

EXTENDING COMPACT-DIAGRAM TO BASIC SMART MULTI-VALUED VARIABLE DIAGRAMS

CPAIOR19

Hélène Verhaeghe¹, Christophe Lecoutre², Pierre Schaus¹

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¹ICTEAM, UCLouvain, Place Sainte Barbe 2, 1348 Louvain-la-Neuve, Belgium, {*firstname.lastname*}@uclouvain.be

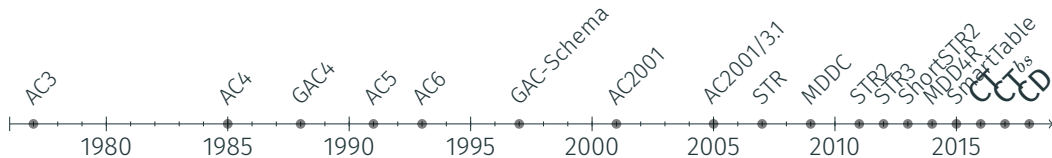
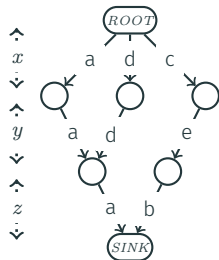
²CRIL-CNRS UMR 8188, Université d'Artois, F-62307 Lens, France, *lecoutre@cril.fr*



	x	y	z
τ_1	a	a	a
τ_2	d	d	a
τ_3	c	e	b
\vdots	\vdots	\vdots	\vdots

Tables are the oldest most used CP constraints

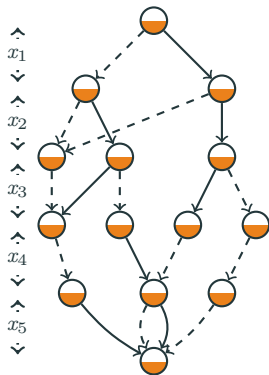
MDDs/MVDs are equivalent to tables



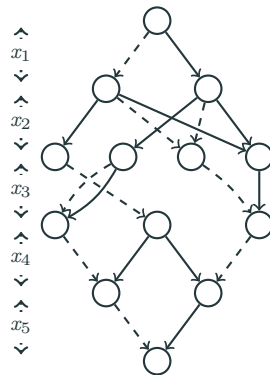
2016 : New Algorithm! Compact-Table [CP2016], based on bitwise operations, completely outperformed existing algorithms

THE BASIC SMART MULTI-VALUED VARIABLE DIAGRAM

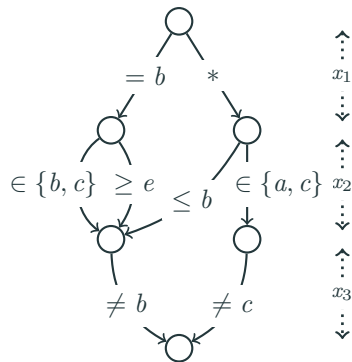
Multi-valued Decision Diagram


 Decision nodes

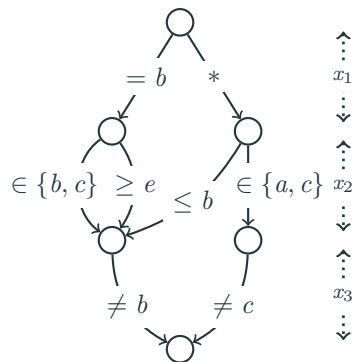
Multi-valued Variable Diagram


 Non-decision nodes

A basic smart MVD



A basic smart MVD

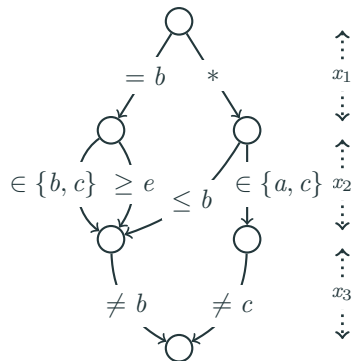


labeled with Smart Elements

representing multiples values

a b c d e f

A basic smart MVD



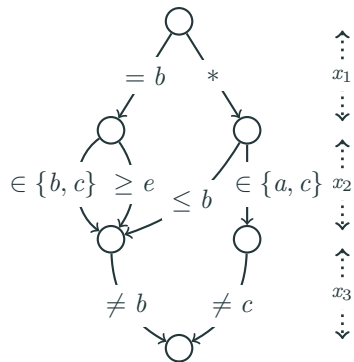
labeled with Smart Elements

single value: $= e$

representing multiples values

a	b	c	d	e	f
X	X	X	X	✓	X

A basic smart MVD



labeled with Smart Elements

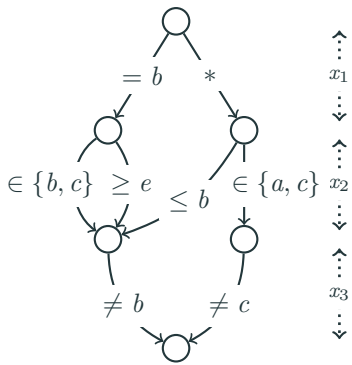
single value: = e

universal value: *

representing multiples values

	a	b	c	d	e	f
single value: = e	✗	✗	✗	✗	✓	✗
universal value: *	✓	✓	✓	✓	✓	✓

A basic smart MVD



labeled with Smart Elements

representing multiples values

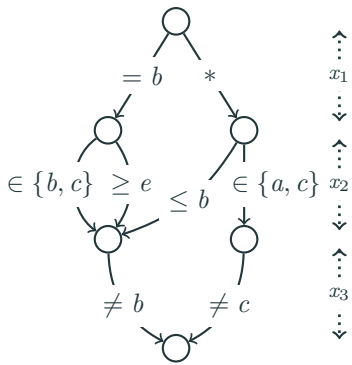
single value: = e

universal value: *

exclusion: ≠ e

	a	b	c	d	e	f
single value: = e	✗	✗	✗	✗	✓	✗
universal value: *	✓	✓	✓	✓	✓	✓
exclusion: ≠ e	✓	✓	✓	✓	✗	✓

A basic smart MVD

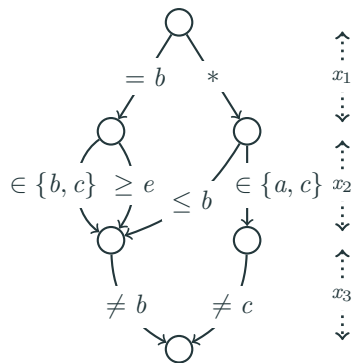


labeled with Smart Elements

representing multiples values

	a	b	c	d	e	f
single value: = e	✗	✗	✗	✗	✓	✗
universal value: *	✓	✓	✓	✓	✓	✓
exclusion: ≠ e	✓	✓	✓	✓	✗	✓
upper bound: ≤ c	✓	✓	✓	✗	✗	✗

A basic smart MVD



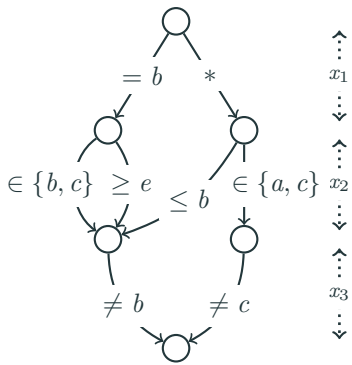
labeled with Smart Elements

representing multiples values

single value: $= e$ universal value: $*$ exclusion: $\neq e$ upper bound: $\leq c$ lower bound: $\geq c$

	a	b	c	d	e	f
single value: $= e$	X	X	X	X	✓	X
universal value: $*$	✓	✓	✓	✓	✓	✓
exclusion: $\neq e$	✓	✓	✓	✓	X	✓
upper bound: $\leq c$	✓	✓	✓	X	X	X
lower bound: $\geq c$	X	X	✓	✓	✓	✓

A basic smart MVD



labeled with Smart Elements

representing multiples values

single value: = e

universal value: *

exclusion: ≠ e

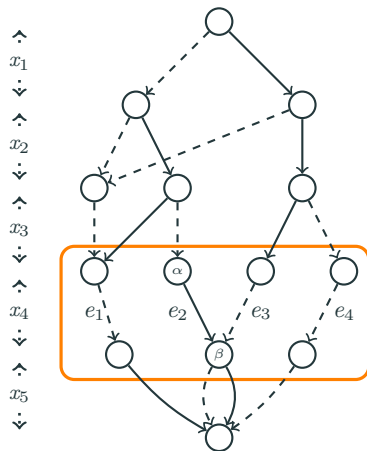
upper bound: ≤ c

lower bound: ≥ c

set: ∈ {a, c, d}

	a	b	c	d	e	f
single value: = e	✗	✗	✗	✗	✓	✗
universal value: *	✓	✓	✓	✓	✓	✓
exclusion: ≠ e	✓	✓	✓	✓	✗	✓
upper bound: ≤ c	✓	✓	✓	✗	✗	✗
lower bound: ≥ c	✗	✗	✓	✓	✓	✓
set: ∈ {a, c, d}	✓	✗	✓	✓	✗	✗

THE COMPACT-DIAGRAM ALGORITHM, FOR MVDS



Name	Set	Bit-set
$\text{currArcs}[x_4]$ ⁽¹⁾	$\{e_1, e_2, e_3, e_4\}$	[1 1 1 1]
$\text{supports}[x_4, 0]$ ⁽²⁾	$\{e_1, \cancel{e_2}, e_3, e_4\}$	[1 0 1 1]
$\text{arcsT}[\alpha, x_4]$ ⁽²⁾	$\{\cancel{e_1}, e_2, \cancel{e_3}, \cancel{e_4}\}$	[0 1 0 0]
$\text{arcsH}[x_4, \beta]$ ⁽²⁾	$\{\cancel{e_1}, e_2, e_3, \cancel{e_4}\}$	[0 1 1 0]

(1) mutable (2) immutable and precomputed

1. Which edges are still valid?
2. Which values are no more supported?

1. Which edges are still valid?

Update phase

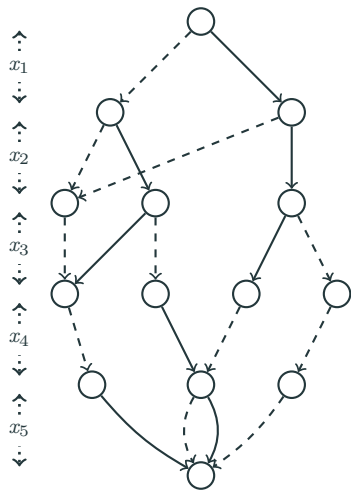
2. Which values are no more supported?

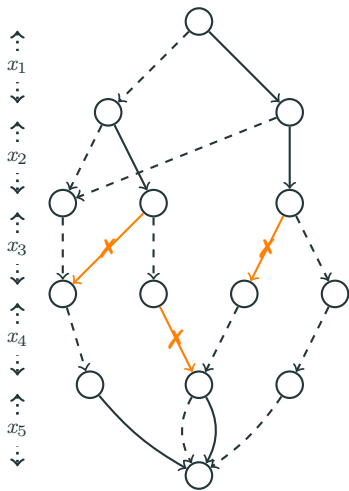
1. Which edges are still valid?

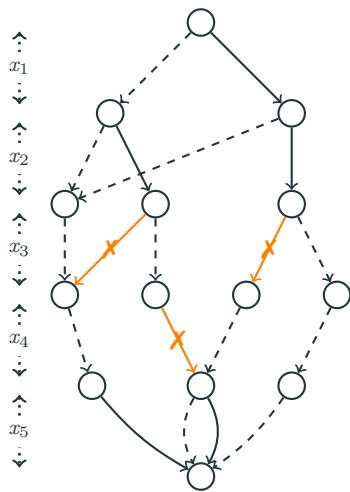
Update phase

2. Which values are no more supported?

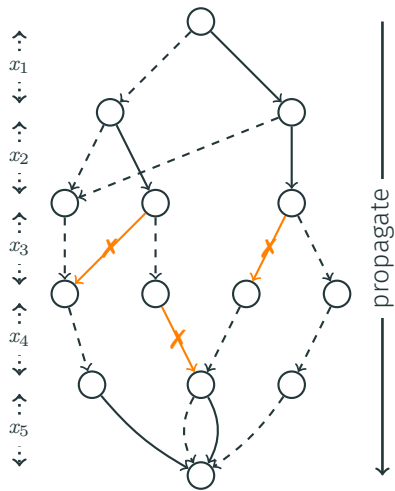
Propagation phase


 $\text{currArcs}[x_1]$
 $[1\ 1]$
 $\text{currArcs}[x_2]$
 $[1\ 1\ 1\ 1]$
 $\text{currArcs}[x_3]$
 $[1\ 1\ 1\ 1\ 1]$
 $\text{currArcs}[x_4]$
 $[1\ 1\ 1\ 1]$
 $\text{currArcs}[x_5]$
 $[1\ 1\ 1\ 1]$


 $\text{currArcs}[x_1]$
 $[1\ 1]$
 $\text{currArcs}[x_2]$
 $[1\ 1\ 1\ 1]$
 $\text{currArcs}[x_3]$
 $[1\ 1\ 1\ 1\ 1]$
 $\text{currArcs}[x_4]$
 $[1\ 1\ 1\ 1]$
 $\text{currArcs}[x_5]$
 $[1\ 1\ 1\ 1]$


 $\text{currArcs}[x_1]$
 $[1\ 1]$
 $\text{currArcs}[x_2]$
 $[1\ 1\ 1\ 1]$
 $\text{currArcs}[x_3]$
 $[1\ 0\ 1\ 0\ 1]$
 $\text{currArcs}[x_4]$
 $[1\ 0\ 1\ 1]$
 $\text{currArcs}[x_5]$
 $[1\ 1\ 1\ 1]$

Top down



`currArcs[x1]`

`[1 1]`

`currArcs[x2]`

`[1 1 1 1]`

`currArcs[x3]`

`[1 0 1 0 1]`

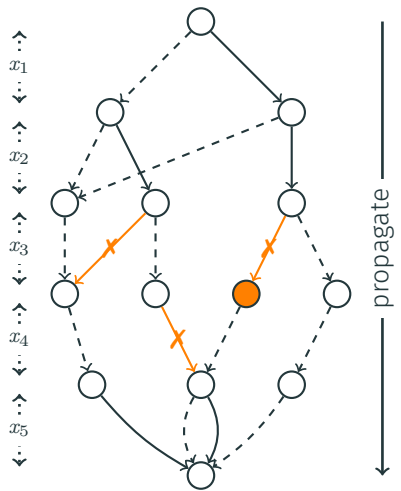
`currArcs[x4]`

`[1 0 1 1]`

`currArcs[x5]`

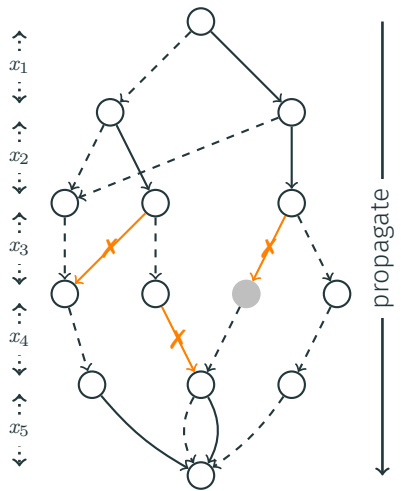
`[1 1 1 1]`

Top down



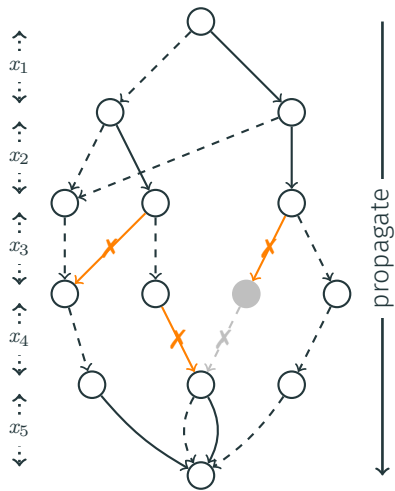
- `currArcs[x1]`
[1 1]
- `currArcs[x2]`
[1 1 1 1]
- `currArcs[x3]`
[1 0 1 0 1]
- `currArcs[x4]`
[1 0 1 1]
- `currArcs[x5]`
[1 1 1 1]

Top down



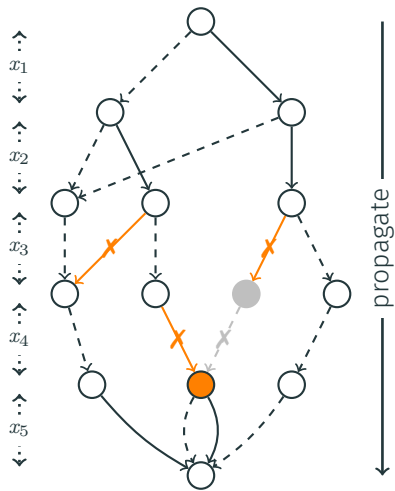
- `currArcs[x1]`
[1 1]
- `currArcs[x2]`
[1 1 1 1]
- `currArcs[x3]`
[1 0 1 0 1]
- `currArcs[x4]`
[1 0 1 1]
- `currArcs[x5]`
[1 1 1 1]

Top down



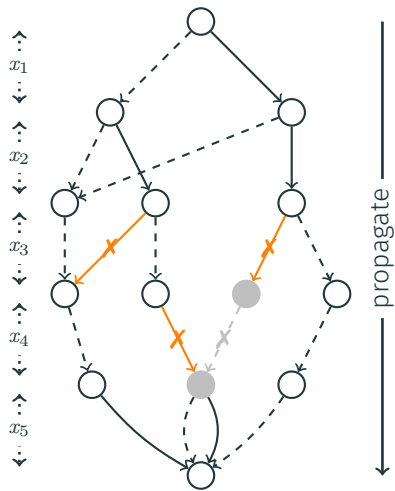
- `currArcs[x1]`
[1 1]
- `currArcs[x2]`
[1 1 1 1]
- `currArcs[x3]`
[1 0 1 0 1]
- `currArcs[x4]`
[1 0 0 1]
- `currArcs[x5]`
[1 1 1 1]

Top down



- `currArcs[x1]`
[1 1]
- `currArcs[x2]`
[1 1 1 1]
- `currArcs[x3]`
[1 0 1 0 1]
- `currArcs[x4]`
[1 0 0 1]
- `currArcs[x5]`
[1 1 1 1]

Top down



`currArcs[x1]`

`[1 1]`

`currArcs[x2]`

`[1 1 1 1]`

`currArcs[x3]`

`[1 0 1 0 1]`

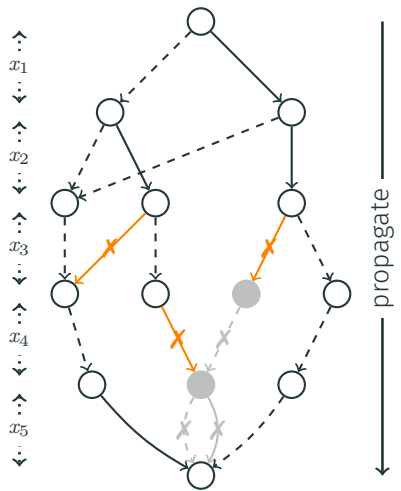
`currArcs[x4]`

`[1 0 0 1]`

`currArcs[x5]`

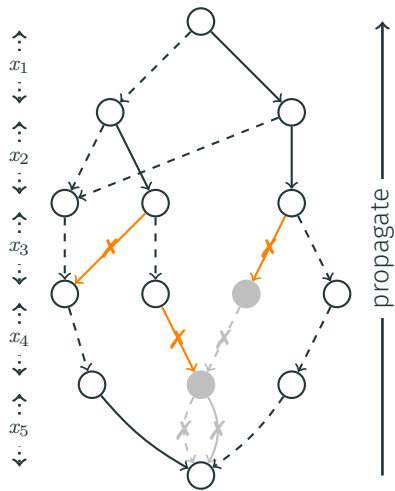
`[1 1 1 1]`

Top down



- `currArcs[x1]`
[1 1]
- `currArcs[x2]`
[1 1 1 1]
- `currArcs[x3]`
[1 0 1 0 1]
- `currArcs[x4]`
[1 0 0 1]
- `currArcs[x5]`
[1 0 0 1]

Bottom up



`currArcs[x1]`

`[1 1]`

`currArcs[x2]`

`[1 1 1 1]`

`currArcs[x3]`

`[1 0 1 0 1]`

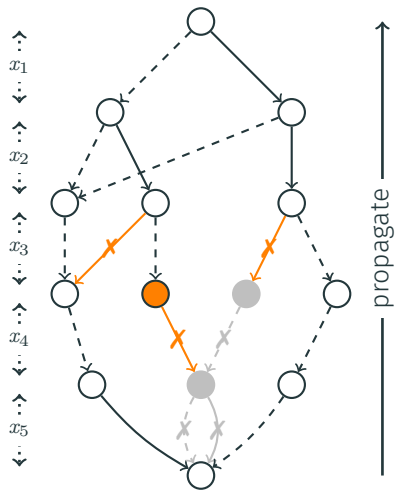
`currArcs[x4]`

`[1 0 0 1]`

`currArcs[x5]`

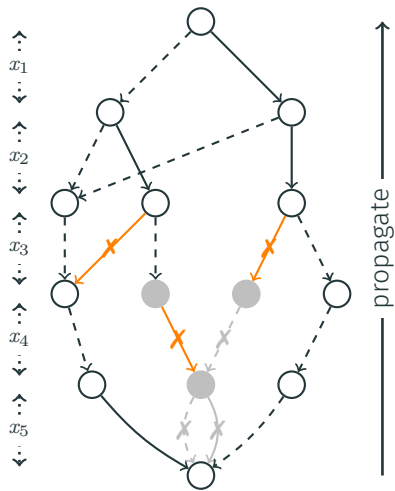
`[1 0 0 1]`

Bottom up



- `currArcs[x1]`
[1 1]
- `currArcs[x2]`
[1 1 1 1]
- `currArcs[x3]`
[1 0 1 0 1]
- `currArcs[x4]`
[1 0 0 1]
- `currArcs[x5]`
[1 0 0 1]

Bottom up



`currArcs[x1]`

`[1 1]`

`currArcs[x2]`

`[1 1 1 1]`

`currArcs[x3]`

`[1 0 1 0 1]`

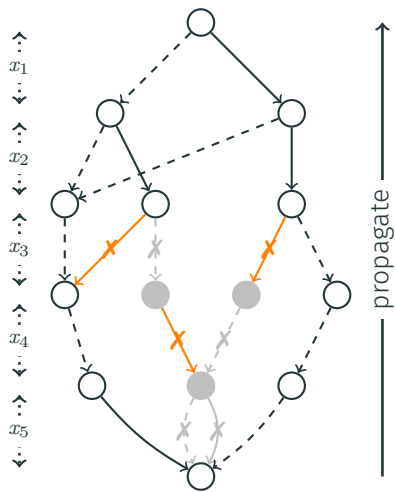
`currArcs[x4]`

`[1 0 0 1]`

`currArcs[x5]`

`[1 0 0 1]`

Bottom up



`currArcs[x1]`

`[1 1]`

`currArcs[x2]`

`[1 1 1 1]`

`currArcs[x3]`

`[1 0 0 1]`

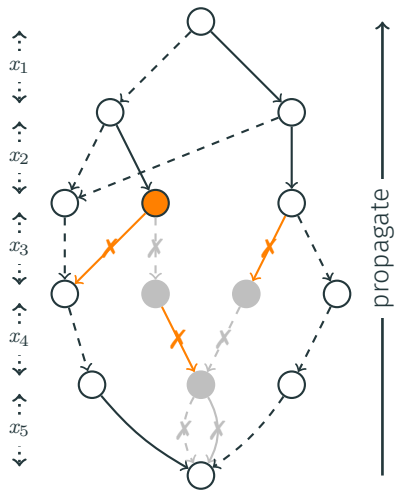
`currArcs[x4]`

`[1 0 0 1]`

`currArcs[x5]`

`[1 0 0 1]`

Bottom up



`currArcs[x1]`

`[1 1]`

`currArcs[x2]`

`[1 1 1 1]`

`currArcs[x3]`

`[1 0 0 0 1]`

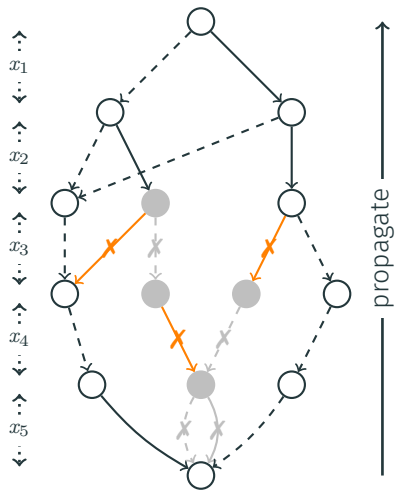
`currArcs[x4]`

`[1 0 0 1]`

`currArcs[x5]`

`[1 0 0 1]`

Bottom up



`currArcs[x1]`

`[1 1]`

`currArcs[x2]`

`[1 1 1 1]`

`currArcs[x3]`

`[1 0 0 0 1]`

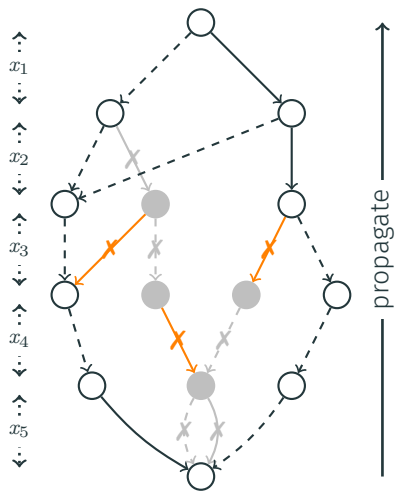
`currArcs[x4]`

`[1 0 0 1]`

`currArcs[x5]`

`[1 0 0 1]`

Bottom up



`currArcs[x1]`

`[1 1]`

`currArcs[x2]`

`[1 0 1 1]`

`currArcs[x3]`

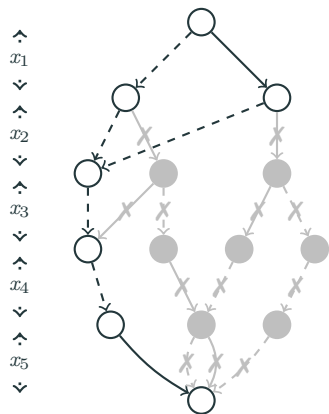
`[1 0 0 0 1]`

`currArcs[x4]`

`[1 0 0 1]`

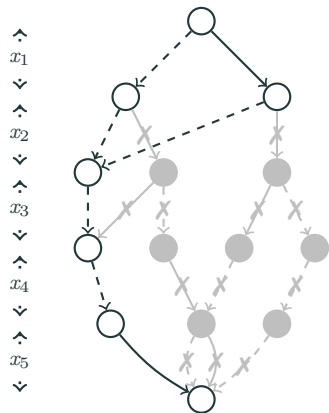
`currArcs[x5]`

`[1 0 0 1]`



x_1	x_2	x_3	x_4	x_5
$\{0, 1\}$	$\{0\}$	$\{0, 1\}$	$\{0, 1\}$	$\{0, 1\}$

(x, v)	currArcs[x]	supports[x,v]	\cap
$(x_1, 0)$	11	10	10
$(x_1, 1)$	11	01	01
$(x_3, 0)$	10000	10101	10000
$(x_3, 1)$	10000	01010	00000
$(x_4, 0)$	1000	1011	1000
$(x_4, 1)$	1000	0100	0000
$(x_5, 0)$	1000	0101	0000
$(x_5, 1)$	1000	1010	1000



$$\Delta_{x_2} = \{1\}$$

x_1	x_2	x_3	x_4	x_5
$\{0, 1\}$	$\{0\}$	$\{0, \cancel{1}\}$	$\{0, \cancel{1}\}$	$\{\emptyset, 1\}$

(x, v)	currArcs[x]	supports[x,v]	\cap
$(x_1, 0)$	11	10	10
$(x_1, 1)$	11	01	01
$(x_3, 0)$	10000	10101	10000
$(x_3, 1)$	10000	01010	00000
$(x_4, 0)$	1000	1011	1000
$(x_4, 1)$	1000	0100	0000
$(x_5, 0)$	1000	0101	0000
$(x_5, 1)$	1000	1010	1000

THE COMPACT-DIAGRAM^{*bs*} ALGORITHM, FOR BS-MVDS

Algorithm: Direct removal part of the update

if layer without \in **then**

if $|\Delta(x)| < |dom(x)|$ **then**

 Incremental update ($=, \neq, *$);

 Lower bound update (\leq);

 Upper bound update (\geq);

else

 Reset update ($=, \neq, *, \leq, \geq, \in$);

else

 Reset update ($=, \neq, *, \leq, \geq, \in$);

	$=$	\neq	$*$	\wedge	\vee	$\in \{b, d\}$	
	↓	↓	↓	↓	↓	↓	
$dom(x)$ {	supports[x,a]	1	1	1	0	1	0
	supports[x,c]	0	0	1	1	0	0
	supports[x,e]	0	1	1	1	0	0
	$\cup =$						
	mask	1	1	1	1	1	0
	$\sim =$						
	mask	0	0	0	0	0	1

Algorithm: Reset update

foreach value $a \in dom(x)$ **do**

 mask[x] \leftarrow mask[x] |

supports[x, a];

 mask[x] \leftarrow \sim mask[x];

A bit of `supports[x,a]` is set to 1 if the label allows a .

	a	c	d	$*$	\wedge	\vee
	\downarrow	\downarrow	\downarrow	\downarrow	\downarrow	\downarrow
$\Delta(x)$ {	supports $^*[x,a]$	1	0	0	0	0
	supports $^*[x,c]$	0	0	0	0	0
	supports $^*[x,e]$	0	0	0	0	0
	$\cup =$					
mask	1	0	0	0	0	0

Algorithm: Incremental update

```

foreach value  $a \in \Delta_x$  do
  mask[ $x$ ]  $\leftarrow$  mask[ $x$ ] |
  supports $^*[x, a]$ ;
    
```

A bit of supports $^*[x,a]$ is set to 1 if the label allows **only** a .

	a	$\neq c$	$*$	$\wedge a$	$\vee c$	$\vee b$
	\downarrow	\downarrow	\downarrow	\downarrow	\downarrow	\downarrow
<code>supportsMin</code> $[x, x.min]$	0	1	1	1	1	0
<code>supportsMax</code> $[x, x.max]$	1	1	1	1	1	1
	$\sim =$					
\sim <code>supportsMin</code> $[x, c]$	1	0	0	0	0	1
\sim <code>supportsMax</code> $[x, d]$	0	0	0	0	0	0
	$\cup =$					
<code>mask</code>	1	0	0	0	0	1

Algorithm: Lower and upper bound updates

```

if dom(x).minChanged() then
    mask[x] ← mask[x] | ~
    supportsMin[x, x.min];
if dom(x).maxChanged() then
    mask[x] ← mask[x] | ~
    supportsMax[x, x.max];
    
```

A bit of `supportsMin` $[x, a]$ is set to 1 if the label allows at least a value $\geq a$.

A bit of `supportsMax` $[x, a]$ is set to 1 if the label allows at least a value $\leq a$.

word 0				word 1				word 2			
w_0	w_1	w_2	w_3	w_4	w_5	w_6	w_7	w_8	w_9	-	-
=	\leq	\geq	\in	\neq	$>$	\notin	$<$	\neq	*		

	word 0				word 1				word 2			
w_0	w_1	w_2	w_3	w_4	w_5	w_6	w_7	w_8	w_9	-	-	
=	≤	≥	∈	≠	>	∉	<	≠	*			



	word 0				word 1				word 2				word 3			
w_0	w_4	w_8	w_9	w_3	w_6	-	-	w_1	w_7	-	-	w_2	w_5	-	-	
=	≠	≠	*	∈	∉			≤	<			≥	>			

word 0				word 1				word 2				word 3			
w_0	w_4	w_8	w_9	w_3	w_6	-	-	w_1	w_7	-	-	w_2	w_5	-	-
=	\neq	\neq	*	\in	\notin			\leq	$<$			\geq	$>$		

↓
 Incremental or
 Reset update
 (depending if
 $|\Delta(x)| < |dom(x)|$)

↓
 Reset update

↓
 Lower bound
 update

↓
 Upper bound
 update

CD^{bs}: RESULTS

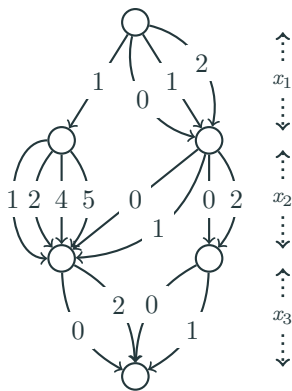
A Table

x_1	x_2	x_3
0	0	0
0	0	1
0	0	2
0	1	0
0	1	2
0	2	0
0	2	1
1	0	0
1	0	1
1	0	2
\vdots	\vdots	\vdots

A Table

x_1	x_2	x_3
0	0	0
0	0	1
0	0	2
0	1	0
0	1	2
0	2	0
0	2	1
1	0	0
1	0	1
1	0	2
\vdots	\vdots	\vdots

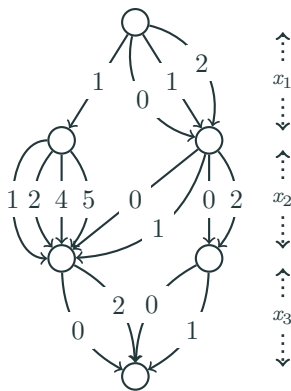
into an MVD



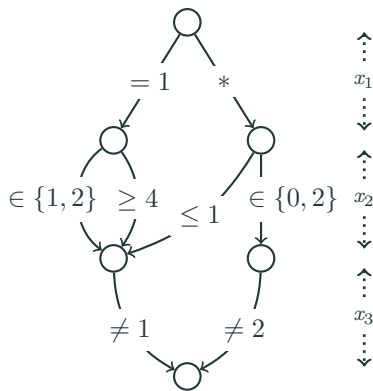
A Table

x_1	x_2	x_3
0	0	0
0	0	1
0	0	2
0	1	0
0	1	2
0	2	0
0	2	1
1	0	0
1	0	1
1	0	2
\vdots	\vdots	\vdots

into an MVD


 $\uparrow \dots$
 x_1
 $\downarrow \dots$
 $\uparrow \dots$
 x_2
 $\downarrow \dots$
 $\uparrow \dots$
 x_3
 $\downarrow \dots$

into a bs-MVD


 $\uparrow \dots$
 x_1
 $\downarrow \dots$
 $\uparrow \dots$
 x_2
 $\downarrow \dots$
 $\uparrow \dots$
 x_3
 $\downarrow \dots$

A Table

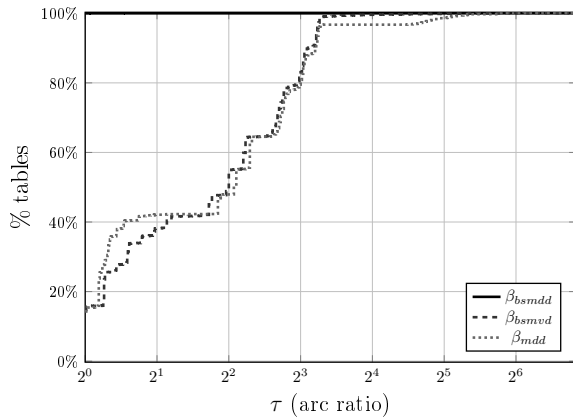
x_1	x_2	x_3
0	0	0
0	0	1
0	1	0
0	1	1
0	2	1
0	3	0
0	3	1
1	0	0
1	0	1
1	1	0
\vdots	\vdots	\vdots

A Table

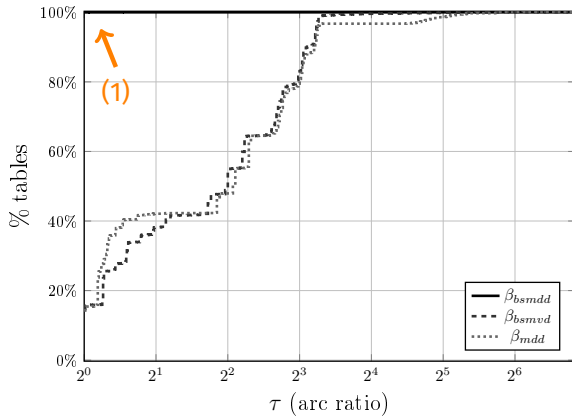
x_1	x_2	x_3
0	0	0
0	0	1
0	1	0
0	1	1
0	2	1
0	3	0
0	3	1
1	0	0
1	0	1
1	1	0
\vdots	\vdots	\vdots

into a bs-Table

x_1	x_2	x_3
$= 1$	$= 2$	≤ 1
$*$	$\neq 2$	≤ 1
$*$	≤ 2	$= 1$

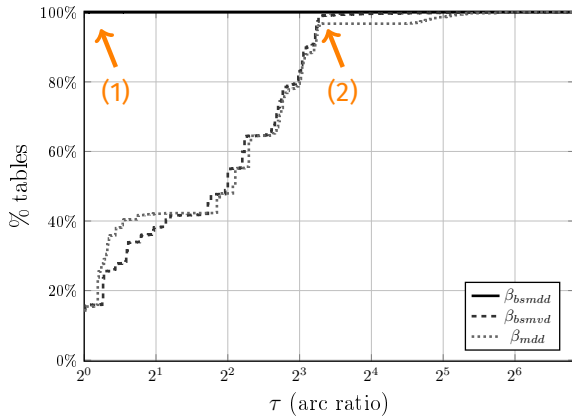


Arcs:



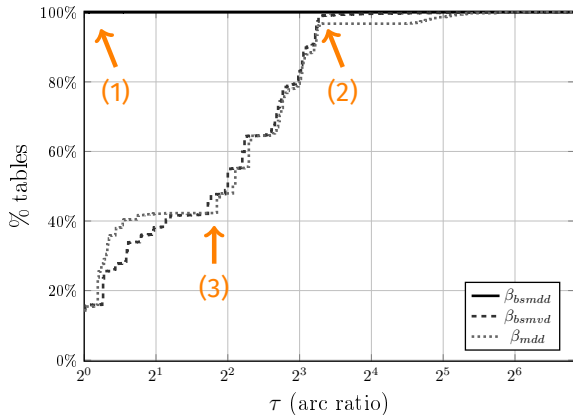
Arcs:

(1) bs-MDDs always less arcs



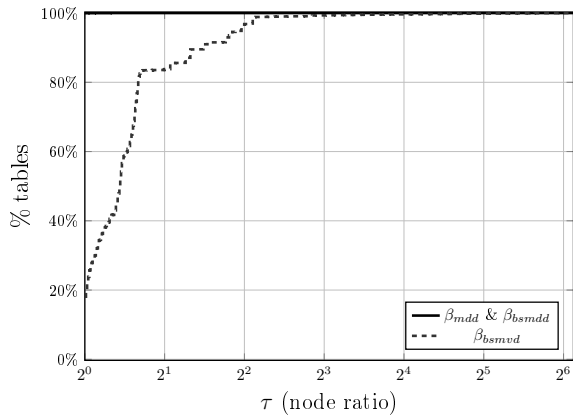
Arcs:

- (1) bs-MDDs always less arcs
- (2) bs-MDDs up to 10 times less arcs

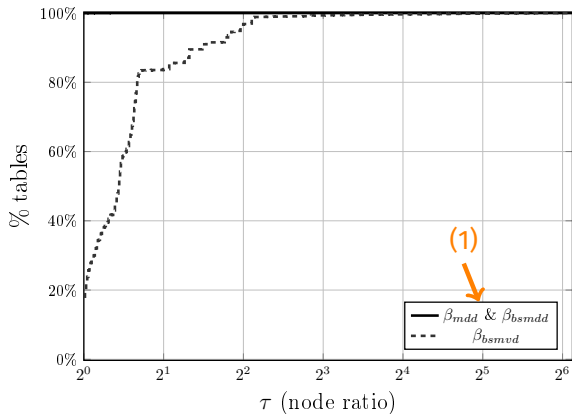


Arcs:

- (1) bs-MDDs always less arcs
- (2) bs-MDDs up to 10 times less arcs
- (3) bs-MVDs and MDDs similar # arcs

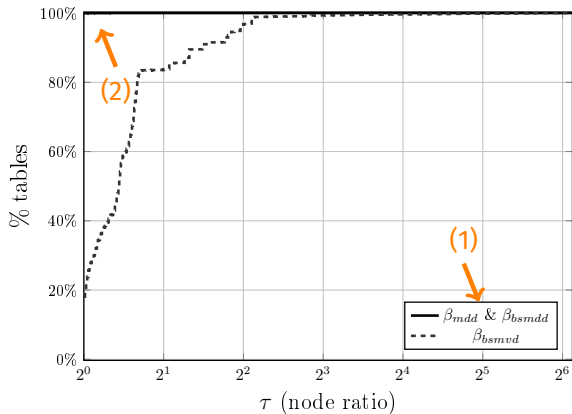


Nodes:



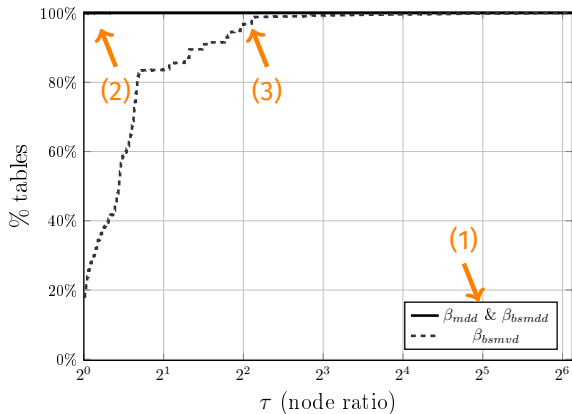
Nodes:

(1) bs-MDDs and MDDs same # nodes (by construction)



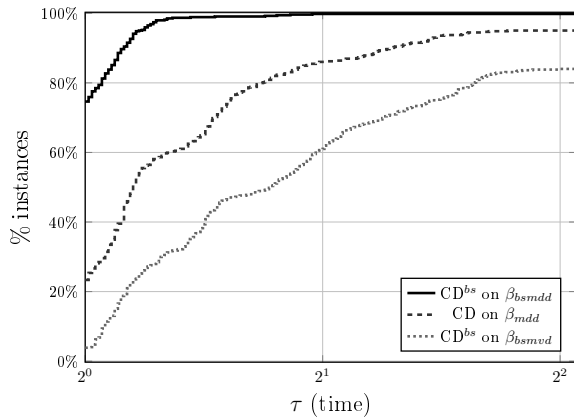
Nodes:

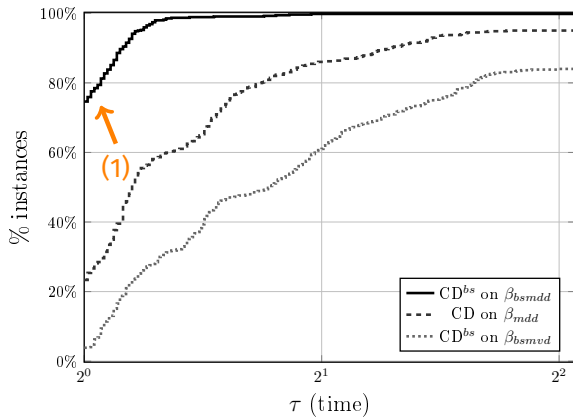
- (1) bs-MDDs and MDDs same # nodes (by construction)
- (2) bs-MDDs and MDDs always less nodes



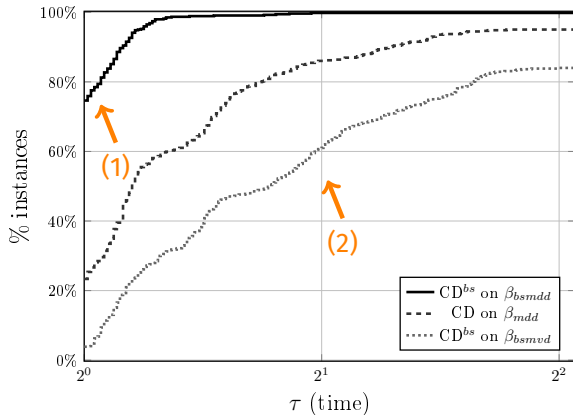
Nodes:

- (1) bs-MDDs and MDDs same # nodes (by construction)
- (2) bs-MDDs and MDDs always less nodes
- (3) bs-MVDs up to 4 times more nodes

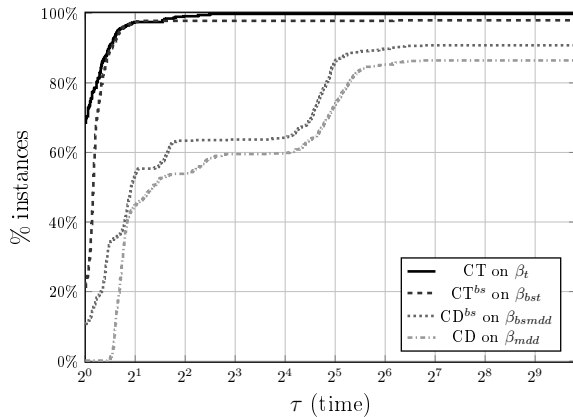


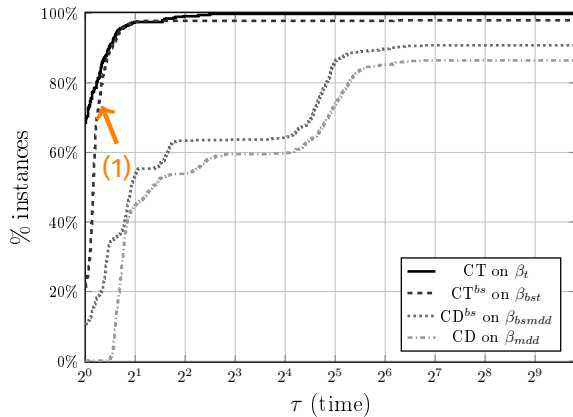


(1) CD^{bs} on bs-MDDs (fewer arcs) best 80% of the time

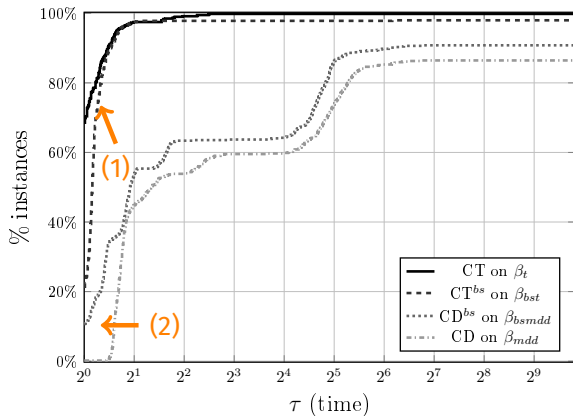


- (1) CD^{bs} on bs-MDDs (fewer arcs) best 80% of the time
- (2) CD^{bs} on bs-MVDs (more nodes) worst

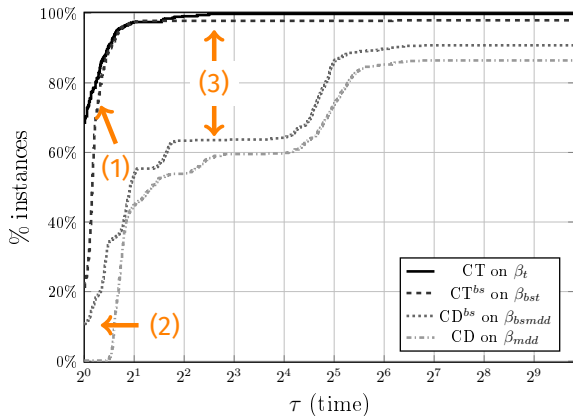




(1) CT and CT^{bs} still dominating

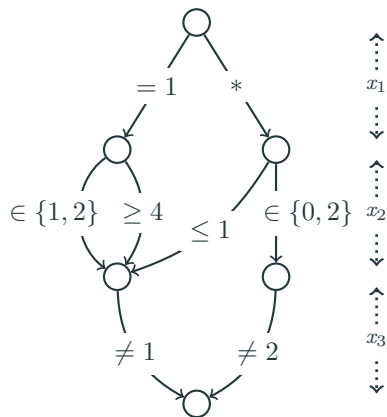


- (1) CT and CT^{bs} still dominating
- (2) CD^{bs} becomes efficient when compression is high



- (1) CT and CT^{bs} still dominating
- (2) CD^{bs} becomes efficient when compression is high
- (3) gap reduced

- New type of layered graph (basic smart MVD) allowing **less edges**
- **Dedicated** propagator (CD^{bs})
- **Gap reduction** between table based (CT) and layered graph based (CD^{bs}) propagator



Thank you for listening!

Any questions?