

Filtering Algorithms Based on the Word-RAM Model

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Filtering

- Which values in these domains do not satisfy the constraint $A + B = C$?

$$\text{dom}(A) = \{1, 5\}$$

$$\text{dom}(B) = \{1, 3, 5\}$$

$$\text{dom}(C) = \{2, 3, 6\}$$

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- Each constraint has its own filtering algorithm.
- These algorithms are called millions of times during the search process.
- It therefore important that the design and the implementation of these algorithms make them as efficient as possible.

Random Access Machine (RAM)

- The running time efficiency of an algorithm is analyzed on a theoretical machine.
- Summary of the RAM: manipulating one bit of memory requires one unit of time.
- Adding two w -bit integers require $O(w)$ time.
- Usually, we simplify by saying that the size of integers are bounded by a constant and therefore arithmetic operations execute in constant time.

Word-RAM

- A Word-RAM is a RAM that can manipulate w bits in a single instruction.
- If each bit represents a piece of input data then the Word-RAM can manipulate w pieces of data in constant time.
- One can hope to solve problems w times faster with a Word-RAM than with RAM.

Word-RAM Instructions

| | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|--------------|---|---|---|---|---|---|---|---|
| x | 0 | 1 | 0 | 0 | 1 | 1 | 0 | 1 |
| y | 1 | 0 | 0 | 1 | 1 | 0 | 1 | 1 |
| $x \& y$ | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 |
| $x y$ | 1 | 1 | 0 | 1 | 1 | 1 | 1 | 1 |
| $x \oplus y$ | 1 | 1 | 0 | 1 | 0 | 1 | 1 | 0 |

Word-RAM Instructions

| | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----------------|---|---|---|---|---|---|---|---|
| x | 0 | 1 | 0 | 0 | 1 | 1 | 0 | 1 |
| $x \ll 2$ | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 0 |
| $x \gg 2$ | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 |
| $\sim x$ | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 |
| $\text{LSB}(x)$ | 0 | | | | | | | |
| $\text{MSB}(x)$ | 6 | | | | | | | |

Word-RAM and Constraint Solvers

- Constraint solvers already use the advantages of a Word-RAM to encode the variable domains.
- A bitset can represent a set of integers and therefore a domain.

$$\text{dom}(X) = \{0, 2, 3, 6\}$$

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 0 | 1 | 0 | 0 | 1 | 1 | 0 | 1 |

- There are two advantages with this encoding:
 - When backtracking, the solver restores 64 values in time $O(1)$.
 - The encoding is compact.

Set Operations

Operator

Equivalence

Set Operations

| Operator | Equivalence |
|----------|-------------|
| $A \& B$ | $A \cap B$ |

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| $A \& B$ | $A \cap B$ |
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| $A \ll k$ | $\{a + k \mid a \in A, a + k < w\}$ |

Set Operations

$$A = \{0, 2, 3, 6\}$$

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 0 | 1 | 0 | 0 | 1 | 1 | 0 | 1 |

$$A \ll 2 = \{2, 4, 5\}$$

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 0 | 0 | 1 | 1 | 0 | 1 | 0 | 0 |

$$A \mid B$$

$$A \cup B$$

$$A \ll k$$

$$\{a + k \mid a \in A, a + k < w\}$$

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| $A \gg k$ | $\{a - k \mid a \in A, a \geq k\}$ |

Set Operations

$$A = \{0, 2, 3, 6\}$$

| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|
| 0 | 1 | 0 | 0 | 1 | 1 | 0 | 1 |

$$A \gg 2 = \{0, 1, 4\}$$

| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 |

$$A \gg k$$

$$\{a - k \mid a \in A, a \geq k\}$$

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| $\text{LSB}(A)$ | $\min(A)$ |

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| $\text{MSB}(A)$ | $\max(A)$ |
| $\sim A$ | \bar{A} |

The SUM constraint

- Which values in these domains do not satisfy the constraint $A + B = C$?

$$\text{dom}(A) = \{1, 5\}$$

$$\text{dom}(B) = \{1, 3, 5\}$$

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- Assuming the cardinality of these three domains is n , the best known algorithm to solve this problem runs in time $O(n^2)$ on a RAM.
- Can we do better with a Word-RAM?

Filtering Algorithm

$$A + B = C$$

$$\text{dom}(A) = \{1, 5\}, \text{dom}(B) = \{1, 3, 5\}, \text{dom}(C) = \{2, 3, 6\}$$

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$$\text{dom}(C) \leftarrow \text{dom}(C) \cap \{a + b \mid a \in \text{dom}(A), b \in \text{dom}(B)\}$$

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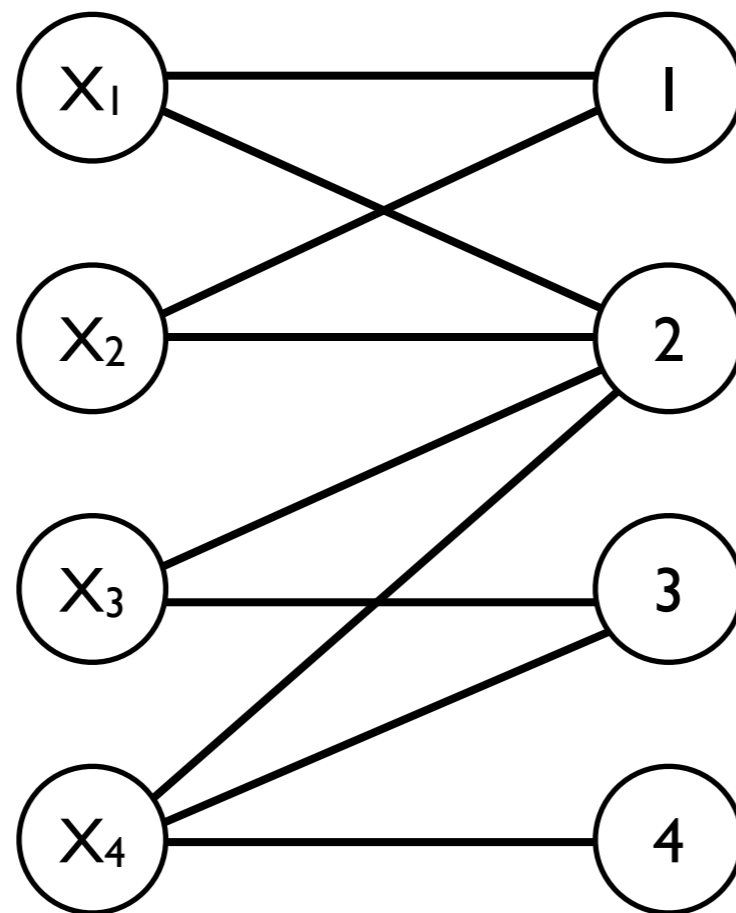
$$\text{dom}(C) \leftarrow \text{dom}(C) \& (\text{dom}(B) \ll a_1 \mid \dots \mid \text{dom}(B) \ll a_{|\text{dom}(A)|})$$

Analysis

- Suppose all domains are contained in the interval $[0, n)$.
- Suppose that a single word is sufficient to contain all domains
 - We have at most n sets to compute and to unite.
 - We have one intersection to compute.
 - Running time complexity: $O(n)$
- If domains cannot be encoded in a single word ($n > w$)
 - Each operation has a running time of $O\left(\frac{n}{w}\right)$.
 - Total running time: $O\left(\frac{n^2}{w}\right)$.

All-Different

- The constraint $\text{All-Different}(X_1, \dots, X_n)$ is satisfied when all variables have distinct values.
- This constraint is satisfied when there exists a matching of cardinality n in the *value graph*.



$$\text{dom}(X_1) = \{1, 2\}$$

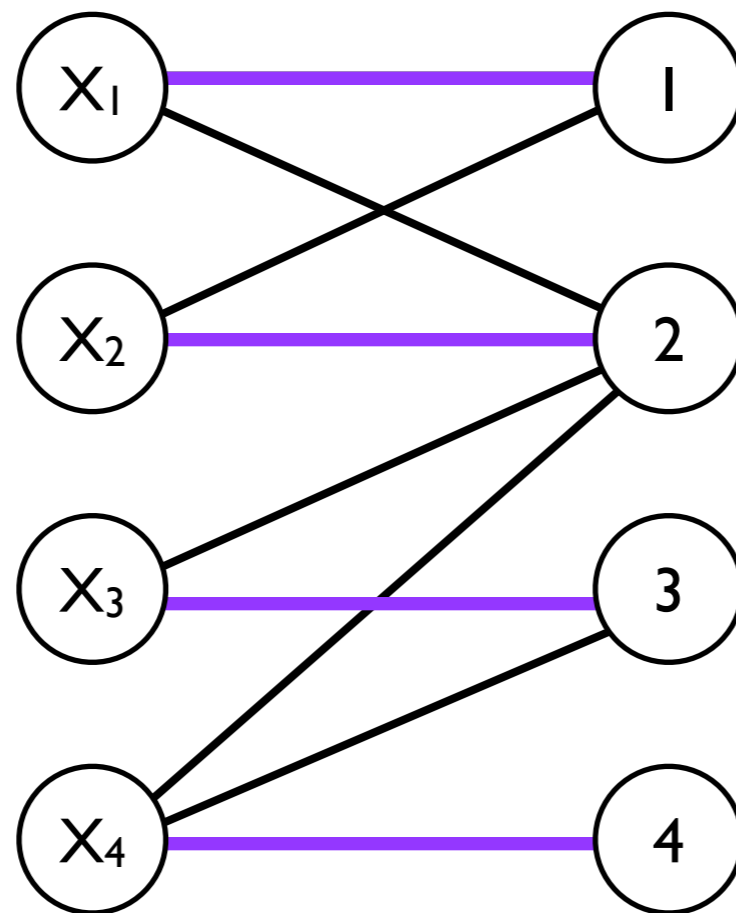
$$\text{dom}(X_2) = \{1, 2\}$$

$$\text{dom}(X_3) = \{2, 3\}$$

$$\text{dom}(X_4) = \{2, 3, 4\}$$

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$$\text{dom}(X_1) = \{1, 2\}$$

$$\text{dom}(X_2) = \{1, 2\}$$

$$\text{dom}(X_3) = \{2, 3\}$$

$$\text{dom}(X_4) = \{2, 3, 4\}$$

Graph Traversal

- Régin's filtering algorithm for the All-Different constraint requires to compute matching in the value graph and find the strongly connected components of the residual graph.
- These operations require to perform multiple traversals of a graph.
 - Depth-first search.
 - Breadth-first search

Depth-First Search

Visit(Graph, s)

Mark the node s as visited

For all v in Neighbors(s)

If v has not been visited

Visit(Graph, v)

- Running time complexity on a RAM: $O(n + m)$
- Running time complexity on a Word-RAM: $O(n^2/w)$

Depth-First Search

Visit(Graph, s)

Mark the node s as visited

For all v in Neighbors(s)

If v has not been visited

Visit(Graph, v)

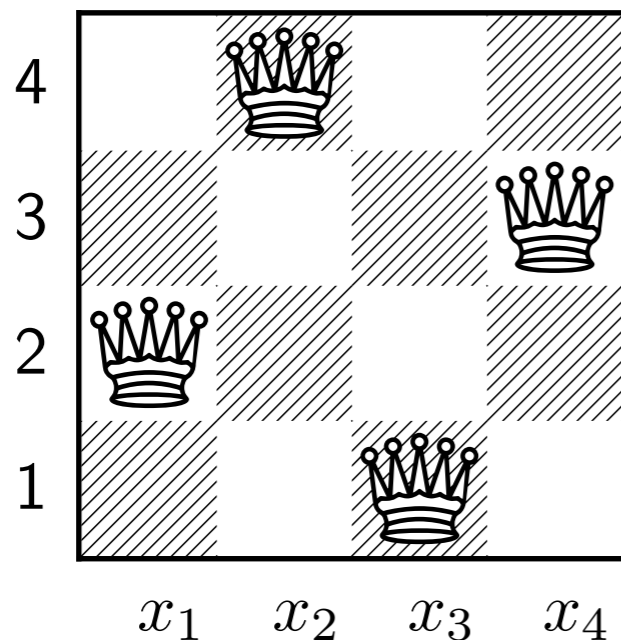
VisitWordRAM(Graph, s)

$V = V | (1 \ll s)$

While Neighbors(s) & $\sim V \neq 0$

Visit(Graph, LSB(Neighbors(s) & $\sim V$))

N-Queen Problem



$$A_i = X_i + i$$

$$B_i = X_i - i$$

$$\text{ALL-DIFFERENT}(X_1, \dots, X_n)$$

$$\text{ALL-DIFFERENT}(A_1, \dots, A_n)$$

$$\text{ALL-DIFFERENT}(B_1, \dots, B_n)$$

n-queen

| <i>n</i> | bt | ALL-DIFFERENT | | ALL-DIFFERENT _{WordRam} | |
|----------|---------|----------------------|------------------------|----------------------------------|------------------------|
| | | SUM _{Table} | SUM _{WordRam} | SUM _{Table} | SUM _{WordRam} |
| 9 | 208 | 14 | 11 | 11 | 8 |
| 10 | 686 | 48 | 38 | 37 | 26 |
| 11 | 2940 | 210 | 163 | 157 | 112 |
| 12 | 13450 | 972 | 759 | 737 | 526 |
| 13 | 65677 | 4827 | 3782 | 3657 | 2610 |
| 14 | 344179 | 25842 | 20199 | 19464 | 13798 |
| 15 | 1948481 | 149567 | 116567 | 111822 | 80002 |

Times are in milliseconds

Magic Squares

| | | |
|---|---|---|
| 2 | 7 | 6 |
| 9 | 5 | 1 |
| 4 | 3 | 8 |

Magic Square

| n | bt | ALL-DIFFERENT | | ALL-DIFFERENT $WordRam$ | |
|-----|-------|------------------|---------------|-------------------------|---------------|
| | | SUM $BruteForce$ | SUM $WordRam$ | SUM $BruteForce$ | SUM $WordRam$ |
| 5 | 782 | 613 | 89 | 603 | 61 |
| 6 | 1535 | 2953 | 330 | 2931 | 238 |
| 7 | 2584 | 10654 | 1003 | 10551 | 748 |
| 8 | 4336 | 36301 | 3501 | 36220 | 2844 |
| 9 | 8211 | 119710 | 11228 | 117856 | 8849 |
| 10 | 23902 | 596705 | 46818 | 587675 | 37781 |
| 11 | 41857 | - | 109521 | - | 90062 |

Times are in milliseconds

Conclusion

- Using a different theoretical machine leads to a different running time analysis.
- The way one analyses an algorithm changes the way one designs that algorithm.
- The Word-RAM model can lead to substantial gains in execution time.