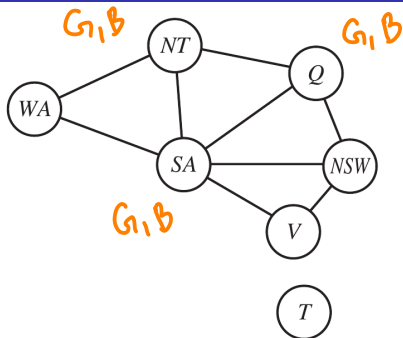


Intelligent Backtracking



WA = Red

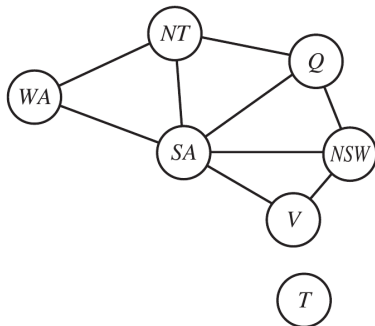
NSW = Red ←


T = G

SA = G

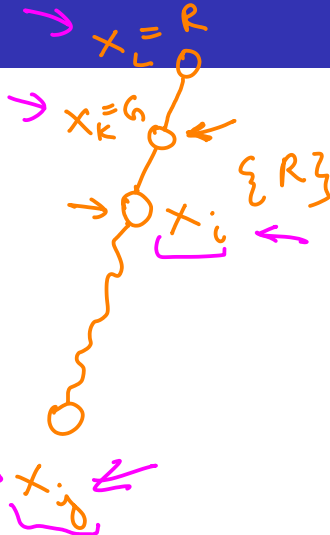
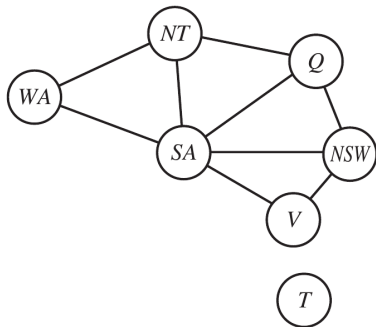
$\text{Conf}(SA) = \{WA = R, NSW = R\}$

Intelligent Backtracking



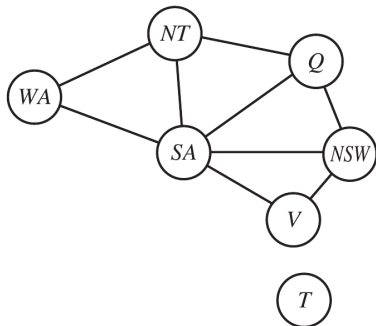
- ▶ Chronological backtracking
- ▶ Conflict-directed backjumping 

Intelligent Backtracking



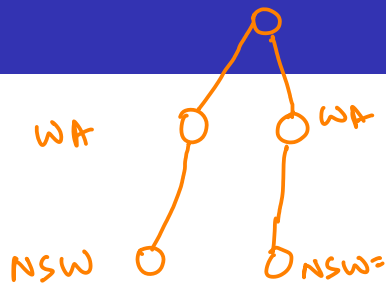
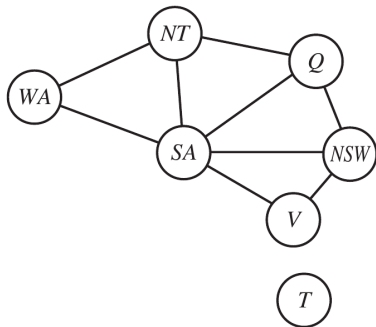
$$\underbrace{\text{Conf}(x_j)} \cup \underbrace{\text{Conf}(x_i)}$$

Intelligent Backtracking

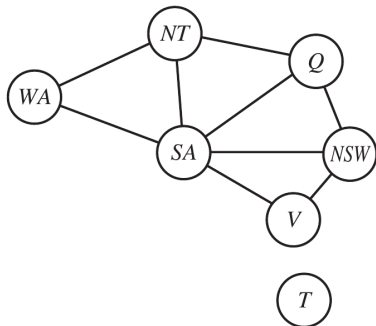


► $conf(X_i) \leftarrow conf(X_i) \cup conf(X_j) \setminus \{X_i\}$

Constraint Learning

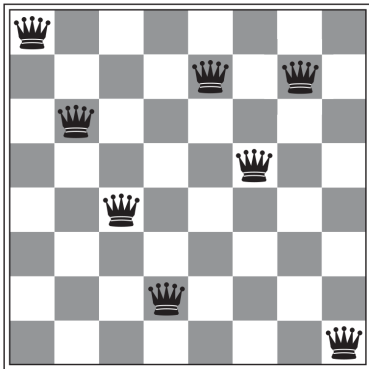


Constraint Learning



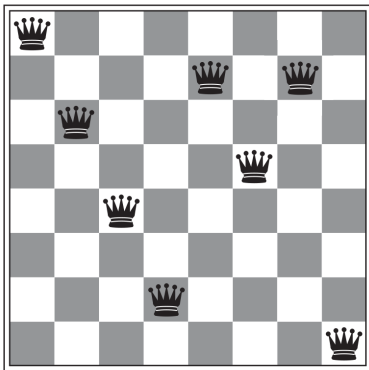
- ▶ Add a **new constraint**
- ▶ Maintain **no-good** set

8-queens Problem



- Goal: No queen must be in an attacking position.

8-queens Problem



- ▶ Goal: No queen must be in an attacking position.

- ▶ CSP has eight variables corresponding to each queen.
- ▶ A queen can be moved to any position in the **same** column.
- ▶ So, $D_i = \{1, 2, \dots, 8\}$.
- ▶ Assumption: Complete assignment (8 queens are on the board, one per column).
- ▶ $CONFLICTS(var, v)$:
Number of constraints that value v violates.

Min Conflicts : Local search

function MIN-CONFLICTS(*csp*, *max_steps*) **returns** a solution or failure

inputs: *csp*, a constraint satisfaction problem

max_steps, the number of steps allowed before giving up

→ *current* ← an initial complete assignment for *csp*

for *i* = 1 to *max_steps* **do**

if *current* is a solution for *csp* **then return** *current*

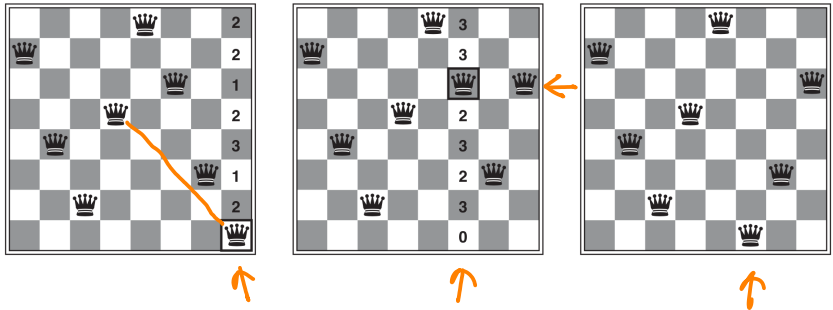
 → *var* ← a randomly chosen conflicted variable from *csp*.VARIABLES

 → *value* ← the value *v* for *var* that minimizes CONFLICTS(*var*, *v*, *current*, *csp*)

 set *var* = *value* in *current*

return *failure*


Min Conflicts : Local search



Min Conflicts : Local search

- ▶ Surprisingly effective for solving some CSPs.

Min Conflicts : Local search

- ▶ Surprisingly effective for solving some CSPs.
- ▶ 1 Million-queens in 50 steps. 

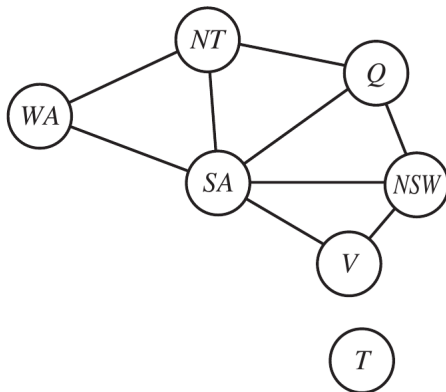
Min Conflicts : Local search

- ▶ Surprisingly effective for solving some CSPs.
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- ▶ Effective when solutions are densely distributed.

Min Conflicts : Local search

- ▶ Surprisingly effective for solving some CSPs.
 - ▶ 1 Million-queens in 50 steps.
 - ▶ Effective when solutions are densely distributed.
 - ▶ Constraint weighting
- ↗ Minimize total weight of violated constraints

Structure of Problems



Structure of Problems

$$3^{10} =$$

$$5 \quad 5$$

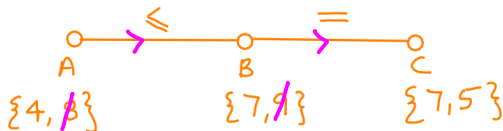
$$5 \times 2$$

Constraint graph having a tree structure

Directed Arc Consistency : A CSP is defined to be directed arc-consistent under an ordering of variables X_1, X_2, \dots, X_n if and only if every X_i is arc-consistent with each X_j for $j > i$.

Constraint graph having a tree structure

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↓
A, B, C

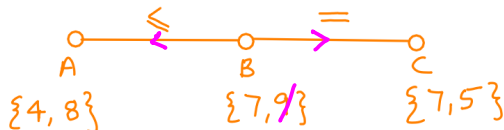
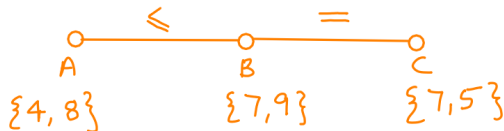
:(A, B)

(B, C)

$$A = 4, B = 7, C = 7$$

Constraint graph having a tree structure

Directed Arc Consistency : A CSP is defined to be directed arc-consistent under an ordering of variables X_1, X_2, \dots, X_n if and only if every X_i is arc-consistent with each X_j for $j > i$.



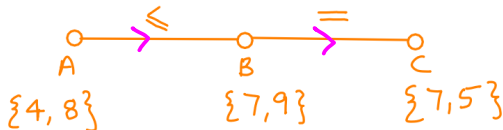
\downarrow \downarrow
B, A, C

$B=7, A=4, C=7$

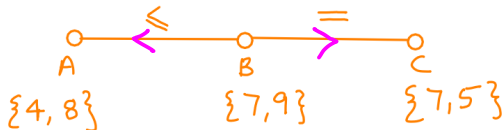
$O(nd)$

Constraint graph having a tree structure

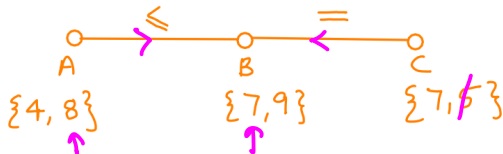
Directed Arc Consistency : A CSP is defined to be directed arc-consistent under an ordering of variables X_1, X_2, \dots, X_n if and only if every X_i is arc-consistent with each X_j for $j > i$.



A B C



B A C



A, C, B

$A=8, C=7, B=$