

# Implementing Global Constraints as Structured Networks of Elementary Constraints

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# 1. Introduction

## CLP

- stands for *Constraint Logic Programming*;
- denotes a family of programming languages used for finding values in various domains satisfying a set of relations (*constraints*);
- has several branches: CLP(B), CLP(Q/R), CLP(FD), CHR;
- is usually embedded into a *host language*, like Prolog.

## CLP(FD)

- variables are represented by *finite sets of interger values* and
- connected by the constraints propagating changes in their domains;
- solutions can be enumerated by *labeling*;
- constraints can be *global constraints* and *indexicals*.

```
| ?- A in 4..7, B in 0..10, A*2 #= B, labeling([], [A,B]).  
A = 4, B = 8 ; A = 5, B = 10 ; {no}
```

## Global constraints as structured networks of elementary constraints

- theory by Nicolas Beldiceanu (SICS);
- implementation in SICStus Prolog by Dávid Hanák (BUTE).

## 2. Representing constraints as graphs

### Initial graph

- an initial graph is generated from the constraint;
- every argument (variable) is assigned to a vertex;
- arcs are generated according to a regular pattern;
- arcs (directed edges) can be unary (!), binary, tertiary etc.;
- *elementary constraints* correspond to arcs.

### Elementary constraints

- are easily and quickly tested;
- can be forced to succeed or fail;
- are implemented by *reifiable indexicals*.

### Final graph

- includes arcs for which the elementary constraints hold;
- includes vertices which have at least one arc connected;
- is required to satisfy certain properties;
- graph properties are restrictions to the number of arcs, vertices, sources, connected components, etc.

### 3. The description language in theory

#### Type checking

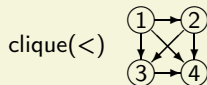
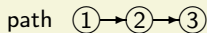
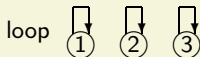
- arguments of constraints are type checked;
- simple data types: int, atom and dvar;
- *collection*: an ordered list of items, each item having a set of labeled attributes;
- some other infrequently used types (list, term).

#### Value restrictions

- additional conditions on the values of the arguments;
- *name relop expression*;
- `distinct(attribute)`;
- `required(attribute)`;
- and much more...

#### Arc generators

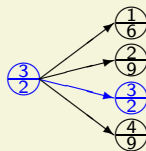
- input: one or more collections, the items of which correspond to vertices;
- output: arcs connecting the vertices.



## Example: element constraint

Constraint:        `element`(ITEM, TABLE)  
Arguments:        ITEM: `collection`(index-dvar, value-dvar)  
                  TABLE: `collection`(index-int, value-int)  
Restrictions:     `required`([ITEM.index, ITEM.value]),  $|ITEM| = 1$ ,  
                   $ITEM.index \geq 1$ ,  $ITEM.index \leq |TABLE|$ ,  
                  `required`([TABLE.index, TABLE.value]),  
                   $TABLE.index \geq 1$ ,  $TABLE.index \leq |TABLE|$ ,  
                  `distinct`(TABLE/index)  
Arc generator:     `product`  
Arc input:         ITEM, TABLE  
Arc constraint:    ITEM.index[1] = TABLE.index[2]  $\wedge$   
                  ITEM.value[1] = TABLE.value[2]  
Graph property:    narc = 1

```
element({index-3 value-2},  
        {index-1 value-6,  
         index-2 value-9,  
         index-3 value-2,  
         index-4 value-9})
```



## 4. Correcting the language specification

**Selectors and designators.** Assume we have a collection of collections.

- If it is a collection of *sets*, then
  - each set must have unique elements;
  - an element can appear in more than one sets.
- If it is a *partitioning*, each element can appear exactly once altogether.

How can we express this with `distinct(...)`? New concepts:

- selector ::= *name* | selector . *attribute*  
meaning: *for the appropriate values one by one, ...*
- designator ::= selector | designator / *attribute*  
meaning: *for the list of the appropriate values together, ...*

Usage:

- `distinct(SETS.set/val)` – for all sets one by one, values must be distinct;
- `distinct(PARTS/p/val)` – all the values in all the partitions must be distinct.

### Arc constraint notation

- `ITEM.value[1]` means *take the value attribute of the first argument, which is of type ITEM* – this is not too fortunate;
- should use something like `Args[1].value` or `Arg1.value` instead.

## 5. The description language in practice

**Constraint definition.** A constraint is represented by a clause with 7 arguments. These are:

- the name and arguments of the constraint;
- the list of type checks;
- the list of value restrictions;
- the arc generator input (a list of collections);
- the name of the arc generator;
- the elementary constraint in the form  $Args \Rightarrow Body$ ;
- the list of graph properties to be checked.

### Collections

- a collection has the form  $\{Item1 ; Item2 ; \dots\}$  where  $Item_i$  is a *record*;
- a record has the form  $(Att1-Val1 , Att2-Val2 , \dots)$  where  $Att_i$  is an attribute name and  $Val_i$  is a value;
- the parentheses may be omitted.

```
{ index-1,value-6 ; index-2,value-9 ;  
  index-3,value-2 ; index-4,value-9 }
```

### Example: element constraint

```
graphfd:global(element(Item, Table),
  [
    Item-collection(index-dvar, value-dvar),
    Table-collection(index-int, value-int)
  ],
  [
    required(Item.index), required(Item.value),
    size(Item) ::= 1,
    Item.index #>= 1, Item.index #=< size(Table),
    Item.value in Table/value,
    required(Table.index), required(Table.value),
    Table.index >= 1, Table.index =< size(Table),
    distinct(Table/index)
  ],
  [Item,Table],
  product,
  {A;B} => {A}.index #= {B}.index #/\ {A}.value #= {B}.value,
  narc = 1).
```



## 6. Version 1: the complex relation checker

### Features

- complete type checking (dvar is interpreted as int);
- full support for selectors and designators;
- partial restriction support:
  - `distinct(...)` and `required(...)`; plus
  - arbitrary Prolog calls;
  - `size(...)` is replaced with the length of a collection or list.
- full set of built-in arc generators;
- extensive set of supported graph properties.

### Example run

```
Testing element({index-2,value-3},
  {index-1,value-1;index-2,value-3}).
Type checking passed.
Type restrictions held.
Graph properties held.
Relation is sustained.
```

```
Testing element({index-2,value-1},
  {index-1,value-1;index-2,value-3}).
Type checking passed.
Type restrictions held.
Graph properties failed.
Relation is not sustained.
```

## 7. Version 2: the propagator

### Embedding into SICStus Prolog

- fitted into the CLP(FD) system of SICStus using the well defined interface;
- this way it can be mixed with “traditional” constraint tools.

**Propagation.** When the constraint wakes up

- some elementary constraints are known to succeed;
- some are known to fail;
- some of the rest are forced into success or failure.

### Example: propagation of the $\text{narc} = N$ property

- two sets of arcs:  $S$  : known to succeed,  $U$  : still uncertain.
- if  $|S| > N$ , fail;
- if  $|S| = N$ , force every arc in  $U$  to failure;
- if  $|S| + |U| < N$ , fail
- if  $|S| + |U| = N$ , force every arc in  $U$  to success;
- otherwise can not do anything.

Handling other properties can be a lot more complicated.

## Example run

```
| ?- graph_global(element({index-A,value-B},
    {index-1,value-6 ; index-2,value-9 ; index-3,value-2})).
A in 1..3, B in{2}\/{6}\/{9} ? ;
no
| ?- graph_global(element({index-A,value-B},
    {index-1,value-6;index-2,value-9;index-3,value-2})),
    labeling([], [A]).
A = 1, B = 6 ? ; A = 2, B = 9 ? ; A = 3, B = 2 ? ; no
```

## Benefits

- a great number of constraints can be described in a dense form using the same formalism;
- the same propagator can handle all of them.

## Drawbacks

- it is hard to write thorough propagation for some graph properties;
- some formal descriptions may lead to more complete propagation than others;
- the efficiency of such generic propagator is very low.

## 8. Conclusions

### The relation checker

- verifies the description language itself;
- verifies the formal descriptions of the constraints;
- verification needs proper sets test cases.

### The propagator

- validates the completeness of constraint descriptions;
- may serve as a prototype for more effective implementations;
- requires good graph property enforcing algorithms;
- can not be as complete as direct methods.