Constraint Satisfaction Problem: Filtering

03/03/2025

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Filtering

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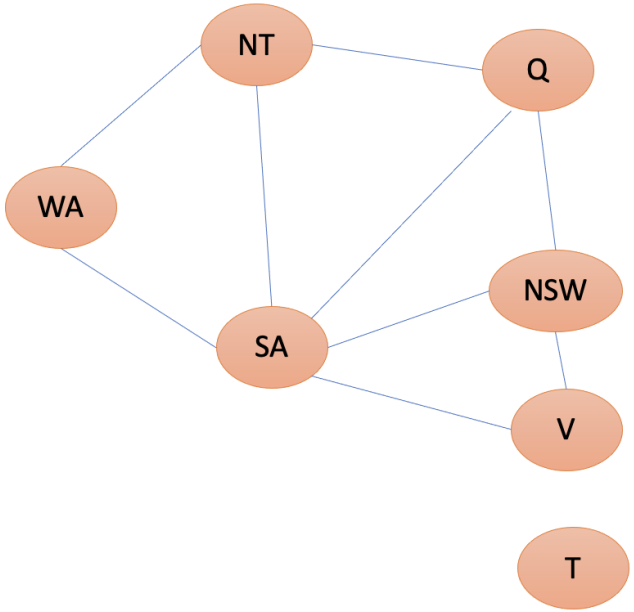
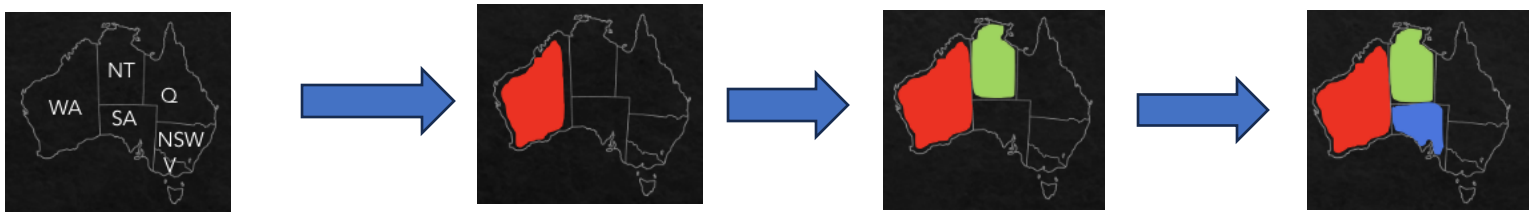
Ordering: Minimum Remaining Values

- Choose the variable to expand that has fewest legal values left in its domain
  - Most constrained variable
  - X1 = [R, G, B] X2 = [B]





Most Constraint Variable or Fail-Fast ordering

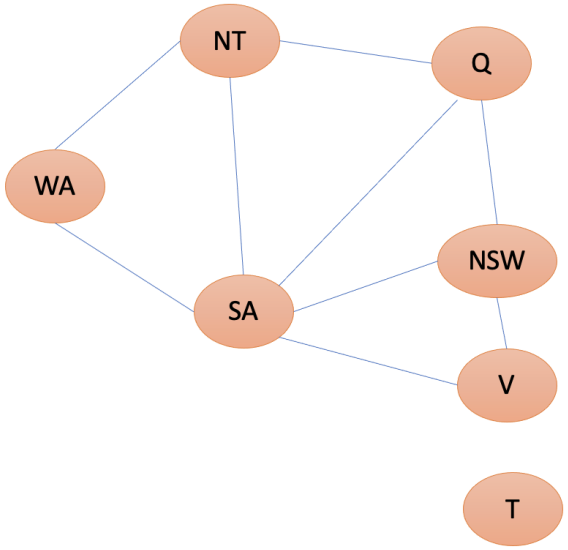
Ordering: Least Constraining Values (LCV)

- Choose the value of a variable that rules out the fewest values in the remaining variables

Q = {Red}
SA = {Blue}

Q = {Blue}
SA = {}

Least constraining variable



CSPs: Recap

- CSP Structure
  - Variables
  - Domains
  - Constraints
    - Implicit (code to compute)
    - Explicit (list of legal tuples)
    - Unary / Binary / n-ary
  - Goals
    - Find any solution
    - Find optimal solution

CSP Solver

- Backtracking give huge gain in speed

- Ordering
  - Which variable should be processed next (MRV)?
  - In what order values of the chosen variable be tried (LCV)?

- Filtering
  - Can we detect eventual failure early?
  - Arc consistency

NP-hard

- Structure
  - Can we exploit the problem structure?

CSP: Efficient Solver

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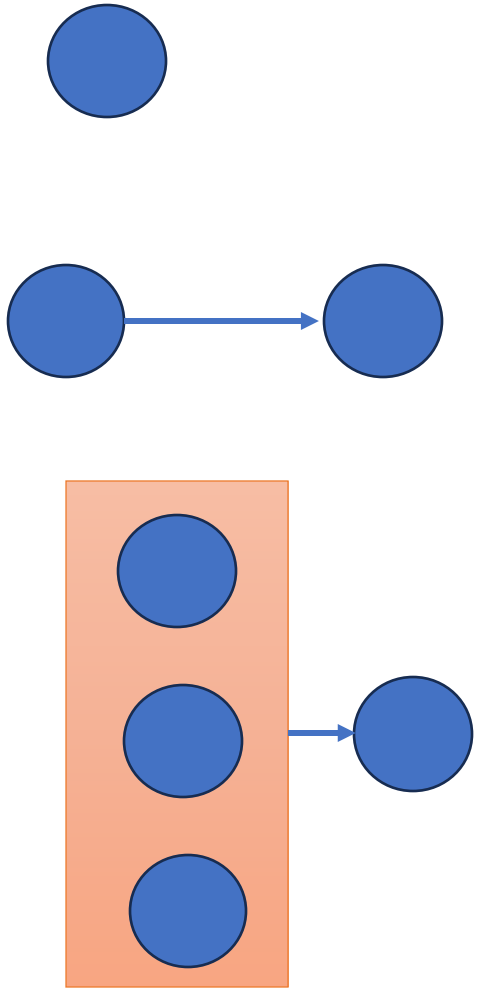
K-Consistency

- Consistency ➔ Non-violence of constraints

- Degrees of consistency
  - 1-consistency (node consistency)
    - Unary constraints
  - 2-consistency (Arc consistency)
    - Any consistent assignment to one can be extended to other
    - Binary
  - K-consistency
    - Any consistent assignment to K-1 nodes can be extended to the Kth node



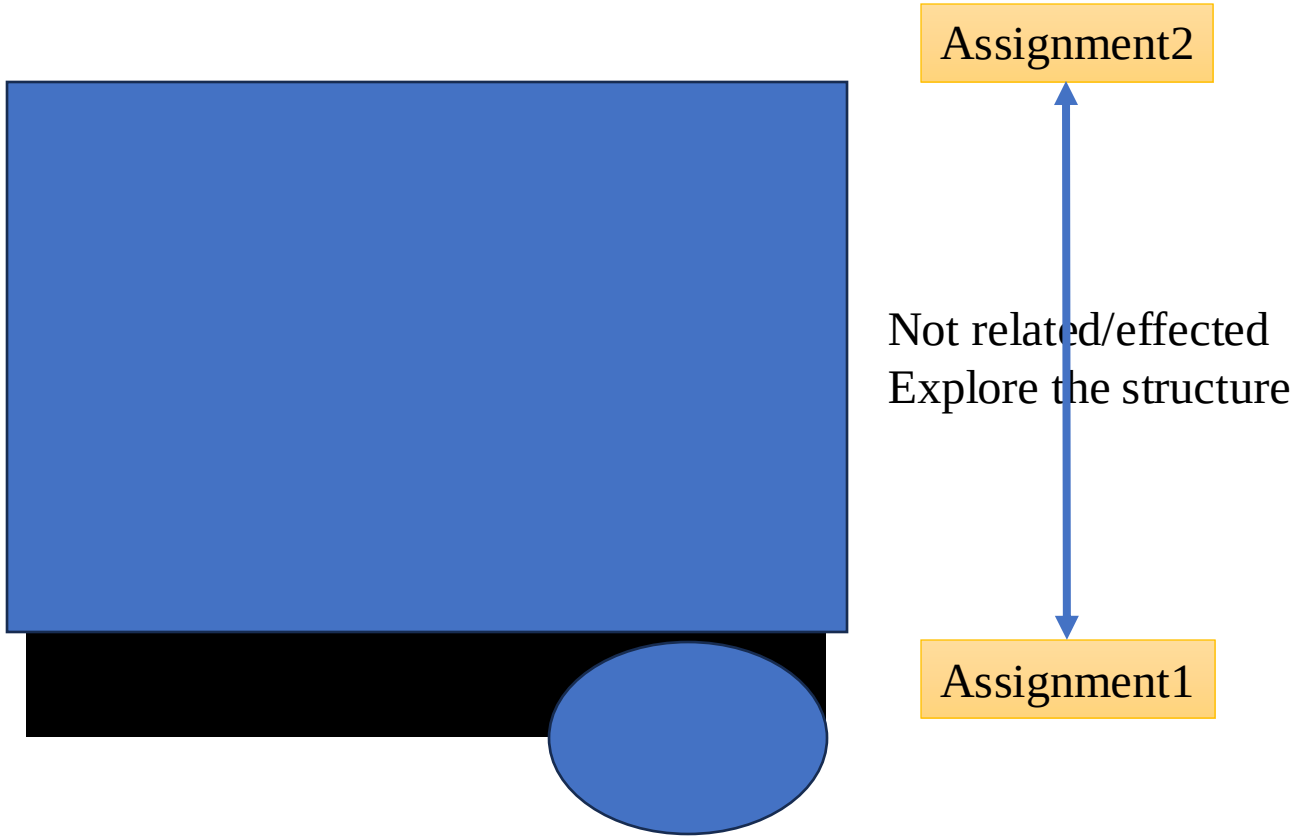
Strong K-Consistency

- Strong K-consistent ➔ K-1, K-2,…,1 consistent
- Strong N-consistency ensures solution without backtracking [N variable CSP]
  - Choose random assignment of any variable
  - Choose a new variable
  - 2-consistency ➔ there is a choice consistent with the first
  - Choose another variable
  - 3-consistency ➔ there is a choice consistent with the first two
  - …
- What is the limitation?
  - Enforcing strong N-consistency as hard as having the solution

- Trade-off between arc-consistency and K-consistency
  - E.g., 3-consistency aka Path-consistency

Problem Structure

- Independent Subproblems
  - Mainland and Tasmania do not interact
- How to identify independent subproblems?
  - Connected components of constraint graph
- What is the benefit?
  - Without decomposition running time:$O(d^n)$
  - Let n variables broken into subproblem of c variables
  - Worst case: $O(\frac{n}{c} d^c)$ ➔ Linear in n
- Let n=100, c=20, d=2
  - Without decomposition: 2^{100}
  - With decomposition: $5 * 2^{20}$



Very uncommon to find a problem structure

Thank You