Topic 9: Modelling for CBLS
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Course 1DL441:
Combinatorial Optimisation and Constraint Programming,
whose part 1 is Course 1DL451:
Modelling for Combinatorial Optimisation
Outline

1. CBLS

2. Modelling for CBLS in MiniZinc

3. Case Studies
   Warehouse Location
   Graph Colouring

4. Bibliography
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Revisit the slides on local search (LS) and constraint-based local search (CBLS) of Topic 7: Solving Technologies.

Historically:
- No general-purpose LS solvers.
- No separation between model and search.

Recently:
- There are general-purpose CBLS solvers, supporting some degree of separation between model and search.
  - **Ex:** Comet, EasyLocal++, LocalSolver, OscaR/CBLS.
- But there is still not much good-modelling practice.
Local Search from a MiniZinc Model

Our `fzn-oscar-cbls` backend for OscaR/CBLS:

- It is one of the few LS backends; it does tabu search.
- Currently, the following predicates have a specific neighbourhood: `all_different`, `circuit`, `subcircuit`, `inverse`, `global_cardinality`, `global_cardinality_closed`, `int_lin_eq`, `bool_lin_eq`, `global_cardinality_low_up`, and `global_cardinality_low_up_closed`. Note that just because a constraint-specific neighbourhood exists does not mean that it will be used.
- Currently, it ignores all the constraints flagged using `symmetry_breaking_constraint` and keeps those flagged using `implied_constraint` (see slide 8).
- Currently, there is no way to suggest a search heuristic by annotations, but we are working on it.
Rules of Thumb

Make explicit as much problem structure as possible:

- Use higher-level variables whenever possible. **Examples**: Use a single integer variable with a domain of \( k \) values instead of an array of \( k \) Boolean variables. Use a single set variable of cardinality \( k \) instead of an array of \( k \) integer variables.

- Define redundant variables and the objective function by constraints expressing total functions, as those are candidate one-way constraints.

- Use predicates that have specific neighbourhoods.

- Avoid disjunction whenever possible.
There is some evidence that symmetry-breaking constraints hinder local search.

One reason might be that symmetry-breaking constraints forbid some solutions, but do not change the search space and hence do not prevent the search from moving in their direction.

It might be beneficial rather to increase the number of symmetries in a model, but this may be hard to do.

The effect of implied constraints on local search is not really known. You need to make experiments.
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Example (The Warehouse Location Problem, WLP)

A company considers opening warehouses at some candidate locations in order to supply its existing shops:

- Each candidate warehouse has the same maintenance cost.
- Each candidate warehouse has a supply capacity, which is the maximum number of shops it can supply.
- The supply cost to a shop depends on the warehouse.

Determine which warehouses to open, and which of them should supply the various shops, so that:

1. Each shop must be supplied by exactly one actually opened warehouse.
2. Each actually opened warehouse supplies at most a number of shops equal to its capacity.
3. The sum of the actually incurred maintenance costs and supply costs is minimised.
### WLP: Sample Instance Data

Shops = \{Shop_1, Shop_2, \ldots, Shop_{10}\}


\text{maintCost} = 30

\begin{table}[h]
\centering
\begin{tabular}{|c|c|c|c|c|}
\hline
\textbf{Capacity} & Berlin & London & Ankara & Paris & Rome \\
\hline
1 & 4 & 2 & 1 & 3 \\
\hline
\end{tabular}
\end{table}

SupplyCost =

\begin{table}[h]
\centering
\begin{tabular}{|c|c|c|c|c|c|}
\hline
Shop & Berlin & London & Ankara & Paris & Rome \\
\hline
Shop_1 & 20 & 24 & 11 & 25 & 30 \\
Shop_2 & 28 & 27 & 82 & 83 & 74 \\
Shop_3 & 74 & 97 & 71 & 96 & 70 \\
Shop_4 & 2 & 55 & 73 & 69 & 61 \\
\vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\
Shop_{10} & 47 & 65 & 55 & 71 & 95 \\
\hline
\end{tabular}
\end{table}
WLP Model 1: Variables (reminder)

Automatic enforcement of the total-function constraint (1):

$$\text{Supplier} = \begin{array}{cccc}
\text{Shop}_1 & \text{Shop}_2 & \cdots & \text{Shop}_{10} \\
\in \text{Whs} & \in \text{Whs} & \cdots & \in \text{Whs}
\end{array}$$

Supplier\[s\] denotes the supplier warehouse for shop \(s\).

Redundant decision variables:

$$\text{Open} = \begin{array}{ccccc}
\text{Berlin} & \text{London} & \text{Ankara} & \text{Paris} & \text{Rome} \\
\in 0..1 & \in 0..1 & \in 0..1 & \in 0..1 & \in 0..1
\end{array}$$

Open\[w\]=1 if and only if (iff) warehouse \(w\) is opened.
WLP Model 1: Objective & Cons. (reminder)

Objective (3):

\[
\text{minimize} \quad \text{maintCost} \times \sum \text{(Open)} \\
+ \quad \sum (s \text{ in Shops})(\text{SupplyCost}[s,\text{Supplier}[s]])
\]

One-way channelling constraint:

\[
\text{forall} (s \text{ in Shops})(\text{Open}[\text{Supplier}[s]] = 1)
\]

Capacity constraint (2):

\[
\text{global_cardinality_low_up_closed} \\
(\text{Supplier}, \text{Whs}, [0 | i \text{ in Whs}], \text{Capacity})
\]
Objective (3):  

\[
\text{minimize} \quad \text{maintCost} \times \sum (\text{Open}) \\
+ \quad \sum (s \text{ in } \text{Shops})(\text{SupplyCost}[s,\text{Supplier}[s]])
\]

One-way channelling constraint:  

\[
\forall(s \text{ in } \text{Shops})(\text{Open}[\text{Supplier}[s]] = 1)
\]

Capacity constraint (2):  

\[
\text{global_cardinality_low_up_closed}
\quad (\text{Supplier, Whs, [0 | i in Whs], Capacity})
\]
Replace the one-way channelling by the two-way one:

\[
\text{forall}(w \text{ in } \text{Whs}) \\
(\text{Open}[w] = \text{bool2int}(\text{exists}(s \text{ in } \text{Shops})(\text{Supplier}[s]=w)))
\]

The Open[w] variables are now defined by a total function.

Search may now be performed only on the Supplier[s] decision variables, using the specific neighbourhood for global_cardinality_low_up_closed.

Finding a known-to-be optimal solution to the instance of slide 12, using fzn-oscar-cblls, averaged over 5 runs:

<table>
<thead>
<tr>
<th>Model</th>
<th>Seconds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Model 1 with one-way channelling</td>
<td>3.88</td>
</tr>
<tr>
<td>Model 1 with two-way channelling</td>
<td>0.97</td>
</tr>
</tbody>
</table>
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The Graph Colouring Problem

Given a graph \((V, E)\), colour each vertex so that adjacent vertices have different colours, using at most \(n\) colours.

**Model 1, MIP-style**

Variable \(C[v, k]\) in 0..1 is 1 iff vertex \(v\) has colour \(k\).

1. One colour per vertex:

   \[
   \text{forall}\ (v \in V)\ (\text{sum}(C[v, ..]) = 1)
   \]

2. Different colours on edge ends:

   \[
   \text{forall}\ ((u, v) \in E, k \in 1..n)\ (C[u, k] + C[v, k] \leq 1)
   \]

Depending on the used moves, such as changing the value of one variable, the constraint (1) might be violated.
Given a graph \((V, E)\), colour each vertex so that adjacent vertices have different colours, using at most \(n\) colours.

**Model 2, MiniZinc / CP / LCG-style**

Variable \(C[v]\) in \(1 \ldots n\) is \(k\) iff vertex \(v\) has colour \(k\).

1. One colour per vertex: enforced by choice of variables.
2. Different colours on edge ends:
   
   \[
   \forall ((u, v) \in E) (C[u] \neq C[v])
   \]

The search only needs to satisfy the constraint (2).
The Graph Colouring *Optimisation* Problem

Given a graph \((V, E)\), colour each vertex so that adjacent vertices have different colours, using a minimum of colours.

**Model 2.1**

Variable \(C[v]\) in \(1..\text{card}(V)\) is the colour of vertex \(v\).

Minimise variable \(N\), the number of possibly used colours:

1. **One colour per vertex:** enforced by choice of variables.
2. **Different colours on edge ends:**

\[\forall ((u, v) \in E) (C[u] \neq C[v])\]

3. **Objective var:** \(N = \max(C)\), a total-function constraint

The variable \(N\) in \(1..\text{card}(V)\) represents the highest used colour: in a minimal solution, the \(N\) first colours are used and \(N\) is the number of actually used colours.
Despite $N$ being total-function defined, Model 2.1 poorly drives the search as there is no way to distinguish between a candidate solution with only one variable equal to $N$ and a candidate solution with several variables equal to $N$:

**Example ($N = \max(C)$)**

Assume currently $C[1..8] = [1, 2, 3, 4, 2, 3, 1, 4]$, with $N=4$ if constraint (3) becomes a one-way constraint:

1. The move $C[8] := 3$ to $[1, 2, 3, 4, 2, 3, 1, 3]$ keeps $N=4$ and one move, namely $C[4] := 1$, suffices to reach the assumed minimal solution $[1, 2, 3, 1, 2, 3, 1, 3]$ with $N=3$.


These two moves are not distinguished by the search, although the first move is better than the second one.
A better model bounds the number of colours by $N$:

**Model 2.2**

Model 2.1, except:

1. **Objective variable**: $\forall (v \in V) (C[v] \leq N)$

Now the search is better driven, as the violation of the non-total-function constraint (3) depends on the number of variables with a value larger than $N$: see the next slide.

This is a counter-example to a rule of thumb on slide 7: the objective variable is not functionally defined anymore.

This slide reflects the current version of $\text{fzn-oscar-cbls}$; in future versions or in other (CB)LS backends, Model 2.1 might be better handled than Model 2.2.
Example (\( \forall v \in V \) \( C[v] \leq N \))

Assume currently \( C[1..8] = [1, 2, 3, 4, 2, 3, 1, 4] \), but \( N=3 \), as \( N \) is not fixed by the constraint (3), hence two conjuncts of (3) are violated, namely \( C[4] \leq N \) and \( C[8] \leq N \), with the violation \( (4 - 3) + (4 - 3) = 2 \) of (3):

1. The move \( C[8] := 3 \) to \( [1, 2, 3, 4, 2, 3, 1, 3] \) keeps \( N=3 \) but only one conjunct of (3) is now violated, namely \( C[4] \leq N \), with the violation \( 4 - 3 = 1 \) of (3).

2. The move \( C[6] := 4 \) to \( [1, 2, 3, 4, 2, 4, 1, 4] \) keeps \( N=3 \) but three conjuncts of (3) are now violated, namely \( C[4] \leq N \) and \( C[6] \leq N \) and \( C[8] \leq N \), with the violation \( (4 - 3) + (4 - 3) + (4 - 3) = 3 \) of (3).

In order to reach the assumed minimal solution \( [1, 2, 3, 1, 2, 3, 1, 3] \) with \( N=3 \), probing the first move reveals a decrease by 1 of the violation of (3), while probing the second move reveals an increase by 1 of that violation, hence the first move is now preferred over the second one.
We implicitly broke some value symmetries in the previous models: if there is a solution with $N$ colours, then it does not matter whether those are the values $1 \ldots N$ or not.

**Model 2.3**

Model 2.1, except:

3. Objective var: $N = nvalue(C)$, a total-fct constraint

The local search may again be poorly driven, in the same way as with Model 2.1: see the next slide.
Assume currently $C[1..8] = [1, 2, 3, 4, 2, 3, 1, 4]$, with $N=4$ if constraint (3) becomes a one-way constraint:

1. The move $C[8] := 3$ to $[1, 2, 3, 4, 2, 3, 1, 3]$ keeps $N=4$ and one move, namely $C[4] := 1$, suffices to reach the assumed minimal solution $[1, 2, 3, 1, 2, 3, 1, 3]$ with $N=3$.

2. The move $C[6] := 4$ to $[1, 2, 3, 4, 2, 4, 1, 4]$ keeps $N=4$ but two moves, namely $C[3] := 4$ and $C[4] := 1$, are required to reach the value-symmetric variant $[1, 2, 4, 1, 2, 4, 1, 4]$ of the assumed minimal solution $[1, 2, 3, 1, 2, 3, 1, 3]$ with $N=3$.

These two moves are not distinguished by the search, although the first move is better than the second one.
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