# Increasing modeling language convenience with a universal n-dimensional array, CPpy as python-embedded example

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Modref 2019

What is the purpose of a modeling language?

## Lessons learned from MiningZinc

Where does the data come from?

```
array [int] of set of int : TDB
:: query("mydb.sql", "SELECT tid,item FROM purchases");
```

This requires changes to the mzn compiler.

And how to do user-level preprocessing or feature construction?

→ in yet another language...

```
Modeling: freq. itemset mining with cost
                       library with itemset mining specific functions and predicates
    include "lib itemsetmining.mzn"
    int: Nrl; int: NrT; int: MinFreq;
    arrav[1..NrT] of set of int: TDB:
    var set of 1..Nrl: Items:
    constraint card(cover(Items, TDB)) >= MinFreq;
    array [1..Nrl] of int: Cost;
    int: MinCost:
    constraint sum(i in Items) (Cost[i]) >= MinCost
    solve satisfy;
```

## Primitive CP usage, 1/2

"Pyconstruct: CP Meets Structured Prediction" Dragone et al, IJCAI19 demo

- SVM that repeatedly calls CP
- Implemented their own 'mznpy' library
- added a text-based templating language over minizinc

Feels like a step back to PHP3 to me...

Weak integration: write strings in python, that are written to file that are sent to mzn command line...

```
{% from 'globals.pmzn' import domain, solve %}
{% from 'linear.pmzn' import linear model %}
{% from 'chain.pmzn' import
    n emission features, emission features,
    n_transition_features, transition features
{% from 'metrics.pmzn' import hamming %}
int: MAX HEIGHT = 9;
int: MAX WIDTH = 9;
set of int: HEIGHT = 1 .. MAX HEIGHT;
set of int: WIDTH = 1 .. MAX_WIDTH;
% Set of symbols (labels). Digits are encoded as themselves.
% Assume '+' and '=' are encoded respectively with 10 and 11.
int: PLUS = 10:
int: EOUAL = 11:
int: N SYMBOLS = 12;
set of int: SYMBOLS = 0 .. N SYMBOLS - 1;
% Constants
int: N PIXELS = MAX HEIGHT * MAX WIDTH;
set of int: PIXELS = 1 .. N_PIXELS;
{% call domain(problem) %}
    % Input: Length of the sequence and images
    int: length:
    set of int: SEQUENCE = 1 .. length;
    array[SEQUENCE, HEIGHT, WIDTH] of {0, 1}: images;
    % Output: Sequence of symbols
    array[SEQUENCE] of var SYMBOLS: sequence;
    {% if problem == 'loss aumented map' %}
        array[SEQUENCE] of int: true sequence = {{ y true['sequence']|dzn }};
    {% endif %}
    array[SEQUENCE, PIXELS] of {0, 1}: pixels = array2d(SEQUENCE, PIXELS, [
        images[s, i, j] | s in SEQUENCE, i in HEIGHT, j in WIDTH
    1):
{% endcall %}
```

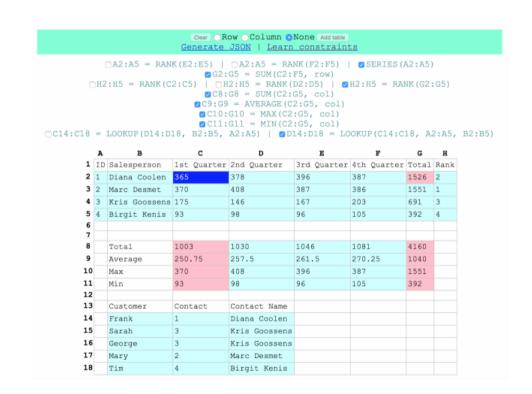
## Primitive CP usage, 2/2

"Tacle: learning constraints in tabular data" Kolb et al, 2017

- learns formula's in sheets
- uses CP for efficient candidate generation
- uses 'python-constraints'

a 1200 sloc forward checker...

but native python, trivial integration



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- scikit-learn (and pandas) :: ML
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- Why?
  - ease of use and documentation: quick start
  - ease of integration with existing code
  - solid technology underneath
- What do they have in common?
  - Python-based library
  - Numpy's ndarray as basic data structure
  - Operator overloading and as convenient as the standard library

## Example: CVXpy

Stephen Boyd's framework 'disciplined convex programm'

Can you spot the difference between the use of built-in functions, numpy functions and cvx functions?

```
import cvxpy as cp
import numpy as np
# Problem data.
n = 20
np.random.seed(1)
A = np.random.randn(m, n)
b = np.random.randn(m)
# Construct the problem.
x = cp.Variable(n)
objective = cp.Minimize(cp.sum squares(A*x - b))
constraints = [0 \le x, x \le 1]
prob = cp.Problem(objective, constraints)
# The optimal objective value is returned by `prob.solve()`.
result = prob.solve()
# The optimal value for x is stored in `x.value`.
print(x.value)
# The optimal Lagrange multiplier for a constraint is stored in
 `constraint.dual value`.
print(constraints[0].dual value)
```

I wish this existed for CP!

### Purpose of modeling language?

- Convenience
- High-level abstractions
- Possible to reuse/extend the backend

## CPpy design principles

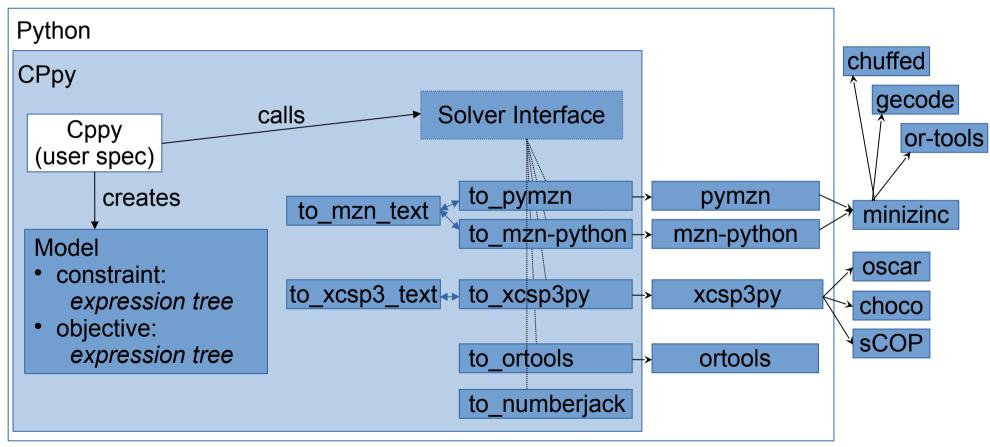
- 1) solver independent
- 2) n-dimensional array as basic datastructure (Numpy's)
- 3) operator overloading, few custom constructs
- 4) light-weight abstract syntax tree: no logic inside
- 5) variable objects give direct access to the solution

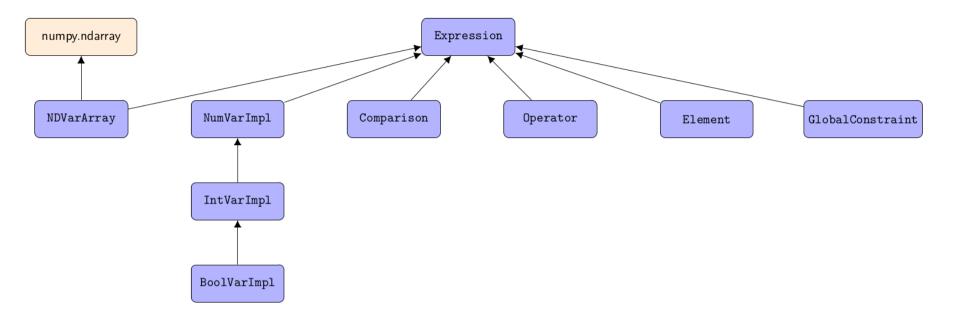
```
from cppy import *
import numpy as np
# Construct the model
s, e, n, d, m, o, r, v = Int Var(0, 9, 8)
constraint = | |
constraint += [ all different ([s,e,n,d,m,o,r,y]) ]
constraint += [ sum([s,e,n,d]*np.flip(10**np.arange(4))))
                 + sum ( [m, o, r, e] * np. flip (10**np. arange (4)) )
                = sum ( [m, o, n, e, y] * np. flip (10**np. arange (5)) )
constraint += [s > 0, m > 0]
model = Model(constraint)
stats = model. solve()
print (" S,E,N,D = ", [x.value for x in [s,e,n,d]])
print (" M,O,R,E = ", [x.value for x in [m,o,r,e]])
print ("M,O,N,E,Y =", [x.value for x in [m,o,n,e,y]])
```

```
n = 9 \# matrix size
given = numpy.array([
    [x, x, x, 2, x, 5, x, x, x],
    [x, 9, x, x, x, x, 7, 3, x],
    [x, x, 2, x, x, 9, x, 6, x],
    [2, x, x, x, x, x, 4, x, 9],
    [x, x, x, x, x, 7, x, x, x, x],
    [6, x, 9, x, x, x, x, x, 1],
    [x, 8, x, 4, x, x, 1, x, x],
    [x, 6, 3, x, x, x, x, 8, x],
    [x, x, x, 6, x, 8, x, x, x]]
# Variables
puzzle = IntVar(1, n, shape=given.shape)
constraint = []
# constraints on rows and columns
constraint += [ all different (row) for row in puzzle
constraint += [ alldifferent(col) for col in puzzle.T
# constraint on blocks
for i in range (0, n, 3):
    for j in range (0, n, 3):
        constraint += [ all different (puzzle [i:i+3, j:j+3])
# constraints on values
constraint += [ puzzle [given >0] == given [given >0]
model = Model(constraint)
stats = model. solve()
```

x = 0 # cells whose value we seek

## Toolchain (not fully implemented)





- Minimal but meaningful class diagram
  - automatically constructed through operator overloading
  - example: X + Y → Operator("sum",[X,Y])
- Goal: easy to add rewrite rules in backend
   → foster more research and use of modref principles!

## Discussion (last slide)

- You just propose syntax you are used too, and all syntax takes getting used too
- This is just NumberJack, and that has not taken off (already has matrix variable)
- I believe the purpose of modeling languages instead is ...
- Text-based languages in a programming language are a hack (e.g. minizinc-python)
- Is CPpy a modeling language or not?
- Our current modeling languages are modern enough already
- Nobody wants to add own rewrite rules or change the back-end, we should aim for push-button software