

CSPs: Arc Consistency & Domain Splitting

Computer Science cpssc322, Lecture 13
(Textbook Chpt 4.5 ,4.6)

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Lecture Overview

- **Recap (CSP as search & Constraint Networks)**
- Arc Consistency Algorithm
- Domain splitting

Standard Search vs. Specific R&R systems

Constraint Satisfaction (Problems):

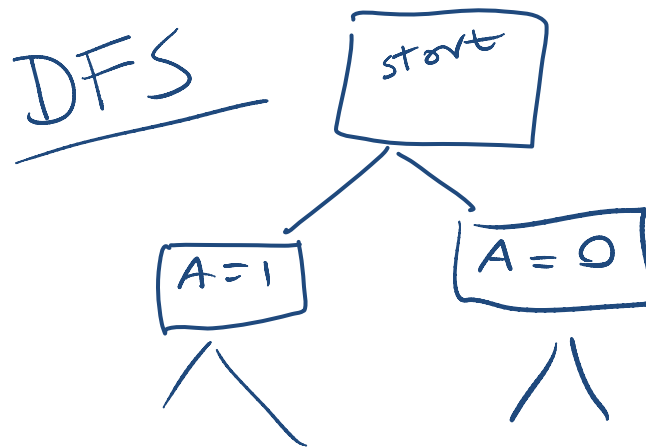
- **State:** assignments of values to a subset of the variables
- **Successor function:** assign values to a “free” variable
- **Goal test:** set of constraints
- **Solution:** possible world that satisfies the constraints
- **Heuristic function:** *none (all solutions at the same distance from start)*

Planning :

- State
- Successor function
- Goal test
- Solution
- Heuristic function

Query

- State
- Successor function
- Goal test
- Solution
- Heuristic function



A B {0,1}

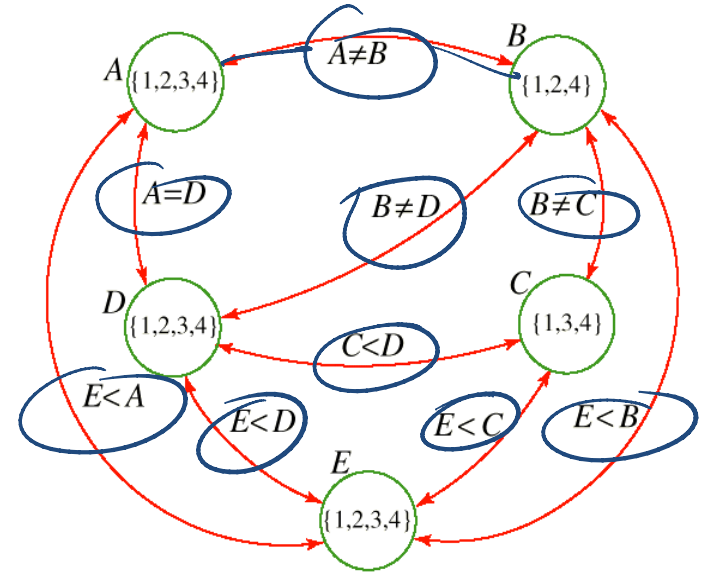
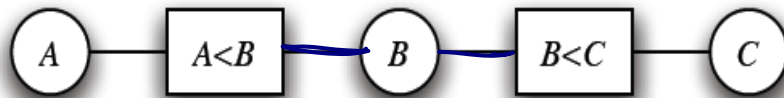
solutions
at level
of vars



Recap: We can do much better..

- Build a **constraint network**:


A B C A < B B < <



- Enforce **domain and arc consistency**



Lecture Overview

- Recap
- Arc Consistency Algorithm
 - Abstract strategy 
 - Details
 - Complexity
 - Interpreting the output
- Domain Splitting

Arc Consistency Algorithm: high level strategy

- Consider the arcs in turn, making each arc consistent.
- BUT, arcs may need to be revisited whenever....

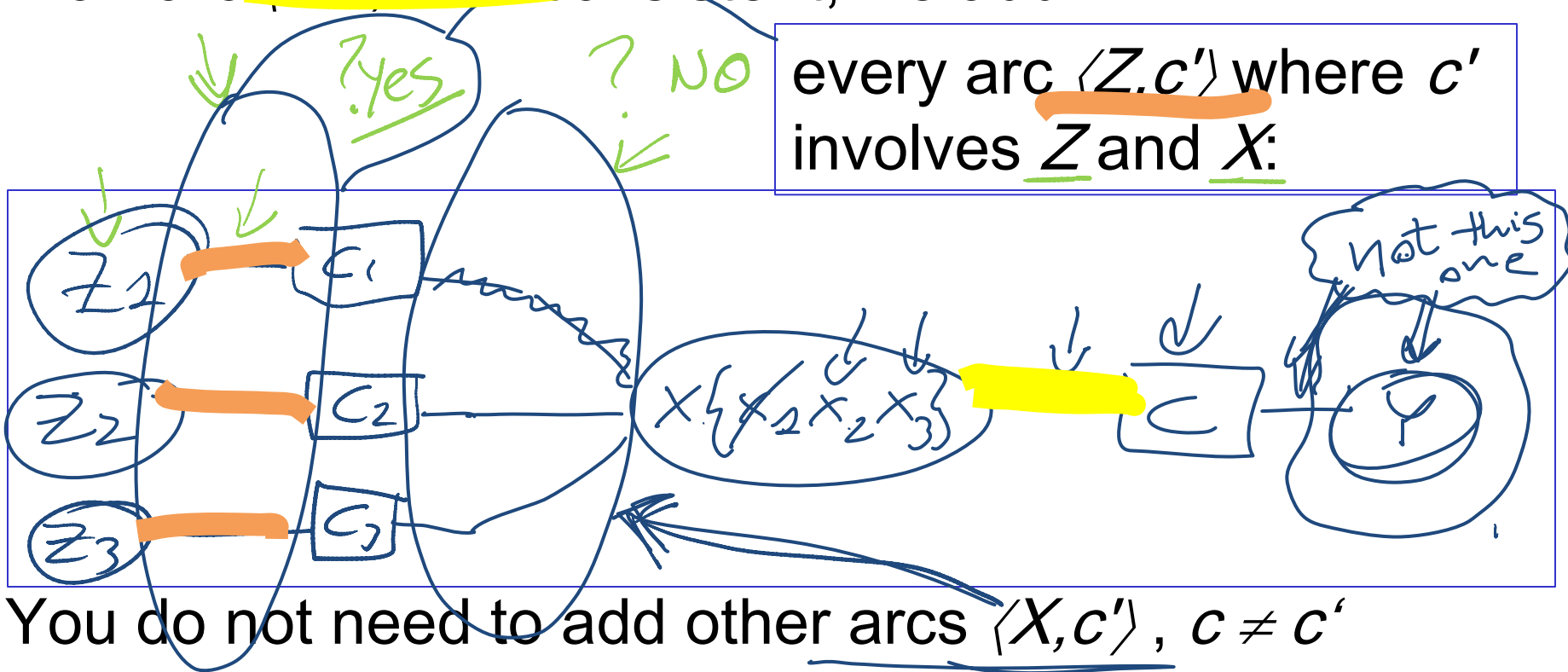


- NOTE - Regardless of the order in which arcs are considered, we will terminate with the same result

What arcs need to be revisited?

When we reduce the domain of a variable X to make an arc $\langle X, c \rangle$ consistent, we add.....

every arc $\langle Z, c' \rangle$ where c' involves Z and X :



You do not need to add other arcs $\langle X, c' \rangle$, $c \neq c'$

- If an arc $\langle X, c' \rangle$ was arc consistent before, it will still be arc consistent (in the ``for all'' we'll just check fewer values)

Arc Consistency Algorithm (for binary C)

1: Procedure GAC(V,dom,C)

2: Inputs

3: → V: a set of variables

4: → dom: a function such that dom(X) is the domain of variable X

5: → C: set of constraints to be satisfied

6: Output

7: arc-consistent domains for each variable

8: Local

9: → D_X is a set of values for each variable X

10: → TDA is a set of arcs **TO DO ARC LIST**

11: for each variable X do

12: → $D_X \leftarrow \text{dom}(X)$

13: → $TDA \leftarrow \{\langle X,c \rangle \mid c \in C \text{ and } X \in \text{scope}(c)\}$

14:

15: → while (TDA $\neq \{\}$)

16: select $\langle X,c \rangle \in TDA$; **arc TO BE CHECKED**

17: → $TDA \leftarrow TDA \setminus \{\langle X,c \rangle\}$

18: $ND_X \leftarrow \{x \mid x \in D_X \text{ and there is } y_i \in D_{Y_i} \{X=x, Y=y\} \in c\}$ **INITIALIZE**

19: if ($ND_X \neq D_X$) then

20: $TDA \leftarrow TDA \cup \{\langle Z,c' \rangle \mid X \in \text{scope}(c'), c' \text{ is not } c, Z \in \text{scope}(c') \setminus \{X\}\}$ **BINARY**

21: $D_X \leftarrow ND_X$ **arc is not consistent**

22: **reducing the domain**

23:

24: return $\{D_X \mid X \text{ is a variable}\}$

add arcs to TDA
see previous slide

satisfies C

Arc Consistency Algorithm: Complexity

- Let's determine Worst-case complexity of this procedure (compare with DFS d^n)
 - let the max size of a variable domain be d
 - let the number of variables be n
 - The max number of binary constraints is $n(n-1)/2$
- How many times the same arc can be inserted in the ToDoArc list? d

$$O(d^3 n^2)$$
- How many steps are involved in checking the consistency of an arc? d^2



$$\{x_1 \dots x_d\} \quad \{y_1 \dots y_d\}$$

OVERALL
COMPLEXITY

Arc Consistency Algorithm: Interpreting Outcomes

- Three possible outcomes (when all arcs are arc consistent):
 - One domain is empty → *no sol*
 - Each domain has a single value → *unique sol* 😊
 - Some domains have more than one value → may or may not be a solution
 - in this case, arc consistency isn't enough to solve the problem: we need to perform search
- see arc consistency (AC) practice exercise*

Lecture Overview

- Recap
- Arc Consistency
- Domain splitting

Domain splitting (or case analysis)

- Arc consistency ends: Some domains have more than one value \rightarrow may or may not be a solution

A. Apply Depth-First Search with Pruning \leftarrow

B. Split the problem in a number of disjoint cases \leftarrow

$$\begin{array}{c} \text{CSP} = \{x = \{x_1 x_2 x_3 x_4\} \dots\} \\ \swarrow \quad \searrow \\ \text{CSP}_1 \{x = \{x_1 x_2\} \dots\} \quad \text{CSP}_2 \{x = \{x_3 x_4\} \dots\} \end{array}$$

- Set of all solution equals to....

$$\text{Sol}(\text{CSP}) = \bigcup_i \text{sol}(\text{CSP}_i)$$

But what is the advantage?

By reducing $\text{dom}(X)$ we may be able to... *run AC again*

- Simplify the problem using **arc consistency** \leftarrow

- No unique solution i.e., for at least one var, \leftarrow

$|\text{dom}(X)| > 1$

- **Split X** \leftarrow

- For all the splits \leftarrow

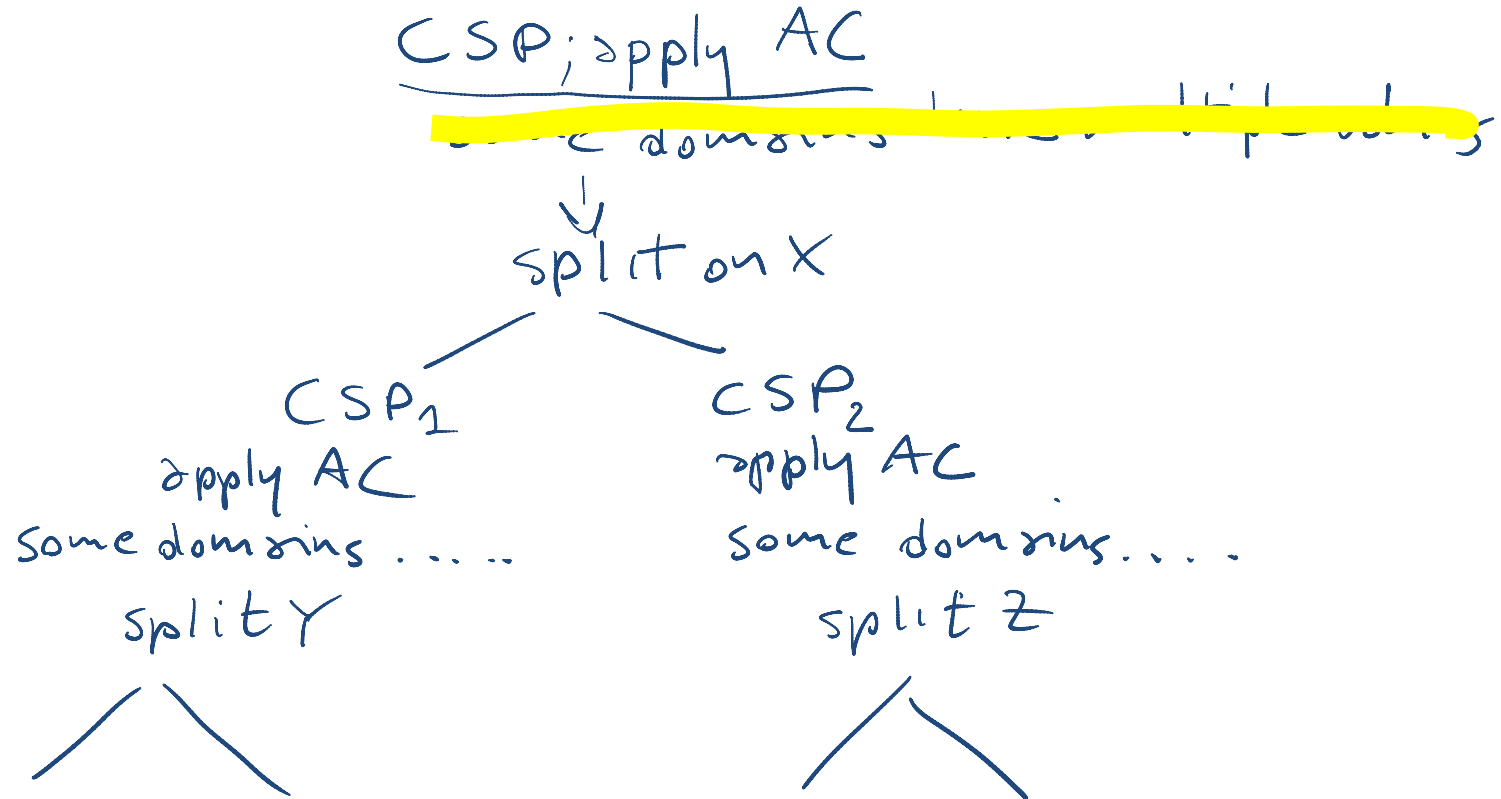
- Restart arc consistency on arcs $\langle Z, r(Z, X) \rangle$

Initial TDA

these are the ones that are possibly... *inconsistent*

- Disadvantage ☹: you need to keep all these \leftarrow
CSPs around (vs. lean states of DFS)

Searching by domain splitting



- Disadvantage ☹: you need to keep all these CSPs around (vs. lean states of DFS)

Learning Goals for today's class

You can:

- Define/read/write/trace/debug the **arc consistency algorithm**. Compute its complexity and assess its possible outcomes
- Define/read/write/trace/debug **domain splitting** and its integration with arc consistency

Next Class (Chpt. 4.8)

- **Local search:**
- Many search spaces for CSPs are simply too big for systematic search (but solutions are densely distributed).
 - Keep only the current state (or a few)
 - Use very little memory / often find reasonable solution
- **Local search for CSPs**

K-ary vs. binary constraints

- **Not a topic for this course** but if you are curious about it...
- Wikipedia example clarifies basic idea...
- http://en.wikipedia.org/wiki/Constraint_satisfaction_dual_problem
- The **dual problem** is a reformulation of a constraint satisfaction problem expressing each constraint of the original problem as a variable. Dual problems only contain binary constraints, and are therefore solvable by algorithms tailored for such problems.
- See also: **hidden transformations**