
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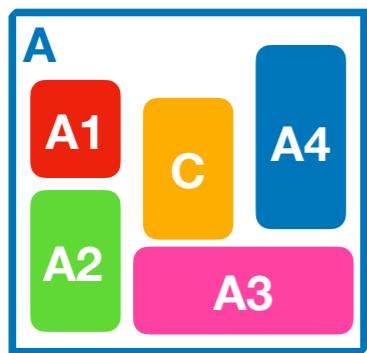
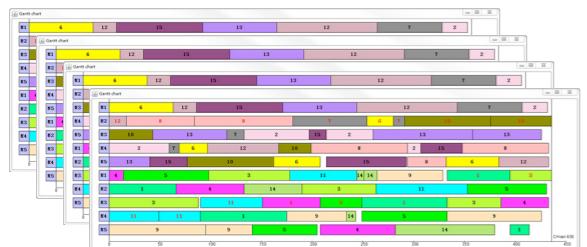


Cumulative

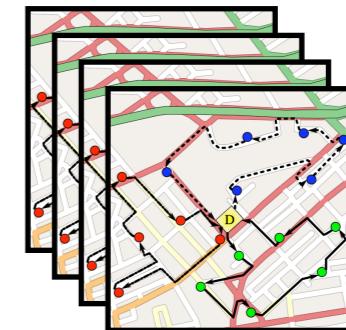
Constraint Programming

Global constraints

Scheduling instances



Vehicle routing instances

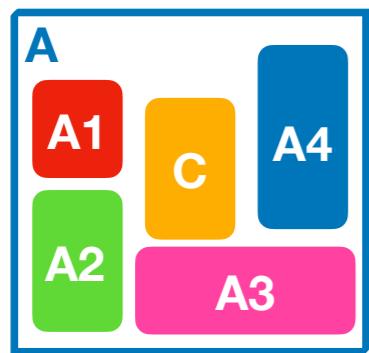
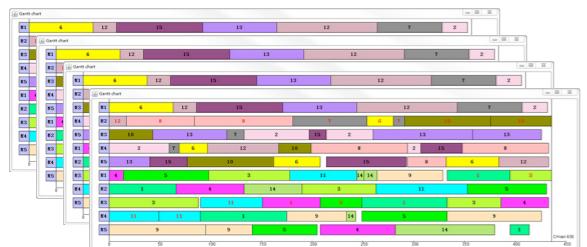


Cumulative
Alldifferent

Constraint Programming

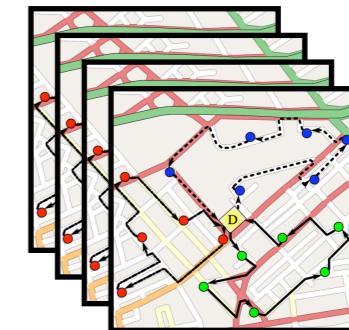
Global constraints

Scheduling instances



Cumulative
AllDifferent

Vehicule routing instances

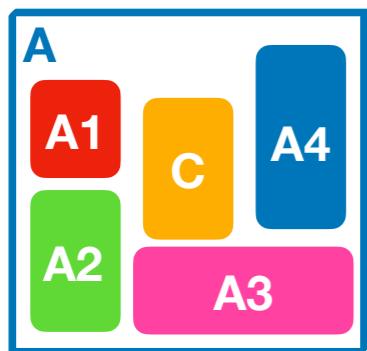
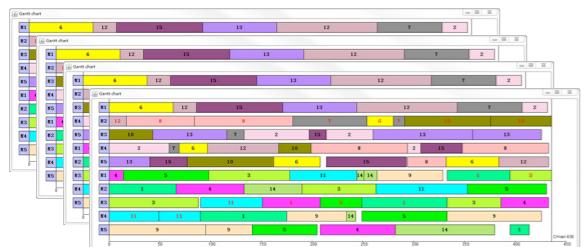


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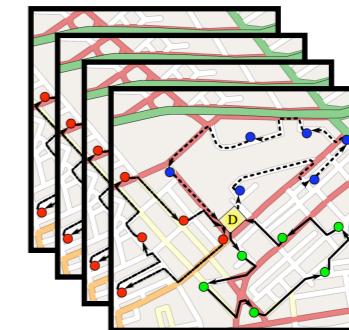
Constraint Programming

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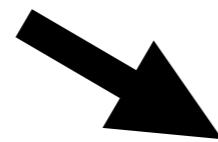
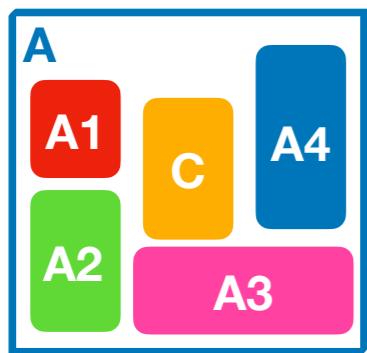
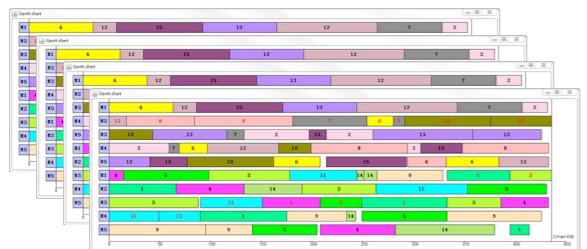


Cumulative
AllDifferent
Sum
knapsack
Element
GlobalCardinality
Regular
...

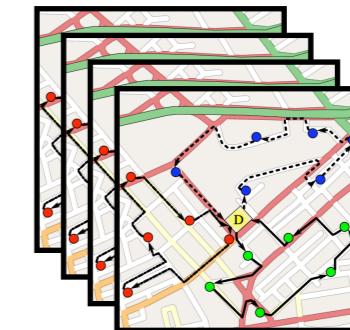
Constraint Programming

Global constraints

Scheduling instances



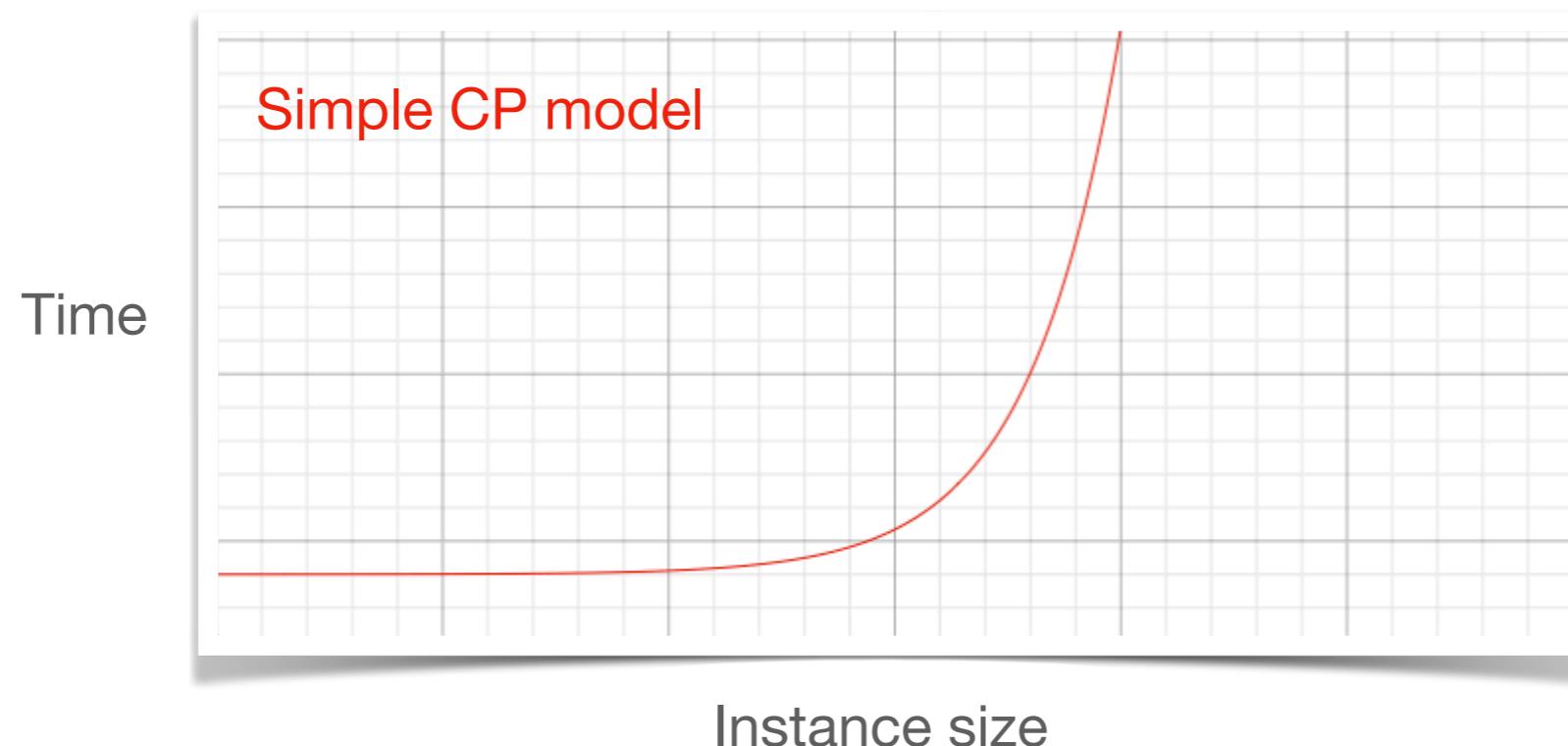
Vehicle routing instances



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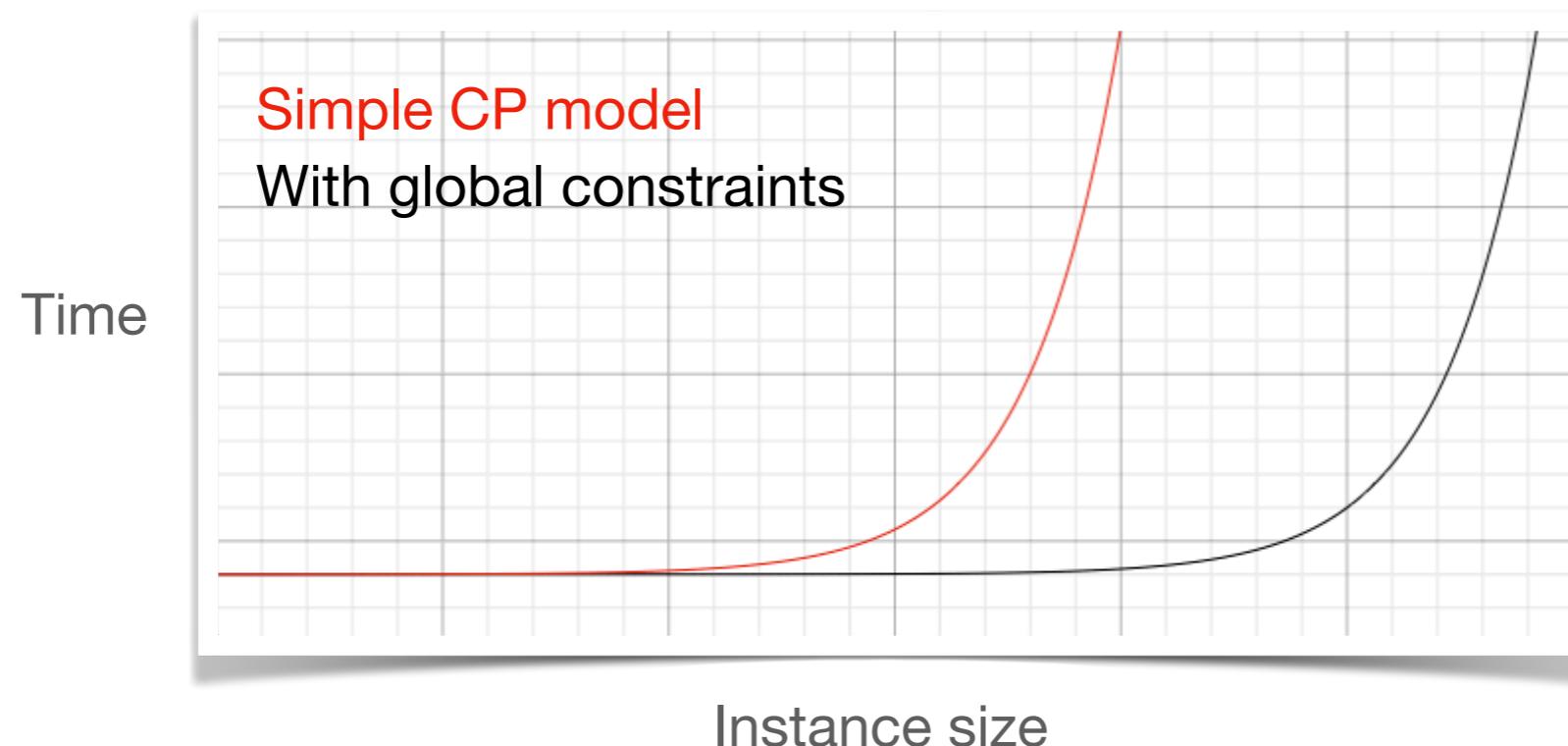
Constraint Programming

Global constraints



Constraint Programming

Global constraints



Constraint Programming

Solving - Forward Checking (FC)

- Checks if a variable's assignment is consistent
- Prunes inconsistent values
- Doesn't necessarily launch assignment propagation
- Simpler and more lightweight compared to MAC
- Suitable for medium-sized constraint problems
- Prunes values after an assignment but not necessarily after each assignment

Constraint Programming

Solving - Forward Checking (FC)

Constraint Programming

Solving - Forward Checking (FC)

FC(<X,D,C>, I): [Haralick&Elliott80, Van Hentenryck89]

If I is complete **then** return **true**

Select a variable X_i not in I

ForEach v in $D(X_i)$ **do**

Remove all inconsistent (v', X_j) with (v, X_i)

If no wape-out **then**

If **FC(<X,D,C>, I union <math>X_i, v>)** **then**
return **true**

Restore all values pruned because of (v, X_i)

return **false**

Constraint Programming

Solving - Forward Checking (FC)

Constraint Programming

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If **FC(<X,D,C>, I union $\langle X_i, v \rangle$)** **then**
return **true**

Restore all values pruned because of (v, X_i)

return **false**

Constraint Programming

Solving - Maintaining Arc Consistency (MAC)

- Enforces arc consistency
- Reduces the search space
- Prunes inconsistent values
- Utilizes an arc consistency restoration algorithm
- Ensures consistency after each assignment
- Suitable for complex constraint problems
- May be more computationally intensive

Constraint Programming

Solving - Maintaining Arc Consistency (MAC)

Constraint Programming

Solving - Maintaining Arc Consistency (MAC)

MAC(<X,D,C>, I):

[Sabin&Freuder94]

If AC(<X,D,C>) **then**

If I is complete **then** return true

Select a variable X_i not in I

Select a value v in $D(X_i)$

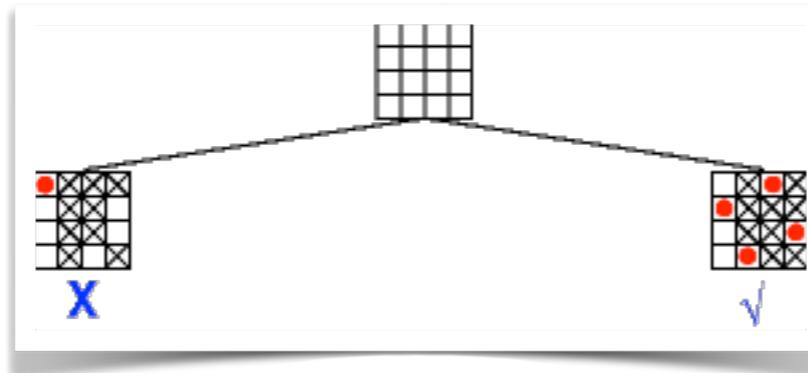
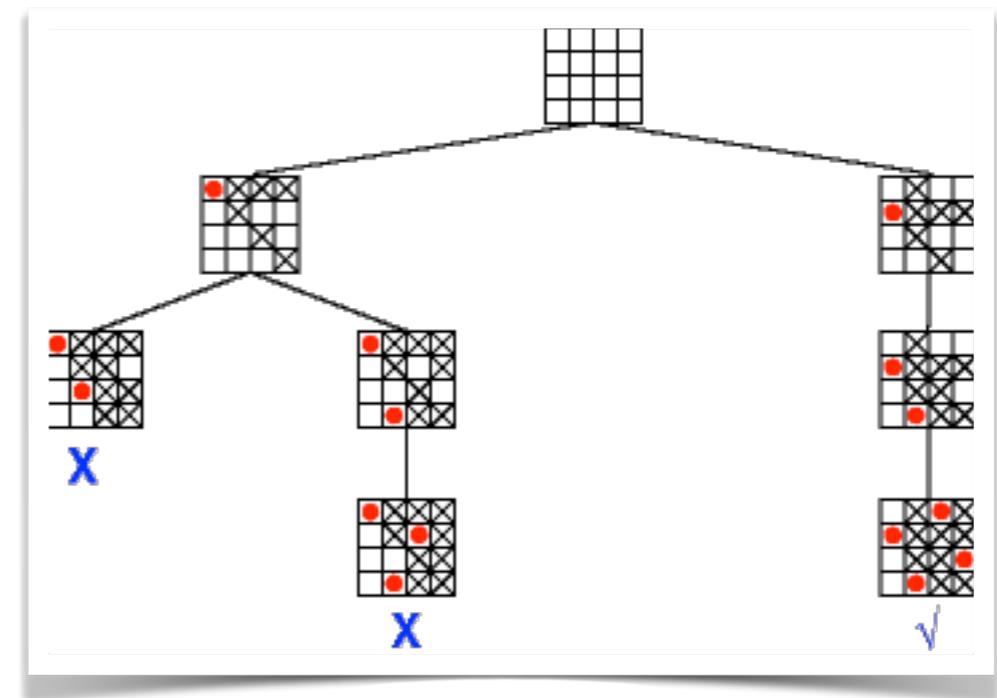
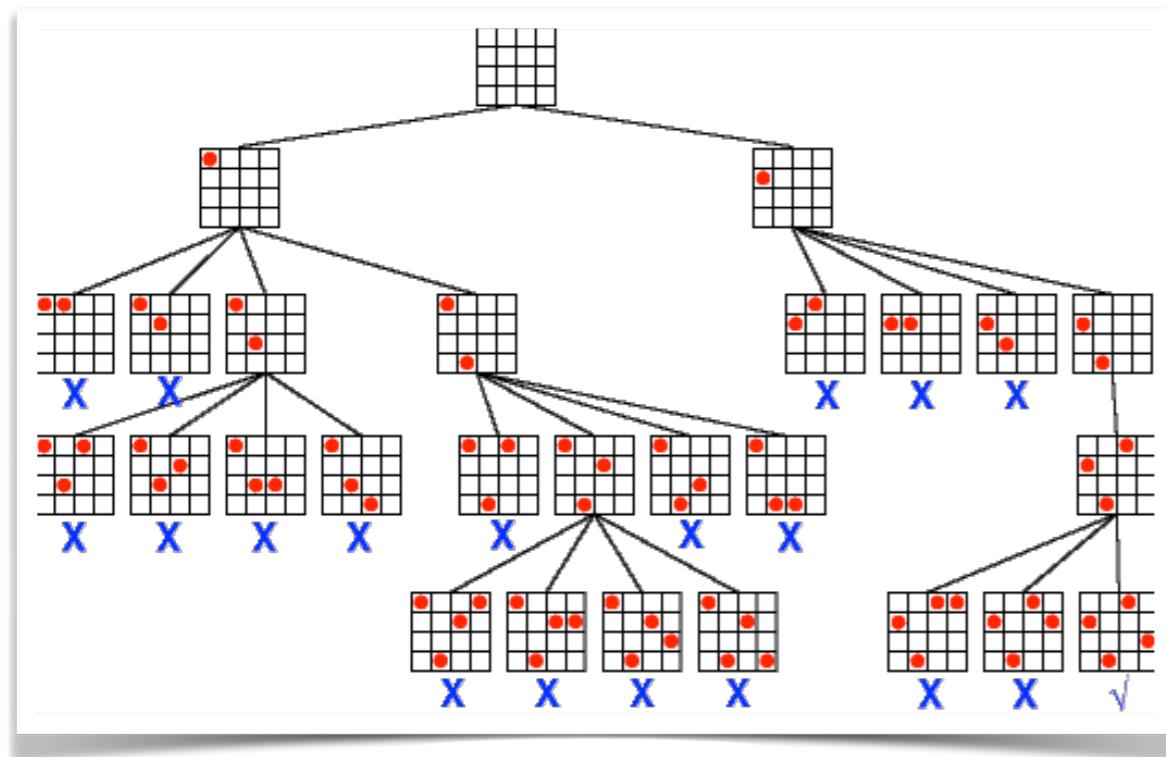
return **MAC(<X,D,C>, I union < $X_i, v>$)**

OR **MAC(<X,D,C union $X_i \neq v>$, I)**

return **false**

Constraint Programming

Solving - BT, MAC, FC, When to Use Each



Constraint Programming

Solving - BT, MAC, FC, When to Use Each

- **Use BT** when dealing with various types of problems but be cautious of large search spaces
- **Use FC** for medium-sized problems when you need consistency checking and some pruning
- **Use MAC** for complex problems when you require strong consistency enforcement and are willing to invest more computation

Constraint Programming

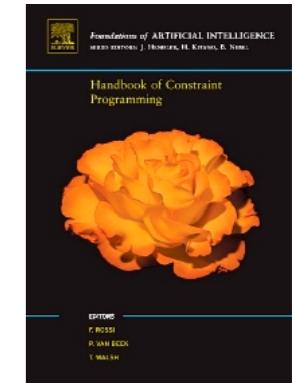
Solving - BT, MAC, FC, When to Use Each

- **Use BT** when dealing with various types of problems but be cautious of large search spaces
- **Use FC** for medium-sized problems when you need consistency checking and some pruning
- **Use MAC** for complex problems when you require strong consistency enforcement and are willing to invest more computation
- The choice depends on the problem's size, complexity, and computational resources available.
- It's a trade-off between search efficiency, consistency enforcement, and computational resources.

Constraint Programming

References & links

- **Handbook of Constraint Programming.** Francesca Rossi Peter van Beek Toby Walsh. Elsevier Science 2006



- ACP: Association for Constraint Programming



- Guide to Constraint Programming

- CP conference Series

- Global Constraint Catalog