

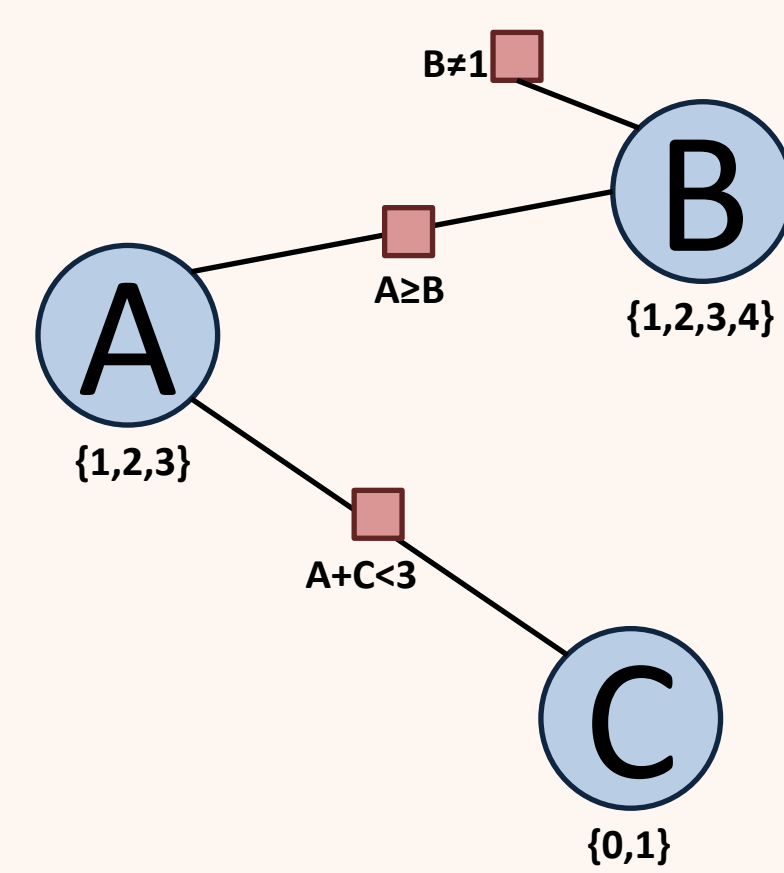
Selecting the Appropriate Consistency Algorithm for CSPs Using Machine Learning Classifiers

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Constraint Satisfaction Problem:

- Used to model constrained combinatorial problems
- Important real-world applications: hardware & software verification, scheduling, resource allocation, etc.



A CSP is defined as follows:

Given

- A set of variables $\{A, B, C\}$
- Their domains $D_A = \{1, 2, 3\}$, $D_B = \{1, 2, 3, 4\}$, $D_C = \{0, 1\}$
- A set of constraints: $\{A \geq B, B \neq 2, A + C < 3\}$

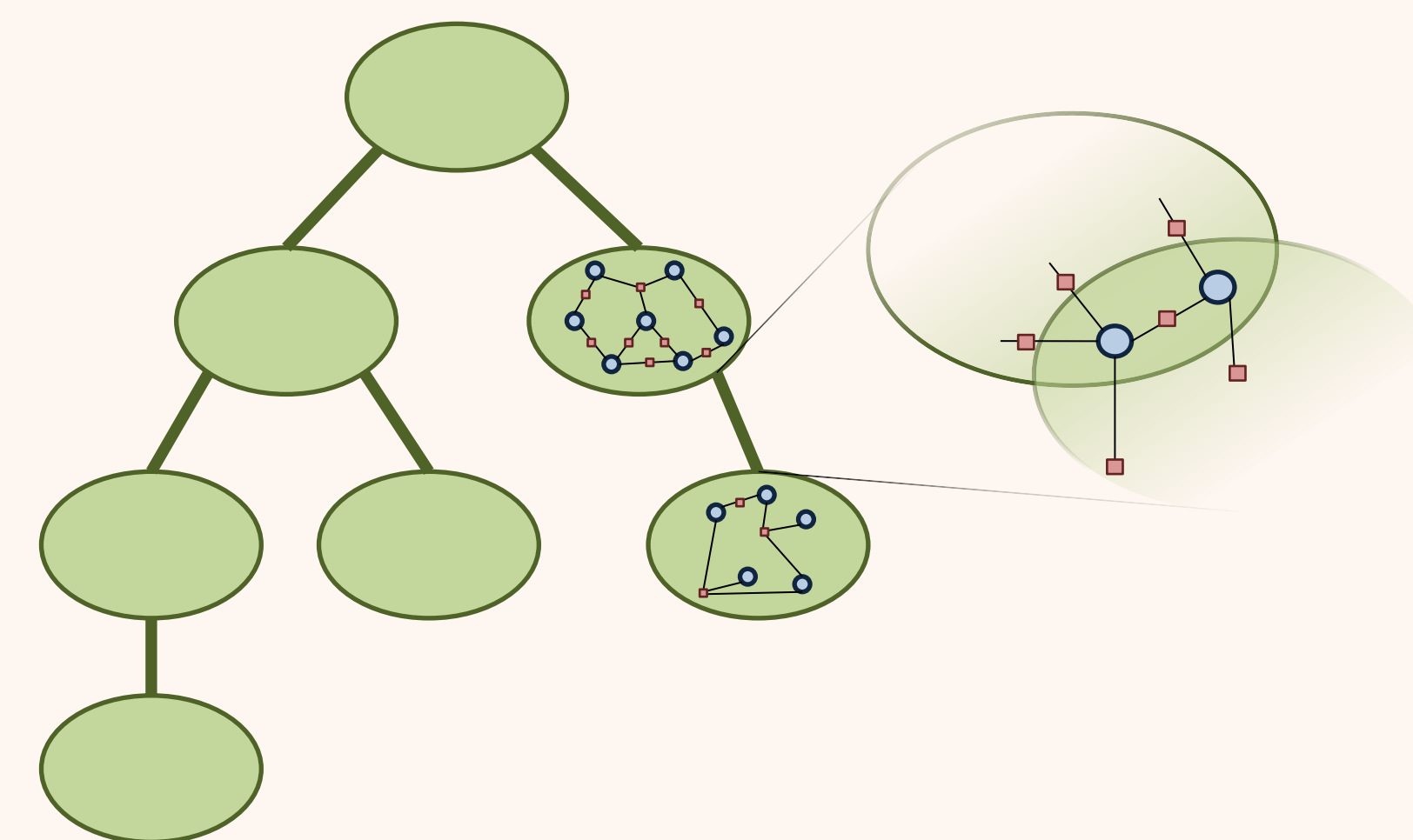
Question

- Find a solution NP-complete
- Count number of solutions #P
- Find minimal network NP-complete
- Minimize number of broken constraints NP-hard

Practical Tractability:

[Karakashian+ AAI 2013]

- Enforces minimality on each cluster of a tree decomposition
- Bolsters propagation between clusters by adding constraints to separators
- Solves many instances in a backtrack-free manner



Tree Decomposition:

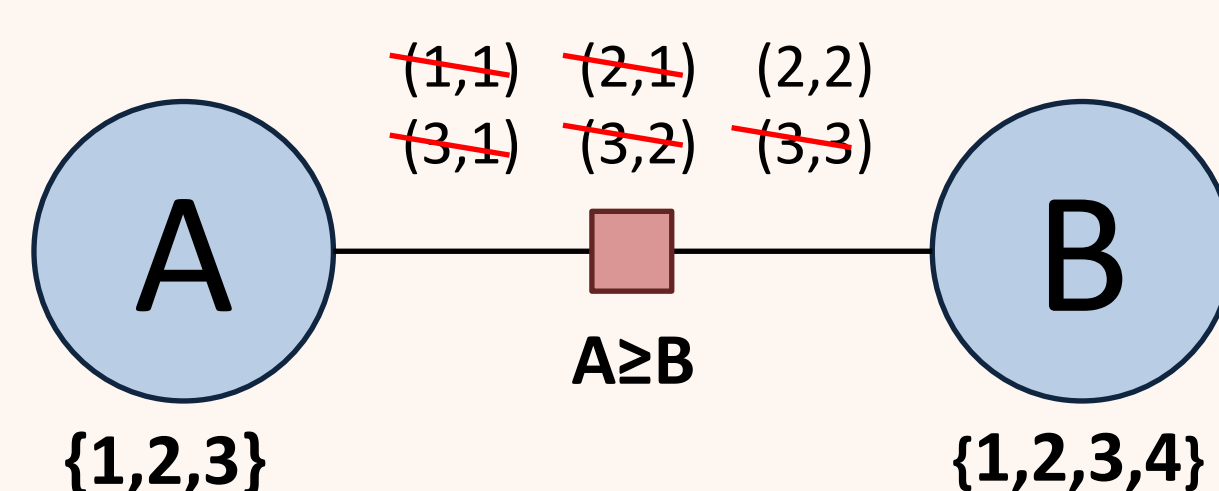
- Used to break up a CSP into clusters arranged in a tree structure
- Each cluster is a subproblem that can be independently handled
- Filtering performed on a cluster propagates to neighboring clusters

Minimal Network:

- Is a consistency property
- Guarantees that every tuple allowed by a constraint must participate in some solution to the CSP (i.e., the constraints are as minimal as possible)

Two Algorithms for Enforcing Minimality:

- ALLSOL: better when there are many 'almost' solutions
 - Finds all solutions without storing them, keeps tuples that appear in at least one solution
 - One search explores the entire search space
- PERTUPLE: better when many solutions are available
 - For each tuple, finds one solution where it appears
 - Many searches that stop after the first solution



The Problem of ALLSOL vs. PERTUPLE:

- The performance of the two algorithms varies widely
- One algorithm may complete quickly while the other may not terminate
- The performance depends on size and difficult of the CSP instance

Question: Can we use Machine Learning to classify the instance & predict the best algorithm?

Feature Set:

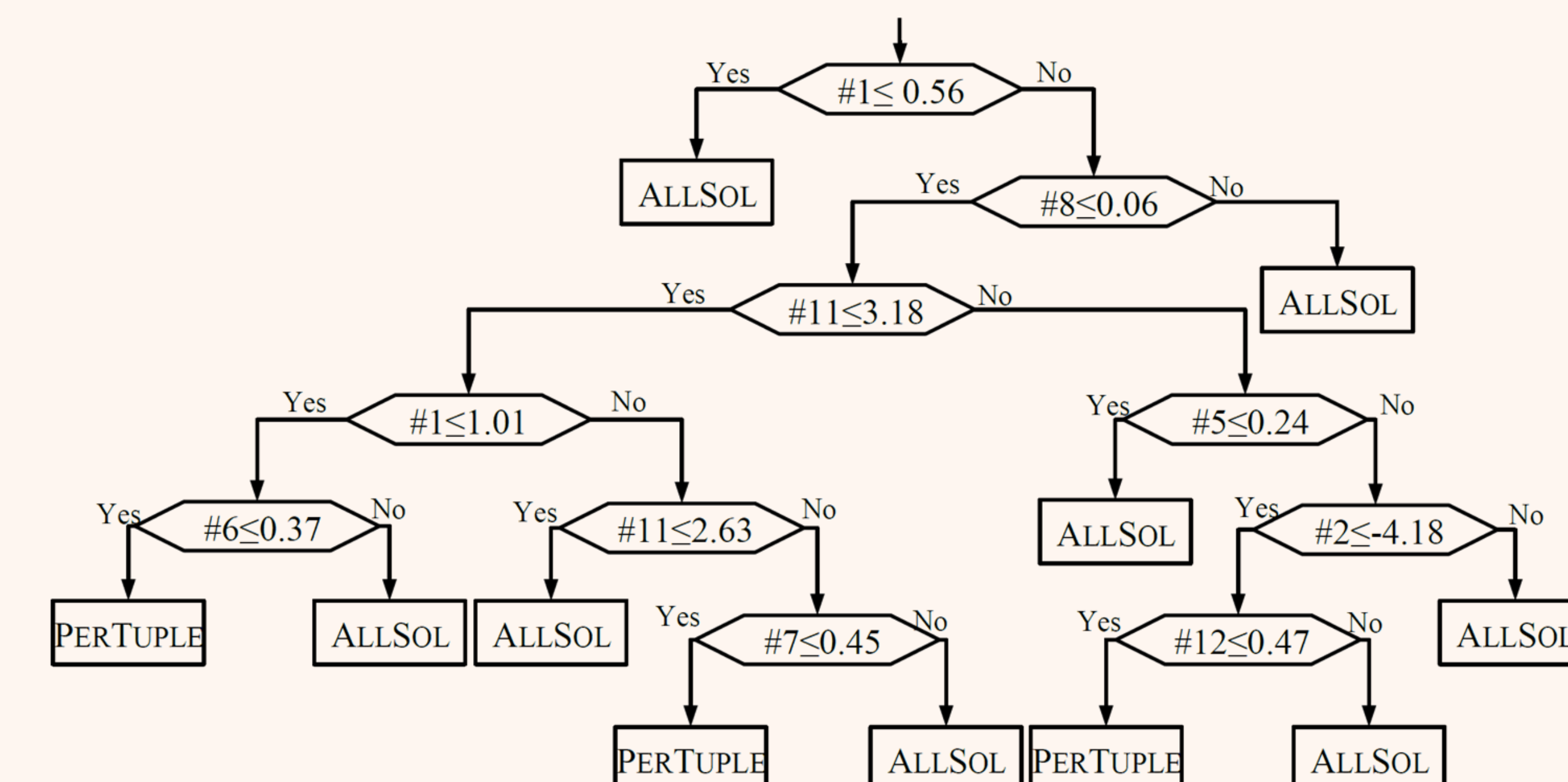
Characteristics of the problem selected to differentiate the classes

- κ – predicts if instance is near phase transition
- $relLinkage$ – likelihood of a tuple at the overlap of relations to be in solution
- $tupPerVvp$ – count of tuples containing a given variable value pair
- $relPerVar$ – number of relations on a given variable

- κ
- $\log_2(avg(relLinkage))$
- $\log_2(stDev(relLinkage))$
- $stDev(relLinkage)/avg(relLinkage)$
- $stDev(tupPerVvp)/avg(tupPerVvp)$
- $avg(tupPerVvpNorm)$
- $stDev(tupPerVvpNorm)$
- $stDev(tupPerVvpNormProd)$
- $stDev(tupPerVvpNormProd)/avg(tupPerVvpNormProd)$
- $avg(relPerVar)$
- $stDev(relPerVar)$
- $stDev(relPerVar)/avg(relPerVar)$

Using Machine Learning:

- We used a decision tree classifier (J48 from Weka Machine Learning suite) to make our predictions
- Each instance is a single cluster from a tree decomposition
- The 12 features of the CSP are observed
- CPU time for ALLSOL & PERTUPLE is recorded for each instance
- Experimented with four sets of training conditions



Experiments:

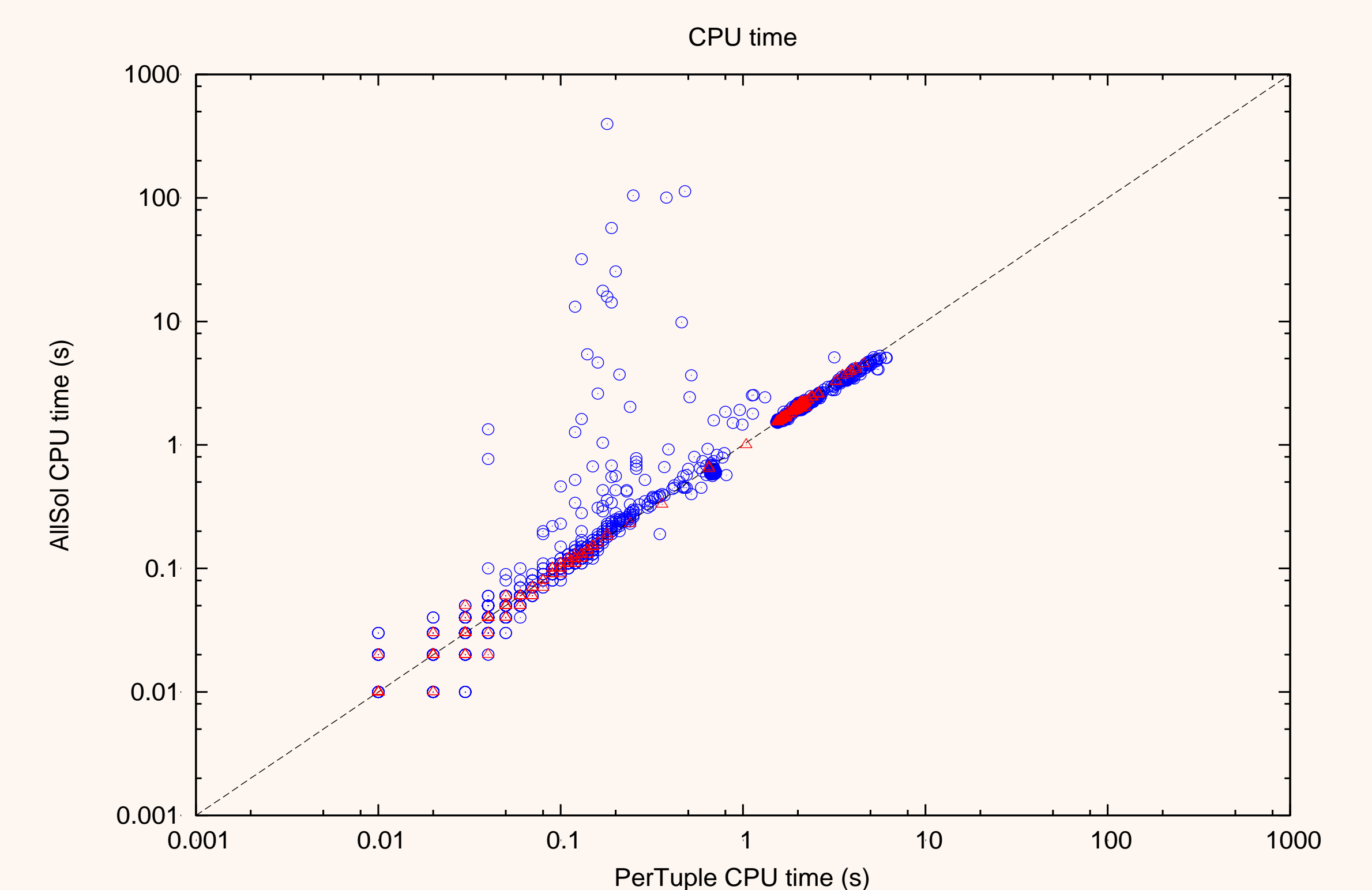
- All instances – Trained using all data collected
- $\delta t \geq 100ms$ – Removed all instances where the difference in time was less than 100ms
- Weighted – All instances are given a weight equal to the difference in execution time of the two algorithms
- Cost – A cost matrix is used in the training, which provides average misclassification costs for each class

Experiment Results:

Strategy	F-measure	Time saved		Time lost
		%	ms	ms
All instances	.727	99.87%	15,301,950	19,350
$\delta t \geq 100ms$.729	99.90%	15,306,510	14,790
Weighted	.743	99.96%	15,314,980	6,320
Cost	.557	99.57%	15,255,190	66,110

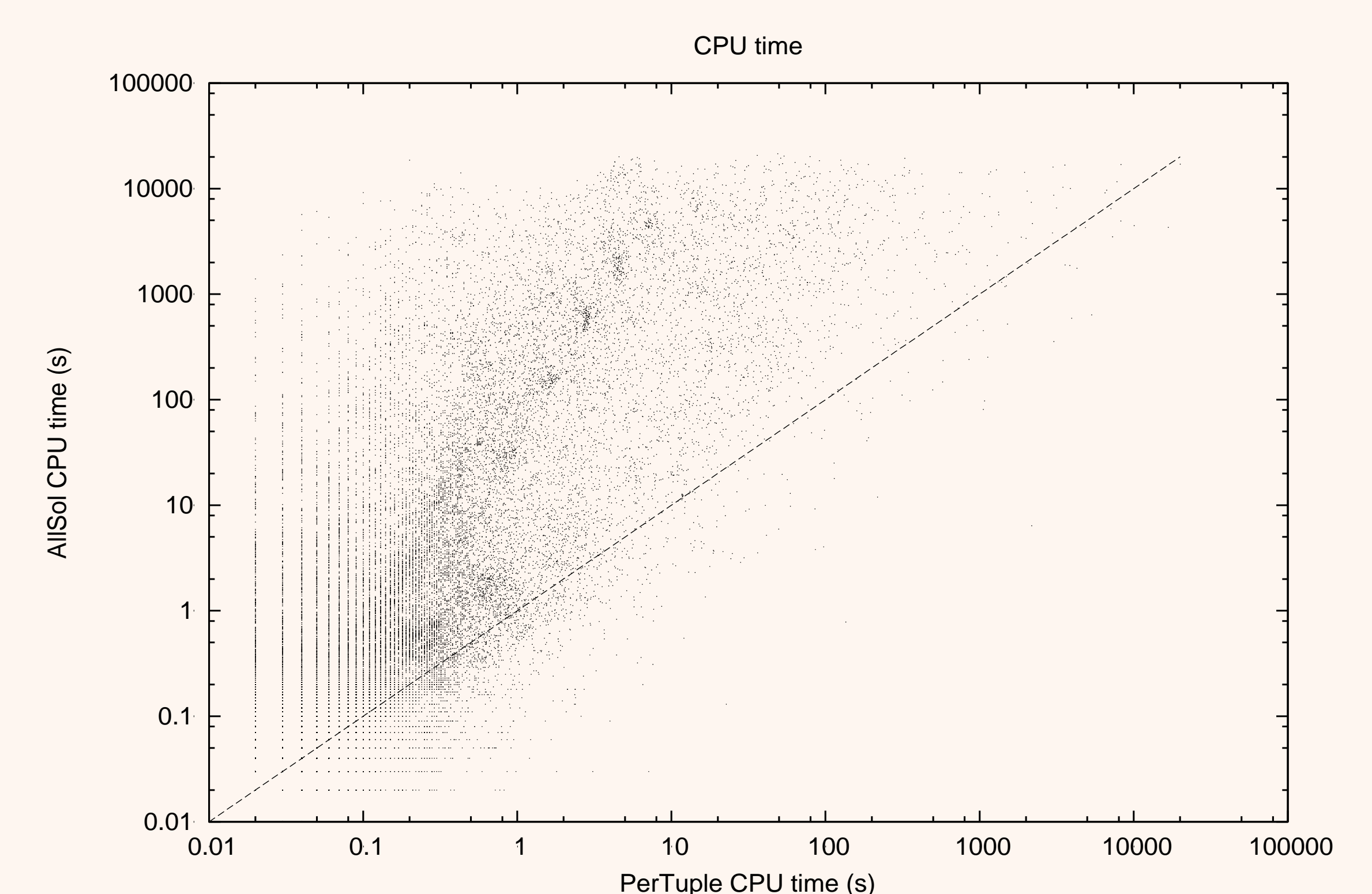
Our Classification:

3592 instances from 5 benchmarks



Larger Instance Space:

318158 instances from 119 benchmarks



Future Work:

- Use a larger & more diverse set of benchmarks
- Explore additional features and classifiers
- Consider additional consistency properties & propagation algorithms