

# Foundations of Artificial Intelligence

## 27. Constraint Satisfaction Problems: Constraint Graphs

Martin Wehrle

Universität Basel

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# Constraint Satisfaction Problems: Overview

## Chapter overview: constraint satisfaction problems

- 22.–23. Introduction
- 24.–26. Basic Algorithms
- 27.–28. Problem Structure
  - 27. Constraint Graphs
  - 28. Decomposition Methods

# Constraint Graphs

# Motivation

- To solve a constraint network consisting of  $n$  variables and  $k$  values,  $k^n$  assignments must be considered.
- Inference can alleviate this combinatorial explosion, but will not always avoid it.
- Many practically relevant constraint networks are efficiently solvable if their **structure** is taken into account.

# Constraint Graphs

## Definition (constraint graph)

Let  $\mathcal{C} = \langle V, \text{dom}, (R_{uv}) \rangle$  be a constraint network.

The **constraint graph** of  $\mathcal{C}$  is the graph whose vertices are  $V$  and which contains an edge between  $u$  and  $v$  iff  $R_{uv}$  is a nontrivial constraint.

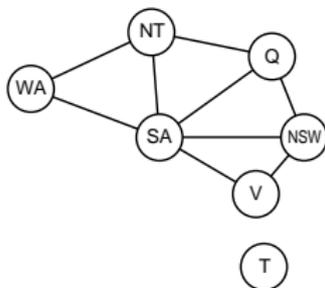
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**example:** coloring of the Australian states and territories



# Disconnected Graphs

# Unconnected Constraint Graphs

## Proposition (unconnected constraint graphs)

*If the constraint graph of  $\mathcal{C}$  has multiple connected components, the subproblems induced by each component can be solved separately.*

*The union of the solutions of these subproblems is a solution for  $\mathcal{C}$ .*

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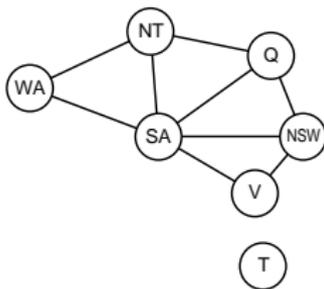
## Proof.

A total assignment consisting of combined subsolutions satisfies all constraints that occur **within** the subproblems.

From the definitions of constraint graphs and connected components, **all** nontrivial constraints are within a subproblem. □

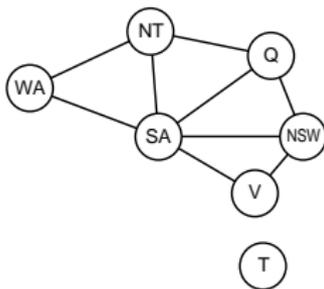
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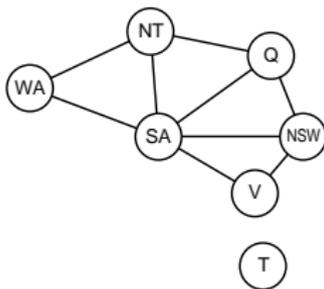
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network with  $k = 2$ ,  $n = 30$  that decomposes into three components of equal size

savings?

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**further example:**

network with  $k = 2$ ,  $n = 30$  that decomposes into three components of equal size

**savings?**

only  $3 \cdot 2^{10} = 3072$  assignments instead of  $2^{30} = 1073741824$

# Trees

# Trees as Constraint Graphs

## Proposition (trees as constraint graphs)

Let  $\mathcal{C}$  be a constraint network with  $n$  variables and maximal domain size  $k$  whose constraint graph is a *tree* or *forest* (i.e., does not contain cycles).

Then we can solve  $\mathcal{C}$  or prove that no solution exists in time  $O(nk^2)$ .

**example:**  $k = 5, n = 10$

$\rightsquigarrow k^n = 9765625, nk^2 = 250$

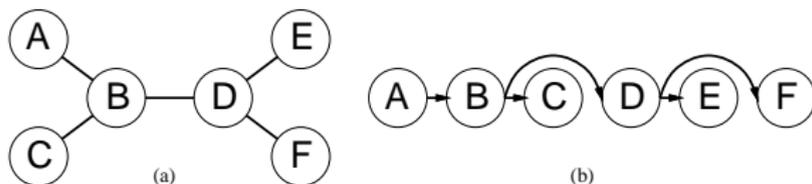
# Trees as Constraint Graphs: Algorithm

algorithm for trees:

- Build a **directed** tree for the constraint graph.  
Select an arbitrary variable as the root.
- Order variables  $v_1, \dots, v_n$  such that parents are ordered before their children.
- For  $i \in \langle n, n-1, \dots, 2 \rangle$ : call `revise( $v_{\text{parent}(i)}$ ,  $v_i$ )`  
 $\rightsquigarrow$  each variable is arc consistent with respect to its children
- If a domain becomes empty, the problem is unsolvable.
- Otherwise: solve with `BacktrackingWithInference`, variable order  $v_1, \dots, v_n$  and forward checking.  
 $\rightsquigarrow$  solution is found **without backtracking steps**

# Trees as Constraint Graphs: Example

constraint network  $\rightsquigarrow$  directed tree + order:



revise steps:

- revise( $D, F$ )
- revise( $D, E$ )
- revise( $B, D$ )
- revise( $B, C$ )
- revise( $A, B$ )

finding a solution:

backtracking with order  $A \prec B \prec C \prec D \prec E \prec F$

# Summary

# Summary

- Constraint networks with **simple structure** are easy to solve.
- **Constraint graphs** formalize this structure:
  - **several connected components**:  
solve **separately** for each component
  - **tree**: algorithm **linear** in number of variables