

# Constraint Relationships Language Features



# Preferences in Constraint Solving



Constraint problem (X, D, C)

• Variables X, Domains  $D = (D_x)_{x \in X}$ , Constraints C

How to deal with over-constrained problems?

$$\begin{aligned} & \big( \big( \{x,y,z\}, D_x = D_y = D_z = \{1,2,3\} \big), \{c_1,c_2,c_3\} \big) \text{ mit } \\ & c_1: x+1 = y \\ & c_2: z = y+2 \\ & c_3: x+y \leq 3 \end{aligned}$$

Not all constraints can be satisfied simultaneously

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- Not all constraints can be satisfied simultaneously
  - ullet e.g.,  $c_2$  forces z=3 and y=1, conflicting  $c_1$
- We can choose between assignments satisfying  $\{c_1,c_3\}$  or  $\{c_2,c_3\}$ .

Which assignments  $v \in [X \to D]$  should be preferred by an agent/several agents?

#### Constraint Relationships



#### Approach (?)

- Define relation R over constraints C to denote which constraints are more important than others, e.g.
  - ullet  $c_1$  is more important than  $c_2$
  - ullet  $c_1$  is more important than  $c_3$



#### **Benefits**

- Qualitative formalism easy to specify
- Graphical interpretation
  - Semantics (how much more important is a constraint) regulated by
  - dominance properties that are either "hierarchical" or "egalitarian"
  - Single-Predecessors-Dominance (SPD) vs. Transitive-Predecessors-Dominance (TPD)

Language Features Constraint Relationships

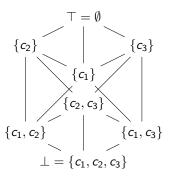
#### SoftConstraints in MiniZinc



```
% X: \{x,y,z\} D_i = \{1,2,3\}, i in X
% * c1: x + 1 = y * c2: z = y + 2 * c3: x + y <= 3
% (c) ISSE
% isse.uni-augsburg.de/en/software/constraint-relationships/
include "soft_constraints/minizinc_bundle.mzn";
var 1..3: x; var 1..3: y; var 1..3: z;
% read as "soft constraint c1 is satisfied iff x + 1 = y"
constraint x + 1 = y <-> satisfied[1];
constraint z = y + 2 <-> satisfied[2];
constraint x + y <= 3 <-> satisfied[3];
% soft constraint specific for this model
nScs = 3; nCrEdges = 2;
crEdges = [| 2, 1 | 3, 1 |]; % read c2 is less important than c1
solve minimize penSum; % minimize the sum of penalties
```

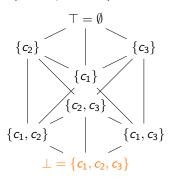
### Search types



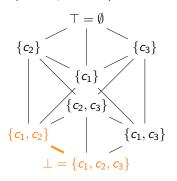


```
%
% Typical Optimization Routine (Branch and Bound):
%
% 1. Look for the first feasible solution
% 2. Impose restrictions on the next feasible solution
% 3. Repeat
```

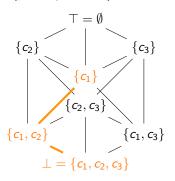




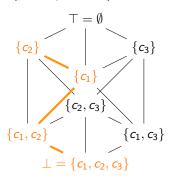




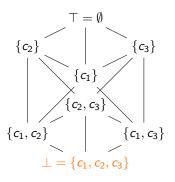




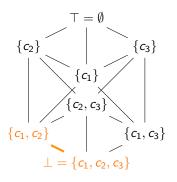




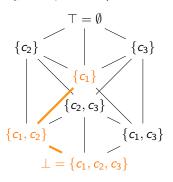




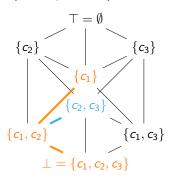




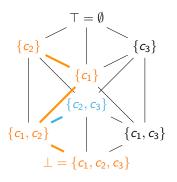




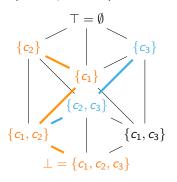












#### Language Features



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# Language Features: Suitable Weighting



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#### Language Features: Consistency Checks



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#### Language Features: Variable Ordering



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#### Language Features: Redundant Constraints



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# Language Features: Custom Search



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#### Quellen I

