



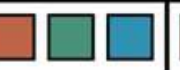

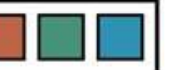











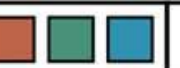





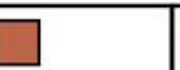

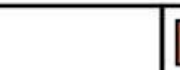
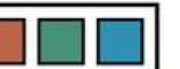


CONSTRAINT  
PROPAGATION:  
INFERENCE IN  
CSPS



# INTERLEAVING SEARCH AND INFERENCE

- Forward checking: Whenever a variable  $X$  is assigned, the forward-checking process establishes arc consistency for it: for each unassigned variable  $Y$  that is connected to  $X$  by a constraint, delete from  $Y$ 's domain any value that is inconsistent with the value chosen for  $X$ .

	<i>WA</i>	<i>NT</i>	<i>Q</i>	<i>NSW</i>	<i>V</i>	<i>SA</i>	<i>T</i>
Initial domains							
After <i>WA=red</i>							
After <i>Q=green</i>							
After <i>V=blue</i>							

## MAINTAINING ARC CONSISTENCY

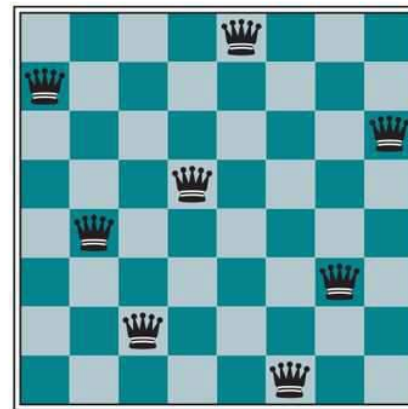
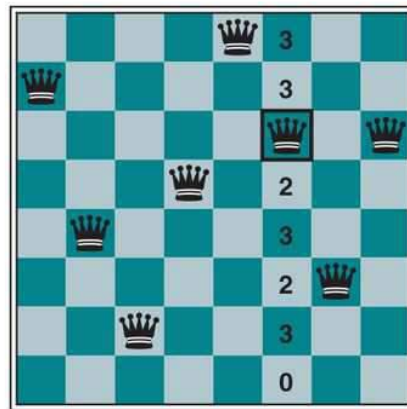
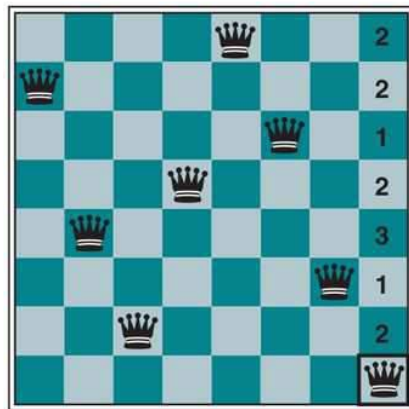
- After a variable  $X_i$  is assigned a value, the INFERENCE procedure calls AC-3, but instead of a queue of all arcs in the CSP, we start with only the arcs  $(X_j, X_i)$  for all  $X_j$  that are unassigned variables that are neighbors of  $X_i$ .

# INTELLIGENT BACKTRACKING: LOOKING BACKWARD

- Fixed variable ordering Q, NSW, V, T, SA, WA, NT.
- Partial assignment: {Q = red, NSW = green, V = blue, T = red}
- Conflict set: {Q = red, NSW = green, V = blue, T = red}
- Conflict-directed backjumping

$$\text{conf}(X_i) \leftarrow \text{conf}(X_i) \cup \text{conf}(X_j) - \{X_i\}$$

# LOCAL SEARCH FOR $\text{CSP}_S$



# MIN-CONFLICTS HEURISTIC

**function** MIN-CONFLICTS(*csp*, *max\_steps*) **returns** a solution or *failure*

**inputs:** *csp*, a constraint satisfaction problem

*max\_steps*, the number of steps allowed before giving up

*current*  $\leftarrow$  an initial complete assignment for *csp*

**for** *i* = 1 to *max\_steps* **do**

**if** *current* is a solution for *csp* **then return** *current*

*var*  $\leftarrow$  a randomly chosen conflicted variable from *csp*.VARIABLES

*value*  $\leftarrow$  the value *v* for *var* that minimizes CONFLICTS(*csp*, *var*, *v*, *current*)

        set *var* = *value* in *current*

**return** *failure*