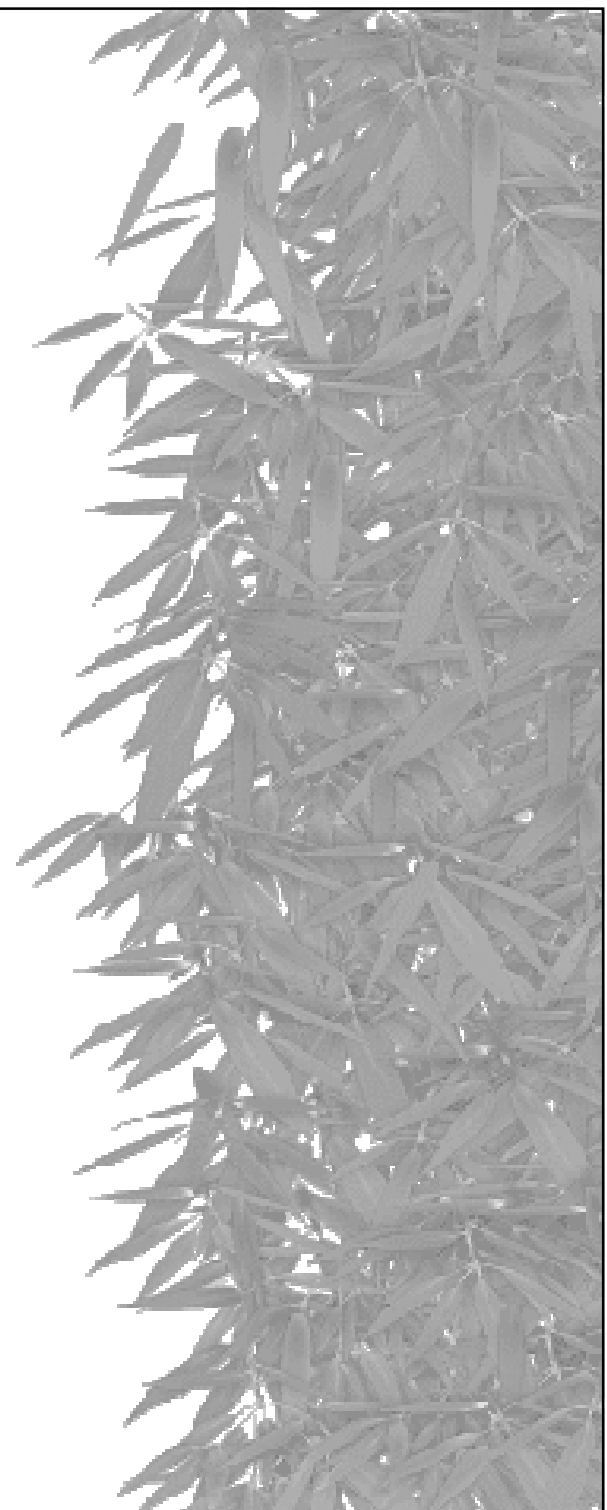


# PartialSymmetry Breaking

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# Motivations for PSB

## \* Curiosity

- What happens when we don't break all the symmetry that exists in a CSP?
- Is it ever quicker to break less symmetry and perform some redundant search?

## \* Highly symmetric problems



# Alien Tiles Problem


Initial State

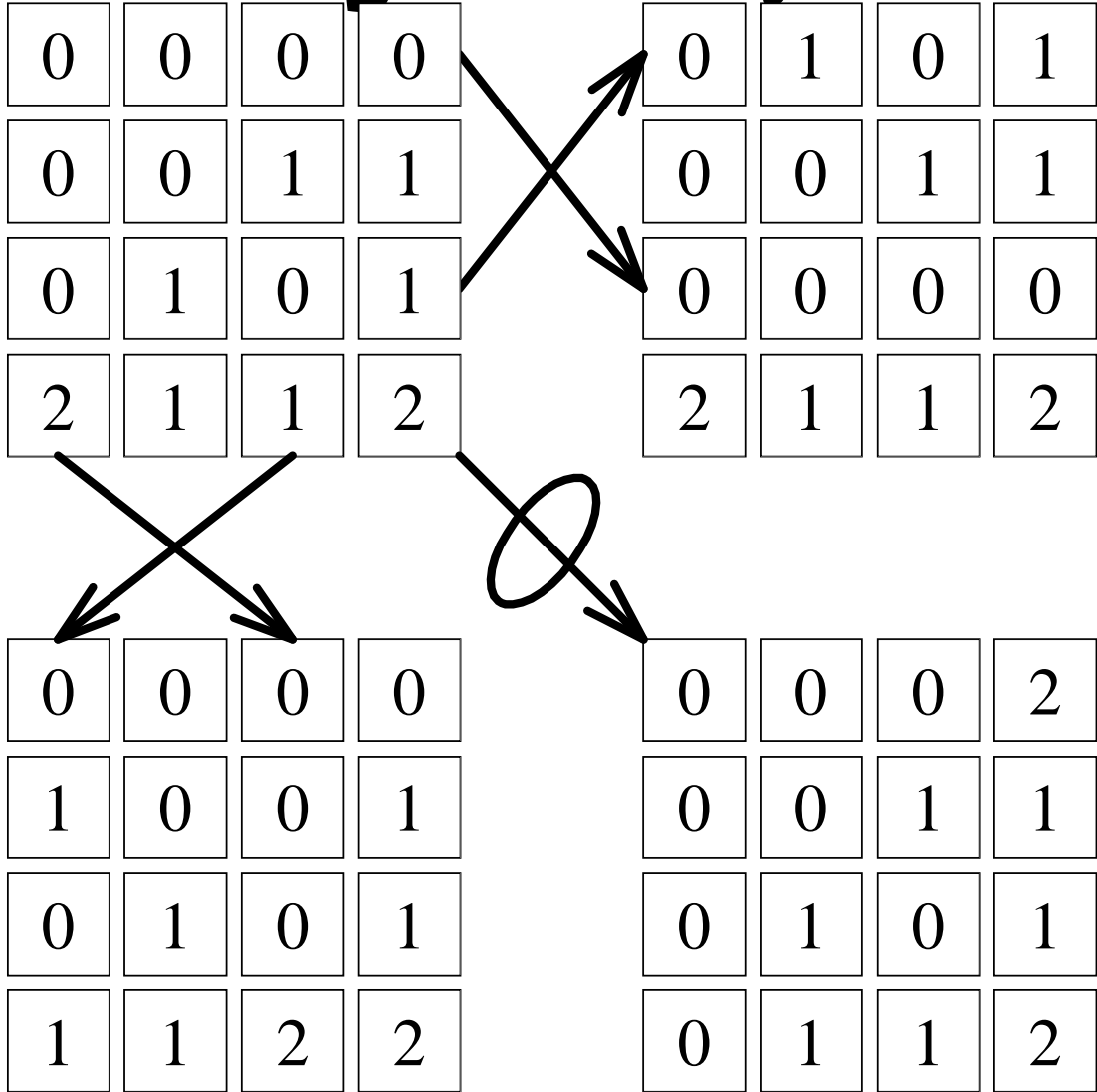
Solution

0	0	0	0
0	0	1	1
0	1	0	1
2	1	1	2


Goal State



# 24 ~~20~~ ~~18~~ ~~15~~ ~~12~~ ~~9~~ ~~6~~ ~~3~~



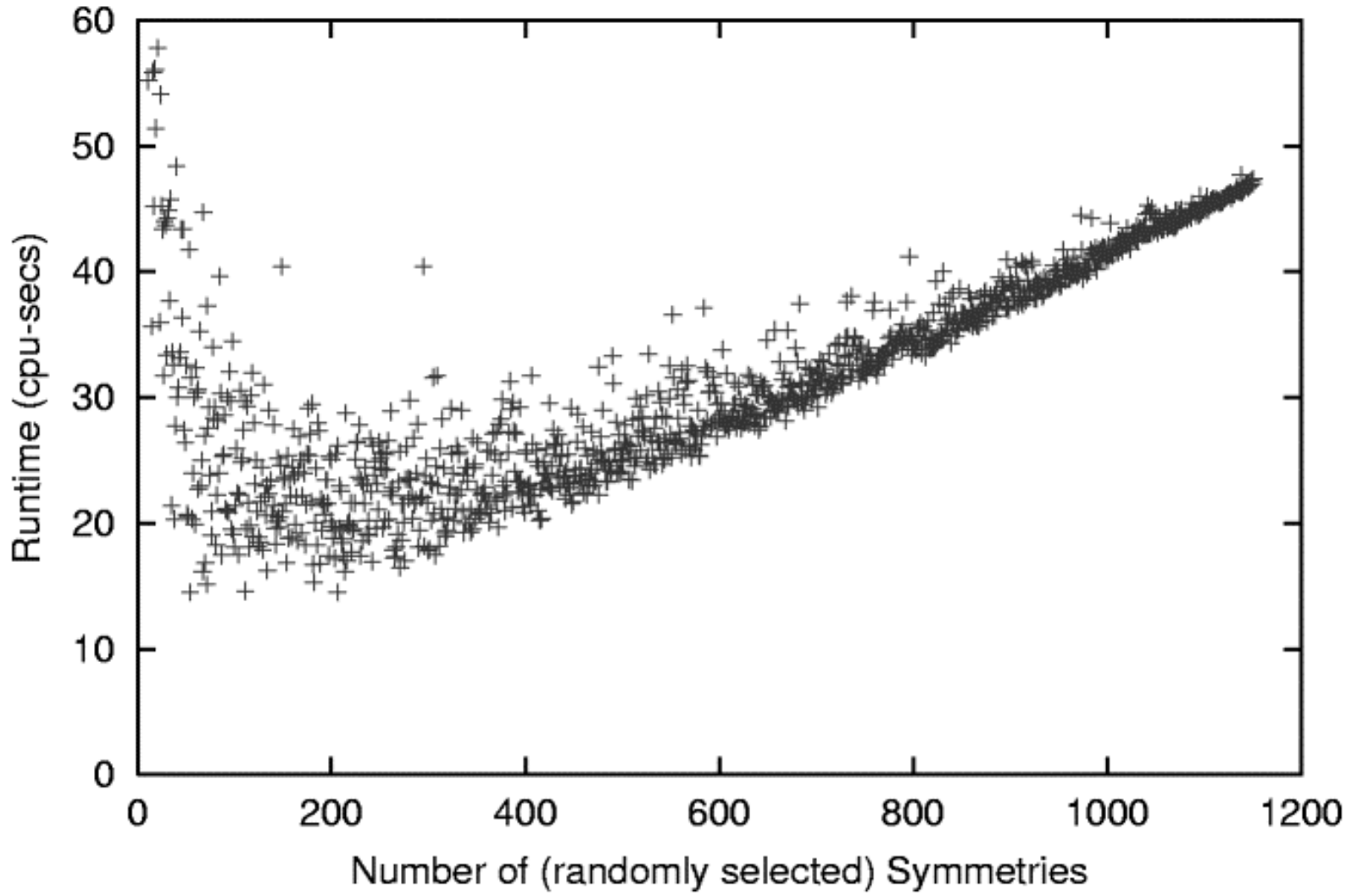
# PSBExperiment

- \* Solve Alien Tiles problem
  - Record cpu-time
- \* Solve again with SBDS
  - Pick a symmetry at random
- \* Repeat with a random subset of symmetries one larger than last time until the problem is solved with all 1,151 symmetries



# Initial Results

Partial Symmetry Breaking in the Alien Tiles problem

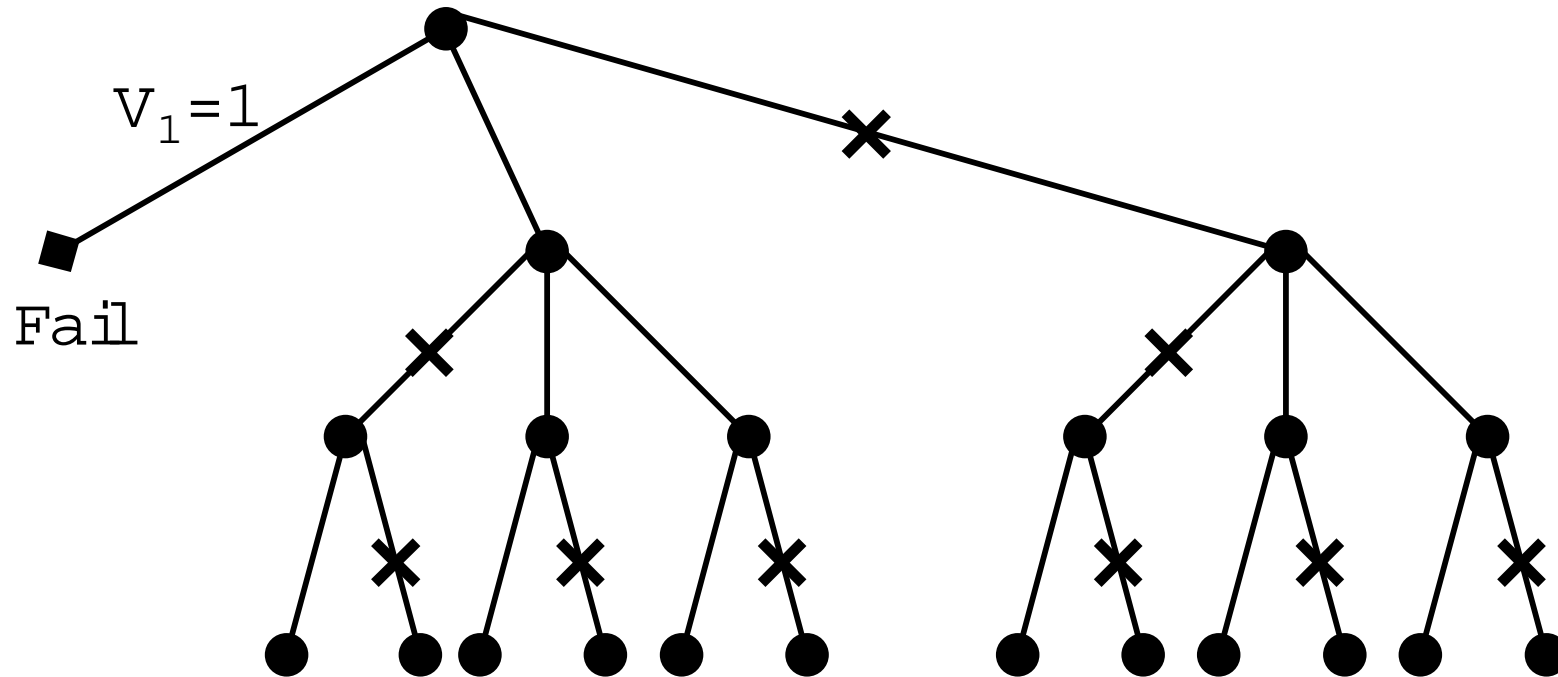


# New Motivations

- ★ Why is one subset of symmetries better than another?
- ★ Can we break all symmetry with just a subset of symmetries?
- ★ Is there a way to find the trough of the curve?



# Finding the good subsets



$$f(V_1=1) = (V_3=2)$$

$$g(V_1=1) = (V_1=3)$$

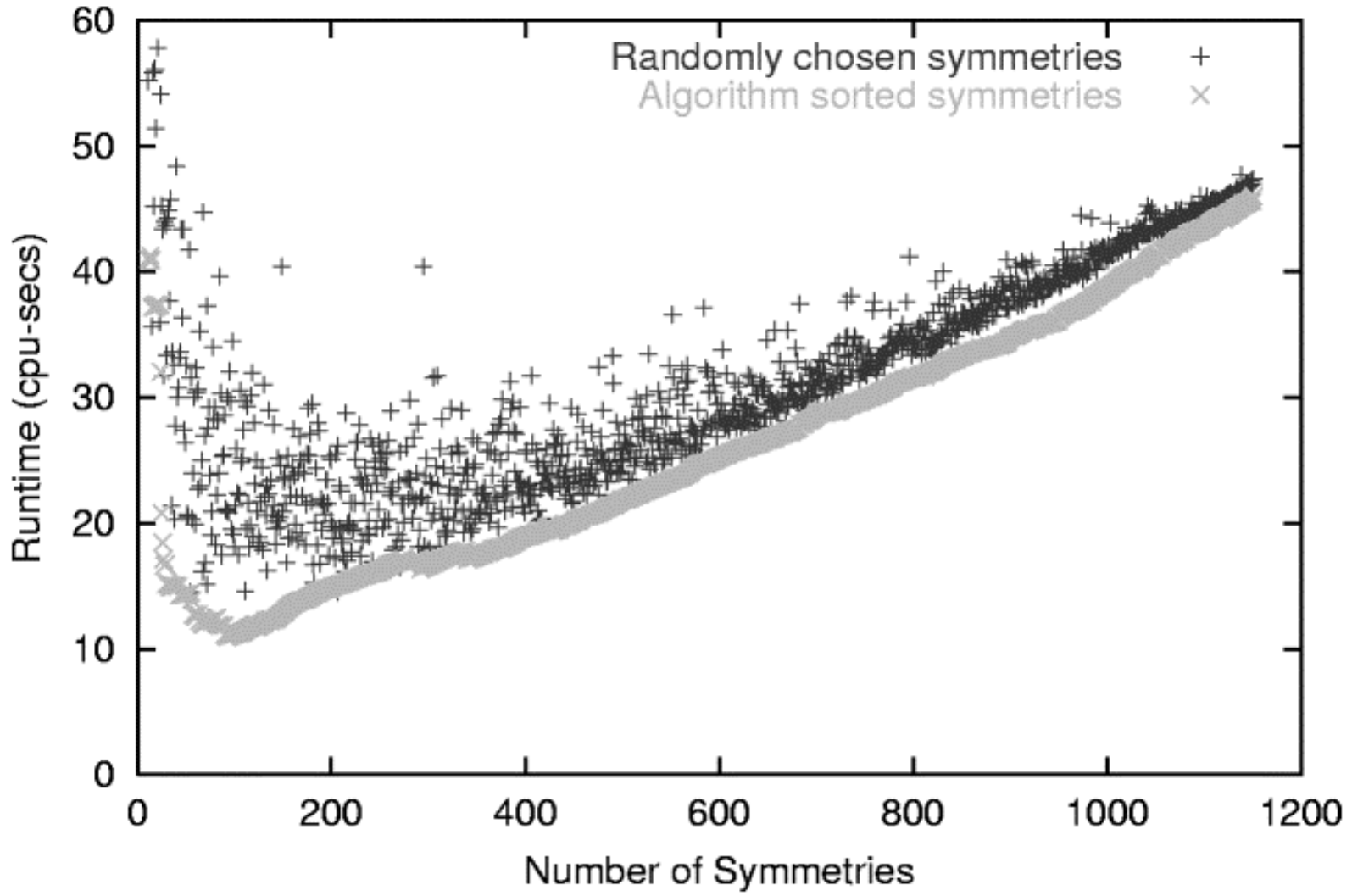
$$\text{PSB\_Algorithm}(f, g, h) = \{g, h, f\}$$





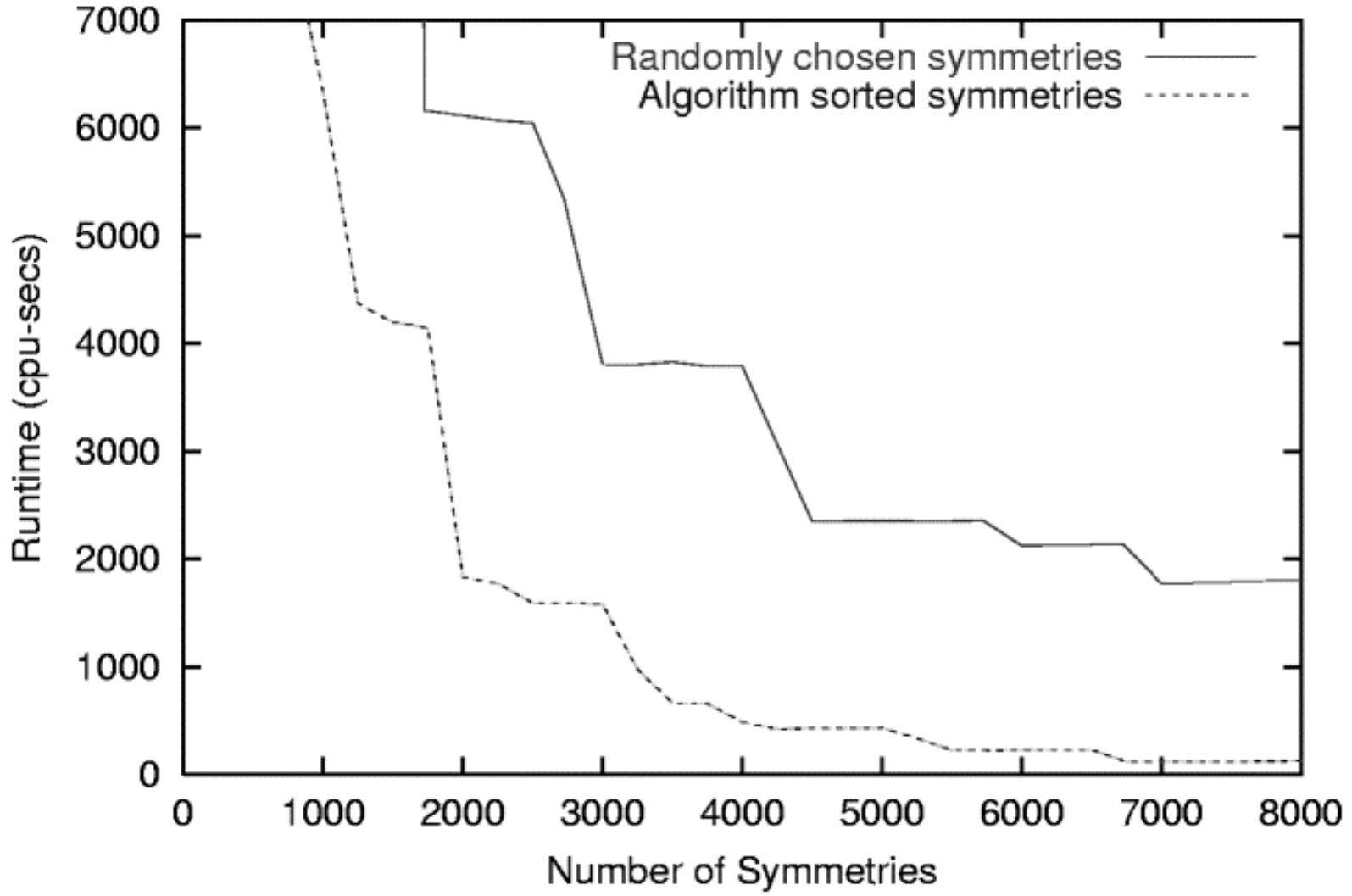
# Morer results: Alien Tiles

Random Vs Algorithm



# Golfer's Problem

Random Vs Algorithm



# Breaking Symmetry

- \* Cats and Dogs
- \* Interchangeable cats ( $3! = 6$ ),  
interchangeable dogs ( $5! = 120$ ) and  
symmetries of a square (8)
  - $6 \times 120 \times 8 = 5,760$
- \* Break all symmetry with 41 functions



# Generality of PSB

- \* Group theory / Dominance check
- \* SBDD
- \* Dynamic PSB



# Motivations Revisited

- \* Why is one subset of symmetries ✓  
better than another?
- \* Can we break all symmetry with just a  
subset of symmetries? ✓
- \* Is there a way to find the trough of the  
curve? ✗



# Futurework

- \* First solution
- \* Find optimum number of symmetries
- \* Combining PSB with other research
  - Nu-SBDS



# Conclusion

- \* Thanks to APES research group, CP2002 program committee, reviewers, supervisor, co-author and St Andrews research group...
- \* Nu-SBDS (and my CV) can be found at <http://www.dcs.st-and.ac.uk/~iain/> :o)

# AlienTiles

- \* Each board state belongs to an equivalence class. For any given goal state, it may be possible to find a full assignment that maps the initial state, to a state in the same equivalence class as the goal state, that takes less clicks than the previous solution. If so, the full assignment becomes the new solution.





# Golfer's Problem

- \*  $p$  players must split up into  $g$  groups, to play golf with each other. The golfers must do this for  $w$  weeks. Any two golfers can play with each other at most once.
- \* The example used in this presentation was 12 golfers, 4 groups (of 3) played for 2 weeks.

# Cats and Dogs

- \* 3 cats and 5 dogs must be placed on a  $5 \times 5$  chess board such that no dog can attack a cat in a queen's move.



# Static Heuristics

- \* Heuristics not essential for optimization problems or finding all solutions
- \* Dynamic PSB will be able to find *next* variable
- \* For highly symmetric problems, benefit of PSB will far outweigh benefit of dynamic heuristics

