Overview

General parameters

- maximum number of solutions
- maxNumNodes (in the tree representation of a clause)
- list of predicates with their variables
- maximum number of clauses
- option to forbid all cycles or just negative cycles
- ▶ list of probabilities that are randomly assigned to clauses: $\{0.1, 0.2, \dots, 0.9, 1, 1, 1, 1, 1, 1\}$

Decision variables

- IntVar[] clauseAssignments: a predicate or disabled
- Clause[] clauses

Constraints

Each predicate should get at least one constraint

- numDisabledClauses: defined by a count constraint
- - also constrained using the nValues constraint

Miscellaneous

- clauseAssignments are sorted.
- ▶ If clauseAssignments[i-1] = clauseAssignments[i],
 - ▶ then clause[i-1] \leq clause[i].

Clauses

A clause is defined by...

- IntVar[] treeStructure
 - ▶ treeStructure[i] = i: the i-th node is a root.
 - ▶ treeStructure[i] = j: the i-th node's parent is node j.
- IntVar[] treeValues: ¬, ∧, ∨, ⊤, and any predefined predicates with variables.

Auxiliary variables

 $\qquad \qquad \texttt{numNodes}, \texttt{numTrees} \in \{1, \dots, \texttt{maxNumNodes}\} \\$

Clause constraints

- treeStructure represents numTrees trees.
- ▶ treeStructure[0] = 0
- lacktriangle numTrees + numNodes = maxNumNodes + 1
- treeStructure is sorted
- For $i = 0, \ldots, maxNumNodes 1$,
 - ▶ If numNodes $\leq i$,
 - ▶ then treeStructure[i] = i and treeValues[i] = \top ,
 - else treeStructure[i] < numNodes.</pre>
 - ▶ has 0 children ⇔ treeValues[i] is a predicate
 - ▶ has 1 child \iff treeValues[i] = \neg
 - ▶ has > 1 child \iff treeValues[i] $\in \{\land, \lor\}$
 - ▶ treeStructure[i] $\neq i$ \Longrightarrow treeValues[i] $\neq \top$
- ▶ If the clause should be disabled, numNodes = 1 and treeValues $[0] = \top$.

Adjacency matrix representation

 $A[i][j] = 0 \iff \nexists k : \texttt{clauseAssignments}[k] = j \text{ and } i \in \texttt{clauses}[k]. \texttt{treeValues}$

New constraints

- No (negative) cycles
 - No clever propagation, just entailment checking.
- ► Independence. Propagation:
 - ► Two types of dependencies: determined and one-undetermined-edge-away-from-being-determined.
 - Look up the dependencies of both predicates. For each pair of matching dependencies:
 - ▶ If both are determined, fail.
 - If one is determined, the selected edge of the other must not exist
- Conditional independence
 - Same propagation, but with a 'filter' that masks out the expression that the independence is conditioned on.