

# **CSPs: Arc Consistency & Domain Splitting**

**CPSC 322 Lecture 12**

# Lecture Overview

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

# Standard Search vs. Specific R&R

## 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 :

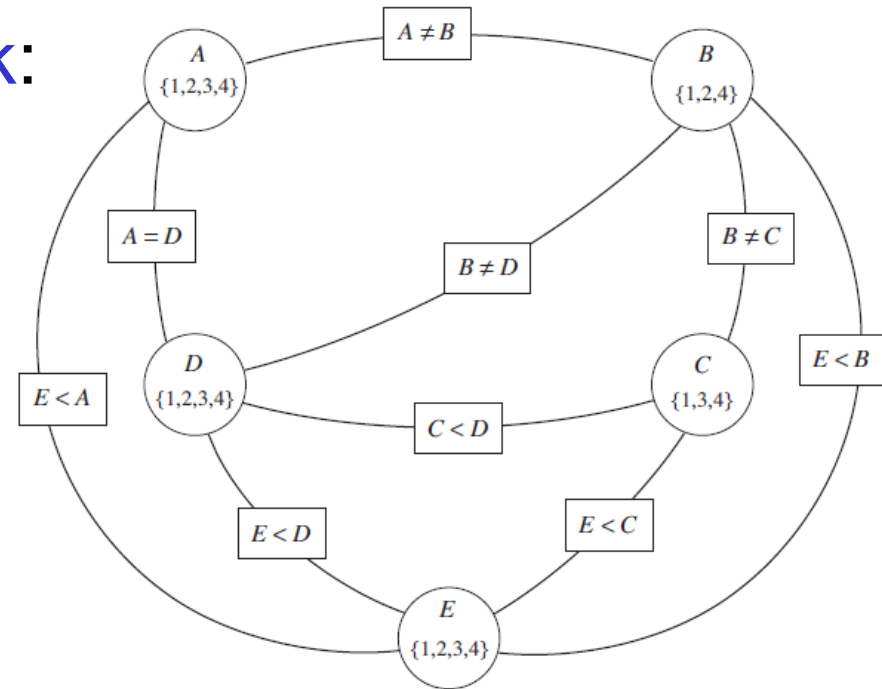
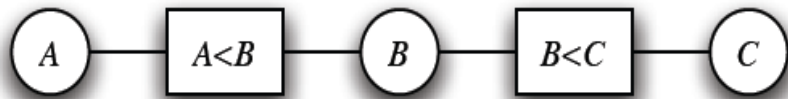
- State
- Successor function
- Goal test
- Solution
- Heuristic function

## Query

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

# Recap: We can do much better..

- Build a constraint network:



- Enforce domain and arc consistency



# 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

# 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 when....?

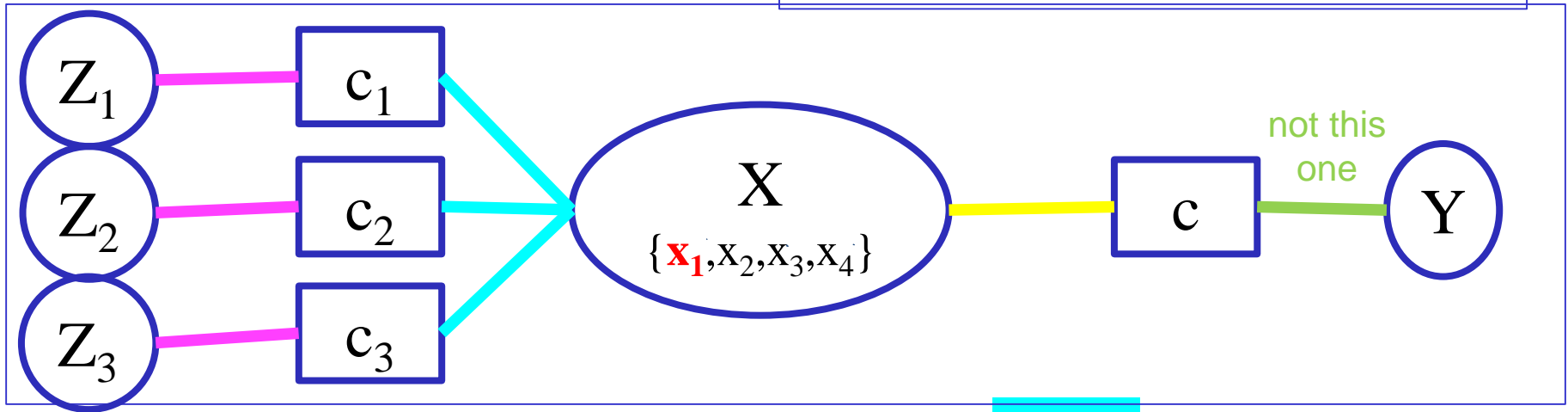


- NOTE - Regardless of the order in which arcs are considered, we will terminate with the same result

# What arcs need to be revisited?

When we **reduce** the domain of a variable  $X$  to make an arc  $\langle X, c \rangle$  arc 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 Pseudocode

**TDA**  $\leftarrow$  all arcs in constraint network  
while **TDA** is not empty:

- select arc **a** from **TDA**
- if **a** is not consistent:
  - make **a** consistent
  - add arcs to **TDA** that may now be inconsistent

# Arc consistency algorithm (for binary constraints)

**Procedure** GAC( $V, \text{dom}, C$ )

## Inputs

$V$ : a set of variables

$\text{dom}$ : a function such that  $\text{dom}(X)$  is the domain of variable  $X$

$C$ : set of constraints to be satisfied

## Output

arc-consistent domains for each variable

## Local

$D_X$  is a set of values for each variable  $X$

TDA is a set of arcs

Scope of constraint  $c$  is the set of variables involved in that constraint

TDA:  
ToDoArcs,  
blue arcs  
in Alspace

```

1:  for each variable  $X$  do
2:       $D_X \leftarrow \text{dom}(X)$ 
3:       $\text{TDA} \leftarrow \{ \langle X, c \rangle \mid X \in V, c \in C \text{ and } X \in \text{scope}(c) \}$ 

4:      while ( $\text{TDA} \neq \{ \}$ )
5:          select  $\langle X, c \rangle \in \text{TDA}$ 
6:           $\text{TDA} \leftarrow \text{TDA} \setminus \{ \langle X, c \rangle \}$ 
7:           $\text{ND}_X \leftarrow \{ x \mid x \in D_X \text{ and } \exists y \in D_Y \text{ s.t. } (x, y) \text{ satisfies } c \}$ 
8:          if ( $\text{ND}_X \neq D_X$ ) then
9:               $\text{TDA} \leftarrow \text{TDA} \cup \{ \langle Z, c' \rangle \mid X \in \text{scope}(c'), c' \neq c, Z \in \text{scope}(c') \setminus \{ X \} \}$ 
10:              $D_X \leftarrow \text{ND}_X$ 
11:  return  $\{ D_X \mid X \text{ is a variable} \}$ 
    
```

$\text{ND}_X$ : values  $x$  for  $X$  for which there is a value for  $y$  supporting  $x$

$X$ 's domain changed:  
 $\Rightarrow$  arcs  $\langle Z, c' \rangle$  for variables  $Z$  sharing a constraint  $c'$  with  $X$  are added to TDA

If arc was inconsistent

Domain is reduced

# Arc Consistency Algorithm: Complexity

- Let's determine Worst-case complexity of this procedure
  - let the max size of a variable domain be  $d$
  - let the number of variables be  $n$
  - Let all constraints be binary
- The max number of binary constraints is ?

A.  $n * d$

B.  $d * d$

C.  $(n * (n-1)) / 2$

D.  $(n * d) / 2$



# Arc Consistency: Complexity

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

A.  $n$       B.  $d$       C.  $n * d$       D.  $d^2$



- How many steps are involved in checking the consistency of an arc?

A.  $n^2$       B.  $d$       C.  $n * d$       D.  $d^2$



# Arc Consistency Algorithm: Complexity

- Let's determine worst-case complexity of this procedure
  - let the max size of a variable domain be  $d$
  - let the number of variables be  $n$
  - The max number of binary constraints is \_\_\_\_\_
- How many times can the same arc be inserted in the ToDoArc list? \_\_\_\_\_
- How many steps are involved in checking the consistency of an arc? \_\_\_\_\_
- Overall complexity:  $O(n^2d^3)$

# Arc Consistency Algorithm: Interpreting Outcomes

- Three possible outcomes (when all arcs are arc consistent):
  - One domain is empty → no solution
  - Each domain has a single value → unique solution
  - Some domains have more than one value → zero or more solutions
    - in this case, arc consistency isn't enough to solve the problem: we still need to perform search

# Lecture Overview

- Recap
- Arc Consistency
- Domain splitting

# Domain splitting (or case analysis)

- Arc consistency ends: Some domains have more than one value → may or may not be a solution
  - A. Apply Depth-First Search with Pruning
  - B. **Split the problem** in a number of (eg. two) disjoint cases
    - The set of all solutions is....

# But what is the advantage?

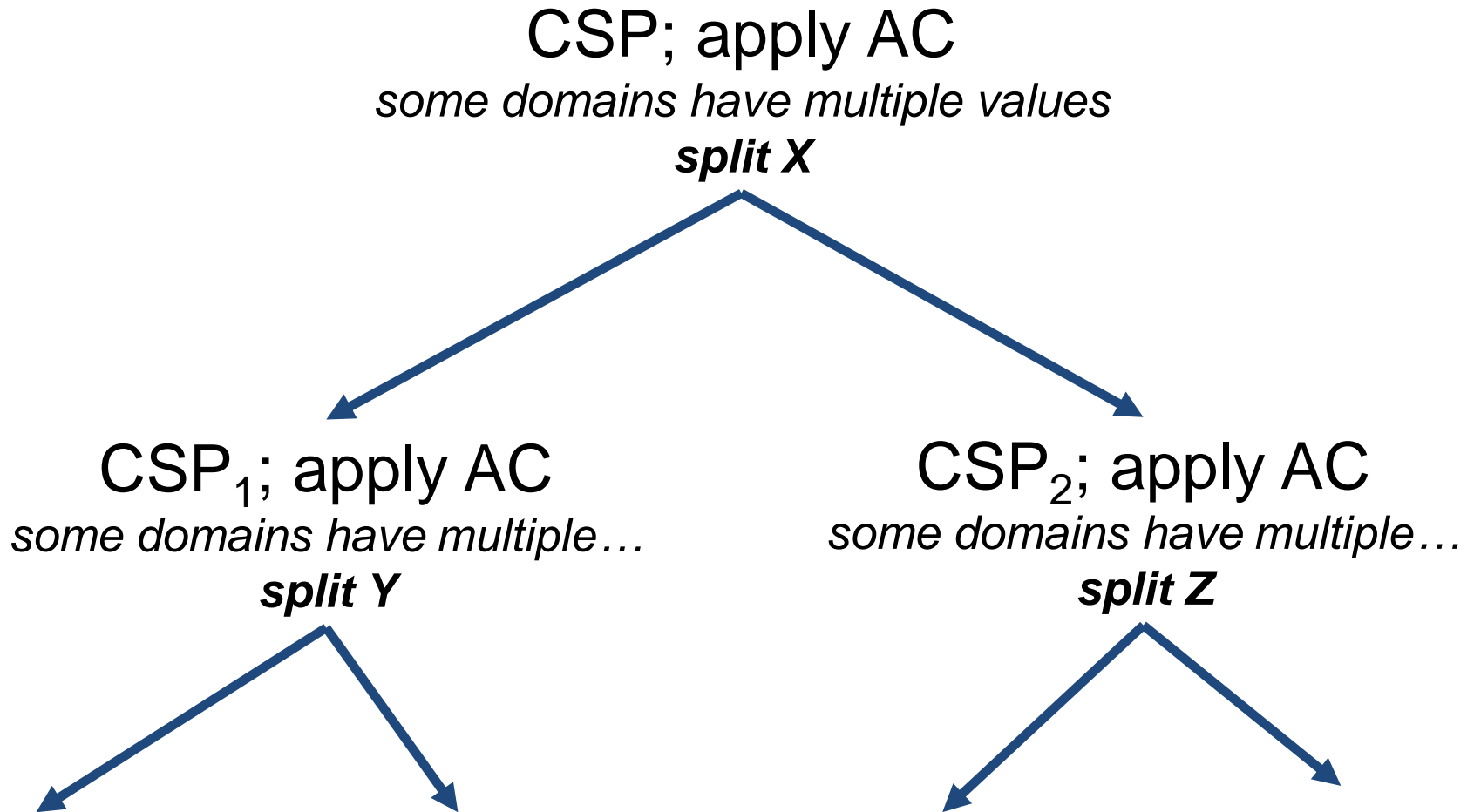
By reducing  $\text{dom}(X)$  we may be able to **run AC again**

- Simplify the problem using **arc consistency**
  - No unique solution i.e., for at least one var,  $|\text{dom}(X)| > 1$
  - **Split X**
  - For all the splits
    - ✓ Restart arc consistency on arcs  $\langle Z, r(Z, X) \rangle$

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

- **Disadvantage** 😞: you need to keep all these CSPs around (vs. simpler/smaller states of DFS)

# Searching by domain splitting

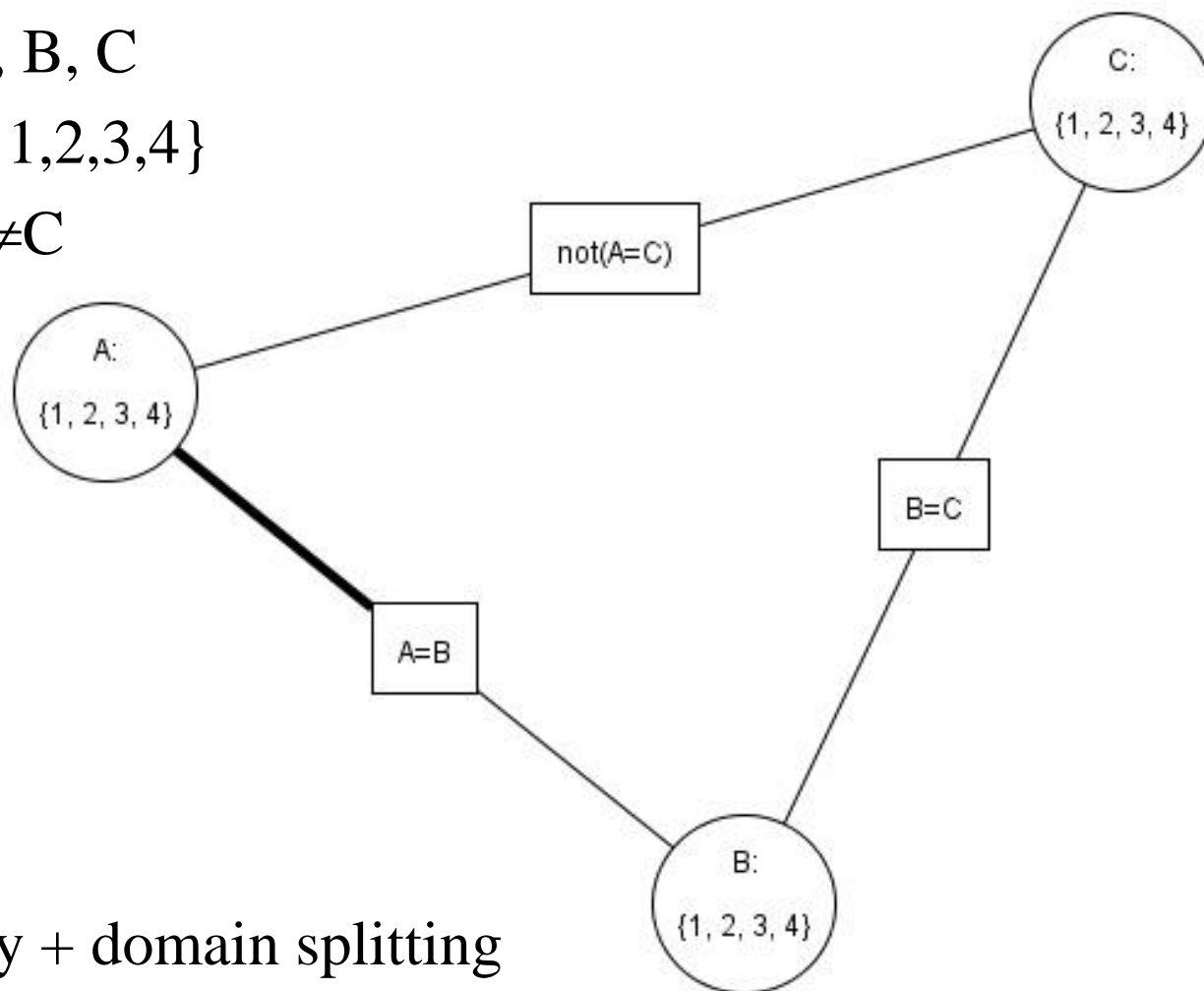


# More formally: Arc consistency with domain splitting as another formulation of CSP as search

- **Start state:** run AC on vector of original domains ( $\text{dom}(V_1), \dots, \text{dom}(V_n)$ )
- **States:** “remaining” domains ( $D(V_1), \dots, D(V_n)$ ) for the vars with  $D(V_i) \subseteq \text{dom}(V_i)$  for each  $V_i$
- **Successor function:**
  - split one of the domains + run arc consistency
- **Goal state:** vector of unary domains that satisfies all constraints
  - That is, only one value left for each variable
  - The assignment of each variable to its single value is a **model**
- **Solution:** any goal state

# Domain Splitting in Action:

- 3 variables: A, B, C
- Domains: all  $\{1, 2, 3, 4\}$
- $A=B$ ,  $B=C$ ,  $A \neq C$



- Let's trace  
arc consistency + domain splitting  
for this network for "Simple Problem 2" in



- **Work on CSP Practice Ex:**

- Exercise 4.A: arc consistency
- Exercise 4.B: constraint satisfaction problems

## Next Class (Chpt. 4.7)

- **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](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**