

Knowledge Representation and Reasoning

Introduction to Constraint Programming with MiniZinc

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- 1 Introduction: An Example to Start
- 2 Constraint Satisfaction Problems: Examples
- 3 Constraint Satisfaction Problem
- 4 Introduction to MiniZinc
- 5 Example: SEND+MORE=MONEY
- 6 Constraint Optimization Example
- 7 Using Data files
- 8 Constraint Programming with Real Numbers
- 9 More Complex Structures: Arrays and Sets

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Introduction: An Example to Start

Abduction

- **Abduction** — principal way of problem solving — generation of hypotheses,
- **Abduction** — **hypotheses generation** performed with **backtracking search**,
- **Abduction** — produces **numerous, admissible solutions**

Abduction: Logical model

$$\frac{\alpha \implies \beta, \beta}{\alpha}$$

$$HYP^+ \cup HYP^- \cup KB \models OBS^+ \cup OBS^-$$

$$HYP^+ \cup HYP^- \cup KB \cup OBS^+ \cup OBS^- \not\models \perp$$

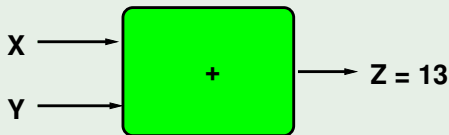
An intuitive example: find explanations for *wet_street*

- *rain* \longrightarrow *water*
- *sprinkler* \longrightarrow *water*
- *snow* \wedge *temperature* \longrightarrow *water*
- *water* \longrightarrow *wet_street*,
- *cleaning* \longrightarrow *wet_street*
- *oil* \longrightarrow *wet_street*

The role of constraints in abduction

Abductive problem without constraints

- X, Y, Z - variables, $X, Y \in \{0, 1, 2, \dots, 9\}$, $Z \in \{0, 1, 2, \dots, 18\}$,
- system: $Z = X + Y$



- Observed: $Z = 13$
- Possible explanations:
 - $(X = 4 \text{ and } Y = 9)$,
 - $(X = 5 \text{ and } Y = 8)$,
 - ... ,
 - $(X = 9 \text{ and } Y = 4)$.
- 6 admissible solutions.

The role of constraints in abduction

Abductive problem with constraints

- X, Y, Z - variables, $X, Y, Z \in \{0, 1, 2, \dots, 9\}$,

$$Z = X + Y$$

- **Constraint:**

$$Y < X - 3$$

- Observed: $Z = 13$
- Possible explanations: $(X = 9 \text{ and } Y = 4)$,
- 1 admissible solution.

Conclusion

- **CONSTRAINTS** can refine results of **ABDUCTION**; less **models** generated,
- propagation of **CONSTRAINTS** can reduce computational effort,
- **ABDUCTION** + **CONSTRAINTS** = **CONSTRUCTIVE ABDUCTION**

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Constraint Satisfaction Problems: Examples

		5			7			1
	7			9			3	
			6					
		3			1			5
	9			8			2	
1			2			4		
		2			6			9
				4			8	
8			1			5		

Figure : Sudoku: An example Constraint Satisfaction Problem

Constraint Satisfaction Problems: Examples

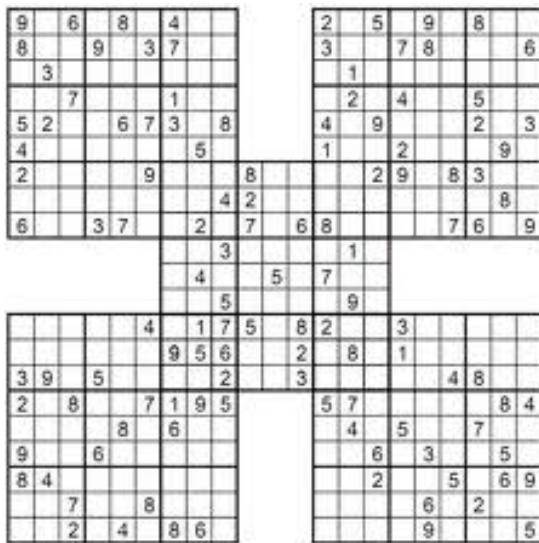


Figure : Sudoku: Yet another example Constraint Satisfaction Problem

Constraint Satisfaction Problems: Examples

SEND
+ MORE

MONEY

Figure : An example Constraint Satisfaction Problem

Constraint Satisfaction Problems: Examples

$$\begin{array}{r} + \quad 9567 \\ \quad 1085 \\ \hline 10652 \end{array}$$

Figure : The unique solution of the example Constraint Satisfaction Problem

Constraint (Logic) Programming

- Declarative Programming + Multi-Purpose Models:
 - simple, transparent statement; practical problem,
 - zero, one, or many solutions,
 - problem: combinatorial explosion.
- Decision factors in CP/CLP:
 - variable — which variable to choose,
 - value — which value to choose,
 - propagation — how to propagate constraints,
 - heuristics — what heuristics can be used.
- CP/CLP basic solution paradigm:
 - select a variable,
 - select a value,
 - propagate constraints,
 - if conflict — backtrack; if unique — return solution; else — loop.

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Constraint Satisfaction Problem

CSP statement

- $X = \{X_1, X_2, \dots, X_k\}$ — a set of variables,
- $D = \{D_1, D_2, \dots, D_k\}$ — their domains,
- $C = \{(S_i, R_i) : i = 1, 2, \dots, n\}$ — constraints,
 - S_i — scope — a selection of variables,
 - R_i — relation defined over Cartesian Product of domains appropriate for the scope variables,

CSP solution

A solution to CSP given by (X, D, C) is any assignment of values to variables of X of the form

$$\{X_1 = d_1, X_2 = d_2, \dots, X_k = d_k\},$$

such that $d_i \in D_i$, and for any constraint in $(S_i, R_i) \in C$, R_i is satisfied by the appropriate projection of the solution vector (d_1, d_2, \dots, d_k) over variables of S_i .

CP vs. OPT

- CSP: **first** solution counts,
- OPT: **best** solution counts.

Binary vs. finite domains; SAT

- SAT: binary domains (0 or 1; true or false),
- CSP: finite discrete domains.

CSP: Problems

- large number of variables,
- large domains,
- numerous constraints,
- different types of constraints,
- unpredictable, irregular, hard to trace.

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Introduction to MiniZinc

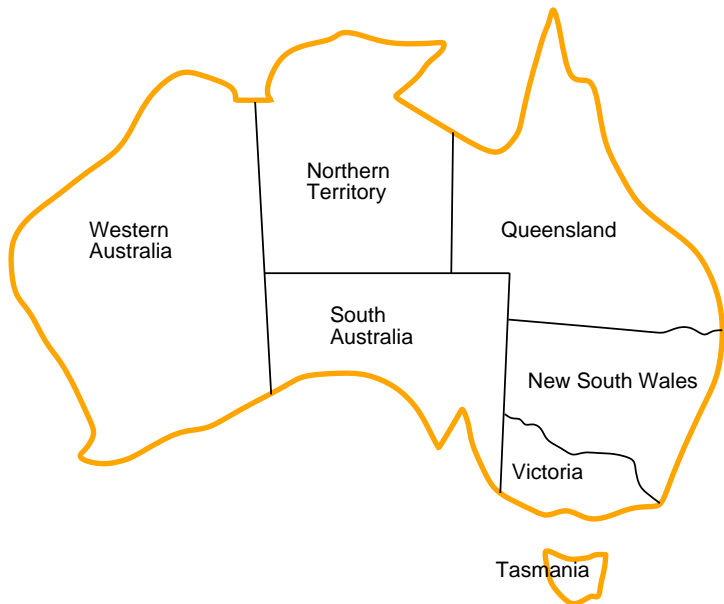
Some important ideas:

- MiniZinc belongs to **Declarative Programming Paradigm**,
- MiniZinc provides a high-level **language for constraint specification**,
- the constraints are translated into FlatZinc model,
- the constraints can be processed with several lower-level tools (*backend solvers*; **model once, solve everywhere**).
- the same **MODEL** can be processed with **several data/goals** (*backend solvers*; **model once, solve what-you-need**).

Composition of MiniZinc program:

- **parameters** definition — if any,
- **variables** definition,
- **constraints** definitions,
- **objective function** definition — if any (other than SAT),
- **solve** command and parameters,
- output specification.

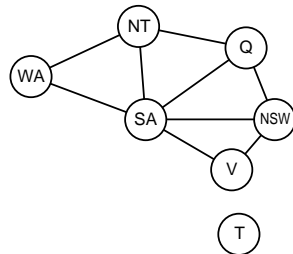
A Map Coloring Problem



A Map Co-louring Problem Solved



What about Constraints?



A Map Coloring Example I

```
% Colouring Australia using nc colours
int: nc = 3; % a single parameter

% variables
var 1..nc: wa;    var 1..nc: nt;  var 1..nc: sa;    var 1..nc: q;
var 1..nc: nsw;  var 1..nc: v;    var 1..nc: t;

%constraints
constraint wa != nt;
constraint wa != sa;
constraint nt != sa;
constraint nt != q;
constraint sa != q;
constraint sa != nsw;
constraint sa != v;
constraint q != nsw;
constraint nsw != v;
```

A Map Coloring Example II

```
% solution type declaration
solve satisfy;

% output specification
output ["wa=", show(wa), "\t nt=", show(nt),
        "\t sa=", show(sa), "\n", "q=", show(q),
        "\t nsw=", show(nsw), "\t v=", show(v), "\n",
        "t=", show(t), "\n"];
```

Code Specification: Some Basic Ideas

- a parameter — type and value,
- a parameter cannot be changed (but re-specified for a next run),
- parameters can be specified in a separate file, given by hand, or modified **before** compilation,
- supported types: `int`, `float`, `bool`, `string`; **also** `array`, **and** `set` ,
- a variable is assigned *domain* (or type),
- variables can be: `bool`, `int`, `float`, `set`,
- arrays of variables are accessible,
- a variable can be *instantiated* with a value of an appropriate type only!
- constraints (basic): `=` (`==`), `>`, `<`, `<=`, `>=`,
- **constraints** are **Boolean expressions** – *what does this mean?*,
- `solve satisfy`; defines the goal,
- output specification (long strings can be split over lines with the `++` for concatenation).

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A simple CLP code I

```
sendmoremoney(Vars) :-
    Vars = [S,E,N,D,M,O,R,Y],
    Vars ins 0..9,
    S #\= 0,
    M #\= 0,
    all_different(Vars),
    1000*S + 100*E + 10*N + D
+    1000*M + 100*O + 10*R + E
#= 10000*M + 1000*O + 100*N + 10*E + Y.

solve(Vars):- Vars=[S,E,N,D,M,O,R,Y],
    sendmoremoney([S,E,N,D,M,O,R,Y]),
    label(Vars).
```

Pretty good results! I

```
?- time(sendmoremoney(V)).  
% 6,758 inferences, 0.00 CPU in 0.00 seconds (0% CPU, Infinite Lips  
V = [9, _G11470, _G11473, _G11476, 1, 0, _G11485, _G11488],  
_G11470 in 4..7,  
all_different([_G11470, _G11473, _G11476, _G11485, _G11488, 0, 1, 9  
1000*9+91*_G11470+ -90*_G11473+_G11476+ -9000*1+ -900*0+10*_G11485+  
_G11473 in 5..8,  
_G11476 in 2..8,  
_G11485 in 2..8,  
_G11488 in 2..8.
```

```
?- time(solve(V)).  
% 10,088 inferences, 0.01 CPU in 0.00 seconds (308% CPU, 1008800 Li  
V = [9, 5, 6, 7, 1, 0, 8, 2].
```


MiniZinc Coding I

```
include "alldifferent.mzn";

var 1..9: S;
var 0..9: E;
var 0..9: N;
var 0..9: D;
var 1..9: M;
var 0..9: O;
var 0..9: R;
var 0..9: Y;

constraint
    1000 * S + 100 * E + 10 * N + D
    + 1000 * M + 100 * O + 10 * R + E
    = 10000 * M + 1000 * O + 100 * N + 10 * E + Y;

constraint alldifferent([S,E,N,D,M,O,R,Y]);
```

MiniZinc Coding II

```
solve satisfy;
```

```
output ["   ",show(S),show(E),show(N),show(D),"\n",  
        "+  ",show(M),show(O),show(R),show(E),"\n",  
        "=  ",show(M),show(O),show(N),show(E),show(Y),"\n"];
```

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Two types of cakes

- two types of cakes: b = banana, c = chocolate; b, c - output variables,
- each of them uses specific amount of limited resources,
- each of them provides some profit,
- the goal is to maximize the profit.

MiniZinc Coding: Banana & Chocolate Cakes I

```
% Baking cakes for the school fete

var 0..100: b; % no. of banana cakes
var 0..100: c; % no. of chocolate cakes

% flour
constraint 250*b + 200*c <= 4000;
% bananas
constraint 2*b <= 6;
% sugar
constraint 75*b + 150*c <= 2000;
% butter
constraint 100*b + 150*c <= 500;
% cocoa
constraint 75*c <= 500;

% maximize our profit
```

MiniZinc Coding: Banana & Chocolate Cakes II

```
solve maximize 400*b + 450*c;
```

```
output ["no. of banana cakes = ", show(b), "\n",  
        "no. of chocolate cakes = ", show(c), "\n"];
```

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Using Data files

In order to change the parameters of the model it is convenient to specify them in a data-file (.dzn).

- a data-file contains a set of pre-declared parameters,
- there can be several files with different data,
- hence, **the same model** can be **re-used** in an easy way,
- it is reasonable to check the imported parameters,
- a check is done with the `assert(<condition>, <output>)` predicate (this is called *Defensive Programming*),
- `assert` acts as Boolean expression.

Example MiniZinc Code with Data-file I

```
% Baking cakes for the school fete (with data file)

int: flour; %no. grams of flour available
int: banana; %no. of bananas available
int: sugar; %no. grams of sugar available
int: butter; %no. grams of butter available
int: cocoa; %no. grams of cocoa available

constraint assert(flour >= 0,"Invalid datafile: " ++
    "Amount of flour is non-negative");
constraint assert(banana >= 0,"Invalid datafile: " ++
    "Amount of banana is non-negative");
constraint assert(sugar >= 0,"Invalid datafile: " ++
    "Amount of sugar is non-negative");
constraint assert(butter >= 0,"Invalid datafile: " ++
    "Amount of butter is non-negative");
constraint assert(cocoa >= 0,"Invalid datafile: " ++
```

Example MiniZinc Code with Data-file II

```
    "Amount of cocoa is non-negative");
```

```
var 0..100: b; % no. of banana cakes  
var 0..100: c; % no. of chocolate cakes
```

```
% flour  
constraint 250*b + 200*c <= flour;  
% bananas  
constraint 2*b <= banana;  
% sugar  
constraint 75*b + 150*c <= sugar;  
% butter  
constraint 100*b + 150*c <= butter;  
% cocoa  
constraint 75*c <= cocoa;
```

```
% maximize our profit  
solve maximize 400*b + 450*c;
```

Example MiniZinc Code with Data-file III

```
output ["no. of banana cakes = ", show(b), "\n",  
       "no. of chocolate cakes = ", show(c), "\n"];
```

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Model with Real Numbers

Some ideas concerning Constraint Programming and Optimization with real numbers (floats).

- the properties of the model change drastically,
- it may be necessary to use different solver! (in our case G12 MIP)
- if analytic model is accessible - try it!
- Linear Programming and Simplex may be a solution,
- Mixed Integer-Linear Programming models are hard,
- the same model can be used for answering different questions:

A Loan

P - amount borrowed, I - interest rate, R - rate (4 rates), B - balance

- given I, P, and R (rate), how much is the final balance?
 - given I, P, and ensuring $B_4=0$ (0 balance), what should be the rates?
 - given I, R, and ensuring $B_4=0$ (0 balance), how much can I borrow (P)?
- the **model does not change**; only the input parameters.

MiniZinc Coding – a Loan Example I

```
% variables
var float: R;          % quarterly repayment
var float: P;          % principal initially borrowed
var 0.0 .. 10.0: I;   % interest rate

% intermediate variables
var float: B1; % balance after one quarter
var float: B2; % balance after two quarters
var float: B3; % balance after three quarters
var float: B4; % balance owing at end

constraint B1 = P * (1.0 + I) - R;
constraint B2 = B1 * (1.0 + I) - R;
constraint B3 = B2 * (1.0 + I) - R;
constraint B4 = B3 * (1.0 + I) - R;

solve satisfy;
```

MiniZinc Coding – a Loan Example II

```
output [  
  "Borrowing ", show_float(0, 2, P),  
  " at ", show(I*100.0),  
  "% interest, and repaying ", show_float(0, 2, R),  
  "\nper quarter for 1 year leaves ",  
  show_float(0, 2, B4), " owing\n"  
];
```

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Why Arrays and Sets?

- the number of variables **can change** with the **size** of the problem:
 - e.g. number of products (array: quantity of product),
 - e.g. number of rates to be paid (array: amount of rate),
 - e.g. number of components/blocks (array: component value),
- **array** can be of one, two, and many dimensions,
- notation `temp[3,7]`; a variable associated with the position (3,7) on a grid,
- one can define a single constraint over an **array** – all the variables!
- `array[1..5] = [1,3,5,7,11]` – one-dimensional array,
- `array[1..3,1..4] = [|1,2,3|,|4,5,6|,|7,8,9|,|10,11,12|]` – two-dimensional 4×3 array,
- `constraint forall(i in 1..w-1)(temp[i,h] = right);` –
–example constraint over a border,
- list comprehension: special form of list specification, e.g. `forall([a[i] != a[j] | i,j in 1..3 where i < j])`

Laplace: a Visualization

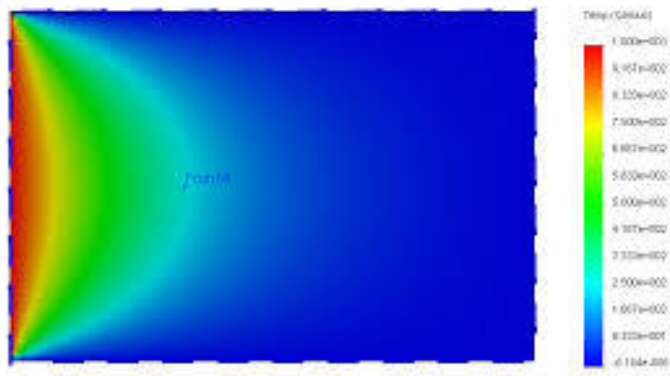


Figure : A Visualization of 2-D Temperature Distribution

MiniZinc Coding: Laplace I

```
int: w = 4;
int: h = 4;

% arraydec
array[0..w,0..h] of var float: t; % temperature at point (i,j)
var float: left; % left edge temperature
var float: right; % right edge temperature
var float: top; % top edge temperature
var float: bottom; % bottom edge temperature

% equation
% Laplace equation: each internal temp.
% is average of its neighbours
constraint forall(i in 1..w-1, j in 1..h-1)(
    4.0*t[i,j] = t[i-1,j] + t[i,j-1] + t[i+1,j] + t[i,j+1]);
% sides
% edge constraints
```

MiniZinc Coding: Laplace II

```
constraint forall(i in 1..w-1)(t[i,0] = left);
constraint forall(i in 1..w-1)(t[i,h] = right);
constraint forall(j in 1..h-1)(t[0,j] = top);
constraint forall(j in 1..h-1)(t[w,j] = bottom);
% corners
% corner constraints
constraint t[0,0]=0.0;
constraint t[0,h]=0.0;
constraint t[w,0]=0.0;
constraint t[w,h]=0.0;
left = 0.0;
right = 0.0;
top = 100.0;
bottom = 0.0;

solve satisfy;

output [ show_float(6, 2, t[i,j]) ++
```

MiniZinc Coding: Laplace III

```
        if j == h then "\n" else " " endif |  
        i in 0..w, j in 0..h  
];
```