

# CONJURE Revisited: Towards Automated Constraint Modelling

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## 1 Introduction

- What is?
- ESSENCE
- ESSENCE by example
- ESSENCE'

## 1 Approach

- The task
- The pipeline
- Non-deterministic Rewriting
- Some rules
- Matching expressions, not constraints

## 1 Conclusion

- Coverage and limitations
- Conclusion and future work

# What is?

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# ESSENCE

- A high level problem specification language



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- A high level problem specification language
- Supports many type constructors that allow problems to be specified in natural ways
  - boolean, integer, enumeration, unnamed types,
  - set, multi-set, function, relation, tuple,
  - and arbitrary nestings of these type constructors

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- Supports many type constructors that allow problems to be specified in natural ways
  - boolean, integer, enumeration, unnamed types,
  - set, multi-set, function, relation, tuple,
  - and arbitrary nestings of these type constructors
- No CSP modelling decisions involved

# ESSENCE by example

- Problem
  - given  $n$  distinct items, with associated weights and values
  - select a set out of these items maximising total value
  - such that the total weight is not more than that of you can carry

## ESSENCE by example

```
given item: enum  
given w: function item  $\rightarrow$  int(0..)   
given v: function item  $\rightarrow$  int(0..)   
given cap: int(0..)   
  
find x: set of item   
  
maximising sum i : x . v(i)   
such that sum i : x . w(i)  $\leq$  cap
```

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- Supports several global constraints, in addition to common arithmetic and logical ones
- TAILOR compiles *efficient* CSP models to multiple target solvers
  - MINION
  - Gecode
  - FlatZinc

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- Compilation process needs to be easily modifiable
  - A term rewriting infrastructure supported by a set of rewrite rules

# The pipeline

- Parsing

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  - Selecting the *viewpoint*
- Select a representation for every parameter and decision variable
- Possible to represent a variable in multiple ways
  - if it appears in more than one constraint



## 2 representations for sets

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  - Occurrence representation:  
matrix indexed by `[int(1..3)]` of `bool`

## Example

```
given lb,ub,n: int  
given s: set of int(lb..ub)  
find x: set (size n) of int(lb..ub)  
  
such that  
  x subseteq s,  
  forall i : x . k(i)
```

## Example

```
given lb,ub,n: int  
given s: set of int(lb..ub)  
find x_occr: set (size n) of int(lb..ub)  
  
such that  
  x_occr subseq s,  
  forall i : x_occr . k(i)
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given lb,ub,n: int  
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find x_expl: set (size n) of int(lb..ub)  
  
such that  
  x_expl subseq s,  
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such that  
  x_occr subsetq s,  
  forall i : x_expl . k(i),  
  x_occr = x_expl
```

## The pipeline: Auto-Channelling phase

More than one representation for a decision variable  
=>  
pairwise equality constraints!

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  - an alldiff constraint for `x_exp1`
  - a cardinality constraint for `x_occr`

## Example, structural constraints added

```
given lb ,ub ,n: int  
given s: set of int(lb..ub)  
find x_expl: set (size n) of int(lb..ub)  
find x_occr: set (size n) of int(lb..ub)  
  
such that  
  x_occr subsetq s ,  
  forall i : x_expl . k(i),  
  x_occr = x_expl ,  
  { alldiff on x_expl 's refinement },  
  { cardinality on x_occr 's refinement }
```

## Example, final

```
given lb,ub,n: int
given s_occr: matrix indexed by [int(lb..ub)] of bool
find x_expl: matrix indexed by [int(1..n)] of int(lb..ub)
find x_occr: matrix indexed by [int(lb..ub)] of bool

such that
  forall i : int(lb..ub) . x_occr[i] <= s_occr[i],
  forall i : int(1..n) . k(x_expl[i]),
  forall i : int(1..n) . x_occr[x_expl[i]] = 1,
  forall i : int(lb..ub) . (
    x_occr[i] => exists j : int(1..n) . x_expl[j] = i
  ),
  alldiff(x_expl),
  sum i : int(lb..ub) . x_occr[i] = n
```

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- Given a set of rewrite rules and a starting term, apply the rules repeatedly.
  - *normal form*
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  - Select one at random?
  - Apply all matching rules? (*produces a list of terms*)

# Rule representation

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- Can combine multiple such rules, into a one-to-many mapping.



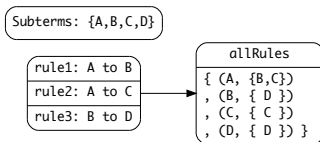
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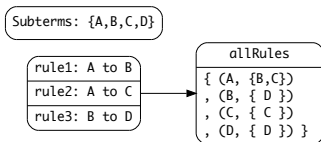
## Rule representation

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- Handle just one rule.

## Some example rules

essence\_expression  $\rightsquigarrow$  equivalent\_expression  
guards: *properties that essence\_expression must satisfy*  
declarations: *newly created variables and  
local aliases for expressions*

## Example rules: ruleSetEq

$a = b \rightsquigarrow a \text{ subseteq } b \wedge b \text{ subseteq } a$   
guards:  $a \sim \text{set of } \tau,$   
 $b \sim \text{set of } \tau$

## Example rules: ruleSetSubsetEq

```
a subseteq b  $\rightsquigarrow$  forall i : a . i elem b
  guards: a  $\sim$  set of  $\tau$ ,
          b  $\sim$  set of  $\tau$ 
```

## Example rules: ruleSetElem

```
e elem s  $\rightsquigarrow$  exists i : s . i = e
  guards: e  $\sim$   $\tau$ ,
          s  $\sim$  set of  $\tau$ 
```

## Example rules: ruleSetQuan

```
forall i : (a union b) . k  $\rightsquigarrow$  forall i : a . k /\ forall i : b . k
exists i : (a union b) . k  $\rightsquigarrow$  exists i : a . k \/ exists i : b . k
forall i : (a intersect b) . k  $\rightsquigarrow$  forall i : a ( i elem b => k )
forall i : (a intersect b) . k  $\rightsquigarrow$  forall i : b ( i elem a => k )
exists i : (a intersect b) . k  $\rightsquigarrow$  exists i : a ( i elem b /\ k )
exists i : (a intersect b) . k  $\rightsquigarrow$  exists i : b ( i elem a /\ k )
```

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- Some other tools reason about complete constraints
  - including previous implementations of CONJURE
- Now, can match with any subexpression, not necessarily complete constraints
  - Can work on a non-flat model
  - Able to reason about structure
  - Do more with fewer rules

# Matching expressions, not constraints

- Consider:

$(a \cup b) \subseteq c$

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- Consider:  $(a \text{ union } b) \text{ subseteq } c$
- Flattened:  $\text{aux} \text{ subseteq } c \wedge \text{aux} = a \text{ union } b$

## Matching expressions, not constraints

- Consider:  $(a \text{ union } b) \text{ subseteq } c$
- Flattened:  $aux \text{ subseteq } c \wedge aux = a \text{ union } b$
- We could have:  $a \text{ subseteq } c \wedge b \text{ subseteq } c$



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- We can still *flatten* things, but only if we want, using our powerful rewrite rules!
- A small problem, where to put helper constraints?

## Matching expressions, not constraints

```
given lb , ub , n , m , k : int  
find t : set ( size n ) of int ( lb .. ub )  
find A : set ( size n ) set ( size m ) of int ( lb .. ub )  
  
such that  
  forall s : A .  
    ( max(s) - max(t) = k )  $\Rightarrow$  ( k elem s )
```

## @: the *bubble* attaching operator

```
max(s)  $\rightsquigarrow$  max_s @ bubble
  guards: s  $\sim$  set of int
  declarations: max_s : int
                bubble = (max_s elem s) /\ (forall i : s . i <= max_s)
```

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- forall s: A .  
    (max(s) - max(t) = k) => (k elem s)

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- forall s: A .  
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- forall s: A .  
     $((\max\_s - \max\_t = k) \Rightarrow (k \text{ elem } s)) \wedge bubble\_s \wedge bubble\_t$
- bubble\_t /\ forall s: A .  
     $((\max\_s - \max\_t = k) \Rightarrow (k \text{ elem } s)) \wedge bubble\_s$

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  - matrix, set, mset, partition, tuple, function, relation
- Type constructors supported: all except partition
- Also we haven't yet implemented support for enumerated and unnamed types
- There are nearly 30 operators defined on these type constructors
- Almost all of them implemented

# Differences to the prototype implementation

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- Broader coverage of ESSENCE
- Representation decisions
- Auto-channelling becomes very easy
- No flattening
- Easier rule authoring

## Conclusion and future work

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- Immediate future work, covering all of the types and operations in ESSENCE
- Capture best modelling practices
- Model selection
- Investigate multi-model search techniques