SAT vs. CP

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Back to Constraint Programming

- A constraint is a finite relation (i.e., subset of a Cartesian product)
- A constraint can be expressed in extension (table constraint) or intention (expression)
- A constraint network is defined by a triplet P = (X, D, C) where
 - X is a set of variables
 - D is a set of domains for the variables in X
 - C is a set of constraints
- 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)

Search

Search

- Search: decisions to explore the search tree
- Search in CP= variable ordering + value ordering
- Standard or customized

Variable Ordering

'Fail-first' principle [Haralick and Elliott, 1980]:

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

Value Ordering

'Succeed-first' [Geelen, 1992]:

"Follow the best chances leading to a solution"

Filtering

- Filtering (propagation/pruning): inferences based on the current state
- Constraint \leftrightarrow a propagator
- Propagators are executed sequentially before taking any decision
- The level of pruning ↔ local consistency (for instance, bound consistency, arc consistency, etc)

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

Filtering algorithm

- A Filtering algorithm associated to a constraint C takes as input a list of domains (for the variables in the scope of C) and returns a list of domains that are smaller or identical to the original domains.
- For a filtering algorithm to be correct: no consistent value should be removed (by consistent we mean belongs to a satisfying assignment).
- If all the domains are singleton, the propagator must be able to check if the assignment corresponds to a solution or not.

CP vs. SAT

- CP: rich modelling language, powerful filtering, dedicated search strategies
- SAT: simple input format, clause learning and backjumping, autonomous search
- Every CSP can be encoded into SAT
- When should we encode to SAT, when shouldn't we?
- CP vs. SAT: a fundamental difference is the presence of global reasoning win CP.

CP vs. SAT: To decompose or nor to decompose?

- Decomposition is the task of reformulating a (global) constraint into smaller and simpler constraints.
- Take the example of AllDifferent: it can be decomposed into simple binary inequalities. **Remember the tutorial!**.
- In general, decomposition makes the filtering weaker. We loose all the powerful filtering from the global constraints by decomposing.
- On the one hand, by decomposing into clauses, we loose the powerful filtering from CP
- Also the size of the encoding matters. An exponential encoding is better avoided!
- On the other hand, clause learning in SAT is quite powerful to learn new clauses and to backjump in the search tree
- Can we find something that takes advantages from both worlds? → Clause learning in CP

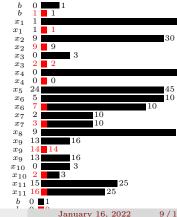
Modern Constraint Solvers: Hybrid CP/SAT

- Learning from conflict
- Based on the notion of explanation
- Generalized Nogoods [Katsirelos and Bacchus, 2005], Lazy Clause generation [Ohrimenko et al., 2009], Clause Learning in sequencing and scheduling problems [Siala, 2015], ...

Learning in CP

- Conflict analysis: $[b=1] \land [x_7 \ge 3] \Rightarrow \bot$
- New clause: $[b \neq 1] \vee [x_7 \leq 2]$
- Backtrack to level 1

 $x_1 + x_7 > 4 \wedge$ $x_2 + x_{10} > 11 \wedge$ $x_3 + x_9 = 16 \wedge$ $x_5 > x_8 + x_0 \wedge$ $b \leftrightarrow (x_9 - x_4 = 14) \land$ $b \rightarrow (x_6 > 7) \land$ $b \rightarrow (x_6 + x_7 < 9) \wedge$ $x_{11} > x_9 + x_{10}$



Conflict analysis

Algorithm 1: 1-UIP-with-Propagators

```
\begin{array}{ll} \mathbf{1} \  \, \Psi \leftarrow explain(\bot) \; ; \\ \mathbf{2} \  \, \mathbf{while} \; | \{q \in \Psi \mid level(q) = current \; level\} | > 1 \; \mathbf{do} \\ & \quad | \quad p \leftarrow \arg \max_q \{ \{rank(q) \mid level(q) = current \; level \; \wedge \; q \in \Psi \} ) \; ; \\ \mathbf{3} \quad | \quad \Psi \leftarrow \Psi \cup \{q \mid q \in explain(p) \wedge level(q) > 0\} \setminus \{p\} \; ; \\ & \quad \mathbf{return} \; \Psi \; ; \end{array}
```

Explaining constraints

- To enable clause learning in CP, every propagator must be able to explain their filtering in the form of clauses ("Lazy Clause Generation").
- We distinguish two types of explanations:
 - Explaining Failure
 - Explaining Domain filtering
- Example: Explain the constraint $X \leq Y$ with two scenarios (failure and propagation).

Exercise

- Let (x_1, \ldots, x_n) be a sequence of Boolean variables, and let d be a positive integer.
- The CARDINALITY (x_1, \ldots, x_n, d) constraint holds iff exactly d variables from the sequence (x_1, \ldots, 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

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Algorithm 4: CARDINALITY([x_1, ..., x_n], d)
  if |\{x_j \mid \mathcal{D}(x_j) = \{1\}\}| > d then
1 | D ←⊥;
  if |\{x_j \mid \mathcal{D}(x_j) = \{0\}\}| > n - d then
2 | D ←⊥;
  if |\{x_i \mid \mathcal{D}(x_i) = \{1\}\}| = d then
       foreach i \in \{1..n\} do
            if \mathcal{D}(x_i) = \{0, 1\} then
              \mathcal{D}(x_i) \leftarrow \{0\};
3
  else
       if |\{x_i \mid \mathcal{D}(x_i) = \{0\}\}| = n - d then
            foreach i \in \{1..n\} do
                 if \mathcal{D}(x_i) = \{0,1\} then
                   \mathcal{D}(x_i) \leftarrow \{1\};
4
  return \mathcal{D};
```

Explaining The Cardinality Constraint

• Failure 1:

$$x^1 \wedge x^2 \wedge x^{d+1} \rightarrow \bot$$

Where $D(x^i) = \{1\}$

• Failure 2:

$$\neg x^1 \land \neg x^2 \land \neg x^{n-d+1} \rightarrow \bot$$

Where
$$D(x^i) = \{0\}$$

- Explaining the propagating the value 1: the conjunction of all the assigned variables
- Explaining the propagating the value 0: the conjunction of all the assigned variables

Take Away Message

- SAT, CP, MIP, (also, MaxSAT, SMT, QBF, ASP, Pseudo-Boolean) are efficient tools to solve hard combinatorial problems
- When you master one or few techniques, it opens the door to work on diverse problems. The more you apply to different problems, the more you learn
- The choice depends on the problem at hand (is it easy to linearise? what is the size of the SAT encoding? Can we use/invent global constraints?, etc)
- You don't need to implement a solver: use existing ones! check the different solver competitions
- Hybrid approaches are the future: take advantage of diverse methodologies

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