

Introduction to Gecode

- Notes based on manual at: <http://www.gecode.org/doc-latest/MPG.pdf>
 - Ch. 1-2.3.1
- Gecode features
- Modeling and introductory example
- Compiling (Visual Studio)

Gecode goals

- Support constraint-based systems, applications
 - Need to support users who are not primarily programmers
 - Need to support modeling of problems
- Follows C++ standard to maximize portability
 - Does require Visual Studio on Windows

Terms

- *Space* = contains *variables*, *propagators*, *branchers*, *order*
- Propagator = implementation of constraint
- Brancher = *labeling*, describes search tree's shape
- Order = way to compare solutions

Defining a Model

- Define a subclass of Space class. Implement
 - Constructor: implements model
 - Copy constructor, copy function: required for search

Introductory example

- Cryptarithmic problem: $\text{SEND} + \text{MORE} = \text{MONEY}$
- Implementation:

```
#include <gecode/int.hh>
```

- For integer constraints

```
#include <gecode/search.hh>
```

- To access search engine to find solution

```
using namespace Gecode;
```

- Identifiers are contained here

Introductory example

- Subclass of Space:

```
class SendMoreMoney : public Space {
```

- Create array for variables. Values are integers, so use `IntVarArray`
protected:

```
    IntVarArray l;
```

Constructor

- Constructor
 - Constructing `IntVarArray` passes `Space` containing array, number of variables, min and max values
 - Set up convenient aliases for the variables

`public:`

```
SendMoreMoney(void) : l(*this, 8, 0, 9) {  
    IntVar s(l[0]), e(l[1]), n(l[2]), d(l[3]),  
            m(l[4]), o(l[5]), r(l[6]), y(l[7]);
```

Relation, distinct constraints

- Constraints to prevent leading zeros
 - Gecode calls functions like `rel ()` *constraint post functions*
 - `rel ()` is a set of functions for relation constraints
 - `IRT_NQ` indicates variables are “not equal” (to last arg, 0)
 - (syntax is somewhat declarative)

```
rel(*this, s, IRT_NQ, 0);  
rel(*this, m, IRT_NQ, 0);
```
 - `distinct ()` requires all values in 2nd arg to be distinct

```
distinct(*this, l);
```


Linear constraint

- Create sum to represent SEND + MORE - MONEY
 - IntArgs represents coefficient array
 - IntVarArgs represents variable array

```
IntArgs c(4+4+5); IntVarArgs x(4+4+5);  
  c[0]=1000; c[1]=100; c[2]=10; c[3]=1;  
  x[0]=s;    x[1]=e;    x[2]=n;  x[3]=d;  
  c[4]=1000; c[5]=100; c[6]=10; c[7]=1;  
  x[4]=m;    x[5]=o;    x[6]=r;  x[7]=e;  
  c[8]=-10000; c[9]=-1000; c[10]=-100; c[11]=-10;  
c[12]=-1;  
  x[8]=m;    x[9]=o;    x[10]=n;    x[11]=e;  
x[12]=y;
```

Linear constraint

- Now create constraint

- IRT_EQ to indicate $\text{sum } c[0]*x[0] + c[1]*x[1] + c[2]*x[2] + \dots = 0$

```
linear(*this, c, x, IRT_EQ, 0);
```

Branching

- Indicate variables to assign, strategy for picking variables, strategy for picking values
 - `INT_VAR_SIZE_MIN()` picks the variable with the smallest domain
 - `INT_VAL_MIN()` picks the smallest value
 - Can have multiple branchers, which are used in the order they are “posted”

```
branch(*this, 1, INT_VAR_SIZE_MIN(),  
INT_VAL_MIN());
```

Cloning

- Gecode search uses *recomputation* and *cloning*
 - Need to support cloning of Space's (like Java's clone() method)
 - Implement a copy constructor:
 - Call copy constructor of parent class
 - `share` parameter is true if copies must be used within the same thread because they share data, false if can be used in different threads

```
SendMoreMoney (bool share, SendMoreMoney& s) :  
Space (share, s) {  
    l.update (*this, share, s.l);  
}
```

Cloning (copy function)

- Implement a function to support copying:

```
virtual Space * copy(bool share) {  
    return new SendMoreMoney(share, *this);  
}
```

- Virtual to allow search engine code to not have to know which subclass is returned

Printing solution

- Gecode overrides << to support displaying solutions to console
 - In general, other code would access solution variable to process it

```
void print(void) const {  
    std::cout << 1 << std::endl;  
}
```

main ()

- Simple code to search for all solutions and display them:

```
int main(int argc, char* argv[]) {  
    // create model and search engine  
    SendMoreMoney* m = new SendMoreMoney;  
    DFS<SendMoreMoney> e(m);  
    // e will use clone of m to allow other search  
    // engines to use m, but only 1 engine here  
    delete m;  
}
```

```
main()
```

```
// search and print all solutions
```

```
while (SendMoreMoney* s = e.next()) {
```

```
    s->print(); delete s;
```

```
}
```

```
return 0;
```

```
}
```


Compiling

- Visual Studio (2013/2015/2017) command line
 - Windows Start button > Visual Studio 2017 > Developer Command Prompt
 - If running 32-bit Visual Studio (ex: many community editions),
 - Use cross-compiling feature to generate code for 64-bit architecture
 - At command prompt, `vcvarsall amd64`
 - `vcvarsall` is under “VC” subfolder of Visual studio (if present, `vcvars64` will also work)
 - Ex: for VS 2017, C:\Program Files (x86)\Microsoft Visual Studio\2017\Community\VC\Auxiliary\Build
 - Gencode binary distributions target 64-bit architecture
 - Change folder to where file is located

Compiling

- To compile example source:

- /Ox – middle char is uppercase letter O

```
cl /DNDEBUG /EHsc /MD /Ox /wd4355  
-I"%GECODEDIR%\include" -c -Fosend-more-money.obj  
-Tpsend-more-money.cpp
```

- To link object file

```
cl /DNDEBUG /EHsc /MD /Ox /wd4355  
-I"%GECODEDIR%\include" -Fesend-more-money.exe send-  
more-money.obj /link /LIBPATH:"%GECODEDIR%\lib"
```

Compiling

- If not using VS for other classes, consider setting CL environment variable to

`/DNDEBUG /EHsc /MD /Ox /wd4355 -I"%GECODEDIR%\include"`

- Reduces typing when you open new VS developer command window

Results

- $\{9, 5, 6, 7, 1, 0, 8, 2\}$
 - $S = 9$
 - $E = 5$
 - $N = 6$
 - $D = 7$
 - $M = 1$
 - $O = 0$
 - $R = 8$
 - $Y = 2$
 - $9567 + 1085 = 10652$

Some things to try

- Experiment with propagation:
 - Instead of creating DFS:
 - Display result of initial constraints

```
m->print();
```

- Output shows domains of the variables, minus 0's for m and s variables

```
{ [1..9], [0..9], [0..9], [0..9], [1..9], [0..9],  
  [0..9], [0..9] }
```

Some things to try

- Propagate constraints one time

```
m->status();
```

- Display updated values

```
m->print();
```

- Assigns values to s, m and o variables, removes values from other variables:

```
{ 9, [4..7], [5..8], [2..8], 1, 0, [2..8],  
[2..8] }
```

Handling exceptions

- Examples skip this for readability, but in general, should catch:

```
try { ... }  
catch (Exception e) {  
    std::cerr << "Gecode exception: " <<  
        e.what() << std::endl;  
}  
return 0;
```