Foundations of AI

5. Constraint Satisfaction Problems

CSPs as Search Problems, Solving CSPs, Problem Structure

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Constraint Satisfaction Problems

- In search problems, the state does not have a structure (everything is in the data structure) – in CSPs states are explicitly represented as variable assignments.
- A CSP consists of
  - a set of variables \( \{x_1, x_2, \ldots, x_n\} \) to which
  - values \( \{d_1, d_2, \ldots, d_k\} \) can be assigned
  - respecting a set of constraints over the variables
- A CSP is solved by a variable assignment that satisfies all given constraints
- Formal representation language with associated general inference algorithms

Example: Map-Coloring

- Variables: \( WA, NT, SA, Q, NSW, V, T \)
- Values: \( \{\text{red, green, blue}\} \)
- Constraints: adjacent regions must have different colors, e.g., \( NSW \neq V \)
Australian Capital Territory (ACT) and Canberra (inside NSW)

View of the Australian National University and Telstra Tower

One Solution

- Solution assignment:
  - \{ WA = red, NT = green, Q = red, NSW = green, V = red, SA = blue, T = green \}
  - Perhaps in addition ACT = blue

Constraint Graph

- Works for binary CSPs (otherwise hypergraph)
- Nodes = variables, arcs = constraints
- Graph structure can be important (e.g., connected components)

Note: Our problem is 3-colorability for a planar graph

Variations

- Binary, ternary, or even higher arity
- Finite domains (d values) => \( d^n \) possible variable assignments
- Infinite domains (reals, integers)
  - linear constraints solvable (in P if real)
  - nonlinear constraints unsolvable
Applications

- Timetabling (classes, rooms, times)
- Configuration (hardware, cars, …)
- Spreadsheets
- Scheduling
- Floor planning
- Frequency assignments
- …

Backtracking Search over Assignments

- Assign values to variables step by step (order does not matter)
- Consider only one variable per search node!
- DFS with single-variable assignments is called backtracking search
- Can solve n-queens for $n \approx 25$

Algorithm

```
function BACKTRACKING-SEARCH(csp) returns solution/failure
    return RECURSIVE-BACKTRACKING([], csp)

function RECURSIVE-BACKTRACKING(assigned, csp) returns solution/failure
    if assigned is complete then return assigned
    var ← SELECT-UNASSIGNED-VARIABLE(VARIABLES[csp], assigned, csp)
    for each value in ORDER-DOMAIN-VALUES(var, assigned, csp) do
        if value is consistent with assigned according to CONSTRAINTS[csp] then
            result ← RECURSIVE-BACKTRACKING([var = value]assigned, csp)
            if result ≠ failure then return result
    end
    return failure
```

Example (1)
Improving Efficiency: CSP Heuristics & Pruning Techniques

- Variable ordering: Which one to assign first?
- Value ordering: Which value to try first?
- Try to detect failures early on
- Try to exploit problem structure

- Note: all this is not problem-specific!
Variable Ordering: Most constrained first

- Most constrained variable:
  - choose the variable with the fewest remaining legal values
  - reduces branching factor!

Value Ordering: Least Constraining Value First

- Given a variable,
  - choose first a value that rules out the fewest values in the remaining unassigned variables
  - We want to find an assignment that satisfies the constraints (of course, does not help if unsat.)

Rule Out Failures Early On: Forward Checking

- Whenever a value is assigned to a variable, values that are now illegal for other variables are removed
- Implements what the ordering heuristics implicitly compute
- WA = red, then NT cannot become red
- If all values are removed for one variable, we can stop!
Forward Checking (1)

- Keep track of remaining values
- Stop if all have been removed

Forward Checking (2)

- Keep track of remaining values
- Stop if all have been removed

Forward Checking (3)

- Keep track of remaining values
- Stop if all have been removed

Forward Checking (4)

- Keep track of remaining values
- Stop if all have been removed
Forward Checking: Sometimes it Misses Something

- Forward Checking propagates information from assigned to unassigned variables
- However, there is no propagation between unassigned variables

![Diagram of Forward Checking]

Arc Consistency

- A directed arc $X \rightarrow Y$ is “consistent” iff
  - for every value $x$ of $X$, there exists a value $y$ of $Y$, such that $(x, y)$ satisfies the constraint between $X$ and $Y$
- Remove values from the domain of $X$ to enforce arc-consistency
- Arc consistency detects failures earlier
- Can be used as preprocessing technique or as a propagation step during backtracking

Arc Consistency Example

![Diagram of Arc Consistency Example]

AC3 Algorithm

```plaintext
function AC3(csp) returns the CSP, possibly with reduced domains
inputs: csp, a binary CSP with variables \{X_1, X_2, \ldots, X_n\}
local variables: queue, a queue of arcs, initially all the arcs in csp
while queue is not empty do
  \((X_i, X_j)\) \leftarrow REMOVE-FIRST(queue)
  if REMOVE-INCONSISTENT-VALUES\((X_i, X_j)\) then
    for each \(X_k\) in NEIGHBORS\([X_i]\) do
      add \((X_k, X_i)\) to queue

function REMOVE-INCONSISTENT-VALUES\((X_i, X_j)\) returns true iff we remove a value
removed \leftarrow false
for each \(x\) in DOMAIN\([X_i]\) do
  if no value \(y\) in DOMAIN\([X_j]\) allows \((x, y)\) to satisfy the constraint between \(X_i\) and \(X_j\) then
    delete \(x\) from DOMAIN\([X_i]\); removed \leftarrow true
return removed
```

![Diagram of AC3 Algorithm]
Properties of AC3

- AC3 runs in $O(d^3n^2)$ time, with $n$ being the number of nodes and $d$ being the maximal number of elements in a domain.
- Of course, AC3 does not detect all inconsistencies (which is an NP-hard problem).

Problem Structure (1)

- CSP has two independent components.
- Identifiable as connected components of constraint graph.
- Can reduce the search space dramatically.

Problem Structure (2): Tree-structured CSPs

- If the CSP graph is a tree, then it can be solved in $O(nd^2)$.
  - General CSPs need in the worst case $O(d^n)$.
- Idea: Pick root, order nodes, apply arc consistency from leaves to root, and assign values starting at root.
- Apply arc-consistency to $(X_i, X_k)$, when $X_i$ is the parent of $X_k$ for all $k = n$ down to 2.
- Now one can start at $X_i$, assigning values from the remaining domains without creating any conflict in one sweep through the tree.
- Algorithm linear in $n$. 

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**Problem Structure (3): Almost Tree-structured**

- **Conditioning**: Instantiate a variable and prune values in neighboring variables.

- **Cutset conditioning**: Instantiate (in all ways) a set of variables in order to reduce the graph to a tree (note: finding minimal cutset is NP-hard).

**Another Method: Tree Decomposition (1)**

- Decompose problem into a set of connected sub-problems, where two sub-problems are connected when they share a constraint.
- Solve sub-problems independently and combine solutions.

**Another Method: Tree Decomposition (2)**

- A tree decomposition must satisfy the following conditions:
  - Every variable of the original problem appears in at least one sub-problem.
  - Every constraint appears in at least one sub-problem.
  - If a variable appears in two sub-problems, it must appear in all sub-problems on the path between the two sub-problems.
  - The connections form a tree.

**Another Method: Tree Decomposition (3)**

- Consider sub-problems as new mega-nodes, which have values defined by the solutions to the sub-problems.
- Use technique for tree-structured CSP to find an overall solution (constraint is to have identical values for the same variable).
Tree Width

- Tree width of a tree decomposition = size of largest sub-problem minus 1
- Tree width of a graph is minimal tree width over all possible tree decompositions
- If a graph has tree width $w$ and we know a tree decomposition with that width, we can solve the problem in $O(nd^{w+1})$
- Finding a tree decomposition with minimal tree width is NP-hard

Summary & Outlook

- CSPs are a special kind of search problem:
  - states are value assignments
  - goal test is defined by constraints
- Backtracking = DFS with one variable assigned per node. Other intelligent backtracking techniques possible
- Variable/value ordering heuristics can help dramatically
- Constraint propagation prunes the search space
- Path-consistency is a constraint propagation technique for triples of variables
- Tree structure of CSP graph simplifies problem significantly
- Cutset conditioning and tree decomposition are two ways to transform part of the problem into a tree
- CSPs can also be solved using local search