



Constraint Relationships for Soft Constraints

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Constraint programming

- Declarative paradigm to problem solving
- Specifying problems as *variables*, *domains*, and *constraints*
- A *versatile* tool for combinatorial and optimisation problems (resource allocation, job-shop scheduling etc)

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In practise:

- Problems tend to be over-constrained
- Difficult to distinguish betw. “real constraints” and *preferences*
- → Preference formalisms in AI (soft constraints, CP-nets, constraint hierarchies, ...)

Soft Constraints

- Some constraints are *hard*, some are *soft*
- Different kinds: Weighted CSP, Fuzzy CSP etc.
- *Quantify* satisfaction (or violation) degree of a solution
- Generalized as c-semiring or valued constraints

CP-nets

- Capture preferences over domains with respect to other variables' assignments
- Specify total orders for all possible assignments of the parent variables
- Requires considerable specification amount and knowledge about structure and assignments

Constraint Hierarchies

- Categorize constraints on hierarchy levels
- Start with most important constraints, then follow-up levels as well as possible
- Most closely related to our approach

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Constraint Hierarchies (CH)

- Strong hierarchical notation (constraint on higher level is strongly more important)
- Difficult when combining different hierarchies
- We generalise one subclass of CH

Strategy

- Define a partial order over constraints
- Lift that order to violation sets of solutions (*dominance property*)
- Calculate weights for constraints based on CR

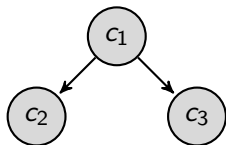
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Benefits

- Qualitative formalism – keep underlying rationales!
- Combine several sets of constraint relationships in MAS
- Lightweight formalism – easy to specify
- Transformation into weighted CSP – better understood
- Coarser granularity than CP-nets

- Variables: X, Y, Z
- Domains: $\{0, 1, 2\}$
- Constraints:
 - $c_1 : x + 1 = y$
 - $c_2 : z = y + 2$
 - $c_3 : x + y \leq 3$
- Not all three constraints can be satisfied simultaneously
- E.g. c_2 forces z to be 2 and y to be 0, conflicting with c_1
- We can choose between solutions satisfying $\{c_1, c_3\}$ or $\{c_2, c_3\}$
- How to settle this conflict?



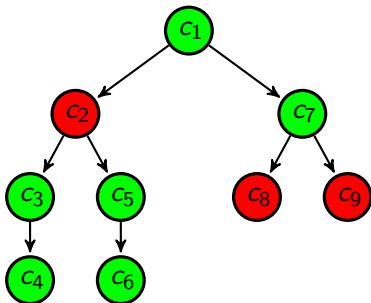
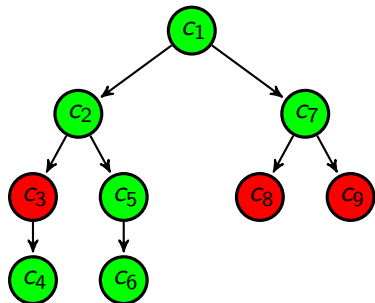
- CR specify which constraint is more important than another one
- We need to tell *how* much more important a single constraint is!
- T, U stand for the set of constraints assignments t and v *violate*
- p denotes the used dominance property, \uplus is disjoint union, R is the set of CR
- Read \longrightarrow_R^p as “worsens to”
- $t >_R^p u \leftrightarrow T (\longrightarrow_R^p)^+ U$

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$$T \longrightarrow_R^p T \uplus \{c\} \quad (W1)$$

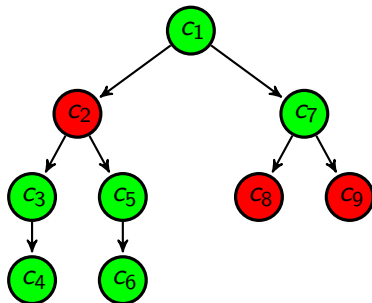
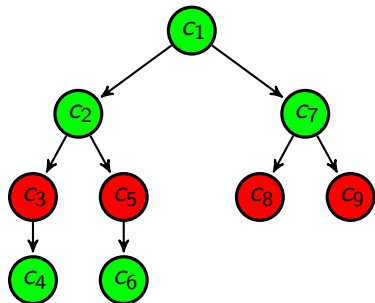
$$\frac{T_1 \longrightarrow_R^p U_1 \quad T_2 \longrightarrow_R^p U_2}{T_1 \uplus T_2 \longrightarrow_R^p U_1 \uplus U_2} \quad (W2)$$

$$T \uplus \{c\} \xrightarrow{R}^{\text{SPD}} T \uplus \{c'\} \quad \text{if } c \prec_R c' \quad (\text{SPD})$$



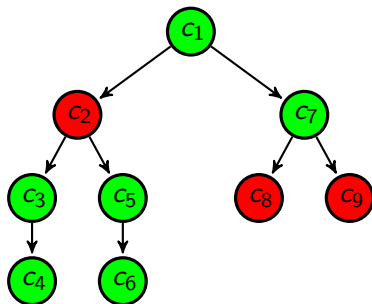
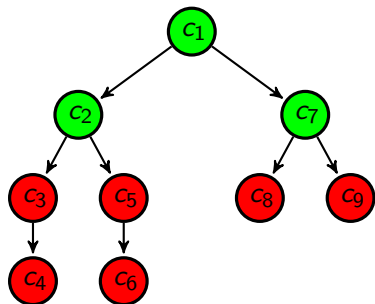
$$T \uplus \{c_1, \dots, c_k\} \xrightarrow{R}^{\text{DPD}} T \uplus \{c'\} \quad (\text{DPD})$$

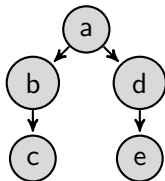
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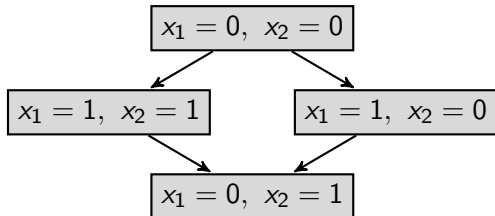
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A set of constraint relationships not expressible in LPB-hierarchies



Desired solution order, $x_1 = 0, x_2 = 0$ should be the best.

For practical purposes, we can transform the solution order induced by constraint relationships into a numerical mapping reflecting that order.

$$w_R^{\text{SPD}}(c) = 1 + \max\{w_R^{\text{SPD}}(c') \mid c' \in \mathcal{C} : c \succ_R c'\} \quad \text{for } c \in \mathcal{C} .$$

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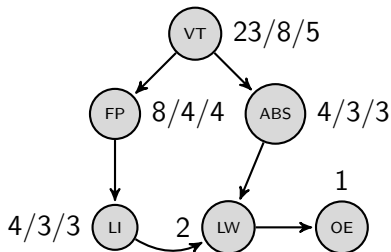
If $t \succ_R^p u$, then $W_R^p(T) < W_R^p(U)$ for $p \in \{\text{SPD}, \text{DPD}, \text{TPD}\}$.

Each constraint $c \in \mathcal{C}$ is reformulated as follows (p_c denotes a penalty vector indexed by the set of constraints):

$$c' : (c \wedge p_c = 0) \vee (\neg c \wedge p_c = w(c))$$

where. This allows a constraint optimizer to either fulfill c or set $p_c \neq 0 \in \mathbb{N}$, the penalty for violating c , to the weight of the corresponding constraint.

$$\min \sum_{c \in \mathcal{C}} p_c, \text{ s.t. } \sum_{c \in \mathcal{C}} p_c < k$$



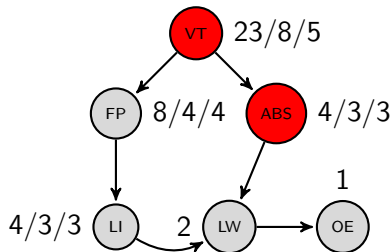
- Avoid black slopes (ABS)
- Variety (VT)
- Fun-park (FP)
- Little Wait (LW)
- Only Easy Slopes (OE)
- Lunch Included (LI)

$$t_X^{(1)} \neq \{VT, ABS\}$$

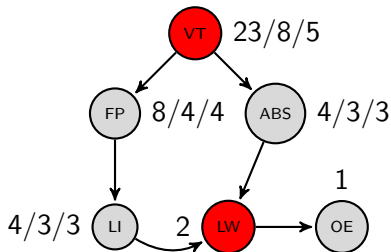
$$t_X^{(2)} \neq \{FP, ABS, LW, LI, OE\}$$

$$t_X^{(3)} \neq \{VT, LW\}$$

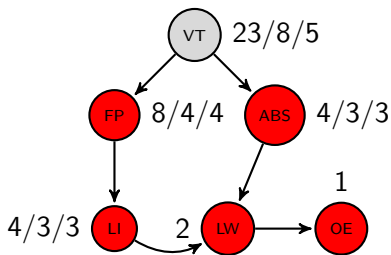
Weights are given for SPD/DPD/TPD



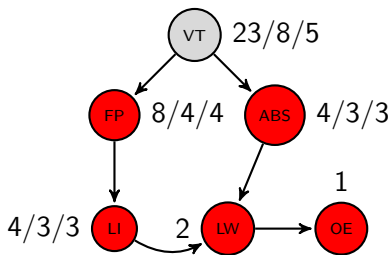
$t_X^{(1)} \not\equiv \{VT, ABS\}$
Penalty: 27/11/8



$t_X^{(3)} \not\equiv \{VT, LW\}$
Penalty: 25/**10**/7



$t_X^{(2)} \neq \{FP, ABS, LW, LI, OE\}$
 Penalty: **19/13/13**



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Penalty: **19/13/13**

→ this is what Constraint Hierarchies would do

Theoretical

- C-semiring solely based on constraint relationships
- Search heuristic for constraint relationships
- Investigate conditional statements

Practical

- Apply constraint relationships to an optimisation problem in power management systems
- Learning/abductive reasoning for preference elicitation