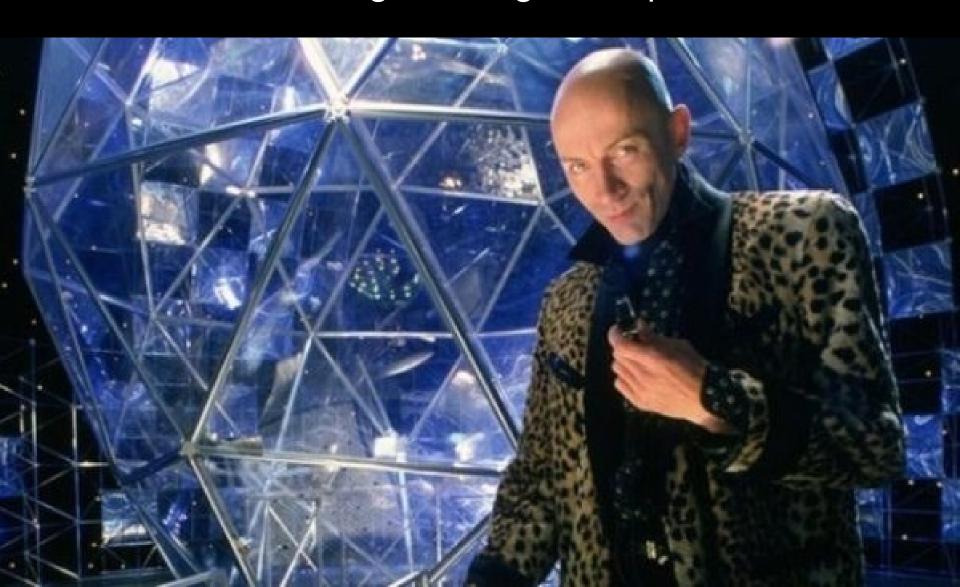
CS4093: Special Topics in Computing II Constraint Programming and Optimisation



Things this module will help you avoid ...



Each plane has a type, and a target time window in which they want to touch down. There may be multiple open runways with different size restrictions.



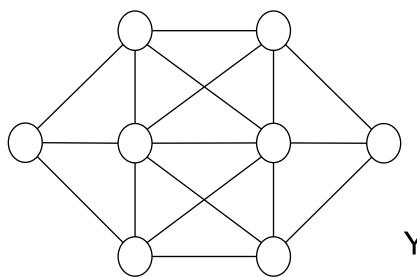
The *problem*:

 Assign a runway and landing time to each plane so that the time is inside the time window, and the constraints are satisfied

The constraints:

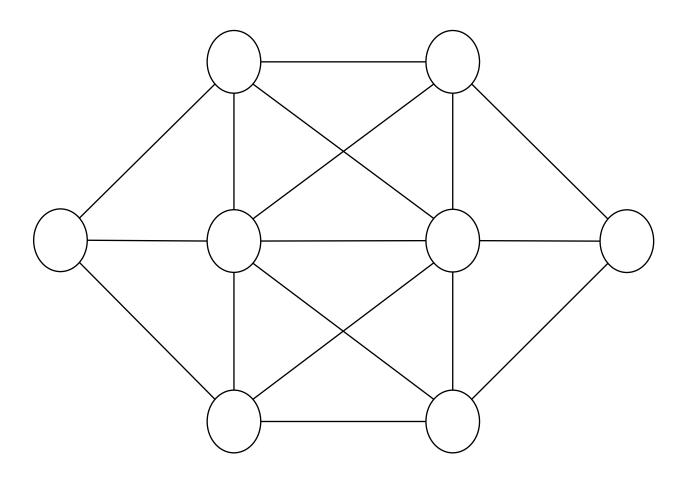
- Make sure no two planes land on the same runway within (e.g.) 240 seconds
- Planes of type 1 cannot use runway 3 (e.g.)

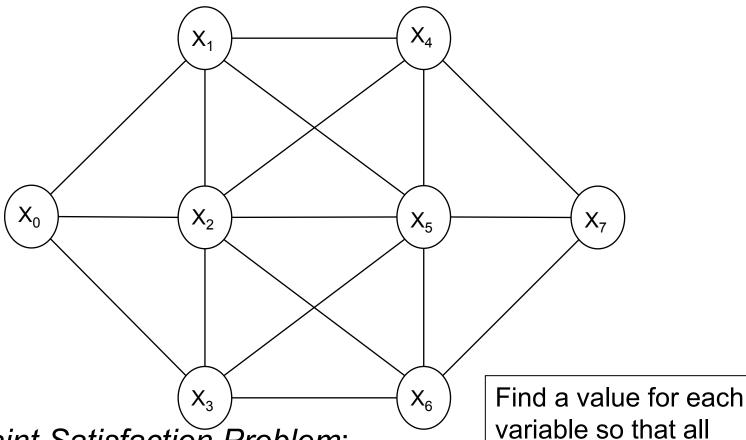




Using only the numbers 1 to 8, put a different number in each circle so that adjacent circles do not have consecutive numbers

You have 8 minutes to complete it.





A Constraint Satisfaction Problem:

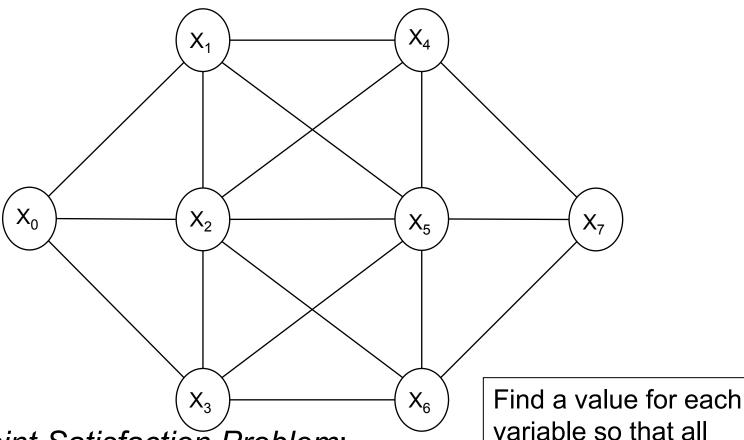
Variables: {X₀, X₁, X₂, X₃, X₄, X₅, X₆, X₇}

Values: {1,2,3,4,5,6,7,8}

Constraints: $\{X_0 \neq X_1, X_0 \neq X_2, ..., X_0 \neq X_7, ..., |X_0 - X_1| > 1, |X_0 - X_2| > 1, ...\}$

constraints are satisfied

simultaneously



A Constraint Satisfaction Problem:

Variables: $\{X_0, X_1, X_2, X_3, X_4, X_5, X_6, X_7\}$

Values: {1,2,3,4,5,6,7,8}

Constraints: {alldifferent($\{X_0, X_1, X_2, X_3, X_4, X_5, X_6, X_7\}$), ..., $|X_0-X_1|>1$, $|X_0-X_2|>1$, ...}

constraints are satisfied

simultaneously

The Constraint Satisfaction Problem

Given three sets:

variables
$$V = \{X_1, X_2, ..., X_n\},$$

domains
$$D = \{D_1, D_2, ..., D_n\}$$
 specifying allowable values for each variable, and

constraints $C = \{C_1, C_2, ..., C_m\}$ restricting the values that groups of variables can take simultaneously,

find an assignment for each variable X_i of a value v_i from its domain D_i , (i.e. find an n-tuple $(v_1, v_2, ..., v_n)$, where $v_i \in D_i$), so that all constraints are satisfied.

Constraint

For a given constraint satisfaction problem (V,D,C),

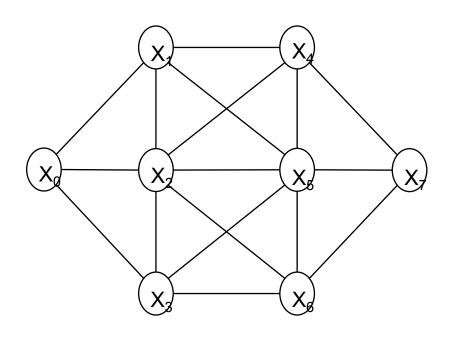
a constraint C_i acts on a set of variables $\{X_{i1}, X_{i2}, ..., X_{it_i}\} \subseteq V$ called its scope, and specifies a subset of the cartesian product of its domains

$$C_i \subseteq D_{i1} \times D_{i2} \times ... \times D_{it_i}$$

An assignment $(v_{i1}, v_{i2}, ..., v_{it_i})$ to the variables in the scope of C_i satisfies C_i if and only if

$$(v_{i1}, v_{i2}, ..., v_{it_i}) \in C_i$$

Example



(X₁,X₄) (0,2) (0,3) : (1,3) (1,4) : (2,0)

(2,4)(2,5)

.

The domains D1 and D4 are the set $\{0,1,2,3,4,5,6,7\}$ The constraint $|X_1-X_4|>1$ specifies a subset of D1 × D4 which allows the assignment pairs on the right:

The total assignment (0,1,2,3,4,5,6,7) satisfies the constraint between X1 and X4 (but does not satisfy the constraint between (e.g.) X0 and X1, and so is not a solution.

Constraint programming

Modelling: what are the variables, values and constraints?

Searching: guessing values, backtracking on failure

Heuristics: which variable or value to try next

Inference: ruling out options by reasoning

Symmetry: spotting repeat patterns in the problem space

Complexity: understanding the inherent difficulty

Optimisation: are some solutions better than others?

Applications: what real problems can we solve?

Programming: how to implement all of this in programming

languages, so that it is correct and allows us to

find solutions efficiently

Each plane has a type, and a target time window in which they want to touch down. There may be multiple open runways with different size restrictions.



Assign a runway and time to each plane so that

(Problem 1): the time is inside the time window

(Problem 2): the deviation from the time

windows is minimised

needs an optimisation function specifying the cost of each deviation, and a way of combining all deviation costs

Variables: the planes

Values: ordered pairs (runway, time)

Constraints: no two planes can land on the same runway

within (e.g.) 120 seconds

Planes of type 1 cannot use runway 3 (e.g.)

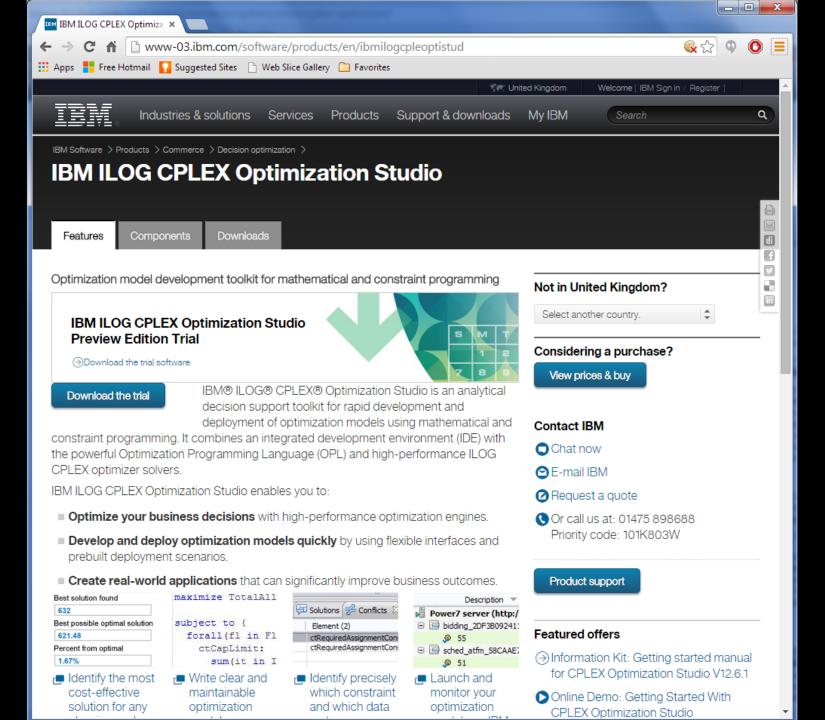
The Constraint Optimisation Problem

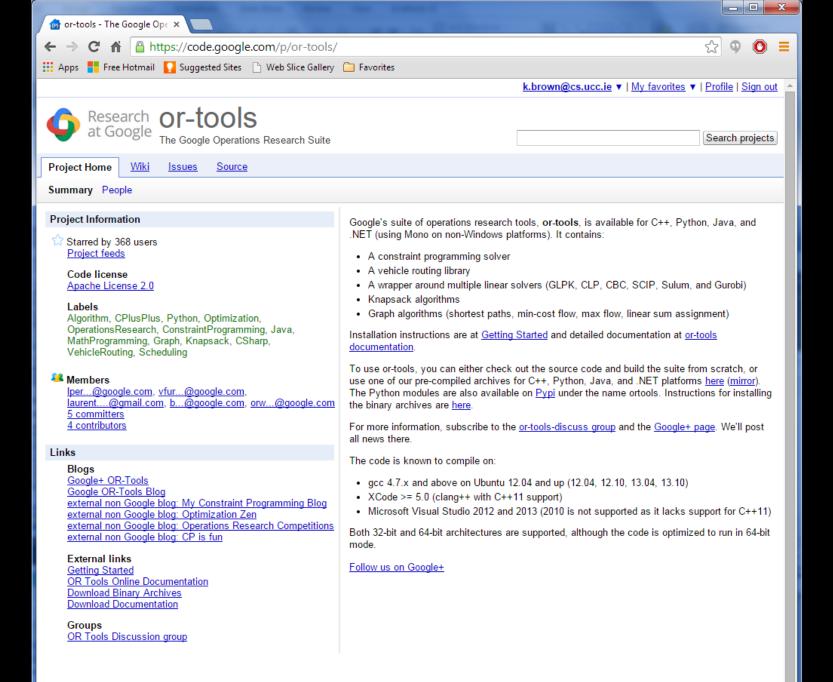
Given three sets:

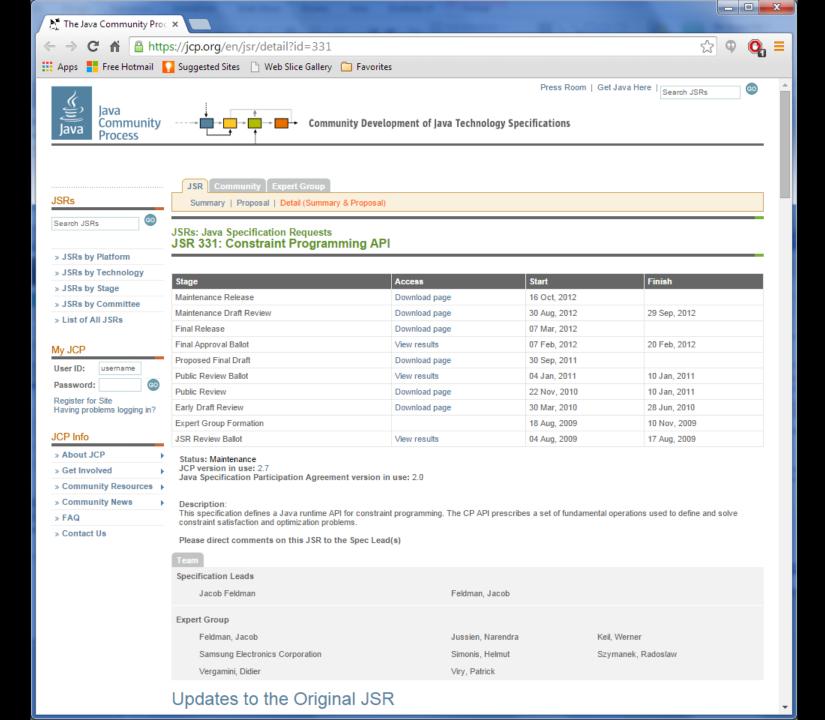
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variables V = \{X_1, X_2, ..., X_n\},
domains D = \{D_1, D_2, ..., D_n\} of allowable values for each variable, and constraints C = \{C_1, C_2, ..., C_m\} restricting the values that groups of variables can take simultaneously,
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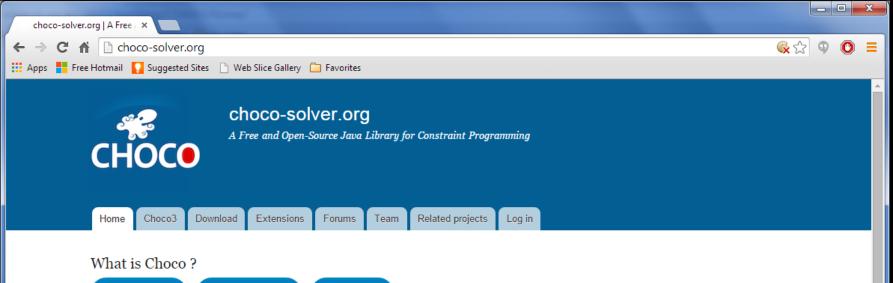
and a function $f: D_1 \times D_2 \times ... \times D_n \rightarrow \mathbb{R}$,

find an assignment for each variable X_i of a value v_i from its domain D_i , (i.e. find an n-tuple $(v_1, v_2, ..., v_n)$, where $v_i \in D_i$), so that all constraints are satisfied and $f(v_1, v_2, ..., v_n)$ is minimised.









Download User Guide

Apidocs

Choco is a *Free and Open-Source Software* dedicated to **Constraint Programming**. It aims at describing real combinatorial problems in the form of Constraint Satisfaction Problems and to solve them with Constraint Programming techniques.

Choco can be used for:

- · teaching (a user-oriented constraint solver with open-source code)
- · research (state-of-the-art algorithms and techniques, user-defined constraints, domains and variables)
- real-life applications (many application now embed CHOCO)

Choco is easy to manipulate, that's why it is widely used for teaching. And Choco is also performant, and we are proud to count industrial users too.

Choco is developed with IntelliJIDEA and JProfiler.

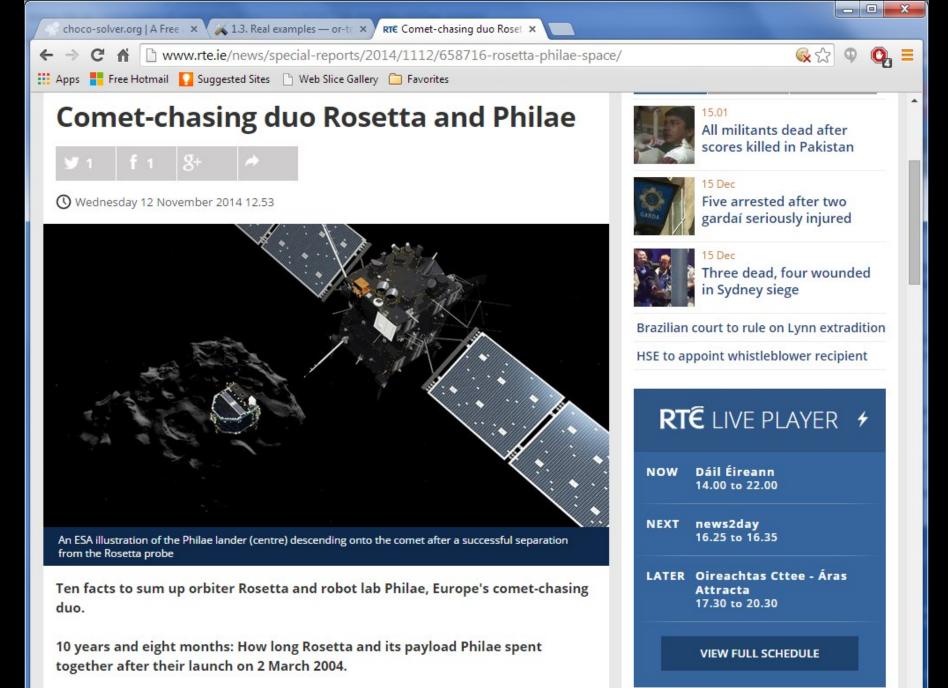


[1]: Choco is distributed under BSD license (Copyright(c) 1999-2014, Ecole des Mines de Nantes).

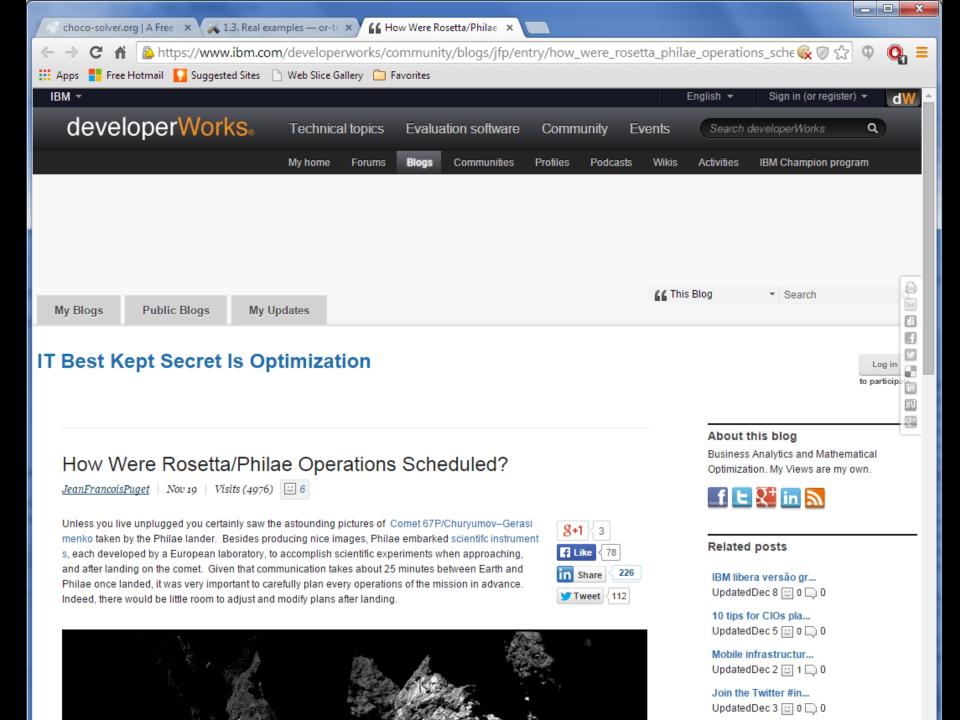
We will use Choco on CS4093

By the way, what is Constraint Programming?

Such a paradigm takes its features from various domains (Operational Research, Artificial Intelligence, etc). Constraint programming is now part of the portfolio of global solutions for processing real combinatorial problems. Actually, this technique provides tools to deal with a wide range of



6.5 billion kilometres: The distance they travelled together before Philae ejected and





Credit: ESA http://blogs.esa.int/rosetta/2014/11/13/comet-with-a-view/

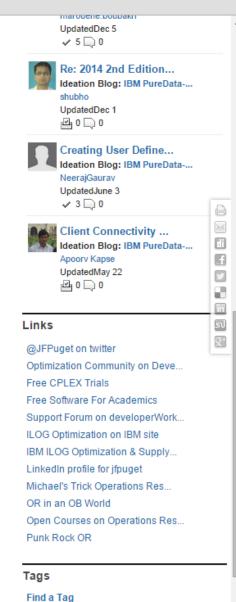
The plans for the approach, landing, and for performing all experiments were elaborated on the ground at the Science Operations and Navigation Centre (SONC) in Toulouse, France. The problem was modeled as a constraint programming problem. A software (called MOST) has been developed on top of IBM Constraint Programming technology (llog-Scheduler/Solver) to solve this constraint programming problem.

The above description is based on the Rosetta/Philae blog entry by E. Hebreard. With his colleagues, he has published a scientific paper that describes the use of constraint programming for scheduling Philae operations. We reproduce the paper abstract below.

The Rosetta/Philae mission was launched in 2004 by the European Space Agency (ESA). It is scheduled to reach the comet 67P/ Churyumov-Gerasimenko in 2014 after traveling more than six billion kilometers. The Philae module will then be separated from the orbiter (Rosetta) to attempt the first ever landing on the surface of a comet. If it succeeds, it will engage a sequence of scientific exploratory experiments on the comet. In this paper we describe a constraint programming model for scheduling the different experiments of the mission. A feasible plan must satisfy a number of constraints induced by energetic resources, precedence relations on activities, or incompatibility between instruments. Moreover, a very important aspect is related to the transfer (to the orbiter then to Earth) of all the data produced by the instruments. The capacity of inboard memories and the limitation of transfers within visibility windows between lander and orbiter, make the transfer policy implemented on the lander's CPU prone to data loss. We introduce a global constraint to handle data transfers. The goal of this constraint is to ensure that data-producing activities are scheduled in such a way that no data is lost. Thanks to this constraint and to the filtering rules we propose, mission control engineers are now able to compute feasible plans in a few seconds for scenarios where minutes or even hours were previously often required. Moreover, in many cases, data transfers are now much more accurately simulated, thus increasing the reliability of the plans.

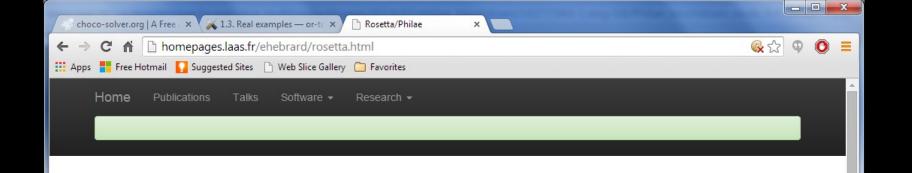
The paper is worth a read. i can't resist highlighting this piece: "Except for the data transfer aspect, all the constraints above can be modeled using the standard methods and algorithms [7] all available in llog-Scheduler. Hence, we focus on data transfers and propose a global constraint to reason about this aspect of the problem." This shows that we can both have a quite powerful tool (ILOG Scheduler), and a need to extend it with problem specific constraints (data transfer constraint). The ability to extend constraint programming solvers is one of their key value.

Update on Nov 20. Let me conclude with a comment on the IBM product being used here, namely ILOG Scheduler. It is a great product, but we made quite significant evolutions to our constraint programming offering over the past decade. We now recommend to use CP Optimizer for scheduling problems like the above. Converting applications from ILOG Scheduler to CP Optimizer was discussed in our November 19 virtual user group. Slides and replay are available here.



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intelligence benchmark big data blogs book



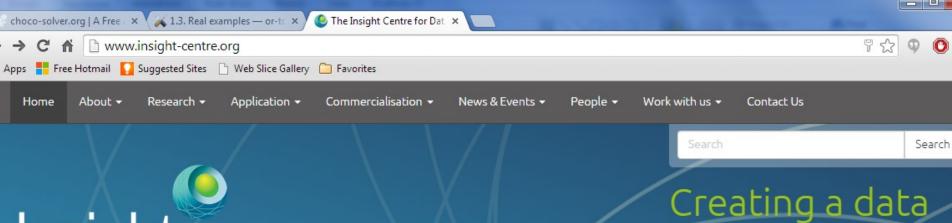
Rosetta/Philae

I am involved in a collaboration with the CNES in Toulouse on scheduling the scientific experiments of the space probe Rosetta/Philae on the comet 67P/Churyumov-Gerasimenko.

We have published a paper at CP 2012. You can see Gilles Simonin's slides of his talk at the conference.

Below is a description of the mission and of our role, taken from a paper currently submitted to Constraints. There is also vulgarisation article, however in French.





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Centre for Data Analytics

At Insight we undertake high impact research in data analytics that has significant impact on industry and society by enabling better decision making.





Insight Researcher at Mission Control for Rosetta/Philae Landing

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President Higgins meets with Insight researchers and collaborators during State Visit to China

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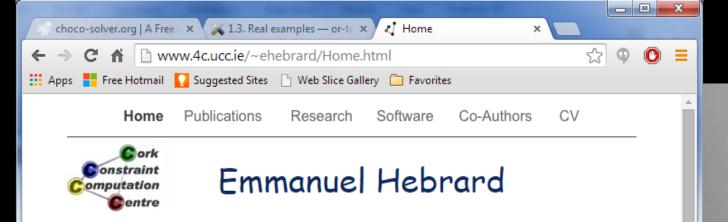
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compartment, or memory resources for experiments and the lander. The planning around these issues was critical to the battery life and therefore crucial to the mission. Calculation of such plans is analogous to solving a combinatorial optimization or Scheduling problem. Due to low board computing capabilities, design of experiments are made on the ground, and then transmitted to the probe. Engineers from the Scientific Operations and Navigation Centre (SONC) of CNES (Centre National d'Etudes Spatiales) in Toulouse (France), were responsible for the activities planning of the mission. The engineers developed a tool called MOST (Mission Operations Scheduling Tool) for the generation of these plans

Dr Gilles Simonin, currently working as a postdoctoral researcher at Insight, was a member of the ROC team (Recherche Opérationnelle, Optimisation Combinatoire et Contraintes) based at the LAAS laboratory in Toulouse that worked with the SONC team to develop a constraint-programming model into MOST for scheduling the different experiments of the mission. A scheduling plan must satisfy a number of constraints induced by energetic resources, precedence relations on tasks, and incompatibility between instruments. Moreover, a very important aspect is related to the transfer (to the orbiter and then to Earth) of all the data produced by the instruments. The capacity of inboard memories and the limitation of transfers within the visibility windows between lander and Orbiter make the transfer policy implemented on the lander CPU prone to data loss. Gilles' team introduced a global constraint to handle data transfers. The goal of this constraint is to ensure that data producing tasks are scheduled in such a way that no data is lost. As a result of this constraint and the filtering rules the team implemented, mission control was able to compute feasible plans in a few seconds for scenarios where minutes were previously often required.

During the Rosetta landing in November, Gilles was invited back to Toulouse to follow the live Rosetta/Philae landing. Gilles continues to collaborate with his old team on the MOST tool to improve the constraint model and the techniques defined for this kind of missions.





Embark Post-doctoral Fellow.

Affiliation:

Cork Constraint Computation Centre and University College Cork

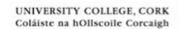
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The exam timetabling problem

Schedule all exams for UCC in two weeks in May.

- We have a set of modules, a set of rooms, and a set of students.
- Each module must be given a room and a start time.
- The length of each exam is known.
- The identity of the students on each module is known.
- The number of desks in each exam room is known.
- All exams must take place between 9 am and 9 pm.
- The distance and travel time between each room is known.
- The time to clear or fill each exam room is known.

Exam timetabling constraints

- No modules with students in common can overlap in time.
- Students must have enough time to move between exams.
- The modules assigned to a room must have total students no more than the capacity.
- Overlapping exams in a room must start and finish at the same time.
- There must be enough time between exams in a room to empty the room and allow new students to enter.
- For each student, exams should be balanced across the two weeks (?)

How hard is the exam timetabling problem?

- How many modules?
- How many students?
- How many overlaps are there?
- How many rooms are there?

How do we represent it as a constraint problem?

How should we solve it?

Is there necessarily a solution?

How would a person solve it by hand?

Constraint programming applications

Constraint programming is deployed in:

- planning and scheduling in space missions
- logistics and supply chain optimisation
- scheduling production in steel factories
- mobile network frequency assignments
- routing in telecommunication networks
- configuration of complex software products
- scheduling car assembly lines
- aircraft maintenance planning
- workforce rostering
- integrated chip design
- radiology treatment planning
- protein structure determination and in many more applications.

What are we going to do in CS4093

- explore how to model and solve problems in Choco
- explore the underlying algorithms and methods
- understand the theory of constraint programming
- study existing applications of constraint programming
- explore current research topics

CS4093 Syllabus

- Intro to Choco
- Modelling
- ... and more modelling
- Search
- Propagation
- Global Constraints
- Search Heuristics
- Problem Complexity
- Local Search
- Current Research in Constraint Programming

The formal details for CS4093

Lectures: Tuesday 2pm, WGB G04 Thursday 9am, WGB 304

Continuous assessment: 10% of the total marks available

1st CA: 3 marks

2nd CA: 7 marks

Exam: 90 minutes, standard written exam

What do you need to survive on CS4093?

- you must be able program in Java
- you should be comfortable with everything in CS1105
- you should be capable of clear thinking
- you should enjoy solving problems
- you must be self-motivated and willing to explore libraries and tools for yourself
- it will help if you have taken
 - CS4618 (Artificial Intelligence I)
 - a module on data structures and algorithms

What you can do now

Make sure the following are installed on whichever machine you are using:

- Java 1.8
- A Java IDE

 (I will be using Eclipse Luna (4.4.1))

Next lecture ...

Introduction to Choco

Acknowledgements:

 the Crystal Maze CSP is by Patrick and Zoë Prosser, and many of the ideas in the module about how to explain constraint programming are Patrick's.