## Pre-processing: Constraint propagation

- Node consistency: reduce the domain for unary constraints
- Arc consistency: every element in the domain satisfies binary constrains
- $x_i \in X_i$ :  $\exists x_i \in X_i$  such that  $(x_i, x_i)$  satisfies binary consistency.

## Arc-consistency: AC-3 algorithm

## Can arc-consistency guarantee global consistency?

- Why re-add  $(X_k, X_i)$ ?
- Why not  $(X_i, X_k)$ ?
- Time complexity?
- $\mathcal{O}(dn^2 \cdot d^2)$
- Remove-Inconsistent-Values
  - $\mathcal{O}(d^2)$

```
inputs: csp, a binary CSP with variables \{X_1, X_2, \ldots, X_n\} local variables: queue, a queue of arcs, initially all the arcs in csp while queue is not empty do (X_i, X_j) \leftarrow \text{Remove-First}(queue) if \text{Remove-Inconsistent-Values}(X_i, X_j) then for each X_k in \text{Neighbors}[X_i] do add (X_k, X_i) to queue return true
```

function AC-3(csp) returns the CSP, possibly with reduced domains

function Remove-Inconsistent-Values  $(X_i, X_j)$  returns true iff succeeds  $removed \leftarrow false$  for each x in  $Domain[X_i]$  do if no value y in  $Domain[X_j]$  allows (x,y) to satisfy the constraint  $X_i \leftrightarrow X_j$  then delete x from  $Domain[X_i]$ ;  $removed \leftarrow true$  return removed