

Lecture 9

Arc Consistency

(4.5, 4.6)

Slide 1

Lecture Overview

Recap of Lecture 8

- Arc Consistency for CSP
- Domain Splitting

Course Overview

Representation

Environment

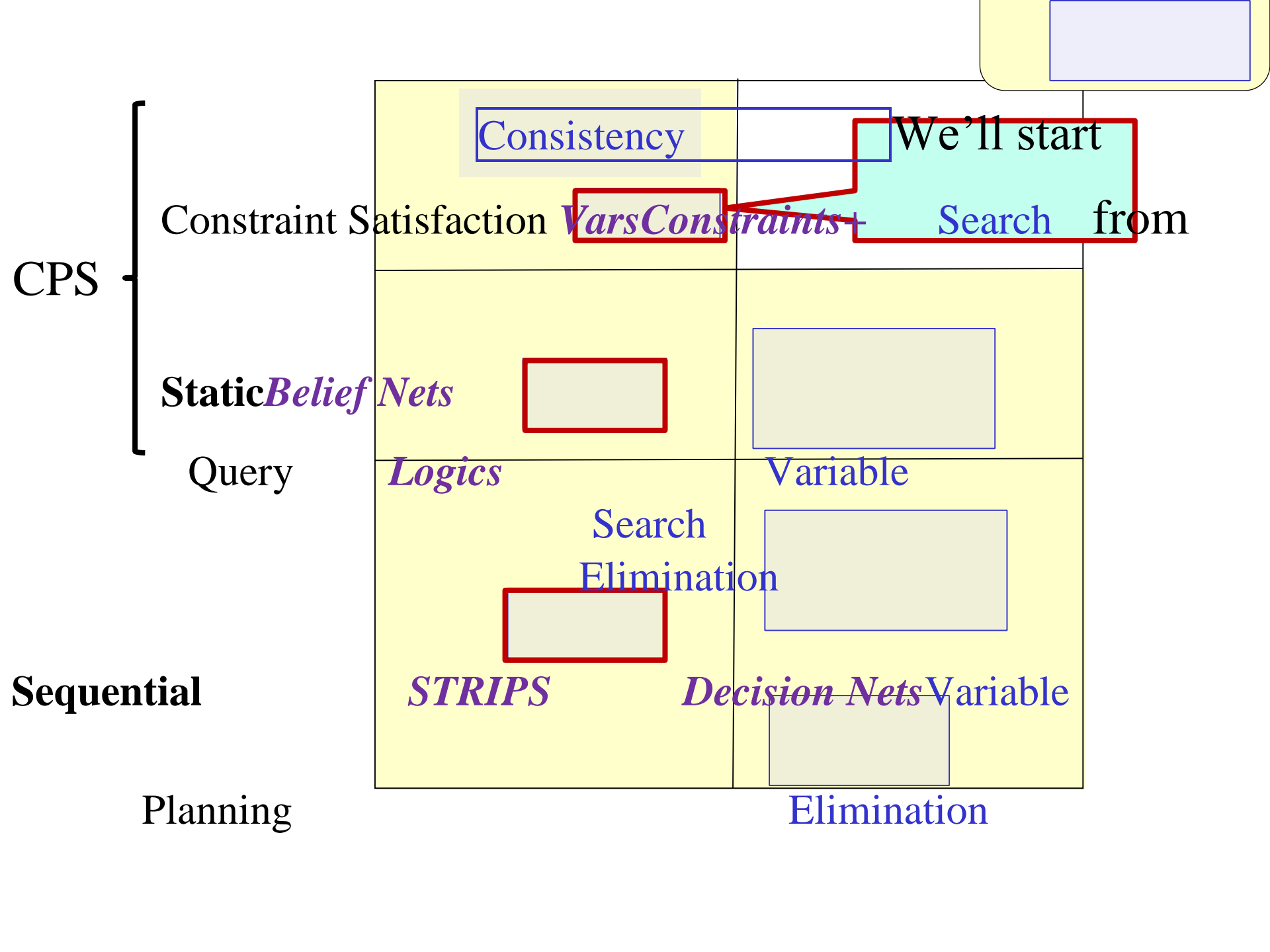
Deterministic

Stochastic

Reasoning Technique

Arc

Problem Type



Search

Markov Processes

Value

Iteration

- Constraint Satisfaction Problems (CPS):

- State
- Successor function
- Goal test
- Solution
- Heuristic function

We will look at Search for CSP

- Query :
- State
- Successor function
- Goal test
- Solution
- Heuristic function
- Planning

- State
- Successor function
- Goal test
- Solution
- Heuristic function

Constraint Satisfaction Problems (CSPs): Definitions

Definition:

A **constraint satisfaction problem (CSP)** consists of:

- a set of **variables V**
 - a **domain** $\text{dom}(V)$ for each variable
 - a set of **constraints C**
- Constraints are restrictions on the values that one or more variables can take
 - Unary constraint: restriction involving a single variable

- k-ary constraint: restriction involving k different variables
 - ✓ We will mostly deal with binary constraints
- Constraints can be specified by
 1. listing all combinations of valid domain values for the variables participating in the constraint
 2. giving a function that returns true when given values for each variable which satisfy the constraint

Example: Map-Coloring

Variables WA, NT, Q, NSW, V, SA, T

Domains $D_i = \{\text{red, green, blue}\}$

Constraints: adjacent regions must have different colors

e.g., $WA \neq NT$, $NT \neq SA$, $NT \neq QU$,
.....,



Or

WA	NT	NT	SA	NT	QU
Red	Green	Red	Green	Red	Green
Red	Bue	Red	Bue	Red	Bue
Green	Red	Green	Red	Green	Red
Green	Blue	Green	Blue	Green	Blue
Blue	Red	Blue	Red	Blue	Red
Blue	Green	Blue	Green	Blue	Green

.....
**Constraint
Satisfaction
Problems**

(CSPs): Definitions

Definition:

A **constraint satisfaction problem (CSP)** consists of:

- a set of **variables V**
- a **domain** $\text{dom}(V)$ for each variable
- a set of **constraints C**

Definition:

A **model** of a CSP is an assignment of values to all of its variables (i.e., a **possible world**) that **satisfies** all of its constraints.

WA = red,

NT = green,

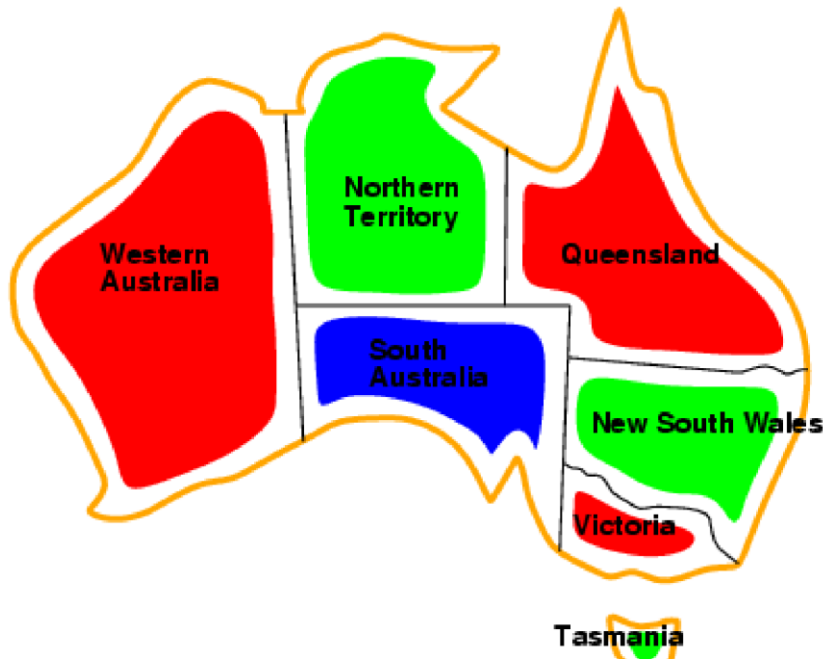
Q = red,

NSW = green,

V = red,

SA = blue,

T = green



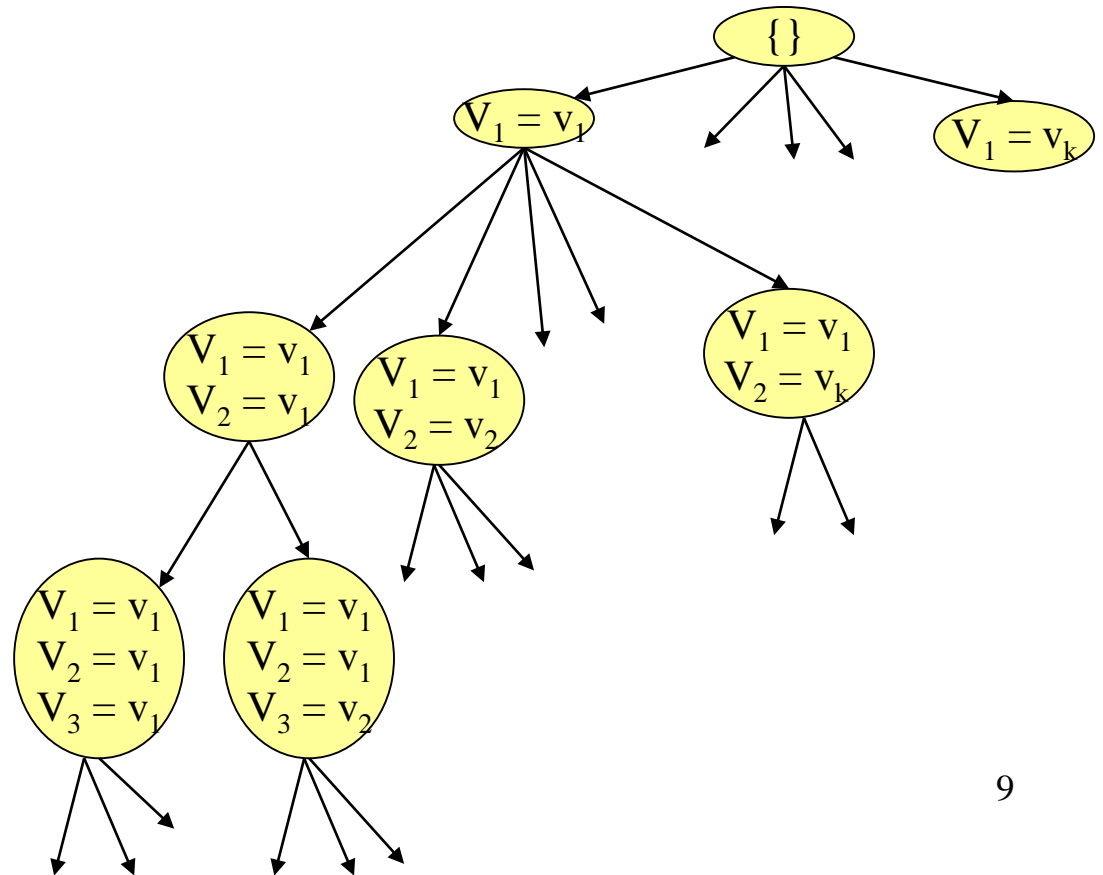
Solving Constraint Satisfaction Problems

- Even the simplest problem of determining whether or not a model exists in a general CSP with finite domains is **NPhard**
- There is no known algorithm with worst case polynomial runtime.
- However, we can try to:
- **identify special cases** for which algorithms are efficient
- find efficient (polynomial) **consistency algorithms** that reduce the size of the search space
- work on **approximation algorithms** that can find good solutions quickly, even though they may offer no theoretical guarantees
- find algorithms that are fast on **typical** (not worst case) cases

Search-Based Approach

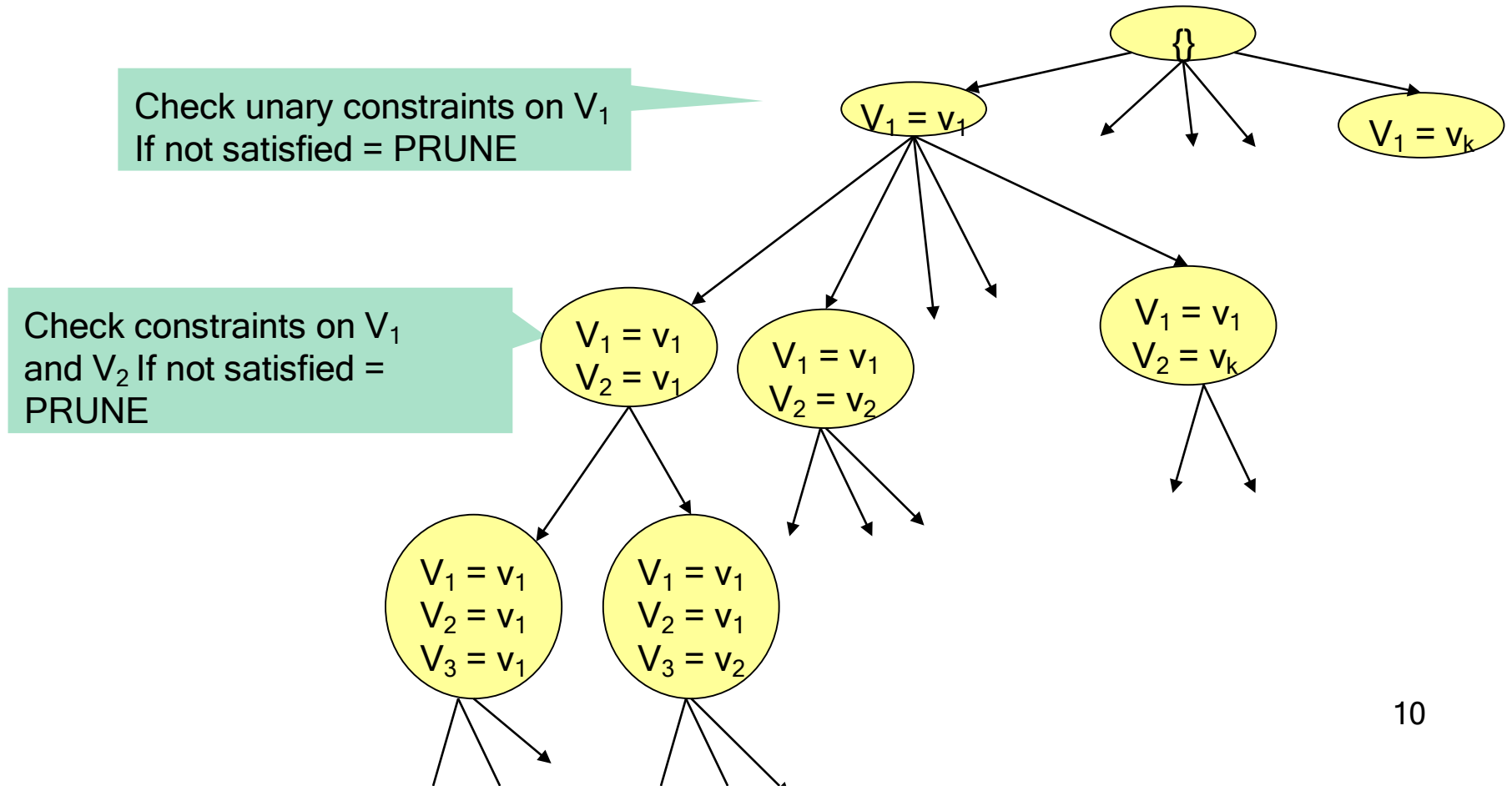
- Constraint Satisfaction (Problems):
- **State**: assignments of values to a subset of the variables
- **Successor function**: assign values to a “free” variable
- **Goal test**: all variables assigned a value and all constraints satisfied?
- **Solution**: possible world that satisfies the constraints
- **Heuristic function**: none (all solutions at the same distance from start)

- Planning :
- State
- Successor function
- Goal test
- Solution
- Heuristic function
- Inference
- State
- Successor function
- Goal test
- Solution
- Heuristic function



Backtracking algorithms

- Explore search space via DFS but evaluate each constraint as soon as all its variables are bound.



- Any partial assignment that doesn't satisfy the constraint can be pruned.

Selecting variables in a smart way

- Backtracking relies on one or more **heuristics** to select which variables to consider next. - E.g, variable involved in the largest number of constraints:

“If you are going to fail on this branch, fail early!”

- But we will look at an alternative approach that can do much better



- **Arc Consistency:**
- **Key idea:** **prune the domains** as much as possible **before searching** for a solution.

Lecture Overview

- Recap of Lecture 8
- ➔ • Arc Consistency for CSP
- Domain Splitting

Can we do better than Search?

Key idea

- **prune the domains** as much as possible **before searching** for a solution.

Definition: A variable is **domain consistent** if no value of its domain is ruled impossible by any unary constraints.

- Example: $\text{dom}(V) = \{1, 2, 3, 4\}$.
- Variable V is not domain consistent with the constraint $V \neq 2$

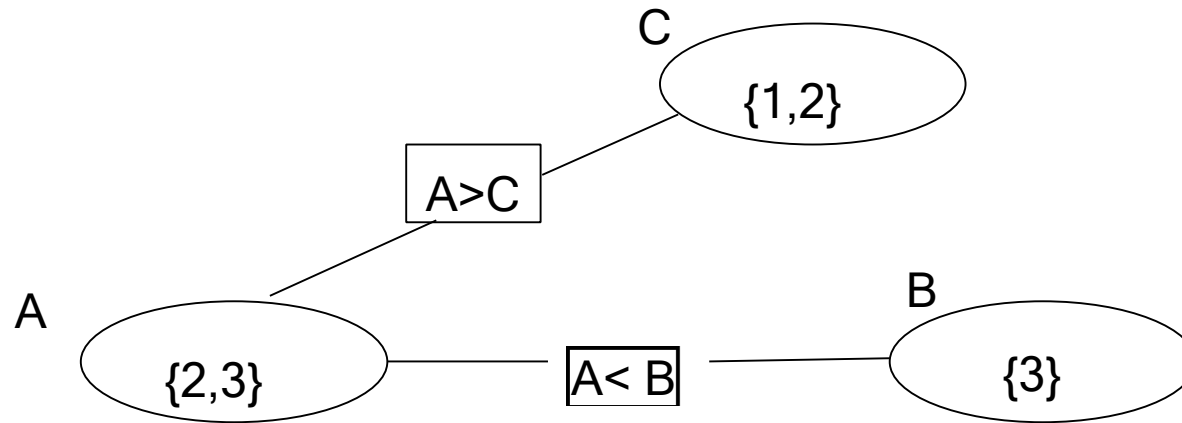
- It is domain consistent once we remove 2 from its domain.

Pruning domains is trivial for unary constraints. Trickier for k-ary ones.

Constraint Networks

Def. A **constraint network** is defined by a graph, with

- one **node** for every **variable** (drawn as **circle**)
- one **node** for every **constraint** (drawn as **rectangle**)
- **undirected edges** running between **variable nodes** and **constraint nodes** whenever a given variable is involved in a given constraint.



- Three variables: A, B, C
- Two constraints: $A < B$,
 $A > C$

Example Constraint Network

Def. A **constraint network** is defined by a graph, with

- one **node** for every **variable** (drawn as **circle**)
- one **node** for every **constraint** (drawn as **rectangle**)
- **undirected edges** running between **variable nodes** and **constraint nodes** whenever a given variable is involved in a given constraint.

Example:

- Variables: A,B,C
- Domains: {1, 2, 3, 4}
- 3 Constraints: $A < B$, $B < C$, $B = 3$ 5 edges/arcs in the constraint

network:

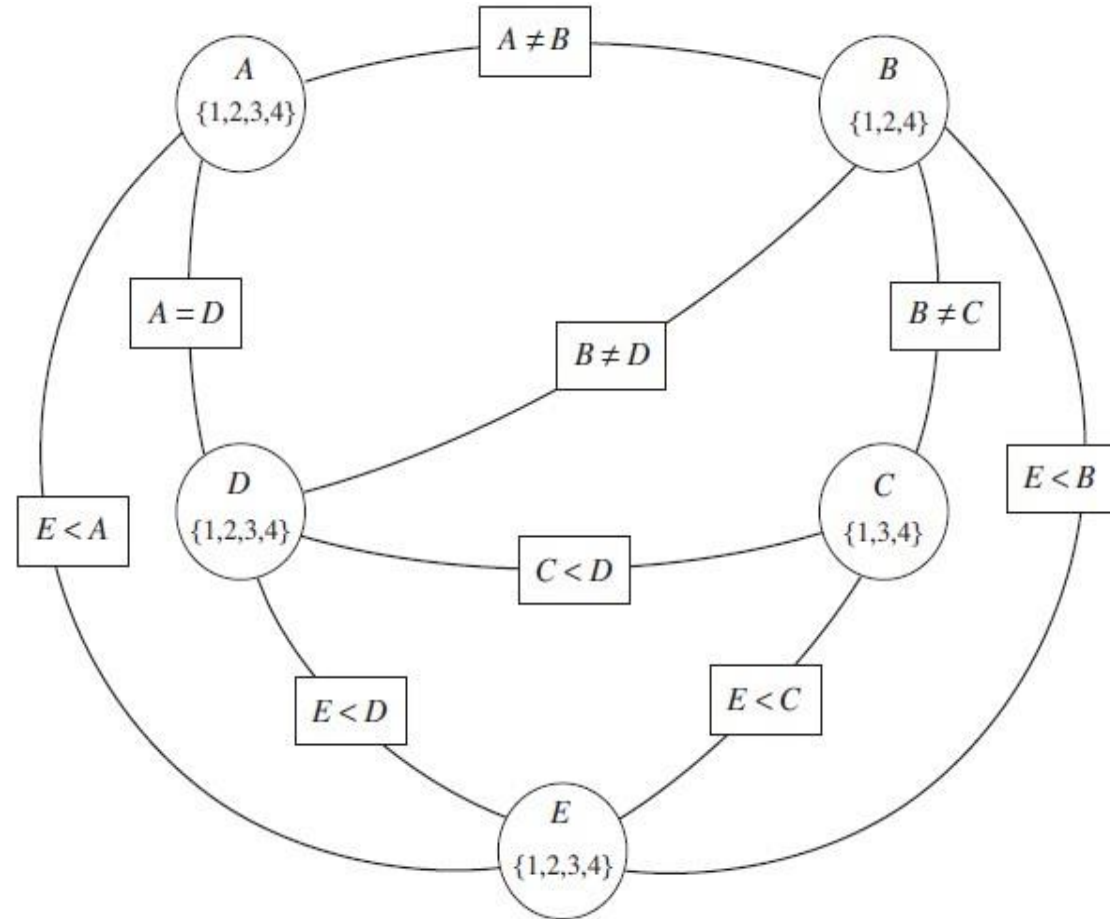
$\langle A, A < B \rangle$, $\langle B, A < B \rangle$

$\langle B, B < C \rangle$, $\langle C, B < C \rangle$

$\langle B, B = 3 \rangle$

A more complicated example

How many variables are there in this constraint network?



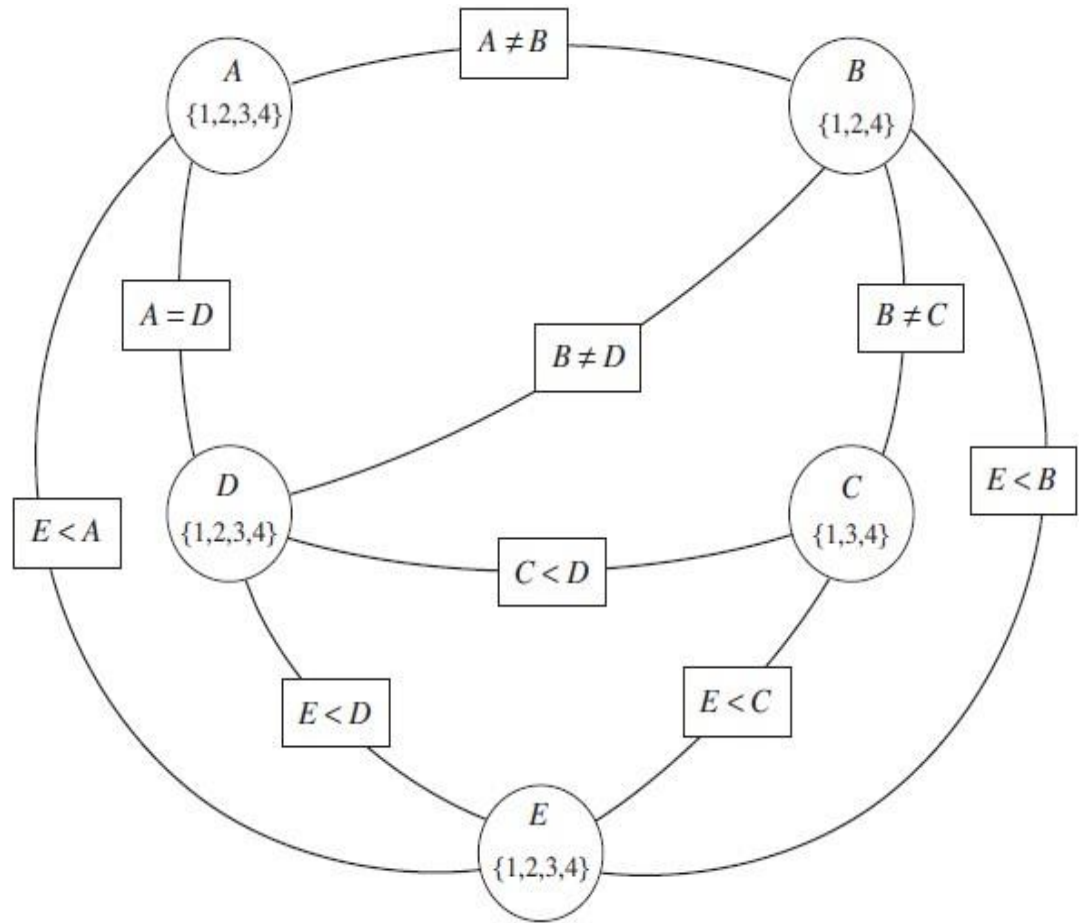
A more complicated example

How many variables are there in this constraint network?

A. 5 B. 6

C. 9 D. 14

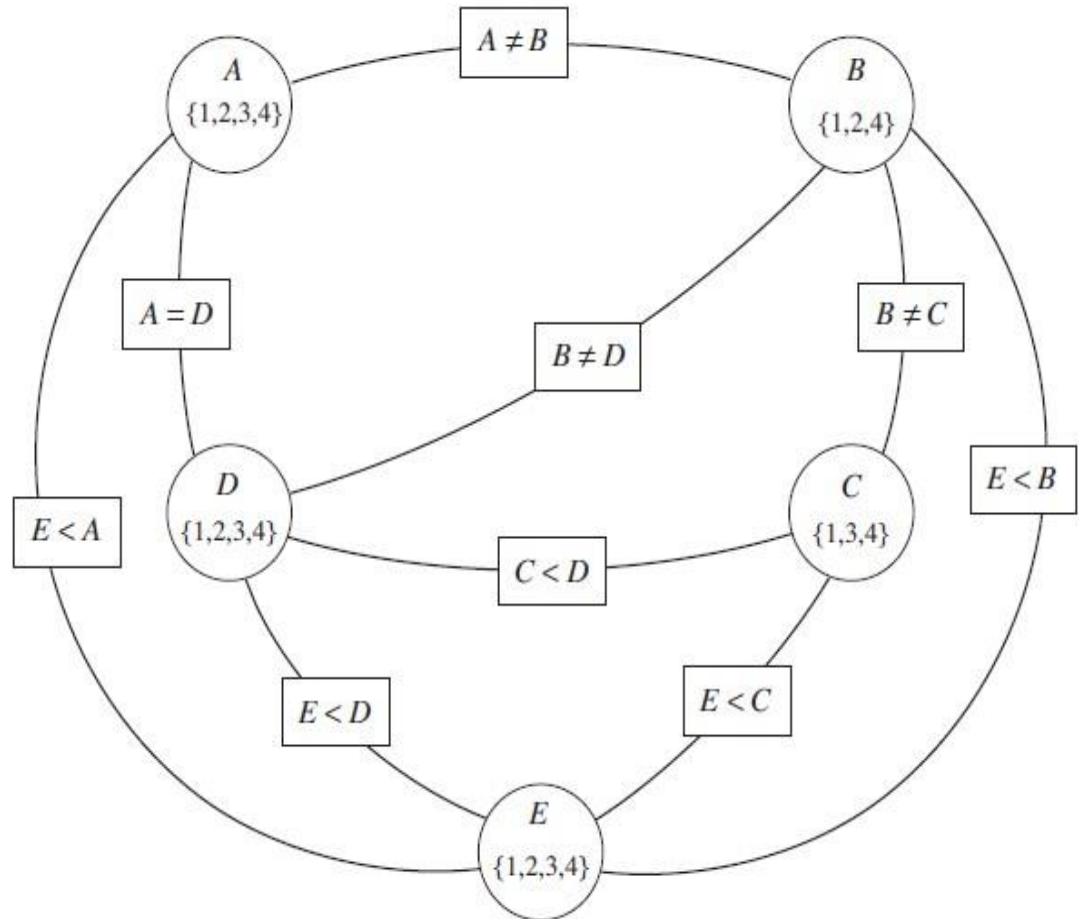
How many variables are there in this constraint network?



A more complicated example

A. 5 B. 6

C. 9 D. 14



A more complicated example

D. 18

A more complicated example

How many variables are there in this constraint network?

A. 5

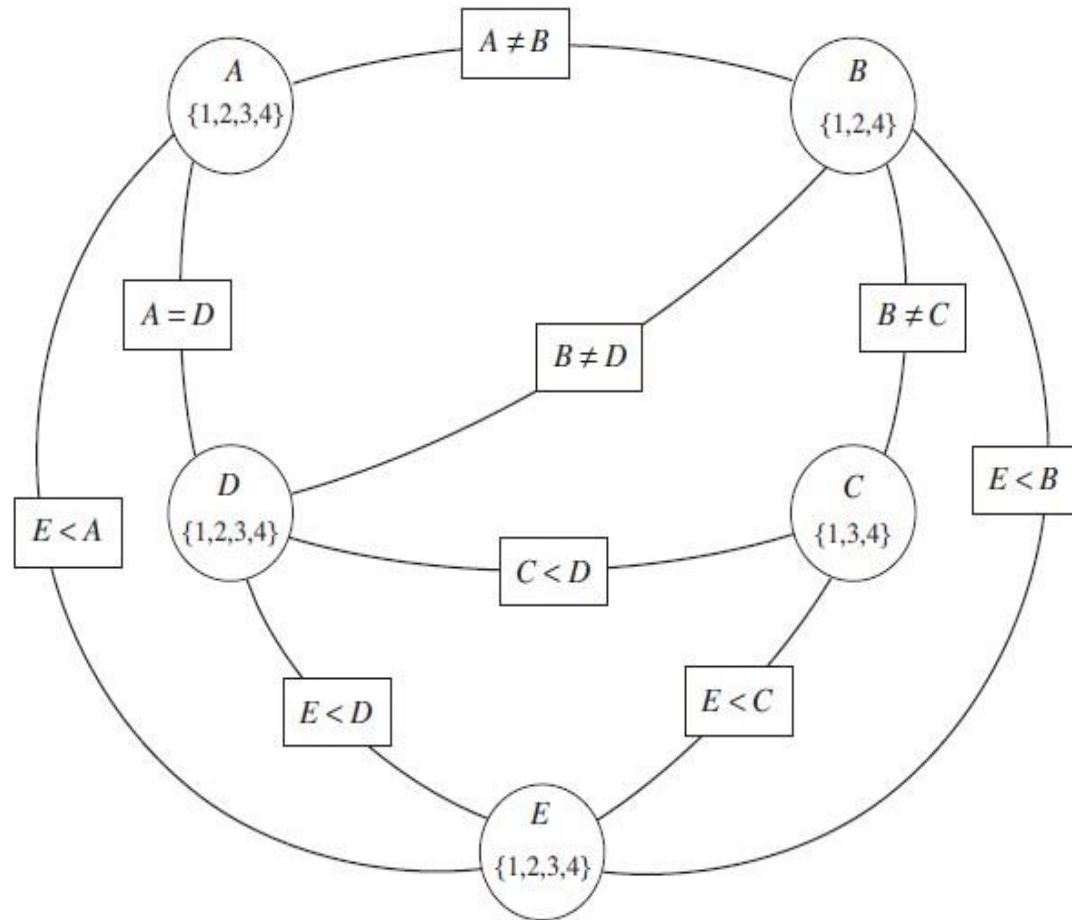
A. 6

B. 9

C. 14

A more complicated example

How many constraints?

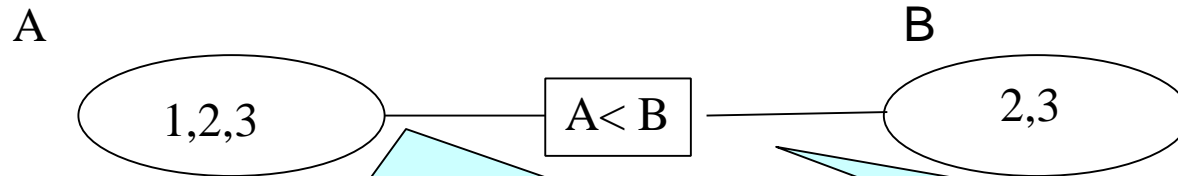


Arc Consistency

Definition:

An arc $\langle x, r(x,y) \rangle$ is **arc consistent** if for each value x in $\text{dom}(X)$ there is some value y in $\text{dom}(Y)$ such that $r(x,y)$ is satisfied.

A network is arc consistent if all its arcs are arc consistent.



Not arc consistent:
No value in domain of B that satisfies $A < B$ if

Arc consistent: Both $B=2$ and $B=3$ have ok values for A
- e.g. for $A = 1$

Arc Consistency

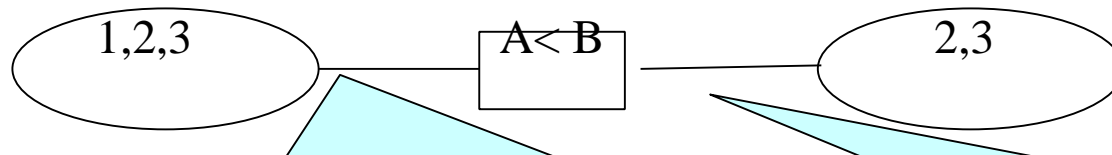
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A

B



Not arc consistent:

No value in domain of B that satisfies $A < B$ if

$$A = 3$$

Arc consistent: Both $B=2$ and $B=3$ have ok values for A

- e.g. for $B=2$

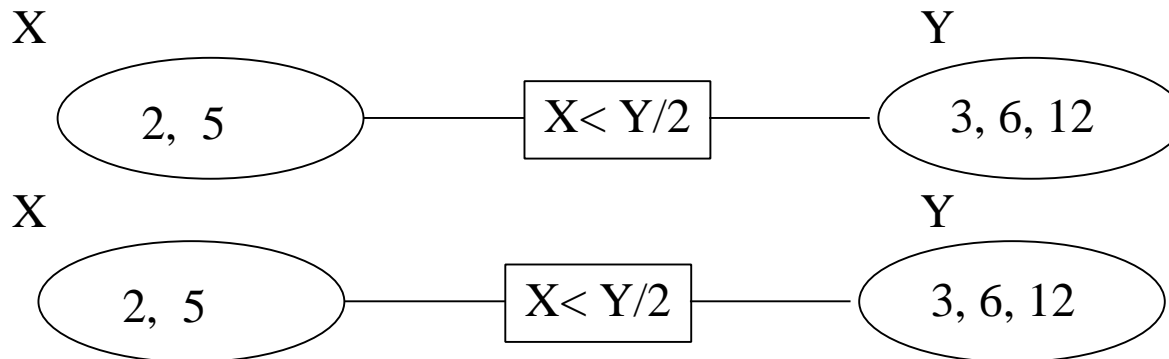
$$A = 1$$

Arc Consistency

Definition:

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A network is arc consistent if all its arcs are arc consistent.



A. Both

arcs are consistent

Arc Consistency

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A network is arc consistent if all its arcs are arc consistent.

B. Left consistent, right inconsistent

C. Left inconsistent, right consistent

D. Both arcs are inconsistent

Left = $\langle X, (X < Y/2) \rangle$

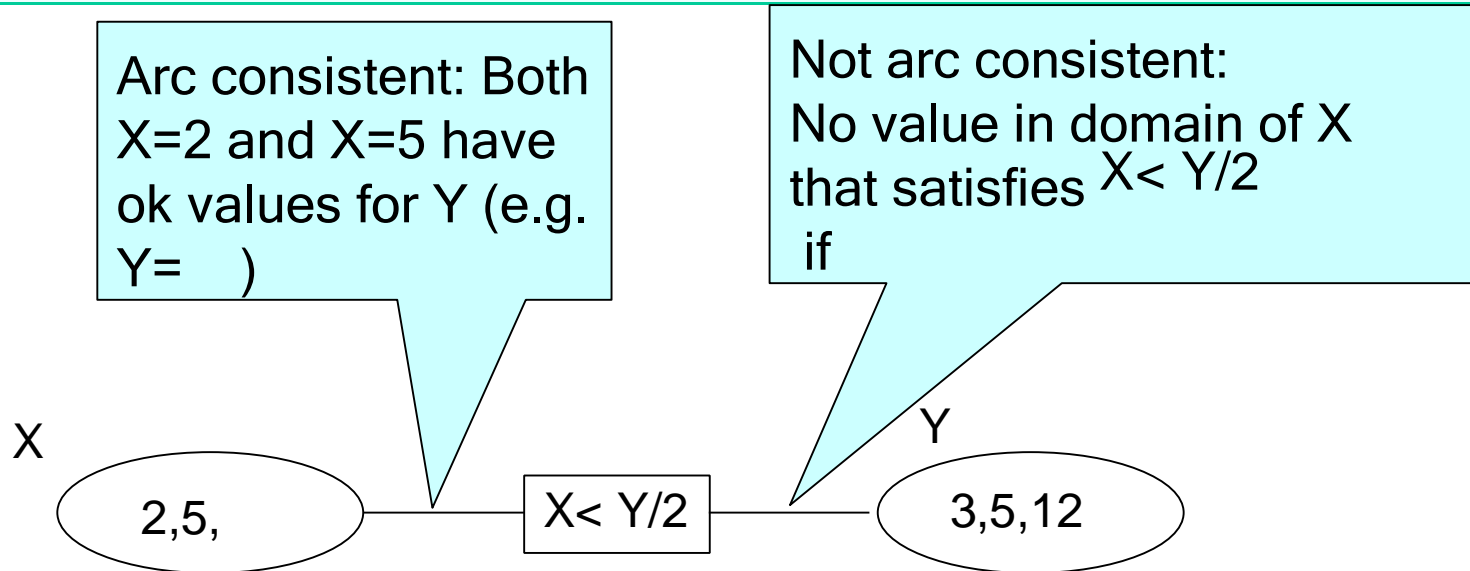
Right = $\langle Y, (X < Y/2) \rangle$

Arc Consistency

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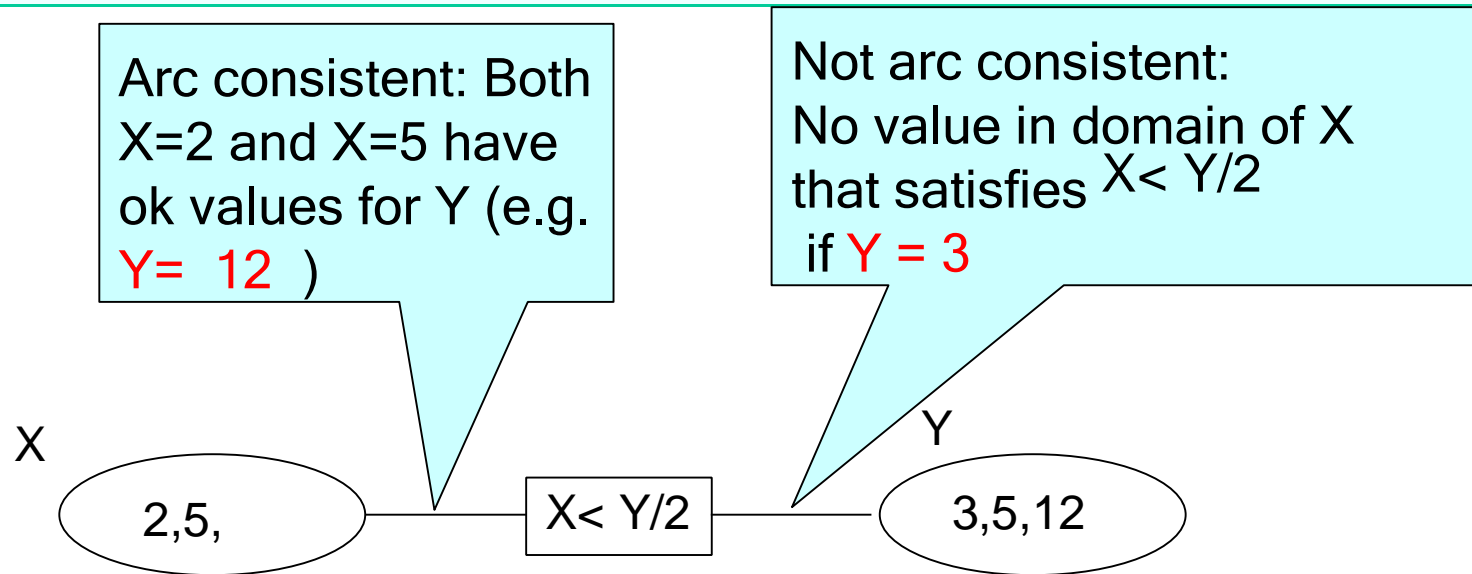
A network is arc consistent if all its arcs are arc consistent.



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A network is arc consistent if all its arcs are arc consistent.



Arc Consistency

Arc Consistency Algorithm

How can we enforce Arc Consistency?

- If an arc $\langle X, r(X,Y) \rangle$ is not arc consistent
 - Delete all values x in $\text{dom}(X)$ for which there is no corresponding value in $\text{dom}(Y)$
 - This deletion makes the arc $\langle X, r(X,Y) \rangle$ arc consistent.
 - This removal **can never rule out any models/solutions**

WHY?

XY



Main Tools

News

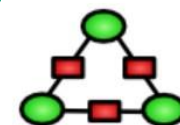
Main Tools



[Graph Searching](#)

Search is an important part of AI; may help you learn about different search

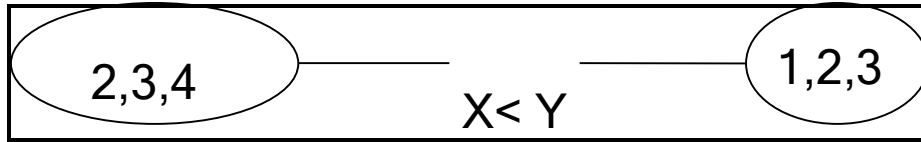
[[Help](#)] [[Bugs & Enhancements](#)]



[Consistency Based CSP Solver](#)

Constraint satisfaction problems (CSP) variables that satisfy some constraint problems.

[[Help](#)] [[Bugs & Enhancements](#)]



Download this example (SimpleCSP) from
Schedule page

Save to a local file and then open file in the Aispace applet **Consistency
Based CSP Solver**

Arc Consistency Algorithm

How can we enforce Arc Consistency?

- If an arc $\langle X, r(X,Y) \rangle$ is not arc consistent
 - Delete all values x in $\text{dom}(X)$ for which there is no corresponding value in $\text{dom}(Y)$
 - This deletion makes the arc $\langle X, r(X,Y) \rangle$ arc consistent.
 - This removal **can never rule out any models/solutions**

Algorithm: general idea

- Go through all the arcs in the network

Arc Consistency

- Make each arc consistent by pruning the appropriate domain, when needed
- Reconsider **consistent arcs** that could be made **inconsistent** again by this pruning
- Eventually reach a 'fixed point': all arcs consistent 27

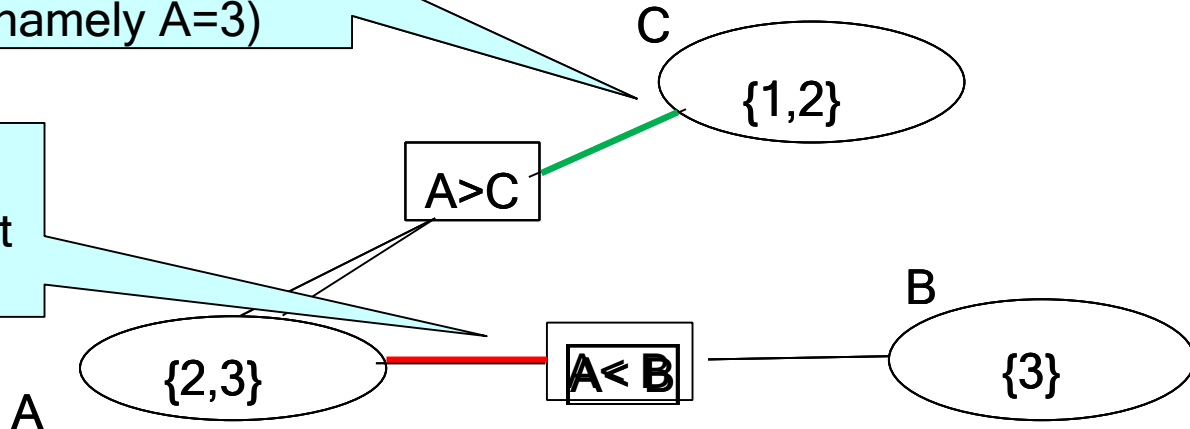
Arc Consistency

Arc consistent:

For each value in $\text{dom}(C)$, there is one in $\text{dom}(A)$ that satisfies $A > C$ (namely $A=3$)

Not arc consistent:

No value in domain of B that satisfies $A < B$ if $A=3$



Try to build this simple network in AI Space Try to build this simple network in AI Space

Arc Consistency

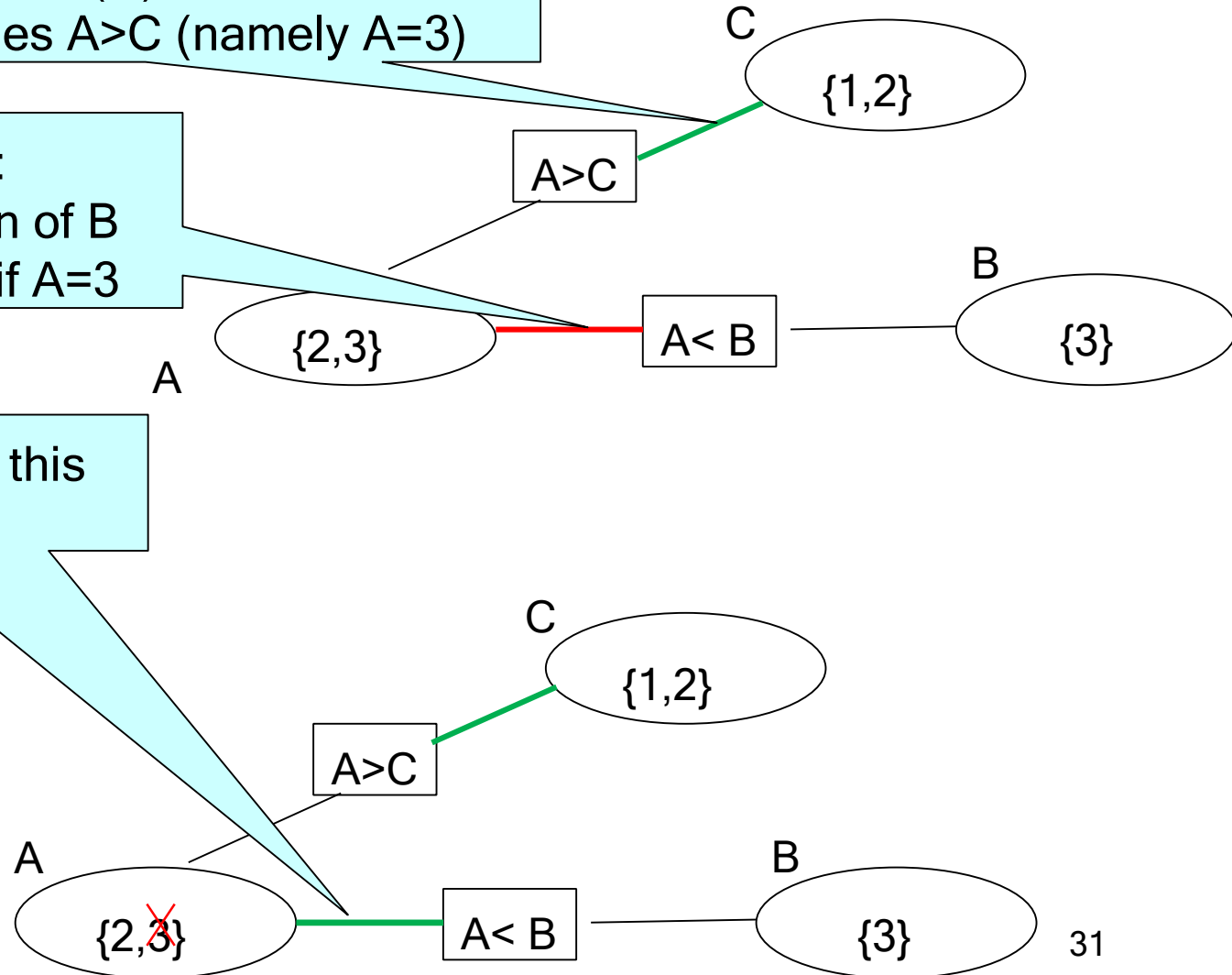
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For each value in $\text{dom}(C)$, there is one in $\text{dom}(A)$ that satisfies $A > C$ (namely $A=3$)

Not arc consistent:

No value in domain of B that satisfies $A < B$ if $A=3$

Pruning $A=3$ makes this arc consistent



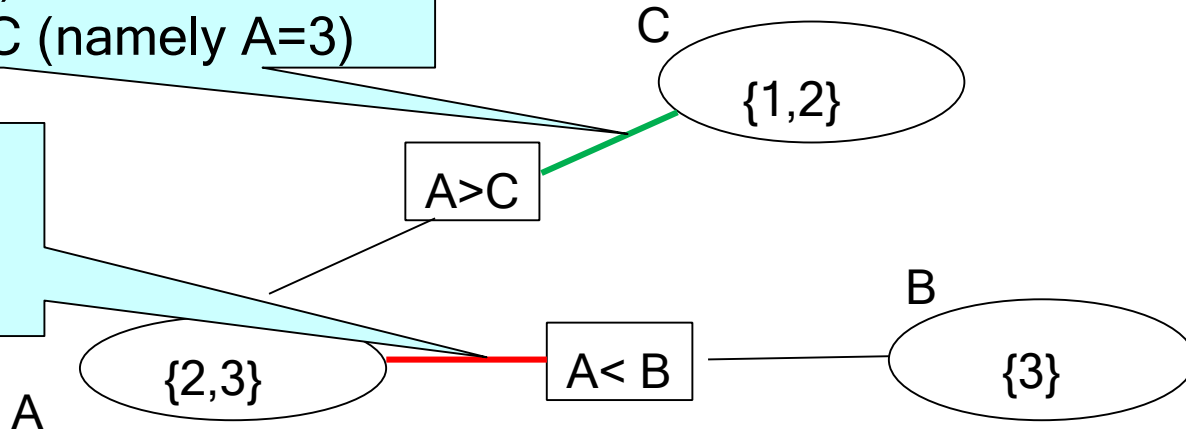
Which arcs need to be reconsidered?

- Arc consistent:

For each value in $\text{dom}(C)$, there is one in $\text{dom}(A)$ that satisfies $A > C$ (namely $A=3$)

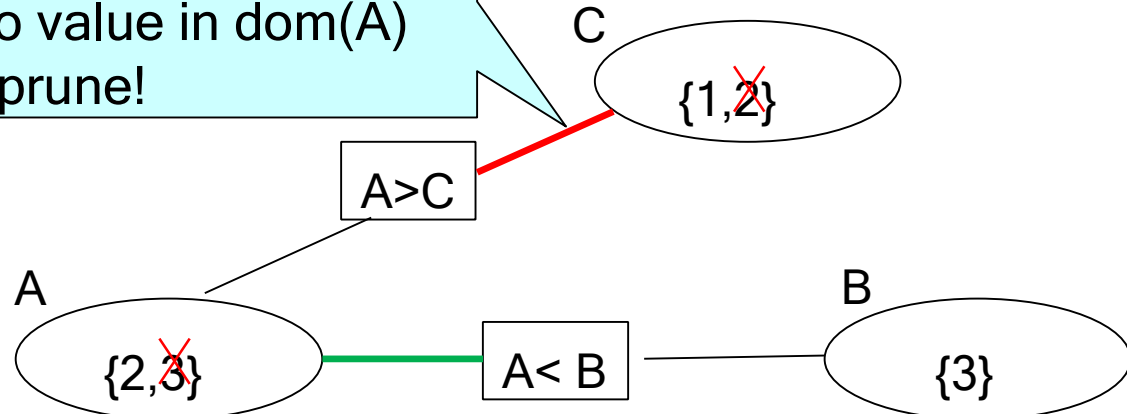
Not arc consistent:

No value in domain of B that satisfies $A < B$ if $A=3$



But after pruning $A = 3$: Not arc consistent anymore:

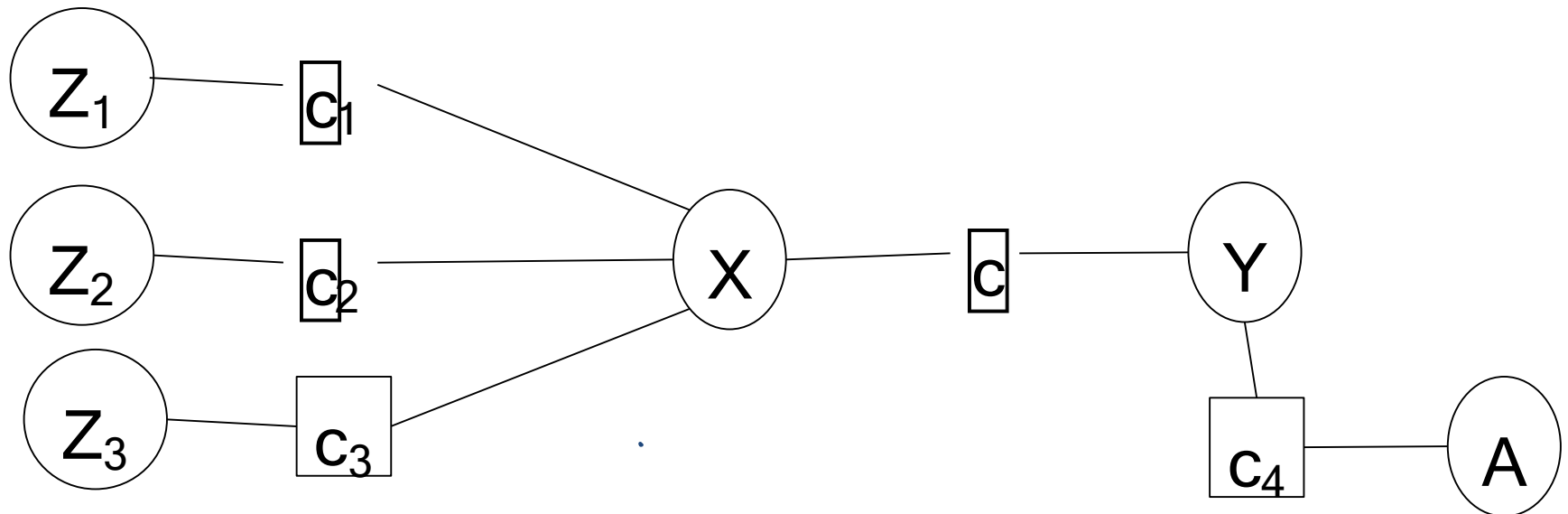
For $C=2$, there is no value in $\text{dom}(A)$ that satisfies $A > C$: prune!



Arc Consistency

For the constraint network below, assume that

- Arc Consistency reduces the domain of variable X to make arc $\langle X, c \rangle$ arc consistent



Which arcs need to be reconsidered?

-
- All other arcs in the figure were already consistent Which of these other arcs need to be reconsidered?

Which arcs need to be reconsidered?

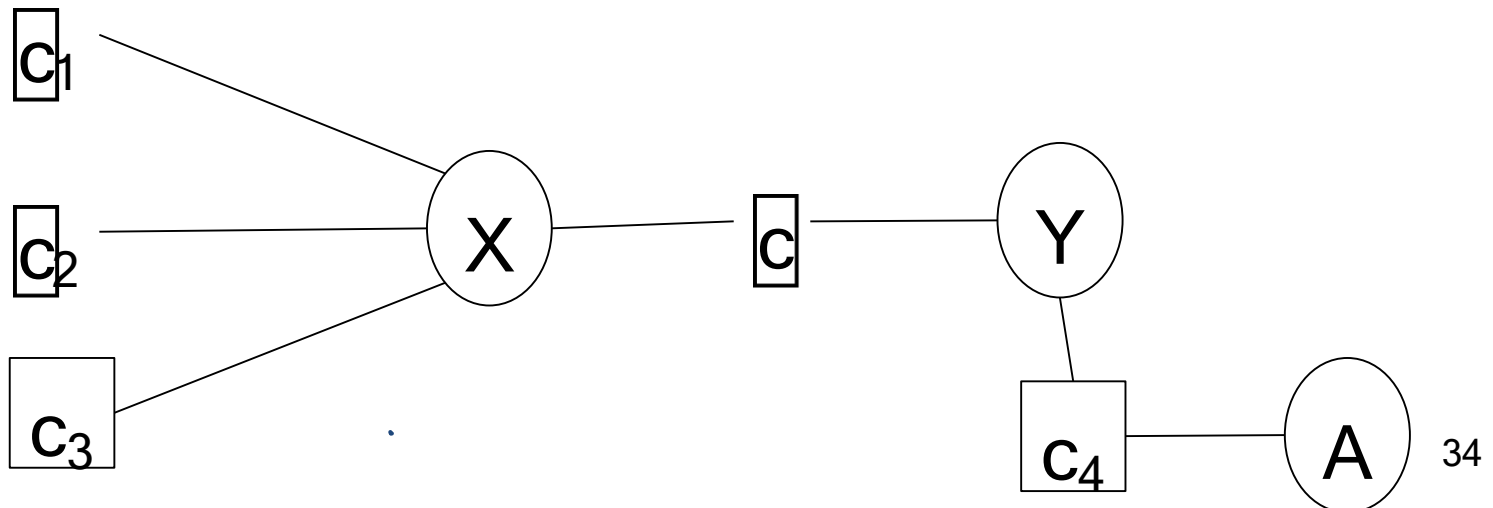
When Arc Consistency reduces the domain of variable X to make arc $\langle X, c \rangle$ arc consistent, it needs to reconsider the following arcs (that were already consistent)

every arc $\langle Z_i, c_i \rangle$ where c_i involves Z and X :

A. Yes all of them

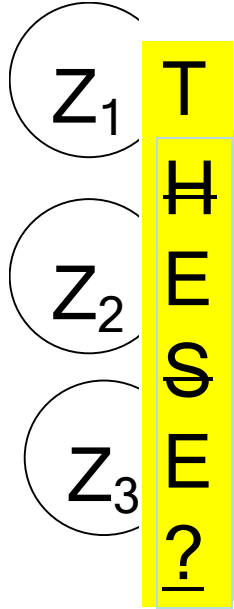
B. None of them

C. Only some of them



Which arcs need to be reconsidered?

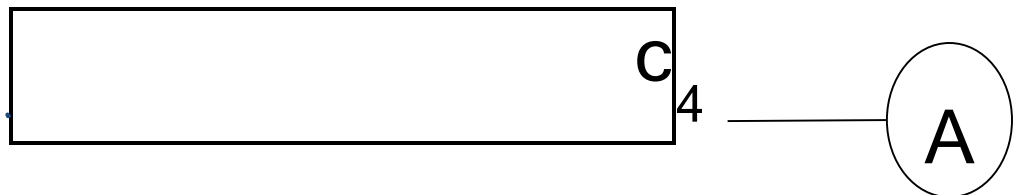
- When Arc Consistency reduces the domain of a variable X to make an



D. It depends on the constraint c

arc $\langle X, c \rangle$ arc consistent, does it need to reconsider the following arcs (that were already consistent)?

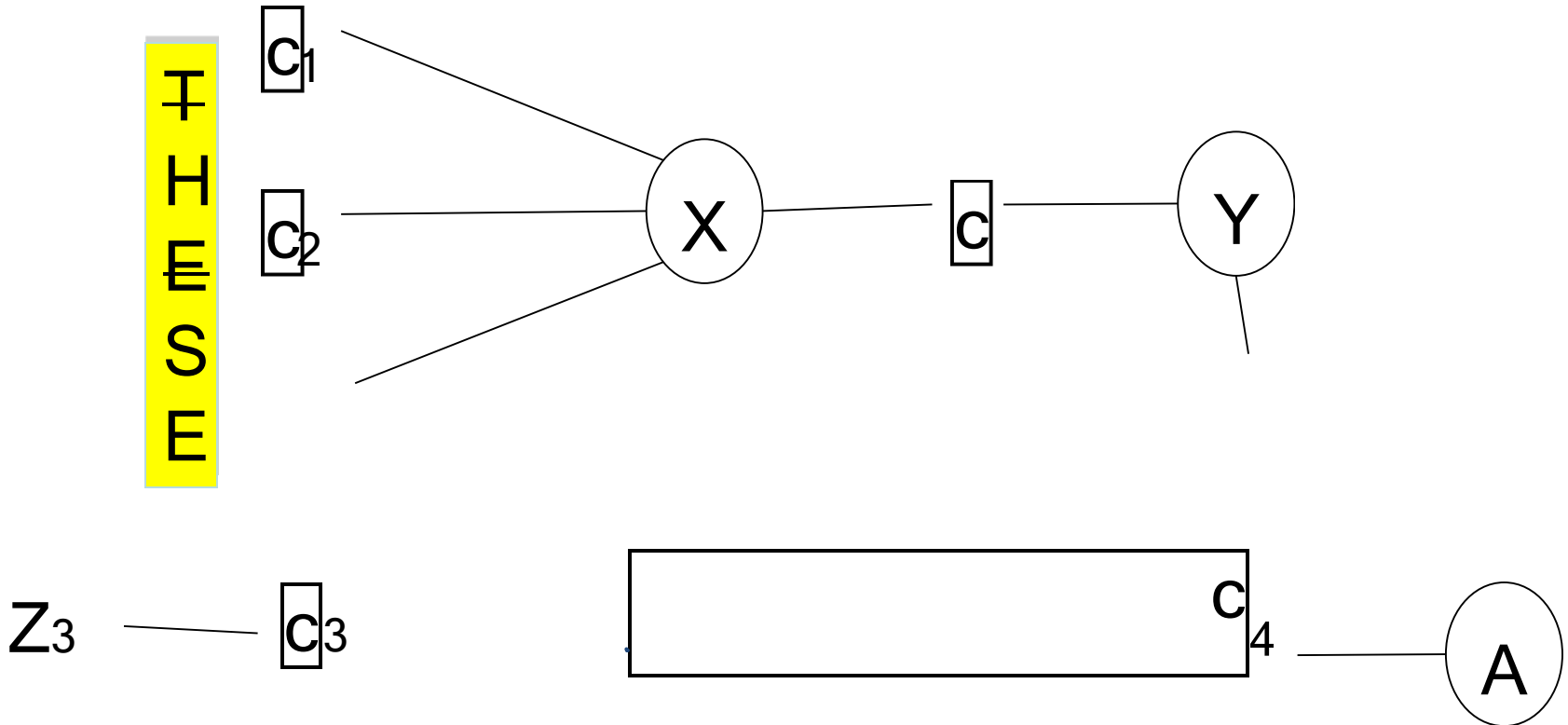
A. Yes all of them



Which arcs need to be reconsidered?

- When Arc Consistency reduces the domain of a variable X to make an

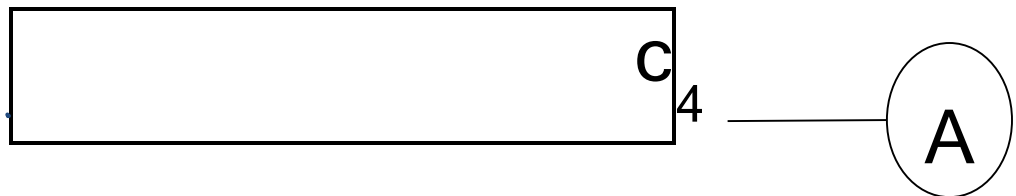
every arc $\langle Z_i, c_i \rangle$ where $c' \neq c$
involves Z and X :



Which arcs need to be reconsidered?

- When Arc Consistency reduces the domain of a variable X to make an
?

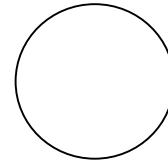
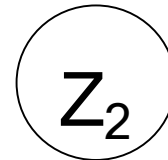
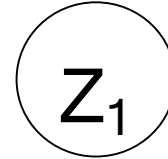
Z_3 — C_3



Which arcs need to be reconsidered?

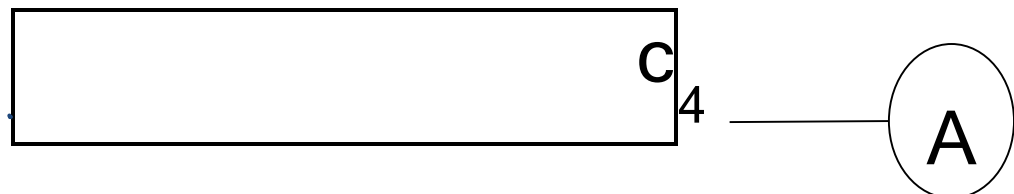
- When Arc Consistency reduces the domain of a variable X to make an

Pruning elements of $\text{Dom}(x)$ may remove



values that made one or more of $\langle Z_i, c_i \rangle$ consistent

35



Which arcs need to be reconsidered?

- When Arc Consistency reduces the domain of a variable X to make an arc $\langle X, c \rangle$ arc consistent, does it need to reconsider the following arcs (**that were already consistent**)?

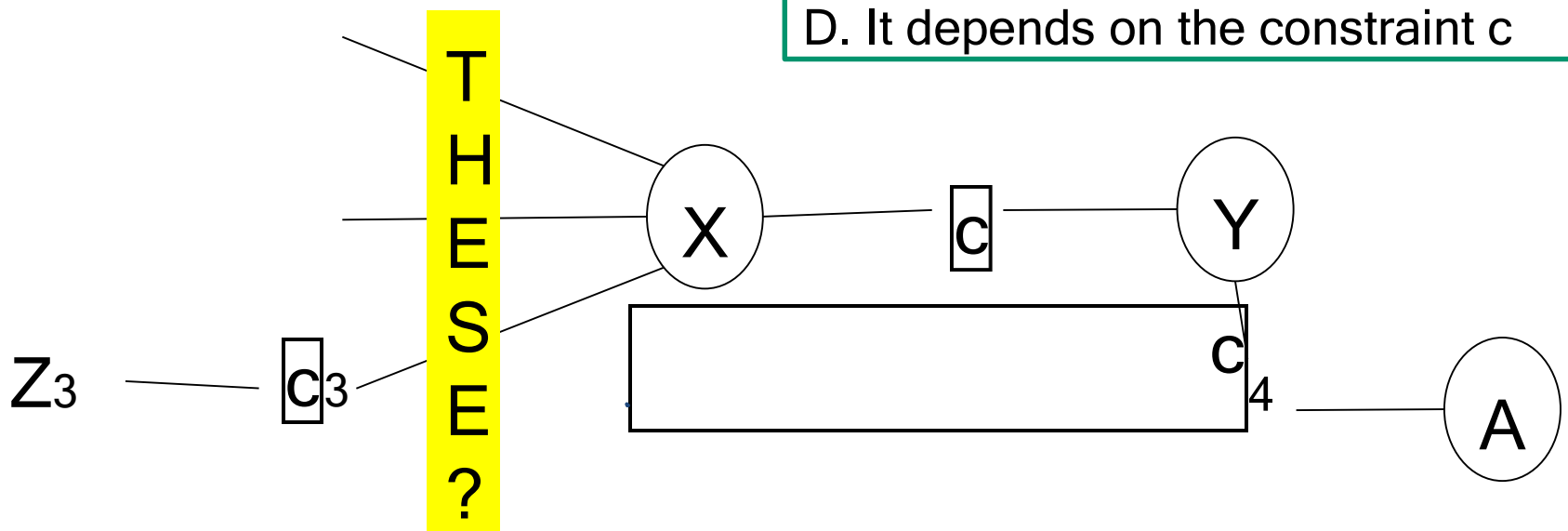
A. Yes all of them

every arc $\langle X, c_i \rangle$ where c_i

B. None of them

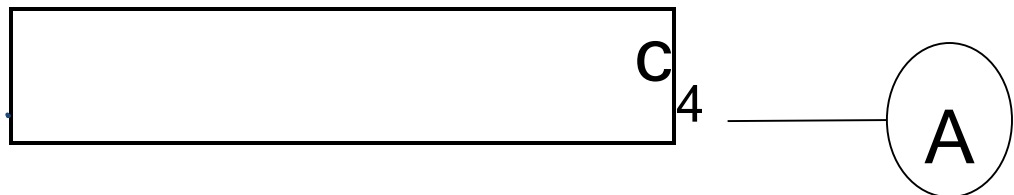
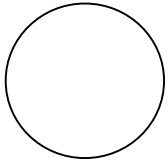
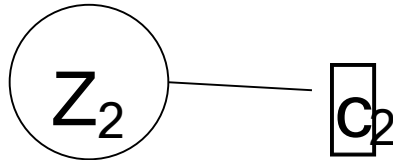
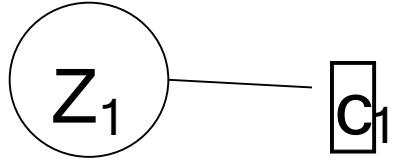
C. Only some of them

D. It depends on the constraint c



Which arcs need to be reconsidered?

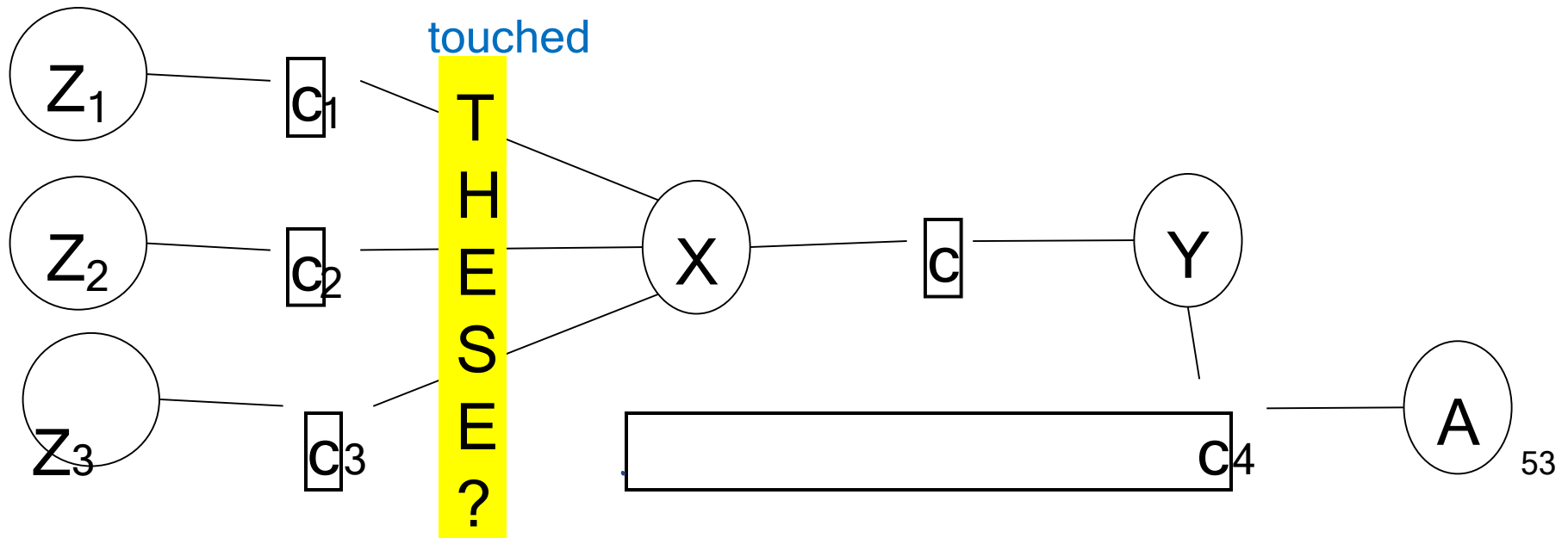
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Which arcs need to be reconsidered?

- When Arc Consistency reduces the domain of a variable X to make an arc $\langle X, c \rangle$ arc consistent, does it need to reconsider the following arcs (that were already consistent)?

every arc $\langle X, c_i \rangle$ where $c' \neq c$



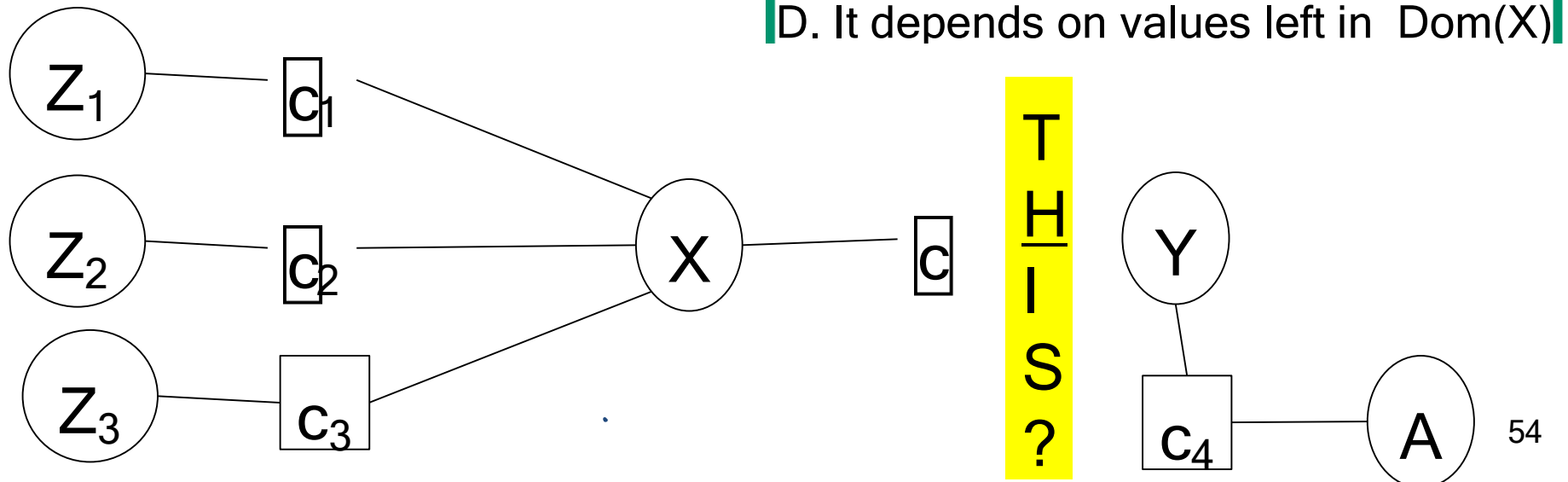
Which arcs need to be reconsidered?

- When Arc Consistency reduces the domain of a variable X to make an

B. None of them

If an arc $\langle X, c_i \rangle$ was arc consistent before, it will still be arc consistent. The domains of Z_i have not been

arc $\langle X, c \rangle$ arc consistent, does it need to reconsider the following arcs (that were already consistent)?



Which arcs need to be reconsidered?

- When Arc Consistency reduces the domain of a variable X to make an

The arc $\langle Y, c \rangle$ related to the constraint c involved in $\langle X, c \rangle$, which caused the pruning of $\text{Dom}(X)$:

A. Yes

B. No

C. It depends on the constraint c

Which arcs need to be reconsidered?

- When Arc Consistency reduces the domain of a variable X to make an

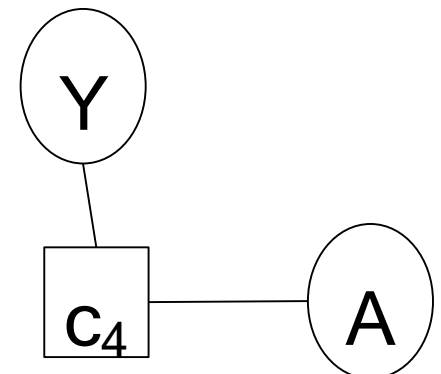
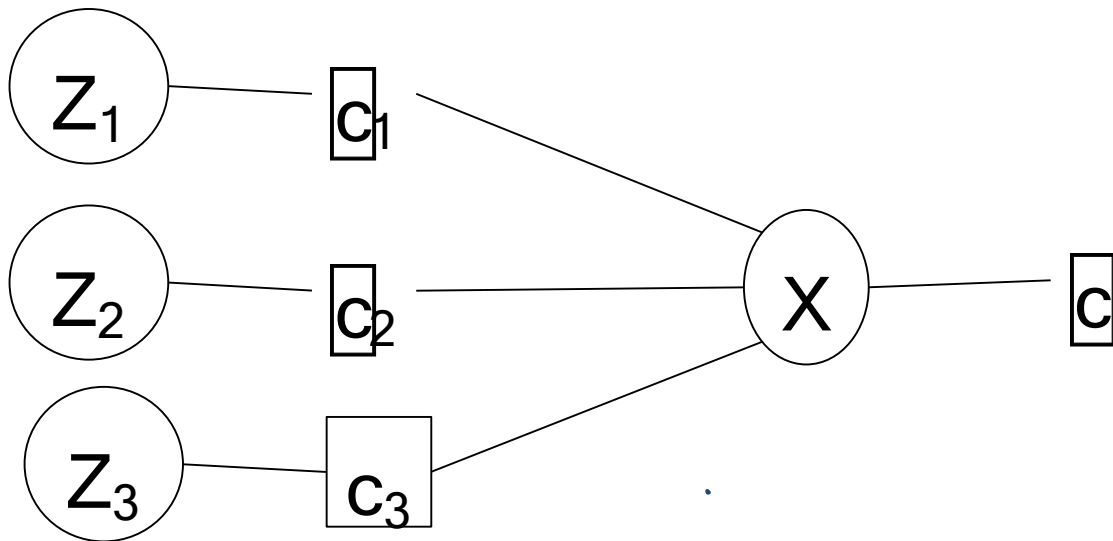
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Which arcs need to be reconsidered?

- When Arc Consistency reduces the domain of a variable X to make an arc $\langle X, c \rangle$ arc consistent, does it need to consider the following arcs (that were already consistent)?

S reconsider the

B. No



Which arcs need to be reconsidered?

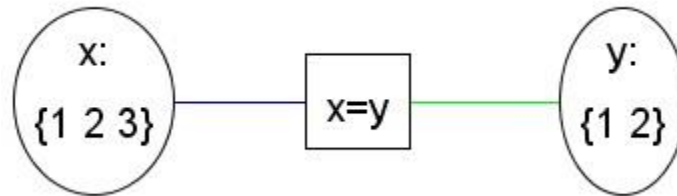
- When Arc Consistency reduces the domain of a variable X to make an

The arc $\langle Y, c \rangle$ related to the constraint c involved in $\langle X, c \rangle$, which caused the pruning of $\text{Dom}(X)$:

If arc $\langle Y, c \rangle$ was arc consistent before, it will still be arc consistent

“Consistent before” means each element y_i in Y must have an element x_i in X that satisfies the constraint. Those x_i would not be pruned from $\text{Dom}(X)$, so arc $\langle Y, c \rangle$ stays consistent

Specific Example

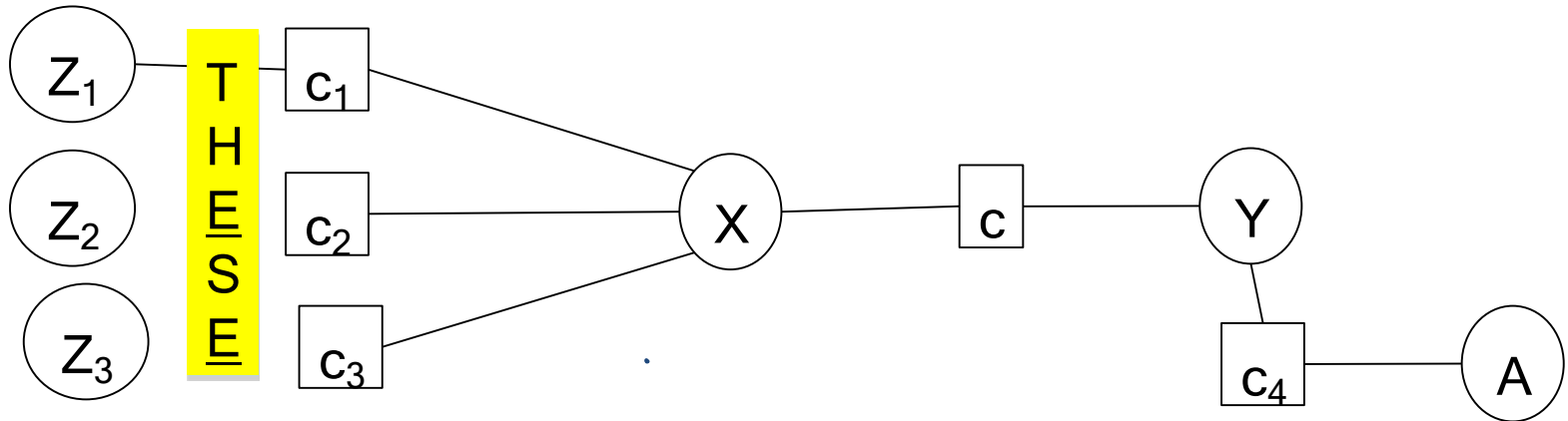


Arc $\langle Y, x=y \rangle$ is consistent because each value of Y (1,2) has a corresponding value in X that satisfies $x = y$

Arc $\langle X, x=y \rangle$ is not consistent so X needs to be pruned **in relation to this arc** (not some other arc in the network). This is the situation described in the last clicker question. But only items that were not involved in making $\langle Y, x=y \rangle$ consistent may end up being pruned (3 in this case). Those who were involved (i.e. 1,2 here) **must** have a counterpart value in Y , since $\langle Y, x=y \rangle$ is consistent

Which arcs need to be reconsidered?

- When AC reduces the domain of a variable X to make an arc $\langle X, c \rangle$ arc consistent, which arcs does it need to reconsider?



AC does not need to reconsider other arcs

- If arc $\langle Y, c \rangle$ was arc consistent before, it will still be arc consistent.
 “Consistent before” means each element y_i in Y must have an element x_i in X that satisfies the constraint. Those x_i would not be pruned from $\text{Dom}(X)$, so arc $\langle Y, c \rangle$ stays consistent
- If an arc $\langle X, c_i \rangle$ was arc consistent before, it will still be arc consistent

The domains of Z_i have not been touched

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- Nothing changes for arcs of constraints not involving X

Which arcs need to be reconsidered?

- Consider the arcs in turn, making each arc consistent
- Reconsider arcs that could be made inconsistent again by this pruning
- DO trace on ‘simple problem 1’ and on
‘scheduling problem 1’, trying to predict
 - which arcs are not consistent and

- which arcs need to be reconsidered after each removal in



Arc consistency algorithm (for binary constraints)

Procedure GAC(V,dom,C)

Inputs

V: a set of variables dom: a function such that $\text{dom}(X)$ is the domain of variable X C: set of constraints to be satisfied

Scope

Local of constraint c is

Output

the set of

variables

arc-consistent domains for each variable

involved in that
constraint

X's domain changed:

\Rightarrow arcs (Z,c') for
variables Z sharing a

constraint c' with X could become
inconsistent, thus are

NDx: values x for X for

TDA:
ToDoArcs,
blue arcs
in Alspace

1:
2:
3:

D_X is a set of values for each variable X

TDA is a set of arcs

for each variable X do

$D_X \leftarrow \text{dom}(X)$

$\text{TDA} \leftarrow \{ \langle X, c \rangle \mid X \in V, c \in C \text{ and } X \in \text{scope}(c) \}$

constraint c' with X could become

inconsistent, thus are

Arc Consistency Algorithm: Complexity

- Let's determine Worst-case complexity of this

```

4:      while (TDA ≠ {})           which there is a value for      added to TDA
5: select ⟨X,c⟩ ∈ TDA y supporting x 6: TDA ← TDA \
   {⟨X,c⟩}
7:      NDX ← {x | x ∈ DX and ∃ y ∈ DY s.t. (x, y) satisfies c}
8:      if (NDX ≠ DX) then
9:  If arc was inconsistent      TDA ← TDA ∪ { ⟨Z,c'⟩ | X ∈ scope(c'), c' ≠ c, Z ∈ scope(c') \ {X} }
10: inconsistent                 DX ← NDX
                                Domain is reduced
11:      return {DX | X is a variable}
procedure (compare with DFS)
  
```

- let the max size of a variable domain be d
- let the number of variables be n
- Worst-case time complexity of Backtracking (DFS with pruning?)

Arc Consistency Algorithm: Complexity

- Let's determine Worst-case complexity of this procedure (compare with DFS)
 - let the max size of a variable domain be d
 - let the number of variables be n
 - Worst-case time complexity of Backtracking (DFS

Arc Consistency Algorithm: Complexity

- Let's determine Worst-case complexity of this with pruning?)

A. $O(n*d)$

B. $O(d^n)$

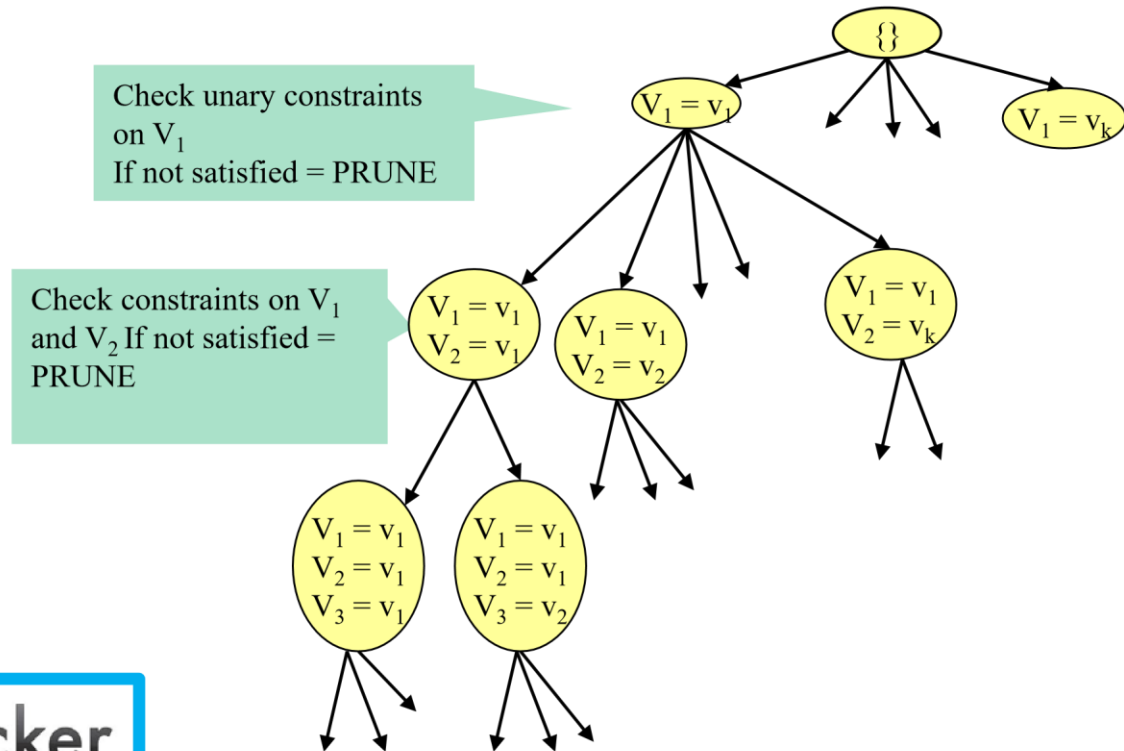
C. $O(n^d)$

D. $O(n * d^2)$



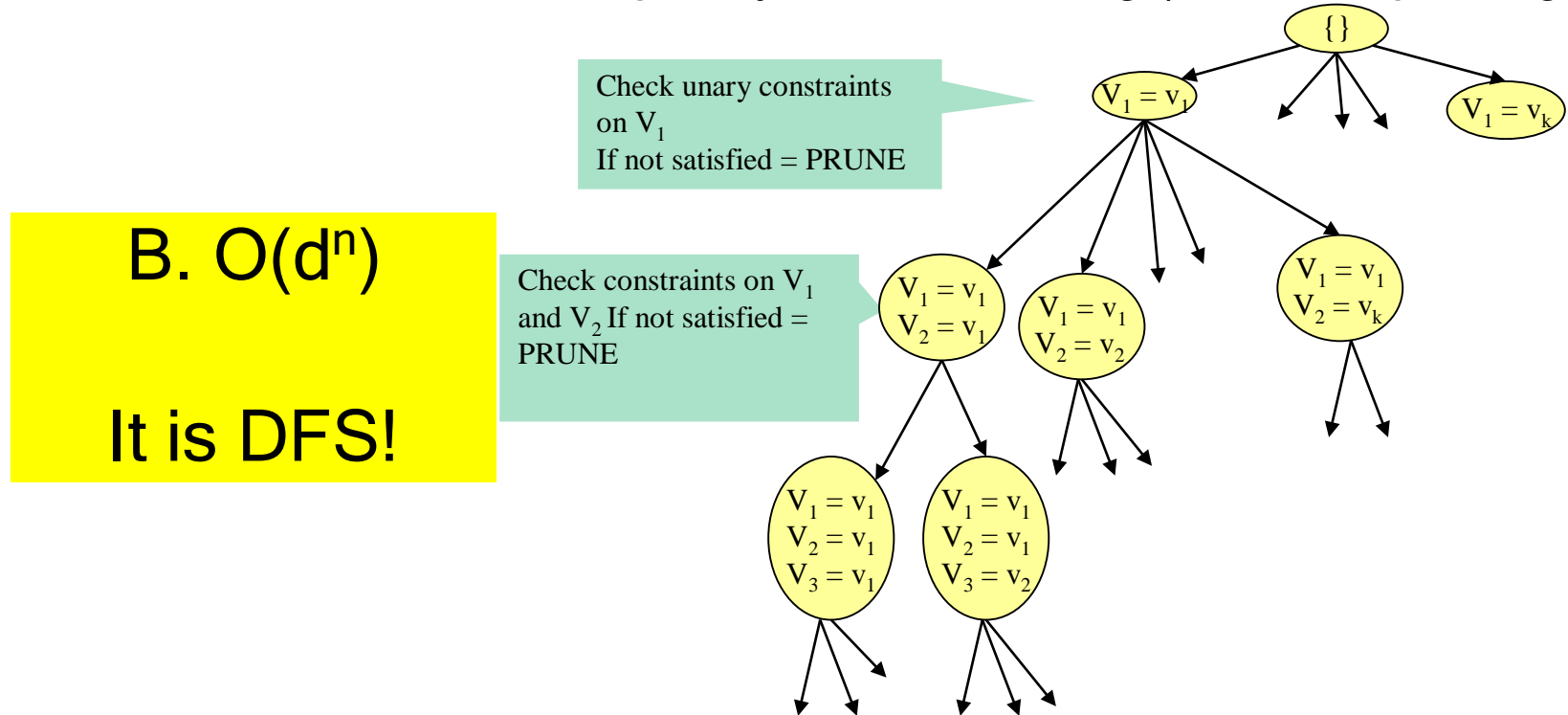
procedure (compare with DFS)

- let the max size of a variable domain be d



Arc Consistency Algorithm: Complexity

- Let's determine Worst-case complexity of this
 - let the number of variables be n
 - Worst-case time complexity of Backtracking (DFS with pruning?)



Arc Consistency Algorithm: Complexity

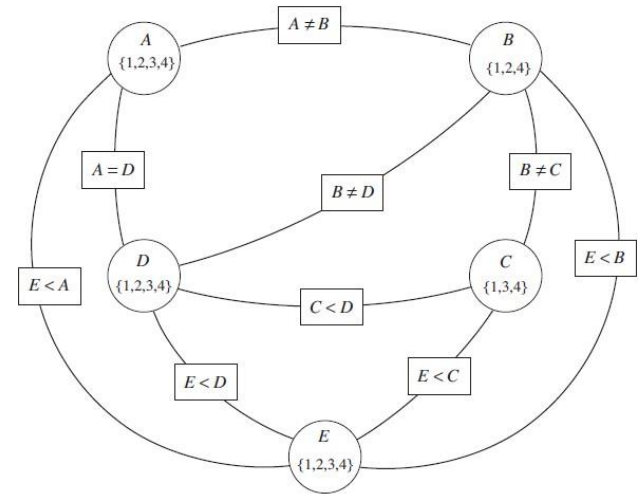
- Let's determine Worst-case complexity of this procedure (compare with DFS..... $O(d^n)$)
 - let the max size of a variable domain be d
 - let the number of variables be n
 - The max number of binary constraints is ?

A. $n * d$

B. $d * d$

C. $(n * (n-1)) / 2$

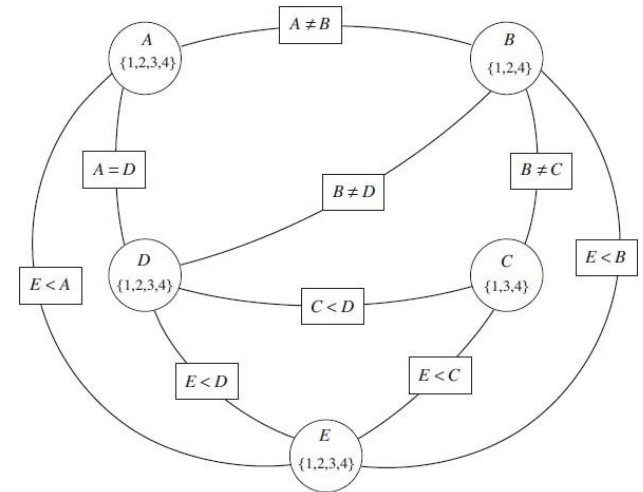
D. $(n * d) / 2$



Arc Consistency Algorithm: Complexity

- Let's determine Worst-case complexity of this procedure
(compare with DFS $O(d^n)$)
- let the max size of a variable domain be d
- let the number of variables be n
- The max number of binary constraints is ? $(n * (n-1)) / 2$
- How many times, at worst, the same arc can be inserted in the ToDoArc list?

Arc Consistency Algorithm: Complexity

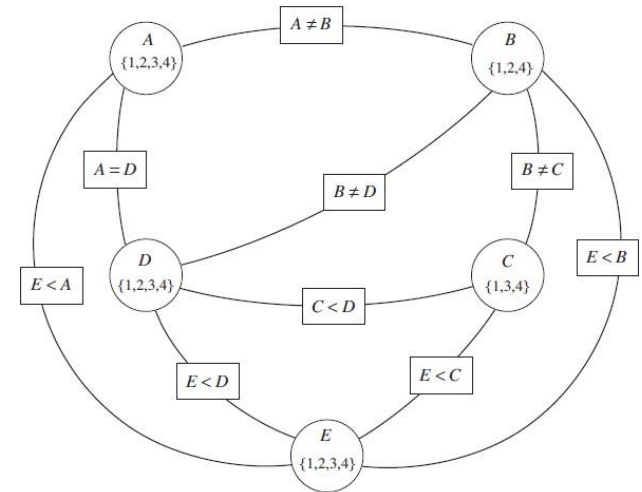


Let's determine Worst-case complexity of this procedure (compare with DFS $O(d^n)$)

- let the max size of a variable domain be d

Arc Consistency Algorithm: Complexity

- let the number of variables be n
- The max number of binary constraints is ? $(n * (n-1)) / 2$
- How many times, at worst, the same arc can be inserted in the ToDoArc list? $O(d)$
- How many steps are involved in checking the consistency of an arc?



A. $O(n^2)$

B. $O(d)$

C. $O(n * d)$

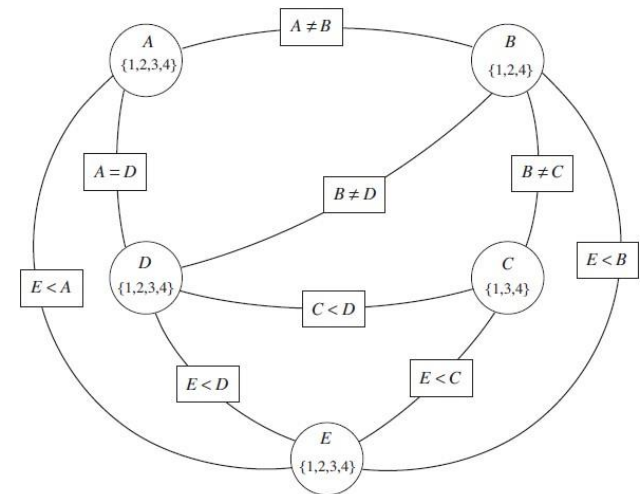
2

D. $O(d)$

Arc Consistency Algorithm: Complexity

Let's determine Worst-case complexity of this procedure
(compare with DFS $O(d^n)$)

- let the max size of a variable domain be d
- let the number of variables be n • The max number of binary constraints is ? $(n * (n-1)) / 2$
- How many times, at worst, the same arc can be inserted in the ToDoArc list? $O(d)$
- How many steps are involved in checking the consistency of an arc? $O(d^2)$
- Overall complexity: $O(n^2 d^3)$



Arc Consistency Algorithm: Complexity

- Compare to $O(d^N)$ of DFS. Arc consistency is MUCH faster

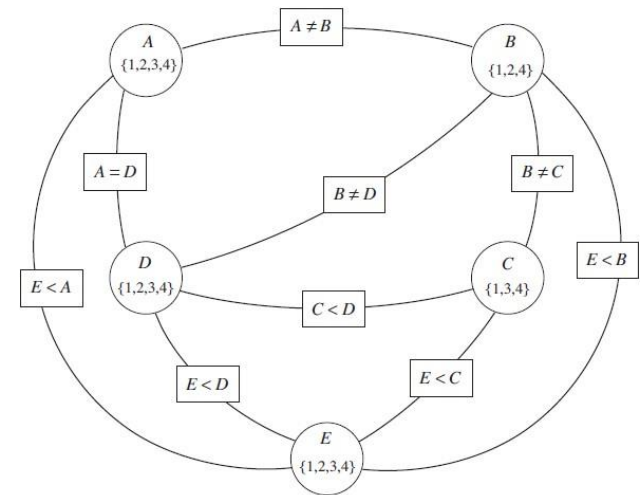
So did we find a polynomial algorithm to solve CPSs?

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Arc Consistency Algorithm: Complexity

Let's determine Worst-case complexity of this procedure (compare with DFS $O(d^n)$)

- let the max size of a variable domain be d
- let the number of variables be n • The max number of binary constraints is ? $(n * (n-1)) / 2$
- How many times, at worst, the same arc can be inserted in the ToDoArc list? $O(d)$
- How many steps are involved in checking the consistency of an arc? $O(d^2)$
- Overall complexity: $O(n^2 d^3)$



- Compare to $O(d^N)$ of DFS. Arc consistency is MUCH faster **So did we find a polynomial algorithm to solve CSPs?**

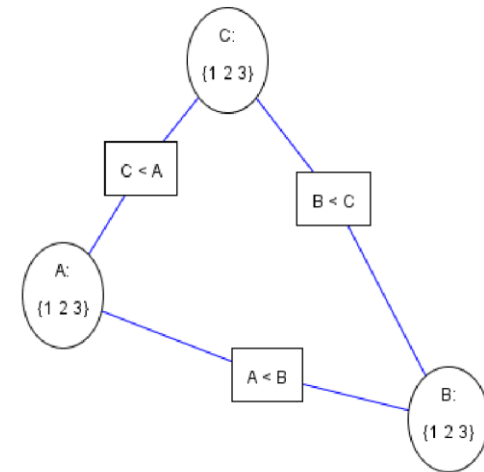
No, AC does not always solve the CSP. It is a way to possibly simplify the original CSP and make it easier to solve

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Arc Consistency Algorithm: Interpreting Outcomes

- Three possible outcomes (when all arcs are arc consistent):
- Each domain has a single value,
 - ✓ e.g. built-in AISpace example “Scheduling problem 1” ✓ We have: **a (unique) solution.**
- At least one domain is empty,
 - ✓ We have: **No solution! All values are ruled out for this variable.**



✓ e.g. try this graph (can easily generate it by modifying Simple Problem 2)

- Some domains have more than one value,

Can we have an arc consistent network with non-empty domains that has no solution?

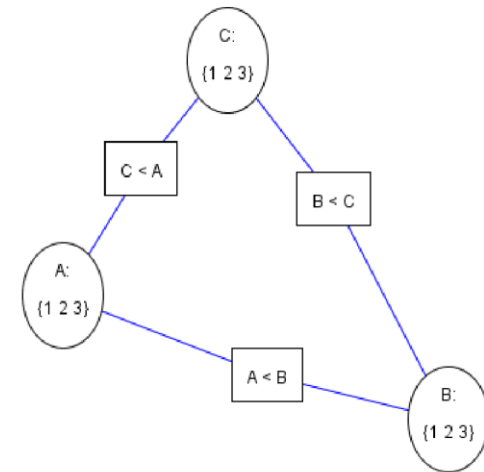
Can we have an arc consistent network with non-empty domains that has no solution?

YES

- Example: vars A, B, C with domain $\{1, 2\}$ and constraints $A \neq B, B \neq C, A \neq C$
- Or see Alspace CSP applet Simple Problem 2

Arc Consistency Algorithm: Interpreting Outcomes

- Three possible outcomes (when all arcs are arc consistent):
- Each domain has a single value,
 - ✓ e.g. built-in AI Space example “Scheduling problem 1”
 - ✓ We have: **a (unique) solution**.
- At least one domain is empty,
 - ✓ We have: **No solution! All values are ruled out for this variable**.
 - ✓ e.g. **try this graph (can easily generate it by modifying Simple Problem 2)**
- Some domains have more than one value,
 - ✓ There may be: **one solution, multiple ones, or none**



- ✓ Need to solve this new CSP (usually simpler) problem:
 - same constraints, domains have been reduced

Learning Goals for CSP

- Define possible worlds in term of variables and their domains
- Compute number of possible worlds on real examples
- Specify constraints to represent real world problems differentiating between:
 - Unary and k-ary constraints
 - List vs. function format
- Verify whether a possible world satisfies a set of constraints (i.e., whether it is a model, a solution)
- Implement the **Generate-and-Test** Algorithm. Explain its disadvantages.

- Solve a **CSP by search** (specify neighbors, states, start state, goal state). Compare strategies for CSP search. Implement pruning for DFS search in a CSP.
- Define/read/write/trace/debug the **arc consistency algorithm**. Compute its complexity and assess its possible outcomes