

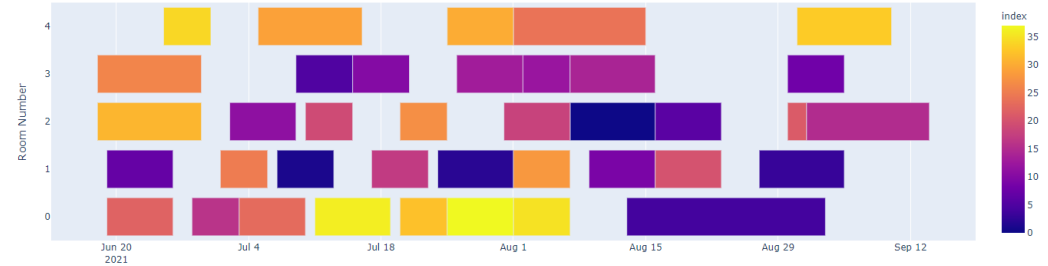
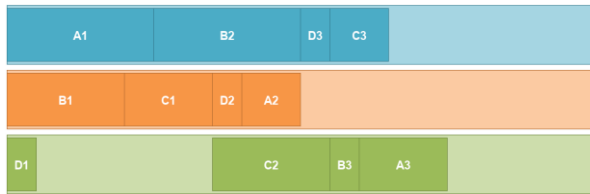
Guided Bottom-up Interactive Constraint Acquisition

Dimos Tsouros, Senne Berden, Tias Guns

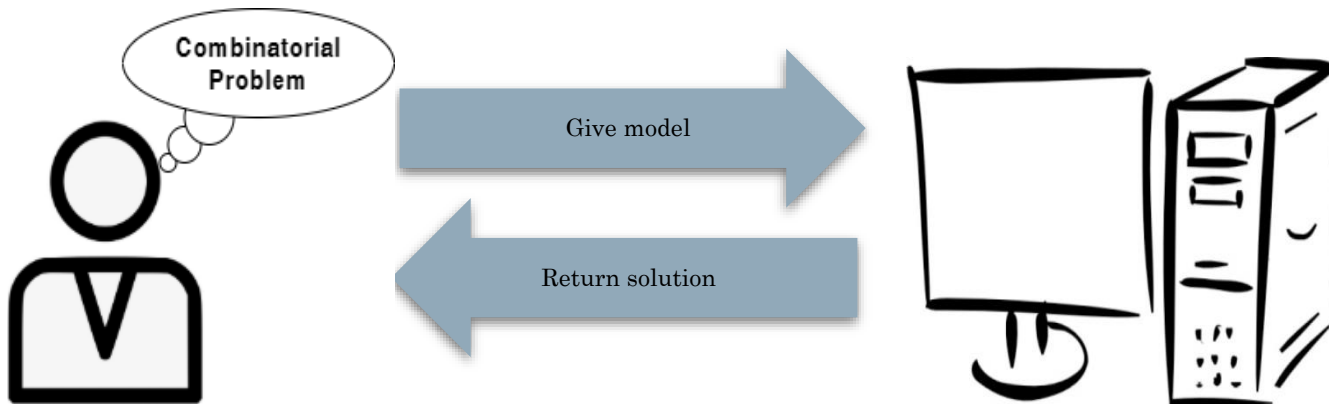
dimos.tsouros@kuleuven.be, senne.berden@kuleuven.be, tias.guns@kuleuven.be

Introduction

- ❖ Constraint programming (CP)
 - ❑ Solving combinatorial problems in AI



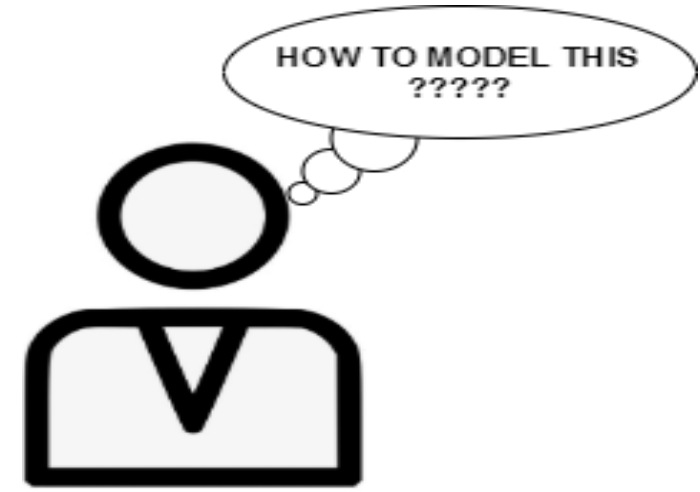
- ❖ Model + Solve paradigm



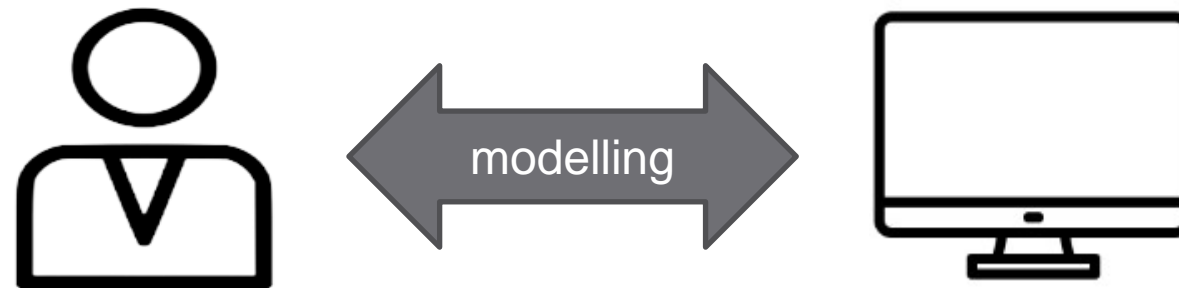
Introduction

Modelling is not always trivial

- Requires expertise
- Bottleneck for the wider use of CP

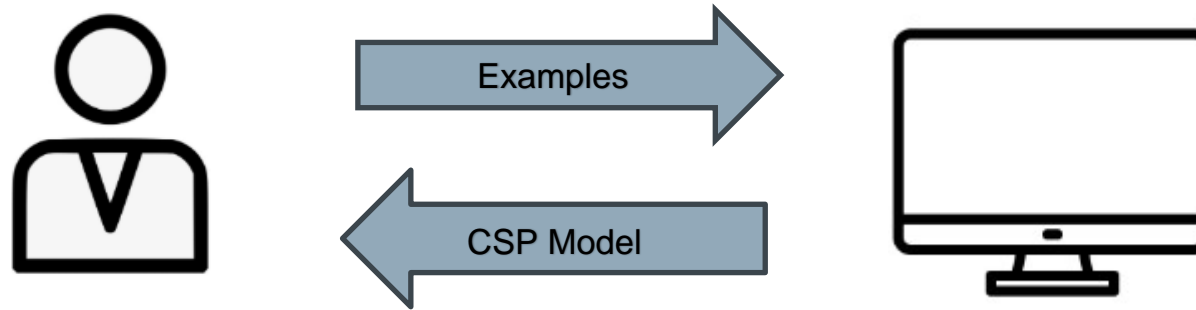


Constraint Acquisition

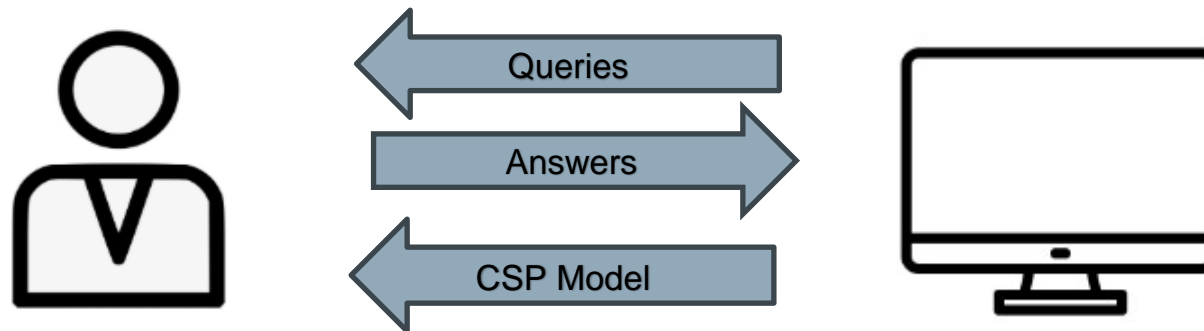


Introduction (4/4)

Passive acquisition: Using existing data

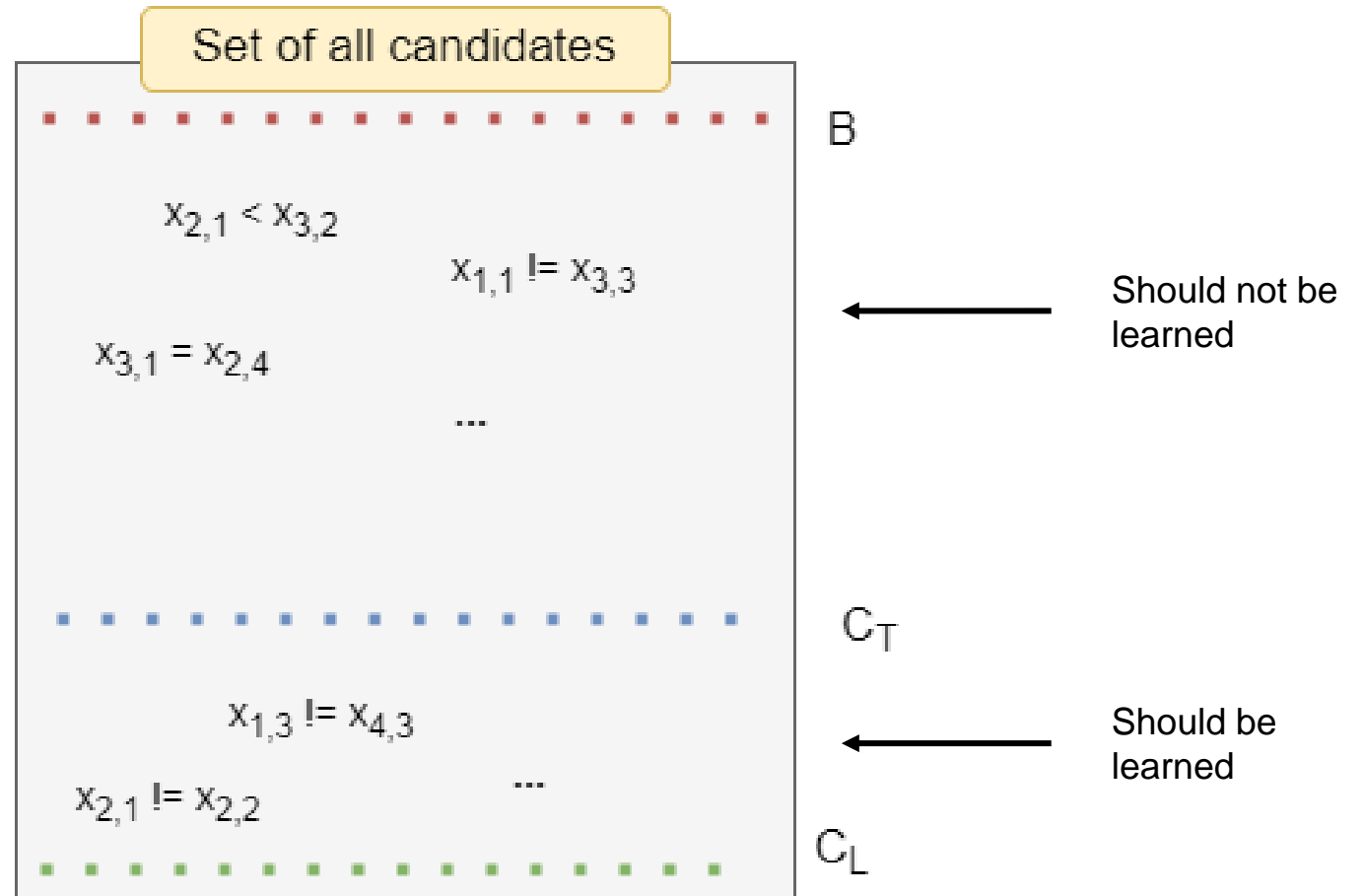


(Inter)active acquisition: Interact with the user



Adapting Candidate Elimination

- B : set of (remaining) candidate constraints
- C_T : target set of constraints
- C_L : learned set of constraints

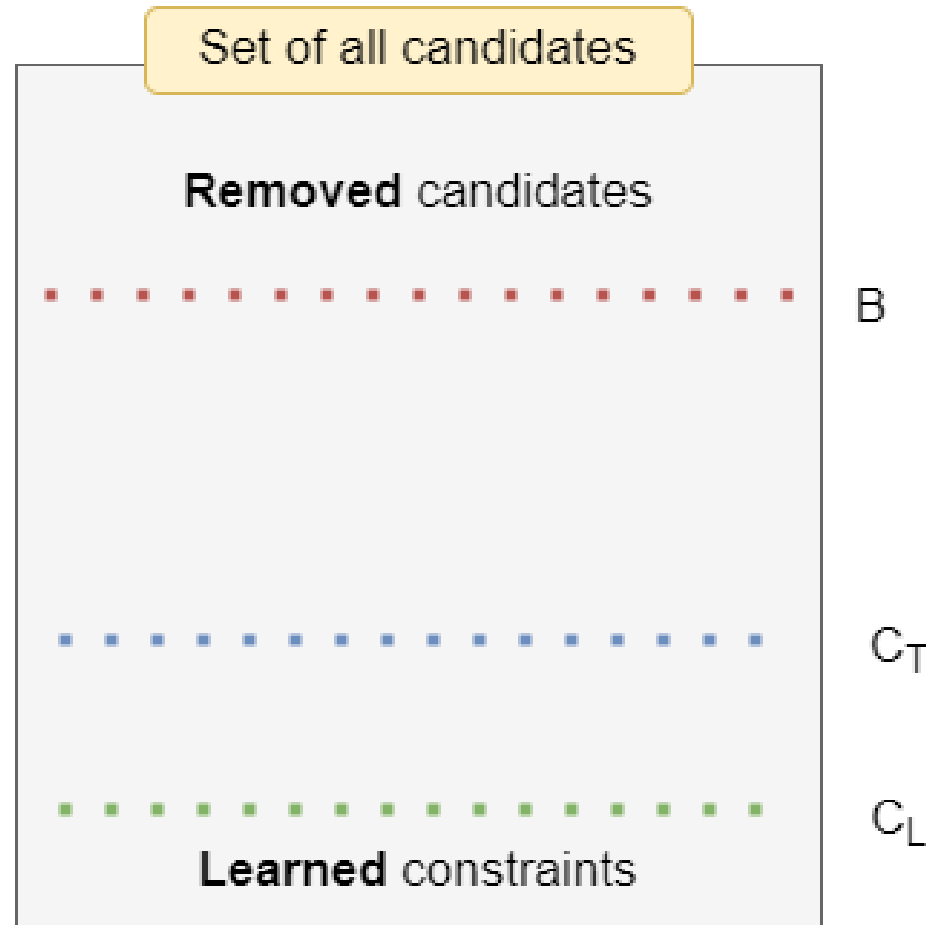


Adapting Candidate Elimination

During the learning process:

- Constraints are removed from B
- Constraints are added to C_L

- B : set of (remaining) candidate constraints
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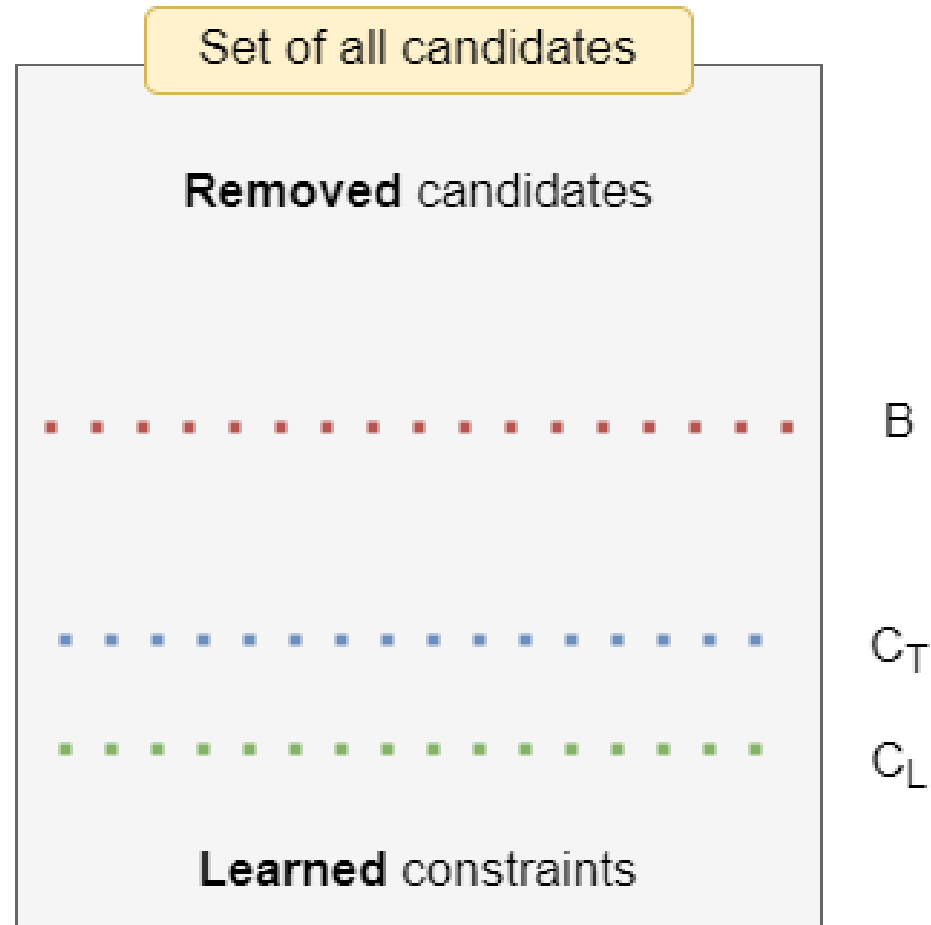


Adapting Candidate Elimination

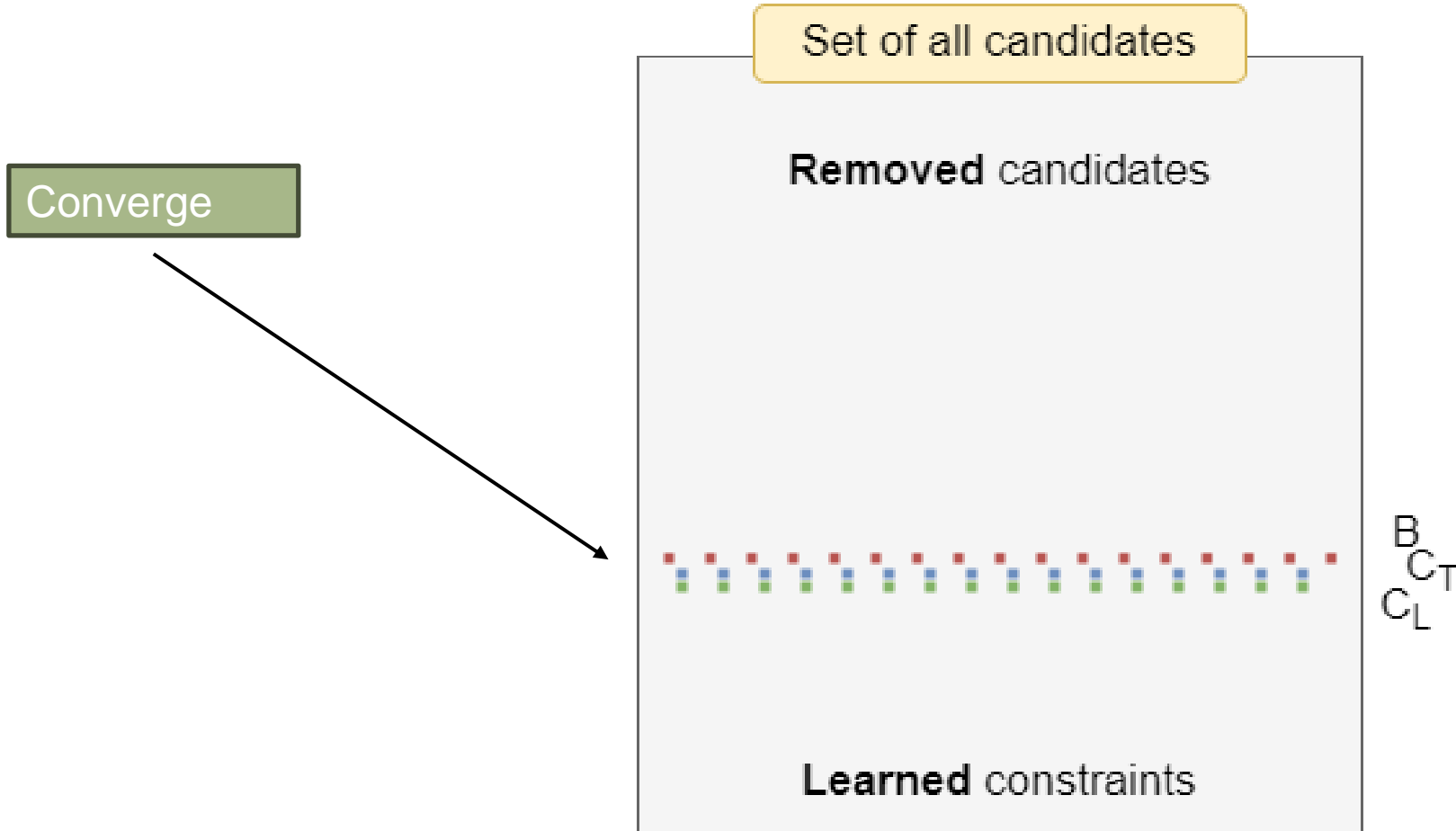
During the learning process:

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Adapting Candidate Elimination



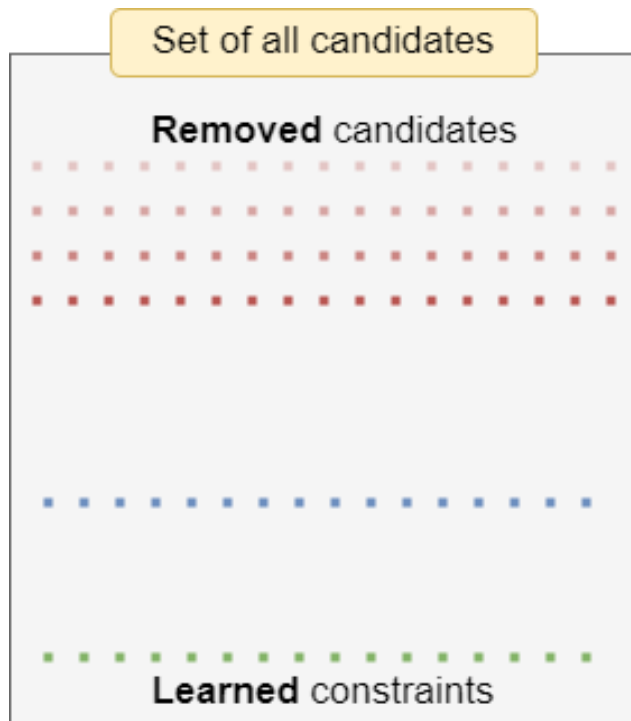
Adapting Candidate Elimination

- Examples: Assignments to the variables of the problem

• Learning from *positive* examples (Solutions):

- Violated constraints cannot be part of the model
- Otherwise, it could not be a solution

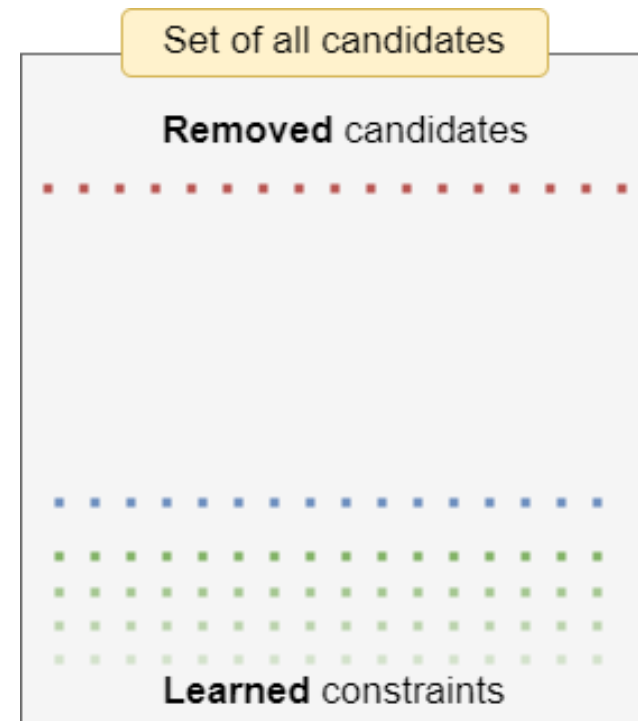
↳ Shrinking the bias



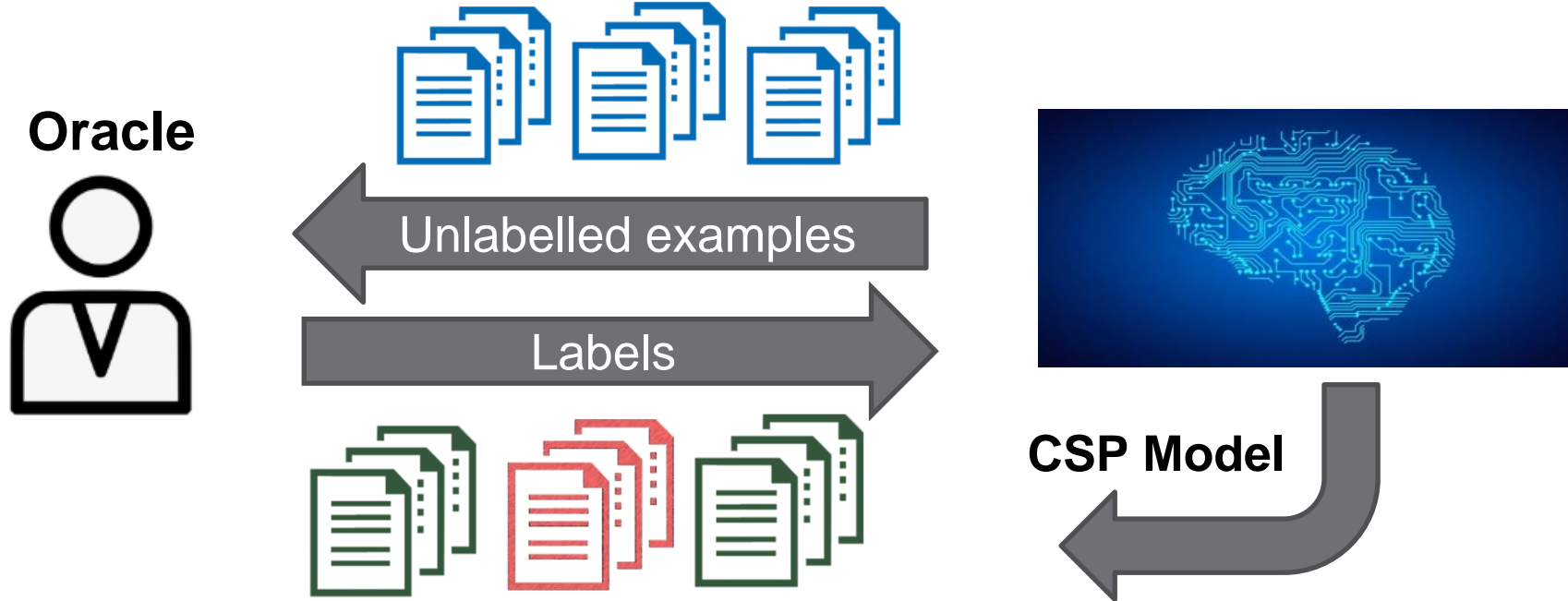
• Learning from *negative* examples (Non-solutions):

- One (or more) violated constraint is a constraint of the problem
- Otherwise, it would be a solution

↳ Learning Constraints



Interactive Constraint Acquisition



1	1	3	4
3	2	1	1
2	2	3	1
2	3	4	3

Answer: Negative
in both of them
(a constraint is
violated)

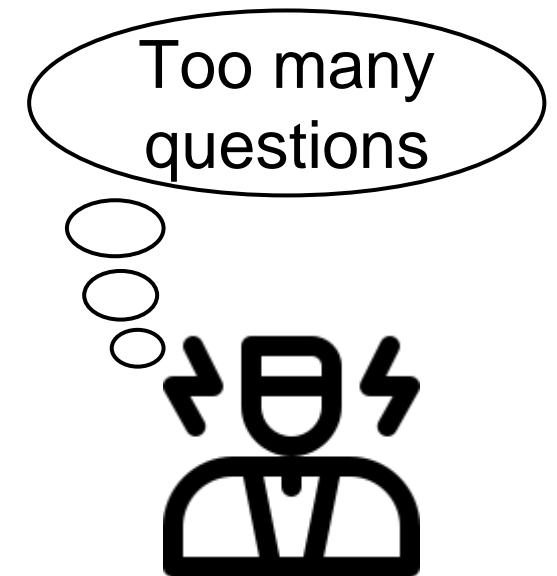
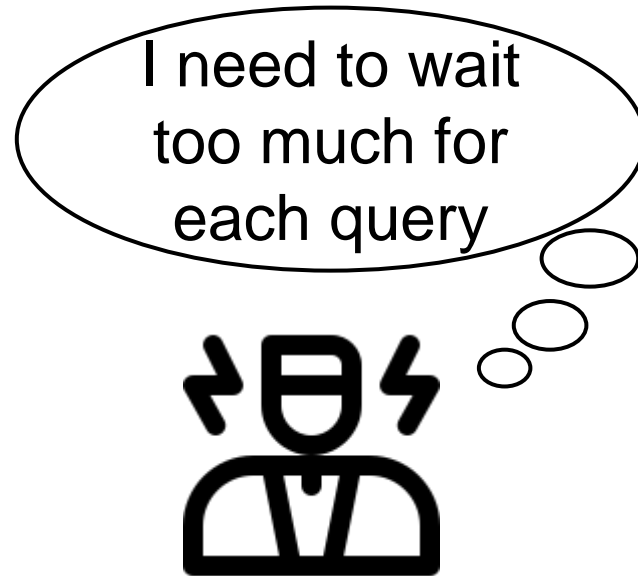
1	1	-	4
3	-	1	-
-	-	-	-
2	-	-	-

Challenges for interactive CA

Large query generation times
 – premature convergence –
 custom Solvers

Handling of large sets
 of candidate constraints

Number of queries



Contributions

Large query generation times
– premature convergence –
custom Solvers

Projection-Based Query
Generation (PQ-Gen) using
conventional solvers

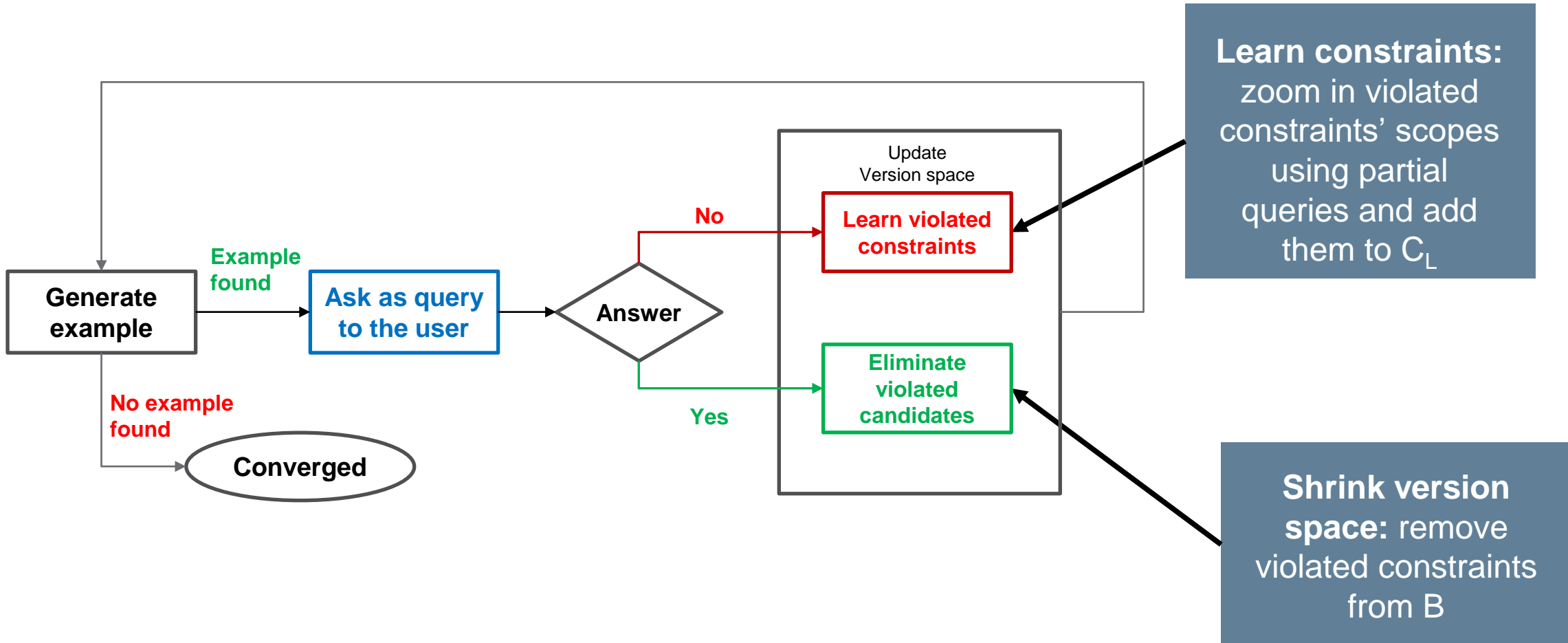
Handling of large sets
of candidate constraints

Consider parts of the
problem in each iteration,
in a bottom-up
procedure (GrowAcq)

Number of queries

Guide query generation
to query to generate better
queries

Interactive Constraint Acquisition



Query generation

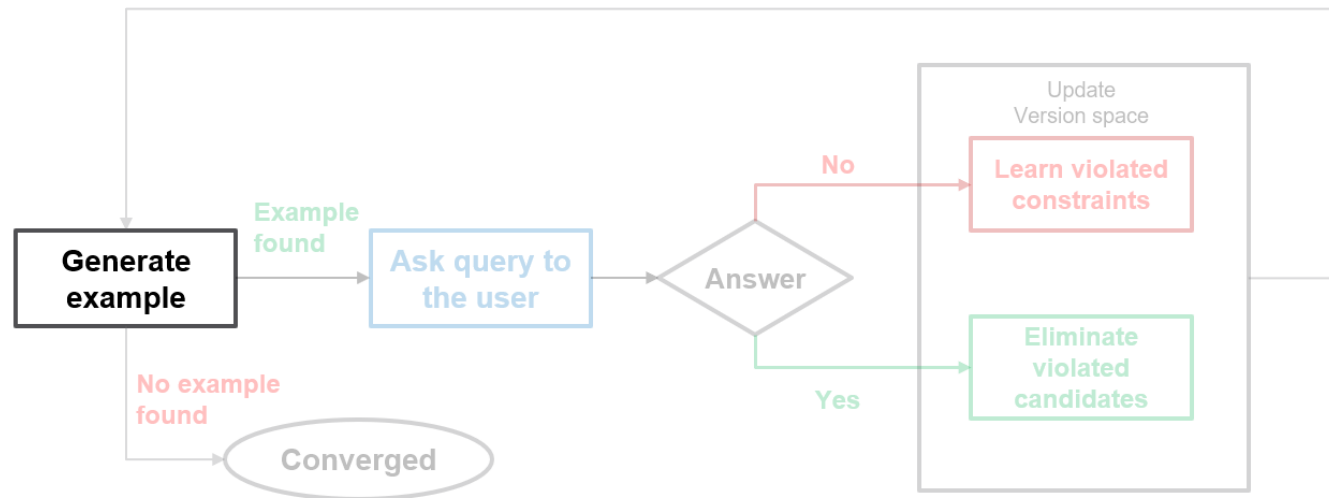
Informative query

- Generate “informative” examples

Quality of query

- Get the maximum amount of information

Convergence



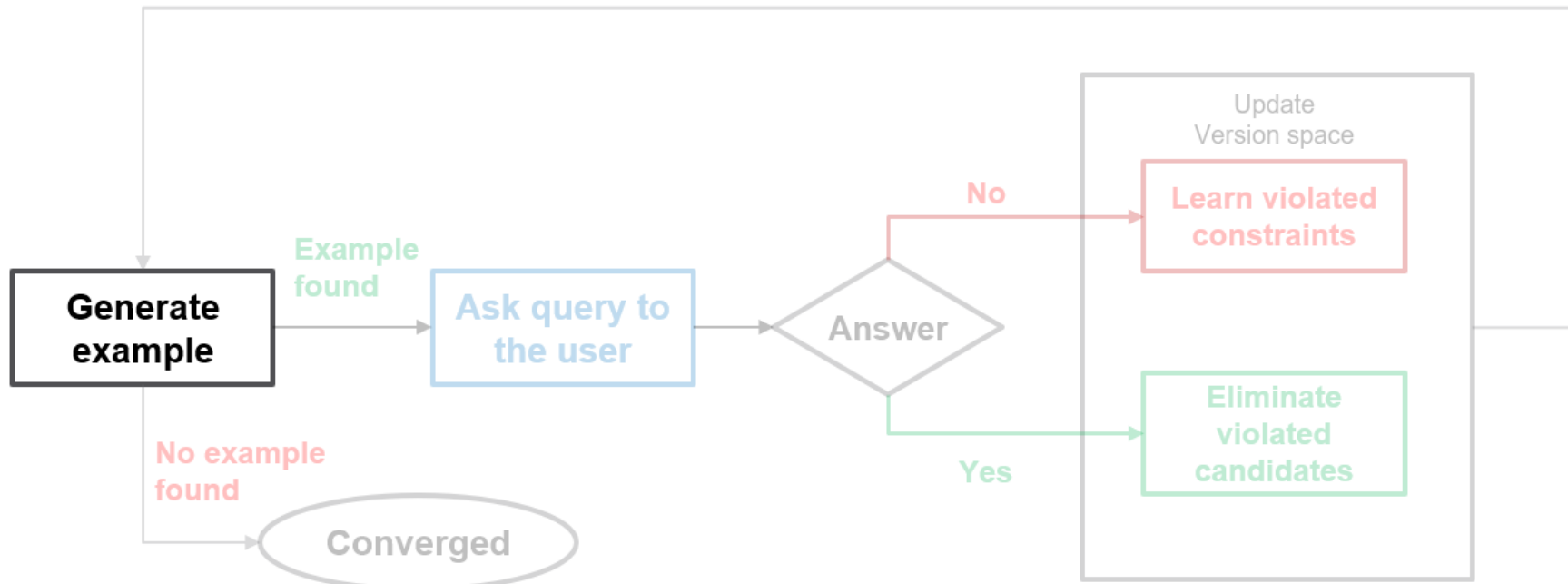
Query generation

Why??

Find an informative (“irredundant”) query

- Not violating any learned constraint in C_L
- Violating at least one constraint from B

$$\text{Find } e \in \text{sol}(C_L \wedge \bigvee_{c \in B} \sim c)$$



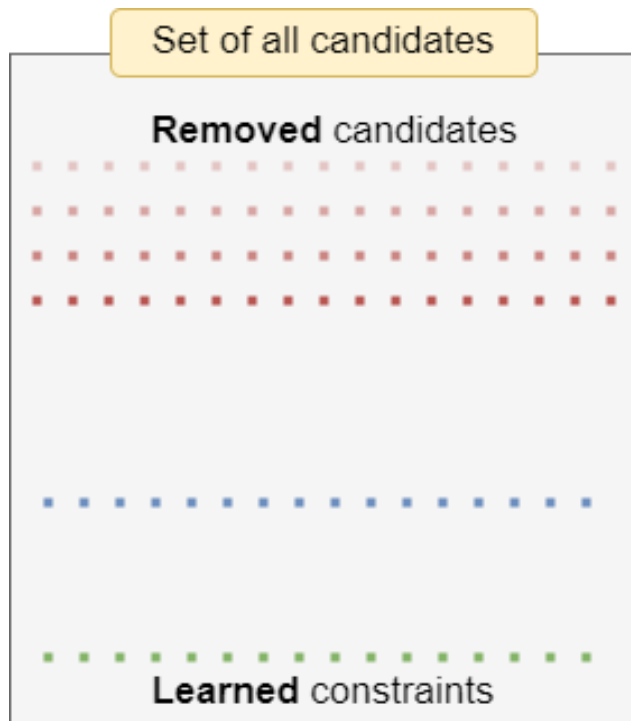
Adapting Candidate Elimination

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- Violated constraints cannot be part of the model
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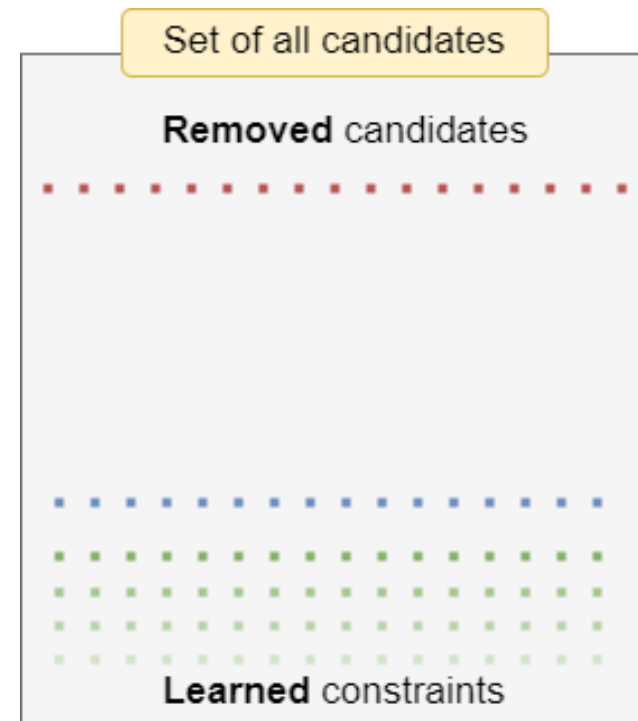
↳ Shrinking the bias



• Learning from *negative* examples (Non-solutions):

- One (or more) violated constraint is a constraint of the problem
- Otherwise, it would be a solution

↳ Learning Constraints

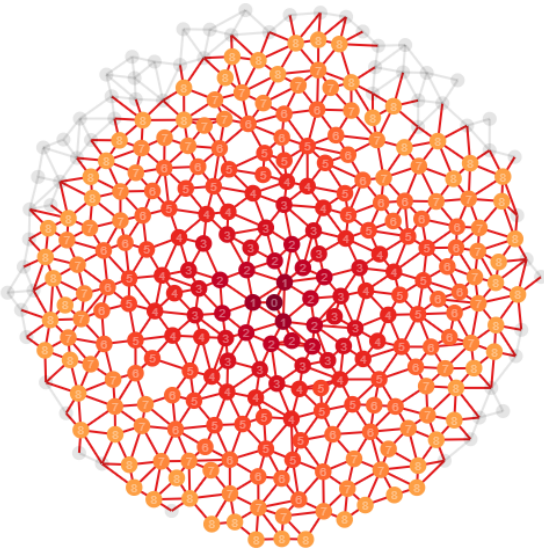


Query generation

Finding an informative query

- Not always an easy task ...

B can be huge!!



B can contain indirectly implied constraints

Assume a simple 9x9 Sudoku puzzle.

- Combinations of \neq constraints imply others
- 648 of them imply the rest 162



When the 648 constraints have been learned and must be satisfied, the rest cannot be violated!

Indirect implications are not detected with simple propagation!!

Query generation

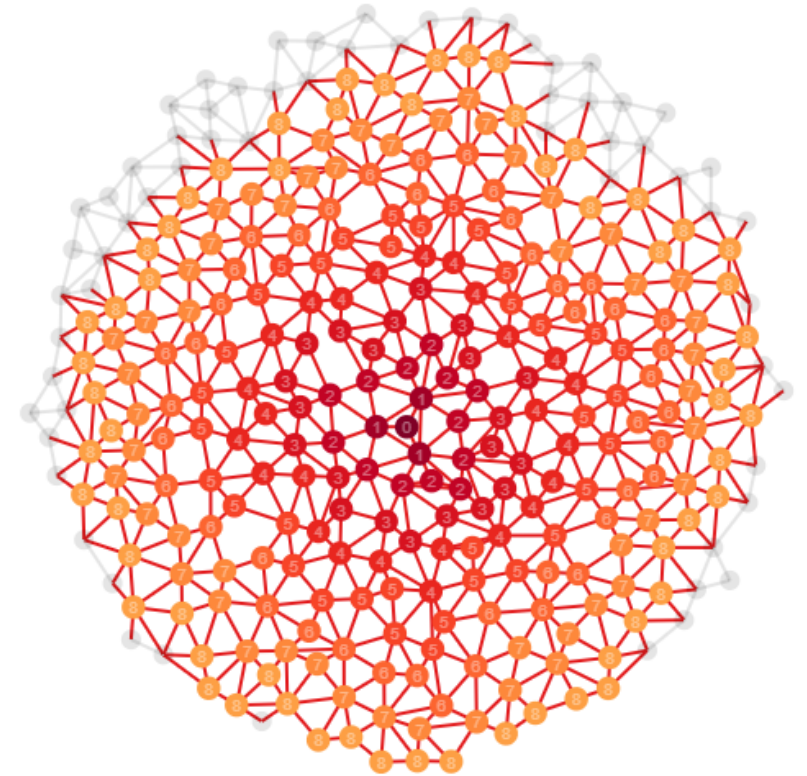
Custom solvers

- Custom solvers are often employed to deal with this

Projection-based query generation (PQ-Gen)

- Project down to the relevant variables
$$Y = \bigcup_{c \in B} \text{var}(c)$$
- Either way, we can only get information on variables of constraints in B
- Avoiding indirect implications

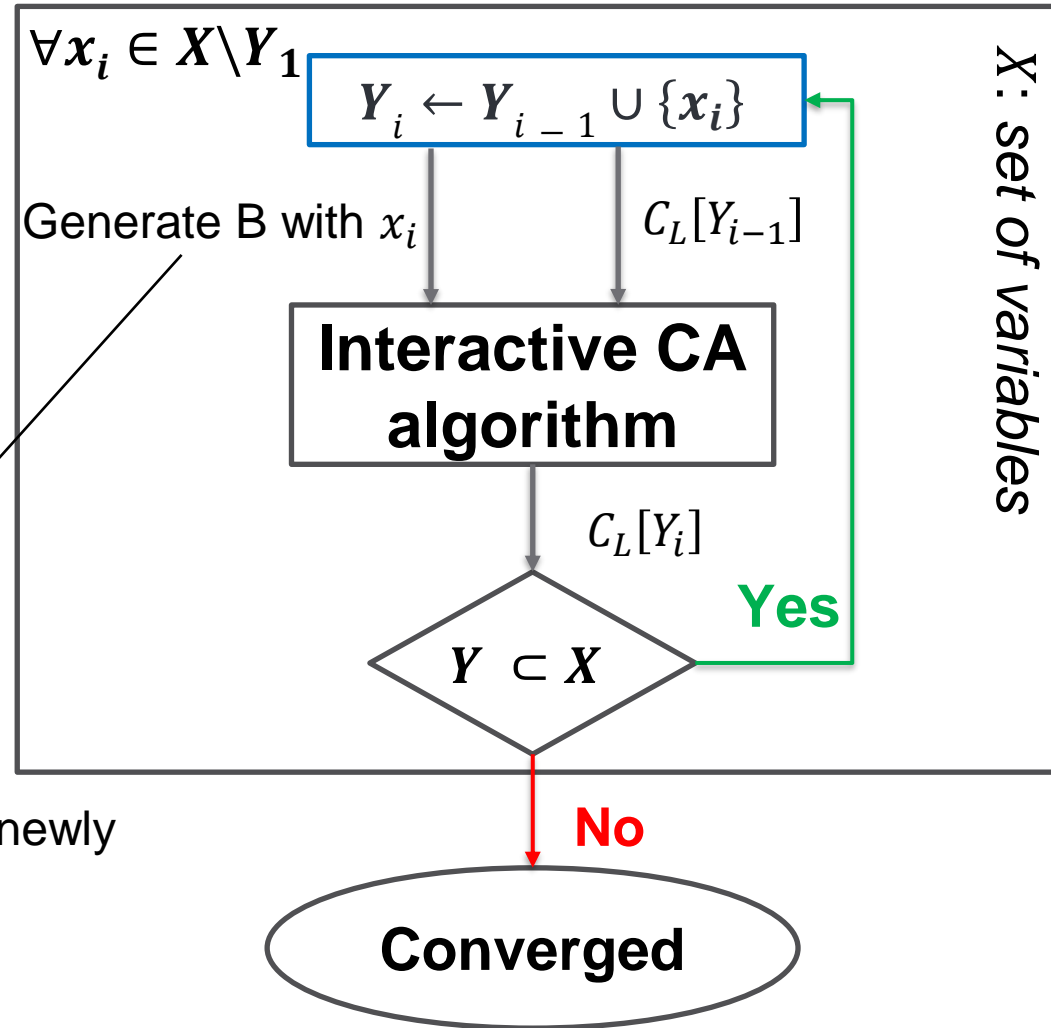
What if the set of candidates is too large??



- Can't store all of it at the same time??
- Too slow??

GrowAcq: Growing Acquisition

Start with $Y_1 \leftarrow \emptyset$, or a small subset of X

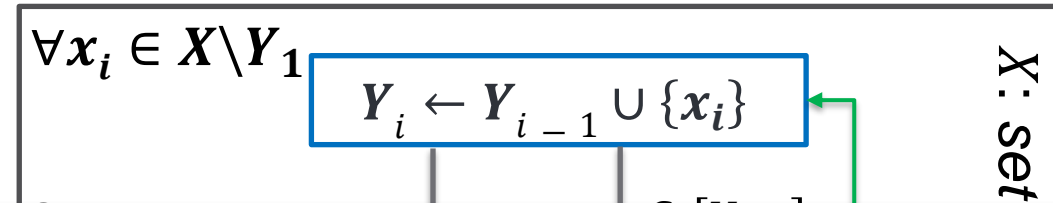


Bottom-up approach: Using Interactive CA algorithms, on an (incrementally growing) subset of variables

Need only constraints that newly added variable participates

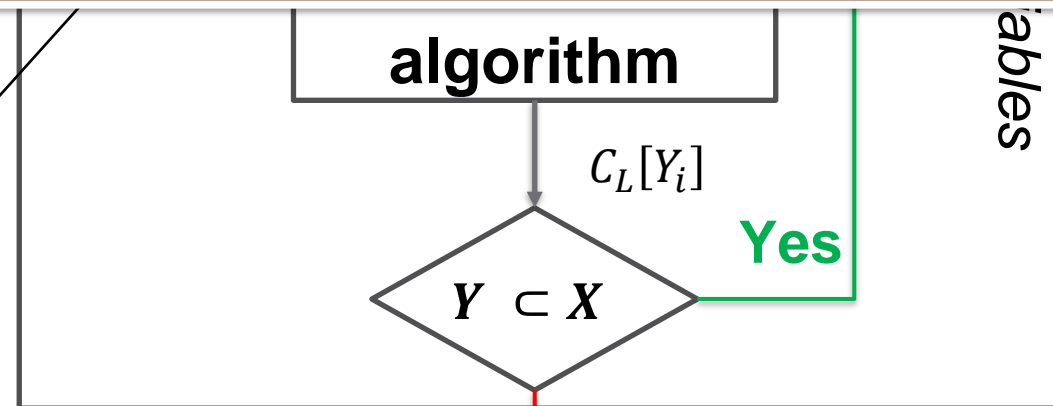
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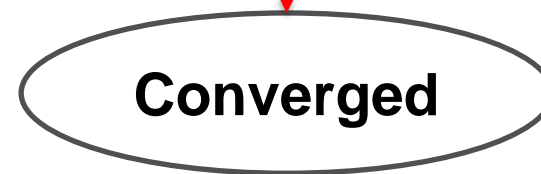


Saves time during query generation! We can use more efficiently the available time to guide better Constraint Acquisition

Bot
Interactive CA algorithms, on an (incrementally growing) subset of variables



Need only constraints that newly added variable participates



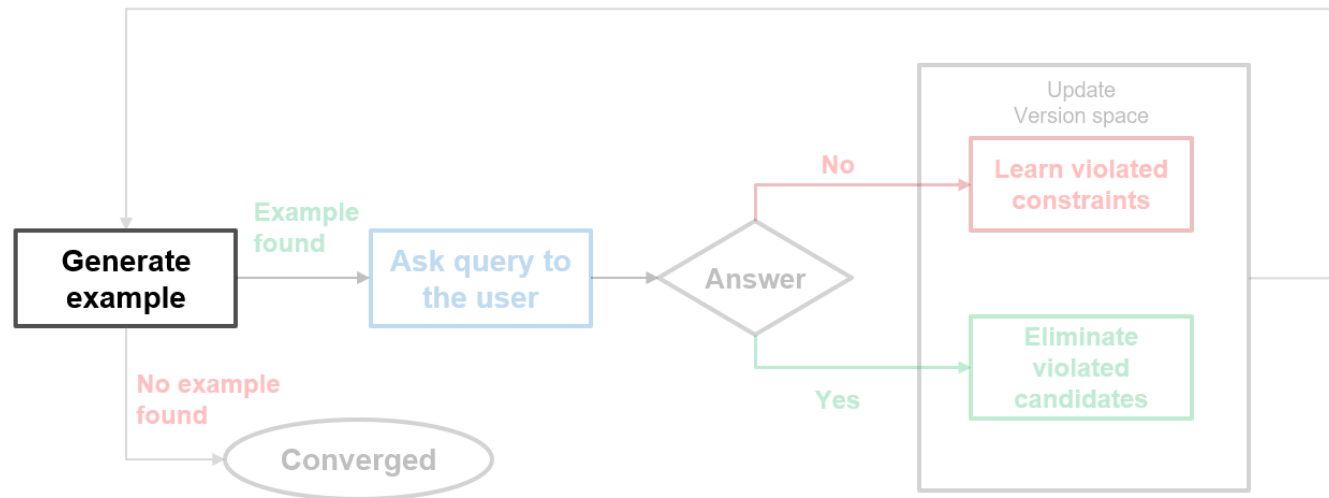
Query generation

Informative query

Quality of query

- Get the maximum amount of information

Convergence



Guiding Query Generation

Quality of query

- *Better* generated examples lead to faster convergence
- More information per query -> less queries needed

Typically: maximize candidate violations

$$\max \sum_{c \in B} \sim c$$

Not fully aligning with the goal!!



Guiding Query Generation

Better generated examples lead to faster convergence

Positive answers: shrink B fast

- Negative answers: Find the conflict fast

The more we have violated the faster B will shrink

The less candidates we have violated, the less queries we need to find the constraint(s)

$$\max \sum_{c \in B} \llbracket e \notin \text{sol}(c) \rrbracket$$

Opposite objectives based on the (future) answer

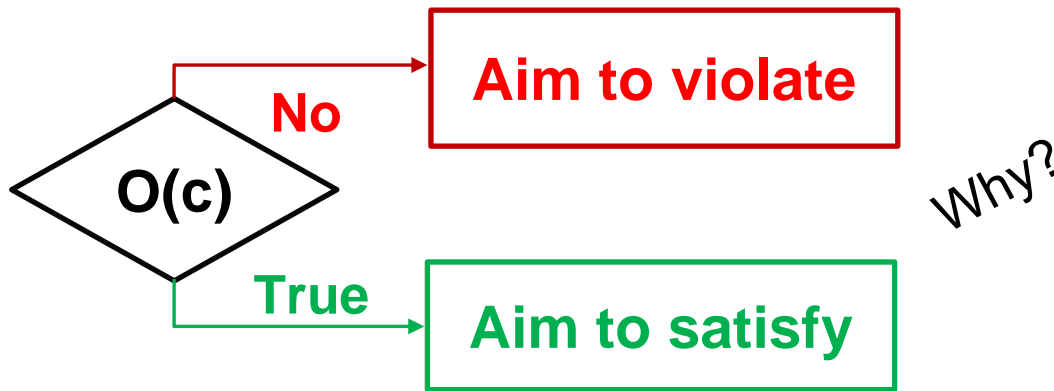
$$\min \sum_{c \in B} \llbracket e \notin \text{sol}(c) \rrbracket$$

Guiding Query Generation

- Positive answers: shrink B fast $\rightarrow \max \sum_{c \in B} \llbracket e \notin \text{sol}(c) \rrbracket$
- Negative answers: Find the conflict fast $\rightarrow \min \sum_{c \in B} \llbracket e \notin \text{sol}(c) \rrbracket$

What if we can predict if a candidate is a constraint of the problem or not?

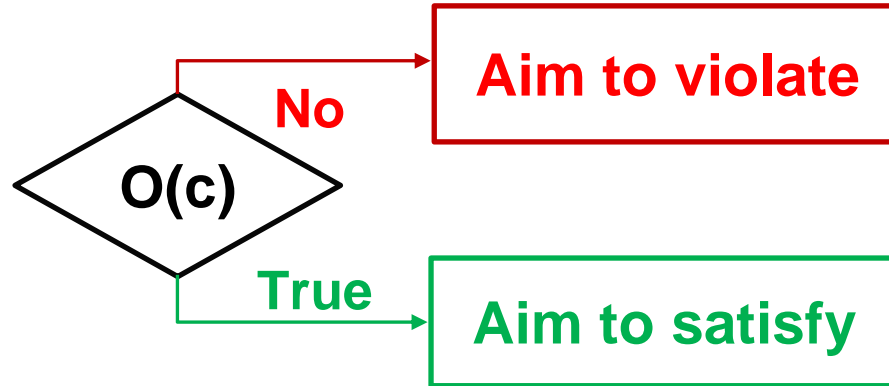
Use of Oracle $O(c) = (c \in CT)$, to guide query generation based on the *prediction of the constraint*



1. Aim for positive answers first:
 $\max(\sum_{c \in B} \llbracket e \notin \text{sol}(c) \rrbracket)$
2. When a (probably true) constraint has to be violated, leading to a *negative answer*
 $\min(\sum_{c \in B} \llbracket e \notin \text{sol}(c) \rrbracket)$

What can we use as the oracle $O(c)$ to guide CA?

The oracle $O(c)$ decides if we should satisfy or violate a candidate



- Using probabilities for the constraints,
- Take the decision that will minimize the (expected) number of queries

$$O(c) = \frac{1}{\log(|Y|)} \leq P(c)$$

Minimize the *expected* number of queries

$|Y|$: size of the example

$\log(|Y|)$: number of queries for each constraint when not guided

$\frac{1}{\log(|Y|)}$: Percentage of queries resulting on a constraint learnt

Any method to estimate probabilities can be exploited in this step

$$O(c) = \frac{1}{\log(|Y|)} \leq P(c)$$

We estimate P with a frequentist approach, by counting based on the relation $\text{rel}(c)$ of the constraints

N_{C_L} : Number of times a constraint with $\text{rel}(c)$ was found to be part of C_T

N_R : number of times a constraint with $\text{rel}(c)$ was found to not be part of C_T

$$P(c) = \frac{N_{C_L}}{N_{C_L} + N_R}$$

Experimental Evaluation

Questions:

[Q1] Performance of PQ-Gen

[Q2] Performance of GrowAcq

[Q3] Performance of our probability-guided objective function for query generation

[Q4] Performance of the combination of our methods

[Q5] Applying them on problems with huge sets of candidates (up to 1.5M)

Metrics:

- # of Queries
- Max waiting Time (s)
- Total time (s)

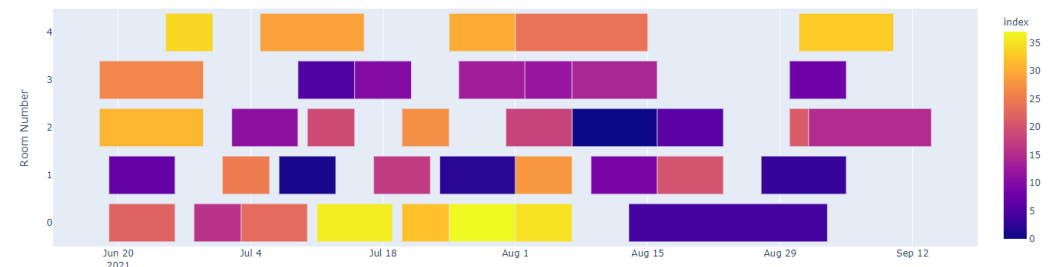
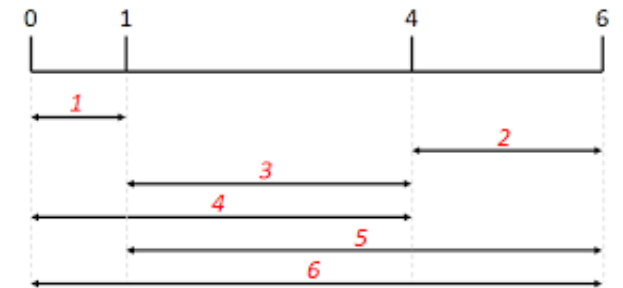
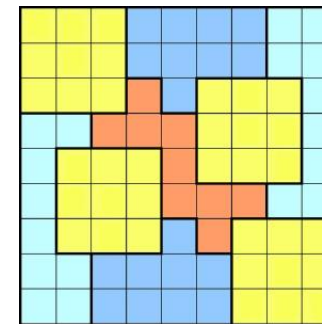
Lower is better

Compared:

- **MQuAcq-2**: SOTA algorithm, baseline for the comparison
- **GrowAcq + MQuAcq-2**: Our bottom-up approach with MQuAcq-2
- **GrowAcq + MQuAcq-2 guided**: Guiding using the proposed objective function

Benchmarks

- Implemented in CPMpy



Q1: Avoiding premature convergence

Methods using conventional solvers

TQ-Gen: Time-Bounded Query Generation

PQ-Gen: Projection-based Query Generation (proposed)

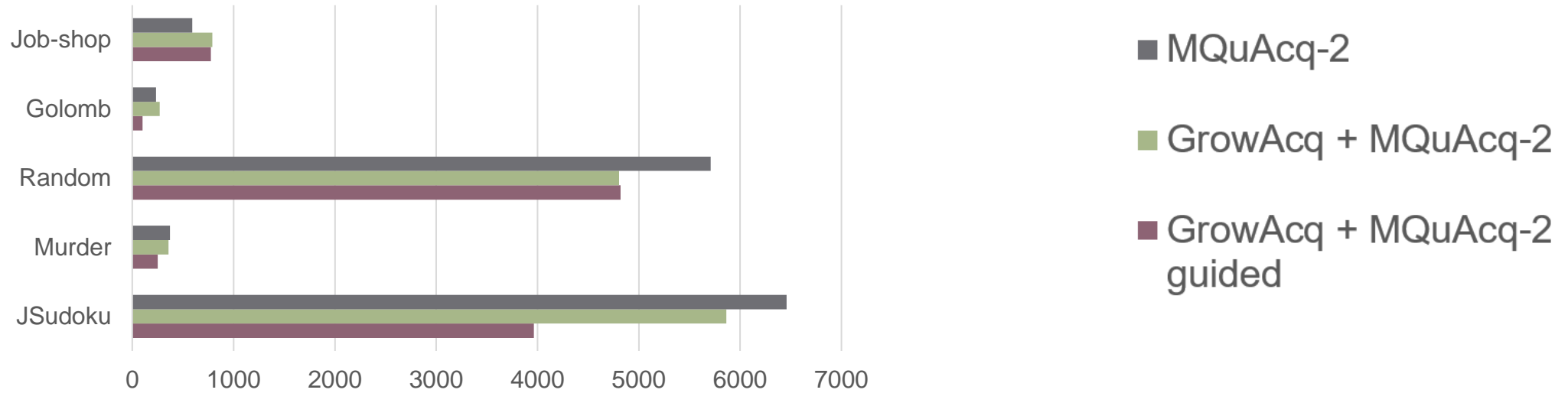
Evaluated using different configurations

Benchmark: Jigsaw Sudoku

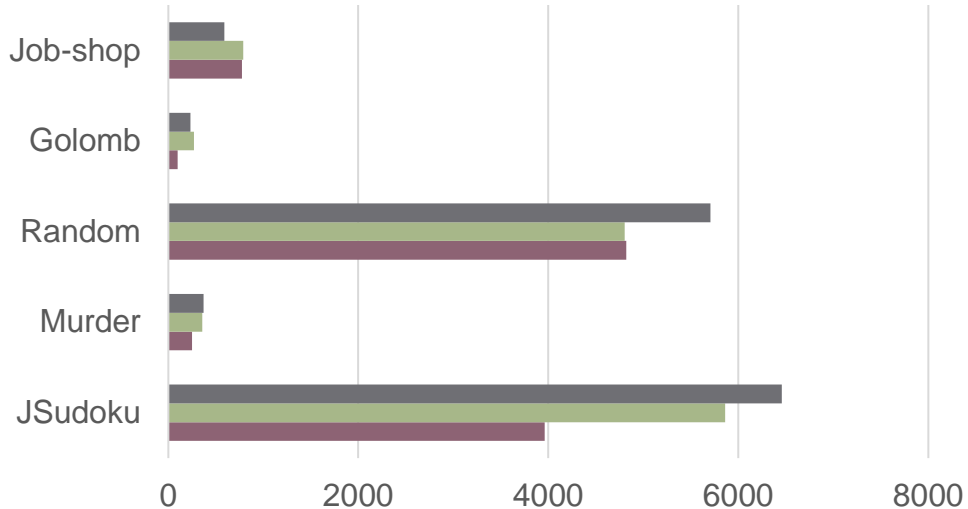
Method	<i>Conv</i>	<i>#q</i>	<i>T_{max}</i>	<i>T_{total}</i>
MQuAcq-2 with TQ-GEN [1]	32%	7 555	20.66	2 371.40
MQuAcq-2 with PQ-GEN (ours)	100%	6 551	4.42	728.25

Q2-Q4: Performance of our methods

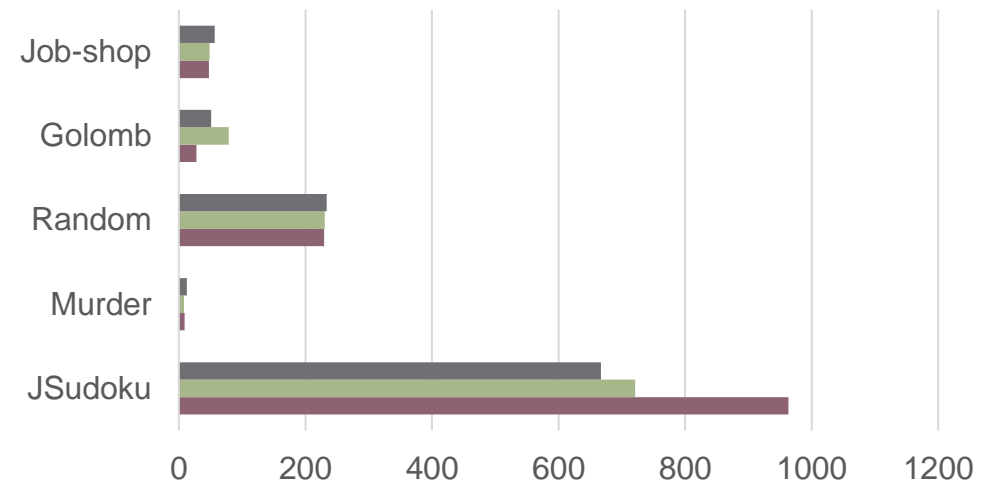
#Queries



Max waiting time

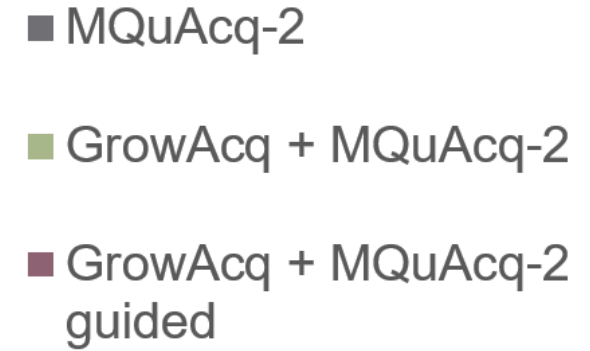
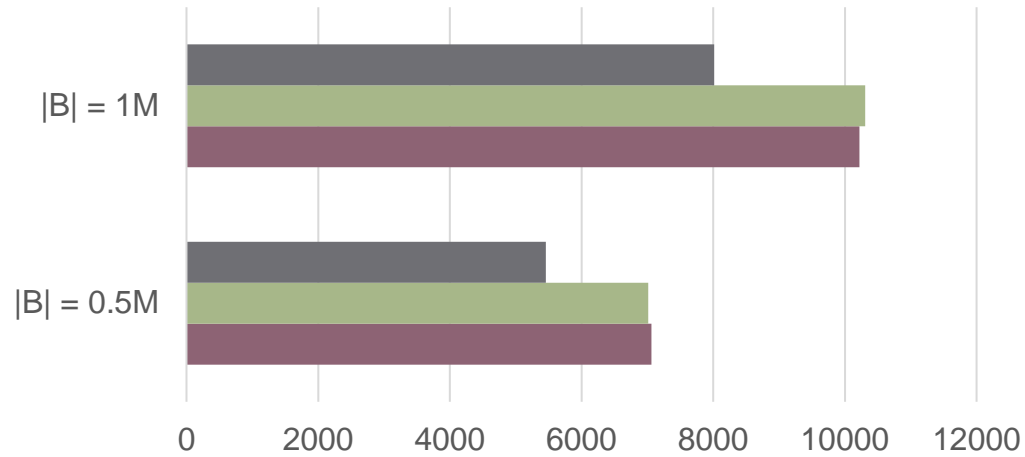


Total time

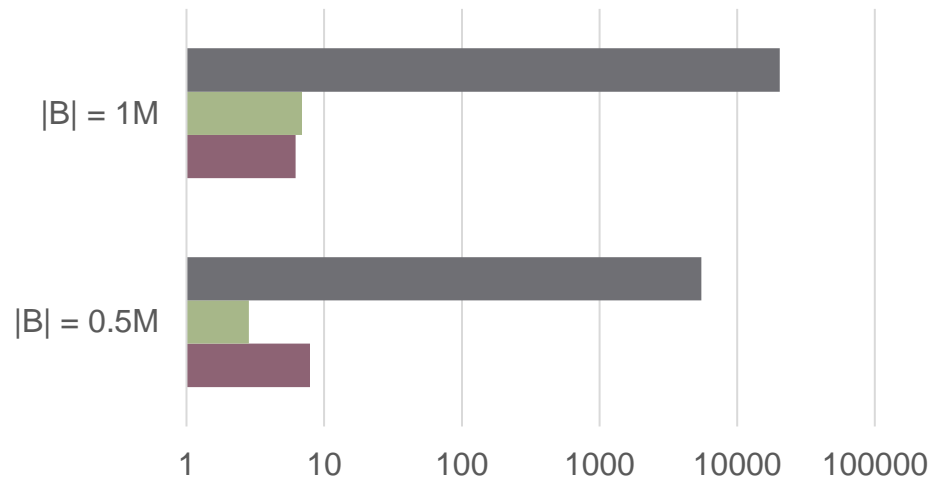


Q5: Dealing with larger sets of candidates

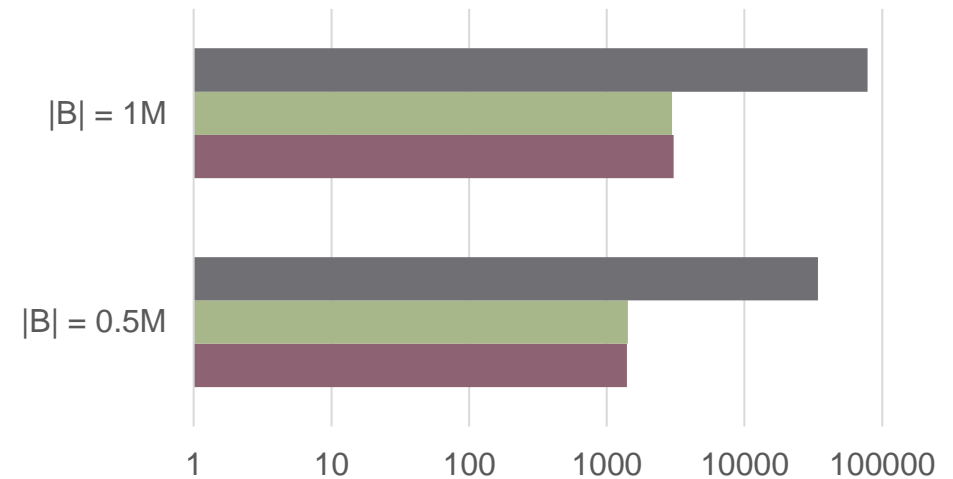
#Queries



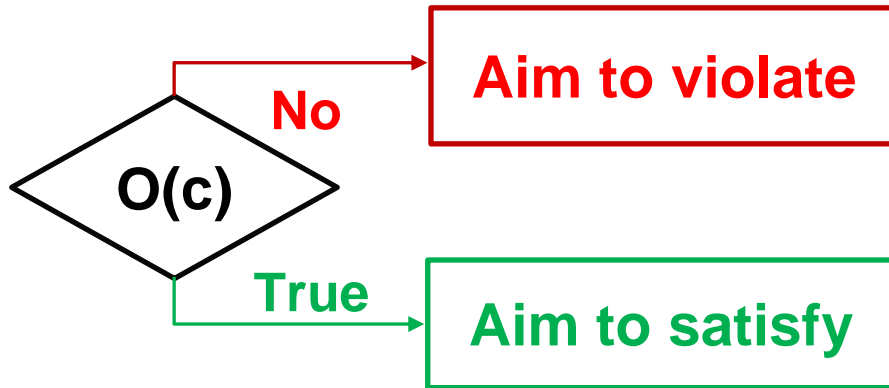
Max waiting time



Total time



Conclusions

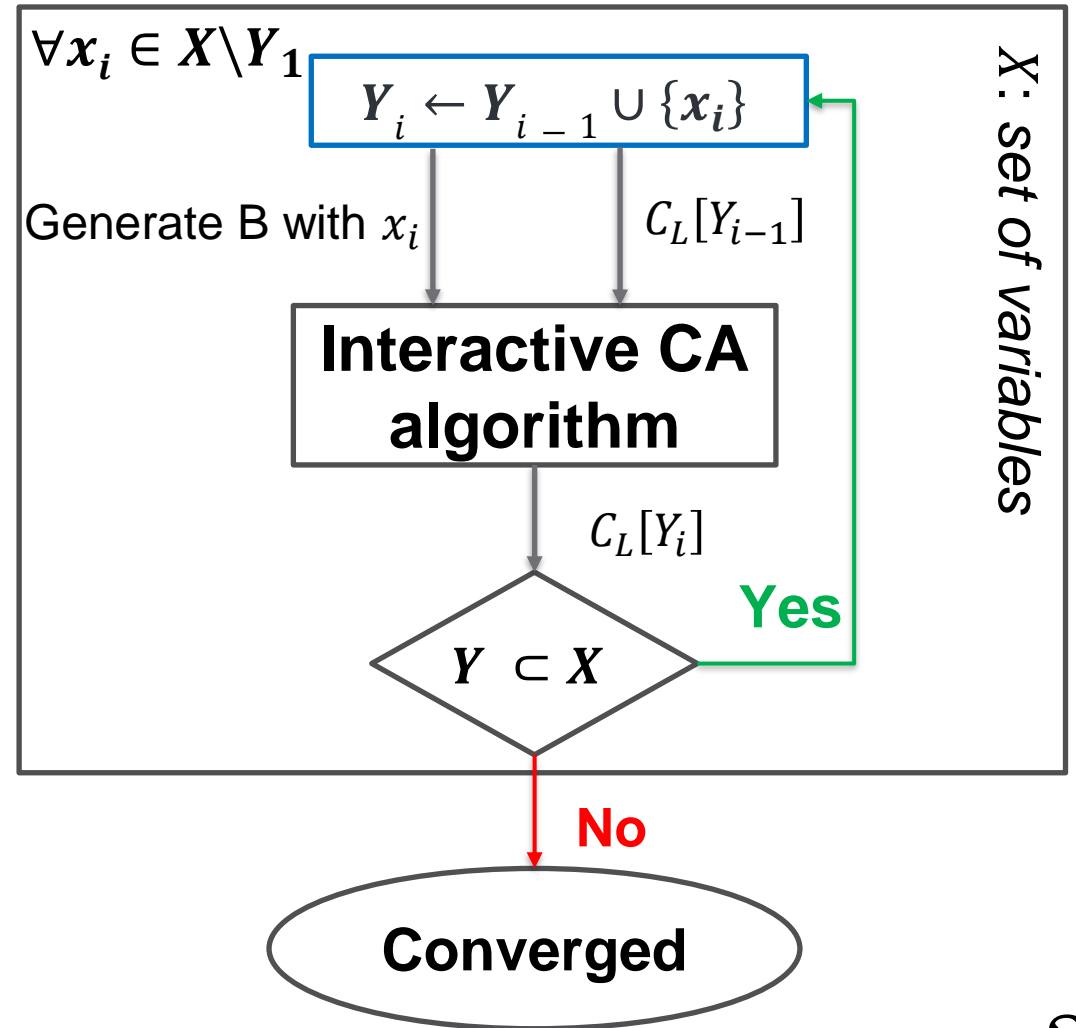


- PQ-Gen can be utilized to exploit conventional solvers in interactive CA
- Using GrowAcq's bottom-up procedure improves CA systems performance (especially when B is large)
- Guiding constraint acquisition using probabilities for the candidate constraints significantly reduces the number of queries

Github repository:

<https://github.com/Dimosts/ActiveConLearn>

Start with $Y_1 \leftarrow \emptyset$, or a small subset of X



Challenges

Number of queries

- Number of queries needed to converge is still large.
- Guide the acquisition process using information from the learned constraint set

Specific classes of constraints

- Importantly: Global constraints

Noisy data

- Alleviate the assumption that the user can answer all the queries posted correctly

Thank you for your attention