

Constraint Satisfaction Problems

Introduction

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April 17th, 2007

Constraints

What is a constraint?

1 a: the act of constraining **b:** the state of being checked, restricted, or compelled to avoid or perform some action ...

c: a constraining condition, agency, or force ...

2 a: repression of one's own feelings, behavior, or actions

b: a sense of being constrained ...

(from *Merriam-Webster's Online Dictionary*)

Usage

- In programming languages, constraints are often used to restrict the domains of variables.
- In databases, constraints can be used to specify integrity conditions.
- In mathematics, a constraint is a requirement on solutions of optimization problems.

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Examples

Examples:

- Latin squares
- Eight queens problem
- Sudoku
- Map coloring problem
- Boolean satisfiability

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Latin Square

Problem:

- How can one fill an $n \times n$ table with n different symbols
- ... such that each symbol occurs exactly once in each row and each column?

$$\begin{bmatrix} 1 \end{bmatrix} \quad \begin{bmatrix} 1 & 2 \\ 2 & 1 \end{bmatrix} \quad \begin{bmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \\ 3 & 1 & 2 \end{bmatrix} \quad \begin{bmatrix} 1 & 2 & 4 & 3 \\ 2 & 3 & 1 & 4 \\ 3 & 4 & 2 & 1 \\ 4 & 1 & 3 & 2 \end{bmatrix}$$

There are essentially 56 different Latin squares of size 5,
9408 squares of size 6, 16.942.080 squares of size 7,
535.281.401.856 squares of size 8, ...

Latin Square

Problem:

- How can one fill an $n \times n$ table with n different symbols
- ... such that each symbol occurs exactly once in each row and each column?

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There are essentially 56 different Latin squares of size 5,
9408 squares of size 6, 16.942.080 squares of size 7,
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Eight Queens Puzzle

Problem:

- How can one put 8 queens on a standard chess board (8×8 -board)
- ... such that no queen can attack any other queen?

Solutions:

- The puzzle has 12 unique solutions (up to rotations and reflections)
- Old problem proposed in 1848.
- Various variants
 - knights (instead of queens)
 - 3D
 - n queens on an $n \times n$ -board

A Solution ...

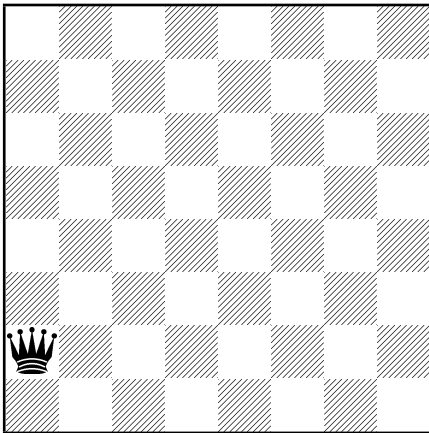


Figure: A solution of the 8-queens problem

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A Solution ...

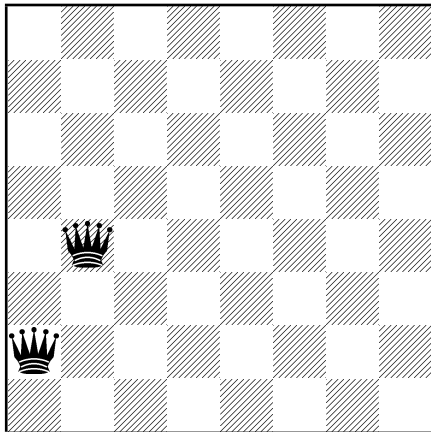


Figure: A solution of the 8-queens problem

A Solution ...

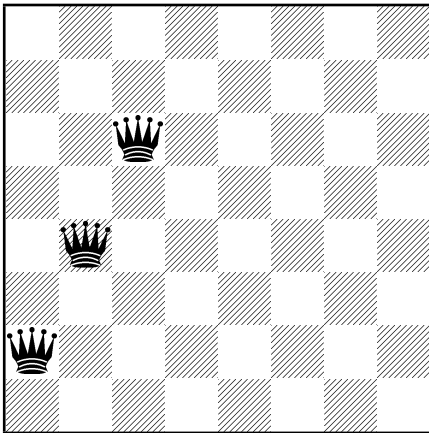


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A Solution ...

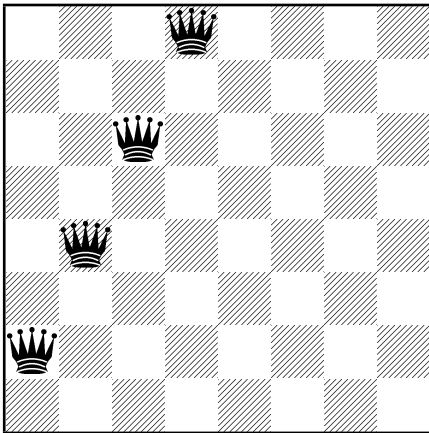


Figure: A solution of the 8-queens problem

A Solution ...

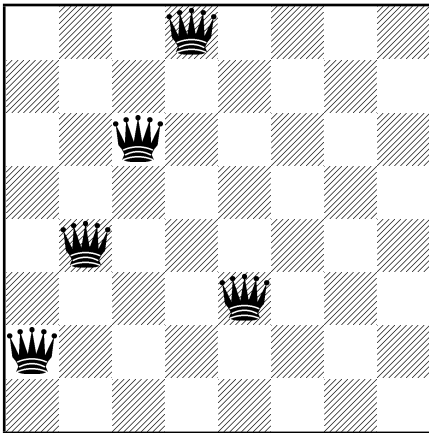


Figure: A solution of the 8-queens problem

A Solution ...

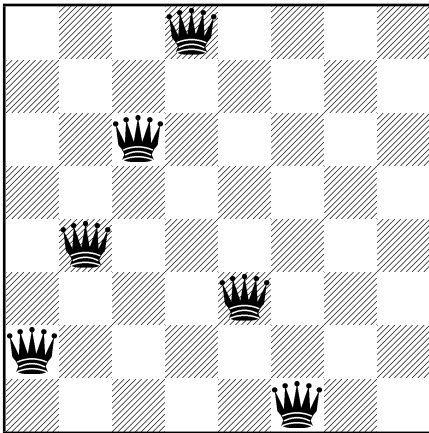


Figure: A solution of the 8-queens problem

A Solution ...

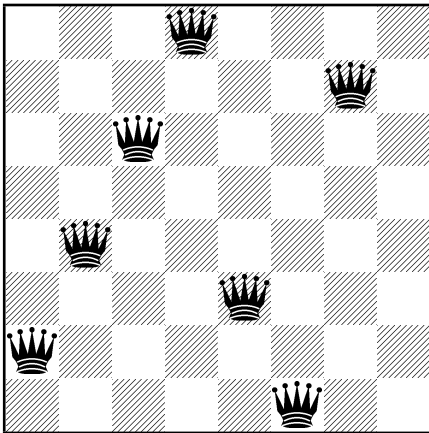


Figure: A solution of the 8-queens problem

A Solution ...

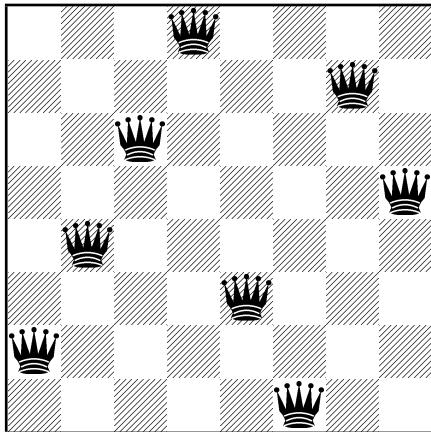


Figure: A solution of the 8-queens problem

Sudoku

Problem:

- Fill a partially completed 9×9 grid such that
- ... each row, each column, and each of the nine 3×3 boxes contains the numbers from 1 to 9.

2	5			3		9		1
	1				4			
4		7				2		8
		5	2					
				9	8	1		
	4				3			
			3	6			7	2
	7							3
9		3				6		4

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Sudoku

Problem:

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2	5	8	7	3	6	9	4	1
6	1	9	8	2	4	3	5	7
4	3	7	9	1	5	2	6	8
3	9	5	2	7	1	4	8	6
7	6	2	4	9	8	1	3	5
8	4	1	6	5	3	7	2	9
1	8	4	3	6	9	5	7	2
5	7	6	1	4	2	8	9	3
9	2	3	5	8	7	6	1	4

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Constraint Satisfaction Problem

Definition

A **constraint network** is defined by:

- a set of **variables**
- a domain of **values** for each variable
- a set of **constraints** (i. e., binary, ternary, ... relations defined between the variables)

Problem

Is there a **solution** of the network, i. e., an assignment of values to the variables such that all constraints are satisfied?

k -Colorability

Problem:

- Can one color the nodes of a given graph with k colors
- ... such that all nodes connected by an edge have different colors?

Reformulated as a constraint network:

- **Variables:** the nodes of the graph;
- **Domains:** “colors” $\{1, \dots, k\}$ for each variable;
- **Constraints:** nodes connected by an edge must have different values.

This constraint network has a particular restricted form:

- Only **binary** constraints.
- The domains are **finite**.

Crossword Puzzle

Problem instance:

- **Variables:** empty squares in a crossword puzzle;
- **Domains:** letters $\{A, B, C, \dots, Z\}$ for each variable;
- **Constraints:** relations defined by a given set of words that need (or are allowed) to occur in the completed puzzle.

1	2	3	4	5	6	7	8
9		10		11	12		13
14	15	16	17	18		19	20
	21	22		23	24	25	

Fill-in words: EIER, HOLZ, IE, IM, IT, NZ, ON, RAM, RE,
ROLLE, ROT, ZAR, ZUHOERER

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Z	U	H	O	E	R	E	R
A		O		I	E		A
R	O	L	L	E		I	M
	N	Z		R	O	T	

Fill-in words: EIER, HOLZ, IE, IM, IT, NZ, ON, RAM, RE,
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Boolean Satisfiability

Problem instance (Boolean constraint network):

- **Variables:** (propositional) variables;
- **Domains:** truth values $\{0, 1\}$ for each variable;
- **Constraints:** relations defined by a propositional formulae in these variables

Example: $(x_1 \vee \neg x_2 \vee \neg x_3), (x_1 \vee x_2 \vee x_4)$

SAT as a constraint satisfaction problem:

Given an arbitrary Boolean constraint network, is the network solvable?

3SAT as a constraint satisfaction problem:

Given an arbitrary Boolean constraint network defined by clauses that contain exactly three literals, is the network solvable?

Real World Applications

CSP solving techniques can be used in

- *civil engineering* (design of power plants, water and energy supply, transportation and traffic infrastructure)
- *mechanical engineering* (design of machines, robots, vehicles)
- digital circuit *verification*
- automated timetabling
- air traffic control
- finance

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Theorem

It is NP-hard to decide solvability of CSPs.

Since k -colorability (SAT, 3SAT) is NP-complete, solvability of CSPs in general must be NP-hard.

Question: Is CSP solvability *in* NP?

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Solving CSP

- Enumeration of all assignments and testing
 - ↪ ... too costly
- Backtracking search
 - ↪ numerous different strategies, often “dead” search paths are explored extensively
- Constraint propagation: elimination of obviously impossible values followed by backtracking search
- Many other search methods, e. g., local search, stochastic search, etc.

Solving CSP

- **Enumeration** of all assignments and testing

↪ ... too costly

- **Backtracking** search

↪ numerous different strategies, often “dead” search paths are explored extensively

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Contents

- *Introduction and mathematical background*
 - Sets, relations, graphs
 - Constraint networks and satisfiability
 - Binary Constraint Networks
 - Simple solution methods (backtracking, etc.)
- *Inference-based methods*
 - Arc and path consistency
 - n -consistency and global consistency
- *Search methods*
 - Backtracking
 - Backjumping
 - Comparing different methods
 - Stochastic local search
- *Selected advanced topics*
 - Expressivity vs complexity of constraint formalisms
 - Polynomial solvability of DTP
 - Qualitative constraint networks

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Lectures: Where, When, Webpage

Where

Room 52-02-017

When

Tuesday: 14:15–16:00, Thursday: 14:15–15:00 (+ exercises)

Summer Term Holidays

May 1 (Tuesday)

May 17 (Thursday)

May 29 – June 1

June 7 (Thursday)

Web page

<http://www.informatik.uni-freiburg.de/~ki/teaching/ss07/csp/>

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Lecturers

Dr. Malte Helmert

Room 52-00-044

Consultation: by appointment

Phone: 0761/203-8225

Email: helmert@informatik.uni-freiburg.de

Dr. Stefan Wölfl

Room 52-00-043

Consultation: by appointment

Phone: 0761/203-8228

Email: woelfl@informatik.uni-freiburg.de

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Who

Gabi Röger

Room 52-00-030

Consultation: by appointment

Phone: 0761/203-8219

Email: roeger@informatik.uni-freiburg.de

Where

Room 52-02-017

When

Thursday, 15:05-15:50

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- Oral exams in late September and/or early October 2007

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Literature

Course goals

- Rina Dechter, *Constraint Processing*, Morgan Kaufmann, 2003.
- Further readings will be given during the lecture.

Course Prerequisites & Goals

Goals

- Acquiring skills in constraint processing
- Understanding the principles behind different solving techniques
- Being able to read and understand research literature in the area of constraint satisfaction
- Being able to complete a project (thesis) in this research area

Prerequisites

- Basic knowledge in the area of AI
- Basic knowledge in formal logic
- Basic knowledge in theoretical computer science

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