

# Bound Consistency on Linear Constraints in Finite Domain Constraint Programming

Yuanlin Zhang and Hui Wu<sup>1</sup>

## 1 Introduction

This paper discusses the complexity of bound consistency on n-ary linear constraint system and investigates the relationship between equivalent binary equation systems from the perspective of bound consistency techniques. We propose an efficient bound consistency enforcing algorithm whose complexity is  $\mathcal{O}(n^2ed)$ . In addition, by transforming a binary equation system into solved form, an efficient consistency enforcing algorithm can be achieved.

## 2 Bound Consistency on an n-ary Linear Constraint System

n-ary linear constraints are a powerful modeling tool in finite domain constraint programming. For solving such constraints, more specialized techniques rather than general CSP techniques [11] are used. One idea is to relax the traditional consistency to bound propagation [4], which is called bound consistency in this paper. [1] and [7] use the same idea to deal with general mathematical constraint. We give a formal analysis of bound consistency on n-ary linear constraints below.

**Definition 1** A linear constraint  $cs_j$  is

$$a_{j_1}x_{j_1} + a_{j_2}x_{j_2} + \dots + a_{j_n}x_{j_n} \diamond b_j \\ x_{j_i}, a_{j_i}, b_j \in \mathcal{Z} \quad \diamond \in \{=, \leq, \geq\}.$$

We use  $\text{vars}(cs_j)$  and  $|cs_j|$  to denote respectively the set and the number of variables that occur in  $cs_j$ . Due to lack of space, we assume that  $\diamond$  is  $=$ , but the other cases are similar.

**Definition 2** A linear constraint system is a triple  $(V, D, C)$  where  $V$  denotes a set of variables  $\{x_1, x_2, \dots, x_m\}$ ,  $D$  denotes a set of domains  $\{D_1, D_2, \dots, D_m\}$ ,  $D_i$  being the finite integer domain of  $x_i$ , and  $C$  denotes a set of constraint  $\{cs_1, cs_2, \dots, cs_e\}$ ,  $cs_i$  being linear constraint.

Hereafter,  $m, e, n$  and  $d$  refer to the number of variables, number of constraints,  $\max\{|cs_i| \mid cs_i \in C\}$ , and  $\max\{|D_i| \mid D_i \in D\}$  respectively.

**Definition 3** A  $Z$ -interval is

$$[a, b] = \{r \in R \mid a \leq r \leq b, a, b \in Z\}.$$

Let  $\mathcal{Z}$  be the set of all  $Z$ -intervals on which  $\leq$  is defined as  $\subseteq$ . The arithmetic operations on  $Z$ -interval is as those in interval arithmetic [8].

**Definition 4** The  $Z$ -interval representation of a set  $S \in R$  is

$$\square S = \max\{[a, b] \in \mathcal{Z} \mid [a, b] \subseteq S\}.$$

In the following presentation,  $[x_i]$  is used to represent the  $Z$ -interval associated with  $x_i$ , and  $\langle x_i \rangle$  is used to indicate the vector of lower and upper bounds of variable  $x_i$ .

**Definition 5** The projection function  $\pi_i$  of a constraint  $cs_j$  on  $x_i$  is

$$\pi_i(cs_j) = \frac{-1}{a_i}(a_1x_1 + \dots + a_{i-1}x_{i-1} + a_{i+1}x_{i+1} + \dots + a_nx_n - b_j).$$

Let

$$\Pi_i(cs_j) = \frac{-1}{a_i}[a_1[x_1] + \dots + a_{i-1}[x_{i-1}] + a_{i+1}[x_{i+1}] \\ + \dots + a_n[x_n] - b_j].$$

**Definition 6** The projection of a constraint  $cs_j$  on variable  $x_i$  is a set

$$\{v_i \in R \mid \exists v_k \in [x_k], k \neq i \text{ such that } cs_j(v_1, \dots, v_n) \text{ holds}\}.$$

The projection of  $cs_j$  on variable  $x_i$  is exactly  $\Pi_i(cs_j)$ .

**Definition 7** A constraint  $cs_j$  is bound consistent with respect to  $([x_1], \dots, [x_m])$  iff  $\forall x_i \in \text{vars}(cs_j)$ ,  $[x_i] \subseteq \square \Pi_i(cs_j)$ . A constraint system is bound consistent with respect to  $([x_1], \dots, [x_m])$  iff every  $cs_j \in C$  is bound consistent.

**Definition 8** An interval vector  $\tilde{x} = ([x_1], \dots, [x_n])$ , where  $[x_i] \subseteq \square D_i$ , is a fixed point of a constraint system if the constraint system is bound consistent with respect to  $\tilde{x}$ .

Algorithm BC

**begin**

$Q \leftarrow \{ \langle x_i, cs_j \rangle \mid \forall cs_j \in C, \forall x_i \in \text{vars}(cs_j) \};$

**while**(Q not empty)

**begin**

select and delete  $\langle x_i, cs_j \rangle$  from Q;

**if** Revise( $\langle x_i, cs_j \rangle$ )

$Q \leftarrow Q \cup \{ \langle x_l, cs_k \rangle \mid \forall l, cs_k \text{ } x_l, x_i \in \text{vars}(cs_k), l \neq i \}$

**end**

**end**

**function** Revise( $\langle x_i, cs_j \rangle$ )

**begin**

**if** not ( $[x_i] \subseteq \square \Pi_i(cs_j)$ )

**begin**

$[x_i] \leftarrow [x_i] \cap \square \Pi_i(cs_j);$

**return** true

**end**

**else return** false

**end**

<sup>1</sup> Department of Information Systems and Computer Science, National University of Singapore, Singapore.

The above algorithm is a natural extension of AC-3 [9]. It always achieves the greatest fixed point of the constraint system.

**Proposition 1** For constraint system  $(V, D, C)$ , the worst case complexity of the algorithm is  $\mathcal{O}(n^3 ed)$ .

Observe that the computation of projections of constraint  $cs_j$  on the involved variables is closely related. Consider  $cs_j$  which is of the form  $a_1x_1 + \dots + a_nx_n = b_j$ . Let

$$f_j(x) = a_1x_1 + a_2x_2 + \dots + a_nx_n - b_j$$

where

$$x = (x_1, \dots, x_n),$$

and its natural interval extension be

$$F_j([X]) = a_1[x_1] + a_2[x_2] + \dots + a_n[x_n] - b_j$$

where

$$[X] = ([x_1], \dots, [x_n]).$$

Now, we have

$$\Pi_i(cs_j) = -\frac{1}{a_i} [\langle F_j([X]) \rangle - \langle a_i[x_i] \rangle].$$

By introducing an auxiliary variable  $y_j$  for  $cs_j$  and  $x_{ji}$  for variable  $x_i$ , the function Revise() can be implemented in constant time. Algorithm BC can be modified as follows. At the beginning of the algorithm, evaluate  $[y_j] = F_j(\square D_1, \dots, \square D_m)$  and  $[x_{ji}] = \square D_i$ ,  $[x_i] = \square D_i$ . When function Revise( $\langle x_i, cs_j \rangle$ ) returns true, we evaluate related  $[y_k]$ s

$$\forall k \ x_i \in vars(cs_k) \\ [y_k] \leftarrow [\langle y_k \rangle - \langle a_i[x_{ki}] \rangle] + a_i[x_i], \ [x_{ki}] \leftarrow [x_i].$$

In the Revise() function, let

$$\Pi_i(cs_j) = -\frac{1}{a_i} [\langle y_j \rangle - \langle a_i[x_{ji}] \rangle].$$

**Proposition 2** For system  $(V, D, C)$ , the complexity of the modified algorithm is  $\mathcal{O}(n^2 ed)$ .

An  $n$ -ary constraint (with  $n > 3$ ) can be transformed to a number of ternary constraints by introducing intermediate variables which will be involved in the propagation [2]. The transformed constraint system has following property.

**Proposition 3** Bound consistency can be enforced on the transformed constraint system by Algorithm BC in  $\mathcal{O}(ned')$  where

$$d' = \max_j \min \left\{ \sum_{i=1}^{(l-2)/2} |a_{ji}|d, \sum_{i=l/2}^{l-2} |a_{ji}|d \right\} \\ l = |vars(cs_j)|.$$

Note that  $d'$  is related to  $n$  and the magnitude of the coefficients in  $C$ .

### 3 Binary equation system

Binary linear constraint system is an important case in finite domain constraint programming [3]. Efforts such as [5] have been made to improve the efficiency of consistency enforcing algorithm on binary system. Here, we focus on binary equation system.

A binary equation system may have many equivalent systems which have the same solution set. It is desirable to find a system on which an efficient consistency algorithm can be constructed.

A binary equation system is in solved form if  $C$  is of the form  $bx_B = ax_N + c$  where  $x_B \cup x_N = V$  and  $x_B \cap x_N = \emptyset$ .

For a binary equation system  $(V, D, C)$ , we have following bound consistency algorithm

- Transforming  $C$  into its solved form by Gaussian-Jordan elimination,
- Selecting a special order to revise the bounds of variables.

**Proposition 4** The worst case complexity of the above algorithm is  $\mathcal{O}(e \log a)$ , where  $a$  is the greatest coefficient ever produced in Gaussian-Jordan elimination.

Note that the complexity of the above algorithm does not depend on the size of domain any longer.

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