



Constraint Relationships

Language Features



Constraint problem (X, D, C)

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

How to deal with over-constrained problems?

$((\{x, y, z\}, D_x = D_y = D_z = \{1, 2, 3\}), \{c_1, c_2, c_3\})$ mit

$$c_1 : x + 1 = y$$

$$c_2 : z = y + 2$$

$$c_3 : x + y \leq 3$$

- Not all constraints can be satisfied simultaneously

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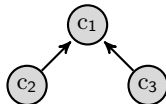
$$c_3 : x + y \leq 3$$

- Not all constraints can be satisfied simultaneously
 - 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 $v \in [X \rightarrow D]$ should be **preferred** by an agent/several agents?

Approach (?)

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

```
% 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";

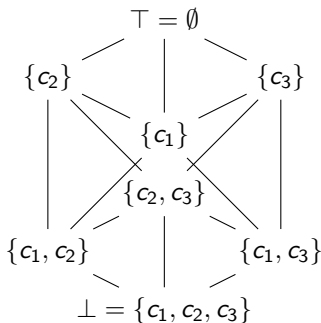
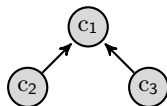
var 1..3: x; var 1..3: y; var 1..3: z;

% 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
```

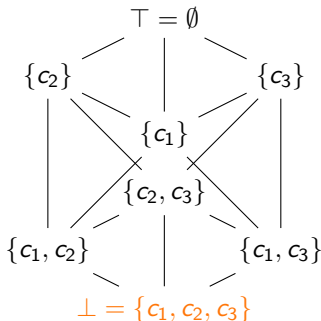
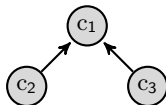
The whole valuation space (partially ordered)



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

Search types: Strictly better

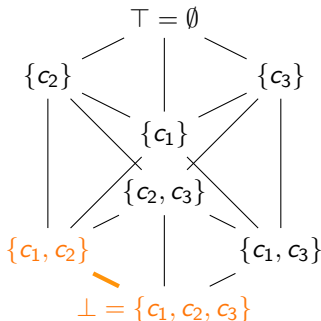
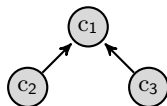
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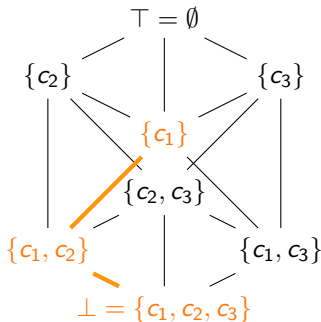
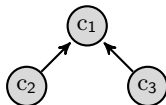
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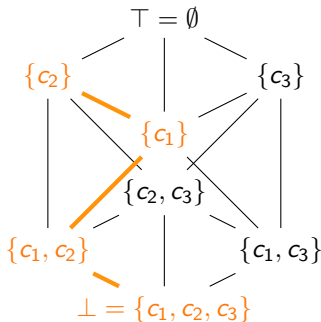
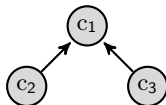
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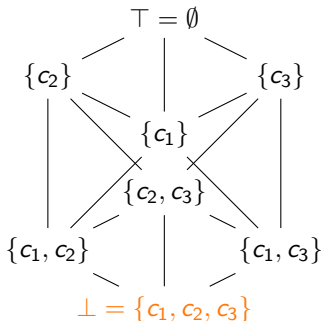
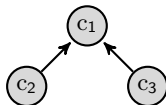
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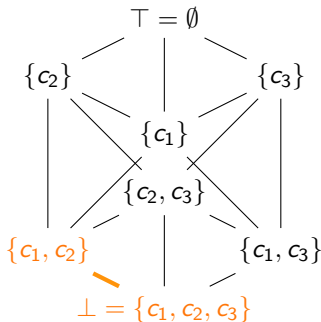
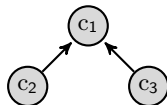
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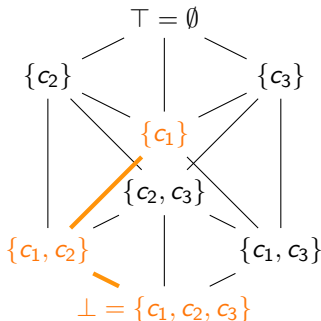
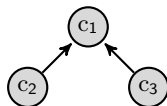
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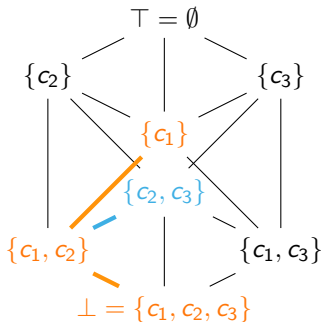
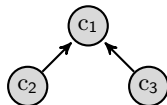
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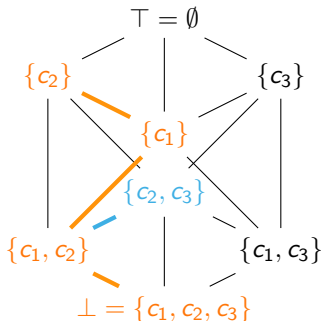
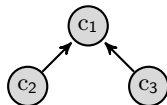
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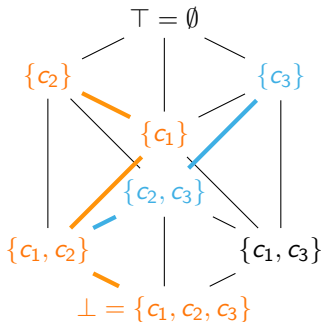
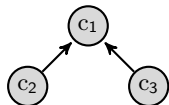
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