Logic and Constraint Programming

2- Backtracking

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EXERCISE SGRAPH COLOURING PROBLEM



What about central Italy?



Backtracking

BACKTRACKING >BACKTRACKING SEARCH



A possible efficient and simple method.

- Variables are instantiated sequentially.
- After the variables of a constraint are instantiated, the constraint is checked
- If a (partial) instantiation violates a constraint, backtracking is performed to the most recently instantiated variable that still has alternative values

Backtracking eliminates a subspace from the Cartesian product of all variable domains.

Essentially a depth-first search variant.



Consider the following CSP:

• Variables:

A, B, C

- Domains:
 - D(A) = D(B) = $D(C) = \{1, 2, 3\}$
- Constraints:
 - $A > B; B \neq C;$ $A \neq C;$



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- Variables: A, B, C
- Domains: D(A) = D(B) = $D(C) = \{1, 2, 3\}$
- Constraints: $A > B; B \neq C;$ $A \neq C;$ represent it?

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- *A* = 1 , *B* = 2 not ok
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- *A* = 2 , *B* = 1 , *C* = 1 not ok
- *A* = 2 , *B* = 1 , *C* = 2 not ok
- *A* = 2 , *B* = 1

How



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- A = 2, B = 1, C = 2 not ok
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Backtracking

BACKTRACKING >EXAMPLE



Consider the following CSP:

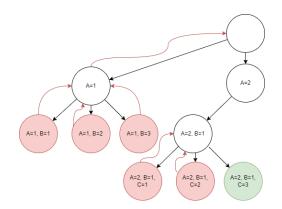
- Variables: A, B, C
- Domains:
 - D(A) = D(B) = $D(C) = \{1, 2, 3\}$
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How we can represent the state space?

Backtracking

BACKTRACKING





BACKTRACKING



General-purpose methods can give huge gains in speed:

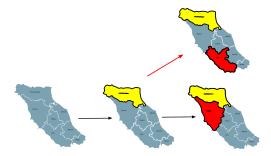
- · Which variable should be assigned next?
- In what order should its values be tried?
- Can we detect inevitable failure early?

HEURISTICS »Variable ordering



Minimum remaining values heuristic

Pick the most constrained variable



Backtracking





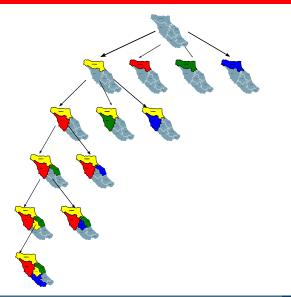
Least constraining value heuristic

the one that rules out the fewest values in the remaining variables



BACKTRACKING SGRAPH COLOURING





FORWARD CHECKING



Forward checking

prevents assignments that guarantee later failure

- Keep track of remaining legal values for unassigned variables
- Terminate search when any variable has no legal values

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