

Oxiflex - A Constraint Programming Solver for MiniZinc written in Rust

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Constraint Programming Solver for MiniZinc written in Rust

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Constraint Network

A (binary) **constraint network** is a 3-tuple $C = \langle V, \text{dom}, (R_{uv}) \rangle$ such that:

- V is a non-empty and finite set of variables,
- dom is a function that assigns a non-empty and finite domain to each variable $v \in V$, and
- $(R_{uv})_{u,v \in V, u \neq v}$ is a family of binary relations (constraints) over V where for all $u \neq v : R_{uv} \subseteq \text{dom}(u) \times \text{dom}(v)$

Constraint Network

boring...

Constraint Network

- Variables
 - Values to choose from
- Constraints
 - Rules for choosing values

Simple Example

Variables:

$$w = \{1, 2, 3, 4\}$$

$$y = \{1, 2, 3, 4\}$$

$$x = \{1, 2, 3\}$$

$$z = \{1, 2, 3\}$$

Constraints:

$$w = 2 \cdot x$$

$$w < z$$

$$y > z$$

Constraint Programming

```
var 1..4: w;  
var 1..4: y;  
var 1..3: x;  
var 1..3: z;  
  
constraint w = 2 · x;  
constraint w < z;  
constraint y > z;
```


Constraint Programming

```
var 1..4: w;  
var 1..4: y;  
var 1..3: x;  
var 1..3: z;  
  
constraint w = 2 · x;  
constraint w < z;  
constraint y > z;  
  
solve satisfy;
```

Constraint Programming

```
var 1..4: w;  
var 1..4: y;  
var 1..3: x;  
var 1..3: z;  
  
constraint w = 2 · x;  
constraint w < z;  
constraint y > z;  
  
solve satisfy;  
  
→ MiniZinc!
```

MiniZinc



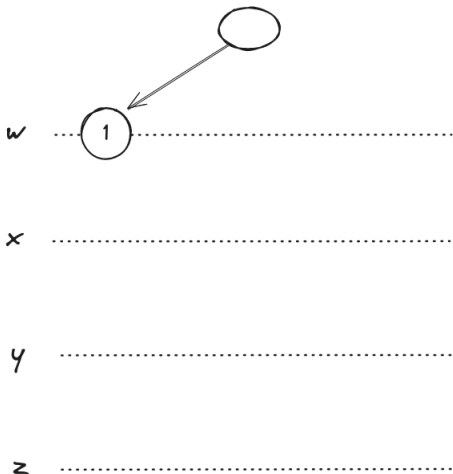
MONASH
University

Constraint Programming Solver for MiniZinc written in Rust

Constraint Programming **Solver** for MiniZinc written in Rust

Backtracking

Backtracking Example



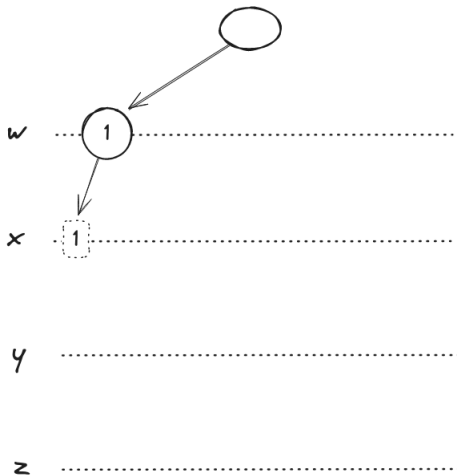
Constraints:

$$w = 2 * x$$

$$w < z$$

$$y > z$$

Backtracking Example



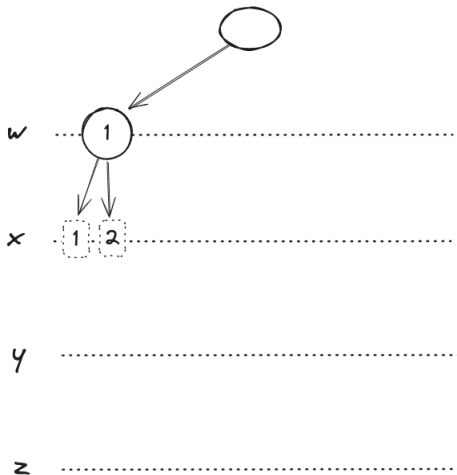
Constraints:

$$w = 2 * x$$

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Backtracking Example



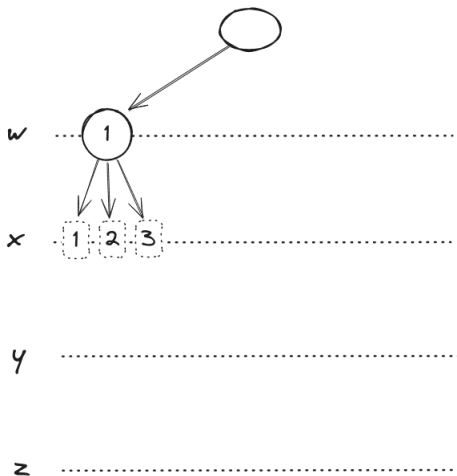
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Backtracking Example



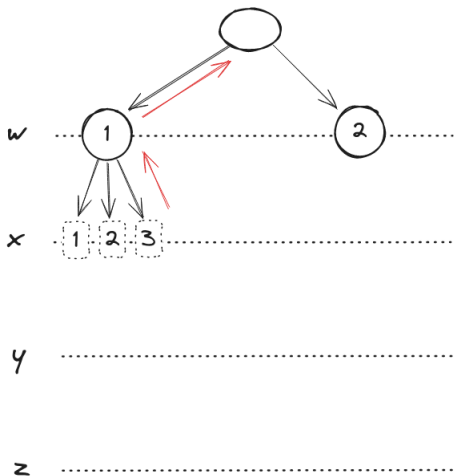
Constraints:

$$w = 2 * x$$

$$w < z$$

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Backtracking Example



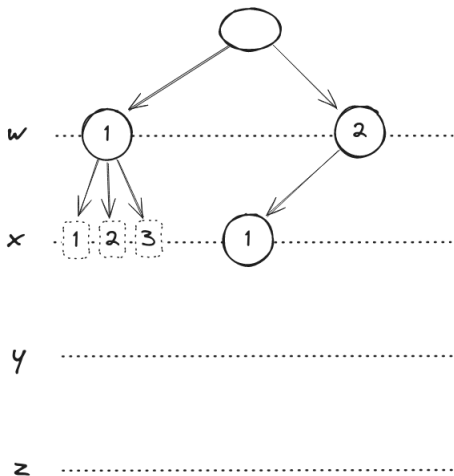
Constraints:

$$w = 2 * x$$

$$w < z$$

$$y > z$$

Backtracking Example



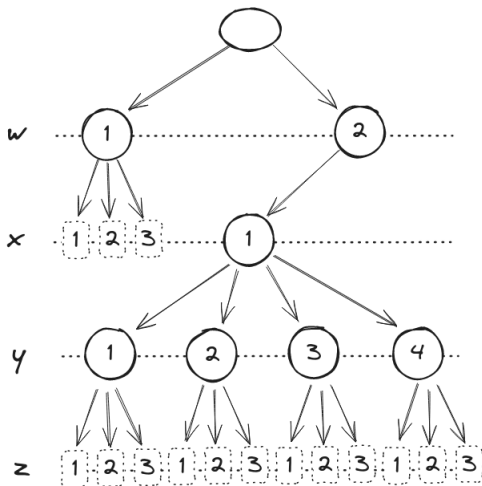
Constraints:

$$w = 2 * x$$

$$w < z$$

$$y > z$$

Backtracking Example



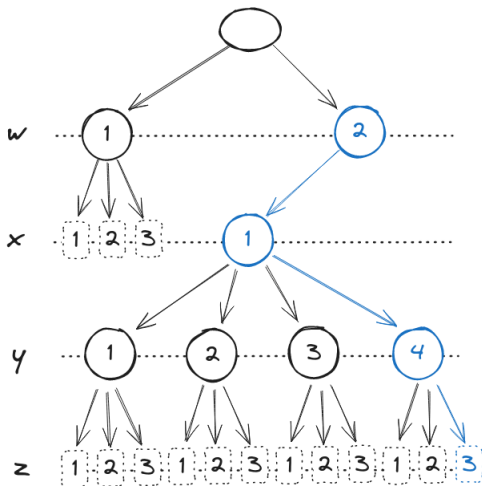
Constraints:

$$w = 2 * x$$

$$w < z$$

$$y > z$$

Backtracking Example



Constraints:

$$w = 2 * x$$

$$w < z$$

$$y > z$$

Solution:

$$w = 2$$

$$x = 1$$

$$y = 4$$

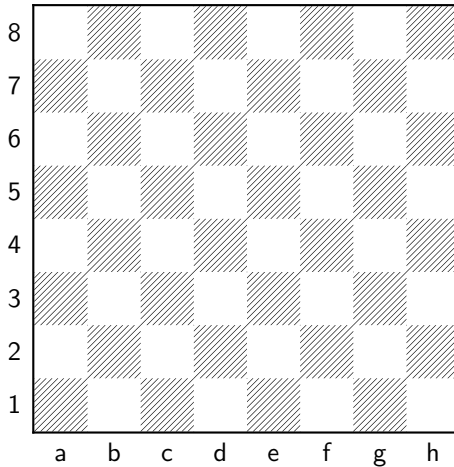
$$z = 3$$

Kinda like search...

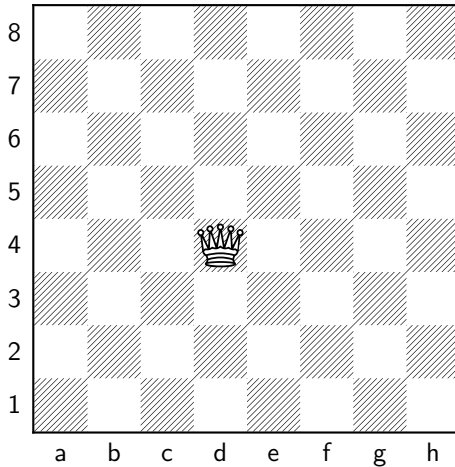
Can we do better?

8-Queens Problem

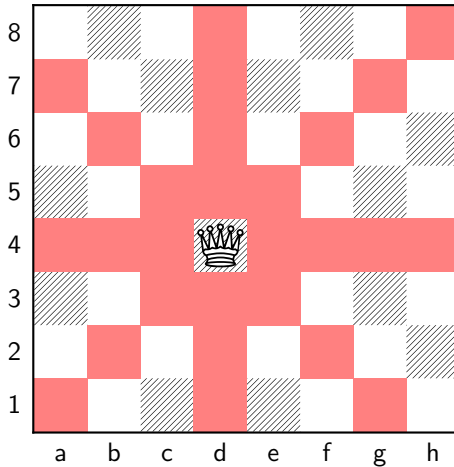
Chessboard



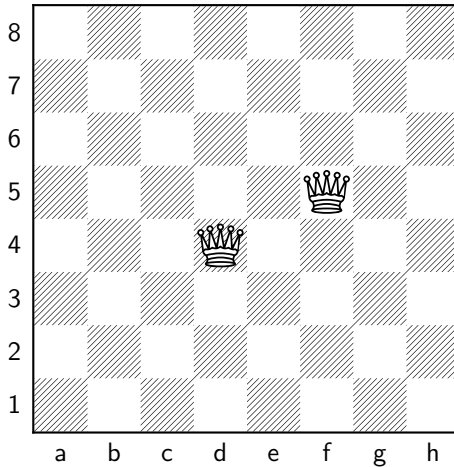
One Queen



One Queen



Two Queens



N-Queens Problem

- Scalable

N-Queens Problem

- Scalable
 - 8-Queens \rightarrow N-Queens

N-Queens Problem

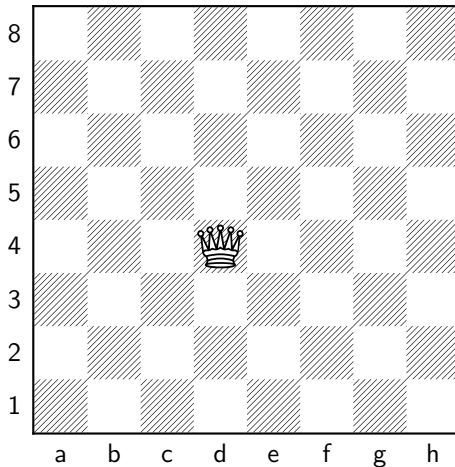
- Scalable
 - 8-Queens \rightarrow N-Queens
 - $n \times n$ chessboard

N-Queens Problem

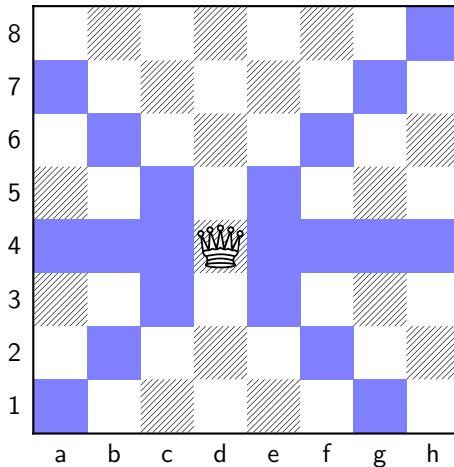
- Scalable
 - 8-Queens \rightarrow N-Queens
 - $n \times n$ chessboard
 - n Queens

Inference

Inference Example



Inference Example



Improvements

- Inference

Improvements

- Inference
 - Forward Checking

Improvements

- Inference
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 - Arc consistency

Improvements

- Inference
 - Forward Checking
 - Arc consistency
 - AC-1

Improvements

- Inference
 - Forward Checking
 - Arc consistency
 - AC-1
 - AC-3

Improvements

- Inference
 - Forward Checking
 - Arc consistency
 - AC-1
 - AC-3
- Variable Ordering: fail early

Oxiflex

Demo

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Constraint Programming Solver for MiniZinc written in Rust

Solver

- Performance

Solver

- Performance
 - fast

Solver

- Performance
 - fast
 - like real fast

Solver

- Performance
 - fast
 - like real fast
- → no abstractions, no garbage collector, no JIT

Possible Language

Assembly

Possible Language

Assembly

or



Solver

- Performance
 - fast
 - like real fast

Solver

- Performance
 - fast
 - like real fast
- Correctness
 - Prevent bugs

Rust



Rust

- Performance
 - fast
 - like real fast
- Correctness
 - Prevent bugs

Rust

- Performance
 - fast
 - like real fast
- Correctness
 - Prevent bugs
- Ease of use

Rust

- Performance
 - fast
 - like real fast
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- Ease of use
 - Library manager - Cargo

Rust

- Performance
 - fast
 - like real fast
- Correctness
 - Prevent bugs
- Ease of use
 - Library manager - Cargo
 - Functional

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Benchmarks

The end