

Constraint Acquisition via Partial Queries*

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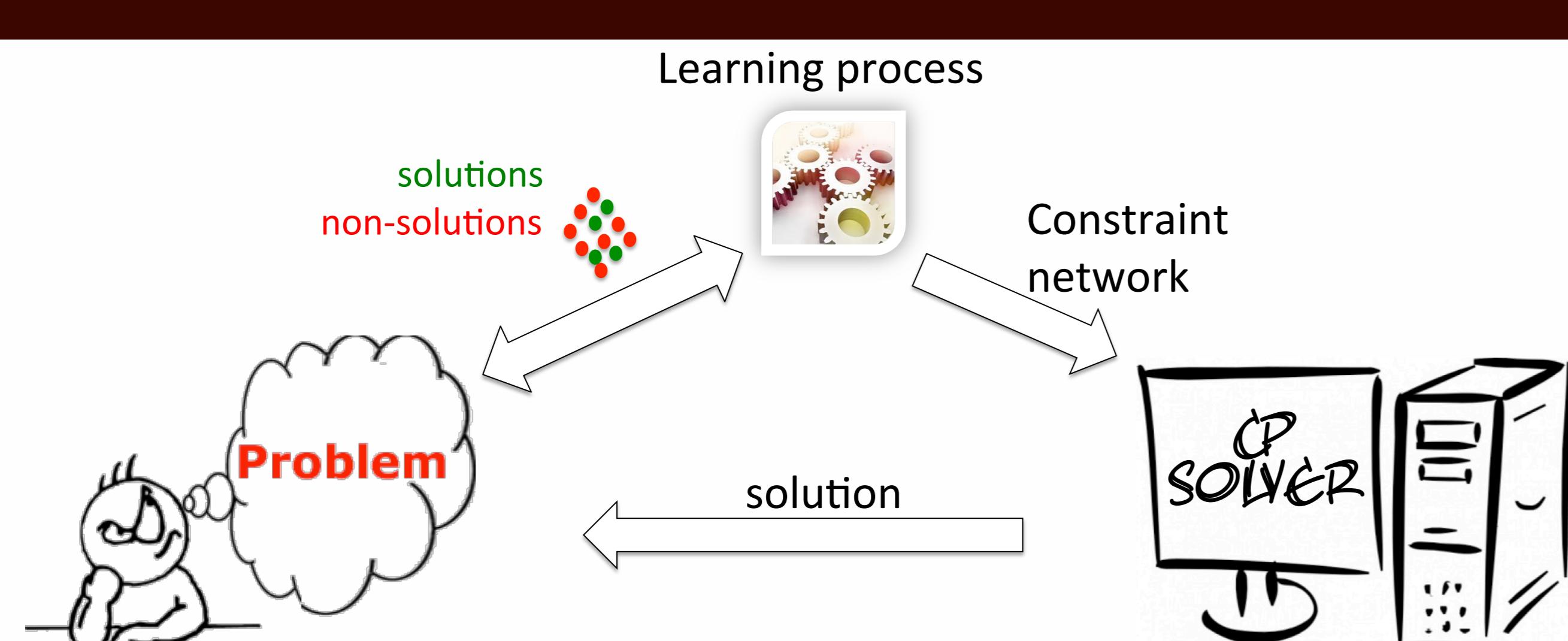
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Abstract

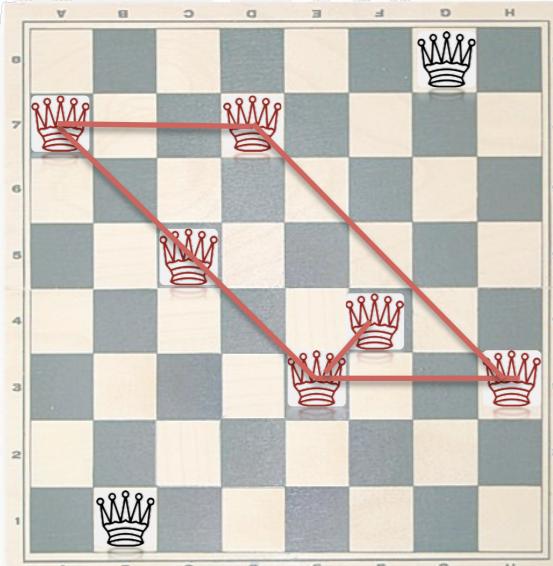
We learn constraint networks by asking the user partial queries.

That is, we ask the user to classify assignments to subsets of the variables as positive or negative. We provide an algorithm that, given a negative example, focuses onto a constraint of the target network in a number of queries logarithmic in the size of the example. We give information theoretic lower bounds for learning some simple classes of constraint networks and show that our generic algorithm is optimal in some cases.

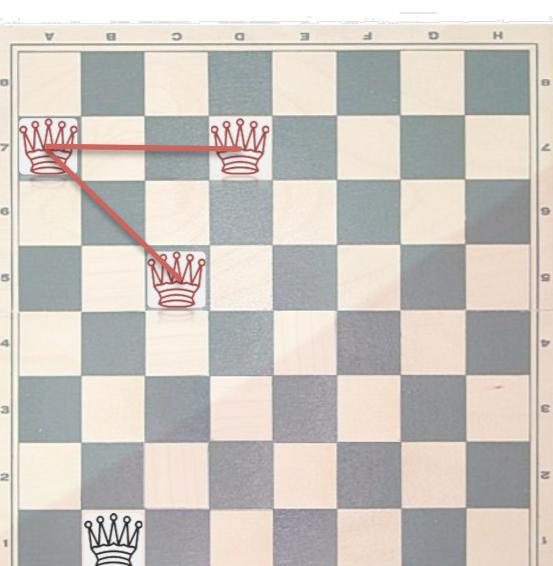


Partial Queries (Example)

`ask(2, 8, 4, 2, 6, 5, 1, 6) = No`



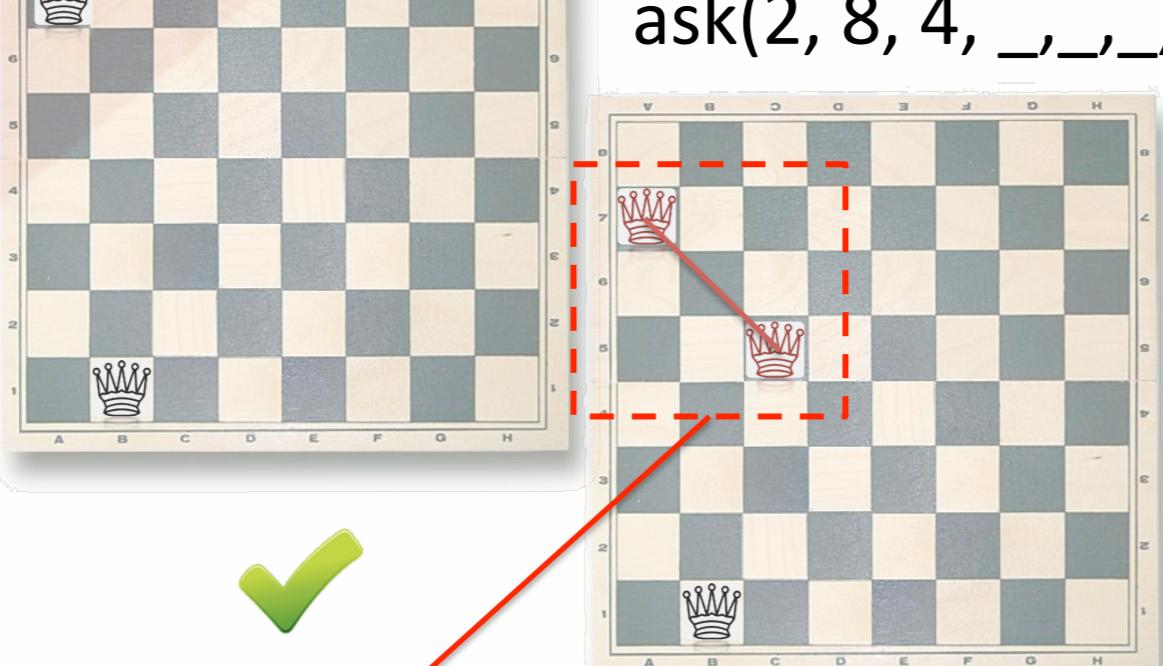
`ask(2, 8, 4, 2, _, _, _, _) = No`



`ask(2, 8, _, _, _, _, _) = Yes`



`ask(2, 8, 4, _, _, _, _) = No`



scope!

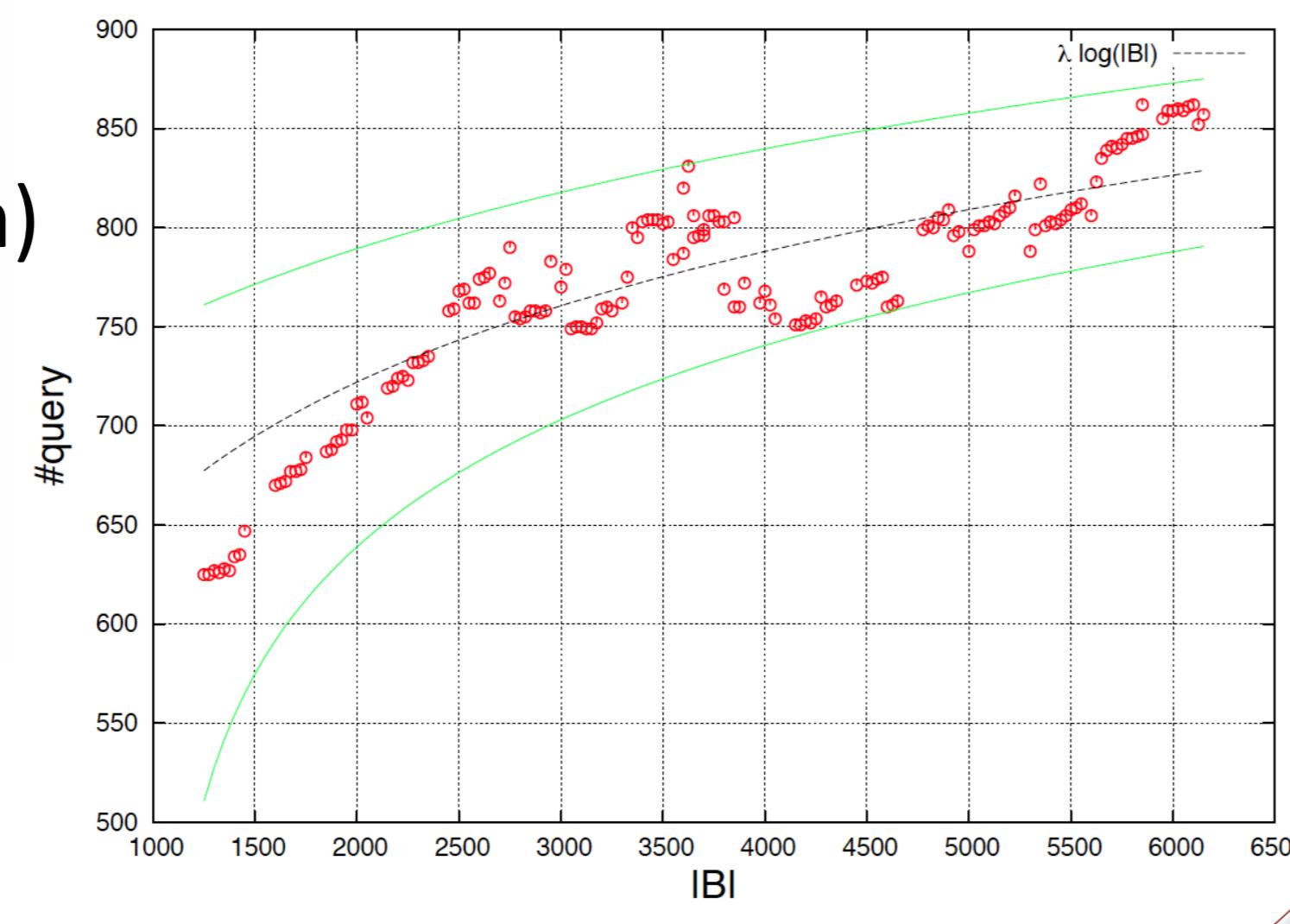
QUACQ results

- Learning until convergence

	$ C_L $	#q	# q_c	\bar{q}	time
rand_50_10_12	12	196	34	24.04	0.23
rand_50_10_122	86	1074	94	13.90	0.14
Golomb-8	91	488	101	5.12	0.32
Zebra	60	638	64	8.22	0.15
Sudoku 9 × 9	810	8645	821	20.58	0.16

- Log scale on size of B

(Zebra problem)



Intel Xeon E5462 @ 2.80GHz with 16 Gb of RAM

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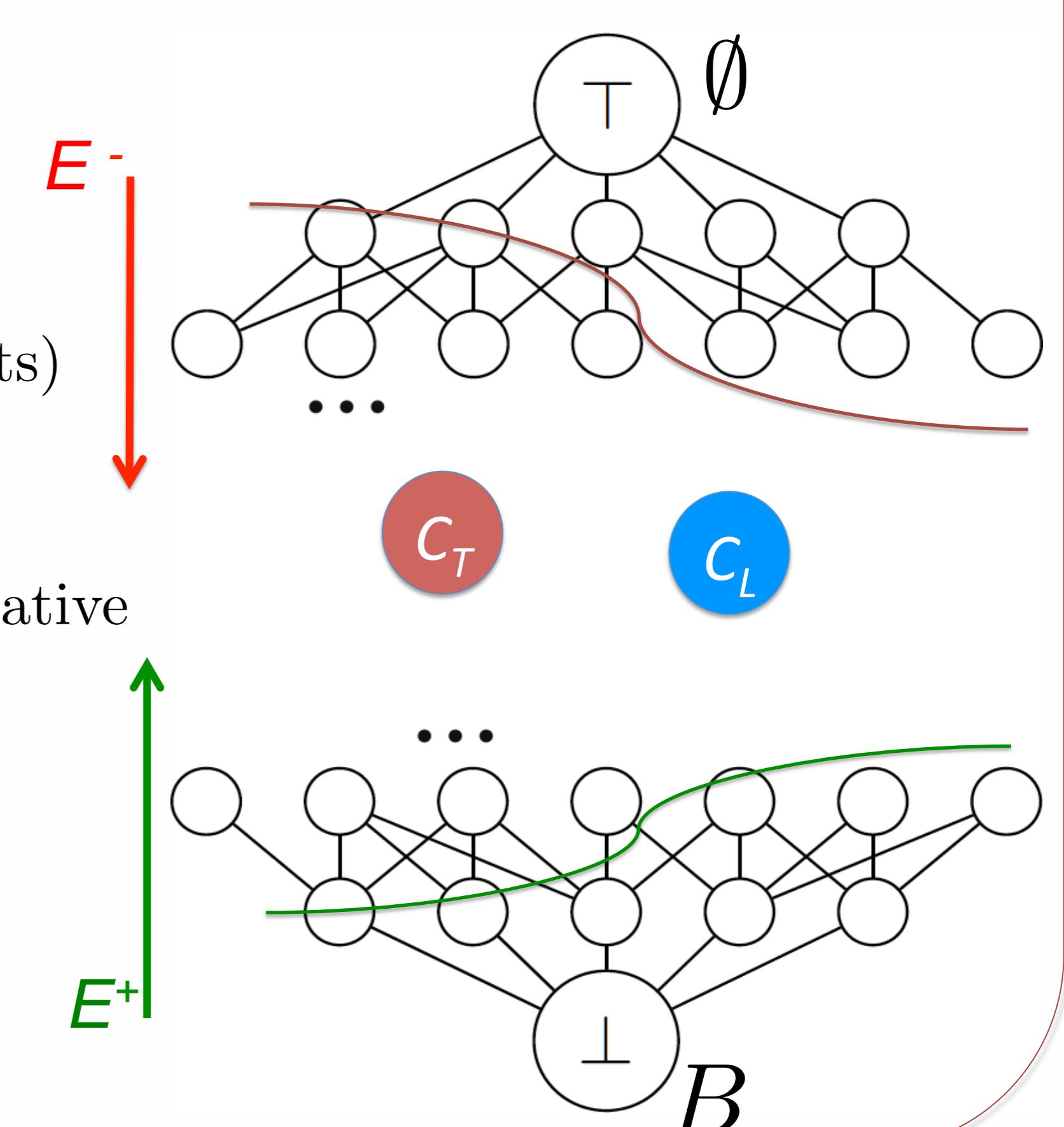
Constraint Acquisition Problem

Inputs:

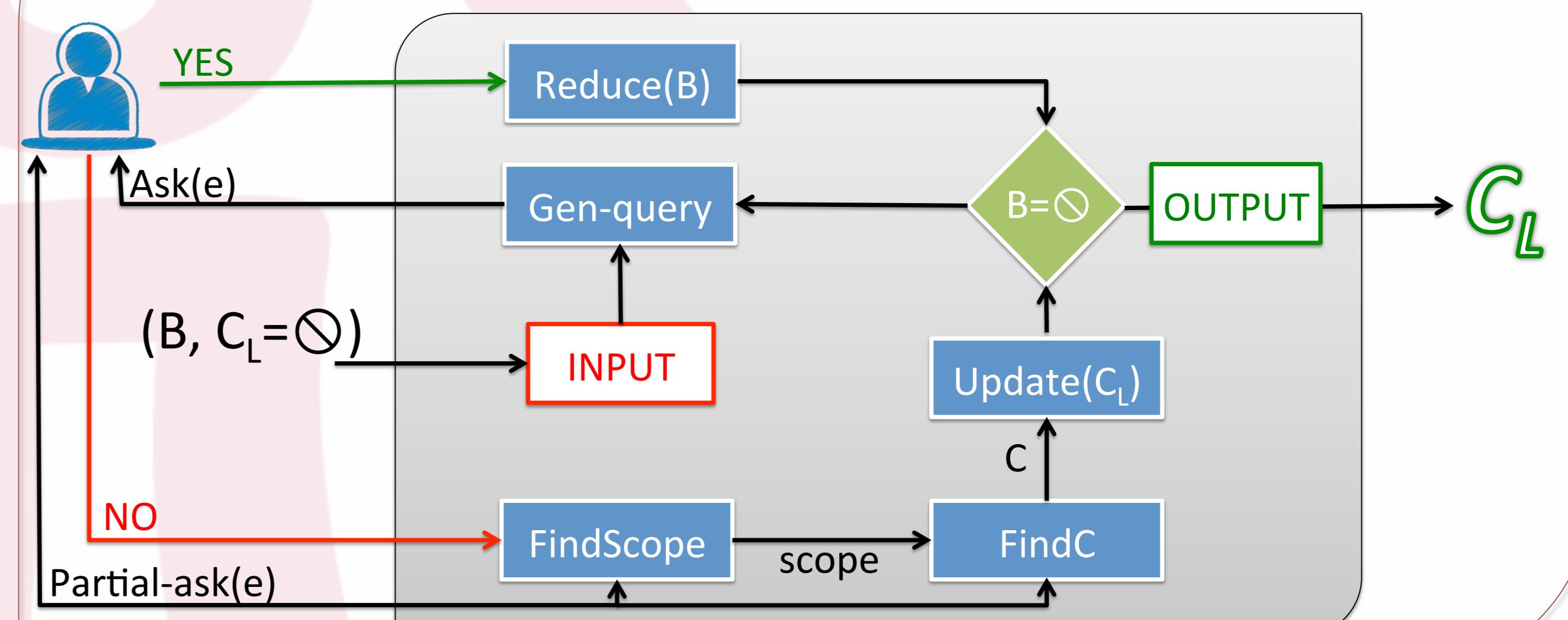
- (X, D) : Vocabulary
- Γ : Constraint language
- B : Bias (possible constraints)
- C_T : Target network
- (E^+, E^-) : positive and negative examples

Output:

- C_L : Learnt network s.t.,
 - $C_L \subset B : C_L \equiv C_T$



Quick Acquisition (QUACQ)



QUACQ in log

$$O(|C_L| \cdot (\log|X| + |\Gamma|))$$

Top-down

Bottom-up

$$O(|B|)$$

QUACQ more?

QUACQ:

- new constraint acquisition approach based on partial queries
- Active learning approach
- Learning a constraint in a log #queries
- Queries are often much shorter than membership ones
- Can learn a constraint network only with negative examples

MORE:

- Asking more than yes/no questions
- Learn & Solve: Elicitation-based solver
- Combination with ModelSeeker

