Chapter 16: More Global Constraints (Car Sequencing)

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ECLiPSe ELearning Overview

Licence

Outline

What we want to introduce

- Car sequencing problem
- `gcc` global cardinality constraint
- `sequence` constraint
- Search does not always have to be based on original problem variables
- Can be useful to consider additional variables which allow more clever search

Outline

Problem Definition

Car Sequencing

We have to schedule a number of cars for production on an assembly line. Each car is of a certain type, and we know how many cars of each type we have to produce. Car types differ in the options they require, i.e. sun-roof, air conditioning. For each option, we have capacity limits on the assembly line, expressed as k cars out of n consecutive cars on the line may have some option. Find an assignment which produces the correct number of cars of each type, while satisfying the capacity constraints.

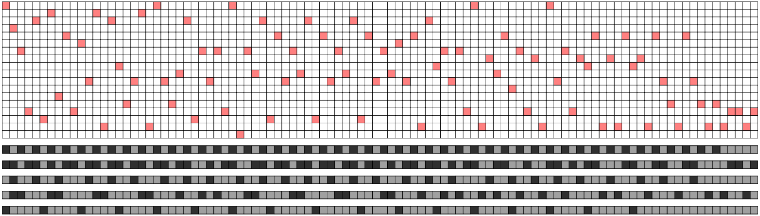
Example (DSV88)

- 100 cars
- 18 types
- 5 options
  - Option 1: 1 out of 2
  - Option 2: 2 out of 3
  - Option 3: 1 out of 3
  - Option 4: 2 out of 5
  - Option 5: 1 out of 5

Car Types

Type	Cars Required	Option 1	2	3	4	5
1	5	1	1	0	0	1
2	3	1	1	0	1	0
3	7	1	1	1	0	0
4	1	0	1	1	1	0
5	10	1	1	0	0	0
6	2	1	0	0	0	1
7	11	1	0	0	1	0
8	5	1	0	1	0	0
9	4	0	1	0	0	1
10	6	0	1	0	1	0
11	12	0	1	1	0	0
12	1	0	0	1	0	1
13	1	0	0	1	1	0
14	5	1	0	0	0	0
15	9	0	1	0	0	0
16	5	0	0	0	0	1
17	12	0	0	0	1	0
18	1	0	0	1	0	0

Solution



Modelling Alternatives

- Assign start time (sequence number) to each car
  - 100 variables, each with 100 values
  - Handling of car types implicit
  - Symmetry breaking for cars of same type (inequalities)?
  - Capacity constraints?
- Assign car type to each slot on assembly line
  - 100 variables, 18 values
  - How to control number of cars of each type?
  - How to express capacity constraints?

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- Assign start time (sequence number) to each car
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- Assign car type to each slot on assembly line
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  - How to express capacity constraints?

Model

- 100 variables ranging over car types
- `gcc` constraint to control number of items with same type
- 5×100 0/1 variables indicating use of option for each slot
- `element` constraints to map car types to options used
- `sequence` constraints to enforce limits on each option

Reminder: `gcc(Pattern, Variables)`

- `gcc` *global cardinality constraint*
- `Pattern` is list of terms `gcc(Low, High, Value)`
- The overall number of variables taking value `Value` is between `Low` and `High`
- Generalization of `alldifferent`
- Domain consistent version in ECLiPSe

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gcc Example

```
X1 :: [2,4], X2 :: [1,3,4], X3 :: [1,2,3,4],
X4 :: [3,4,5], X5 :: [3,4,5],
gcc([gcc(1,1,1),gcc(2,3,2),gcc(1,3,3),
     gcc(0,4,4),gcc(1,3,5)],
    [X1,X2,X3,X4,X5]),
```

X1 = ?, X2 = ?, X3 = ?, X4 = ?, X5 = ?

gcc Reasoning

```
X1 :: [2,4], X2 :: [1,3,4], X3 :: [1,2,3,4],
X4 :: [3,4,5], X5 :: [3,4,5],
gcc([gcc(1,1,1),gcc(2,3,2),gcc(1,3,3),
     gcc(0,4,4),gcc(1,3,5)],
    [X1,X2,X3,X4,X5]),
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     gcc(0,4,4),gcc(1,3,5)],
    [X1,X2,X3,X4,X5]),
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X1 = ?, X2 = ?, X3 = ?, X4 = ?, X5 = ?

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X1 :: [2,4], X2 :: [1,3,4], X3 :: [1,2,3,4],
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gcc([gcc(1,1,1),gcc(2,3,2),gcc(1,3,3),
     gcc(0,4,4),gcc(1,3,5)],
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X1 = ?, X2 = ?, X3 = ?, X4 = ?, X5 = ?

gcc Reasoning

```
X1 :: [2,4], X2 :: [1,3,4], X3 :: [1,2,3,4],
X4 :: [3,4,5], X5 :: [3,4,5],
gcc([gcc(1,1,1),gcc(2,3,2),gcc(1,3,3),
     gcc(0,4,4),gcc(1,3,5)],
    [X1,X2,X3,X4,X5]),
```

X1 = 2, X2 = ?, X3 = 2, X4 = ?, X5 = ?

gcc Next Step

```
X1 :: [2,4̶], X2 :: [1,3,4], X3 :: [1̶,2,3̶,4̶],
X4 :: [3,4,5], X5 :: [3,4,5],
gcc([gcc(1,1,1),gcc(2,3,2),gcc(1,3,3),
     gcc(0,4,4),gcc(1,3,5)],
    [X1,X2,X3,X4,X5]),
```

X1 = 2, X2 = ?, X3 = 2, X4 = ?, X5 = ?

gcc Next Step

```
X1 :: [2,4], X2 :: [1,3,4], X3 :: [1,2,3,4],
X4 :: [3,4,5], X5 :: [3,4,5],
gcc([gcc(1,1,1),gcc(2,3,2),gcc(1,3,3),
     gcc(0,4,4),gcc(1,3,5)],
    [X1,X2,X3,X4,X5]),
```

X1 = 2, X2 = ?, X3 = 2, X4 = ?, X5 = ?

gcc Next Step

```
X1 :: [2,4], X2 :: [1,3,4], X3 :: [1,2,3,4],
X4 :: [3,4,5], X5 :: [3,4,5],
gcc([gcc(1,1,1),gcc(2,3,2),gcc(1,3,3),
      gcc(0,4,4),gcc(1,3,5)],
     [X1,X2,X3,X4,X5]),
```

X1 = 2, X2 = ?, X3 = 2, X4 = ?, X5 = ?

gcc Next Step

```
X1 :: [2,4̶], X2 :: [1,3,4], X3 :: [1̶,2,3̶,4̶],
X4 :: [3,4,5], X5 :: [3,4,5],
gcc([gcc(1,1,1),gcc(2,3,2),gcc(1,3,3),
     gcc(0,4,4),gcc(1,3,5)],
    [X1,X2,X3,X4,X5]),
```

X1 = 2, X2 = 1, X3 = 2, X4 = ?, X5 = ?

gcc Continued

X1 :: [2,~~4~~], X2 :: [1,~~3~~,~~4~~], X3 :: [~~1~~,2,~~3~~,~~4~~],
X4 :: [3,4,5], X5 :: [3,4,5],
gcc([gcc(1,1,1),gcc(2,3,2),gcc(1,3,3),
gcc(0,4,4),gcc(1,3,5)],
[X1,X2,X3,X4,X5]),

X1 = 2, X2 = 1, X3 = 2, X4 = ?, X5 = ?

gcc Continued

```
X1 :: [2,4̶], X2 :: [1,3̶,4̶], X3 :: [1̶,2,3̶,4̶],
X4 :: [3,4,5], X5 :: [3,4,5],
gcc([gcc(1,1,1),gcc(2,3,2),gcc(1,3,3),
     gcc(0,4,4),gcc(1,3,5)],
    [X1,X2,X3,X4,X5]),
```

X1 = 2, X2 = 1, X3 = 2, X4 = ?, X5 = ?

gcc Continued

X1 :: [2,~~4~~], X2 :: [1,~~3~~,~~4~~], X3 :: [~~1~~,2,~~3~~,~~4~~],
X4 :: [3,4,5], X5 :: [3,4,5],
gcc([gcc(1,1,1),gcc(2,3,2),gcc(1,3,3),
    gcc(0,4,4),gcc(1,3,5)],
   [X1,X2,X3,X4,X5]),

X1 = 2, X2 = 1, X3 = 2, X4 = ?, X5 = ?

gcc Continued

X1 :: [2,~~4~~], X2 :: [1,~~3~~,~~4~~], X3 :: [~~1~~,2,~~3~~,~~4~~],
X4 :: [3,~~4~~,5], X5 :: [3,~~4~~,5],
gcc([gcc(1,1,1),gcc(2,3,2),gcc(1,3,3),
     gcc(0,4,4),gcc(1,3,5)],
    [X1,X2,X3,X4,X5]),

X1 = 2, X2 = 1, X3 = 2, X4 = ?, X5 = ?

gcc Made Domain Consistent

```
X1 :: [2,4], X2 :: [1,3,4], X3 :: [1,2,3,4],
X4 :: [3,4,5], X5 :: [3,4,5],
gcc([gcc(1,1,1),gcc(2,3,2),gcc(1,3,3),
     gcc(0,4,4),gcc(1,3,5)],
    [X1,X2,X3,X4,X5]),
```

X1 = 2, X2 = 1, X3 = 2, X4 $\in \{3, 5\}$, X5 $\in \{3, 5\}$

How does the constraint solver do that?

Explained in optional material at end

▸ Domain Consistent gcc

Reminder: `element(X,List,Y)`

- `List` is a list of integers
- The X^{th} element of `List` is Y
- The index starts from 1
- Typical uses:
  - Projection
  - Cost

Element Examples

`Prime` is 1 iff $X \in 1..10$ is a prime number

```
X :: 1..10,
element(X,[1,1,1,0,1,0,1,0,0,0],Prime),
```

`Cost` is the cost corresponding to the assignment of Y

```
Y :: 1..10,
element(Y,[5,3,34,0,3,1,12,12,1,3],Cost)
```

sequence_total(Min,Max,Low,High,K,Vars)

- Variables `Vars` have 0/1 domain
- Between `Min` and `Max` variables have value 1
- For every sub-sequence of length K, between `Low` and `High` variables have value 1

`sequence_total` Example

```
[X1,X2,X3,X4,X5,X6,X7,X8,X9,X10] :: 0..1,
sequence_total(2,3,1,2,3,
               [X1,X2,X3,X4,X5,X6,X7,X8,X9,X10]),
```

X1 = 0, X4 = 0, X7 = 0, X10 = 0

Example, cont'd

$$X_1, X_2, X_3, X_4, X_5, X_6, X_7, X_8, X_9, X_{10}$$

Example, cont'd

$x_1, x_2, x_3, x_4, x_5, x_6, x_7, x_8, x_9, x_{10}$

Example, cont'd

$$x_1, \overbrace{x_2, x_3, x_4}^{1..2}, \overbrace{x_5, x_6, x_7}^{1..2}, \overbrace{x_8, x_9, x_{10}}^{1..2}$$

Example, cont'd

$$x_1, \overbrace{\overbrace{x_2, x_3, x_4}^{1..2}, \overbrace{x_5, x_6, x_7}^{1..2}, \overbrace{x_8, x_9, x_{10}}^{1..2}}^{3..6}$$

Example, cont'd

$$\underbrace{x_1, \overbrace{\overbrace{x_2, x_3, x_4}^{1..2}, \overbrace{x_5, x_6, x_7}^{1..2}, \overbrace{x_8, x_9, x_{10}}^{1..2}}^{3..6}}_{2..3}$$

Example, cont'd

$$\overbrace{\underbrace{x_1, \overbrace{x_2, x_3, x_4}^{1..2}, \overbrace{x_5, x_6, x_7}^{1..2}, \overbrace{x_8, x_9, x_{10}}^{1..2}}_{2..\color{red}{3}}}^{\color{red}{3}..6}$$

Example, cont'd

$$\underbrace{0, \overbrace{\overbrace{x_2, x_3, x_4}^{1..2}, \overbrace{x_5, x_6, x_7}^{1..2}, \overbrace{x_8, x_9, x_{10}}^{1..2}}^{3..6}}_{2..3}$$

Mathematical Equivalent

$$\text{Vars} = [x_1, x_2, ...x_N]$$

$$\text{Min} \leq \sum_{1 \leq i \leq N} x_i \leq \text{Max}$$

$$1 \leq s \leq N - k + 1 : \quad \text{Low} \leq \sum_{s \leq j \leq s+k-1} x_j \leq \text{High}$$

Mathematical Equivalent

- Pruning very different when using finite domain inequalities
- Currently no domain consistent implementation of `sequence_total`
- Weaker version `sequence` (no global counters) domain consistent
- Currently using decomposition:
  - `sequence_total` = `sequence` + `gcc` + more

Outline

Main Program

```
:-module(car).
:-export(top/0).
:-lib(ic).
:-lib(ic_global_gac).

top:-
    problem(Problem),
    model(Problem,L),
    writeln(L).
```

Structure Definitions

```
:-local struct(problem(cars,
                       models,
                       required,
                       using_options,
                       value_order)).
:-local struct(option(k,
                      n,
                      index_set,
                      total_use)).
```

Model (Part 1)

```
model(problem{cars:NrCars,
              models:NrModels,
              required:Required,
              using_options:List,
              value_order:Ordered},L):-
    length(L,NrCars),
    L :: 1..NrModels,
    (foreach(Cnt,Required),
     count(J,1,_),
     foreach(gcc(Cnt,Cnt,J),Card) do
        true
    ),
    gcc(Card,L),
    ...
```

Model (Part 2)

```
...
(foreach(option{k:K,
                n:N,
                index_set:IndexSet,
                total_use:Total},List),
 param(L,NrCars) do
    (foreach(X,L),
     foreach(B,Binary),
     param(IndexSet) do
        element(X,IndexSet,B)
    ),
    sequence_total(Total,Total,0,K,N,Binary)
),
search(L,0,input_order,ordered(Ordered),
```

Data

```
problem(100,18,
   [5,3,7,1,10,2,11,5,4,6,12,1,1,5,9,5,12,1],
   [option(1,2,[1,2,3,5,6,7,8,14],
       [1,1,1,0,1,1,1,1,0,0,0,0,0,1,0,0,0,0],48),
    option(2,3,[1,2,3,4,5,9,10,11,15],
       [1,1,1,1,1,0,0,0,1,1,1,0,0,0,1,0,0,0],57),
    option(1,3,[3,4,8,11,12,13,18],
       [0,0,1,1,0,0,0,1,0,0,1,1,1,0,0,0,0,1],28),
    option(2,5,[2,4,7,10,13,17],
       [0,1,0,1,0,0,1,0,0,1,0,0,1,0,0,0,1,0],34),
    option(1,5,[1,6,9,12,16],
       [1,0,0,0,0,1,0,0,1,0,0,1,0,0,0,1,0,0],17)],
   [1,3,2,4,6,8,7,12,13,5,9,11,10,14,16,18,17,15]).
```

Data Generation

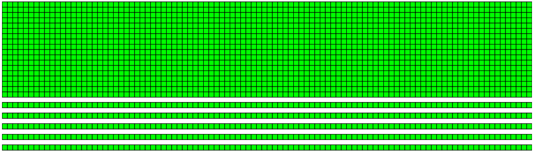
- Data not really stored as facts
- Generated from text data files in different format
- Benchmark set from CSPLIB (`http://www.csplib.org`)

Outline

1. Problem
2. Program
3. Search
   - DSV88 Example
   - More Difficult Example
4. Improved Search Strategy

Classical Example

1



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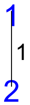
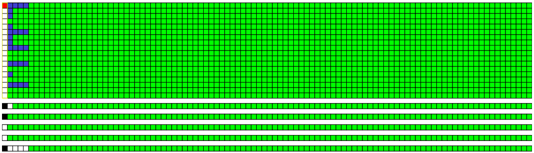
Classical Example





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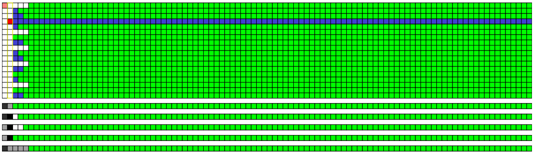

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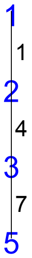

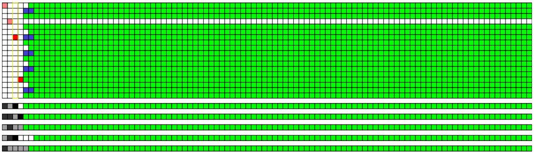

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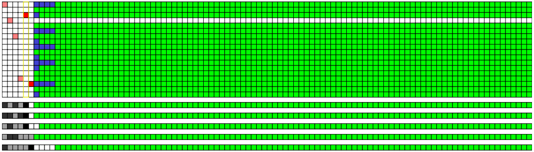

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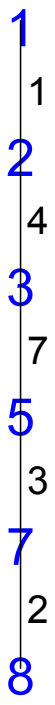

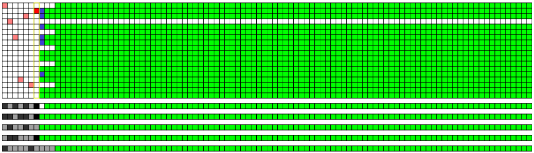

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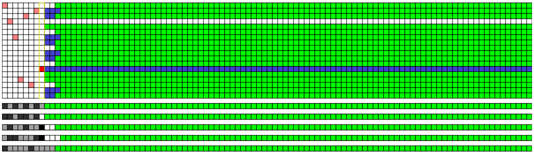

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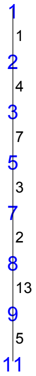

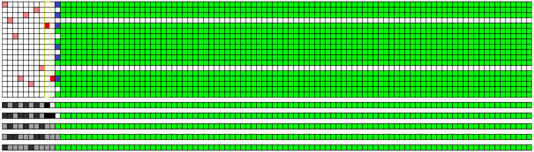

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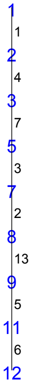

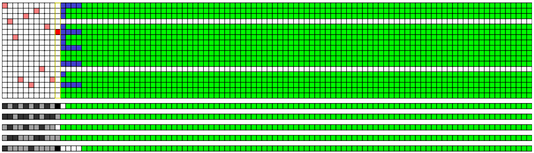

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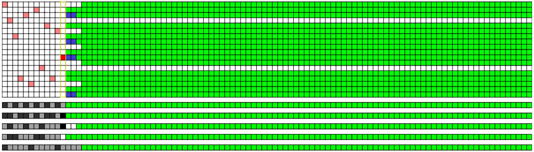

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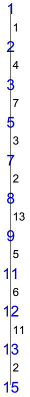

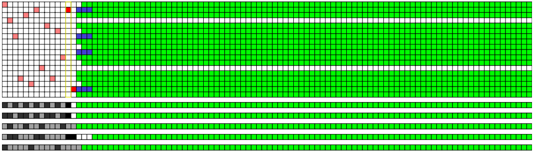

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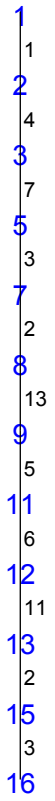

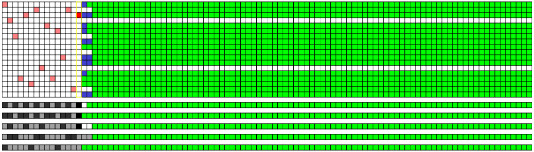

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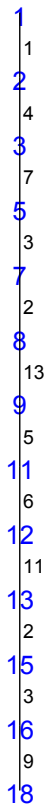

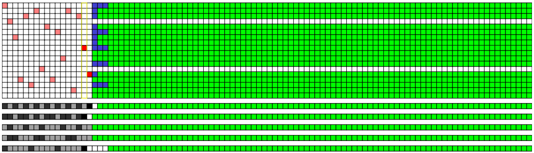

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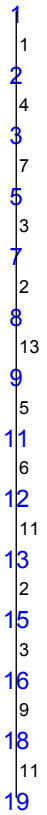

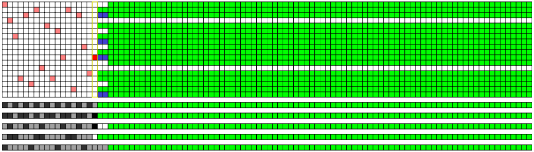

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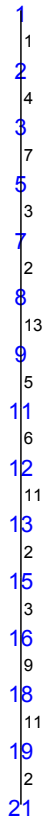
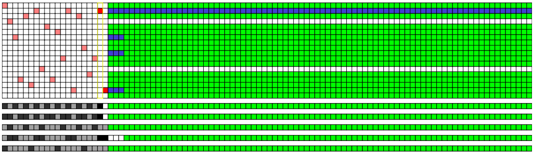
Classical Example





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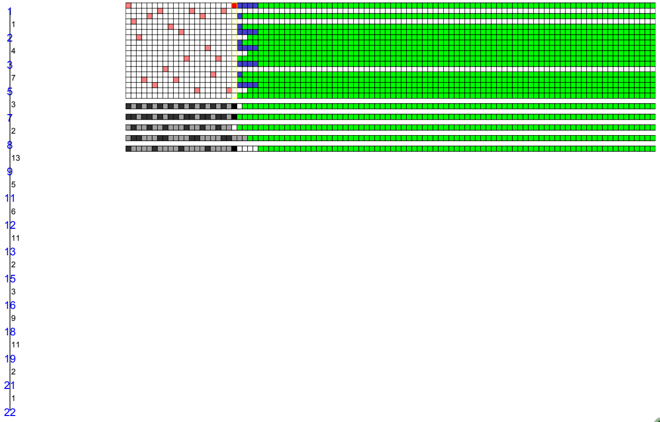

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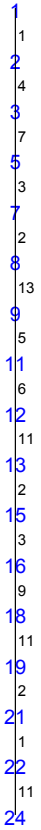

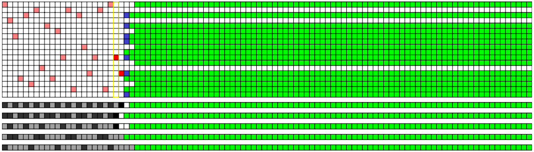

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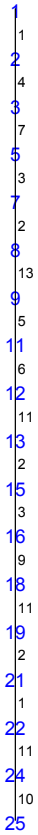

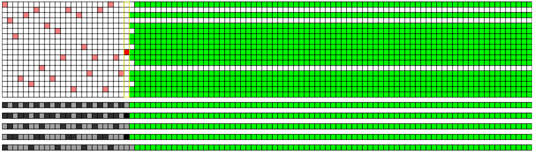

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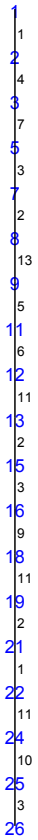

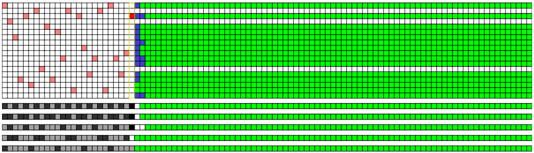

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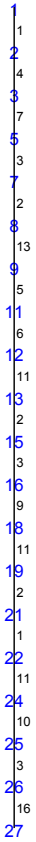

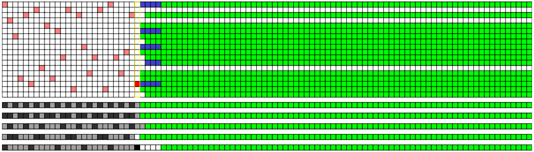

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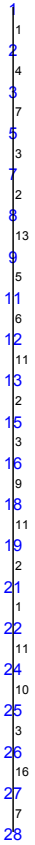

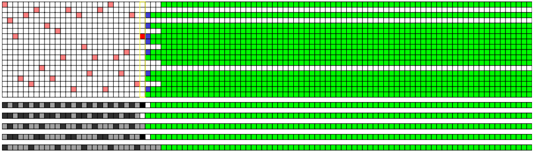

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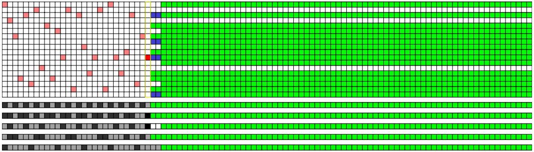

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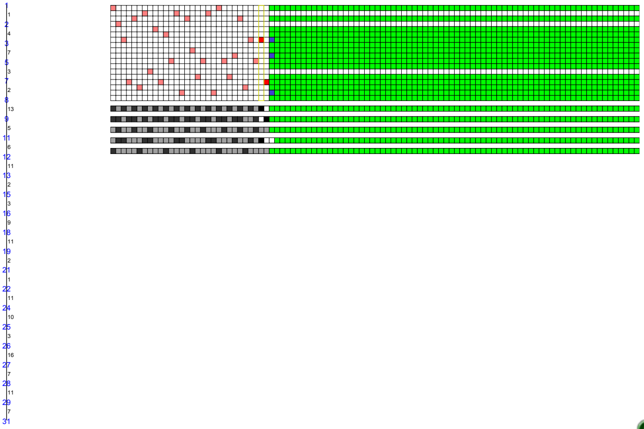

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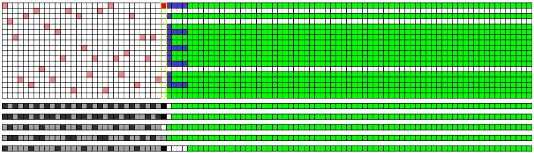

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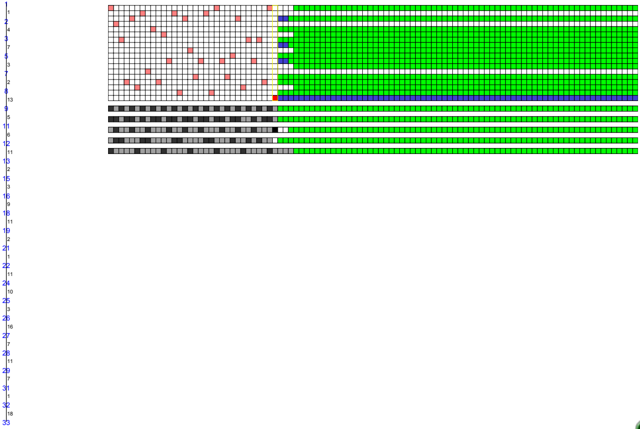

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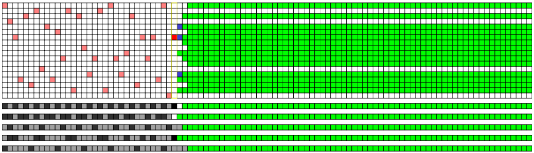

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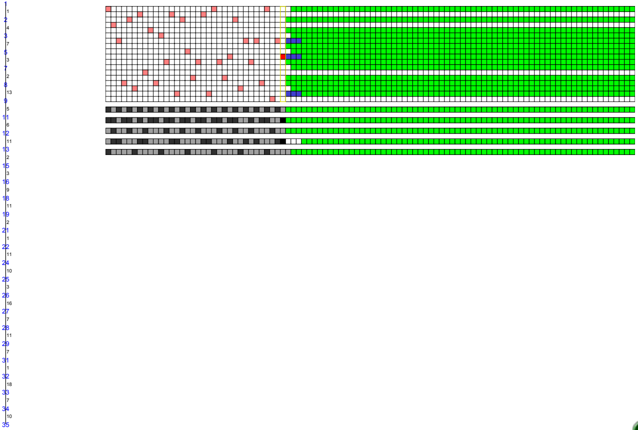

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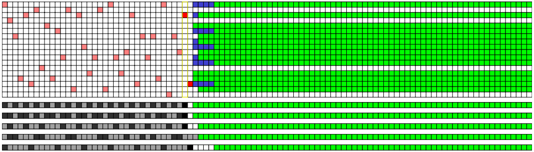

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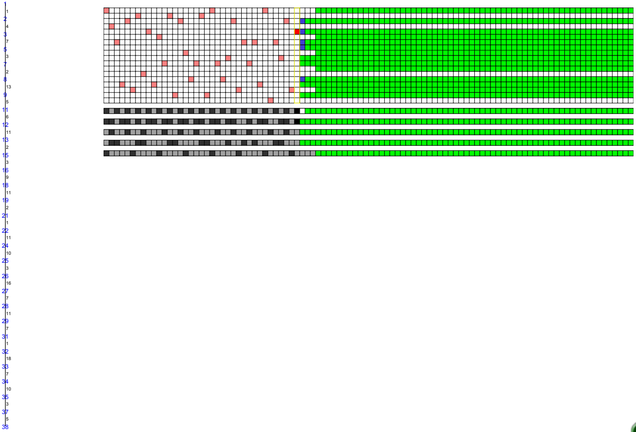

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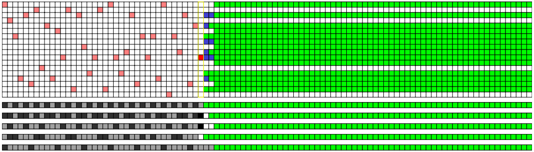

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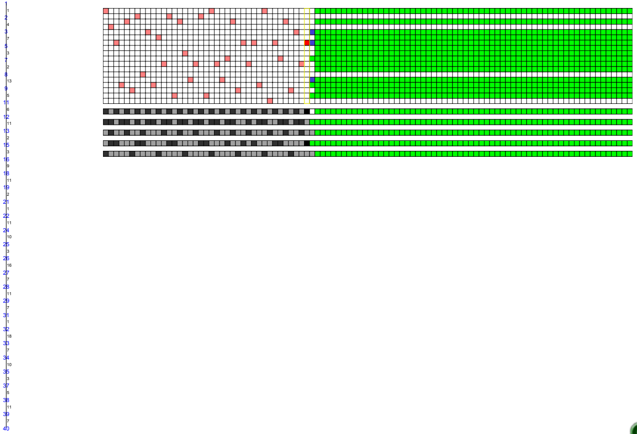

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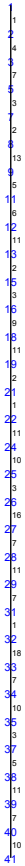

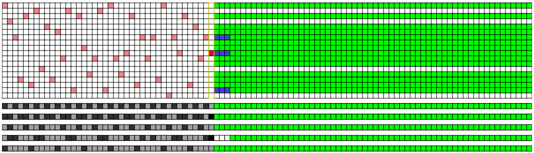

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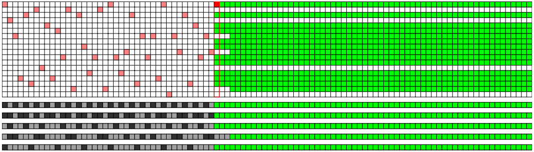

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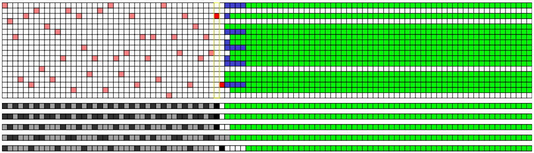

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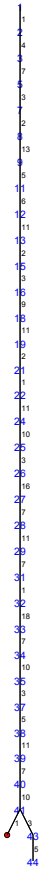

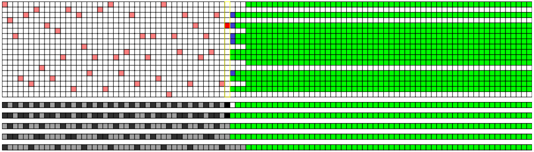

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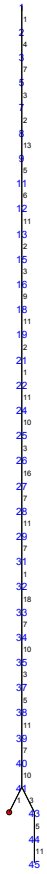

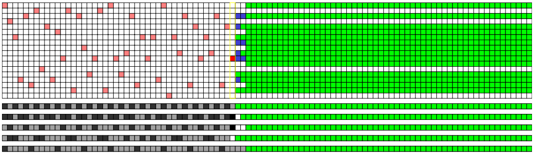

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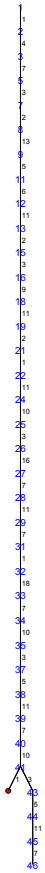

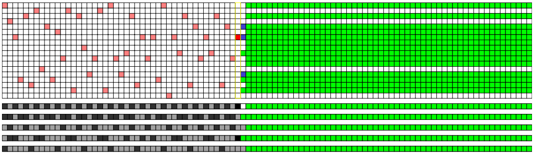

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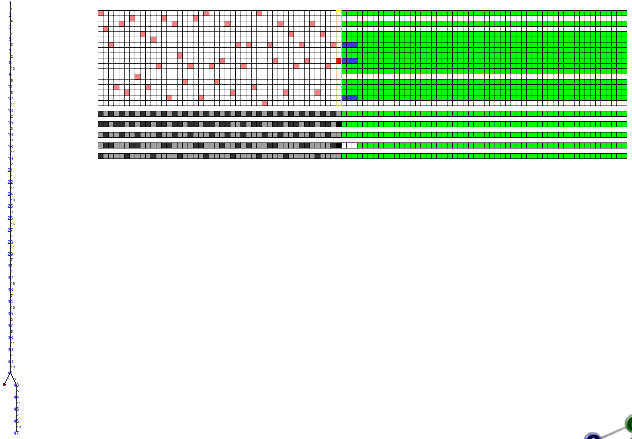

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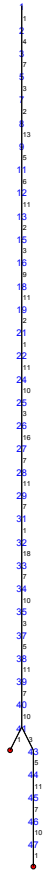

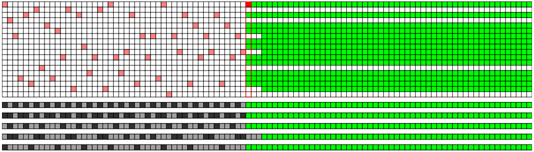

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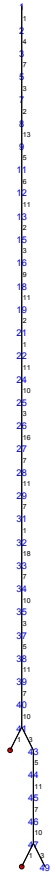

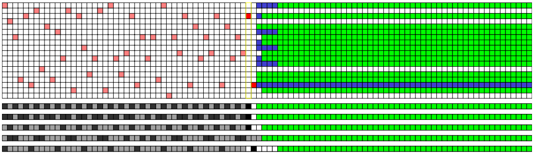

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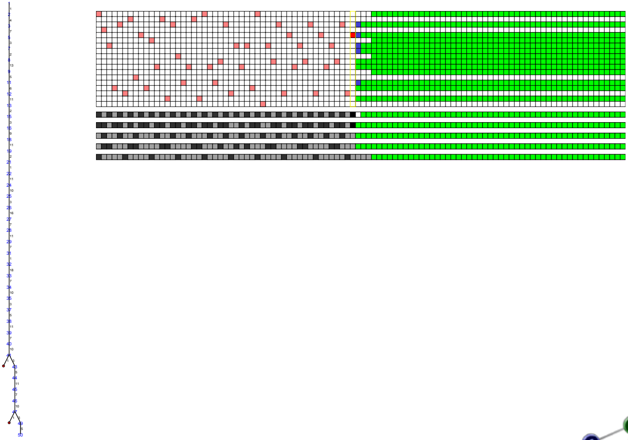

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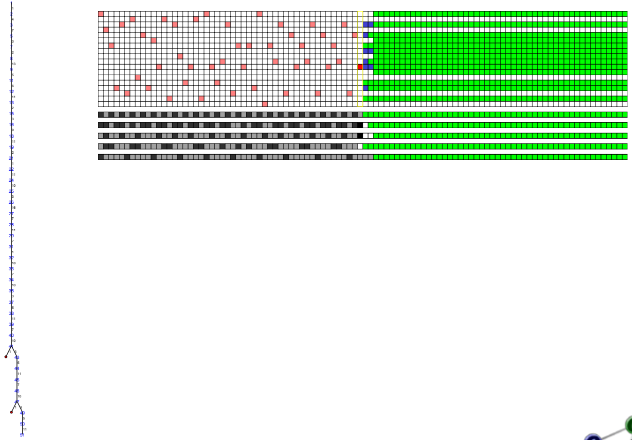

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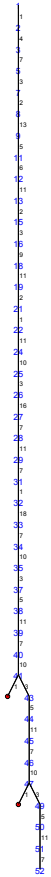

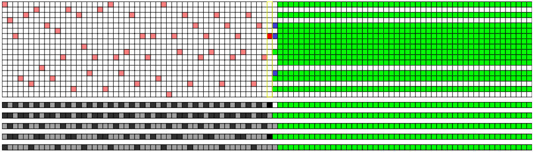

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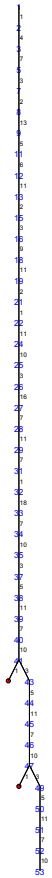

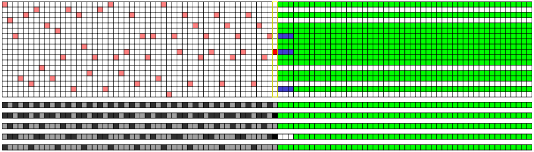

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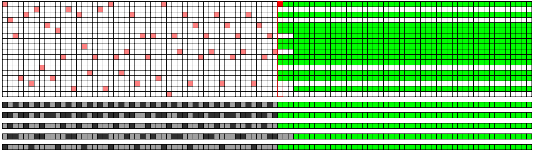

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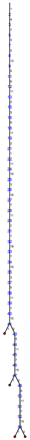

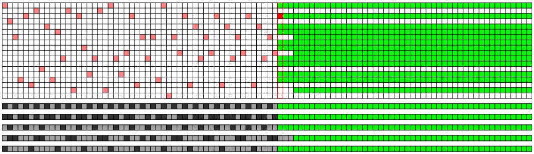

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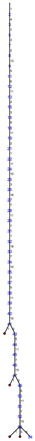

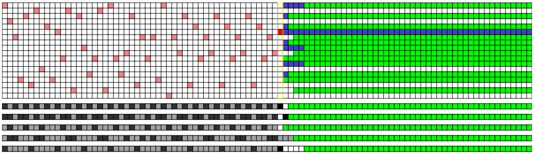

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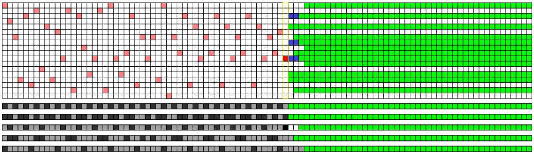

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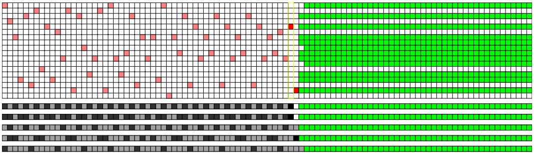

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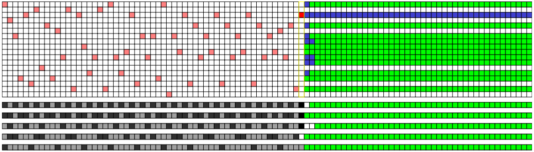

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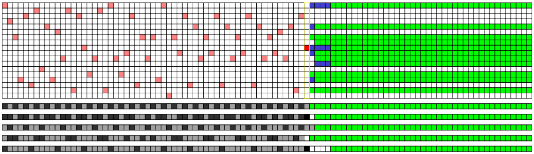

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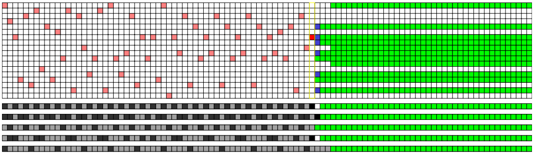

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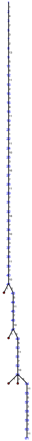

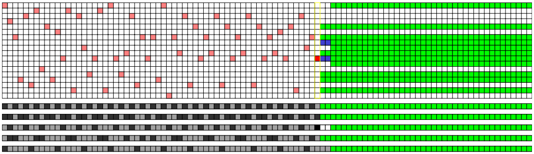

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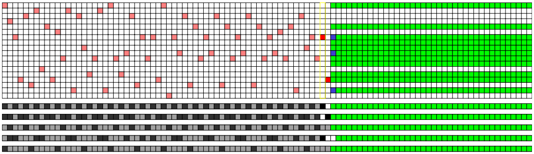

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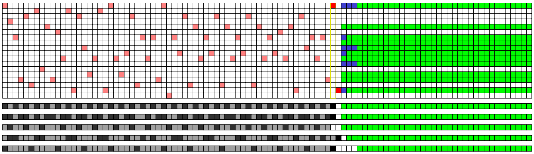

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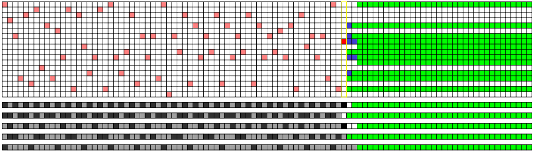

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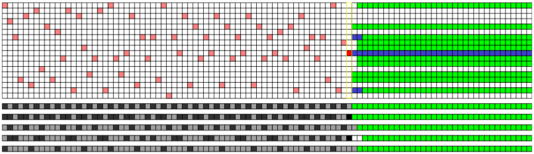

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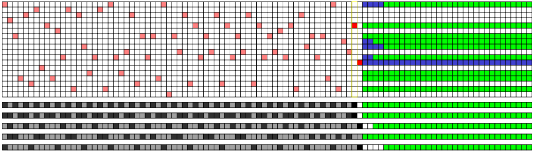

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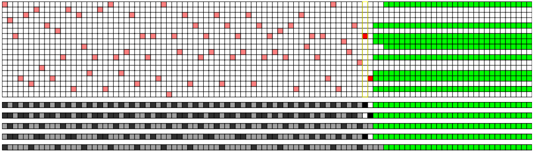

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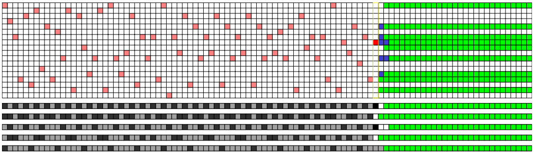

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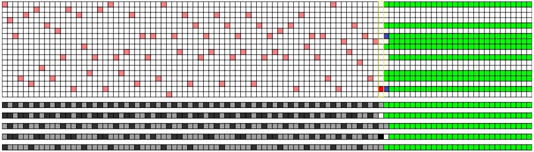

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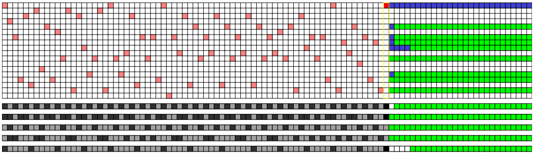

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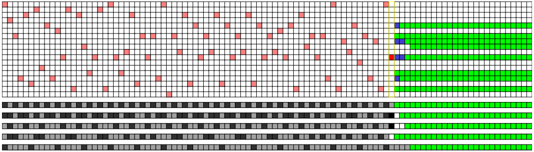

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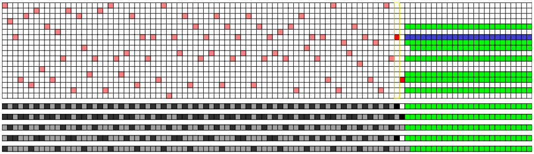

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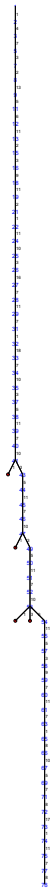

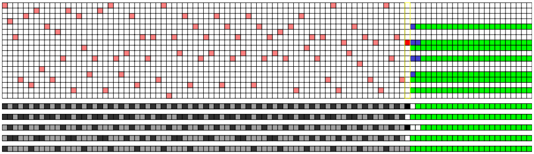

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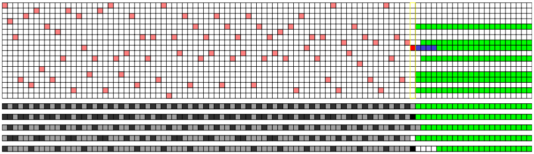

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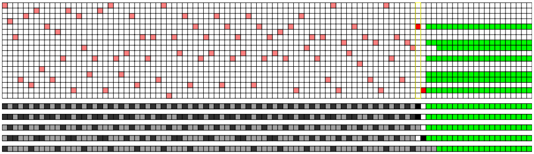

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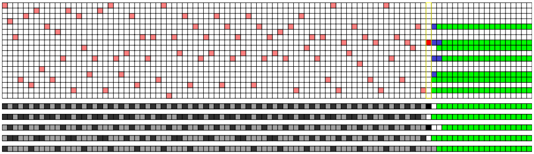
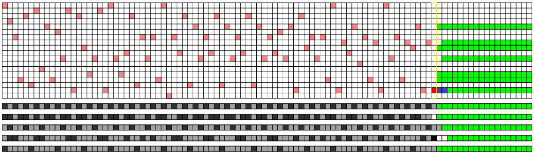
Classical Example



Back to Start   Skip Animation

Classical Example



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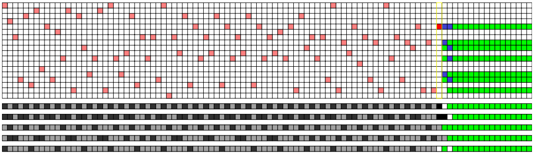
Classical Example



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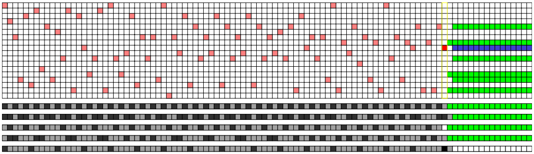
Skip Animation

Classical Example



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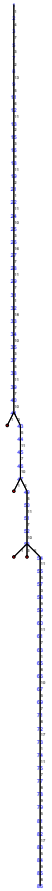
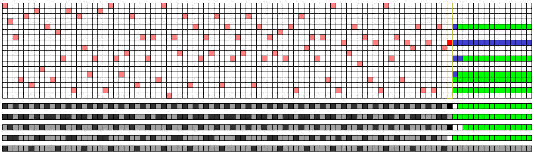
Classical Example





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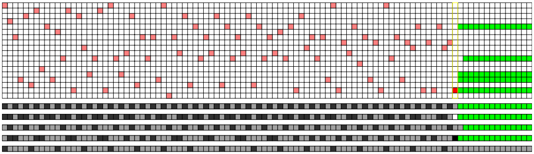
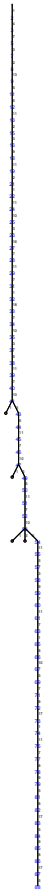
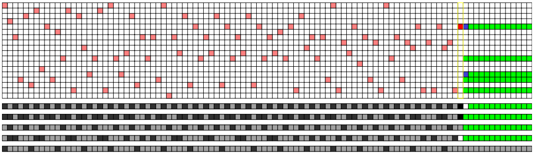


Back to Start | Skip Animation

Classical Example





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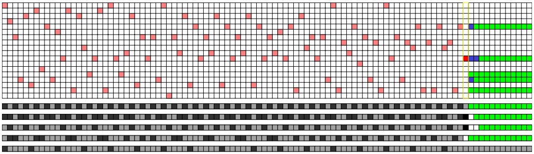

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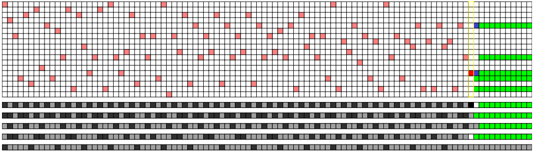

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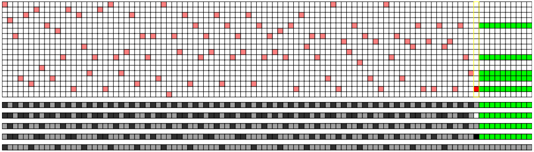

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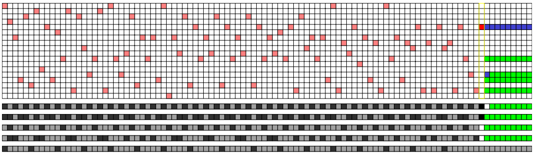

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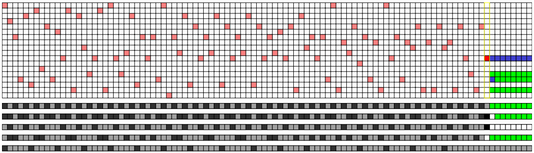

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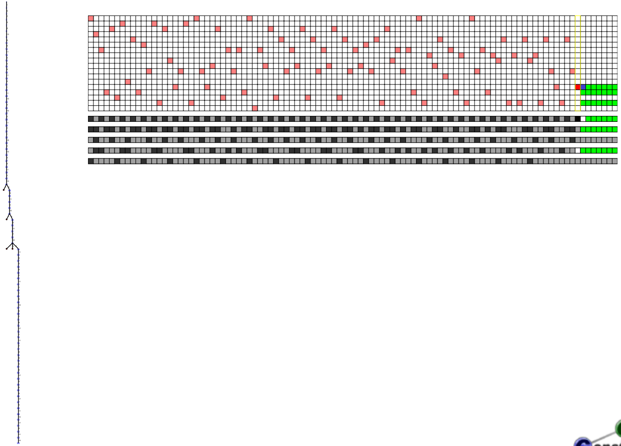

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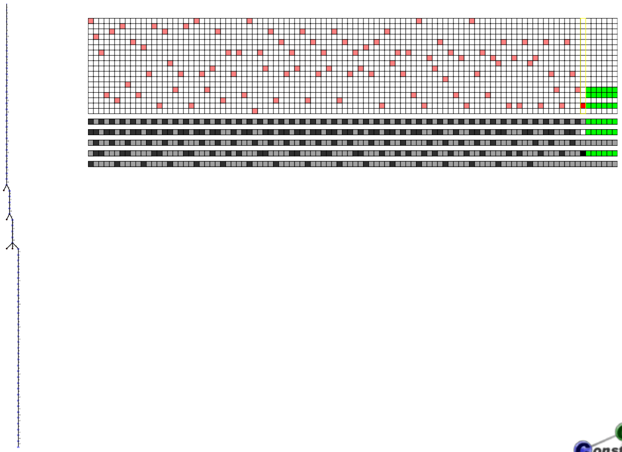

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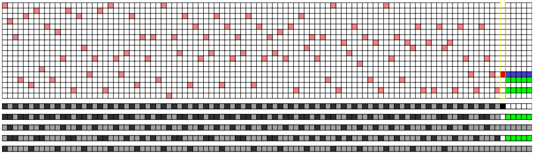

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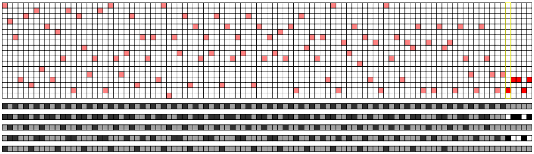

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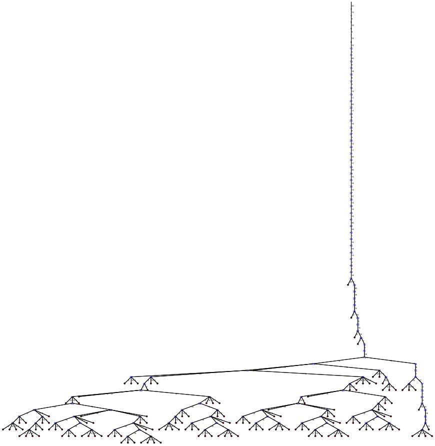
Another Example (PR97)

- 100 cars
- 22 types
- 5 options
  - Option 1: 1 out of 2
  - Option 2: 2 out of 3
  - Option 3: 1 out of 3
  - Option 4: 2 out of 5
  - Option 5: 1 out of 5

Second Example: Car Types

Type	Cars Required	Option 1	2	3	4	5
1	6	1	0	0	1	0
2	10	1	1	1	0	0
3	2	1	1	0	0	1
4	2	0	1	1	0	0
5	8	0	0	0	1	0
6	15	0	1	0	0	0
7	1	0	1	1	1	0
8	5	0	0	1	1	0
9	2	1	0	1	1	0
10	3	0	0	1	0	0
11	2	1	0	1	0	0
12	1	1	1	1	0	1
13	8	0	1	0	1	0
14	3	1	0	0	1	1
15	10	1	0	0	0	0
16	4	0	1	0	0	1
17	4	0	0	0	0	1
18	2	1	0	0	0	1
19	4	1	1	0	0	0
20	6	1	1	0	1	0
21	1	1	0	1	0	1
22	1	1	1	1	1	1

Search (Stopped After 1000 Nodes)



Observation

- This does not look good
- Typical `thrashing` behaviour
- We made a wrong choice at some point
- ... but did not detect it
- Many additional choices are made before failure is detected
- We have to explore the complete tree under the wrong choice
- This is far too expensive

Outline

1. Problem
2. Program
3. Search
4. Improved Search Strategy

Change of Search Strategy

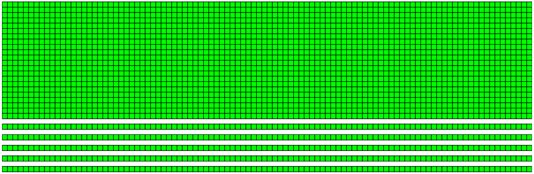
- Do not label car slot variables
- Decide instead if slot should use an option or not
- This restricts the car models which can be placed in this slot
- Start with the most restricted option
- When all options are assigned, the car type is fixed
- Potential problem: We now have 500 instead of 100 decision variables
- Naive searchspace $2^{500} = 3.2e150$ instead of $22^{100} = 1.7e134$

Second Modification

- Instead of assigning values left to right
- Start assigning in middle of board
- And alternate around middle until you reach edges
- Idea: Slots at edges are less constrained, i.e. easier to assign
- Save those slots until the end
- We already encountered this idea for the N-Queens problem

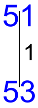
Modified Search

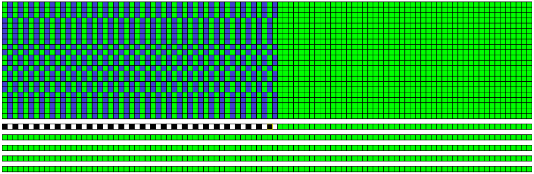
51



Skip Animation

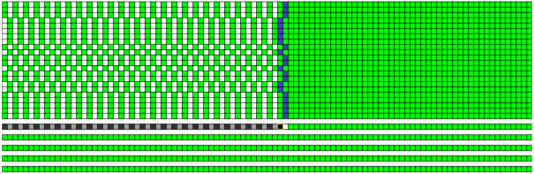
Modified Search





Modified Search

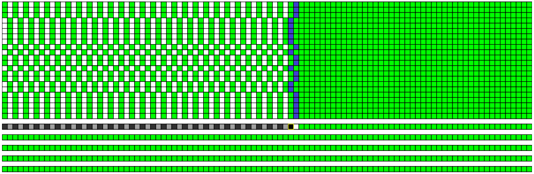
51
1
53
1
55



Back to Start   Skip Animation

Modified Search

51
1
53
1
55
1
57



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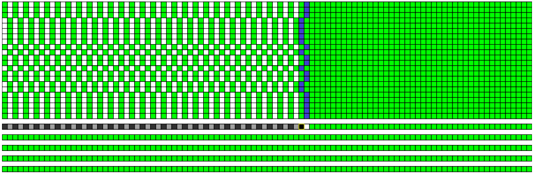
Modified Search

51
1
53
1
55
1
57
1
59



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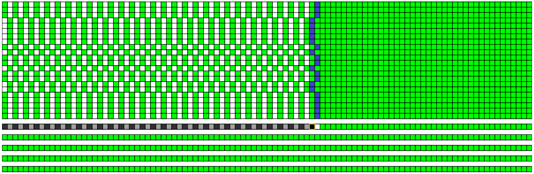
Modified Search

51
1
53
1
55
1
57
1
59
1
61



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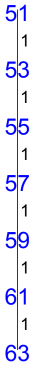

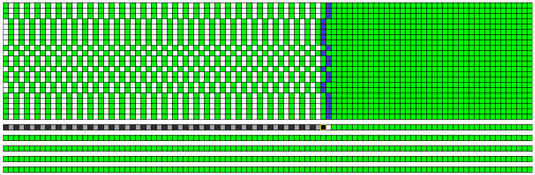

Modified Search

51
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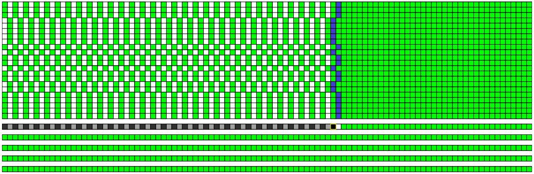
1
57
1
59
1
61
1
63
1
65



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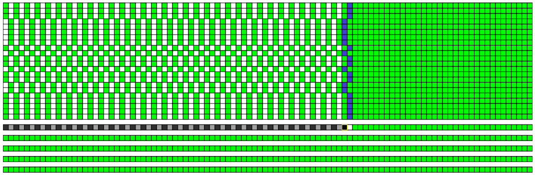

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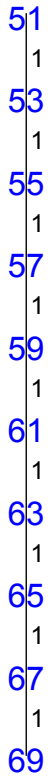

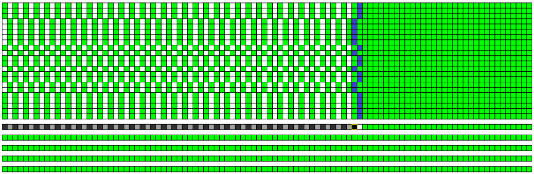

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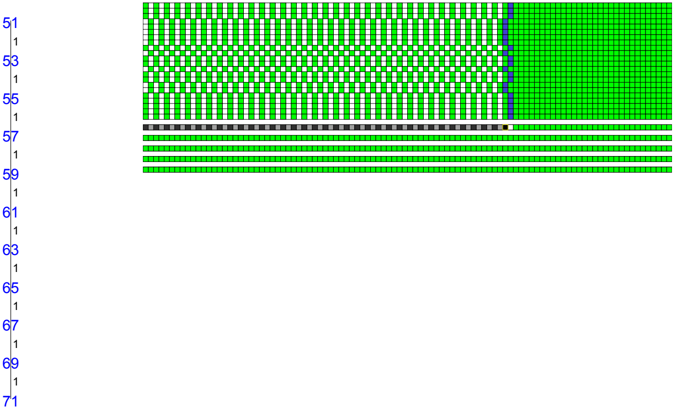

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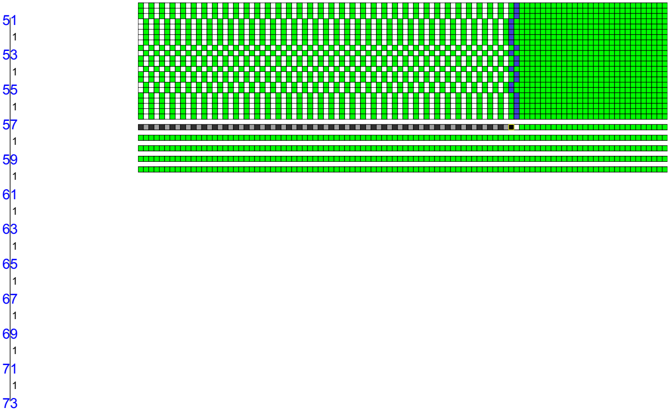

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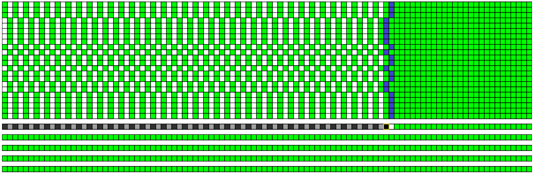

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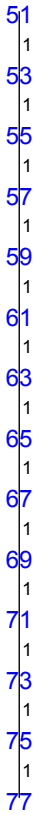

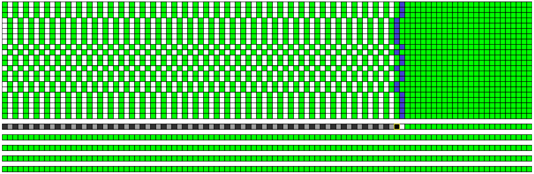

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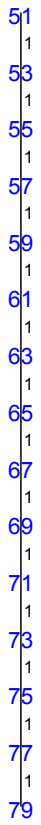

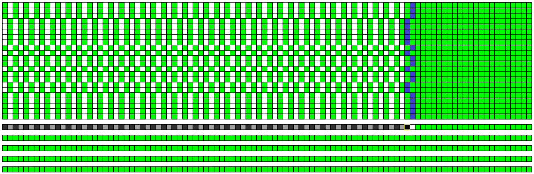

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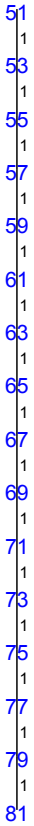

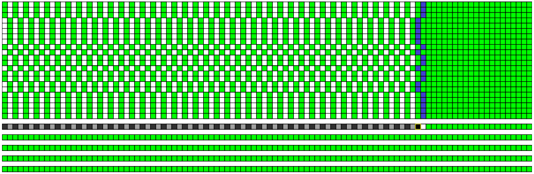

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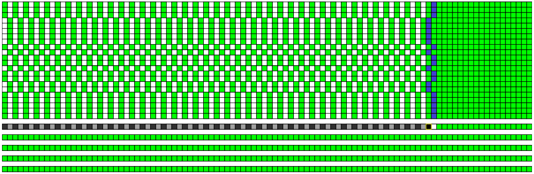

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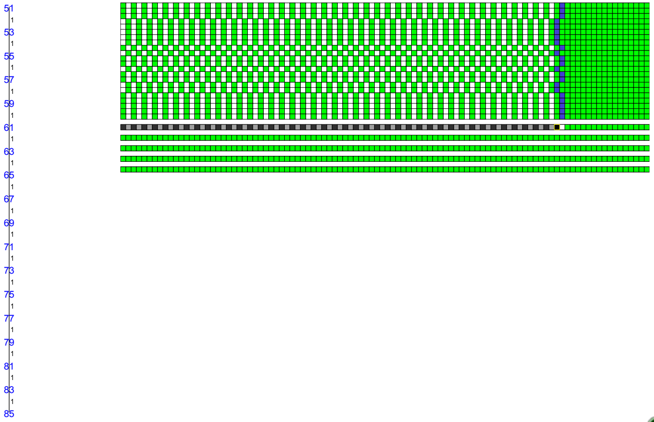

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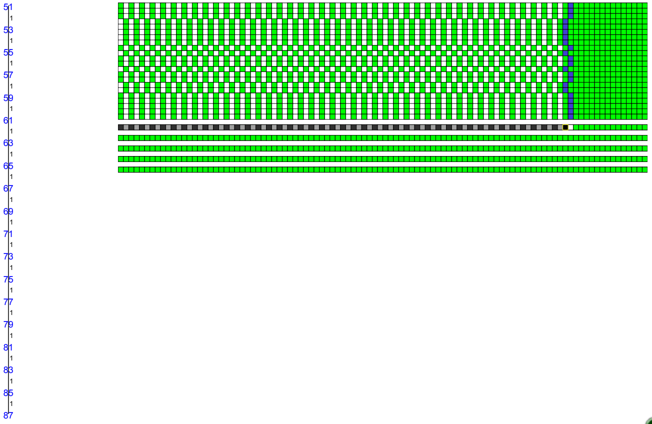

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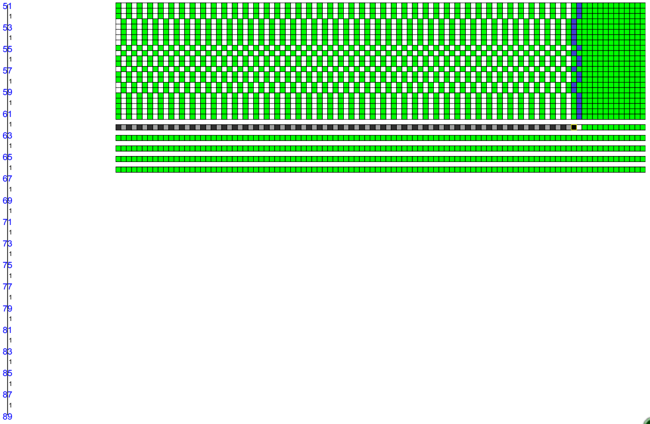

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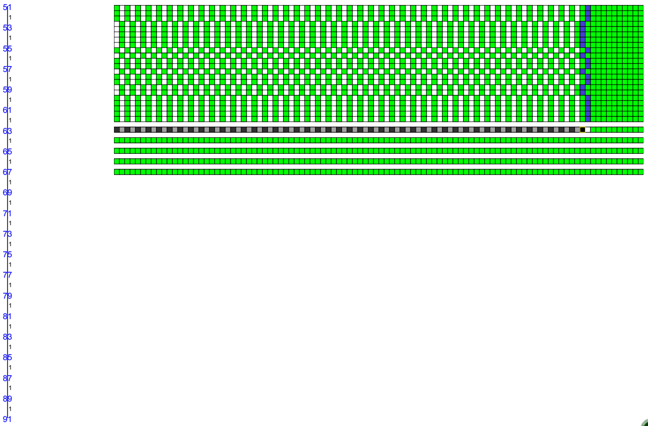

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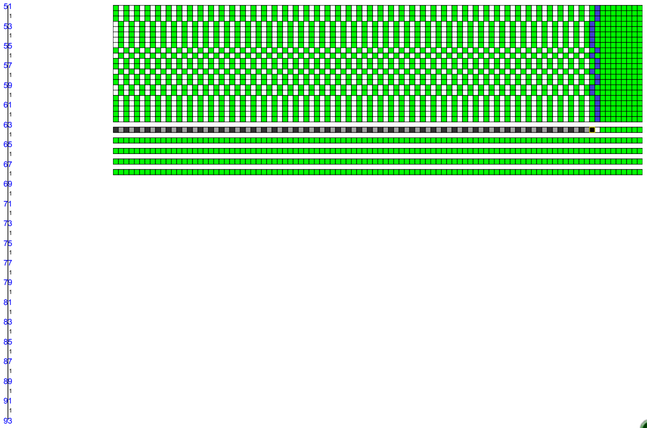

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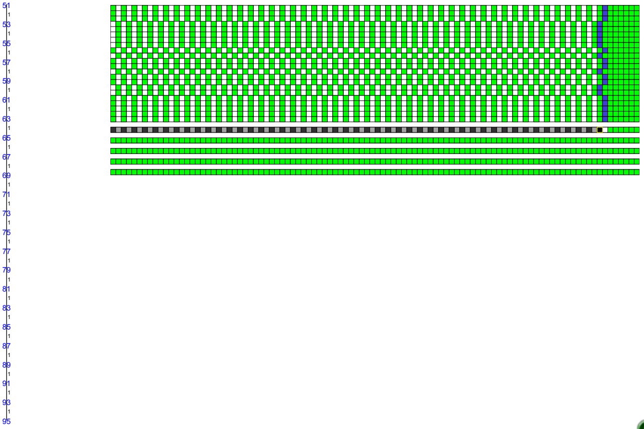

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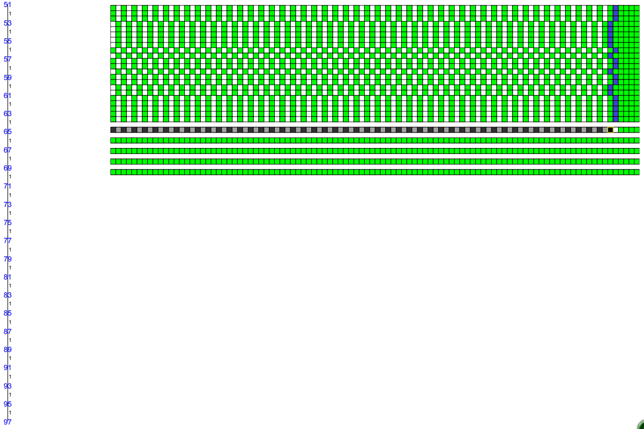

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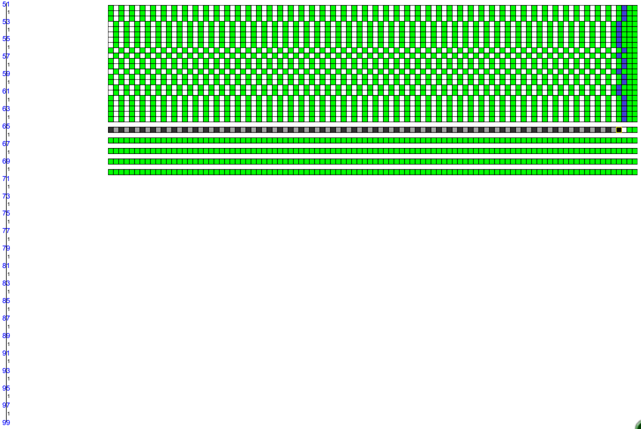

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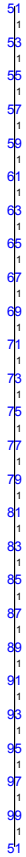

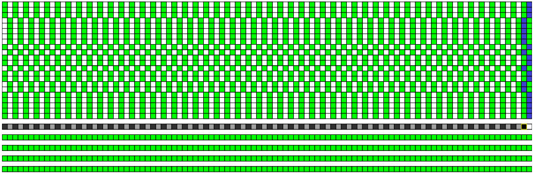

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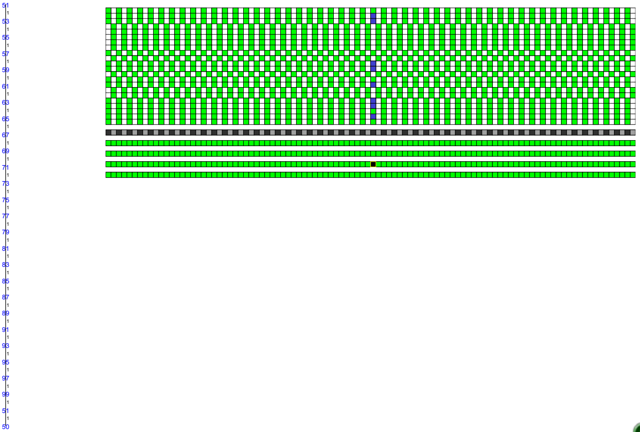

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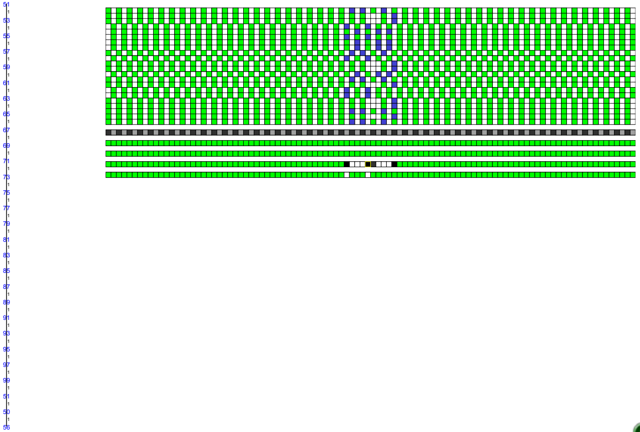

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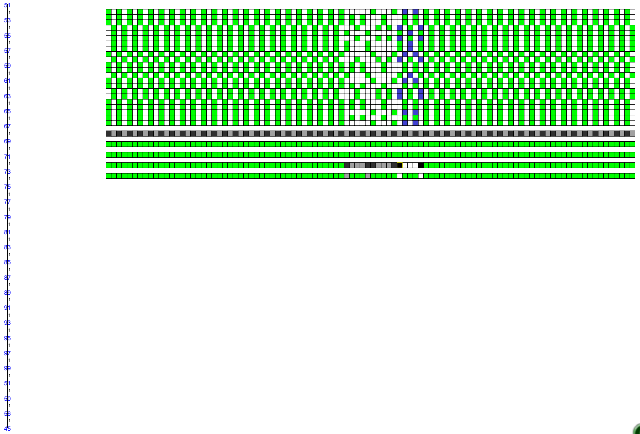

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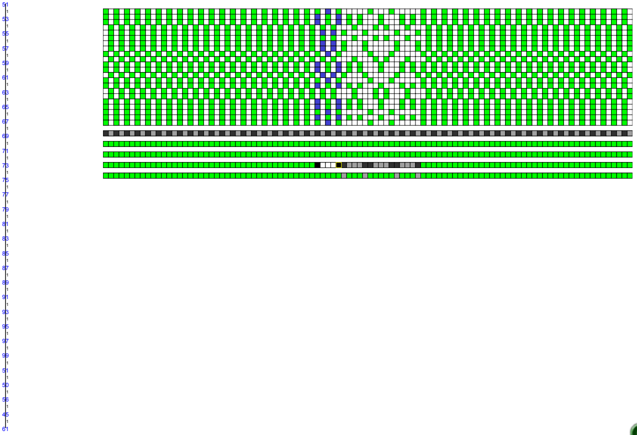

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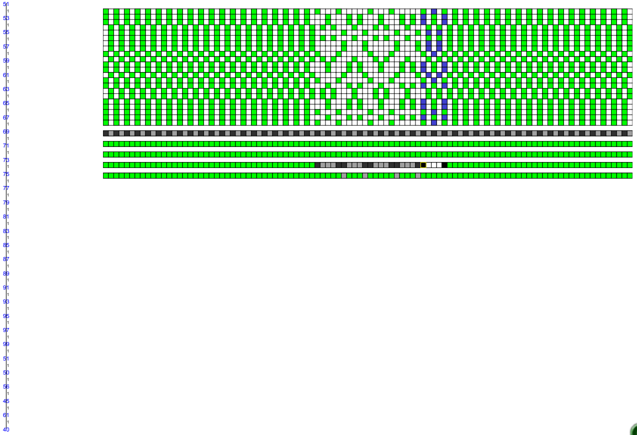

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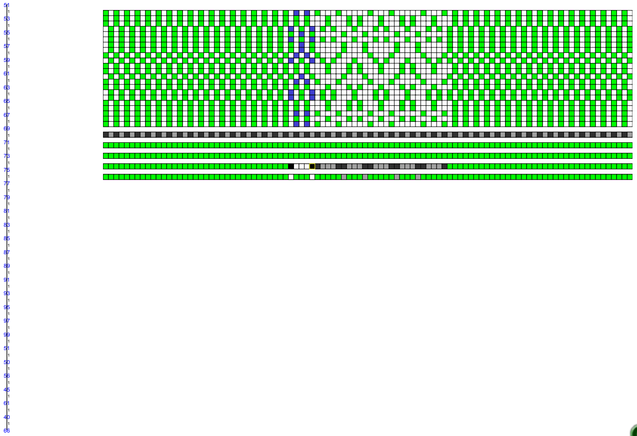

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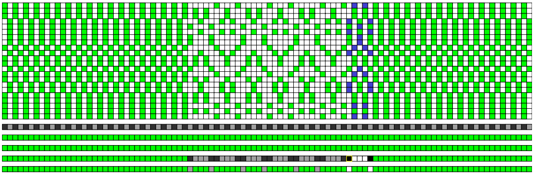

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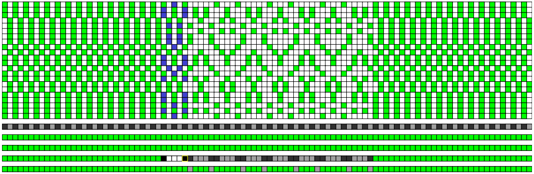

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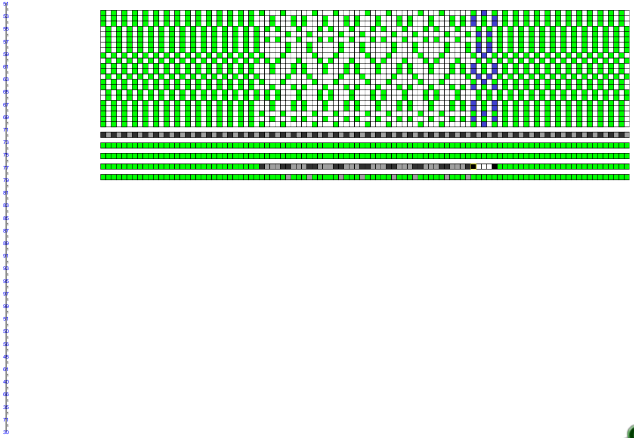

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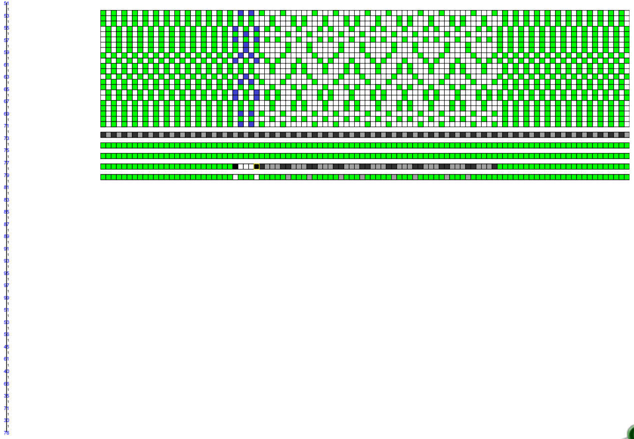

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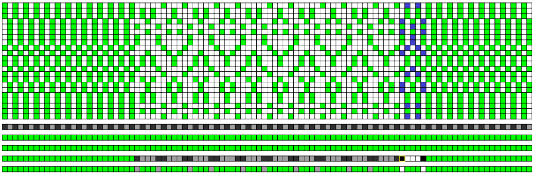

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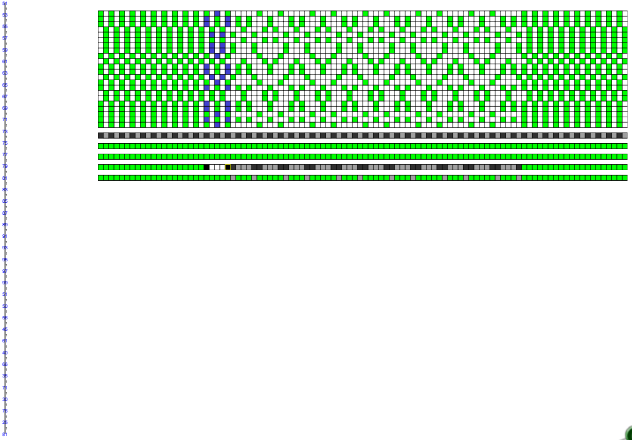

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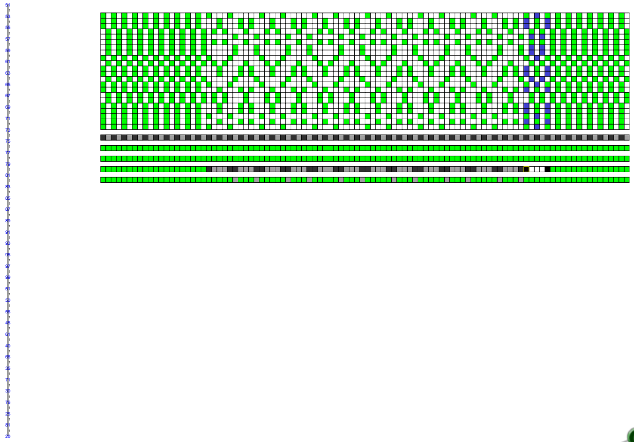

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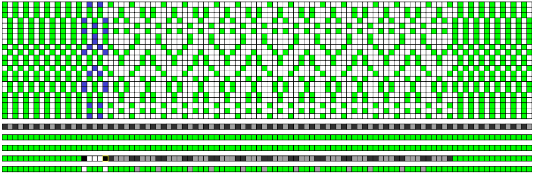

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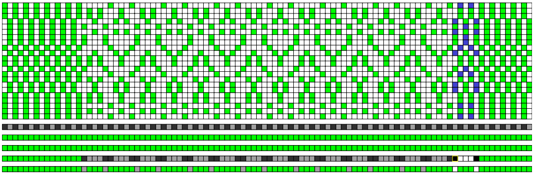

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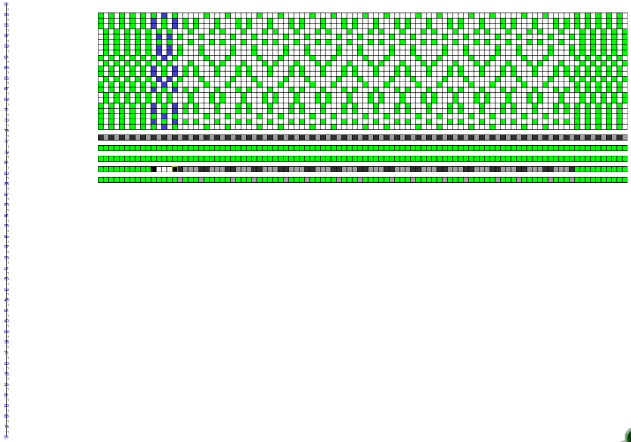

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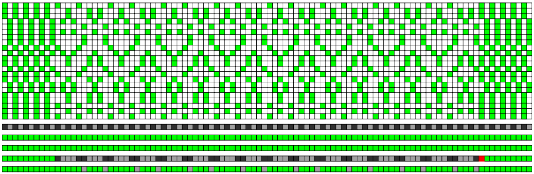

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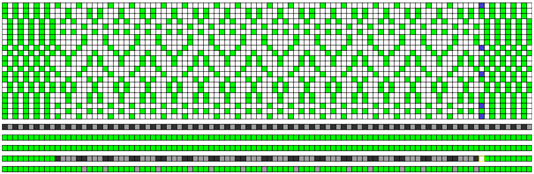

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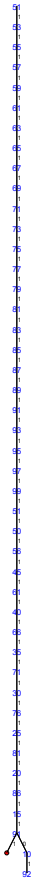

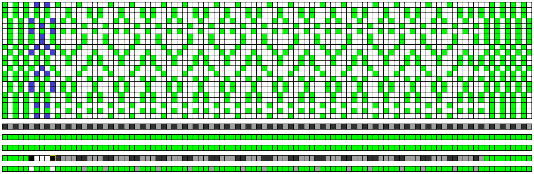

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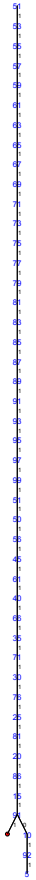

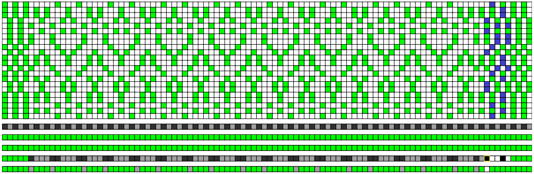

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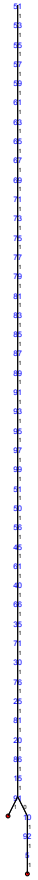

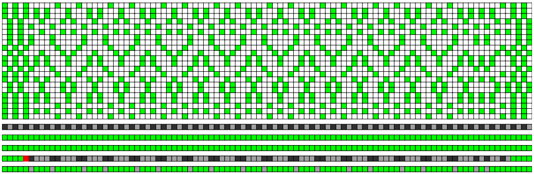

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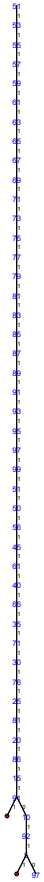

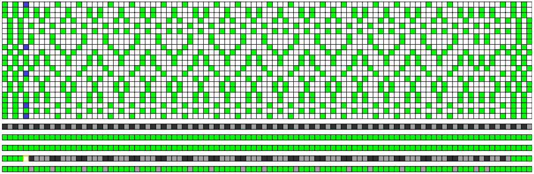

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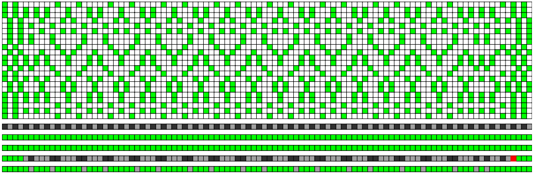

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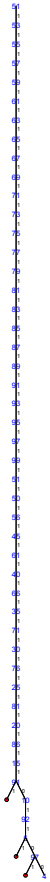

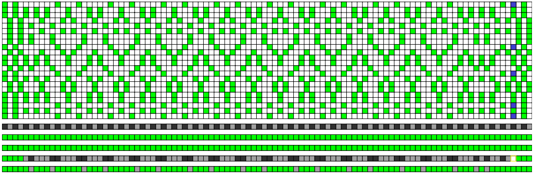

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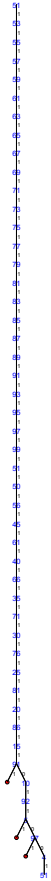

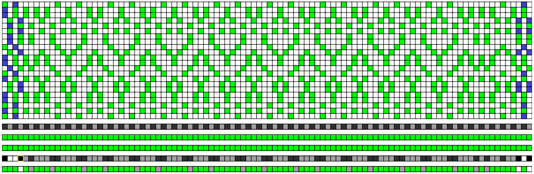

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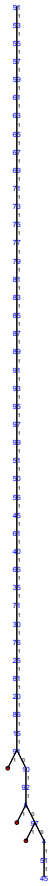

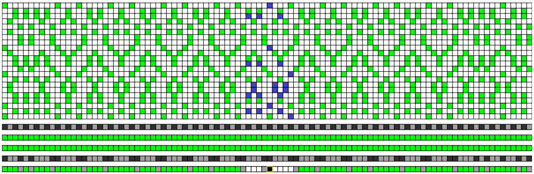

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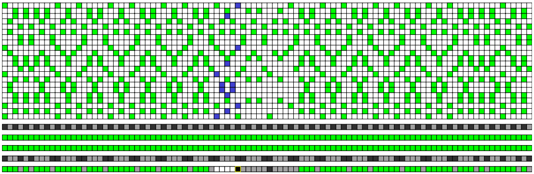

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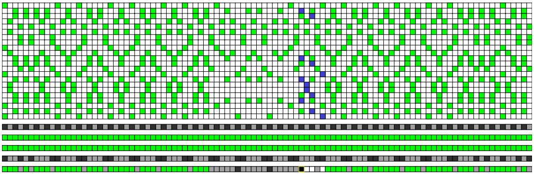

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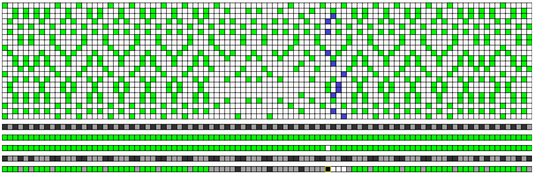

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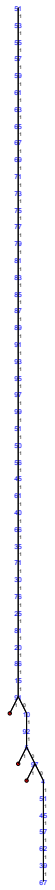

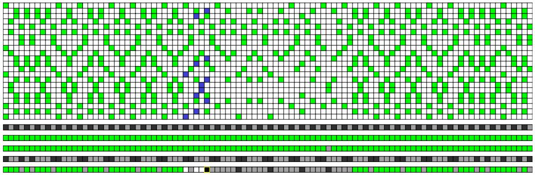

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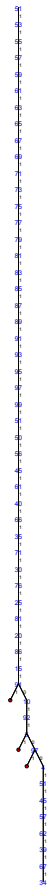

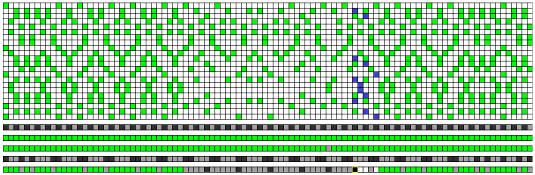

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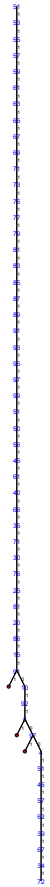

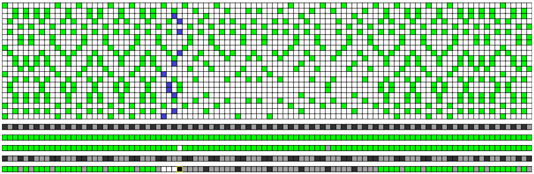

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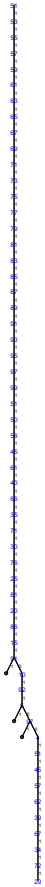

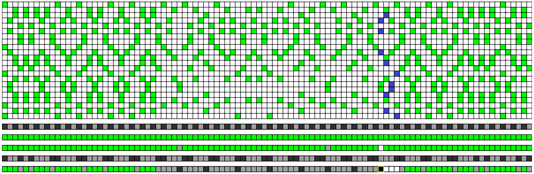

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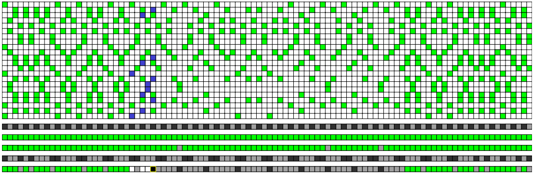

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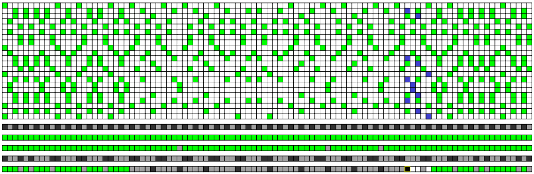

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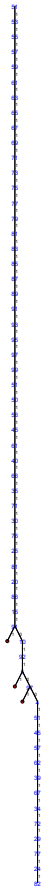

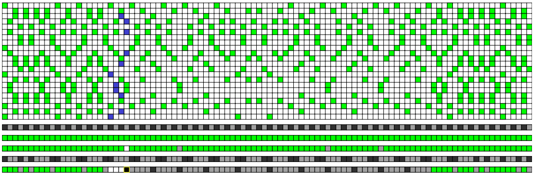

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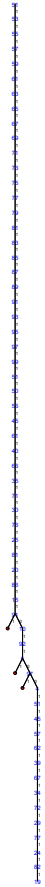

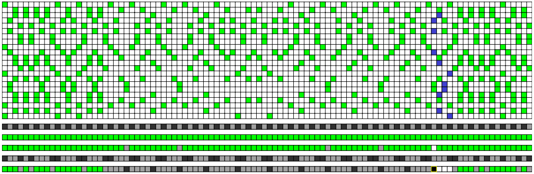

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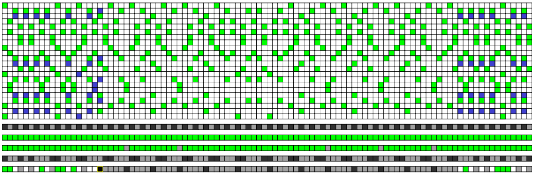

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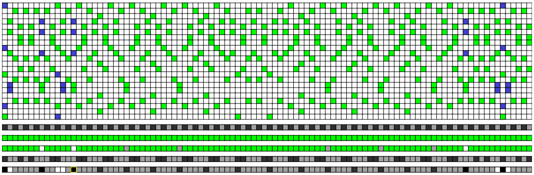

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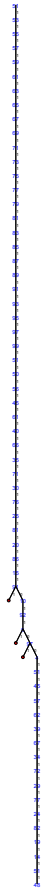

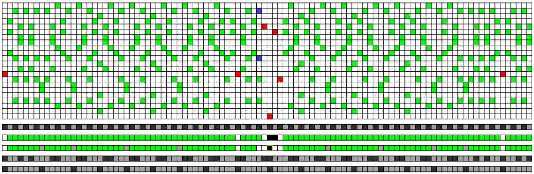

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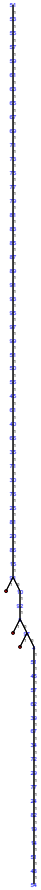

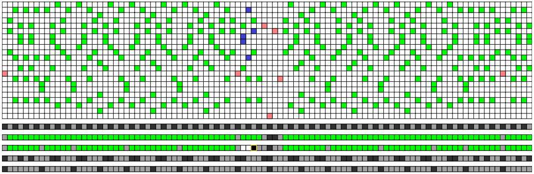

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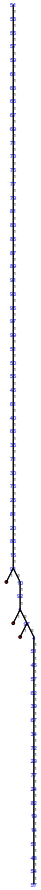

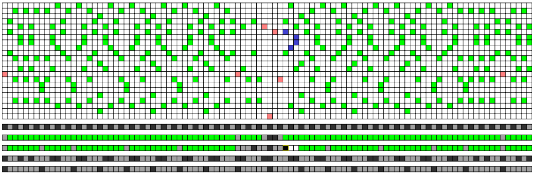

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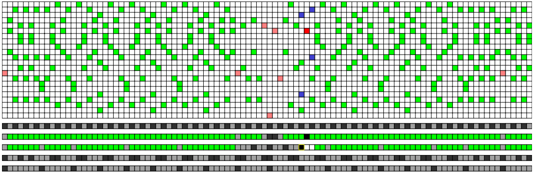

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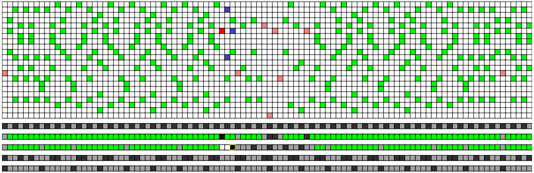

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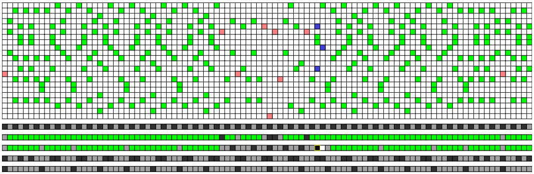

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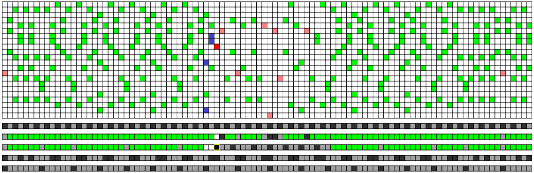

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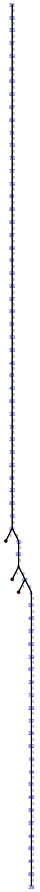

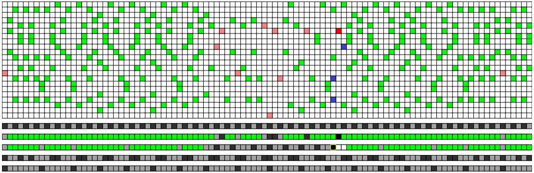

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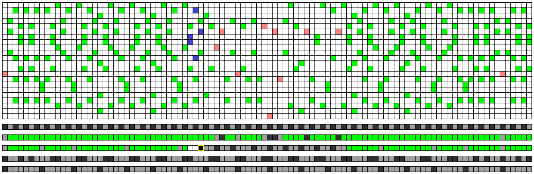

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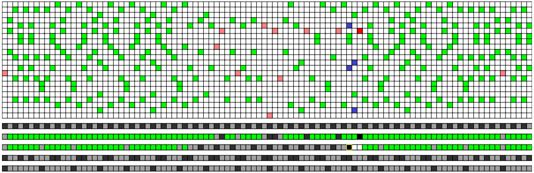

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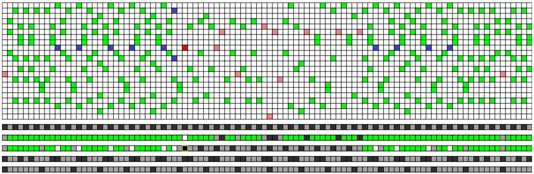

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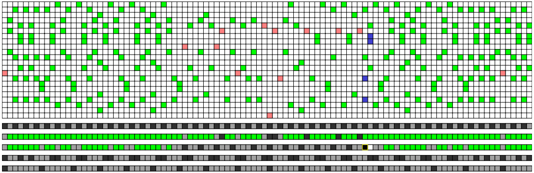

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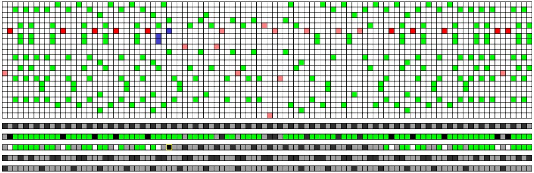

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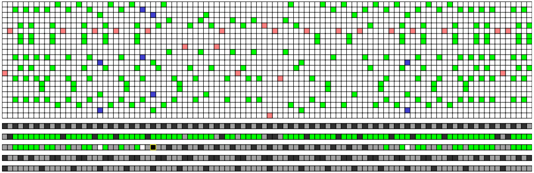

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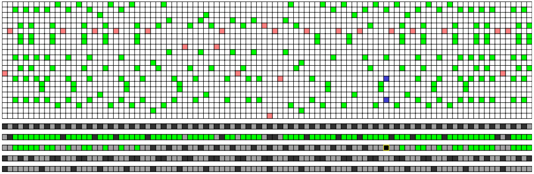

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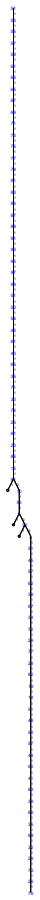

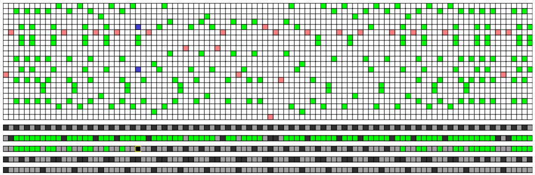

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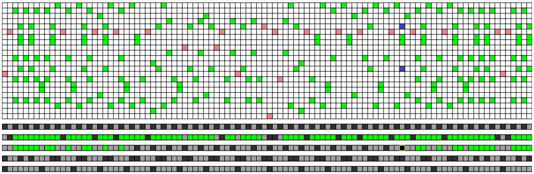

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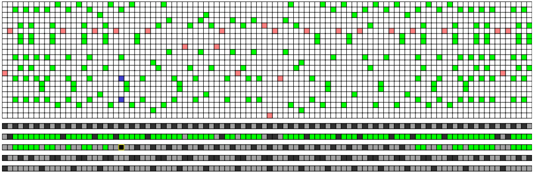

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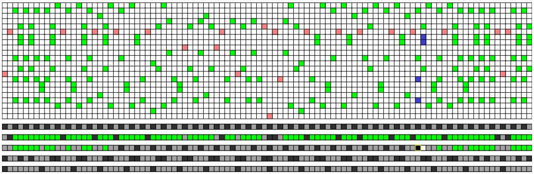

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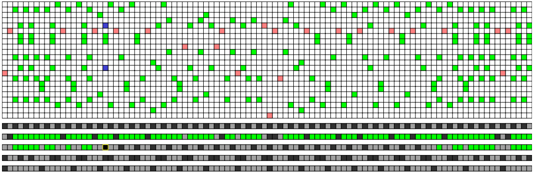

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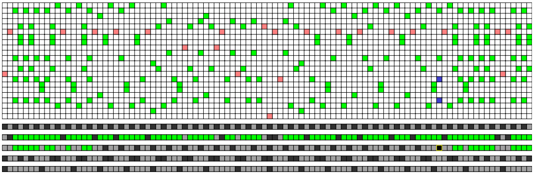

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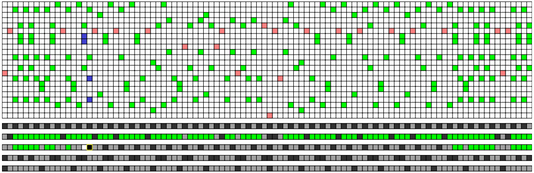

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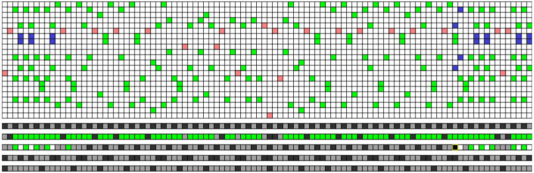

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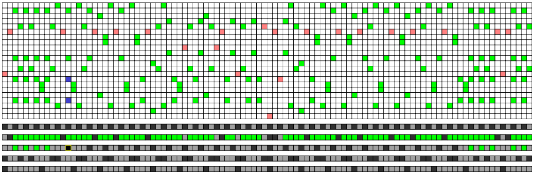

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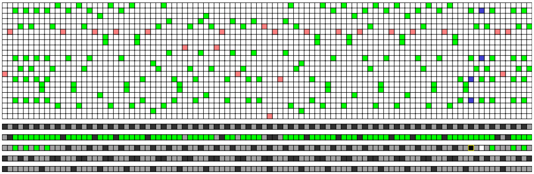

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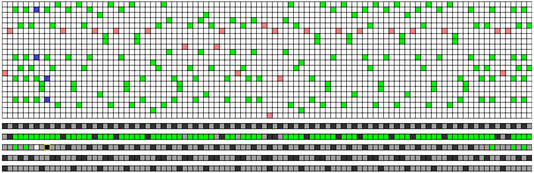

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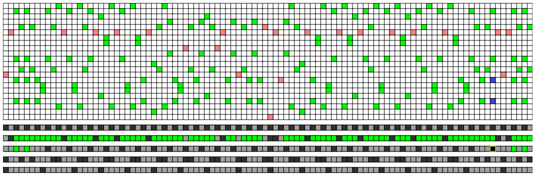

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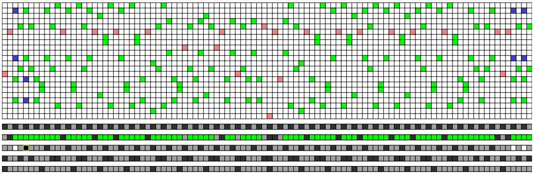

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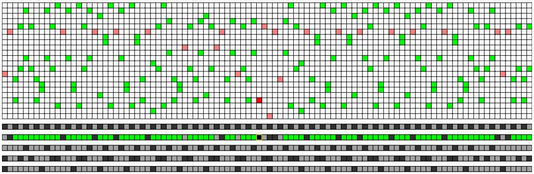

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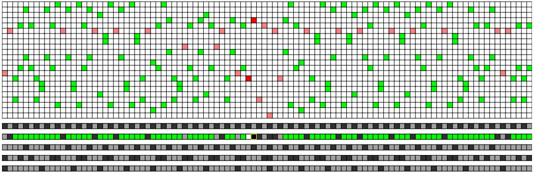

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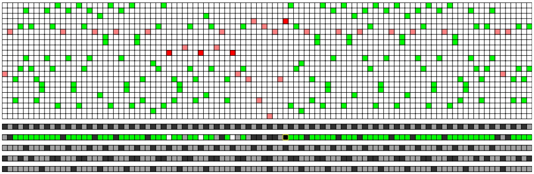

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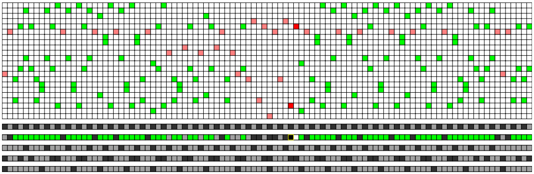

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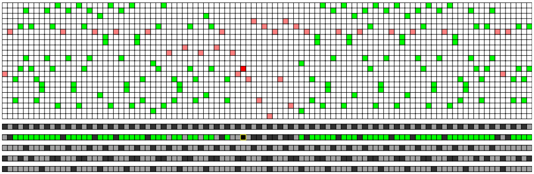

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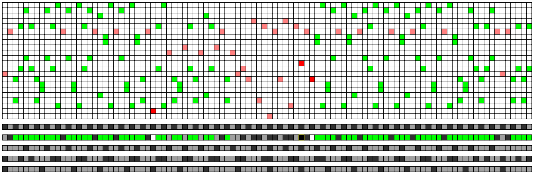

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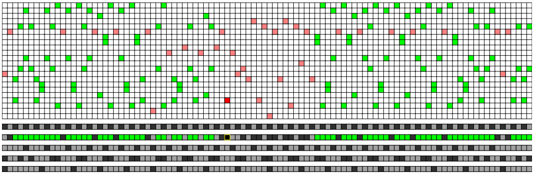

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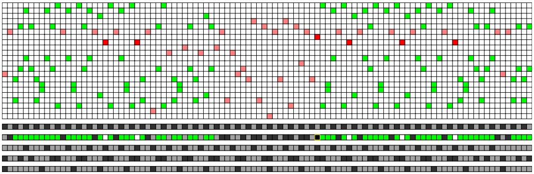

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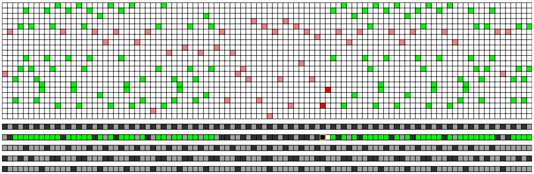

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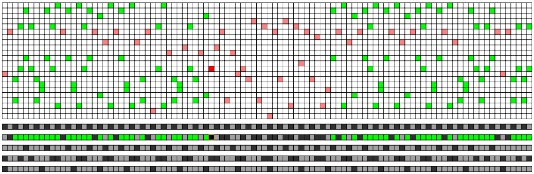

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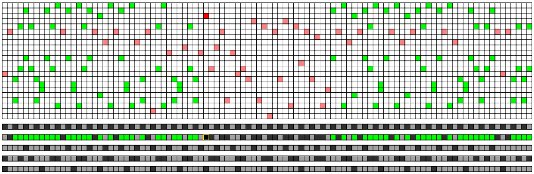

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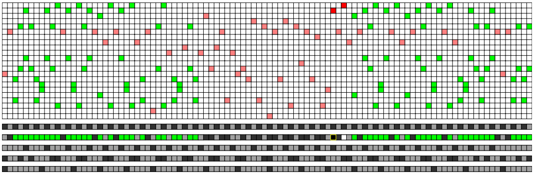

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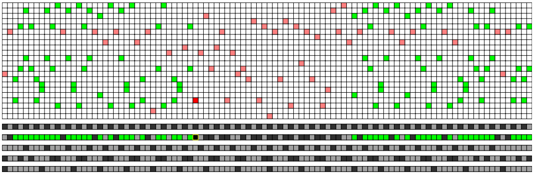

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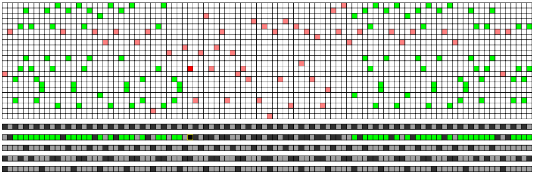

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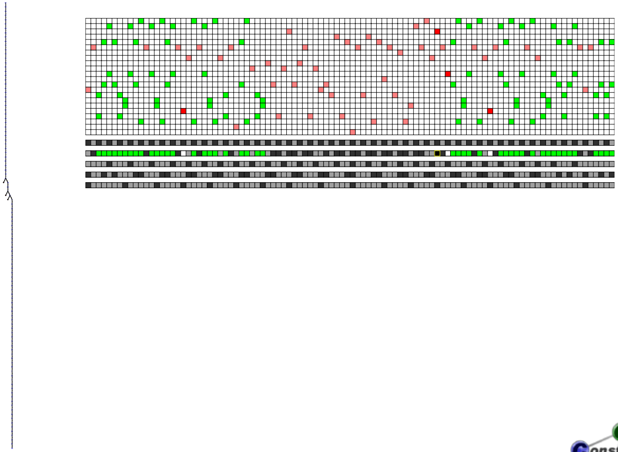

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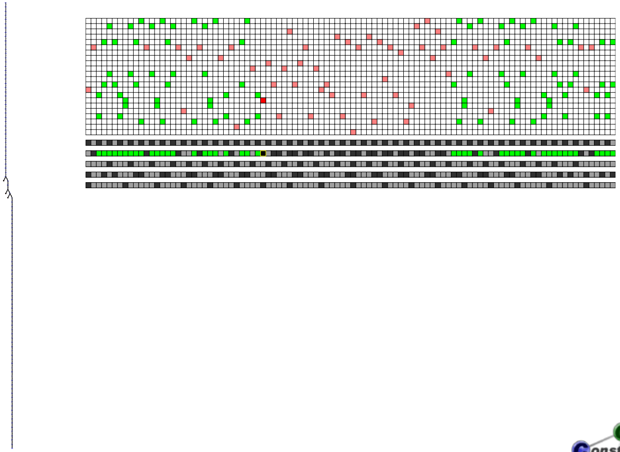

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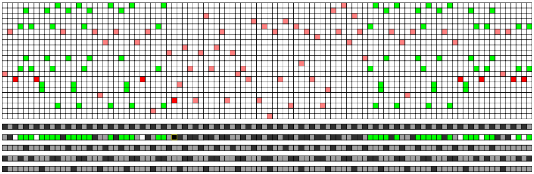

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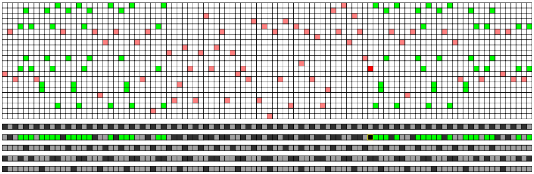

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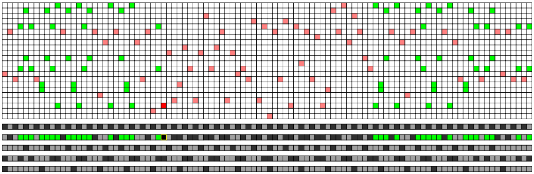

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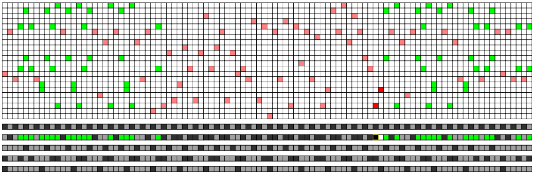

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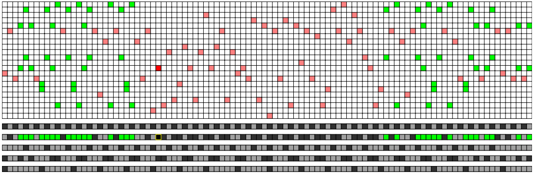

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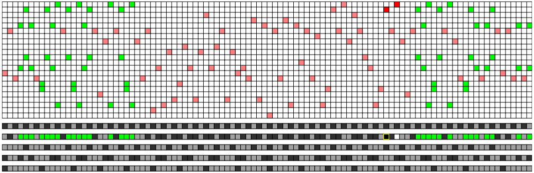

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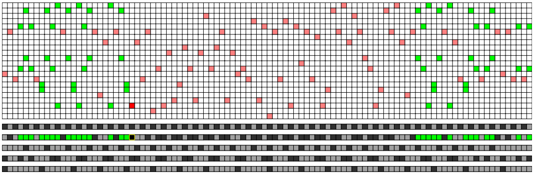

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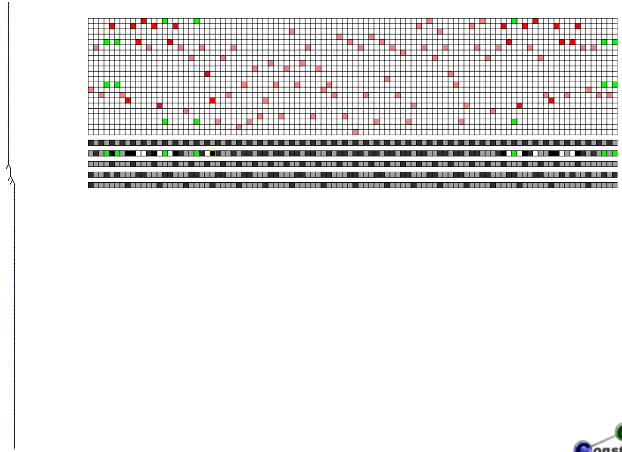

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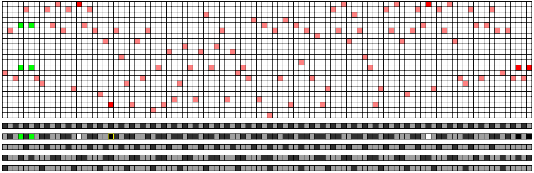

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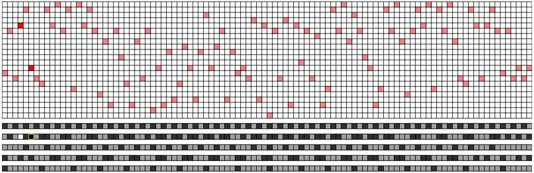

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Observations

- Important to start in middle
- Making hard choices first
- Concentrate on difficult to satisfy sub-problem
- Number of choices is much smaller than number of variables
- Some assignments lead to a lot of propagation

Conclusions

- Introduced global constraint `sequence`
- Reuse `gcc` and `element`
- Search on auxiliary variables can work well
- Raw search space measures are unreliable
- Modelling idea
  - Decide what to make in a given time slot
  - ... and not when to schedule some given activity

Outline

5. Making `gcc` Domain Consistent

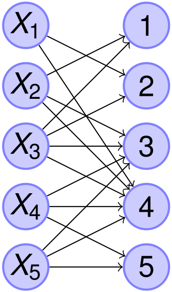
Making gcc Domain Consistent

```
X1 :: [2,4], X2 :: [1,3,4], X3 :: [1,2,3,4],
X4 :: [3,4,5], X5 :: [3,4,5],
gcc([gcc(1,1,1),gcc(2,3,2),gcc(1,3,3),
      gcc(0,4,4),gcc(1,3,5)],
     [X1,X2,X3,X4,X5]),
```

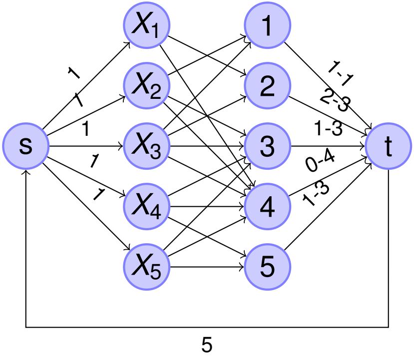
Method: Max Flow Model

- Express constraint as max-flow problem
- Any flow solution corresponds to a valid assignment
- Only work with one flow solution
- Obtain all others by considering
  - *residual graph* and
  - *strongly connected components*
- Classical method, faster methods exist
- Use of max flow based propagators for many constraints

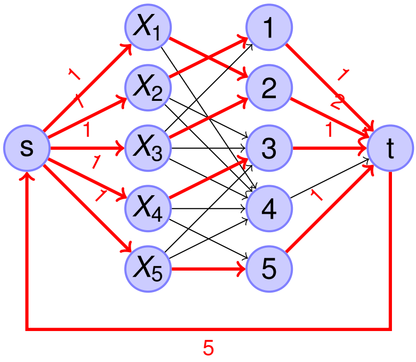
Start with Value Graph



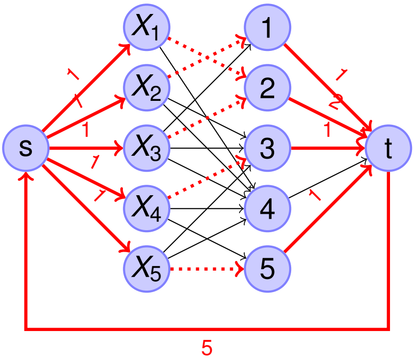
Convert to Flow Problem



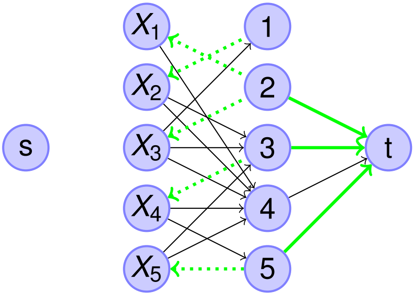
Find Maximal Flow



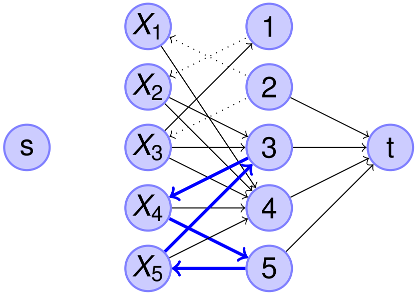
Mark Value Edges in Flow



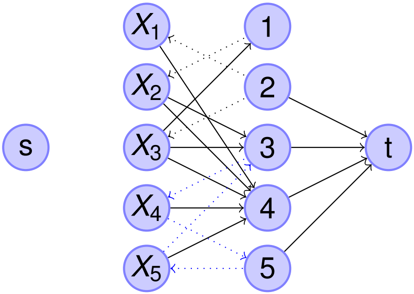
Residual Graph



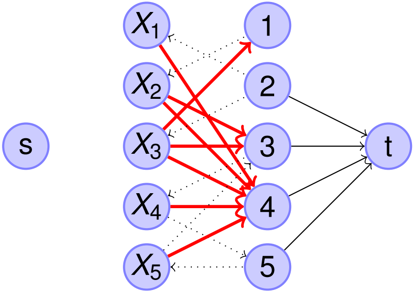
Find Strongly Connected Components



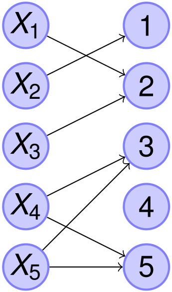
Mark Edges



Remove Unmarked Edges



Constraint is Domain Consistent



End of gcc Explanation

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More Information

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