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Learning constraint models from data

Dimos Tsouros, Kostas Stergiou , Tias Guns

dimos.tsouros@kuleuven.be, kstergiou@uowm.gr , tias.guns@kuleuven.be

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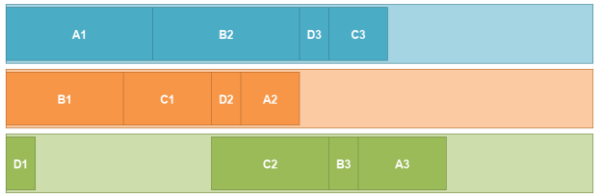
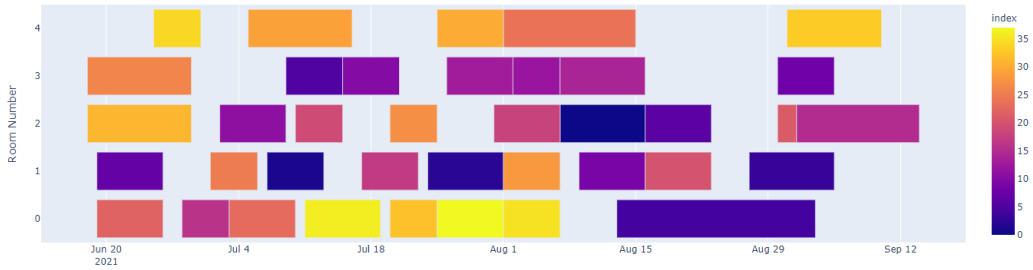
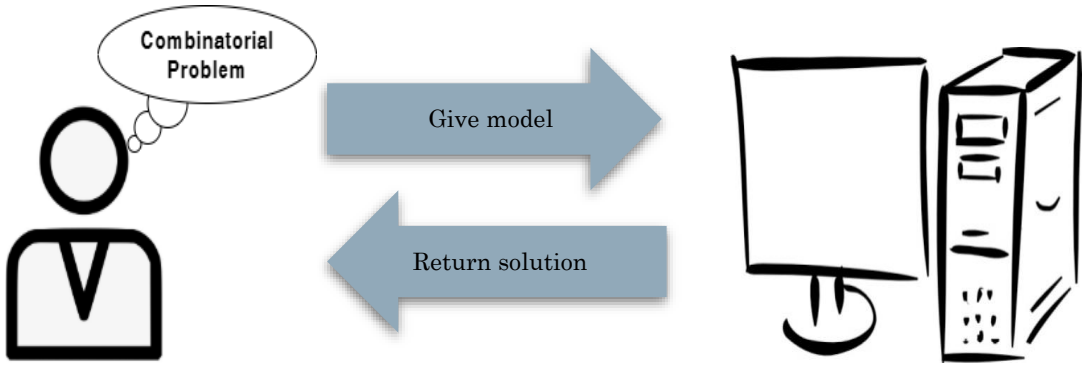
Introduction

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





- Model + Solve paradigm



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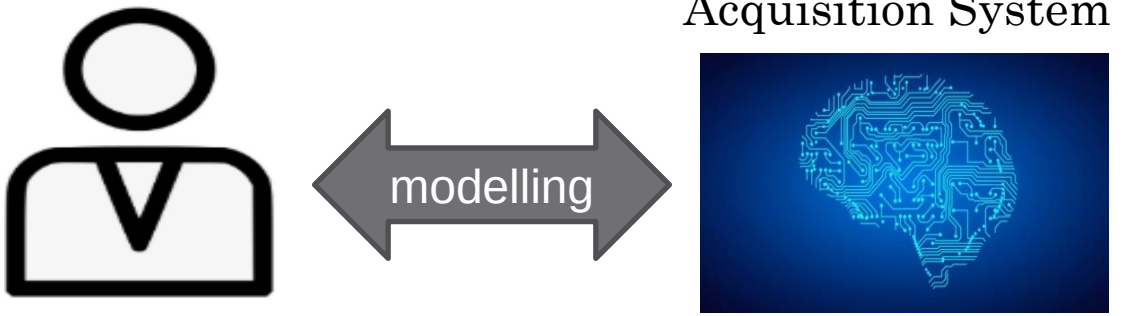
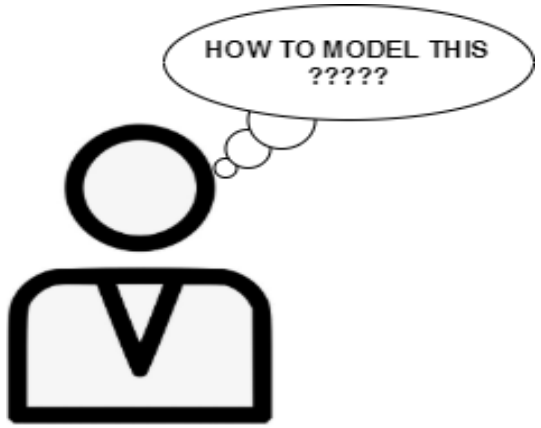
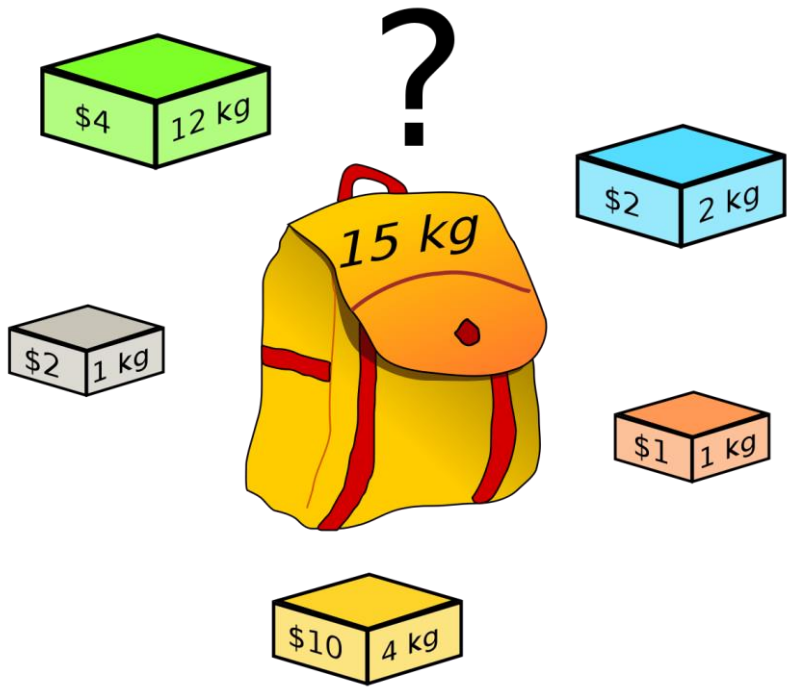
Introduction

Modelling is not always trivial

- Requires expertise
- Bottleneck for the wider use of CP







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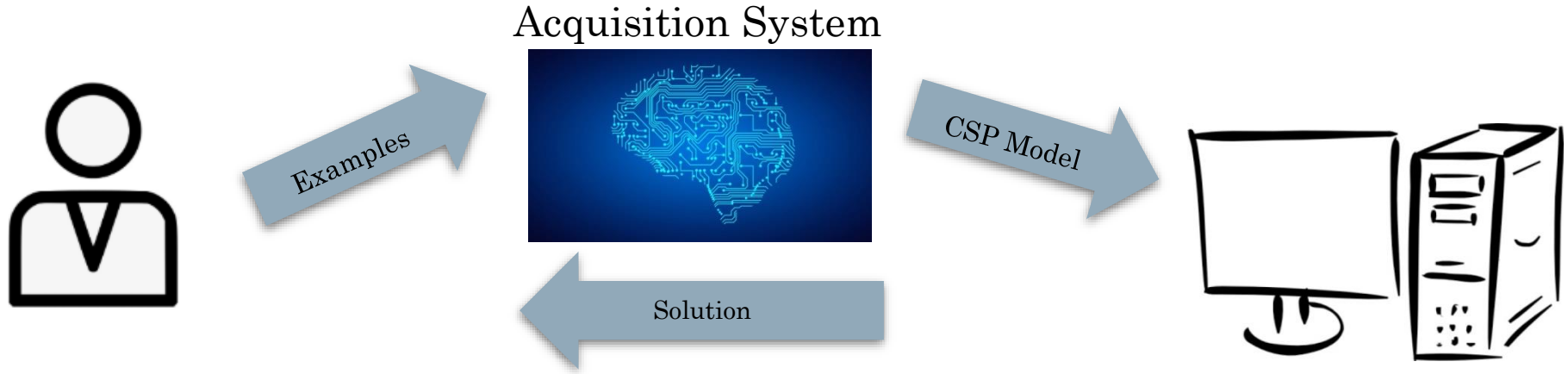
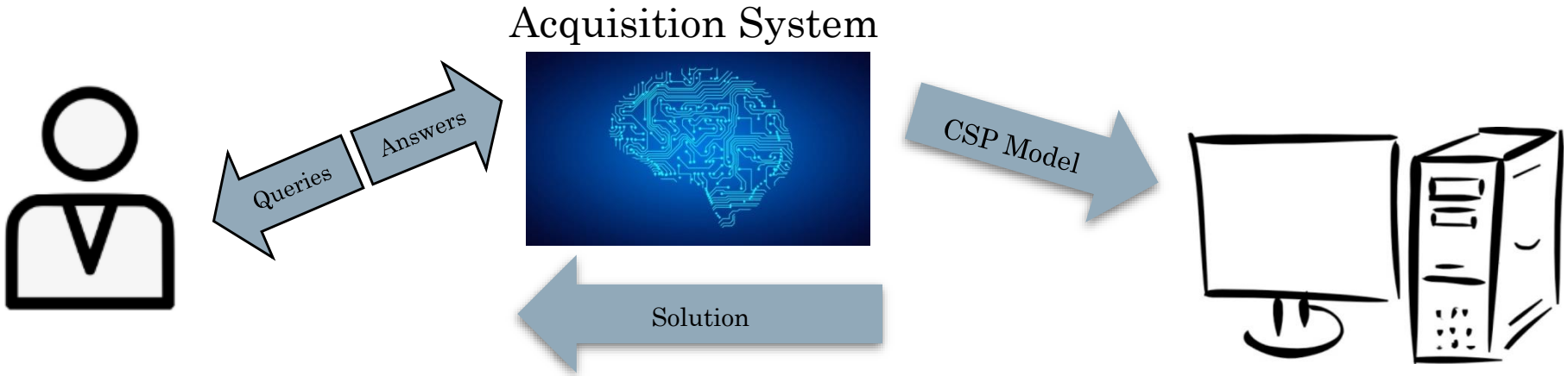
Introduction (4/4)

Passive acquisition



Interactive acquisition



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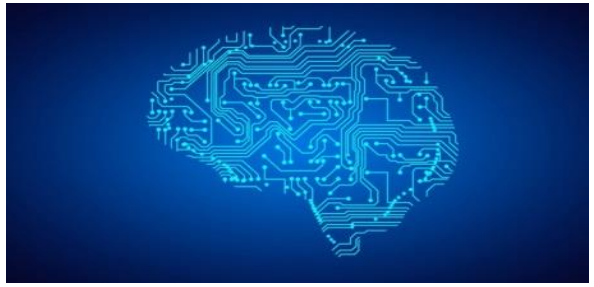
Passive Acquisition



CSP Model

Assignment to all variables of the problem, labelled as:

- a solution 
- or a non solution 

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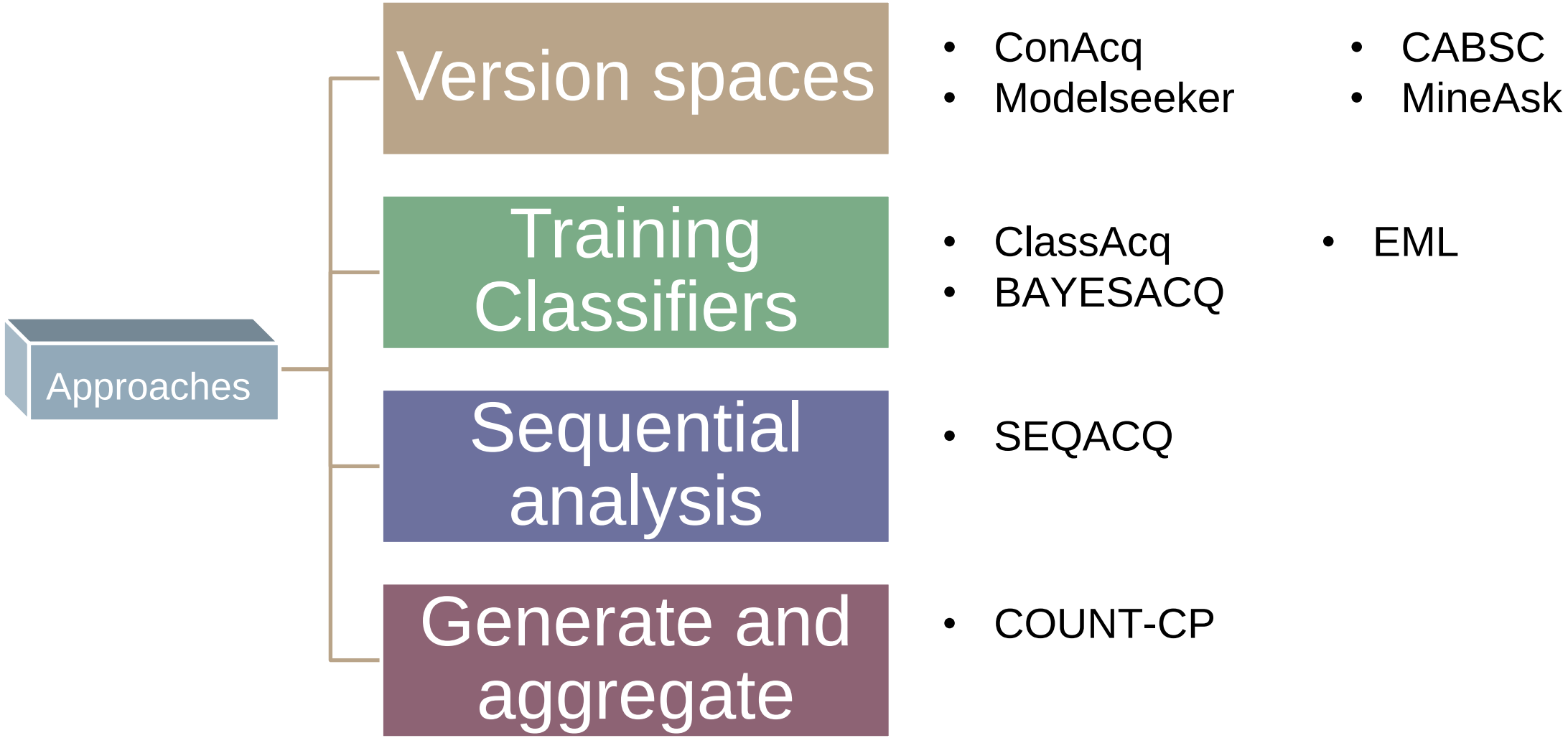
Passive Acquisition



- ConAcq
- Modelseeker
- CABSC
- MineAsk
- ClassAcq
- BAYESACQ
- EML
- SEQACQ
- COUNT-CP

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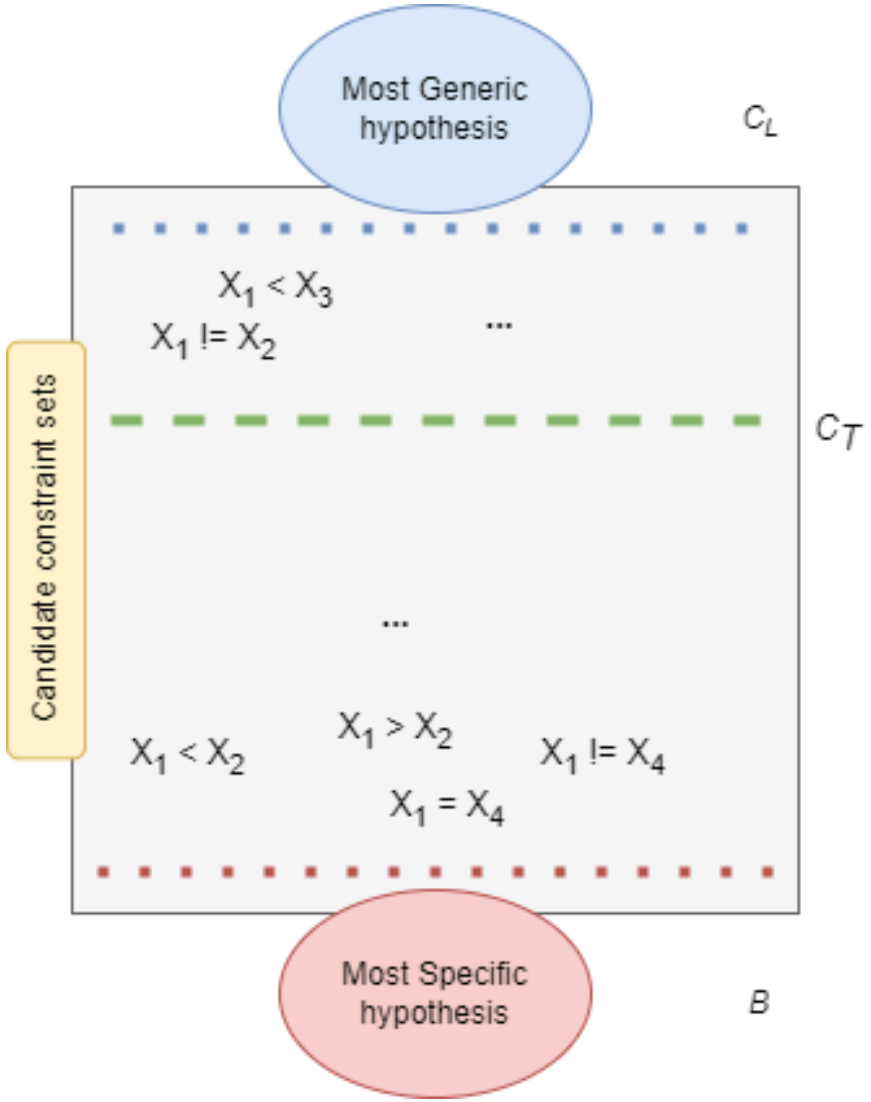
Adapting Candidate Elimination

- $\mathbf{C_L}$: learned set of constraints
- **B**: set of all candidate constraints
- $\mathbf{C_T}$: target set of constraints



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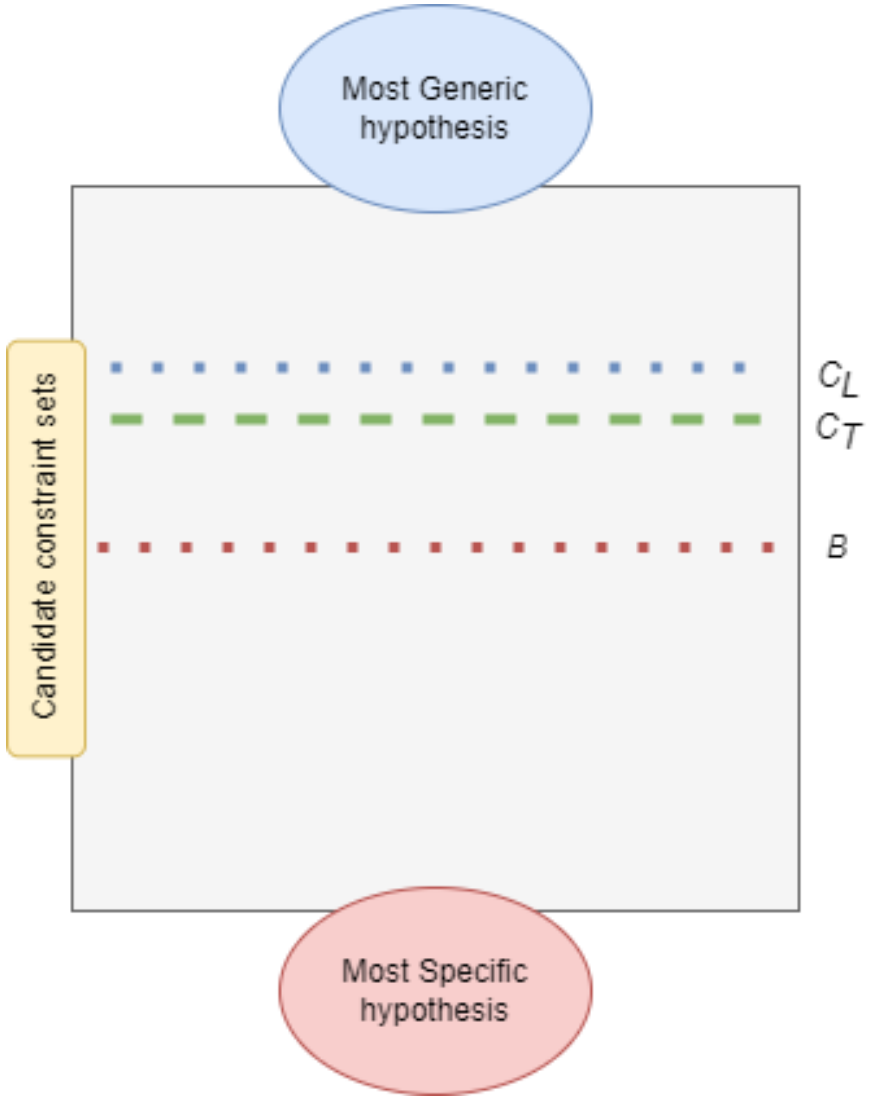
Adapting Candidate Elimination



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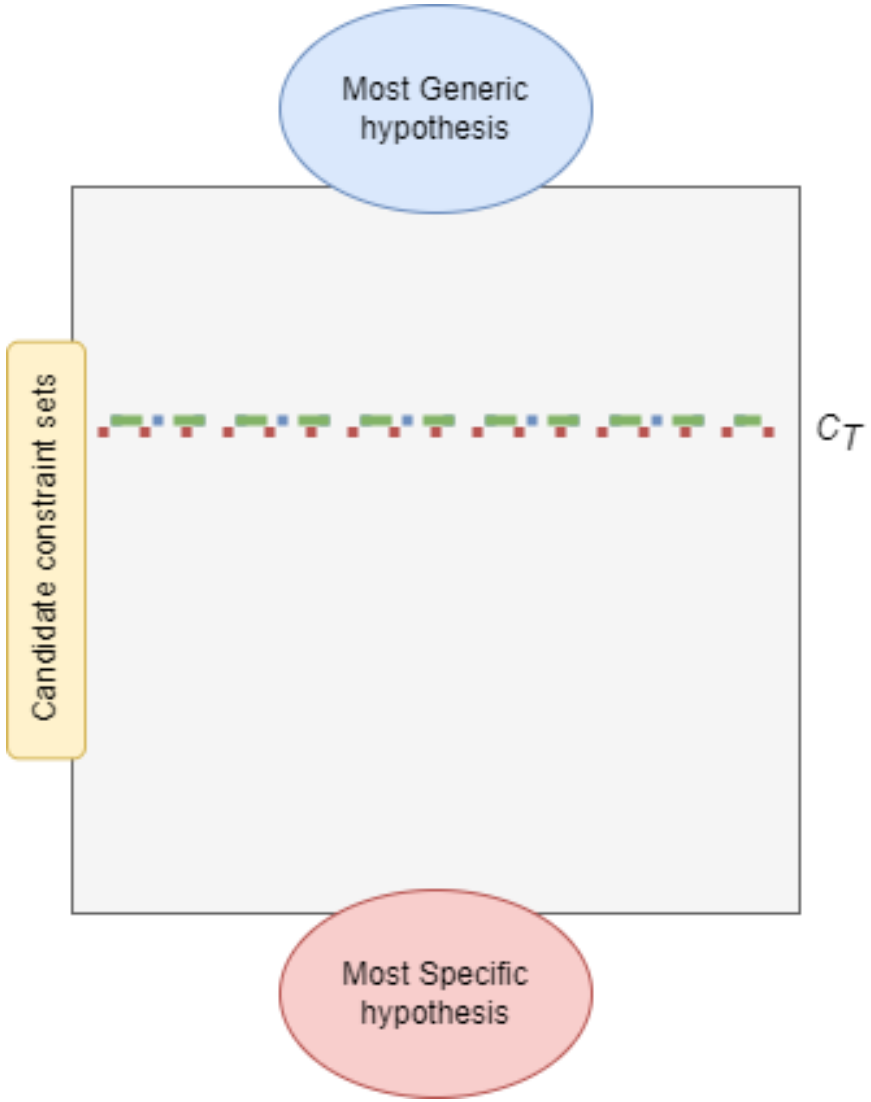
Adapting Candidate Elimination



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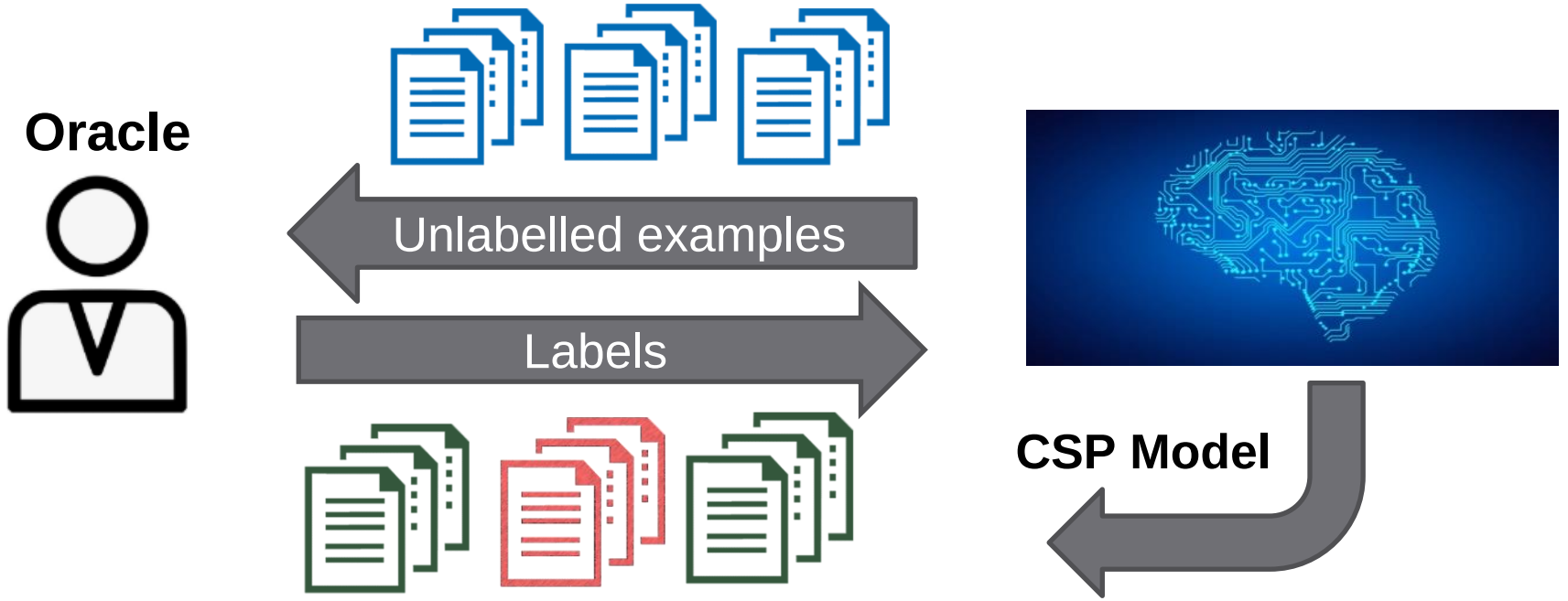
Interactive Constraint Acquisition



Membership query

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)

Partial query

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

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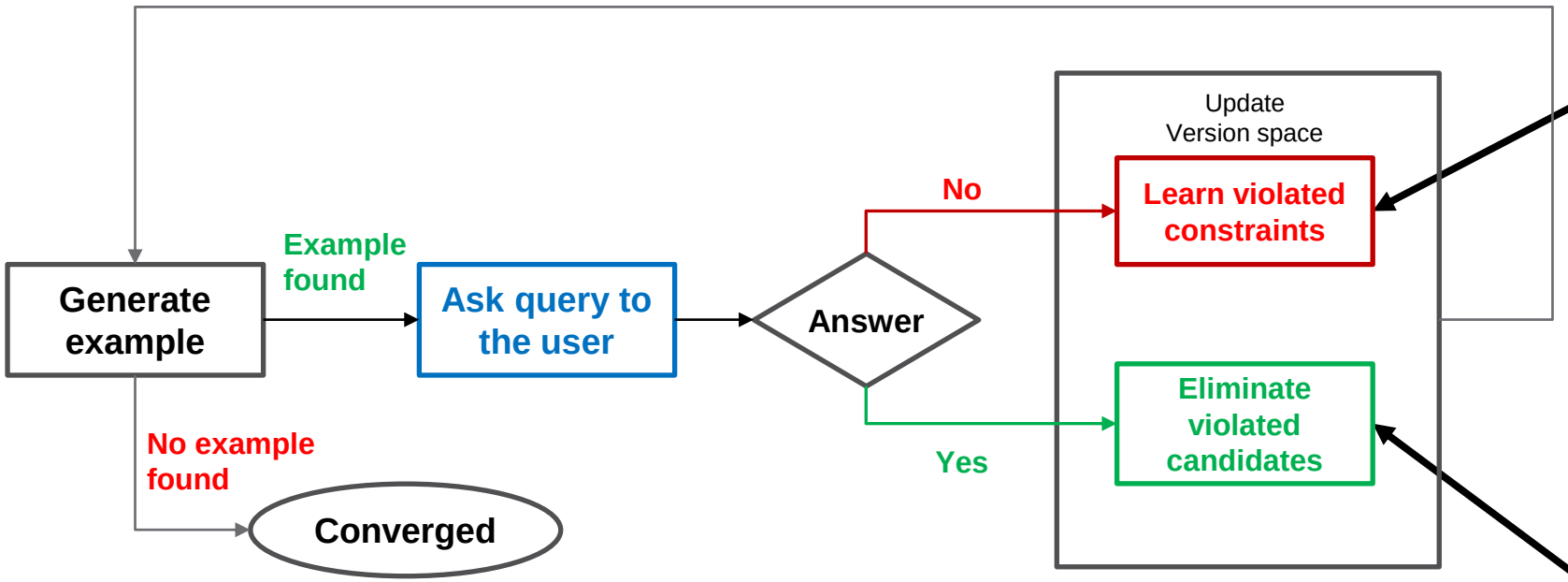
Interactive Constraint Acquisition



Learn constraints: zoom in violated constraints' scopes using partial queries and add them to C_L

Shrink version space: remove violated constraints from B

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Query generation

Irredundant query

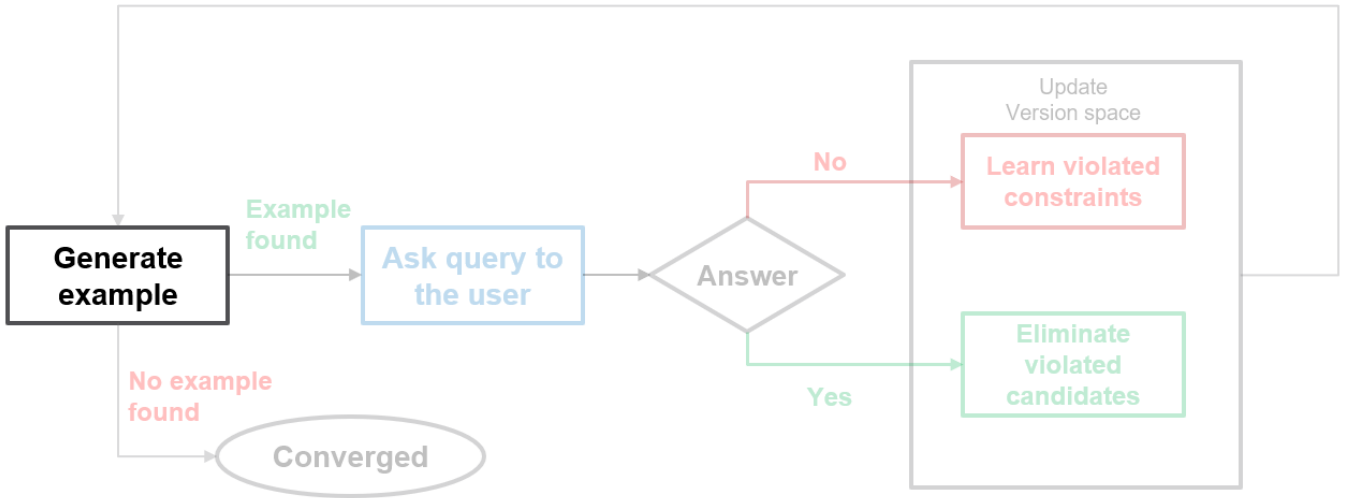
- Not violating any learned constraint
- Violating at least one constraint from *B*

Quality of query

- *Better* generated examples lead to faster convergence
- *Maximizing* violations from B

Convergence

- If no example found



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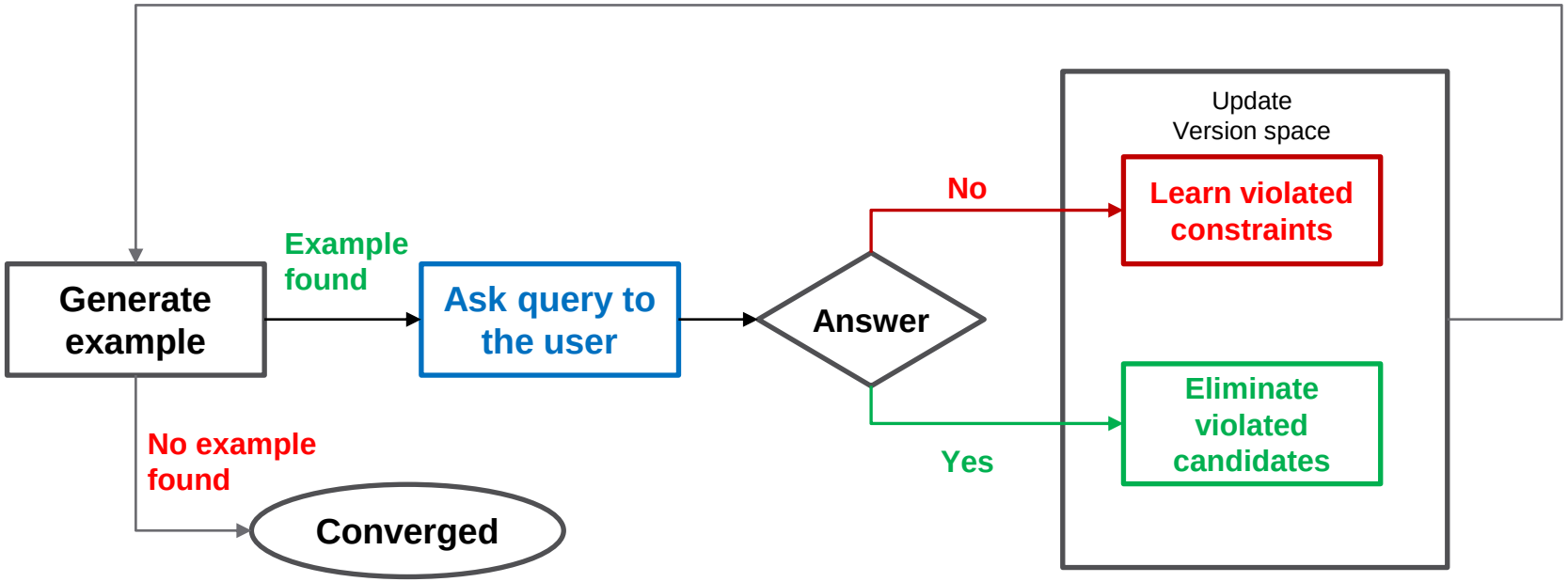
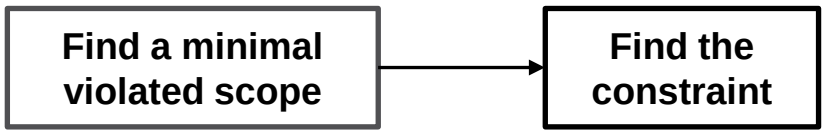
Learning a constraint



- 2-step process:



1. *FindScope*: exploit partial (sub)queries to find the problematic part of the assignment
   - logarithmic number of queries
   - splitting variables approximately in half
2. *FindC*: Try different assignments to find the specific constraint in the scope

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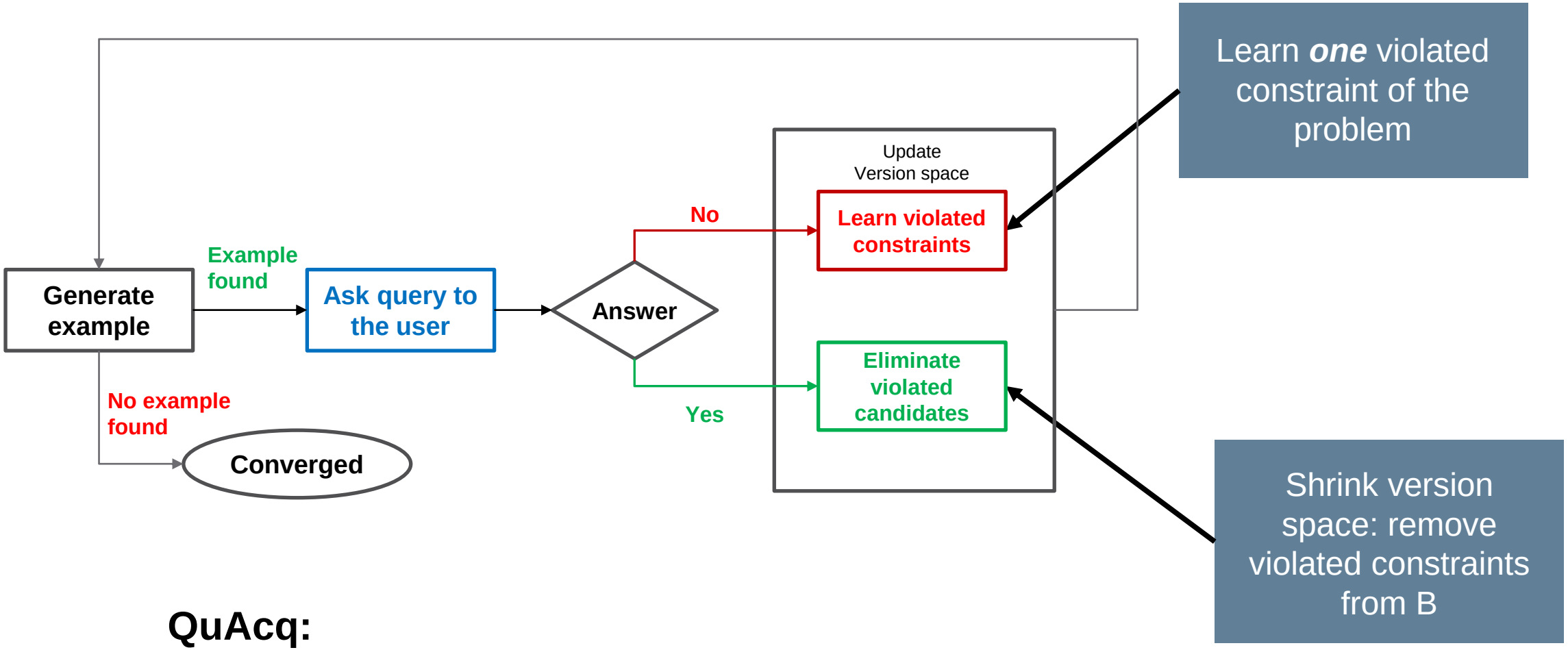
Interactive Constraint Acquisition

QuAcq



QuAcq:

- Learning one violated constraint per generated example
- Logarithmic number of queries for each constraint

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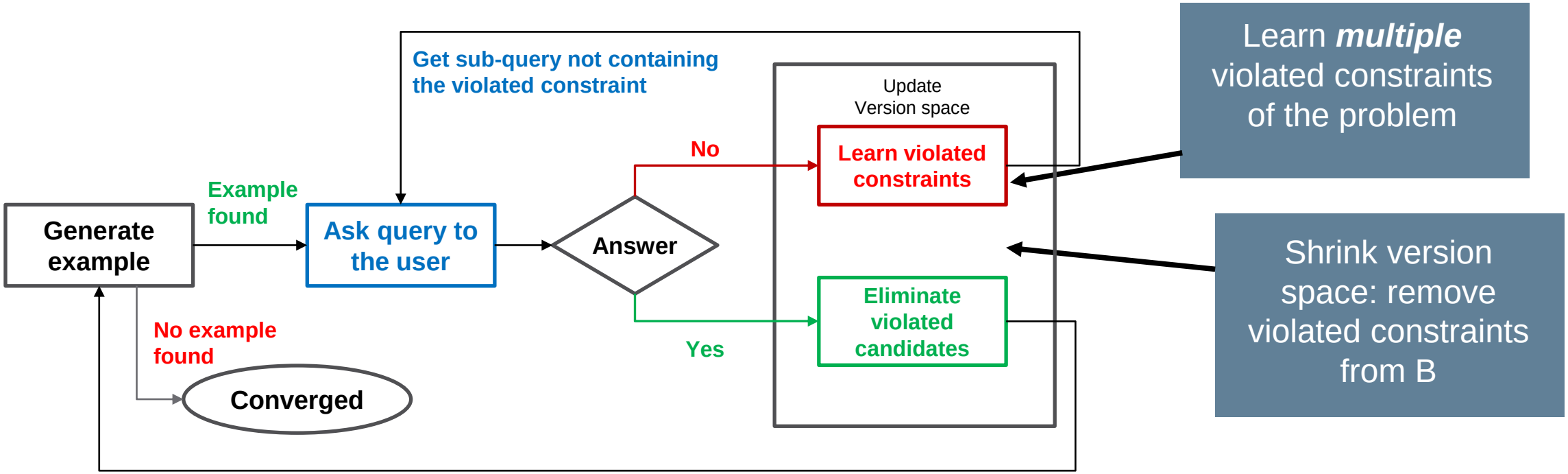
Interactive Constraint Acquisition

Multiple Acquisition



Multiple Acquisition:

- Learn multiple constraints in each loop instance
- Don’t generate a new example when a constraint is learnt
  - Instead, get an example in a subset of variables not violating the constraint found

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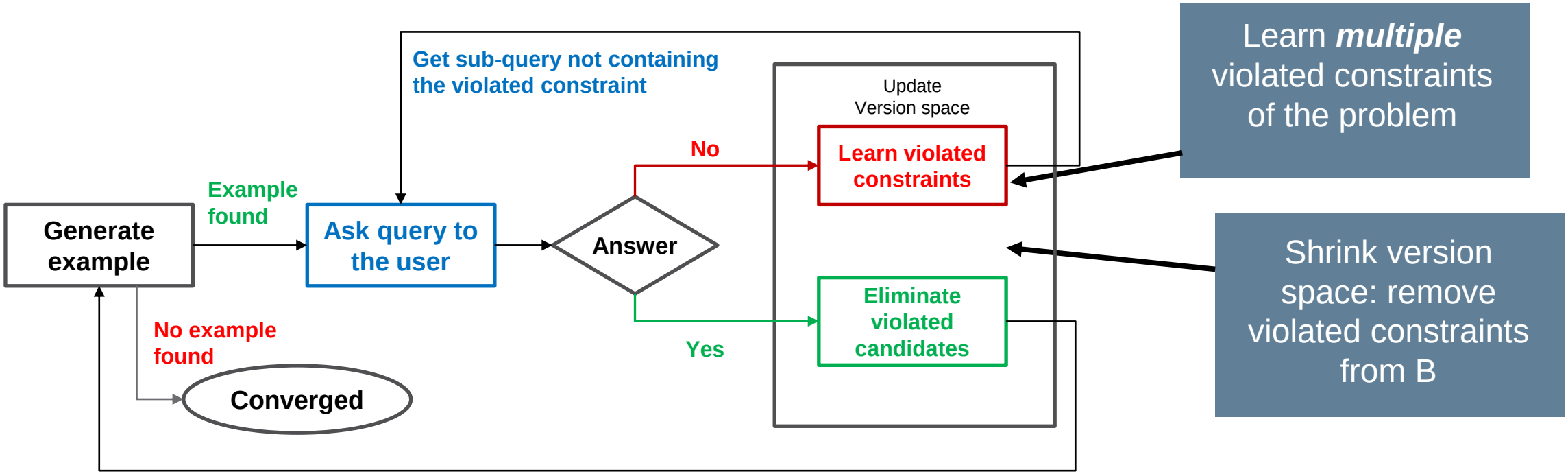
Interactive Constraint Acquisition

Multiple Acquisition



MultiAcq:

- Learning *all* violated constraints per generated example
- linear number of queries for each constraint

MQuAcq:

- Learning *all* violated constraints per generated example
- Logarithmic number of queries for each constraint
- Using FindScope/FindC repeatedly until no more constraints are found

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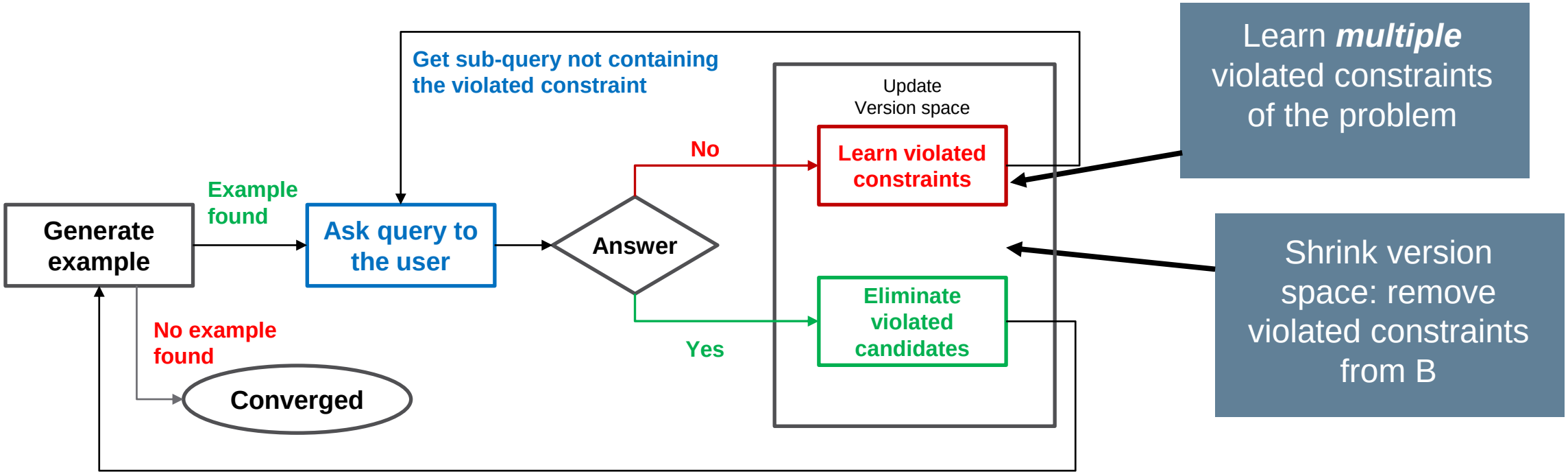
Interactive Constraint Acquisition

Multiple Acquisition



MQuAcq-2:

- Learning *multiple (not all)* violated constraints per generated example
- Logarithmic number of queries for each constraint
- Avoids the extensive branching needed by MQuAcq and MultiAcq
- Focus the queries on promising parts

  - detecting quasi cliques

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Open challenges

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Challenges

Number of queries

- Number of queries needed to converge is still large.
- Query generation and the acquisition process are highly unguided
- Information from what we have learnt can be used

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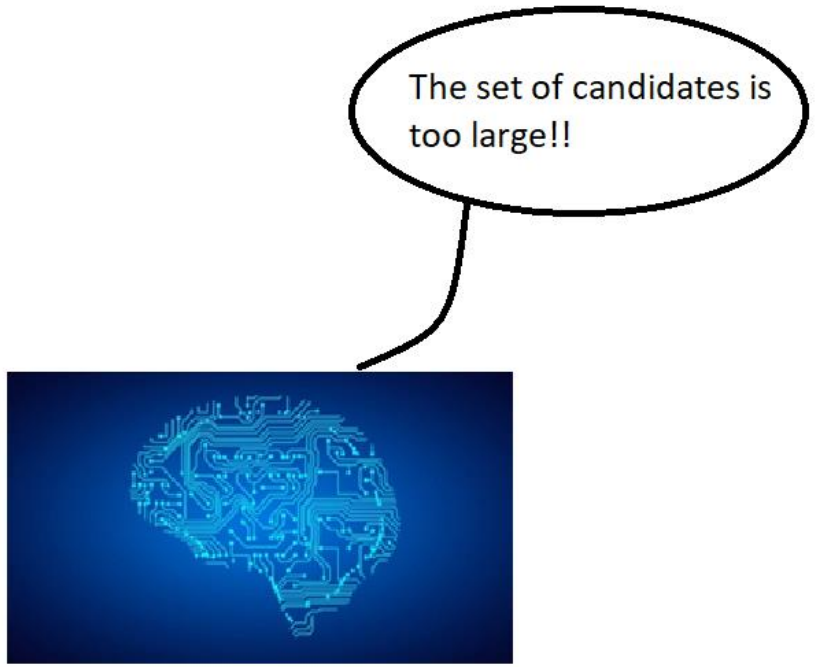
Challenges

Application level constraint modelling

- Handling of big sets of candidate constraints
- Alleviating the requirement for a more specific knowledge of the constraints that can be present in the problem



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Challenges

Specific classes of constraints

- **Global constraints:** Exploding the set of candidate constraints
- **Linear inequalities** with constants: Need to consider all possible constants -> Exploding the set of candidate constraints

COUNT	$x_1 + 5 < x_2$
ALLDIFFERENT	$\|x_1 + 12\| > x_4$
CUMULATIVE	
SUM	$x_1 - x_2 \mathrel{!}= 238$
CIRCUIT	

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Challenges

Noisy data

- unlike in machine learning, most constraint acquisition techniques still assume the user always (knows how to) answer correctly
- Tighter integration with modern machine learning techniques

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Thank you for your attention

Open for discussion and brainstorming

Learning constraint models from data: http://osullivan.ucc.ie/CPML2023/submissions/01.pdf
Efficient Multiple Constraint Acquisition: https://arxiv.org/abs/2109.05920