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Towards Understanding Differences Between Modelling Pipelines: a Modelers Perspective

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What and why?

From a (single) users perspective:

- Investigate the capabilities of constraint programming pipelines.
- Investigate the difference in languages.
- Comparing MiniZinc and Savile Row.

How?

- Create as close to equivalent models as possible.
- Using MiniZinc and Essence' (not Essence)
- Compare over the same solver (Chuffed).
- Compare over equivalent(ish) optimisation levels.
- 6 Models from different problem classes
 - 1 Quasigroup Completion, (no exciting differences)
 - 2 Wordpress Problem, (no exciting differences)
 - 3 Rotating Rostering Problem, (no exciting differences)
 - 4 Travelling Tournament Problem with Predefined Values,
 - 5 Multi-Skilled Project Scheduling Problem,
 - 6 Capacitated Vehicle Routing Problem with Time Windows.

regular (MZn) vs forAll (SR)

Traveling Tournament Problem with Predefined Venues at most three consecutive away or home games

- at most three consecutive away or home games

MZn regular asserts that a sequence of variables take a value from a finite automaton.

E' forAll checking that there are not four consecutive assignments.

circuit (MZn)

Capacitated Vehicle Routing problem with Time Windows, Service Times and Pickup and Deliveries.

- circuit is used to ensure the vehicle delivery routes do not take sub-tours in their route and visits each location uniquely for optimisation

MZn A circuit is such that the cell value of an array points to the index of the next number, and this forms a circuit that continues around.

E' https://github.com/MiniZinc/libminizinc/blob/master/share/minizinc/std/fzn_circuit.mzn

Set Variables

Multi-Skilled Project Scheduling Problem

- Sets of skills, workers etc. (each assigned an integer)

MZn Variables which are a set.

E' Occurrence representation of the integers/elements.

letting (MZn)

Multi-Skilled Project Scheduling Problem

- letting creates variables within constraints

```
let { set of int: WTasks =  
    { i | i in Tasks where exists (k in has_skills [j]) (rr[k, i] > 0) }  
} in ...  
let { set of int: TWorkers =  
    { j | j in Workers where exists (k in has_skills [j]) (rr[k, i] > 0) }  
} in ...
```

1
2
3
4
5
6

```
forall i : Tasks . forall j : Workers .  
    TWorkers[j, i] = 1 <->  
        exists k : Skills . has_skills [j, k] = 1 /\ rr[k,i] > 0,
```

1
2
3

cumulative (MZn)

Multi-Skilled Project Scheduling Problem

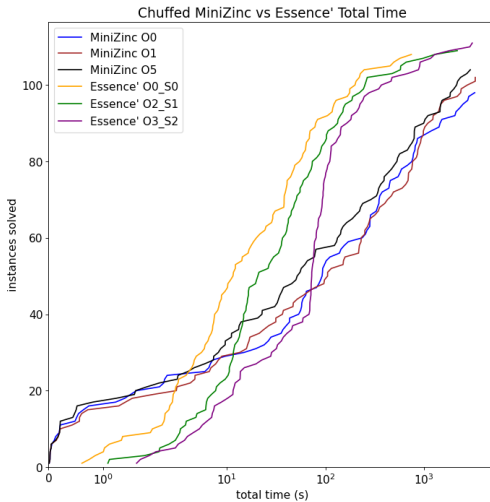
- Determines whether set of tasks with start times, durations, and resource requirements, never exceed the global resource bound at any time.

MZn Determines if a cumulative resource usage is within bounds.

E' https://github.com/MiniZinc/libminizinc/blob/master/share/minizinc/std/fzn_cumulative.mzn

Results

Problem	#	E'			MZn		
		O0S0	O2S1	O3S2	O0	O1	O5
Quasigroup	43	41	42	41	40	39	40
Quasigroup Occ.	43	41	41	42	32	37	38
Wordpress	9	6	6	6	6	6	6
Wordpress Symm.	9	4	4	6	4	4	4
TTPPV	20	3	3	3	3	3	3
MSPSP	6	6	6	6	6	6	6
CVRPTW	5	0	0	0	0	0	0
Rostering	7	7	7	7	7	7	7




Take Away


- MZn allows better (expert) modeler control
- MZn provides a slightly more expressive language due to the facilities for code organization and reusability
 - SR provides a solid set of default settings
 - SR has a more consistent performance profile



Thank you!

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