Part IV

Declarative Programming with Constraints

Contents

CLPFD – Constraint Logic Programming with Finite Domains

- In this part of the course we get acquainted with CLPFD
  - within the huge area of CP – Constraint Programming
  - we will use Logic Programming, i.e. Prolog
  - for solving Finite Domain Problems
- Examples for other, related approaches:
  - IBM ILog: Constraint Programming on Finite Domains using C++
    `https://www.ibm.com/products/ilog-cplex-optimization-studio`
  - SICStus and SWI Prolog have further constraint libraries:
    - CLPR/CLPQ – Constraint Logic Programming on reals/rationals,
    - CLPB – Constraint Logic Programming on Booleans
- CLP(FD) is part of a generic scheme CLP($\mathcal{X}$), where $\mathcal{X}$ can also be R, Q, B, etc.
- CLPFD solvers are based on the Constraint Satisfaction Problem (CSP) approach, a branch of Artificial Intelligence (AI)

The structure of CLPFD problems

- Example: a cryptarithmetic puzzle such as `SEND + MORE = MONEY`
- The task: consistently replace letters by different digits so that the equation becomes true (leading zeros are not allowed)
- The (unique) solution: `9567 + 1085 = 10652`
- Viewing this task as a CLPFD problem:
  - variables: `S`, `E`, `N`, `D`, `M`, `O`, `R`, `Y`
  - variable domains (values allowed): `S` and `M`: `1..9`, all others `0..9`
  - constraints: $\mathtt{S} \neq \mathtt{E}$, $\mathtt{S} \neq \mathtt{N}$, ..., $\mathtt{O} \neq \mathtt{R}$, $\mathtt{O} \neq \mathtt{Y}$, $\mathtt{R} \neq \mathtt{Y}$, (vars pairwise differ)
    `S*1000+E*100+N*10+D+M*1000+O*100+R*10+E = M*10000+O*1000+N*100+E*10+Y`
- A CLPFD task, as a mathematical problem, consists of:
  - variables $X_1, \ldots, X_n$
  - domains $D_1, \ldots, D_n$, each being a finite set of integers (variable X_i can only take values from its domain, D_i, i.e. $X_i \in D_i$)
  - constraints (relations) between X_i-s that have to be satisfied, e.g. $X_1 \neq X_2$, $X_2 + X_3 = X_5$, etc.
- Solving a task requires assigning each variable a value from its domain so that all the constraints are satisfied
  (to obtain one/all solutions, possibly maximizing some variables, etc.)

SEND MORE MONEY – Prolog and CLPFD solutions

Prolog: generate and test (check)

```
:- use_module(library(between)).
send0(SEND, MORE, MONEY) :-
    Ds = [S,E,N,D,M,O,R,Y],
    maplist(between(0, 9), Ds),
    alldiff(Ds),
    S =\= 0, M =\= 0,
    SEND is 1000*S+100*E+10*N+D,
    MORE is 1000*M+100*O+10*R+E,
    MONEY is
      10000*M+1000*O+100*N+10*E+Y,
    SEND+MORE =:= MONEY.

% alldiff(+L):
% elements of L are all different
alldiff([]).
alldiff([D|Ds]) :-
    \+ member(D, Ds), alldiff(Ds).
```

Run time: 13.1 sec

CLPFD: test (constrain) and generate

```
:- use_module(library(clpfd)).
send_clpfd(SEND, MORE, MONEY) :-
    Ds = [S,E,N,D,M,O,R,Y],
    domain(Ds, 0, 9),
    all_different(Ds),
    S #\= 0, M #\= 0,
    SEND #= 1000*S+100*E+10*N+D,
    MORE #= 1000*M+100*O+10*R+E,
    MONEY #=
      10000*M+1000*O+100*N+10*E+Y,
    SEND+MORE #= MONEY,
    labeling([], Ds).
```

New implementation features needed:

- associating a domain with a variable
- constraints performing repetitive pruning

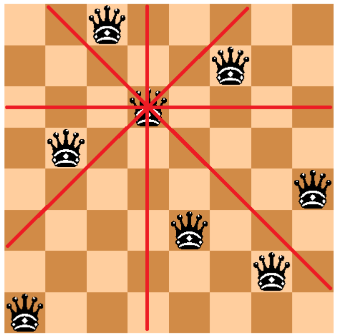
Run time: 0.00011 sec

The CLPFD approach

- Calling a constraint is called posting
- A constraint can be of two kinds:
  - primitive: prunes the domain (set of poss. values) of a var. and exits: e.g. `S #\= 0` simply removes `0` from the domain of `S` and exits
  - composite: performs an initial pruning, and then becomes a daemon, e.g. `SEND #= 1000*S+100*E+10*N+D`
    1. waits in the background (sleeps) until there is a change in the domain of one of its variables
    2. wakes up to possibly prune the domain of other variables *(in forward Prolog execution domains never grow, hence we speak of pruning or narrowing of domains)*
    3. if the constraint is now bound to fail, it initiates a backtrack
    4. if the constraint is now bound to hold, it exits with success
    5. otherwise goes to step 1.
- When all constraints are posted, the search phase, labeling, is started:
  - labeling repeatedly selects a var. and creates a choice point for it
  - prunes the domain of the var., causing constraints to wake up
  - eventually makes all variables bound, and thus finds solutions

Another CLPFD example: the N-queens problem

- Place N queens on an $N \times N$ chessboard, so that no two queens attack each other



- The Prolog list `[Q1, ..., QN]` is a compact representation of a placement: row i contains a queen in column Q_i, for each $i = 1, \ldots, N$.
- The list encoding the above placement: `[3,6,4,2,8,5,7,1]`
- Note that this modeling of the problem in itself ensures that no two queens are present in any given row

Constraints in the N-queens problem

- It is enough to ensure that no queen threatens other queens below it (as the "threatens" relation is symmetrical)
- Queen `Q` threatens positions marked with `*`

```
        1  2  3  4  5      1  2  3  4  5      1  2  3  4  5
        -------------      -------------      -------------
Q1      Q                        Q                     Q
Q2      *  *                  *  *  *               *  *  *
Q3      *     *                  *     *         *     *     *
Q4      *        *               *        *            *
Q5      *           *            *                     *
```

- Assume $j < k$, and let $I = k - j$. Queen Q_j threatens Q_k iff
  $Q_k = Q_j + I$, or $Q_k = Q_j - I$, or $Q_k = Q_j$
- The Prolog code for checking that two queens do not threaten each other:

```
% no_threat(QJ, QK, I): queens placed in column QJ of row m and
%                       in column QK of row m+I
% do not threaten each other.
no_threat(QJ, QK, I) :-
    QK =\= QJ+I, QK =\= QJ-I, QK =\= QJ.
```

Constraints in the N-queens problem (contd.)

- Doubly nested loop needed: check each queen w.r.t. each queen below it
- The structure of the code, demonstrated for the 4 queens case:

```
queens4([Q1,Q2,Q3,Q4]) :-
    % Queen Q1 does not threaten the queens Q2, Q3, Q4 below it:
    no_threat( Q1 , Q2, 1), no_threat( Q1 , Q3, 2), no_threat( Q1 , Q4, 3),
    % Queen Q2 does not threaten the queens Q3, Q4 below it:
    no_threat( Q2 , Q3, 1), no_threat( Q2 , Q4, 2),
    no_threat(Q3, Q4, 1).      % Queen Q3 does not threaten queen Q4 below it
```

- An inner loop can be implemented via this predicate:

```
% no_attack(Q, Qs, I): Q is the placement of the queen in row m,
% Qs lists the placements of queens in rows m+I, m+I+1, ...
% Queen in row m does not attack any of the queens listed in Qs.
no_attack(_, [], _).
no_attack(X, [Y|Ys], I):-
    no_threat(X, Y, I), J is I+1, no_attack(X, Ys, J).
```

- Using `no_attack/3`, the 4 queens case can be simplified to:

```
queens4([Q1,Q2,Q3,Q4]) :-
    no_attack(Q1, [Q2,Q3,Q4], 1),
    no_attack(Q2, [Q3,Q4], 1),
    no_attack(Q3, [Q4], 1).
```


Plain Prolog solution: “generate and test”

```
% queens_gt(N, Qs): Qs is a valid placement of N queens on an NxN chessboard.
queens_gt(N, Qs):-
    length(Qs, N), maplist(between(1, N), Qs), safe(Qs).

% safe(Qs): In placement Q, no pair of queens attack each other.
safe([]).
safe([Q|Qs]):-
    no_attack(Q, Qs, 1), safe(Qs).

% no_attack(Q, Qs, I): Q is the placement of the queen in row k,
% Qs lists the placements of queens in rows k+I, k+I+1, ...
% Queen in row k does not attack any of the queens listed in Qs.
no_attack(_, [], _).
no_attack(X, [Y|Ys], I):-
    no_threat(X, Y, I), J is I+1, no_attack(X, Ys, J).

% no_threat(X, Y, I): queens placed in column X of row k and in
%   column Y of row k+I
% do not attack each other.
no_threat(X, Y, I) :-
    Y =\= X, Y =\= X-I, Y =\= X+I.
```


Evaluation

- Nice solution: declarative, concise, easy to validate
- But...

N	Time for all solutions in msec (on an Intel i3-3110M, 2.40GHz CPU)
4	0
5	16
6	46
7	515
8	10,842
9	275,170
10	7,926,879
15	∼ 10,000 years
20	∼ 1000 bn years

Contents

The main steps of solving a CSP/CLPFD problem

- Modeling – transforming the problem to a CSP
  - defining the variables and their domains
  - identifying the constraints between the variables
- Implementation – the structure of the CSP program
  - Set up variable domains: `N in {1,2,3}`, `domain([X,Y], 1, 5).`
  - Post constraints. Preferably, no choice points should be created.
  - Label the variables, i.e. systematically explore all variable settings.
- Optimization – redundant constraints, labeling heuristics, constructive disjunction, shaving, etc.

`library(clpfd)` – basic concepts

- To load the library, place this directive at the beginning of your program:
  `:- use_module(library(clpfd)).`
- Domain: a finite set of integers (allowing the restricted use of infinite intervals for convenience)
- Constraints:
  - membership, e.g. `X in 1..5` ($1 \leq X \leq 5$)
  - arithmetic, e.g. `X #< Y+1` ($X < Y + 1$)
  - reified, e.g. `X#<Y+5 #<=> B` (`B` is the truth value of $X < Y + 5$)
  - propositional, e.g. `B1 #\/ B2`
    (at least one of the two Boolean values `B1` and `B2` is true)
  - combinatorial, e.g. `all_distinct([V1,V2,...])`
    (variables `[V1,V2,...]` are pairwise different)
  - user-defined
- Two main variants: formula constraints and global constraints
- Formula constraints are written using operators, while global constraints use the canonical Prolog term format.
- Global constraints operate on lists of variables, most of the time.

Membership constraints

- `domain(+Vars, +Min, +Max)` where
  `Min`: ⟨integer⟩ or `inf` ($-\infty$),
  `Max`: ⟨integer⟩ or `sup` ($+\infty$):
  All elements of list `Vars` belong to the interval `[Min,Max]`.
  Example: `domain([A,B,C], 1, sup)` – variables `A`, `B` and `C` are positive
- `X in` *+ConstRange*: `X` belongs to the set *ConstRange*, where:

```
ConstantSet   ::= {⟨integer⟩,...,⟨integer⟩}
Constant      ::= ⟨integer⟩ | inf | sup
ConstRange    ::= ConstantSet
                | Constant .. Constant              (interval)
                | ConstRange /\ ConstRange          (intersection)
                | ConstRange \/ ConstRange          (union)
                | \ ConstRange                      (complement)
```

Examples:
`A in inf .. -1,` `B in \(0 .. sup),` `C in {1,4,7,2}.`

Arithmetic formula constraints

- In the division and remainder operations below *truncated* means rounded towards 0, while *floored* means rounded towards $-\infty$
- Arithmetic formula constraints: *Expr RelOp Expr* where

```
RelOp ::= #= | #\= | #< | #=< | #> | #>=
Expr  ::= ⟨integer⟩ | ⟨variable⟩
        | - Expr | Expr + Expr | Expr - Expr | Expr * Expr
        | Expr / Expr       % truncated integer division
        | Expr // Expr      % // ≡ /
        | Expr div Expr     % floored integer division
        | Expr rem Expr     % truncated remainder
        | Expr mod Expr     % floored remainder
        | min(Expr,Expr)
        | max(Expr,Expr)
        | abs(Expr)
```

Global arithmetic constraints

- `sum(+Xs, +RelOp, ?Value)`: Σ `Xs` *RelOp* `Value`.
- `scalar_product(+Coeffs, +Xs, +RelOp, ?Value[, +Options])` (last arg. optional): Σ_i $\texttt{Coeffs}_i$ * $\texttt{Xs}_i$ *RelOp* `Value`.
  where `Coeffs` has to be a list of integers. Examples:
  ```
  scalar_product([1,2,5], [X,Y,Z], #<, U)   ≡   X + 2*Y + 5*Z #< U
  scalar_product([1,1,1], [X,Y,Z], #=, U)   ≡   sum([X,Y,Z], #=, U)
  ```
- `minimum(?V, +Xs)`, `maximum(?V, +Xs)`: `V` is the minimum/maximum of the elements of the list `Xs`. Example:
  ```
  minimum(M, [X,Y,Z])  ≡  min(X,min(Y,Z)) #= M
  ```


Relational symbols

- Standard Prolog relations and CLPFD relations should not be confused; their meaning is in general quite different
- Example: “equals”
  - `Expr1#=Expr2`: post a constraint that `Expr1` and `Expr2` must be equal
  - `Term1=Term2`: attempt to unify `Term1` and `Term2`
  - `domain([A,B],3,4), A+1#=B.` ⟹ `A=3, B=4`
  - `domain([A,B],3,4), A+1=B.` ⟹ Type error
    (This tries to unify `B` with the compound `A+1`. As domain variables can only be unified with integers, an error is raised)
- Example: “less than”
  - `Expr1#<Expr2`: post a constraint that `Expr1` must be less than `Expr2`
  - `Expr1<Expr2`: checks if `Expr1` is less than `Expr2`
  - `domain([A,B],3,4), A#<B.` ⟹ `A=3, B=4`
  - `domain([A,B],3,4), A<B.` ⟹ Instantiation error
    (arguments in arithmetic comparison BIPs must be ground)

Global constraints

- Some global constraints:
  - $\texttt{all\_different([X}_1\texttt{,...,X}_n\texttt{])}$: same as $\texttt{X}_i$ `#\=` $\texttt{X}_j$ for all $1 \le i < j \le n$.
  - $\texttt{all\_distinct([X}_1\texttt{,...,X}_n\texttt{])}$: same as `all_different`, but does much better pruning (guarantees so called domain-consistency, see later)

```
| ?- L=[A,B,C], domain(L, 1, 2), all_different(L).
⟹ A in 1..2, B in 1..2, C in 1..2
| ?- L=[A,B,C], domain(L, 1, 2), all_distinct(L).
⟹ no
```

- And many many more...

Labeling – at a glance

- In general, there are multiple solutions ⟹ labeling is necessary
  (Even if there is a single solution, it often cannot be inferred directly from the constraints)
- Labeling: search by creating choice points and systematic assignment of feasible values to variables
- During labeling, narrowing the domain of a variable may wake up constraints that in turn may prune the domain of other variables etc. This is called propagation.
- `indomain(?Var)`: for variable `Var`, its feasible values are assigned one after the other (in ascending order)
- `labeling(+Options, +Vars)`: assigns values to all variables in `Vars`.
  The options control, for example, the order in which
  - variables are selected for labeling
  - the feasible values of the selected variable are tried

  Most of the options impact only the efficiency of the algorithm, not its correctness.

N-queens – the Prolog solution (recall)

```
% Qs is a valid placement of N queens on an NxN chessboard.
queens_gt(N, Qs):-
    length(Qs, N), maplist(between(1, N), Qs), safe(Qs), true.

% safe(Qs): In placement Q, no pair of queens attack each other.
safe([]).
safe([Q|Qs]):-
    no_attack(Q, Qs, 1), safe(Qs).

% no_attack(Q, Qs, I): Q is the placement of the queen in row k,
% Qs lists the placements of queens in rows k+I, k+I+1, ...
% Queen in row k does not attack any of the queens listed in Qs.
no_attack(_, [], _).
no_attack(X, [Y|Ys], I):-
    no_threat(X, Y, I), J is I+1, no_attack(X, Ys, J).

% no_threat(X, Y, I): queens placed in column X of row k and in column Y of row k+I
% do not attack each other.
no_threat(X, Y, I) :-
    Y =\= X, Y =\= X-I, Y =\= X+I.
```


N-queens – the CLPFD solution

```
% Qs is a valid placement of N queens on an NxN chessboard.
queens_fd(N, Qs):-
    length(Qs, N), domain(Qs, 1, N), safe(Qs), labeling([ff],Qs).

% safe(Qs): In placement Q, no pair of queens attack each other.
safe([]).
safe([Q|Qs]):-
    no_attack(Q, Qs, 1), safe(Qs).

% no_attack(Q, Qs, I): Q is the placement of the queen in row k,
% Qs lists the placements of queens in rows k+I, k+I+1, ...
% Queen in row k does not attack any of the queens listed in Qs.
no_attack(_, [], _).
no_attack(X, [Y|Ys], I):-
    no_threat(X, Y, I), J is I+1, no_attack(X, Ys, J).

% no_threat(X, Y, I): queens placed in column X of row k and in column Y of row k+I
% do not attack each other.
no_threat(X, Y, I) :-
    Y #\= X, Y #\= X-I, Y #\= X+I.
```


Evaluation

Time for all solutions in msec (on an Intel i3-3110M, 2.40GHz CPU):

N	Prolog	CLPFD
4	0	0
5	16	0
6	46	0
7	515	0
8	10,842	0
9	275,170	31
10	7,926,879	94
11	∼ 2 days	421
12	∼ 2 months	2,168
13	∼ 6 years	10,982
14	∼ 250 years	54,242
15	∼ 10,000 years	351,424

A simple practice task

Write a predicate that enumerates the solutions of the following task

```
% incr(L, Len, N): L is a strictly increasing list of length Len,
% containing integers in 1..N.
| ?- incr(L, 3, 3).           ---> L = [1,2,3] ; no
| ?- incr(L, 3, 4).           ---> L = [1,2,3] ; L = [1,2,4] ;
                                   L = [1,3,4] ; L = [2,3,4] ; no
| ?- incr(L, 2, 5), L = [3|_]. ---> L = [3,4] ; L = [3,5] ; no
```

A solution:

```
incr(L, Len, N) :-
        length(L, Len),               % Determining the variables
        domain(L, 1, N),              % Setting up the domains
        L = [H|T], incr_list(T, H),   % Posting the constraints
        labeling([], L).              % Labeling

incr_list([X2|T], X1) :-
        X1 #< X2, incr_list(T, X2).
incr_list([], _).
```

Contents

Infeasible values

- A constraint C is implemented by a daemon, which ensures that C holds
- Consider the constraint `X+5 #= Y`, which represents the relation $r = \{\langle x,y\rangle | x+5=y\} = \{\ldots, \langle -1,4\rangle, \langle 0,5\rangle, \langle 1,6\rangle, \langle 2,7\rangle, \ldots\}$
- The CLPFD constraint `X+5 #= Y` has to ensure that r(`X`,`Y`) holds:
  1. if both `X` and `Y` are bound : check if $\langle$`X`,`Y`$\rangle \in r$ holds, i.e. `X+5=Y`
  2. if only `X` is bound: set `Y` to `X+5`, if possible, else fail
  3. if only `Y` is bound: set `X` to `Y-5` if possible, else fail
  4. if `X` and `Y` are unbound: remove infeasible values from their domains: E.g.: `X in 1..6, Y in {1,6,7,9}`, Infeasible for `X`: `3, 5, 6`; for `Y`: `1` (case 4 covers 1–3 as well, assuming empty domain ⇒ failure)
- Let $D(u)$ denote the domain of variable u.
  With respect to a constraint/relation $r(x,y)$:
  $a \in D(x)$ is infeasible iff there is no $b \in D(y)$ such that $r(a,b)$ holds;
  $b \in D(y)$ is infeasible iff there is no $a \in D(x)$ such that $r(a,b)$ holds
- **In general:** A value $d_i \in D(x_i)$ is infeasible w.r.t. $r(x_1,\ldots,x_i,\ldots)$, if no assignment can be found for the remaining variables – mapping each $x_j, j \neq i$ to some $d_j \in D(x_j)$ – so that $r(d_1,\ldots,d_i,\ldots)$ holds

Implementation of constraints

- The main data structure: the backtrackable constraint store – maps variables to their domains.
- Simple constraints: e.g. `X in inf..9` or `X #< 10` modify the store and exit, e.g. add `X #< 10` to store `X in 5..20` ⟹ `X in 5..9` (= `inf..9` ∩ `5..20`)
- Composite constraints are implemented as daemons, which keep removing infeasible values from argument domains
- Example store content: `X in 1..6, Y in {1,6,7,9}`
  - Daemon for `X+5#=Y` may remove `3, 5, 6` from `X` and `1` from `Y`
  - Resulting store content: `X in {1,2,4}, Y in {6,7,9}`
- A constraint C is said to be entailed (or implied) by the store iff:
  - C holds for ANY variable assignment allowed by the store
- For example, store `X in {1,2}, Y in {6,7}` does not entail `X + 5 #= Y`, as the constraint does not hold for the assignment `X = 1, Y = 7`
- However, store `X in {1}, Y in {6}` does entail `X + 5 #= Y`, and store `U in 5..10, V in 30..40` entails `2*U+9 #< V`
- A daemon may exit (die), when its constraint is entailed by the store (as entailment implies that the constraint will never be able to do any pruning)

Strength of reasoning for composite constraints

- Domain-consistency, also called arc-consistency: all infeasible values are removed
  - Example store: `X in 0..6, Y in {1,6,8,9}`
    - Daemon for `X+5#=Y` removes `0,2,5,6` from `X` and `1` from `Y`
    - Resulting store: `X in {1,3,4}, Y in {6,8,9}`
  - Cost: exponential in the number of variables
- Bound-consistency: reasoning views domains as intervals, only removes bounds, possibly repeatedly (a *middle* element, such as `2` in the domain of `X` above, is not removed)
  - Weaker than domain-consistency, examples:
    - store: `X in 0..6, Y in {1,6,8,9}`, constraint `X+5#=Y` ⟹ removes `0, 6` and `5` from `X`, and `1` from `Y` (`2` is kept in `X`) new store: `X in 1..4, Y in {6,8,9}`
    - `X in 1..6, Y in {100,200}, Z in inf..sup`, constraint `X+Y#=Z` ⟹ only `Z` is pruned: `Z in 101..206` (`107..200` are not feasible)
  - Cost: linear in the number of variables

Bound-consistency, further details (ADVANCED)

- Bound-consistency relies on the interval closure of the store, obtained by removing all 'holes' from the domains:
  - Store: $\mathcal{S}_0 =$ `A in {0,1,2,3,4,6}, V in {-1,1,3,4,5}`
  - Interval closure of the store: $\mathcal{IC}(\mathcal{S}_0) =$ `A in 0..6, V in -1..5`
- In general: the interval closure of the store maps each variable `X` to `MinX..MaxX`, where `MinX`/`MaxX` is the smallest/largest value in `X`'s domain
- Bound-consistency reasoning repeatedly removes all boundary values that are infeasible w.r.t. the interval closure of the store
- Example: `A #= abs(V)` in store $\mathcal{S}_0$:

```
| ?- A in (0..4)\/{6}, V in {-1}\/{1}\/(3..5), A #= abs(V).
==>  A in  0..4,         V in {-1}\/{1}\/(3..4) ?
```

  - boundary value `6` is removed from the domain of `A`, as `V` cannot be `6` nor `-6` in $\mathcal{IC}(\mathcal{S}_0) \Longrightarrow \mathcal{S}_1 =$ `A in 0..4, V in {-1,1,3,4,5}`
  - boundary value `5` is removed from `V`, as `A` cannot be `5` in $\mathcal{IC}(\mathcal{S}_1)$ $\Longrightarrow \mathcal{S}_2 =$ `A in 0..4, V in {-1,1,3,4}`
  - `A`'s boundary value `0` is kept, as in $\mathcal{IC}(\mathcal{S}_2)$ `V`'s domain is `-1..4` $\ni$ `0`

Consistency levels guaranteed by SICStus Prolog

- Membership constraints (trivially) ensure domain-consistency.
- Linear arithmetic constraints ensure at least bound-consistency.
- Nonlinear arithmetic constraints do not guarantee bound-consistency.
- For all constraints, when all the variables of the constraint are bound, the constraint is guaranteed to deliver the correct result (success or failure).

```
| ?- X in {4,9}, Y in {2,3}, Z #= X-Y.   ==>  Z in 1..7 ?
```
Bound consistent

```
| ?- X in {4,9}, Y in {2,3},
     scalar_product([1,-1], [X,Y], #=, Z, [consistency(domain)]).
```
/* not available in SWI, `scalar_product` can only have 4 arguments*/
```
                                          ==>  Z in(1..2)\/(6..7) ?
```
Domain consistent

```
| ?- domain([X,Y],-9,9), X*X+2*X+1 #= Y.==>  X in -4..4, Y in -7..9 ?
```
Not even bound consistent

```
| ?- domain([X,Y],-9,9), (X+1)*(X+1)#=Y.==>  X in -4..2, Y in 0..9 ?
```
Bound consistent

Implementation of constraints

- A constraint *C* is implemented by:
  - transforming *C* (possibly at compile time) to a series of elementary constraints,
    e.g. `X*X #> Y` $\Rightarrow$ `A #= X*X, A #> Y` (formula constraints only).
  - posting *C*, or each of the primitive constraints obtained from *C*
- To see the the pending constraints in SICStus execute the code below (pending constraints are always shown in SWI):

```
| ?- assert(clpfd:full_answer).
```

- Examples (with some editing for better readability):

SICStus Prolog

```
| ?- domain([X,Y],-9,9), X*X+2*X+1#=Y.
A#=X*X,
Y#=2*X+A+1,
X in -4..4,
Y in -7..9,
A in 0..16 ?
```

SWI Prolog

```
?- [X,Y] ins -9..9, X*X+2*X+1#=Y.
2*X#=B, X^2#=A, B+A#=C, C+1#=Y,
X in -4..4, A in 0..16,
B in -8..8, C in -8..8,
Y in -7..9.
```


Execution of constraints

To execute a constraint *C*:

- execute completely (e.g. `X #< 3`); or
- create a daemon for *C*:

  specify the activation conditions
  (how to set the "alarm clock" to wake up the daemon)
  prune the domains
  until the termination condition becomes true **do**
  go to sleep (wait for activation)
  prune the domains
  enduntil

- `A #\= B` (domain-consistent)
  - **Activation**: when `A` or `B` is instantiated.
  - **Pruning**: remove the value of the instantiated variable from the domain of the other.
  - **Termination**: when `A` or `B` is instantiated.
  - **Example**: `| ?- A in 1..5, A #\= B, B = 3.`

Execution of constraints, continued

- Activation condition: the domain of a variable `X` changes in SOME way
  SOME can be:
  - Any change of the domain
  - Lower bound change
  - Upper bound change
  - Lower or upper bound change
  - Instantiation
  - ...
- The termination condition is constraint specific
  - earliest: when the constraint is entailed by the constraint store
    i.e. it is bound to hold in the given constraint store
  - latest: when all its variables are instantiated
  - In most of the cases it does **not** pay off waking up a constraint quite often, just to check if it can terminate...

Implementation of some constraints

- `A #< B` (domain-consistent)
  - **Activation**: when `min(A)` (the lower bound of `A`) or
    when `max(B)` (the upper bound of `B`) changes.
  - **Pruning**:
    (the highest feasible value for `A`, given `B`'s domain? `max(B)-1`)
    (the lowest feasible value for `B`, given `A`'s domain? `min(A)+1`)
    remove from the domain of `A` all integers $\geq$ `max(B)` (`max(B)..sup`)
    remove from the domain of `B` all integers $\leq$ `min(A)` (`inf..min(A)`)
  - **Termination**: when one of `A` and `B` is instantiated (not optimal)
  - **Example**: `| ?- domain([A,B], 1, 5), A #< B, B in 1..4, A = 2.`

Implementation of some constraints (contd.)

- `X+Y #= T` (bound-consistent)
  - **Activation**: at lower or upper bound change of `X`, `Y`, or `T`.
  - **Pruning**:
    (the lowest possible `T`, given the domains of `X` and `Y`? `min(X)+min(Y)`)
    narrow the domain of `T` to `(min(X)+min(Y))..(max(X)+max(Y))`
    (the lowest possible `X`, given the domains of `T` and `Y`? `min(T)-max(Y)`)
    narrow the domain of `X` to `(min(T)-max(Y))..(max(T)-min(Y))`
    narrow the domain of `Y` to `(min(T)-max(X))..(max(T)-min(X))`
  - **Termination**: if all three variables are instantiated (after the pruning)
  - **Example**: `| ?- domain([X,Y,T], 1, 5), T #= X+Y, X #> 2.`
- `all_distinct([`A_1`,...])` (domain-consistent)
  - **Activation**: at any domain change of any variable.
  - **Pruning**: remove all infeasible values from the domains of all variables (using an algorithm based on maximal matchings in bipartite graphs)
  - **Termination**: when at most one of the variables is uninstantiated.
  - **Example:** `| ?- L=[W,X,Y,Z], domain(L,1,4), all_distinct(L), W#<3, Z#<3.`

Interplay of multiple constraints

- A simple example:
  `| ?- domain([X,Y], 0, 100), X+Y #= 10, X-Y #= 4.`
  $\Longrightarrow$ `X in 4..10, Y in 0..6`
- Another example:
  `| ?- domain([X,Y], 0, 100), X+Y #= 10, X+2*Y #= 14.`
  $\Longrightarrow$ `X = 6, Y = 4`
- More examples in the practice tool `https://ait.plwin.dev/C1-1`

Contents

FDBG – a dedicated CLPFD debugger

- Created as an MSc Thesis by Dávid Hanák and Tamás Szeredi at Budapest University of Technology and Economics back in 2001
- Now part of SICStus
- Shows details of all important CLPFD events
  - Constraints waking up
  - Pruning
  - Constraints exiting
  - Labeling
- Highly customizable
- Output can be written to a file

Example: tracking the life-cycle of constraints

```
| ?- use_module([library(clpfd),library(fdbg)]).
| ?- Xs=[X1,X2], fdbg_assign_name(Xs, 'X'), fdbg_on, domain(Xs, 1, 6),
       X1+X2 #= 8, X2 #>= 2*X1+1.

domain([<X_1>,<X_2>],1,6)        X_1 = inf..sup -> 1..6
                                 X_2 = inf..sup -> 1..6
                                 Constraint exited.

<X_1>+<X_2> #= 8                 X_1 = 1..6 -> 2..6
                                 X_2 = 1..6 -> 2..6

<X_2> #>= 2*<X_1>+1              X_1 = 2..6 -> {2}
                                 X_2 = 2..6 -> 5..6
                                 Constraint exited.

<X_1>+<X_2> #= 8                 X_1 = {2}
                                 X_2 = 5..6 -> {6}
                                 Constraint exited.

Xs = [2,6], X1 = 2, X2 = 6 ?
```

(This example is available as `https://ait.plwin.dev/C1-1/c`.)

Example: labeling

```
| ?- X in 1..3, labeling([bisect], [X]).
<fdvar_1> in 1..3
    fdvar_1 = inf..sup -> 1..3
    Constraint exited.

Labeling [2, <fdvar_1>]: starting in range 1..3.
Labeling [2, <fdvar_1>]: bisect: <fdvar_1> =< 2

    Labeling [4, <fdvar_1>]: starting in range 1..2.
    Labeling [4, <fdvar_1>]: bisect: <fdvar_1> =< 1

    X = 1 ? ;
    Labeling [4, <fdvar_1>]: bisect: <fdvar_1> >= 2

    X = 2 ? ;
    Labeling [4, <fdvar_1>]: failed.

Labeling [2, <fdvar_1>]: bisect: <fdvar_1> >= 3

X = 3 ? ;
Labeling [2, <fdvar_1>]: failed.

no
```

Contents

Reification – introductory example

- Given `X in 0..9, Y in 0..9`, define constraint "exactly one of `X` and `Y` is > 0"
- Hint: let the 0-1 variable `XP` (for `X` Positive) reflect the truth value of `X #> 0`.
- Use the `//` integer division op to define this relationship between `X` and `XP`

```
XP #= (X+9) // 10
```

- With this trick it is easy to achieve our goal:

```
exactly_1_pos(X, Y) :- X in 0..9, Y in 0..9,
                       (X+9)//10 #= XP, (Y+9)//10 #= YP,  XP+YP #= 1.

| ?- X #> 3, exactly_1_pos(X, Y).     ⟹   Y = 0
| ?- Y #= 0, exactly_1_pos(X, Y).     ⟹   X in 1..9
```

- Constraint `XP #= (X+9) // 10` reflects (or reifies) the truth value of `X #> 0` in the boolean variable `XP`
- `library(clpfd)` supports reified constraints using this syntax:

```
X #> 0                    #<=> XP      or in general:
<reifiable constraint> #<=> B
```

This does not rely on knowing the domain of `X`.
(SWI Prolog CLPFD uses the `#<==>` operator instead of `#<=>`)

Reification – what is it?

- Reification = reflecting the truth value of a constraint into a 0/1-variable
- Form: `C #<=> B` (in SWI `#<==>`), where `C` is a *reifiable* constraint and `B` is a 0/1-variable
- Meaning: `C` holds if and only if `B=1`
- E.g.: `(X #> 5) #<=> B`   (`X` > `5` holds iff `B` is true `(B = 1)`)   (∗)
- Four implications:
  - If `C` holds, then `B` must be 1
  - If ¬`C` holds, then `B` must be 0
  - If `B=1`, then `C` must hold
  - If `B=0`, then ¬`C` must hold
- Which constraints can be reified?
  - Arithmetic formula constraints (`#=`, `#=<`, etc.) can be reified
  - The `X in` *ConstRange* membership constraint can be reified, e.g. rewrite (∗) to a membership constraint: `(X in 6..sup) #<=> B`
  - In SICStus, `scalar_product` can be reified
  - All other global constraints (e.g. `all_different/1`, `sum/3`) cannot be reified: `all_different([X,Y]) #<=> B` causes an error
- Having introduced Boolean vars, it's feasible to allow propositional ops

Propositional constraints – working with Boolean variables

- Propositional connectives allowed by SICStus Prolog CLPFD:

Format	Meaning	Priority	Kind	SWI notation
`#\ Q`	negation	710	`fy`	(same)
`P #/\ Q`	conjunction	720	`yfx`	(same)
`P #\ Q`	exclusive or	730	`yfx`	(same)
`P #\/ Q`	disjunction	740	`yfx`	(same)
`P #=> Q`	implication	750	`xfy`	`P #==> Q`
`Q #<= P`	implication	750	`yfx`	`Q #<== P`
`P #<=> Q`	equivalence	760	`yfx`	`P #<==> Q`

- The operand of a propositional constraint can be
  - a variable `B`, whose domain automatically becomes `0..1`; or
  - an integer (`0` or `1`); or
  - a reifiable constraint; or
  - recursively, a propositional constraint
- Example: `(X#>5)  #\/  (Y#>7)`
  implemented via reification: `(X#>5) #<=> B1, (Y#>7) #<=> B2, B1 #\/ B2`
- Note that reification is a special case of equivalence

Using 0/1-variables in arithmetic constraints

- 0/1-variables can be used just like any other FD-variable, e.g., in arithmetic calculations
- Typical usage: counting the number of times a given constraint holds
- Example:

```
% pcount(L, N): list L has N positive elements.
pcount([], 0).
pcount([X|Xs], N) :-
    (X #> 0) #<=> B,
    N #= N1+B,
    pcount(Xs, N1).
```


Executing reified constraints

- Recall: a constraint C is said to be entailed (or implied) by the store:
  - iff C holds for any variable assignment allowed by the store
  - e.g.: store `X in 5..10, Y in 12..15` entails the constraint `X #< Y` as for arbitrary `X in 5..10` and arbitrary `Y in 12..15`, `X #< Y` holds
- Posting the constraint C `#<=> B` immediately enforces `B in 0..1`
- The execution of C `#<=> B` requires three daemons:
  - When `B` is instantiated:
    - if `B=1`, post C; if `B=0`, post $\neg C$
  - When C is entailed, set `B` to `1`
  - When C is disentailed (i.e. $\neg C$ is entailed), set `B` to `0`

Detecting entailment – levels of precision

Consider a reified constraint of the form C `#<=> B`

- If C is a **membership** constraint, detecting domain-entailment is guaranteed, i.e. `B` is set as soon as C or $\neg C$ is entailed by the store, **e.g.**
  `| ?- X in 1..3, X in {1,3} #<=> B, X #\= 2.` $\Longrightarrow$ `B = 1, X in {1}\/{3}`
  `| ?- X in 2..4, X in {1,3} #<=> B, X #\= 3.` $\Longrightarrow$ `B = 0, X in {2}\/{4}`
- If C is a **linear arithmetic** constraint, detecting bound-entailment is guaranteed, i.e. `B` is set as soon as C or $\neg C$ is entailed by the interval closure of the store. (Recall: The interval closure of the store maps each variable `X` to `MinX..MaxX`, where `MinX`/`MaxX` is the smallest/largest value in `X`'s domain)
  - Store: `X in {1,3}, Y in {2,4}, Z in {2,4}`
  - Interval closure of the store: `X in 1..3, Y in 2..4, Z in 2..4`

  E.g. `X in {1,3}, Y in {2,4}, Z in {2,4}, (X+Y#\=Z) #<=> B` $\Longrightarrow$ `B in 0..1`
  The store entails `X+Y`$\neq$`Z` (odd+even$\neq$even), but its intv. closure does not!
- No guarantee is given for **non-linear arithmetic** constraints, but when a constraint becomes ground, its (dis)entailment is always detected

Detecting entailment – some further examples in SICStus

- Bound-entailment is guaranteed for linear arithmetic constraints
- However, for certain constraints you can obtain better entailment detection in SICStus Prolog
- Domain entailment is detected in an inequality between two variables:
  `| ?- X in {1,3,7,9}, Y in {2,8,10}, X #\= Y #<=> B.` $\Longrightarrow$ `B = 1`
- Domain entailment can be obtained for linear arithmetic constraints by replacing the formula constraint by the `scalar_product/4` global constraint, with the `consistency(domain)` option

  Bound entailment, using a formula constraint:
  `| ?- X in {1,3}, Y in {2,4}, Z in {2,4}, X+Y #\= Z #<=> B.`
  $\Longrightarrow$ `B in 0..1`

  Domain entailment, using `scalar_product/4`:

```
| ?- X in {1,3}, Y in {2,4}, Z in {2,4},
     scalar_product([1,1], [X,Y], #\=, Z, [consistency(domain)]) #<=> B.
```
  $\Longrightarrow$ `B = 1`

Knights and knaves – a CLPFD example using Booleans

- Knights and knaves puzzle ("What is the name of this book" by R. Smullyan)
  - A remote island is inhabited by two kinds of natives: *knights* always tell the truth, *knaves* always lie.
  - One day I meet two natives, A and B. A says: "One of us is a knave". What are A and B?
- Operators used in the controlled natural language syntax below:

```
:- op(100,fy,a), op(700,fy,not), op(800,yfx,and), op(900,yfx,or), op(950,xfy,says).
```

- Prolog representation: knave (liar) ⟶ 0, knight (truthful) ⟶ 1.
- Example runs:

```
| ?- holds(A says A is a knave or B is a knave).
     ⟹     A = knight, B = knave ? ; no
| ?- holds((A says B is a knight) and (B says C is a knight)).
     ⟹     A = knave,  B = knave,  C = knave ? ;
           A = knight, B = knight, C = knight ? ; no
```

- `0` and `1` are displayed as `knave` and `knight` via callback pred. `portray/1`:

```
:- multifile portray/1.  % clauses for portray can be scattered over multiple files
portray(0) :- write(knave).
portray(1) :- write(knight).
```


Knights and knaves – CLPFD solution

```
:- use_module(library(clpfd)).
:- op(100, fy, a), op(700, fy, not), op(800, yfx, and), op(900, yfx, or), op(950, xfy, says).

holds(Stmt) :-                                      % Statement Stmt is true.
    term_variables(Stmt, Vars),
    % term_variables(+T, -Vs): Vs is the list of vars that occur in term T
    domain(Vars, 0, 1),
    has_value(Stmt, 1), labeling([], Vars).

% native(Nat, V): The truth value of sentences spoken by native Nat is V.
native(knave,  0).
native(knight, 1).

% has_value(Stmt, Val): The truth value of statement Stmt is Val.
has_value(X is a Nat, V) :- native(Nat, N),    V #<=> X #= N.
has_value(X says S,   V) :- has_value(S,  V0), V #<=> X #= V0.
has_value(S1 and S2,  V) :- has_value(S1, V1),
                            has_value(S2, V2), V #<=> V1 #/\ V2.
has_value(S1 or S2,   V) :- has_value(S1, V1),
                            has_value(S2, V2), V #<=> V1 #\/ V2.
has_value(not S1,     V) :- has_value(S1, V1), V #<=> #\ V1.
```


Contents

Global constraints – an overview

Category	Constraint
Counting	count/4 global_cardinality/[2,3] nvalue/2
Sorting	sorting/3 lex_chain/[1,2]
Distinctness	all_different/[1,2] all_distinct/[1,2]
Permutation	assignment/[2,3] circuit/[1,2]
Scheduling	cumulative/[1,2] cumulatives/[2,3]
Geometric	disjoint1/[1,2] disjoint2/[1,2] geost/[2,3,4]
Arbitrary relation	automaton/[3,8,9] case/[3,4] relation/3 table/[2,3]
Other	element/3

Arguments of global constraints

- It is important to differentiate between two kinds of arguments:
  - Arguments that can be FD-variables (or lists of such)
  - Arguments that can only be integers (or lists of such)
- It is always possible to write an integer where an FD-variable is expected, but not the other way around
- Convention: in this section, FD-variables (and lists of such) are written in *italics*.

Simple counting: `count/4`

- `count/4` can be used to count the occurrences of a given integer, e.g. `count(0, L, #=, N).` ≡ there are exactly `N` zero elements in `L`.
- `count(Int, List, RelOp, Count)`: `Int` occurs in *`List`* n times, and (n `RelOp` *`Count`*) holds. (Not available in SWI-Prolog)

```
| ?- length(L, 3),          % L is a list of 3 elements
     domain(L, 6, 8),       % all elements of L are between 6 and 8
     count(7, L, #=, 3).    % There are exactly 3 occurences of 7 in L
     ==> L = [7,7,7] ? ; no
| ?- length(L, 3), domain(L, 1, 100),
     count(3, L, #=, _C),
     _C #>= 1,              % There is at least one 3 in L
     count(2, L, #>, _C),   % There are more 2's than 3's in L
     labeling([], L).
     ==> L = [2,2,3] ? ; L = [2,3,2] ? ; L = [3,2,2] ? ; no
```

- `count` can be implemented using reification (this works in SWI):

```
count(Val, List, RelOp, Count) :- maplist(count1(Val), List, Bs),
                                  sum(Bs, RelOp, Count).
count1(Val, X, B) :-              X #= Val #<==> B.
```


Counting multiple values: `global_cardinality/2`

- This constraint can be used to describe the exact composition of a list.
- E.g., `L` contains ints `0`, `1`, and `2` only, the count of `1`'s and `2`'s is the same:

```
| ?- L=[_,_], global_cardinality(L, [0-C0,1-C,2-C]), labeling([], L).
L = [0,0], C0 = 2, C = 0 ? ;
L = [1,2], C0 = 0, C = 1 ? ;
L = [2,1], C0 = 0, C = 1 ? ; no
```

- The definition of `global_cardinality(`*`Vars`*`, [K1-`*`V1`*`, ...Kn-`*`Vn`*`])`:
  - `K1, ..., Kn` are distinct integers,
  - each of the *`Vars`* takes a value from `{K1, ..., Kn}`,
  - each integer `Ki` occurs exactly *`Vi`* times in *`Vars`*, for all `1` ≤ `i` ≤ `n`.

```
| ?- length(L, 3), global_cardinality(L, [6-_,7-3,8-_]).
     L = [7,7,7] ? ; no
| ?- length(L,3), domain(L,1,100), global_cardinality(L,[2-_X,3-_Y]),
     _X#>_Y, _Y#>0, labeling([], L).
     ==> L = [2,2,3] ? ; L = [2,3,2] ? ; L = [3,2,2] ? ; no
```

- There is a variant `global_cardinality/3` with a 3rd, `Options` argument, where pruning strength can be specified

Distinctness

- `all_distinct(`*`Vars`*`, Options)`
  `all_different(`*`Vars`*`, Options)`: Variables in *`Vars`* are pairwise different.
  The two predicates differ only in `Options` defaults.
  An empty `Options` argument can be omitted.

```
| ?- L = [A,B,C], domain(L,1,2), all_different(L).==> A in 1..2,...
| ?- L = [A,B,C], domain(L,1,2), all_distinct(L). ==> no
```

- The `Options` argument is a list of options. In the option `consistency(Cons)`, `Cons` controls the strength of the pruning:
  - `Cons = domain` (the default for `all_distinct`): strongest possible pruning (domain consistency)
  - `Cons = value` (the default for `all_different`): strength equivalent to posting `#\=` for all variable pairs
  - `Cons = bounds`: bounds consistency
- In SICStus other options are also available
- SWI-Prolog only supports the 1-argument version (no options argument)

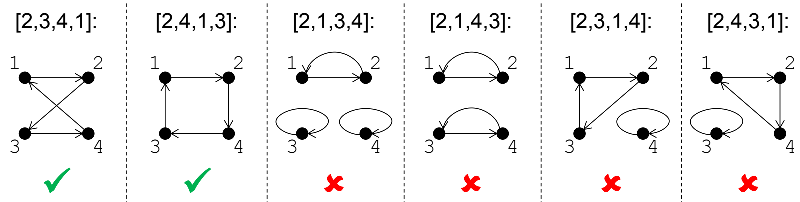
Permutation (ADVANCED)

- `assignment([X1,...,Xn],[Y1,...,Yn])`: all X_i, Y_i are in `1..n` and X_i=`j` iff Y_j=`i`. Equivalently: `[X1,...,Xn]` is a permutation of `1..n` and `[Y1,...,Yn]` is the inverse permutation.

```
| ?- length(Xs, 3), assignment(Xs, Ys), Ys = [3|_], labeling([], Xs).
    ⟹ Xs = [2,3,1], Ys = [3,1,2] ? ;
    ⟹ Xs = [3,2,1], Ys = [3,2,1] ? ; no
```

- `circuit([X1,...,Xn])`:
  Edges `i` $\rightarrow$ X_i form a single (Hamiltonian) circuit of nodes `{1, ..., n}`.
  Equivalently: `[X1,...,Xn]` is a permutation of `1..n` that consists of a single cycle of length *n*.

```
| ?- length(Xs, 4), circuit(Xs), Xs = [2|_], labeling([], Xs).
    ⟹ Xs = [2,3,4,1] ? ;
    ⟹ Xs = [2,4,1,3] ? ; no
```



Specifying arbitrary finite relations

- `table([Tuple1,...,TupleN], Extension)`: each `Tuple` belongs to the relation described by `Extension`. `Extension` is a list of all the valid tuples that form the relation. Available in SWI-Prolog as `tuples_in/2`.

```
% times(X, Y, Z): X * Y = Z, for 1 =< X, Y =< 4
times(X, Y, Z) :-   table([[X,Y,Z]], [[1,1,1], [1,2,2], [1,3,3], [1,4,4],
                                      [2,1,2], [2,2,4], [2,3,6], [2,4,8],
                                      [3,1,3], [3,2,6], [3,3,9], [3,4,12],
                                      [4,1,4], [4,2,8], [4,3,12],[4,4,16]]).

| ?- times(X, 4, Z), Z #> 10.   ⟹   X in 3..4, Z in {12}\/{16} ? ; no
```

- If the 1st arg. contains several tuples, each has to belong to the relation. Example: find paths `X-Y-Z` in the graph {1→3, 4→6, 3→5, 6→8}

```
| ?- table([[X,Y],[Y,Z]], [[1,3],[4,6],[3,5],[6,8]]), labeling([], [X,Y,Z]).
X = 1, Y = 3, Z = 5 ? ;    X = 4, Y = 6, Z = 8 ? ;    no
```

- `table/2` produces the same solutions as a collection of `member/2` goals:

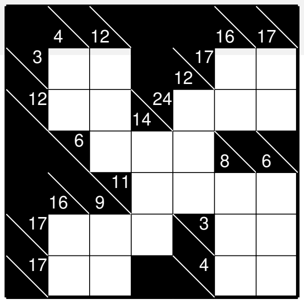
```
| ?- Ext = [[1,3],[4,6],[3,5],[6,8]], member([X,Y], Ext), member([Y,Z], Ext).
X = 1, Y = 3, Z = 5 ? ;    X = 4, Y = 6, Z = 8 ? ;    no
```

- `table/2` provides domain consistency:

```
| ?- table([[X,Y],[Y,Z]], [[1,3],[4,6],[3,5],[6,8]]).
X in {1}\/{4}, Y in {3}\/{6}, Z in {5}\/{8} ?
```


Specifying arbitrary finite relations, cntd.

- A kakuro puzzle – a crossword using digits instead of letters:
- Each sequence (across or down)
  - contains different digits
  - sums to the number given as a clue



- `table/2` can be used for combining these two constraints, to make the search more efficient:

```
% List L, containing integers between 1 and N, sums to Sum.
diffsum(L, N, Sum) :-
    domain(L, 1, N),          % all elements of L are between 1 and N
    append(L, [Sum], L1),
    findall(L1, (   sum(L, #=, Sum), all_different(L), labeling([], L)   ),
            Tuples),
    table([L1], Tuples).
| ?- length(L, 3), diffsum(L, 9, 24).
⟹  L = [_A,_B,_C], _A in 7..9, _B in 7..9, _C in 7..9 ?
```

- Using `diffsum`, the above puzzle can be solved without labeling.

Getting an element of a list

- `element(X, List, Y)`:
  `Y` is the `X`th element of `List` (counting from 1)
- `element/3` is the FD counterpart of the predicate `nth1/3`, `library(lists)`
- Examples:

```
| ?- L=[A,B,C], domain(L, 1, 5),
     B#<3, Y in 4..6,
     element(X, L, Y).
     ⟹  ..., X in {1}\/{3}, Y in 4..5 ?
% domain-consistent in X: only the 1st and 3rd elements belong to 4..5

| ?- L = [A,B], A in 1..2, B in 5..7,
     element(X, L, Y).
    ⟹  ..., X in 1..2, Y in 1..7 ?
% only bound-consistent in Y, as the exact domain is (1..2)\/(5..7)
```

Contents

Labeling – recap

- Typical CLPFD program structure:
  1. Define variables and domains
  2. Post constraints (no choice points!)
  3. Labeling
  4. Optional post-processing
- Labeling traverses the search tree – the search space of possible variable assignments – using a depth-first strategy (cf. Prolog execution)
- Labeling creates choice points (decision points), manages all the branching and backtracking
- Each decision is normally followed by propagation: constraints wake up, perform pruning, further constraints may wake up etc.

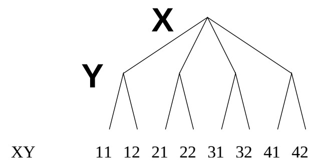
Labeling – overview

- Possible aims of labeling:
  - Find a single solution (decide solvability)
  - Find all solutions
  - Find the best solution according to a given objective function (not covered in detail)
- In general, labeling guarantees a *complete* search, i.e. all solutions are enumerated (advanced options, e.g. `timeout` may cause incompleteness)
- A typical CLPFD program spends almost 100% of its running time in the call to `labeling` $\Longrightarrow$ efficiency is critical
- Efficiency largely depends on the main search options:
  - How to choose a variable to branch on
  - Way of splitting the domain of the chosen variable
  - Order of considering the possible values of the chosen variable

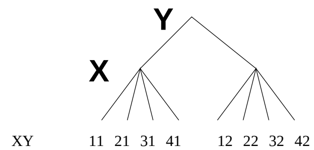
Order of the variables to branch on

```
| ?- X in 1..4, Y in 1..2, XY #= 10*X+Y,
     indomain(X), indomain(Y).
```

`indomain(X)` creates a choice point enumerating all possible values for `X`



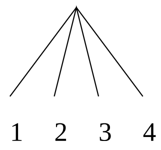

```
| ?- X in 1..4, Y in 1..2, XY #= 10*X+Y,
     indomain(Y), indomain(X).
```



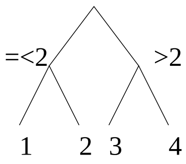
- The order of the variables can have significant impact on the number of visited tree nodes
- **First-fail** principle: start with the variable that has the smallest domain
- **Most-constrained** principle: start with the variable that has the most constraints suspended on it

How to split the domain of the selected variable?

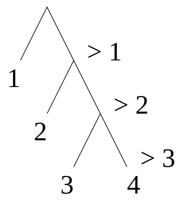
- enumeration: | `?- X in 1..4, labeling([enum], [X]).`



- bisection: | `?- X in 1..4, labeling([bisect], [X]).`



- stepping: | `?- X in 1..4, labeling([step], [X]).`



Labeling predicates

`labeling(Options, VarList)`:

- Enumerates all possible value assignments of the variables in `VarList`
- All vars in `VarList` must have finite domains, otherwise an error is raised
- The `Options` argument may contain at most one from each of the following option categories (default values are in *italics*, options shown `in brown` are available only in SICStus, and are not discussed in detail)
  - Variable selection: *`leftmost`*, `min`, `max`, `ff`, `ffc`, `...`, `anti_first_fail`, `occurrence`, `max_regret`, `variable(Sel)`
  - Type of splitting: *`step`*, `enum`, `bisect`, `...`, `value(Enum)`
  - Order of children: *`up`*, `down`, `...`, `median`, `middle`
  - Objective: *`satisfy`*, `...`, `minimize(Var)`, `maximize(Var)`
  - Time limit: `time_out(RunTimeInMSec,Result)`

`indomain(X)`: is equivalent to `labeling([enum], [X])`.

Options for variable selection

- `leftmost` (default) — use the order as the variables were listed
- `min` — choose the variable with the smallest lower bound
- `max` — choose the variable with the highest upper bound
- `ff` — ('first-fail' principle): choose the variable with the smallest domain
- `occurrence` — ('most-constrained' principle): choose the variable that has the most constraints suspended on it
- `ffc` — (combination of 'first-fail' and 'most-constrained' principles): choose the variable with the smallest domain; if there is a tie, choose the variable that has the most constraints suspended on it
- `anti_first_fail` — choose the variable with the largest domain
- ...

For tie-breaking, `leftmost` is used

Options for branching

Type of splitting:

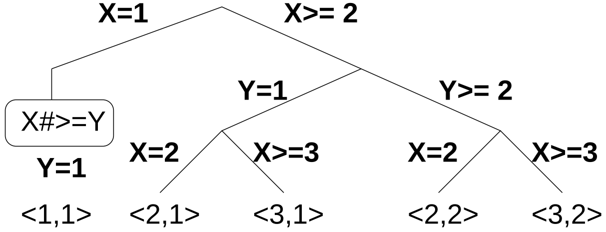
- `step` (default) — two-way branching according to `X #= LB` vs. `X #\= LB`, where `LB` is the lower bound of the domain of `X`; or – if option `down` applies, see below – according to `X #= UB` vs. `X #\= UB`, (upper bound)
- `enum` — *n*-way braching, enumerating all *n* possible values of `X`
- `bisect` — two way branching according to `X #=< M` vs. `X #> M`, where `M` is the middle of the domain of `X` (`M = (min(X)+max(X))//2`)
- ...

Direction:

- `up` (default) — the domain is enumerated in ascending order
- `down` — the domain is enumerated in descending order
- ...

Labeling – a simple example

- Sample query:
  `X in 1..3, Y in 1..2, X#>=Y, labeling([min], [X,Y]).`
- Option `min` means: select the variable that has the smallest lower bound
  - If there is a tie, select the leftmost
- No option provided for branching ⟹ defaults used (`step` and `up`)
- The search tree:



Impact on performance

Time for finding all solutions of N-queens for $N = 13$ (on an Intel i5-3230M 2.60GHz CPU):

Labeling options	Runtime
`[leftmost,step]`	6.295 sec
`[leftmost,enum]`	5.604 sec
`[leftmost,bisect]`	6.281 sec
`[min,step]`	6.610 sec
`[min,enum]`	6.633 sec
`[min,bisect]`	12.081 sec
`[ff,step]`	5.134 sec
`[ff,enum]`	4.716 sec
`[ff,bisect]`	5.180 sec
`[ffc,step]`	5.264 sec
`[ffc,enum]`	4.854 sec
`[ffc,bisect]`	5.214 sec

Class practice task

Write a constraint (predicate) according to the spec below

- Partitioning a list

```
% partition(+L1, ?L2): L1 is a list of integers; L2 contains a subset of
% the elements of L1 (in the same order as in L1), such that the sum of
% elements in L2 is half of the sum of elements in L1.

| ?- partition([1,2,3,5,8,13], L2).
L2 = [3,13] ? ;
L2 = [3,5,8] ? ;
L2 = [1,2,13] ? ;
L2 = [1,2,5,8] ? ; no
```

Hint: it is helpful to use n binary variables (where n denotes the number of elements of `L1`), with $x_i = 1$ meaning that the ith element of `L1` should also be an element of `L2` and $x_i = 0$ otherwise. It is fairly easy to formulate the constraint in terms of these variables. After labeling, do not forget to create the desired output based on the values of the x_i variables.

Contents

Transforming Prolog code to constraint code – an example

```
% pcountVT(L, N): L has N positive elements.
% Predicate naming convention:
% V = <single digit>          version number
% T = p | c                   for plain Prolog vs. CLPFD
```

Step 1: ensure there is a single recursive call within the predicate

```
pcount0p([], 0).
pcount0p([X|Xs], N) :-
    (    X > 0 ->
         pcount0p(Xs, N0),
         N is N0+1
    ;    pcount0p(Xs, N)
    ).
```

```
pcount1p([], 0).
pcount1p([X|Xs], N) :-
    pcount1p(Xs, N0),
    (    X > 0 ->
         N is N0+1
    ;    N = N0
    ).
```

Note that the if-then-else contains arithmetic and equality BIPs only.
This is important when transforming to CLPFD.

Prolog to constraints – a simple example, ctd.

A scheme to convert Prolog if-then-else to CLPFD code using reification:

```
foo(...) :- NonrecTest.
foo(...) :-
    foo(...),

    (   Cond -> Then
    ;   Else
    ).
```

```
foo(...) :- NonrecTest#.
foo(...) :-
    foo(...),
    Cond# #<=> B,
       B #=> Then#,
    #\ B #=> Else#.
```

Step2: apply the above scheme to the Prolog predicate obtained in step 1:

```
pcount1p([], 0).
pcount1p([X|Xs], N) :-
    pcount1p(Xs, N0),

    (    X > 0 -> N is N0+1
    ;             N = N0
    ).
```

```
pcount2c([], 0).
pcount2c([X|Xs], N) :-
    pcount2c(Xs, N0),
    X #> 0   #<=>  B,
       B #=> N #= N0+1,
    #\ B #=> N #= N0.
```

Note that `pcount2c` can be made tail recursive by simply reordering goals.

Prolog to constraints – a simple example, cont'd.

Notice that `pcount2c` has bad pruning behavior:

```
| ?- pcount2c([A,B], N).
(...)  N in inf..sup ?          % N could be pruned to 0..2
| ?- pcount2c([A,B], N), A #> 4.
(...)  N in inf..sup ?          % N could be pruned to 1..2
```

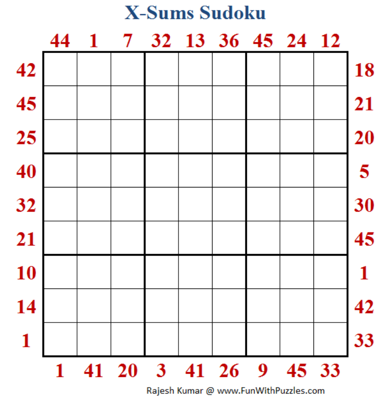
Exactly one LHS of these two implications is bound to be true:

```
       B #=> N #= N0+1,        % if B=1, N is 1 bigger then N0
    #\ B #=> N #= N0.          % if B=0, N is the same as N0
```

but Prolog is not aware of this. To make Prolog able to reason, replace these two constraints by an equivalent constraint `N #= N0+B`.
Prolog is now aware that `N` is either equal to or 1 larger than variable `N0`!

```
pcount3c([], 0).
pcount3c([X|Xs], N) :-
    X #> 0   #<=>  B, N #= N0+B, pcount3c(Xs, N0).

| ?- pcount3c([A,B], N), A #> 4.        ⇒    N in 1..2
```


Prolog to constraints – another example – X-Sums Sudoku.



Basic Sudoku rules apply. Additionally the clues outside the grid indicate the sum of the first X numbers placed in the corresponding direction, where X is equal to the first number placed in that direction.

This requires the following constraint:

`nsum(L, N, Sum): The first N elements of list L add up to Sum.`

The `nsum` constraint

- We follow the same steps as for `pcount`
- Common specification:

```
%  nsumVT(Xs, N, Sum): The leftmost N elements of Xs add up to Sum.
```

- First Prolog version:

```
nsum0p([], 0, 0).
nsum0p([X|Xs], N0, Sum0) :-
    (   N0 > 0 -> N1 is N0-1, Sum1 is Sum0-X, nsum0p(Xs, N1, Sum1)
    ;   Sum0 = 0
    ).
```

- We have an additional problem here: this recursion stops when `N0` becomes 0. However, in the constraint version `N0` may not be known yet.
- Solution: we transform this code so that it always scans the whole list. (This is an unnnecessary overhead in the Prolog version, but is needed for the constraint version.)

The `nsum` constraint, cont'd.

- Second Prolog version:

```
nsum1p([], 0, 0).
nsum1p([X|Xs], N0, Sum0) :-
    (   N0 > 0 -> N1 is N0-1, Sum1 is Sum0-X
    ;             N1 =  N0,    Sum1 = Sum0
    ),
    nsum1p(Xs, N1, Sum1).
```

- Notice that when the counter `N0` becomes 0 we keep the recursion running, without changing the sum and the counter.
- The two CLPFD versions:

```
nsum2c([], 0, 0).
nsum2c([X|Xs], N0, Sum0) :-
    N0 #> 0 #<=> B,
    B    #=> N1 #= N0-1 #/\ Sum1 #= Sum0-X,
    #\ B #=> N1 #= N0   #/\ Sum1 #= Sum0,
    nsum2c(Xs, N1, Sum1).
```

```
nsum3c([], 0, 0).
nsum3c([X|Xs], N0, Sum0) :-
    N0 #> 0 #<=> B,
    N1 #= N0-B,
    Sum1 #= Sum0-X*B,
    nsum3c(Xs, N1, Sum1).
```


Contents

Techniques for improving efficiency of CLPFD programs

In most cases:

- Avoiding choice points (other than `labeling`)
- Finding the most appropriate labeling options

In some cases:

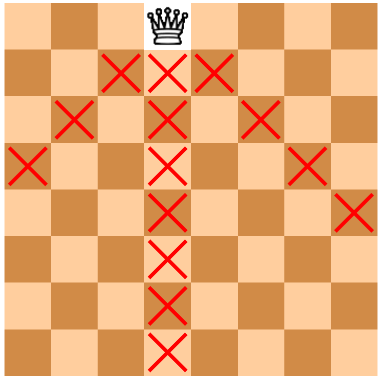
- Reordering the variables before labeling
- Introducing symmetry breaking rules to exclude equivalent solutions
- Using global constraints instead of several 'small' constraints
- Using redundant constraints for additional pruning
- Using constructive disjunction and shaving to prune infeasible values
- Trying alternative models of the problem

Further options (not discussed in detail):

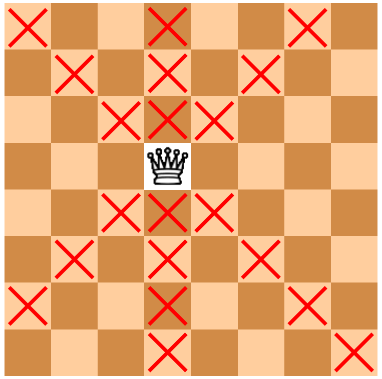
- Custom labeling heuristics
- Experimenting with the possible options of library constraints
- Implementing user-defined constraints with improved pruning capabilities

Reordering the variables before labeling

Example: in the *N*-queens problem, how many values can be pruned from the domain of other variables, after instantiating a variable?



$\Longrightarrow$ 14



$\Longrightarrow$ 20

Idea: variables should be instantiated inside-out, starting from the middle

Reordering the variables before labeling

```
:- use_module(library(lists)).

% reorder_inside_out(+L1, -L2): L2 contains the same elements as L1
% but reordered inside-out, starting from the middle, going alternately
% up and down
reorder_inside_out(L1, L2) :-
    length(L1,N),
    Half1 is N//2, Half2 is N-Half1,
    prefix_length(L1,FirstList,Half1), suffix_length(L1,SecondList,Half2),
    reverse(FirstList,ReversedFirstList),
    merge(ReversedFirstList,SecondList,L2).

% merge(+L1, +L2, -L3): the elements of L3 are alternately the
% elements of L1 and L2.
merge([],[],[]).
merge([X],[],[X]).
merge([],[Y],[Y]).
merge([X|L1],[Y|L2],[X,Y|L3]) :-
    merge(L1,L2,L3).
```


Reordering the variables before labeling

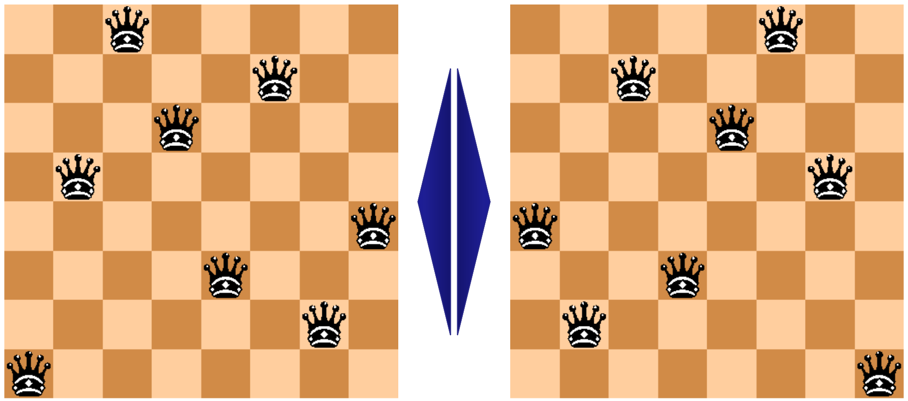
```
:- use_module(library(clpfd)).

% queens_clpfd(N, Qs): Qs is a valid placement of N queens on an NxN
% chessboard.
queens_clpfd(N, Qs):-
    placement(N, N, Qs),
    safe(Qs),
    reorder_inside_out(Qs,Qs2),
    labeling([ffc,bisect],Qs2).
```

$\Longrightarrow$ Time in msec for finding all solutions of *N*-queens for $N = 12$ (on an Intel i3-3110M, 2.40GHz CPU):

Without reordering	With reordering
1,810	1,311

Symmetry breaking

- Symmetry: a solution induces other – in a sense, equivalent – solutions
- Symmetry breaking: narrowing the search space by eliminating some of the equivalent solutions
- Example: *N*-queens – mirrored solutions



Symmetry breaking

- A simple symmetry-breaking rule for *N*-queens: the queen in the first row must be in the left half of the row
  `Mid is (N+1)//2, Qs=[Q1|_], Q1#=<Mid`
- This will roughly halve the runtime
- Only half of the solutions will be found
- If all solutions are needed, the remaining ones must be created by mirroring

Another case study: magic sequences

- **Definition**: $L = (x_0, \ldots, x_{n-1})$ is a *magic sequence* if
  - each x_i is an integer from $[0, n-1]$ and
  - for each $i = 0, 1, \ldots, n-1$, the number i occurs exactly x_i times in L
- **Examples** for $n = 4$: (1, 2, 1, 0) and (2, 0, 2, 0)
- **Problem**: write a CLPFD program that finds a magic sequence of a given length, and enumerates all solutions on backtracking
  `% magic(+N, ?L): L is a magic sequence of length N.`

Solution, main part

```
% magic(+N, ?L): L is a magic sequence of length N.
magic(N,L) :-
    length(L,N),
    N1 is N-1, domain(L,0,N1),
    occurrences(L,0,L),
    labeling([ffc],L).

% occurrences(Suffix, I, L): Suffix is the suffix of L starting at
% position I, and the magic sequence constraint holds for each element of
% Suffix.
occurrences([],_,_).
occurrences([X|Suffix],I,L) :-
    exactly(I,L,X),
    I1 is I+1,
    occurrences(Suffix,I1,L).

% exactly(I,L,X): the number I occurs exactly X times in list L.
```


Variations for `exactly`/3

`% exactly(I,L,X): the number I occurs exactly X times in list L.`

- Speculative solution (uses choice points in posting the constraints):
  ```
  exactly_spec(I, [I|L], X) :- % next element is I
      X#>0, X1 #= X-1, exactly_spec(I, L, X1).
  exactly_spec(I, [J|L], X) :- % I is expected later
      X#>0, J #\= I, exactly_spec(I, L, X).
  exactly_spec(I, L, 0) :-     % no I left in list
      maplist(#\=(I), L).
  ```
- A non-speculative solution using reification:
  ```
  exactly_reif(_, [], 0).
  exactly_reif(I, [J|L], X) :-
      J#=I #<=> B, X#=X1+B,
      exactly_reif(I, L, X1).
  ```
- A non-speculative solution using a global library constraint:
  ```
  exactly_glob(I, L, X) :-
      count(I, L, #=, X).
  ```

Evaluation

Time for all solutions in msec (on an Intel i3-3110M, 2.40GHz CPU):

N	Speculative	Reification	Global
6	0	0	0
7	31	0	0
8	93	0	0
9	344	0	0
10	1,669	0	0
11	8,767	0	0
12	49,109	0	0
13	293,594	15	16
20		94	31
25		203	47
30		422	93
35		843	234
40		1,716	405

Redundant constraints

- **Proposition 1**: If $L = (x_0, \ldots, x_{n-1})$ is a magic sequence, then

$$\sum_{i=0}^{n-1} x_i = n$$

- Implementation using CLPFD:

```
sum(L, #=, N)
```

- **Proposition 2**: If $L = (x_0, \ldots, x_{n-1})$ is a magic sequence, then

$$\sum_{i=0}^{n-1} i \cdot x_i = n$$

- Implementation using CLPFD (using also `library(between)`):

```
N1 is N-1,
numlist(0, N1, Coeffs), % Coeffs = [0,1,...,N1]
scalar_product(Coeffs, L, #=, N)
```


The effect of redundant constraints on the `global` approach

Time for all solutions in msec (on an Intel i3-3110M, 2.40GHz CPU):

N	None	Proposition 1	Proposition 2	Proposition 1 + 2
40	405	15	15	16
50	874	78	31	31
60	2,372	109	47	31
70	3,885	202	63	47
80	8,081	390	140	109
90	12,589	499	172	140
100	19,438	686	187	109
120	42,151	1,279	296	203
140	73,273	2,324	546	313
200		11,058	2,044	1,466
250		21,223	2,871	2,043
300		37,287	4,931	3,182

Contents

FD variable internals – reflection predicates

(The slides in this section are specific to SICStus Prolog)

- CLPFD stores for each finite domain (FD) variable:
  - the size of the domain
  - the lower bound of the domain
  - the upper bound of the domain
  - the domain as an FD-set (internal representation format)
- The above pieces of information can be obtained (in constant time) using
  - `fd_size(X, Size)`: `Size` is the size (number of elements) of the domain of `X` (integer or `sup`).
  - `fd_min(X, Min)`: `Min` is the lower bound of `X`'s domain; `Min` can be an integer or the atom `inf`
  - `fd_max(X, Max)`: `Max` is the upper bound of `X`'s domain (integer or `sup`).
  - `fd_set(X, Set)`: `Set` is the domain of `X` in FD-set format
  - `fd_degree(X, D)`: `D` is the number of constraints attached to `X`
- Further reflection predicate
  - `fd_dom(X, Range)`: `Range` is the domain of `X` in *ConstRange* format (the format accepted by the constraint `Y in` *ConstRange*)

FD reflection predicates – examples

```
| ?- X in (1..5)\/{9}, fd_min(X, Min), fd_max(X, Max),
     fd_size(X, Size).
          Min = 1, Max = 9, Size = 6, X in(1..5)\/{9} ?

| ?- X in (1..9)/\ \(6..8), fd_dom(X, Dom), fd_set(X, Set).
          Dom = (1..5)\/{9}, Set = [[1|5],[9|9]], X in ... ?
```

To illustrate `fd_degree` here is a variant of N-queens without labeling:

```
% queens_nolab(N, Qs): Qs is a valid placement of N queens on
% an NxN chessboard. queens_nolab/2 does not perform labeling.
queens_nolab(N, Qs):-
    length(Qs, N), domain(Qs, 1, N),  safe(Qs).

| ?- queens_nolab(8, [X|_]), fd_degree(X, Deg).
          Deg = 21, X in 1..8 ?          % 21 = 7*3
```


FD variable internals

- `ConstRange` vs. FD-set format

  ```
  | ?- X in 1..9, X#\=5, fd_dom(X,R), fd_set(X,S).

  ⇒ R = (1..4)\/(6..9), S = [[1|4],[6|9]]
  ```

  FD-set is an internal format; user code should not make any assumptions about it – use access predicates instead, see next slide
- When do we need access to data associated with FD variables?
  - when implementing a user-defined labeling procedure
  - when implementing a user-defined constraint
  - for other special techniques, such as constructive disjunction or shaving
- To perform the above tasks efficiently, we need predicates for processing FD-sets

Manipulating FD-sets

Some of the many useful operations:

- `is_fdset(Set)`: `Set` is a proper FD-set.
- `empty_fdset(Set)`: `Set` is an empty FD-set.
- `fdset_parts(Set, Min, Max, Rest)`: `Set` consists of an initial interval `Min..Max` and a remaining FD-set `Rest`.
- `fdset_interval(Set, Min, Max)`: `Set` represents the interval `Min..Max`.
- `fdset_union(Set1, Set2, Union)`: The union of `Set1` and `Set2` is `Union`.
- `fdset_union(Sets, Union)`: The union of the list of FD-sets `Sets` is `Union`.
- `fdset_intersection/[2,3]`: analogous to `fdset_union/[2,3]`
- `fdset_complement(Set1, Set2)`: `Set2` is the complement of `Set1`.
- `list_to_fdset(List, Set)`, `fdset_to_list(Set, List)`: conversions between FD-sets and lists
- `X in_set Set`: Similar to `X in Range` but for FD-sets

Blue preds work back and forth, e.g. `fdset_parts(+,-,-,-)` decomposes an FD-set, while `fdset_parts(-,+,+,+)` builds an FD-set,

Contents

Handling disjunctions

- Example: scheduling two tasks, both take 5 units of time
  - intervals $[x, x+5)$ and $[y, y+5)$ are disjoint
  - $(x+5 \leq y) \vee (y+5 \leq x)$
- Reification-based solution

```
| ?- domain([X,Y], 0, 6), X+5 #=< Y #\/ Y+5 #=< X.
        ⇒ X in 0..6, Y in 0..6
```

no pruning

- Speculative solution

```
| ?- domain([X,Y], 0, 6), (X+5 #=< Y ; Y+5 #=< X).
        ⇒  X in 0..1, Y in 5..6 ? ;
        ⇒  X in 5..6, Y in 0..1 ? ; no
```

max. pruning, but choice points created

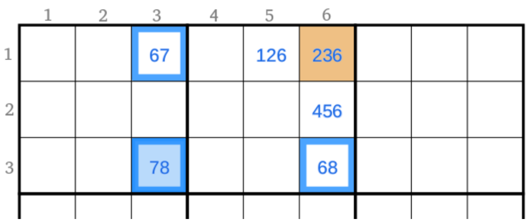
- A solution using domain-consistent arithmetic:

```
| ?- domain([X,Y], 0, 6),
scalar_product([1,-1],[X,Y],#=,D,[consistency(domain)]),
abs(D) #>= 5.
⇒ X in (0..1)\/(5..6), Y in (0..1)\/(5..6) ?
```

max. pruning

Bent triples (Y-wings) – a sudoku solving technique

- Consider the following sudoku solution state, using pencilmarks (pencilmarks correspond to CLPFD variable domains)



- The three framed cells form a bent triple or Y-wing.
- The blue cell in r3c3 (call it `X`) has two possible values: 7 and 8.
- What happens to the orange cell in r1c6 (call it `Z`) if `X` gets instantiated?
  - If `X`=7 r1c3 becomes 6 and so 6 gets removed from the cell `Z`
  - If `X`=8 r3c6 becomes 6 and so 6 gets removed from the cell `Z`

  Either way `Z` cannot be 6, so we can remove 6 from `Z`
- Can 6 be removed from r1c5? And from r2c6?
- This type of reasoning is called *constructive disjunction*.

Constructive disjunction (CD)

- Constructive disjunction is a case-based reasoning technique
- Assume a disjunction $C_1 \vee \ldots \vee C_n$
- Let $D(X, S)$ denote the domain of X in store S
- The idea of constructive disjunction:
  - For each i, let S_i be the store obtained by executing C_i in S
  - Proceed with store S_U, the union of S_i, i.e. for all X, $D(X, S_U) = \cup_i D(X, S_i)$
- Algorithmically:
  - For each i:
    - post C_i
    - save the new domains of the variables
    - undo C_i
  - Narrow the domain of each variable to the union of its saved domains

Implementing constructive disjunction (CD)

- Computing the CD of a list of constraints `Cs` w.r.t. a *single* variable `Var`:

```
cdisj(Cs, Var) :-
    findall(S, (member(C,Cs),C,fd_set(Var,S)), Doms),
    fdset_union(Doms,Set),
    Var in_set Set.
```

- Example:

```
| ?- domain([X,Y],0,6), cdisj([X+5#=<Y,Y+5#=<X], X).
        ⇒  X in(0..1)\/(5..6), Y in 0..6 ?
```

- Note that CD is not a constraint, but a one-off pruning technique.

Shaving – a special case of constructive disjunction

- Basic idea: “What if” $X = v$? (...and hope for failure). If executing $X = v$ causes failure (without any labeling) $\Longrightarrow$ $X \neq v$, otherwise do nothing.
- Shaving an integer `V` off the domain of `X`:

```
shave_value(X, V) :-      (   \+ (X = V) -> X #\= V
                          ;   true
                          ).
```

- Shaving all values in X's domain $\{v_1, \ldots, v_n\}$ is the same as performing a constructive disjunction for $(X = v_1) \vee \ldots \vee (X = v_n)$ w.r.t. X

```
shave_values0(X) :-
    fd_set(X, FD), fdset_to_list(FD, L),
    maplist(shave_value(X), L).
    % i.e., if L = [A,B,...] this is equivalent to:
    % shave_value(X, A), shave_value(X, B), ...
```

- A (slightly more efficient) variant using `findall`:

```
shave(X) :-   fd_set(X, FD),
              findall(V,   (fdset_member(V,FD), X=V),   Vs),
              list_to_fdset(Vs, FD1), X in_set FD1.
```


An example for shaving, from a kakuro puzzle

- Recall the kakuro puzzle: like a crossword, but with distinct digits 1–9 instead of letters; sums of digits are given as clues.

```
% L is a list of N distinct digits 1..9 with sum Sum.
kakuro(N, L, Sum) :-
     length(L, N), domain(L, 1, 9), all_distinct(L), sum(L,#=,Sum).
```

- Example: a 4 letter “word” `[A,B,C,D]`, the sum is 23, domains:

```
sample_domains(L) :- L = [A,_,C,D], A in {5,9}, C in {6,8,9}, D=4.
```

```
| ?- L=[A,B,C,D], kakuro(4, L, 23), sample_domains(L).
       ⇒  A in {5}\/{9}, B in (1..3)\/(5..8), C in {6}\/(8..9) ?
```

- Only variable `B` gets pruned:
    - value 4 is removed by `all_distinct`
    - value 9 is removed by `sum`

An example for shaving, from a kakuro puzzle

- Recall from prev. slide:

```
sample_domains(L) :- L = [A,_,C,D], A in {5,9}, C in {6,8,9}, D=4.

| ?- L=[A,B,C,D], kakuro(4, L, 23), sample_domains(L).
 ⇒  A in{5}\/{9},  B in(1..3)\/(5..8),  C in{6}\/(8..9) ?
```

- Shaving 9 off `C` shows that the value 9 for `C` is infeasible:

```
| ?- L=[A,B,C,D], kakuro(4, L, 23), sample_domains(L), shave_value(9,C).
 ⇒  A in{5}\/{9},  B in(2..3)\/(5..8),  C in{6}\/{8}} ?
```

- Shaving the whole domain of `B` leaves just three values:

```
| ?- L=[A,B,C,D], kakuro(4, L, 23), sample_domains(L), shave(B).
 ⇒  A in{5}\/{9},  B in{2}\/{6}\/{8},   C in{6}\/(8..9) ?
```

- These two shaving operations happen to achieve domain consistency:

```
| ?- kakuro(4, L, 23), sample_domains(L), labeling([], L).
     ⇒  L = [5,6,8,4] ? ;
        L = [5,8,6,4] ? ;
        L = [9,2,8,4] ? ; no
```

When to perform shaving?

- It's often enough to do it just once, before labeling
- Recall that labeling is performed for each variable, in a loop
- It may be useful to do shaving in each such loop cycle
  - do your own loop, e.g. use `indomain/1` instead of `labeling/2`
  - use the `value(Goal)` labeling option (not discussed in this course)
- To make shaving efficient one may consider
  - shaving a single variable repeatedly, until a fixpoint is reached (may not pay off)
  - limit it to variables with small enough domain (e.g. of size 2)
  - perform it only after every n^{th} labeling step

Contents

Example: the domino puzzle

- See e.g. `http://www.puzzle-dominosa.com/`
  `https://www.chiark.greenend.org.uk/~sgtatham/puzzles/js/dominosa...`
- Rectangle of size $(n+1) \times (n+2)$
- A full set of n-dominoes: tiles marked with $\{\langle i,j\rangle \mid 0 \leq i \leq j \leq n\}$
- By using each domino exactly once, the rectangle can be covered with no overlaps and no holes
- Input: a rectangle filled with integers $0..n$ (domino boundaries removed)
- Task: reconstruct the domino boundaries

```
%  A puzzle (n=3):     % The (only) solution:
                       ---------------------
1   3   0   1   2      | 1 | 3   0 | 1 | 2 |
                       |   |-------|   |   |
3   2   0   1   3      | 3 | 2   0 | 1 | 3 |
                       |---------------|---|
3   3   0   0   1      | 3   3 | 0   0 | 1 |
                       |-------|-------|   |
2   2   1   2   0      | 2   2 | 1   2 | 0 |
                       ---------------------
```


Modeling – selecting the variables

- Option 1: A matrix of solution variables, each having a value which encodes `n, w, s, e`
  - non-trivial to ensure that each domino is used exactly once
- Option 2: For each domino in the set have variable(s) pointing to its place on the board
  - difficult to describe the non-overlap constraint
- Option 3: Use both sets of variables, with constraints linking them
  - high number of variables and constraints add considerable overhead
- Option 4: Map each gap between – horizontally or vertically – adjacent numbers to a 0/1 variable, where 1 means the mid-line of a domino
  - this is the chosen solution

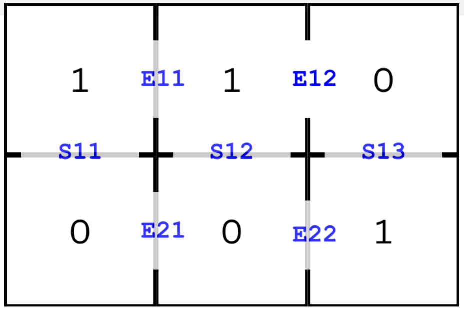
Modeling – constraints for option 4

- Let `Syx` and `Eyx` be the variables for the southern and eastern boundaries of the matrix element in row `y`, column `x`.
- Non-overlap constraint: the four boundaries of a matrix element sum up to 1. E.g. for the element in row 2, column 4 (see blue diamonds below): `sum([S14,E23,S24,E24], #=, 1)`
- All dominoes used exactly once: of all the possible placements of each domino, exactly one is used. E.g. for domino $\langle 0, 2 \rangle$ (see red asterisks): `sum([E22,S34,E44], #=, 1)`

```
1   3   0   1   2
            ◇
3   2 * 0 ◇ 1 ◇ 3
            ◇
3   3   0   0   1
            *
2   2   1   2 * 0
```


Example for option 4

Case of $n = 1$:




```
% Non-overlap constraint
    E11 + S11       #= 1     % 1st row
    E12 + S12 + E11 #= 1
    S13 + E12       #= 1
    S11 + E21       #= 1     % 2nd row
    S12 + E22 + E21 #= 1
    S13 + E22       #= 1
% Domino occurrence constraint
    S11 + S12 + S13 + E12 + E22 #= 1    % 0-1 pairs
    E11 #= 1                            % 0-0 pairs
    E21 #= 1                            % 1-1 pairs
```


Contents

User-defined constraints (ADVANCED)

- What should be specified when defining a new constraint:
  - Activation conditions: when should it wake up
  - Pruning: how should it prune the domains of its variables
  - Termination conditions: when should it exit
- Additional issues for reifiable constraints:
  - How should its negation be posted?
  - How to determine whether it is entailed by the store?
  - How to determine whether its negation is entailed by the store?

Two possibilities for defining new constraints (ADVANCED)

	FD predicates	Global constraints
Number of arguments	Fixed	Arbitrary (lists of variables as arguments)
Specification of pruning logic	Using *indexicals*, a set-valued functional language	In Prolog
Specification of activation and termination conditions	Deduced automatically from the indexicals	In Prolog
Support for reification	Yes, using further indexicals	No

FD predicates – a simple example (ADVANCED)

An FD predicate `'x=<y'(X,Y)`, implementing the constraint `X #=< Y`

- FD clause with neck "`+:`" – pruning rules for the constraint itself:

```
'x=<y'(X,Y) +:
    X in inf..max(Y),      % intersect X with inf..max(Y)
    Y in min(X)..sup.      % intersect Y with min(X)..sup
```

- FD clause with neck "`-:`" – pruning rules for the *negated* constraint:

```
'x=<y'(X,Y) -:
    X in (min(Y)+1)..sup,
    Y in inf..(max(X)-1).
```

- FD clause with neck "`+?`" – the entailment condition:

```
'x=<y'(X,Y) +?            % X=<Y is entailed if the domain of X
    X in inf..min(Y).      % becomes a subset of inf..min(Y)
```

- FD clause with neck "`-?`" – the entailment condition for the negation:

```
'x=<y'(X,Y) -?            % Negation X > Y is entailed when X's
    X in (max(Y)+1)..sup. % domain is a subset of (max(Y)+1)..sup
```


Defining global constraints (ADVANCED)

The constraint is written as two pieces of Prolog code:

1. The start-up code
   - an ordinary predicate with arbitrary arguments
   - should call `fd_global/3` to set up the constraint
2. The wake-up code
   - written as a clause of the hook predicate `dispatch_global/4`
   - called by SICStus at activation
   - should return the domain prunings
   - should decide the outcome:
     - constraint exits with success
     - constraint exits with failure
     - constraint goes back to sleep (the default)

Global constraints – a simple example (ADVANCED)

Defining the constraint `X #=< Y` as a global constraint

1. The start-up code

```
lseq(X, Y) :-
    fd_global(lseq(X,Y), void, [min(X),max(Y)]).
    %          ^^^^^^^^^                          constraint name
    %                    ^^^^                     initial state
    %                          ^^^^^^^^^^^^^^^    wake-up conditions
```

2. The wake-up code

```
:- multifile clpfd:dispatch_global/4.
:- discontiguous clpfd:dispatch_global/4.
clpfd:dispatch_global(lseq(X,Y), St, St, Actions) :-
    fd_min(X, MinX), fd_max(X, MaxX),  % get min of X in MinX, etc.
    fd_min(Y, MinY), fd_max(Y, MaxY),
    (   number(MaxX), number(MinY), MaxX =< MinY
    ->  Actions = [exit]
    ;   Actions = [X in inf..MaxY,Y in MinX..sup]
    ).
```

The start-up predicate `fd_global/3` (ADVANCED)

- `fd_global(Constraint, State, Susp)`: start up constraint `Constraint` with initial state `State` and wake-up conditions `Susp`.
  - `Constraint` is normally the same as the head of the start-up predicate
  - `State` can be an arbitrary non-variable term
  - `Susp` is a list of terms of the form:
    - `dom(X)` – wake up at any change of domain of variable `X`
    - `min(X)` – wake up when the lower bound of `X` changes
    - `max(X)` – wake up when the upper bound of `X` changes
    - `minmax(X)` – wake up when the lower or upper bound of `X` changes
    - `val(X)` – wake up when `X` is instantiated

The wake-up hook predicate `dispatch_global/4` (ADVANCED)

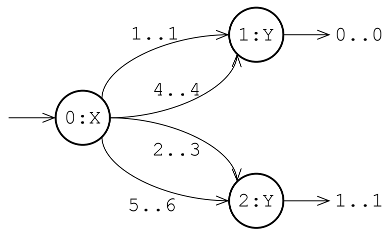
- `dispatch_global(Constraint, State0, State, Actions)`: When `Constraint` is woken up at state `State0` it goes to state `State` and executes `Actions`
  - `Actions` is a list of terms of the form:
    - `exit` – the constraint will exit with success
    - `fail` – the constraint will exit with failure
    - `X=V`, `X in R`, `X in_set S` – the given pruning will be performed
    - `call(Module:Goal)` – the given goal will be executed
- No pruning should be done inside `dispatch_global`, instead the pruning requests should be returned in `Actions`
- States can be used to share information between invocations of the constraint
- Information about the domain variables can be queried using reflection predicates

Contents

Specifying a relation using a DAG (ADVANCED)

- `case(Template, `*`Tuples`*`, Dag[, Options])`: uses a directed acyclic graph (DAG), the nodes of which correspond to variables in the same order as they appear in `Template` and arcs are labeled with admissible intervals of the variable of the arc's starting node. For each tuple in `Tuples`, there must be an appropriate path from the root node to a leaf node.
Example: `A` is in [1,6], `B` is in [0,1]; if dividing `A` by 3 gives remainder 1, then `B` is even, otherwise `B` is odd.

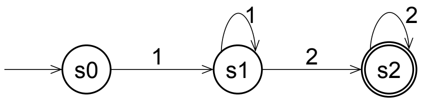
```
?- case([X,Y],[[A,B]],[node(0,X,[(1..1)-1,(2..3)-2,(4..4)-1,(5..6)-2]),
       node(1,Y,[0..0]),node(2,Y,[1..1])]),
       labeling([],[A,B]),write(A-B),write(' '),fail.
⟹  1-0 2-1 3-1 4-0 5-1 6-1
```



Specifying a relation using an automaton (ADVANCED)

- `automaton(Signature, SourcesSinks, Arcs)`: `SourcesSinks` and `Arcs` define a finite automaton that classifies ground instances as solutions or non-solutions. The constraint holds if the automaton accepts the list `Signature`.
  Example: the first few elements (at least one) of `L` must be all `1`, the remaining elements (at least one) must be all `2`.

```
| ?- length(L,4), automaton(L,[source(s0),sink(s2)],
     [arc(s0,1,s1),arc(s1,1,s1),arc(s1,2,s2),arc(s2,2,s2)]),
     labeling([],L).
L = [1,1,1,2] ? ;
L = [1,1,2,2] ? ;
L = [1,2,2,2] ? ;
no
```



Contents

What else is there in SICStus Prolog?

- Further constraint libraries:
  - CLPB – booleans
  - CLPQ/CLPR – linear inequalities on rationals/reals
  - Constraint Handling Rules: generic constraints
- Other features
  - "Traditional" built-in predicates, e.g. sorting, input/output, exception handling, etc.
  - Powerful data structures, e.g. AVL trees, multisets, heaps, graphs, etc.
  - Definite clause grammars, an extension of context-free grammars with Prolog terms
  - Interfaces to other programming languages, e.g. C/C++, Java, .NET, Tcl/Tk
  - Integrated development environment based on Eclipse (Spider)
  - Execution profiling
  - ...

Some applications of (constraint) logic programming

- Boeing Corp.: Connector Assembly Specifications Expert (CASEy) – an expert system that guides shop floor personnel in the correct usage of electrical process specifications.
- Windows NT: `\WINNT\SYSTEM32\NETCFG.DLL` contains a small Prolog interpreter handling the rules for network configuration.
- Experian (one of the largest credit rating companies): Prolog for checking credit scores. Experian bought Prologia, the Marseille Prolog company.
- IBM bought ILOG, the developer of many constraint algorithms (e.g. that in `all_distinct`); ILOG develops a constraint programming / optimization framework embedded in C++.
- IBM uses Prolog in the Watson deep Question-Answer system for parsing and matching English text