

Modeling Functions

Peter Stuckey

Deciding Functions

- ▶ Many combinatorial problems have the form:
 - assign to each object in one set DOM
 - a value from another set COD
- ▶ We can interpret this as
 - Defining a function $\text{DOM} \rightarrow \text{COD}$
 - Or partitioning the set DOM (in sets labelled by COD)
- ▶ This function could be
 - injective: assignment problem
 - bijective ($\text{DOM} = \text{COD}$): matching problem

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Assignment problems

- ▶ Pure Assignment Problem
 - n workers
 - and m tasks
 - assign each worker to a different task to maximize profit.
- ▶ Example problem
 - $n = 4, m = 5$, profit matrix is

| | t1 | t2 | t3 | t4 | t5 |
|----|----|----|----|----|----|
| w1 | 7 | 1 | 3 | 4 | 6 |
| w2 | 8 | 2 | 5 | 1 | 4 |
| w3 | 4 | 3 | 7 | 2 | 5 |
| w4 | 3 | 1 | 6 | 3 | 6 |

Assignment Data and Decisions

- ▶ Data

```
int: n;
set of int: DOM = 1..n;
int: m;
set of int: COD = 1..m;
array[DOM,COD] of int: profit;
```
- ▶ What are the decisions?

```
array[DOM] of var COD: task;
```
- ▶ What is the objective?

```
maximize sum(w in DOM)
    (profit[w,task[w]]);
```

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Assignment Constraints

- ▶ Each task is assigned to at most one worker

```
forall(t in COD)
    (sum(w in DOM)
        (bool2int(task[w] = t)) <= 1);
```

- ▶ Alternatively

- ▶ Each two workers are assigned different tasks

```
forall(w1, w2 in DOM where w1 < w2)
    (task[w1] != task[w2]);
```

- ▶ Which is better?

Global Constraints

- ▶ Lets not choose (?)

- Different solvers will prefer different representations

- ▶ Record the structure of the problem

- ▶ Let the solver determine the best way it knows how to handle this substructure

- ▶ In modelling these substructures are called

global constraints

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Alldifferent

- ▶ Global constraint version

```
alldifferent(task);
```

- ▶ Enforces that each worker is assigned a different task.

- ▶ Solvers can make use of the substructure to solve better.

- ▶ The first example of a global constraint

- ▶ Captures the

- assignment substructure, or alternatively
 - deciding an injective function

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Include items

- ▶ Global constraints are defined in library files.

- ▶ We can include files into a MiniZinc model using

- An inclusion item

```
include <filename (which is a string literal)>;
```

- ▶ To use alldifferent we need to either

```
include "alldifferent.mzn";
```

- ▶ or

```
include "globals.mzn";
```

- ▶ which includes all globals

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Assignment Data and Decisions

► Data

```
int: n;  
set of int: DOM = 1..n;  
int: m;  
set of int: COD = 1..m;  
array[DOM,COD] of int: profit;  
  
► Decisions  
array[DOM] of var COD: task;  
  
► Constraints  
include "alldifferent.mzn";  
alldifferent(task);  
  
► Objective  
maximize sum(w in DOM)  
    (profit[w,task[w]]);
```

Assignment Problem

- The **pure assignment problem** is very well studied
 - specialized polynomial (**fast**) algorithms
 - maximal weighted matching
- If you have a pure assignment problem
 - use a specialized algorithm
- **BUT** the real world is never pure
 - add some side constraints and these specialised algorithms almost always **break!**

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Overview

- Deciding a (finite) function in common
- Deciding an injective function is a
 - **assignment (sub)problem**
- The global constraint `alldifferent` captures this

► Global constraints

- names of combinatorial substructures
- solvers can use their best method for capturing this
- plenty more to come ...

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Example Assignment Problem

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CellBlock Question

- ▶ Assign k prisoners each to a different cell
- ▶ Cells are in a grid of size $n * m$
- ▶ No prisoner should be in a cell adjacent (north, south, east or west) to a dangerous prisoner (given by set `danger`)
- ▶ All female prisoners (given by set `female`) are in rows $1..(n+1) \text{ div } 2$
- ▶ All male prisoners (remaining prisoners) are in rows $n \text{ div } 2 + 1 .. n$
- ▶ Each cell (i,j) has a `cost[i, j]` for occupation
- ▶ Minimize the cost of housing prisoners

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CellBlock Data

```
int: k;
set of int: PRISONER = 1..k;
int: n;
set of int: ROW = 1..n;
int: m;
set of int: COL = 1..m;
array[ROW,COL] of int: cost;
set of PRISONER: danger;
set of PRISONER: female;
set of PRISONER: male
  = PRISONER diff female;
```

dependent parameter declarations

CellBlock Decisions

- ▶ What are the objects of the domain?
– **DOM = PRISONER**
- ▶ What are the objects of the codomain?
– **COD = ROW x COL**
- ▶ Representation: two functions
`array[PRISONER] of var ROW: r;`
`array[PRISONER] of var COL: c;`

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CellBlock Constraints

- ▶ No two prisoners in the same cell

```
forall(p1, p2 in PRISONER where p1 < p2)
  (abs(r[p1] - r[p2]) + abs(c[p1] - c[p2]) > 0);
```

- ▶ Can't we use alldifferent?

- ▶ Yes

```
alldifferent([r[p] * m + c[p] | p in PRISONER]);
```

- ▶ Mapping each cell block to a unique number

- ▶ No one adjacent to dangerous prisoners

```
forall(p in PRISONER, d in DANGER where p != d)
  (abs(r[p] - r[d]) + abs(c[p] - c[d]) > 1);
```

CellBlock Constraints + Objective

- ▶ Gender constraints

```
forall(p in female) (r[p] <= (n + 1) div 2);
forall(p in male) (r[p] >= n div 2 + 1);
```

- ▶ Note the use of male

– clearer than replacing with definition

- ▶ Objective function

```
var int: totalcost = sum(p in PRISONER)
  (cost[r[p],c[p]]);
solve minimize totalcost;
```

Overview

- ▶ Assignment subproblems are common
- ▶ We will revisit assignment subproblems where the function is bijective later
 - matching problems

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Modeling Partitions

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Partitioning Problems

- ▶ Finding a function $f: \text{DOM} \rightarrow \text{COD}$
- ▶ Can be considered a **partitioning problem**
- ▶ This may give additional **insight** if
 - we want to constrain or manipulate the sets
 - $f^{-1}(c) = \{ d \in \text{DOM} \mid f(d) = c \}$

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Rostering Problem

- ▶ Given k nurses schedule them for each of the next m days as either day shift, night shift, or day off:
 - There are \circ nurses on day shift each day
 - There are between l and u nurses on each night shift
 - No nurse has more than two night shifts in a row
 - No nurse has a night shift followed by day shift

Rostering Objects

- ▶ Defining the sets of objects we are reasoning about.
 - Note that we give **names** to types of shift, to make the model more readable

```
int: k; % number of nurses
set of int: NURSE = 1..k;
int: m; % number of days
set of int: DAY = 1..m;
set of int: SHIFT = 1..3;
int: day = 1; int: night = 2; int: dayoff = 3;
```

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Rostering Decisions

- ▶ What are the objects of the domain?
 - $\text{DOM} = \text{NURSE} \times \text{DAY}$
- ▶ What are the objects of the codomain?
 - $\text{COD} = \text{SHIFT}$
- ▶ For each nurse and day choose the shift
 - array[NURSE, DAY] of var SHIFT: x ;
- ▶ Can be considered a **partitioning problem**
 - partitions nurses by shift type
 - reasons about the sets of nurses on a shift

Rostering Constraints

- ▶ Day Constraints
 - There are o nurses on day shift each day

```
forall(d in DAY)
  (sum(n in NURSE)
    (bool2int( $x[n, d] = \text{day}$ )) =  $o$ );
```
 - There are between l and u nurses on each night shift

```
forall(d in DAY)
  (sum(n in NURSE)
    (bool2int( $x[n, d] = \text{night}$ )) >=  $l$ );
forall(d in DAY)
  (sum(n in NURSE)
    (bool2int( $x[n, d] = \text{night}$ )) <=  $u$ );
```
- Common subexpressions!

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Intermediate Variables

- ▶ Intermediate variables
 - Store values of expressions that are reused
 - Are dependent on decisions
 - (note: intermediate parameters too!)

```
array[DAY] of var 0..k: onnight =
  [sum(n in NURSE) (bool2int( $x[n, d] = \text{night}$ ))
  | d in DAY];
constraint forall(d in DAY)
  (onnight[d] >= 1 /\ onnight[d] <= u);
```

- ▶ Choose bounds for intermediates well

- ▶ Or simply

```
array[DAY] of var 1..u: onnight =
  [sum(n in NURSE) (bool2int( $x[n, d] = \text{night}$ ))
  | d in DAY];
```

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Nurse Constraints

- ▶ Constraints
 - No nurse has more than two night shifts in a row

```
forall(n in NURSE, fd in 1..m-2)
  (sum(d in fd..fd+2) (bool2int( $x[n, d] = \text{night}$ ))
  <= 2);
```
- ▶ How do we express this?

```
forall(n in NURSE, d in 1..m-2)
  ( $x[n, d] = \text{night}$  /\  $x[n, d+1] = \text{night}$ 
  ->  $x[n, d+2] \neq \text{night}$ );
```
- ▶ Yikes not very clear
- ▶ Use logical connectives to be explicit

```
forall(n in NURSE, d in 1..m-1)
  ( $x[n, d] = \text{night}$  /\  $x[n, d+1] = \text{night}$ 
  ->  $x[n, d+2] \neq \text{night}$ );
```
- No nurse has a night shift followed by day shift

```
forall(n in NURSE, d in 1..m-1)
  ( $x[n, d] = \text{night}$  ->  $x[n, d+1] \neq \text{day}$ );
```

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Logical Connectives

► Boolean expressions

- true
- false
- \wedge conjunction
- \vee disjunction
- \rightarrow implication
- \leftrightarrow bi-implication or equality
- not negation

► Allow us to combine constraints in powerful ways

- But beware combining logical constraints and global constraints! More later ...

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Partitioning Problems

► Many times when we are partitioning a set we have to partition it with bounds on the size of the partitions

- e.g. day = o, $1 \leq \text{night} \leq u$

► We have special constraints for partitioning with size bounds

- `global_cardinality_low_up(x, v, lo, hi)`
- Constrains $lo_i \leq \sum_j \text{bool2int}(x_j = v_i) \leq hi_i$
- Bounds the count of the number of occurrences of v_i

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Nurse Constraints

► Constraints

- No nurse has more than two night shifts in a row
- No nurse has a night shift followed by day shift

► After two night shifts what is possible?

- only a dayoff

```
forall(n in NURSE, d in 1..m-2)
  (x[n,d] = night  $\wedge$  x[n,d+1] = night
   -> x[n,d+2] = dayoff);
```

► Stronger constraint by combining information

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Global Cardinality

► Replace

```
forall(d in DAY)
  (sum(n in NURSE)
   (bool2int(x[n,d] = day)) = o);
forall(d in DAY)
  (sum(n in NURSE)
   (bool2int(x[n,d] = night)) >= l);
forall(d in DAY)
  (sum(n in NURSE)
   (bool2int(x[n,d] = night)) <= u);
```

► By

```
forall(d in DAY)
  global_cardinality_low_up([x[n,d]
    | n in NURSE ],
    [ day, night ], [ o, l ], [o, u]));
```

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Global Cardinality Variants

- ▶ There are a number of variants of global cardinality

- ▶ Requiring that every value is counted

```
global_cardinality_low_up_closed(x, v, l, u)
  – Additionally forall i. exists j. xi = vj
```

- ▶ Collecting the counts

```
global_cardinality(x, v, c)
  – Constrains ci = Σj in 1..n bool2int(xi = vj)
```

- ▶ And collecting counts, and requiring every value is counted

```
global_cardinality_closed(x, v, c)
```

Overview

- ▶ Many discrete optimization problems involve

- deciding a function f: DOM → COD
 - this can be seen as partitioning DOM

- ▶ The partition view is useful when we reason about the sets f⁻¹(c)

- ▶ Partitioning with cardinality constraints is a substructure captured by the

- global_cardinality family

- ▶ Common subexpressions:

- intermediate variables

- ▶ Logical connectives

Pure Partitioning

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Pure Partitioning Problems

- ▶ Finding a function $f: \text{DOM} \rightarrow \text{COD}$
- ▶ Can be considered a **partitioning problem**
- ▶ But what if we simply want to partition DOM
 - COD is meaningless not given
- ▶ Easy case: bounded number of partitions k
 - COD = $1..k$;
- ▶ Harder case: we dont know how many?

Pure Partitioning

- ▶ Partition DOM into k parts
- ▶ Simple array representation

```
int[DOM] of var 1..k: x
```
- ▶ Beware multiple representations
- ▶ e.g. DOM = $1..4$, k = 3
 - $x = [1,2,1,3]; x = [3,1,3,2] ; x = [3,2,3,1]$
 - all represent partition $\{1,3\}\{2\}\{4\}$

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Multiple representations

- ▶ Add constraints to leave only one representative for each partition
- ▶ Value symmetry
 - each of the values $1..k$ are symmetric
 - we dont care about the names of the groups
- ▶ This feature arises in many discrete optimization problems

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Removing value symmetry

- ▶ How do we enforce exactly one representation?
- ▶ Order the sets of the partition by their least element
 - e.g. $\{2\}, \{4\}, \{1,3\}$ is ordered $\{1,3\}, \{2\}, \{4\}$
 - unique representation $x = [1,2,1,3]$
- ▶ How do we enforce this constraint
 - the least element in partition i is less than the least element in partition i+1

```
forall(i in 1..k-1)
  ( min([ j | j in DOM where x[j] = i]
        < min([ j | j in DOM where x[j] = i+1]));
```

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Cluster Problem

- ▶ Given a set of n points in divide them into at most k clusters so that
 - no two points in the same cluster are more than maxdiam away from each other
 - maximize the minimal distance between any two points in different clusters

Cluster Problem Data

- ▶ Data defining the cluster instance.

```
int: n; % points to be clustered
set of int: POINT = 1..n;
array[POINT,POINT] of int: dist;
    % distance between two points
int: maxdist = max([ dist[i,j] | i,j in POINT]);  
  
int: k; % number of clusters
set of int: CLUSTER = 1..k;  
  
int: maxdiam;
```

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Cluster Problem

▶ Decisions

```
array[POINT] of var CLUSTER: x;
```

▶ Value symmetry

```
forall(i in 1..k-1)
  ( min([ j | j in POINT where x[j] = i])
  < min([ j | j in POINT where x[j] = i+1]));
```

▶ Constraints: max distance within cluster

```
forall(i,j in POINT where i < j /\ x[i] = x[j])
  (dist[i,j] <= maxdiam);
```

▶ Objective

```
int: obj = min( i,j in POINT where i < j )
  (if x[i]=x[j] then maxdist else dist[i,j]
  endif);
solve maximize obj;
```

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value_precede_chain

- ▶ MiniZinc includes a global constraint for removing value symmetry

```
value_precede_chain(array[int] of int: c,
                     array[int] of var int: x)
```

- ▶ Enforces that the first occurrence of $c[i]$ in x is before the first occurrence of $c[i+1]$ in x

- ▶ We can replace our symmetry eliminating constraint by

```
value_precede_chain([ i | i in 1..k ],x)
```

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Cluster Problem

- ▶ This formulation does not require exactly k clusters
 - there can be fewer

- ▶ We can easily add a constraint to enforce that each cluster has a member
 - lower bound = 1
 - upper bound = $n - k + 1$

```
global_cardinality_low_up_closed(x,  
    [ i | i in 1..k], [ 1 | i in 1..k],  
    [ n - k + 1 | i in 1..k ]);
```

Pure Partitioning

- ▶ What about when we don't know how many clusters
- ▶ Simple: there can be no more partitions than n
 - int: $k = n$;

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Overview

- ▶ Pure partitioning with
 - bounded set of clusters k
 - known number of clusters k
 - unknown number of clusters
- ▶ Cluster numbers are irrelevant
 - induces a value symmetry

- ▶ Remove value symmetry with

`value_precede_chain`

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EOF

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