



# Booleans Expressions

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## Boolean Expressions

- ⌘ A Boolean expression (or constraint) has the form
  - builtin constraint, e.g.  $x > y$ ,  $a[i] + a[j] \leq b[i]$
  - conjunction:  $b1 \wedge b2$
  - disjunction:  $b1 \vee b2$
  - implication:  $b1 \rightarrow b2$
  - biimplication:  $b1 \leftrightarrow b2$
  - negation: `not`  $b1$
- ⌘ Boolean expressions can appear as, e.g.
  - constraints, where conditions, conditions in if-then-else-endif, values of Boolean vars/pars



## Boolean Expression Examples

### Examples of Boolean expressions

```
int: x = 4;
array[1..4] of int: a = [0,1,3,0];
array[1..4] of int: y = [3,5,2,5];
var 0..3: u;
bool: b = x > 0;
int: z = sum(i in 1..4
             where a[i] != 0) (y[i]);
int: t = if b /\ z < 7 then x
         else z endif;
bool: c = x > 0 /\ t > 0 -> z < 0;
var bool: d = not c /\ u = 3;
```

### What is the value of each variable?

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## Boolean Expression Examples

### Examples of Boolean expressions

```
int: x = 4;
array[1..4] of int: a = [0,1,3,0];
array[1..4] of int: y = [3,5,2,5];
var 0..3: u;
bool: b = ;true;
int: z = 7;

int: t = 7;

bool: c = false;
var bool: d = not c /\ u = 3;
```

### What is the value of each variable?

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## Boolean Expressions

- Boolean expressions allow us to define very complex constraints
- For example: two points  $(x_1, y_1)$  and  $(x_2, y_2)$  are either coincident or have a Manhattan distance of at least  $d$   
$$(x_1 = x_2 \wedge y_1 = y_2) \vee$$
$$x_1 \geq x_2 + d \wedge x_2 \geq x_1 + d \vee$$
$$y_1 \geq y_2 + d \vee y_2 \geq y_1 + d$$
- Boolean connectives give us a lot of freedom in defining constraints

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## Constraint Solvers

- The underlying constraint solvers take
  - a set of variables to decide
  - a conjunction of constraints on those variables
- When we use complex Boolean expressions, they need to be mapped to conjunctions!
- The process of mapping complex expressions to conjunctions is called **flattening**
- It uses **reification** which names the Boolean subexpressions

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## Reification

- ⌘ In order to map the connectives to conjunctions, we reify constraints
  - attach a Boolean variable to hold the truth value of the constraint

- ⌘ For example the expression

- `constraint x > 0 /\ y > 0;`

- ⌘ is flattened to

```
var bool: b1;  
constraint b1 = x > 0;  % reified  
var bool: b2;  
constraint b2 = y > 0;  % reified  
constraint b1 /\ b2;
```

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## Flattening

- ⌘ Top level conjunction does not cause problems for flattening

- ⌘ For example the expression

- `constraint x > 0 /\ y > 0;`

- ⌘ is flattened to

```
constraint x > 0;  % not reified  
constraint y > 0;  % not reified
```

- ⌘ No added complexity for solver

- ⌘ But note that

- `constraint b -> x > 0 /\ y > 0;`

- ⌘ does require reification of the inequalities, since the conjunction is not at the top level

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## Efficient models

- ⌘ Models are likely to be more efficient if
  - they don't use disjunction and negation
- ⌘ Since they are flattened using reification
- ⌘ **Also** we usually can't use global constraints except at the top level conjunction

```
constraint b \/  
    alldifferent([x1,x2,x3]);
```

- ⌘ can lead to a compiler error

```
MiniZinc: flattening error: 'all_different_int'  
is used in a reified context but no reified  
version is available
```

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## forall

- ⌘ The `forall` function maps a list of Boolean expressions to a conjunction
  - `forall([b1, b2, ..., bn])`
- ⌘ Produces
  - `b1 /\ b2 /\ ... /\ bn`
- ⌘ `forall` is very commonly used to define large collections of constraints

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## exists

- ⌘ The `exists` function maps a list of Boolean expressions to a disjunction

- `exists([b1, b2, ..., bn])`

- ⌘ Produces

- $b1 \vee b2 \vee \dots \vee bn$

- ⌘ `exists` is less used than `forall`, since we should try to avoid disjunction in our models when possible.

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## Examples of forall, exists

- ⌘ The following expressions

```
array[1..6] of int: a = [4,0,3,2,5,3];  
array[1..5] of var int: x;  
array[2..6] of var int: y;  
var bool: b = forall(i in 1..5 where  
                    a[i] < a[i+1])  
                    (x[i] < y[i]);  
var bool: c = exists(i in 1..6 where  
                    a[i] != 0)  
                    (x[i] + y[i] = 0);  
var bool: d = forall(i in 1..6)  
                    (exists(j in i+1..4)  
                    (x[i] > y[j]));
```

- ⌘ What are the results of unrolling?

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## Examples of forall, exists

- ⌘ The following expressions

```
array[1..6] of int: a = [4,0,3,2,5,3];  
array[1..5] of var int: x;  
array[2..6] of var int: y;  
var bool: b = forall(i in 1..5 where  
    a[i] < a[i+1])  
    (x[i] < y[i]);
```

- ⌘ Iterator i passes with values 2 and 4, so

```
b = x[2] < y[2] /\ x[4] < y[4]
```

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## Examples of forall, exists

- ⌘ The following expressions

```
array[1..6] of int: a = [4,0,3,2,5,3];  
array[1..5] of var int: x;  
array[2..6] of var int: y;  
var bool: c = exists(i in 1..6 where  
    a[i] > 3)  
    (x[i] + y[i] = 0);
```

- ⌘ iterator passes with value 1,5

```
c = (x[1]+y[1] = 0 /\ x[5]+y[5] = 0)
```

- ⌘ But y[1] is not defined

- nearest enclosing Boolean expression is false

```
c = (false /\ x[5]+y[5] = 0)
```

```
c = (x[5]+y[5] = 0)
```

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## Examples of forall, exists

### ⌘ The following expressions

```
array[1..6] of int: a = [4,0,3,2,5,3];  
array[1..5] of var int: x;  
array[2..6] of var int: y;  
var bool: d = forall(i in 1..6)  
                (exists(j in i+1..4)  
                  (x[i] > y[j]));
```

### ⌘ What are the results of unrolling?

```
d = (x[1] > y[2] /\ x[1] > y[3] /\  
      x[i] > y[4]) /\  
      (x[2] > y[3] /\ x[2] > y[4]) /\  
      (x[3] > y[4])
```

### ⌘ Note that

- `exists([]) = true` and `forall([]) = false`

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## Overview

- ⌘ Boolean expressions are one of the most powerful modelling features available in MiniZinc
- ⌘ Complex Boolean expressions cause difficulty for solvers
- ⌘ Global constraints and complex Boolean expressions don't mix well

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