## Foundations of Artificial Intelligence

27. Constraint Satisfaction Problems: Constraint Graphs

Malte Helmert

University of Basel

April 19, 2021

#### 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 •000

# 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)

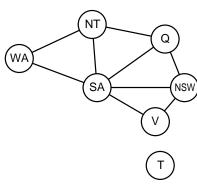
Let  $C = \langle V, \text{dom}, (R_{uv}) \rangle$  be a constraint network.

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

## Constraint Graphs: Example

#### Coloring of the Australian states and territories





# **Unconnected 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  $\mathcal{C}$ .

### **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 C.

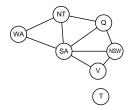
#### Proof.

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.

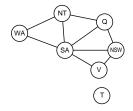


## Unconnected Constraint Graphs: Example

example: Tasmania can be colored independently from the rest of Australia.



example: Tasmania can be colored independently from the rest of Australia.



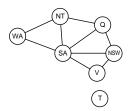
#### further example:

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

savings?

## Unconnected Constraint Graphs: Example

example: Tasmania can be colored independently from the rest of Australia.



#### 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 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 C or prove that no solution exists in time  $O(nk^2)$ .

example: 
$$k = 5, n = 10$$
  
 $\Rightarrow k^n = 9765625, nk^2 = 250$ 

## Trees as Constraint Graphs: Algorithm

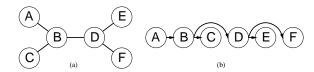
#### algorithm for trees:

- Build a directed tree for the constraint graph.
   Select an arbitrary variable as the root.
- Order variables  $v_1, \ldots, v_n$  such that parents are ordered before their children.
- For i ∈ ⟨n, n − 1, ..., 2⟩: call revise(v<sub>parent(i)</sub>, v<sub>i</sub>)
   ⇒ 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<sub>1</sub>,..., v<sub>n</sub> and forward checking.
   → solution is found without backtracking steps

```
proof: → exercises
```

Trees

#### constraint network → 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