

An Automated Constraint Modelling and Solving Toolchain

Bilal Syed Hussain

Ozgun Akgun, Alan M. Frisch,
Ian Gent, Christopher Jefferson,
Lars Kotthoff, Ian Miguel, Peter Nightingale

Constraint Programming (CP)?

- A powerful technique for solving a wide range of combinatorial problems.
- A constraint satisfaction problem (CSP) is:
 - A set of variables with their associated domains.
 - A set of constraints which specify restrictions on the values the variables can take.

Constraint Modelling

- A constraint model is description of a given problem in terms of CSP.
- There are typically many possible for a given problem.
- Non-experts have difficulty in formulating good constraint models.
- Our approach to solve this difficulty:
 - Refine high level specifications of problems into constraint models.

Automatic constraint modelling

- Our approach to solve this difficulty:
 - Refine high level specifications of problems in our language Essence into constraint models.
 - Allow the user to work solely using high level specifications.
 - Abstracts away the complexity of representation selection and interpreting the results.
 - Retains the efficiency of the constraints solver(s).

Essence

- A high level problem specification language using familiar mathematical notation:
 - Functions
 - Relations.
 - Partitions
 - Sets & mutisets
- Provides nested types:
 - Such as set of set of int

Example: Social Golfers

- In a golf club there are a number of golfers who wish to play together in g groups of size s .
- Find a schedule of play for w weeks such that no pair of golfers play together more than once.

Social Golfers: Modelling

- In each week, we need to **partition** the golfers into groups.
- What about the weeks?
 - A sequence? But what does the order matter?
 - A multiset then.
- So the problem is to find a **multiset** of **partitions**.

Social Golfer: Essence

- In a golf club there are a number of golfers who wish to play together in **g** groups of size **s**.

`given w, g, s : int(1..)`

- This is a class of problems, to get an instance parameters have to be provided.

Social Golfer: Essence

- There are $g \times s$ golfers, which are interchangeable.

letting Golfers be new type of **size** $g * s$

- Find a schedule of play for **w** weeks.

find sched : *mset* (**size** w) of
partition (**regular**, **size** g) from Golfers

Social Golfer: Socialisation Constraint

- such that no pair of golfers play together more than once.

such that

forAll week1 in sched .

forAll week2 in sched , week1 != week2 .

For each pair of distinct weeks,

Social Golfer: Socialisation Constraint

such that

```
forall week1 in sched .
```

```
  forall week2 in sched , week1 != week2 .
```

```
    forall group1 in parts(week1) .
```

```
      forall group2 in parts(week2) .
```

```
        |group1 intersect group2| < 2
```

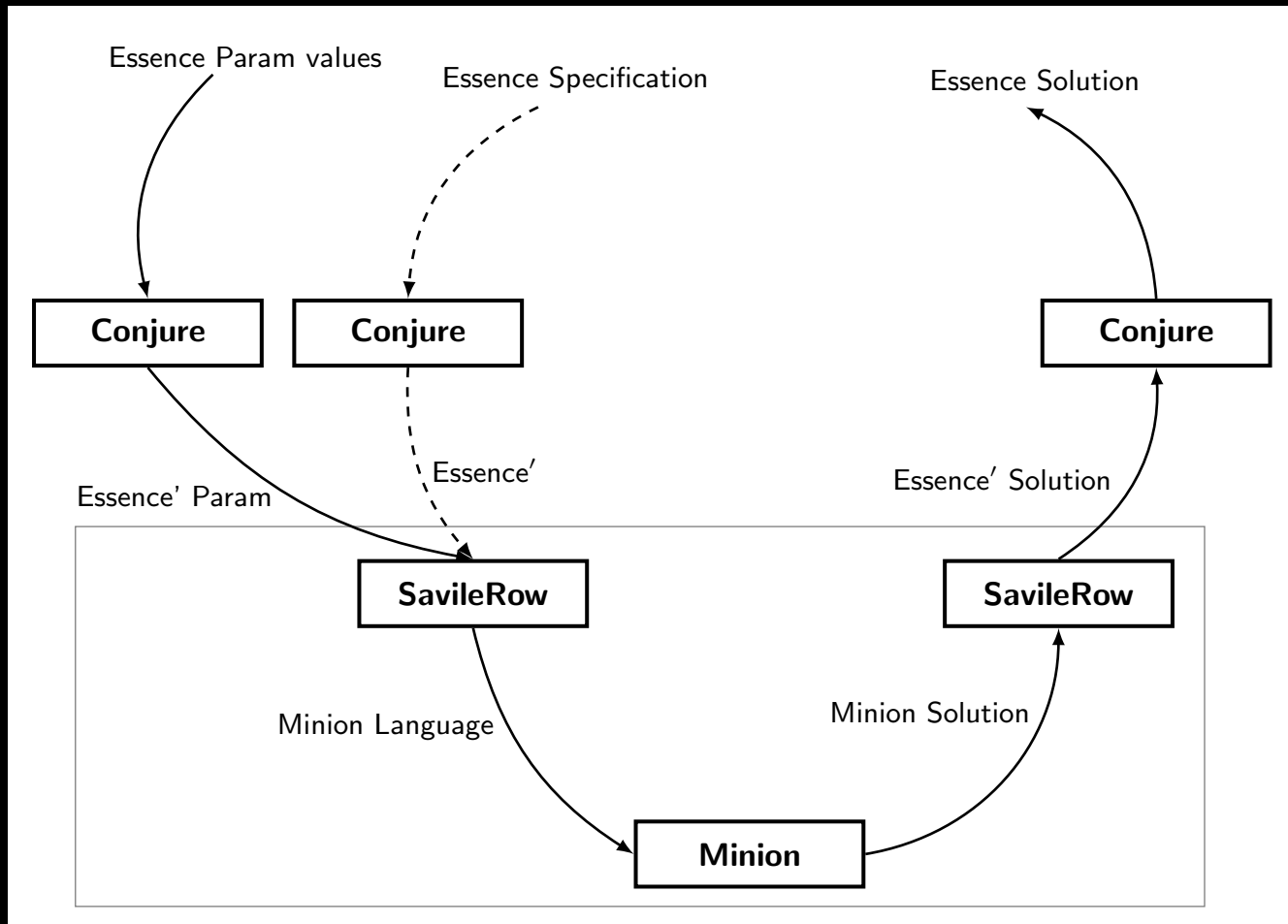
The intersection of any pair of groups is at most one golfer.

Social Golfer: Complete Essence

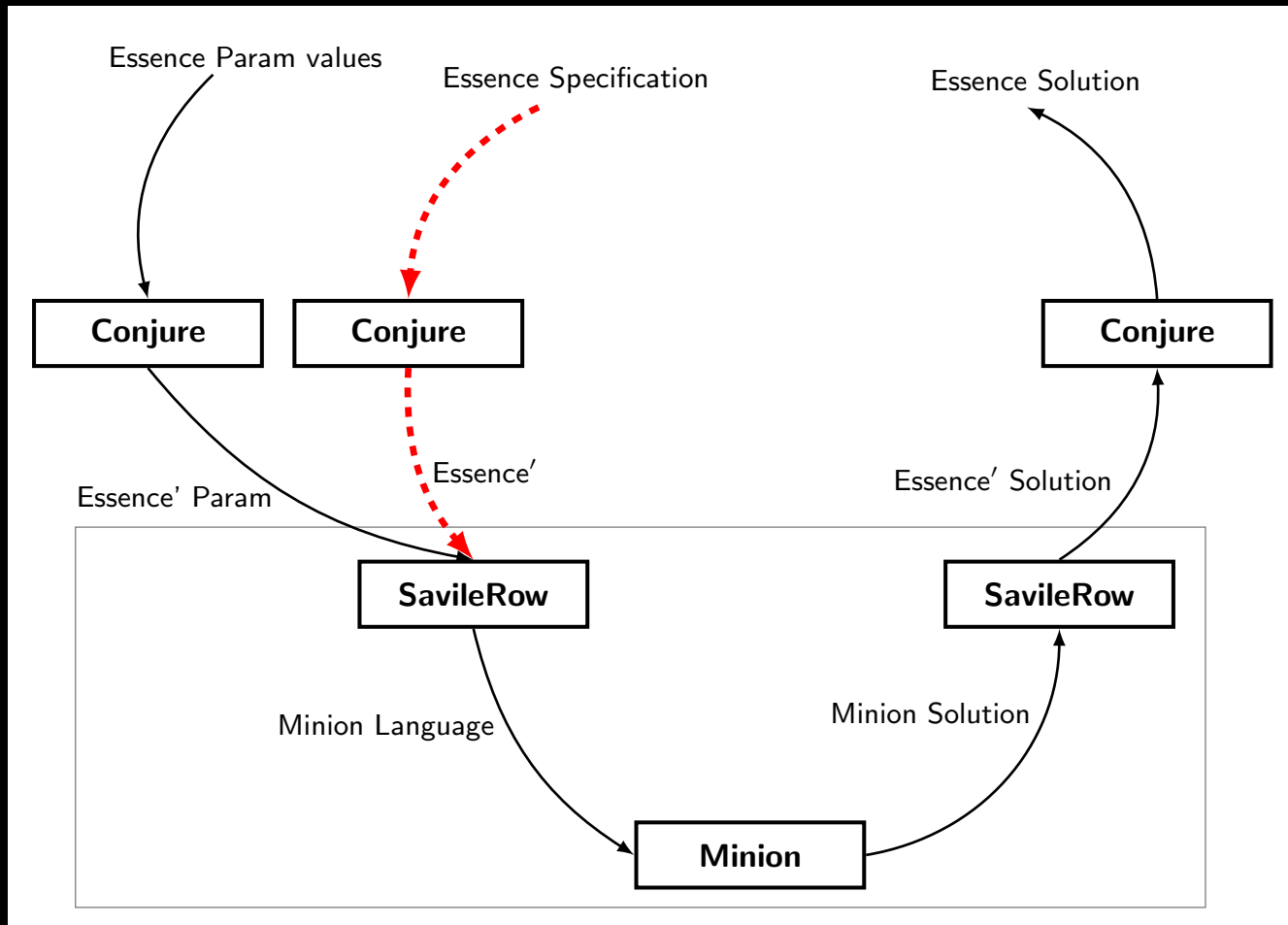
```
language Essence 1.3.0
given w, g, s : int(1..)
letting Golfers be new type of size g * s
find sched : mset (size w) of
  partition (regular, size g) from Golfers

such that
forall week1 in sched .
  forall week2 in sched , week1 != week2 .
    forall group1 in parts(week1) .
      forall group2 in parts(week2) .
        |group1 intersect group2| < 2
```

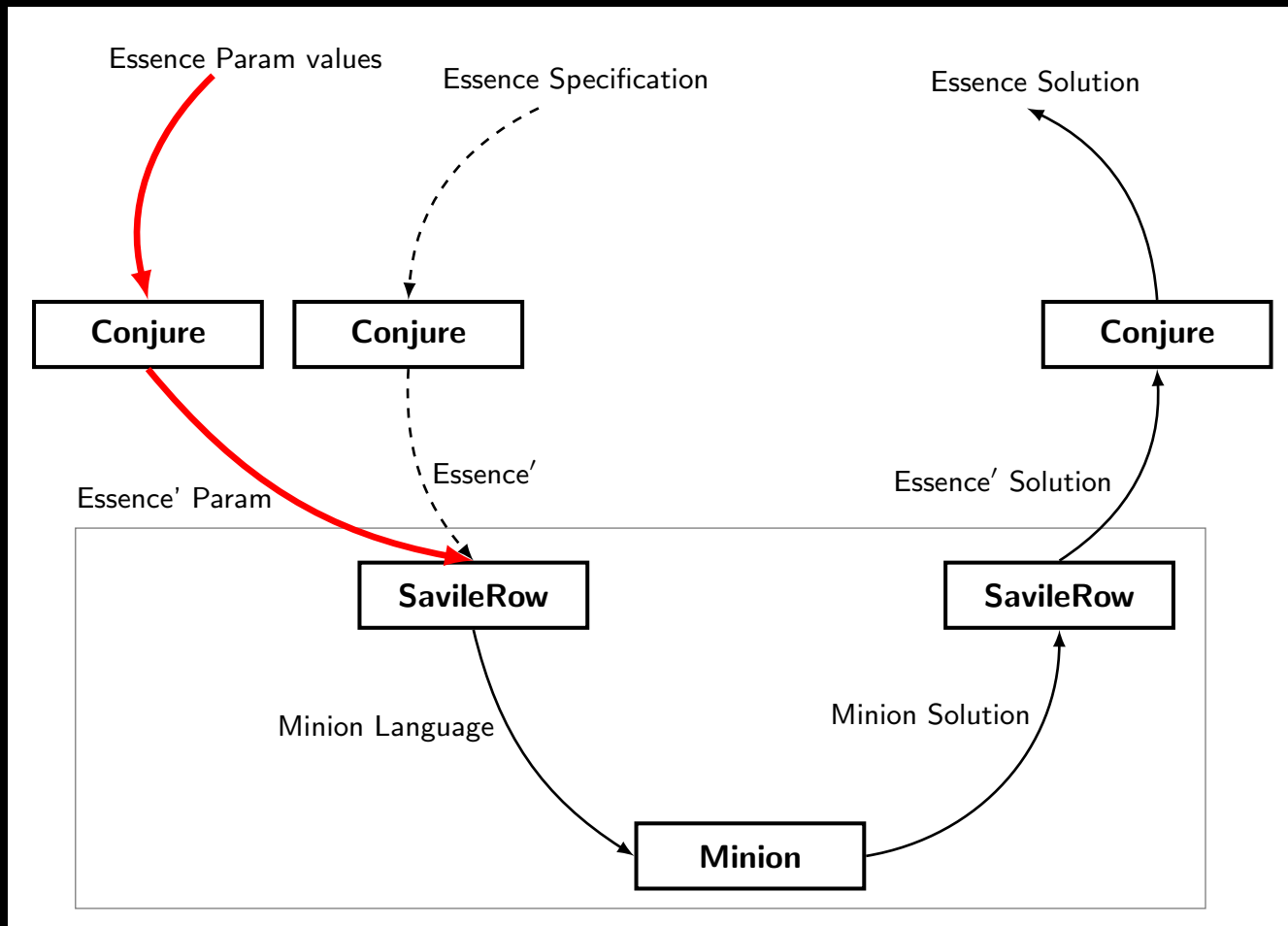
An overview of the Toolchain



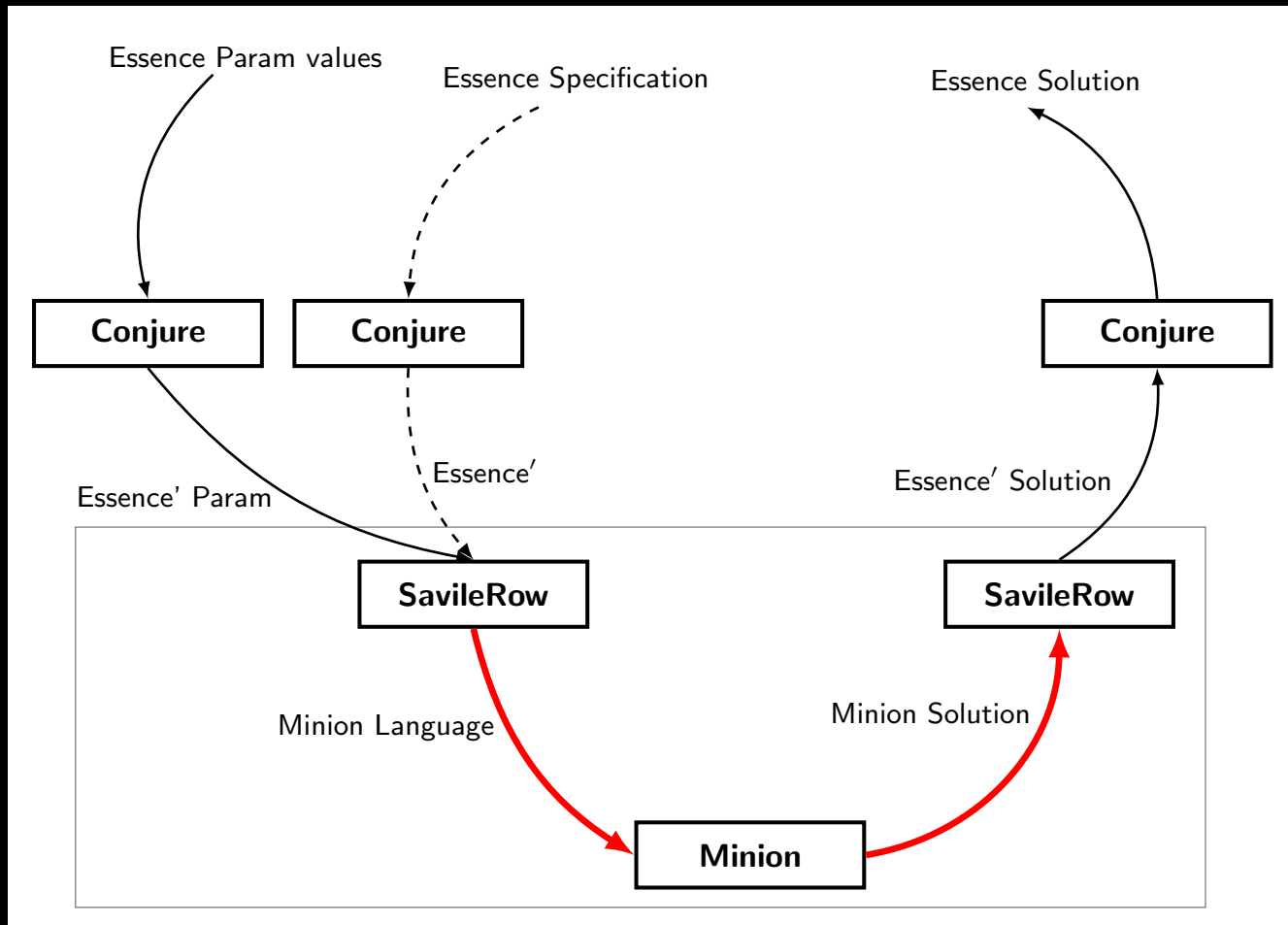
An overview of the Toolchain



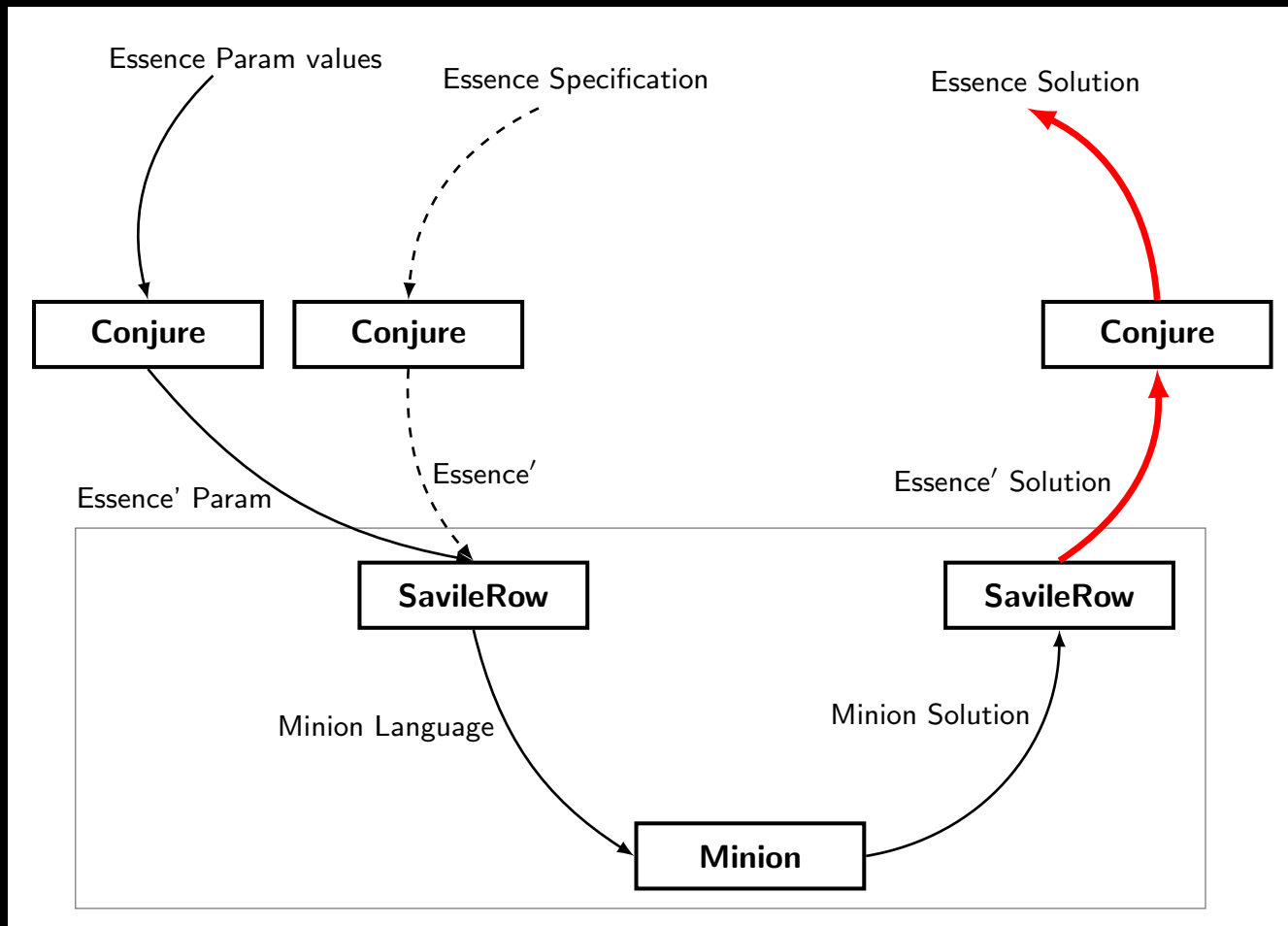
An overview of the Toolchain



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An overview of the Toolchain

- Conjure: Generates models from the problem specification, $\text{Essence} \rightsquigarrow \text{Essence}'$.
- SavileRow: Compiles highly efficient models, $\text{Essence}' \rightsquigarrow \text{Minion}$.
- Minion: A very efficient CP solver.

Model Selection

- Conjure can generate multiple models for a given problem.
- Having multiple models is: *an opportunity rather than a difficulty.*
- Conjure can pick all the generated models, or a selection by:
 - Randomly picking.
 - Using heuristics.

Conclusion

- Make CP more accessible.
 - allowing the user to write a high level specifications while retaining the high performance of the CP solvers.
- Allows the use of nested types and familiar mathematical notation.
- No expertise needed:
 - To model the problem.
 - To select a good model.