

SAT vs. CP

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Back to Constraint Programming

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- The constraint satisfaction problem (CSP) is the problem of deciding if a constraint network has a solution
- Mostly solvable by backtracking algorithms (Search and Filtering)

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“To succeed, try first where you are most likely to fail”

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Value Ordering

‘Succeed-first’ [Geelen, 1992]:

“Follow the best chances leading to a solution”

Filtering

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Arc Consistency

Let C be a constraint and D be a list of domains for the variables in the scope of C .

C is Arc Consistent (AC) iff for every variable x in the scope of C , for every value $v \in D(x)$, there exists an assignment w in D satisfying C in which v is assigned to x

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- If all the domains are singleton, the propagator must be able to check if the assignment corresponds to a solution or not.

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- Every CSP can be encoded into SAT
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 - CP vs. SAT: a fundamental difference is the presence of global reasoning in CP.

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- **Can we find something that takes advantages from both worlds?**

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- **Can we find something that takes advantages from both worlds? → Clause learning in CP**

Modern Constraint Solvers: Hybrid CP/SAT

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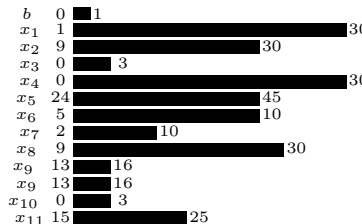
Modern Constraint Solvers: Hybrid CP/SAT

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- Generalized Nogoods[Katsirelos and Bacchus, 2005], Lazy Clause generation [Ohrimenko et al., 2009], Clause Learning in sequencing and scheduling problems [Siala, 2015], ...

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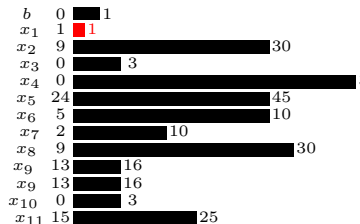
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Learning in CP

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 &x_1 + x_7 \geq 4 \wedge \\
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 &x_3 + x_9 = 16 \wedge \\
 &x_5 \geq x_8 + x_9 \wedge \\
 &b \leftrightarrow (x_9 - x_4 = 14) \wedge \\
 &b \rightarrow (x_6 \geq 7) \wedge \\
 &b \rightarrow (x_6 + x_7 \leq 9) \wedge \\
 &x_{11} \geq x_9 + x_{10}
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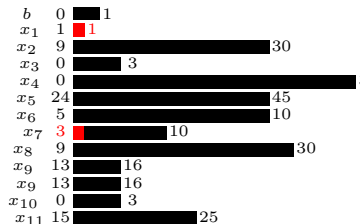
$\llbracket x_1 = 1 \rrbracket$

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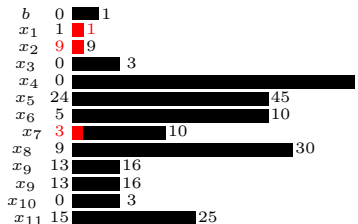


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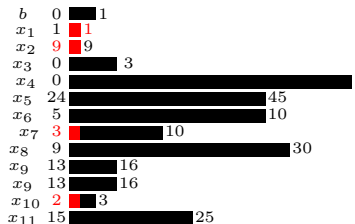


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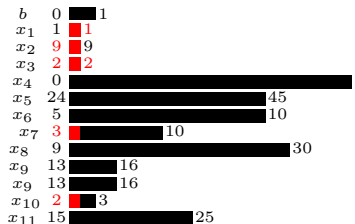
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b	0		1
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x_2	9		9
x_3	2		2
x_4	0		
x_5	24		45
x_6	5		10
x_7	3		 10
x_8	9		30
x_9	14		14
x_9	13		16
x_{10}	2		 3
x_{11}	15		25

Learning in CP














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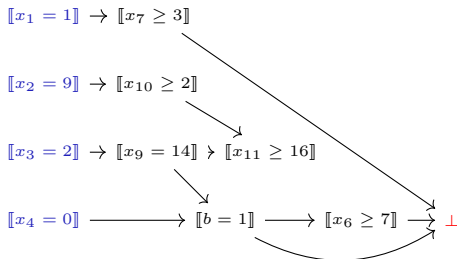
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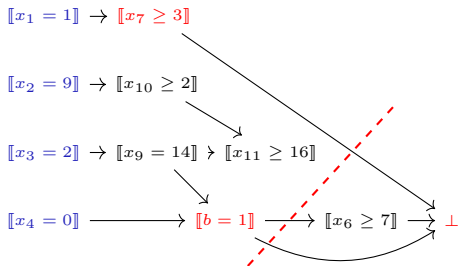
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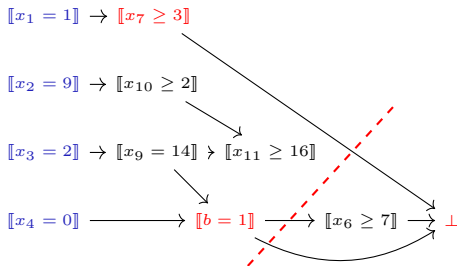


- Conflict analysis: $\llbracket b = 1 \rrbracket \wedge \llbracket x_7 \geq 3 \rrbracket \Rightarrow \perp$

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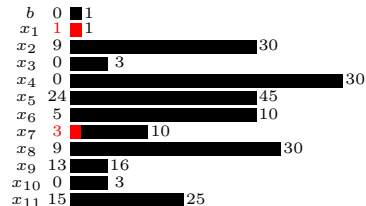


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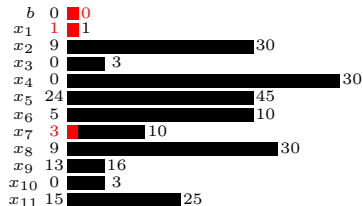


Learning in CP

$$\llbracket x_1 = 1 \rrbracket \rightarrow \llbracket x_7 \geq 3 \rrbracket \longrightarrow \llbracket b = 0 \rrbracket$$

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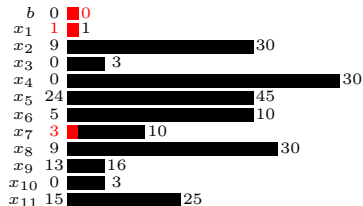


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- Propagate the learnt clause
- Continue exploration

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Conflict analysis

Algorithm 1: 1-UIP-with-Propagators

```

1  $\Psi \leftarrow \text{explain}(\perp)$  ;
2 while  $|\{q \in \Psi \mid \text{level}(q) = \text{current level}\}| > 1$  do
     $p \leftarrow \arg \max_q (\{\text{rank}(q) \mid \text{level}(q) = \text{current level} \wedge q \in \Psi\})$  ;
3    $\Psi \leftarrow \Psi \cup \{q \mid q \in \text{explain}(p) \wedge \text{level}(q) > 0\} \setminus \{p\}$  ;
   return  $\Psi$  ;

```

Explaining constraints

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 - Explaining Failure
 - Explaining Domain filtering
- Example: Explain the constraint $X \leq Y$ with two scenarios (failure and propagation).

Exercise

- Let (x_1, \dots, x_n) be a sequence of Boolean variables, and let d be a positive integer.
- The $\text{CARDINALITY}(x_1, \dots, x_n, d)$ constraint holds iff exactly d variables from the sequence (x_1, \dots, x_n) are true.
- Write a filtering algorithm for CARDINALITY .
- What is the time complexity?
- Does it enforce arc consistency?
- Explain the CARDINALITY filtering.

Correction

Algorithm 4: CARDINALITY($[x_1, \dots, x_n], d$)

```

if  $|\{x_j \mid \mathcal{D}(x_j) = \{1\}\}| > d$  then
1   $\mathcal{D} \leftarrow \perp$  ;
if  $|\{x_j \mid \mathcal{D}(x_j) = \{0\}\}| > n - d$  then
2   $\mathcal{D} \leftarrow \perp$  ;
if  $|\{x_j \mid \mathcal{D}(x_j) = \{1\}\}| = d$  then
    foreach  $i \in \{1..n\}$  do
        if  $\mathcal{D}(x_i) = \{0, 1\}$  then
3       $\mathcal{D}(x_i) \leftarrow \{0\}$  ;
    else
        if  $|\{x_j \mid \mathcal{D}(x_j) = \{0\}\}| = n - d$  then
            foreach  $i \in \{1..n\}$  do
                if  $\mathcal{D}(x_i) = \{0, 1\}$  then
4       $\mathcal{D}(x_i) \leftarrow \{1\}$  ;
return  $\mathcal{D}$  ;

```

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- Explaining the propagating the value 0: the conjunction of all the assigned variables

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