### Foundations of Artificial Intelligence D5. Constraint Satisfaction Problems: Path Consistency

Malte Helmert

University of Basel

April 14, 2025

#### Constraint Satisfaction Problems: Overview

#### Chapter overview: constraint satisfaction problems

- D1–D2. Introduction
- D3–D5. Basic Algorithms
  - D3. Backtracking
  - D4. Arc Consistency
  - D5. Path Consistency
- D6–D7. Problem Structure

## Beyond Arc Consistency

## Beyond Arc Consistency: Path Consistency

#### idea of arc consistency:

- For every assignment to a variable *u* there must be a suitable assignment to every other variable *v*.
- If not: remove values of *u* for which no suitable "partner" assignment to *v* exists.
- $\rightsquigarrow$  tighter unary constraint on u

This idea can be extended to three variables (path consistency):

- For every joint assignment to variables *u*, *v* there must be a suitable assignment to every third variable *w*.
- If not: remove pairs of values of *u* and *v* for which no suitable "partner" assignment to *w* exists.
- $\rightsquigarrow$  tighter binary constraint on u and v

German: Pfadkonsistenz

### Beyond Arc Consistency: *i*-Consistency

general concept of *i*-consistency for  $i \ge 2$ :

- For every joint assignment to variables v<sub>1</sub>,..., v<sub>i-1</sub> there must be a suitable assignment to every *i*-th variable v<sub>i</sub>.
- If not: remove value tuples of v<sub>1</sub>,..., v<sub>i-1</sub> for which no suitable "partner" assignment for v<sub>i</sub> exists.
- $\rightarrow$  tighter (i-1)-ary constraint on  $v_1, \ldots, v_{i-1}$ 
  - 2-consistency = arc consistency
  - 3-consistency = path consistency (\*)

We do not consider general *i*-consistency further
as larger values than *i* = 3 are rarely used
and we restrict ourselves to binary constraints in this course.
(\*) usual definitions of 3-consistency vs. path consistency differ
when ternary constraints are allowed

## Path Consistency

### Path Consistency: Definition

#### Definition (path consistent)

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

Two different variables u, v ∈ V are path consistent with respect to a third variable w ∈ V if for all values d<sub>u</sub> ∈ dom(u), d<sub>v</sub> ∈ dom(v) with ⟨d<sub>u</sub>, d<sub>v</sub>⟩ ∈ R<sub>uv</sub> there is a value d<sub>w</sub> ∈ dom(w) with ⟨d<sub>u</sub>, d<sub>w</sub>⟩ ∈ R<sub>uw</sub> and ⟨d<sub>v</sub>, d<sub>w</sub>⟩ ∈ R<sub>vw</sub>.

The constraint network C is path consistent if for all triples of different variables u, v, w, the variables u and v are path consistent with respect to w.

Summary 00

### Path Consistency on Running Example

#### Running Example

$$\begin{split} R_{wz} &= \{ \langle 1, 2 \rangle, \langle 1, 3 \rangle, \langle 2, 3 \rangle \} \\ R_{yz} &= \{ \langle 2, 1 \rangle, \langle 3, 1 \rangle, \langle 3, 2 \rangle, \langle 4, 1 \rangle, \langle 4, 2 \rangle, \langle 4, 3 \rangle \} \end{split}$$

Are w and y path consistent with respect to z?

#### Running Example

$$\begin{split} R_{wz} &= \{ \langle 1, 2 \rangle, \langle 1, 3 \rangle, \langle 2, 3 \rangle \} \\ R_{yz} &= \{ \langle 2, 1 \rangle, \langle 3, 1 \rangle, \langle 3, 2 \rangle, \langle 4, 1 \rangle, \langle 4, 2 \rangle, \langle 4, 3 \rangle \} \\ R_{wy} &= \{ \langle 1, 1 \rangle, \langle 1, 2 \rangle, \langle 1, 3 \rangle, \langle 1, 4 \rangle, \\ &\quad \langle 2, 1 \rangle, \langle 2, 2 \rangle, \langle 2, 3 \rangle, \langle 2, 4 \rangle, \\ &\quad \langle 3, 1 \rangle, \langle 3, 2 \rangle, \langle 3, 3 \rangle, \langle 3, 4 \rangle, \\ &\quad \langle 4, 1 \rangle, \langle 4, 2 \rangle, \langle 4, 3 \rangle, \langle 4, 4 \rangle \} \end{split}$$

Are w and y path consistent with respect to z?

#### Running Example

$$\begin{aligned} R_{wz} &= \{ \langle 1, 2 \rangle, \langle 1, 3 \rangle, \langle 2, 3 \rangle \} \\ R_{yz} &= \{ \langle 2, 1 \rangle, \langle 3, 1 \rangle, \langle 3, 2 \rangle, \langle 4, 1 \rangle, \langle 4, 2 \rangle, \langle 4, 3 \rangle \} \\ R_{wy} &= \{ \langle 1, 1 \rangle, \langle 1, 2 \rangle, \langle 1, 3 \rangle, \langle 1, 4 \rangle, \\ &\quad \langle 2, 1 \rangle, \langle 2, 2 \rangle, \langle 2, 3 \rangle, \langle 2, 4 \rangle, \\ &\quad \langle 3, 1 \rangle, \langle 3, 2 \rangle, \langle 3, 3 \rangle, \langle 3, 4 \rangle, \\ &\quad \langle 4, 1 \rangle, \langle 4, 2 \rangle, \langle 4, 3 \rangle, \langle 4, 4 \rangle \} \end{aligned}$$

Are w and y path consistent with respect to z? No!

#### Running Example

$$\begin{split} R_{wz} &= \{ \langle 1, 2 \rangle, \langle 1, 3 \rangle, \langle 2, 3 \rangle \} \\ R_{yz} &= \{ \langle 2, 1 \rangle, \langle 3, 1 \rangle, \langle 3, 2 \rangle, \langle 4, 1 \rangle, \langle 4, 2 \rangle, \langle 4, 3 \rangle \} \\ R_{wy} &= \{ \langle 1, 3 \rangle, \langle 1, 4 \rangle, \langle 2, 4 \rangle \} \end{split}$$

Are w and y path consistent with respect to z?

#### Running Example

$$\begin{split} R_{wz} &= \{ \langle \mathbf{1}, \mathbf{2} \rangle, \langle \mathbf{1}, \mathbf{3} \rangle, \langle \mathbf{2}, \mathbf{3} \rangle \} \\ R_{yz} &= \{ \langle \mathbf{2}, \mathbf{1} \rangle, \langle \mathbf{3}, \mathbf{1} \rangle, \langle \mathbf{3}, \mathbf{2} \rangle, \langle \mathbf{4}, \mathbf{1} \rangle, \langle \mathbf{4}, \mathbf{2} \rangle, \langle \mathbf{4}, \mathbf{3} \rangle \} \\ R_{wy} &= \{ \langle \mathbf{1}, \mathbf{3} \rangle, \langle \mathbf{1}, \mathbf{4} \rangle, \langle \mathbf{2}, \mathbf{4} \rangle \} \end{split}$$

Are w and y path consistent with respect to z? Yes!

Summary 00

### Path Consistency on Running Example

#### Running Example

$$R_{wz} = \{ \langle 1, 2 \rangle, \langle 1, 3 \rangle, \langle 2, 3 \rangle \}$$
  

$$R_{yz} = \{ \langle 2, 1 \rangle, \langle 3, 1 \rangle, \langle 3, 2 \rangle, \langle 4, 1 \rangle, \langle 4, 2 \rangle, \langle 4, 3 \rangle \}$$
  

$$R_{wy} = \{ \langle 1, 3 \rangle, \langle 1, 4 \rangle, \langle 2, 4 \rangle \}$$

Are w and y path consistent with respect to z? Yes!

#### Running Example

$$R_{wz} = \{ \langle 1, 2 \rangle, \langle 1, 3 \rangle, \langle 2, 3 \rangle \}$$
  

$$R_{yz} = \{ \langle 2, 1 \rangle, \langle 3, 1 \rangle, \langle 3, 2 \rangle, \langle 4, 1 \rangle, \langle 4, 2 \rangle, \langle 4, 3 \rangle \}$$
  

$$R_{wy} = \{ \langle 1, 3 \rangle, \langle 1, 4 \rangle, \langle 2, 4 \rangle \}$$

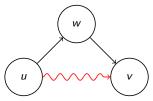
Are w and y path consistent with respect to z? Yes!

#### Path Consistency: Remarks

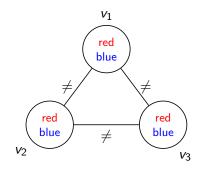
#### remarks:

- Even if the constraint  $R_{uv}$  is trivial, path consistency can infer nontrivial constraints between u and v.
- name "path consistency":

path  $u \rightarrow w \rightarrow v$  leads to new information on  $u \rightarrow v$ 



#### Path Consistency: Example



arc consistent, but not path consistent

### Processing Variable Triples: revise-3

analogous to revise for arc consistency:

function revise-3(C, u, v, w):  $\langle V, \text{dom}, (R_{uv}) \rangle := C$ for each  $\langle d_u, d_v \rangle \in R_{uv}$ : if there is no  $d_w \in \text{dom}(w)$  with  $\langle d_u, d_w \rangle \in R_{uw}$  and  $\langle d_v, d_w \rangle \in R_{vw}$ : remove  $\langle d_u, d_v \rangle$  from  $R_{uv}$ 

input: constraint network C and three variables u, v, w of C effect: u, v path consistent with respect to w. All violating pairs are removed from  $R_{uv}$ . time complexity:  $O(k^3)$  where k is maximal domain size

## Enforcing Path Consistency: PC-2

#### analogous to AC-3 for arc consistency:

#### function PC-2(C):

```
\langle V, \mathsf{dom}, (R_{\mu\nu}) \rangle := \mathcal{C}
queue := \emptyset
for each set of two variables \{u, v\}:
       for each w \in V \setminus \{u, v\}:
              insert \langle u, v, w \rangle into queue
while queue \neq \emptyset:
       remove any element \langle u, v, w \rangle from queue
       revise-3(C, u, v, w)
       if R_{\mu\nu} changed in the call to revise-3:
              for each w' \in V \setminus \{u, v\}:
                     insert \langle w', u, v \rangle into queue
                     insert \langle w', v, u \rangle into queue
```

## PC-2: Discussion

The comments for AC-3 hold analogously.

- PC-2 enforces path consistency
- proof idea: invariant of the while loop:
   if ⟨u, v, w⟩ ∉ queue, then u, v path consistent
   with respect to w
- time complexity O(n<sup>3</sup>k<sup>5</sup>) for n variables and maximal domain size k (Why?)

# Summary



generalization of

arc consistency (considers pairs of variables) to path consistency (considers triples of variables) and *i*-consistency (considers *i*-tuples of variables)

- arc consistency tightens unary constraints
- path consistency tightens binary constraints
- *i*-consistency tightens (i 1)-ary constraints
- higher levels of consistency more powerful but more expensive than arc consistency