

# Foundations of Artificial Intelligence

## 28. Constraint Satisfaction Problems: Decomposition Methods

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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

# Decomposition Methods

# More Complex Graphs

What if the constraint graph is not a tree  
and does not decompose into several components?

- idea 1: **conditioning**
- idea 2: **tree decomposition**

German: Konditionierung, Baumzerlegung

# Conditioning

# Conditioning

## Conditioning

idea: Apply backtracking with forward checking until the constraint graph **restricted to the remaining unassigned variables** decomposes or is a tree.

**remaining problem**  $\rightsquigarrow$  algorithms for simple constraint graphs

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### cutset conditioning:

Choose variable order such that early variables form a small **cutset** (i.e., set of variables such that removing these variables results in an acyclic constraint graph).

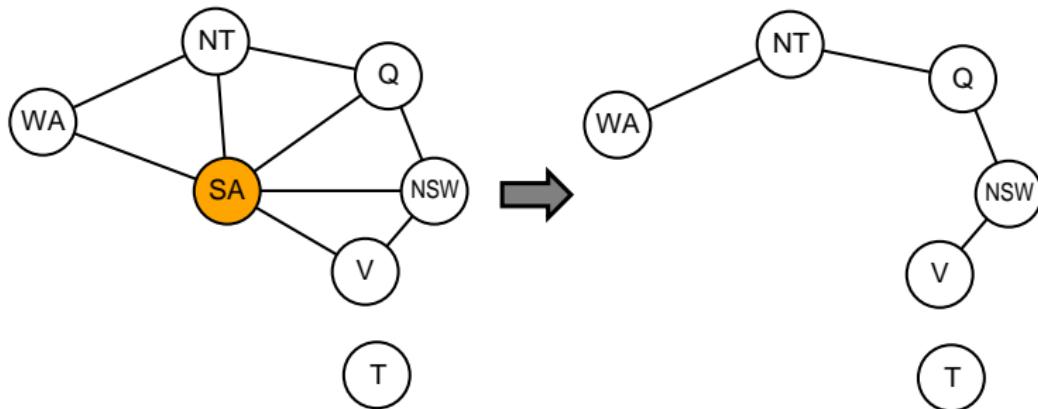
German: Cutset

time complexity:  $n$  variables,  $m < n$  in cutset, maximal domain size  $k$ :  $O(k^m \cdot (n - m)k^2)$

(Finding optimal cutsets is an NP-complete problem.)

# Conditioning: Example

Australia example: Cutset of size 1 suffices:



Decomposition Methods  
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Conditioning  
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Tree Decomposition  
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Summary  
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# Tree Decomposition

# Tree Decomposition

basic idea of **tree decomposition**:

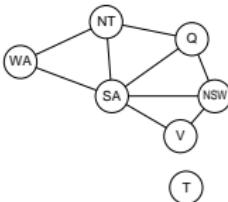
- Decompose constraint network into smaller **subproblems** (overlapping).
- Find solutions for the subproblems.
- Build overall solution based on the subsolutions.

more details:

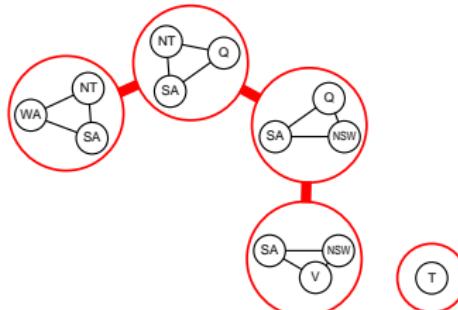
- “Overall solution building problem” based on subsolutions is a constraint network itself (**meta constraint network**).
- Choose subproblems in a way that the constraint graph of the meta constraint network is a **tree/forest**.  
~~ build overall solution with efficient tree algorithm

# Tree Decomposition: Example

constraint network:



tree decomposition:



# Tree Decomposition: Definition

## Definition (tree decomposition)

Consider a constraint network  $\mathcal{C}$  with variables  $V$ .

A **tree decomposition** of  $\mathcal{C}$

is a graph  $\mathcal{T}$  with the following properties.

**requirements on vertices:**

- Every **vertex** of  $\mathcal{T}$  corresponds to a subset of the variables  $V$ . Such a vertex (and corresponding variable set) is called a **subproblem** of  $\mathcal{C}$ .
- Every **variable** of  $V$  appears in **at least one** subproblem of  $\mathcal{T}$ .
- For every **nontrivial constraint**  $R_{uv}$  of  $\mathcal{C}$ , the variables  $u$  and  $v$  appear together in **at least one** subproblem in  $\mathcal{T}$ .

...

# Tree Decomposition: Definition

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**requirements on edges:**

- For each variable  $v \in V$ , let  $\mathcal{T}_v$  be the set of vertices corresponding to the subproblems that contain  $v$ .
- For each variable  $v$ , the set  $\mathcal{T}_v$  is **connected**, i.e., each vertex in  $\mathcal{T}_v$  is reachable from every other vertex in  $\mathcal{T}_v$  without visiting vertices not contained in  $\mathcal{T}_v$ .
- $\mathcal{T}$  is **acyclic** (a tree/forest)

# Meta Constraint Network

meta constraint network  $\mathcal{C}^{\mathcal{T}} = \langle V^{\mathcal{T}}, \text{dom}^{\mathcal{T}}, (R_{uv}^{\mathcal{T}}) \rangle$

based on tree decomposition  $\mathcal{T}$

- $V^{\mathcal{T}}$  := vertices of  $\mathcal{T}$  (i.e., subproblems of  $\mathcal{C}$  occurring in  $\mathcal{T}$ )
- $\text{dom}^{\mathcal{T}}(v)$  := set of solutions of subproblem  $v$
- $R_{uv}^{\mathcal{T}} := \{\langle s, t \rangle \mid s, t$  **compatible** solutions of subproblems  $u, v\}$

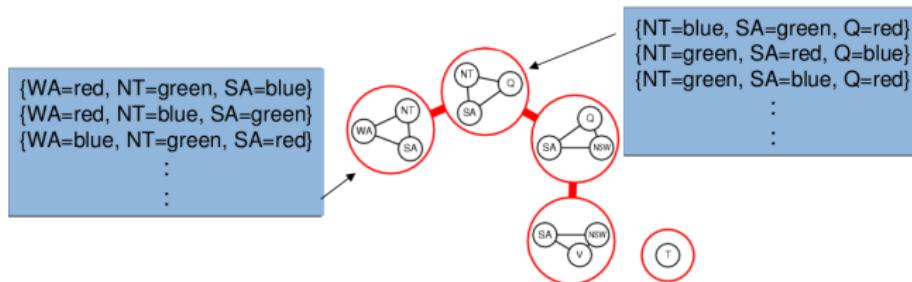
German: Meta-Constraintnetz

Solutions of two subproblems are called **compatible**  
if all overlapping variables are assigned identically.

# Solving with Tree Decompositions: Algorithm

algorithm:

- Find **all solutions** for **all subproblems** in the decomposition and build a tree-like **meta constraint network**.
- Constraints in meta constraint network: subsolutions must be **compatible**.
- Solve meta constraint network with an algorithm for tree-like networks.



# Good Tree Decompositions

**goal:** each subproblem has as few variables as possible

- crucial: subproblem  $V'$  in  $\mathcal{T}$  with highest number of variables
- number of variables in  $V'$  minus 1  
is called **width** of the decomposition
- best width over all decompositions: **tree width**  
of the constraint graph (computation is NP-complete)

time complexity of solving algorithm based on tree decompositions:  
 $O(nk^{w+1})$ , where  $w$  is width of decomposition  
(requires specialized version of revise; otherwise  $O(nk^{2w+2})$ .)

Decomposition Methods  
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Conditioning  
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# Summary

# Summary: This Chapter

- Reduce **complex** constraint graphs to **simple** constraint graphs.
- **cutset conditioning:**
  - Choose **as few** variables as possible (cutset) such that an assignment to these variables yields a **remaining problem** which is structurally simple.
  - **search** over assignments of variables in cutset
- **tree decomposition:** build **tree-like** meta constraint network
  - meta variables: **groups** of original variables that jointly cover all variables and constraints
  - **values** correspond to consistent assignments to the groups
  - constraints between **overlapping** groups to ensure **compatibility**
  - overall algorithm exponential in **width** of decomposition (size of largest group)

# Summary: CSPs

## Constraint Satisfaction Problems (CSP)

**General** formalism for problems where

- values have to be assigned to variables
- such that the given constraints are satisfied.

- algorithms: **backtracking search + inference**  
(e.g., forward checking, arc consistency, path consistency)
- variable and value orders important
- more efficient: exploit **structure of constraint graph**  
(connected components; trees)

# More Advanced Topics

more advanced topics (not considered in this course):

- **backjumping**: backtracking over several layers
- **no-good learning**: infer additional constraints based on information collected during backtracking
- **local search methods** in the space of total, but not necessarily consistent assignments
- **tractable constraint classes**: identification of constraint types that allow for polynomial algorithms
- solutions of different quality:  
**constraint optimization problems (COP)**

~~ more than enough content for a one-semester course