

# The ModelSeeker - Learning Structured Constraint Models from Example Solutions

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Progress Towards the Holy Grail Workshop, CP 2017

# Joint work with...

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  - Mats Carlsson, SICS, Sweden
  - Naina Razakarison, ENS Cachan, France
- Special thanks for examples due to
  - Hakan Kjellerstrand, Sweden

# Outline

## Background

Part I: Learning global constraint Models from Sample Solutions

Part II: Generalizing Problem Parameters

Part III: Industrial Case Study

# In Pursuit of the Holy Grail

- “Constraint Programming represents one of the closest approaches computer science has yet made to the Holy Grail of programming: the user states the problem, the computer solves it.” [E. Freuder]
- Why do we have to specify the problem? The computer should at least help us to do this.

# What is New?

- Exploit regular structure of many constraint problems
- Global Constraint Catalog provides repository of constraints used in systems
- Provides appropriate bias for learning models
- Use meta-data describing key properties of global constraints
- Use logic programming to provide flexible environment

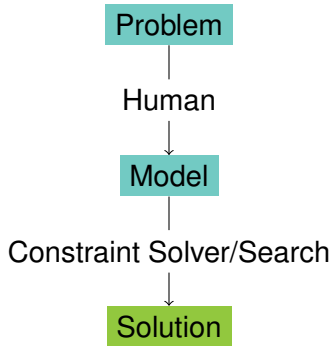
# Is this different?

- Constraint Acquisition
  - Version space learning
  - Learning binary constraints
  - Asking many, many questions
  - Even if query complexity is optimal
- Inductive Logic Programming
  - Generate size independent models
  - Does not understand global constraints

# Structure of Talk

- Learning models from solutions of fixed size
- How to generalize models by learning size parameters
- Industrial case study (EDF generator profiles)

# Basic Process





# Dual Role of Model

- Allows Human to Express Problem
  - Close to Problem Domain
  - Constraints as Abstractions
- Allows Solver to Execute
  - Variables as Communication Mechanism
  - Constraints as Algorithms

# Global Constraint Catalog

- Collection of global constraints described in systems (Beldiceanu, Carlsson from 1999)
- Human and machine readable format
- Describe properties and relations between constraints
- Currently 443 constraints on 2712 pages
- 50000 lines of Prolog description

# Outline

Background

**Part I: Learning global constraint Models from Sample Solutions**

Part II: Generalizing Problem Parameters

Part III: Industrial Case Study

# Constraint exam (*Polytechnique 2011*)

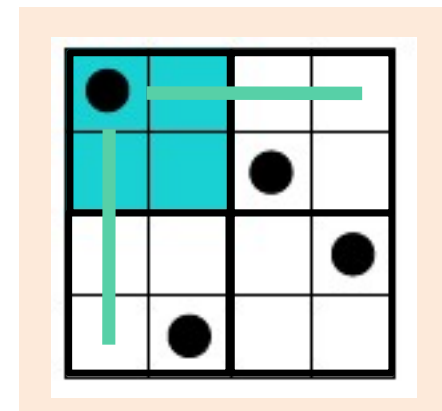
## ORIGINAL QUESTION (*in French*)

On veut placer  $n$  samouraïs sur une grille  $n \times n$ , de sorte qu'ils ne puissent pas s'attaquer. La situation est un peu différente de celle des  $n$  reines. En effet, nous avons la promesse que  $n = m^2$  pour un entier  $m \geq 2$ , et que la grille consiste en  $n$  carrés élémentaires de taille  $m \times m$ , voir figure 1. Deux samouraïs peuvent s'attaquer s'ils sont placés soit dans la même colonne, soit dans la même ligne, soit dans le même carré élémentaire.

<http://www.enseignement.polytechnique.fr/informatique/INF580/exams/>

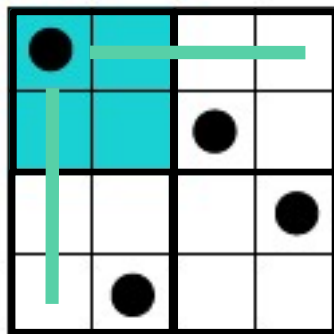
C. Durr

## AN EXAMPLE



# *n* Samurais: model

sample



3 0 2 1

model

J	Scheme	Ref	Trans	Constraint
1	vector(4)	2241	id	alldifferent_consecutive_values*1
2	scheme(4,2,2,1,2)	2240	id	alldifferent_interval(2)*2
3	pan_diagonal(4,2,0)	2239	id	alldifferent_interval(2)*2

Constraints for Problem 4 Samurai

$3^1 \ 0^2 \ 2^3 \ 1^4$

alldifferent\_consecutive\_values\*1

$3^1 \ 0^2 \ 2^3 \ 1^4$

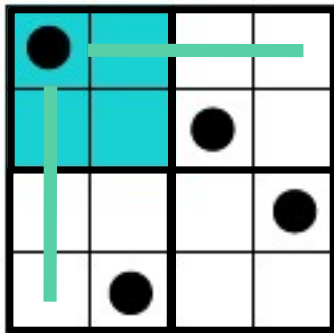
alldifferent\_interval(2)\*2

$3^1 \ 0^2 \ 2^3 \ 1^4$

alldifferent\_interval(2)\*2

# $n$ Samuraïs: model

samples



3 0 2 1

0 2 1 3

.....

model

J	Scheme	Ref	Trans	Constraint
1	vector(4)	2241	id	alldifferent_consecutive_values*1
2	scheme(4,2,2,1,2)	2240	id	alldifferent_interval(2)*2
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Constraints for Problem 4 Samurai

$3^1 \ 0^2 \ 2^3 \ 1^4$

alldifferent\_consecutive\_values\*1

$3^1 \ 0^2 \ 2^3 \ 1^4$

alldifferent\_interval(2)\*2

~~$3^1 \ 0^2 \ 2^3 \ 1^4$~~

~~alldifferent\_interval(2)\*2~~

Eliminated if we  
provide more samples

# *$n$ Samuraïs model*

*(two conjunctions of similar constraints)*

$3^1 \ 0^2 \ 2^3 \ 1^4$  { alldifferent\_consecutive\_values( $\langle V_1, V_2, V_3, V_4 \rangle$ )

$3^1 \ 0^2 \ 2^3 \ 1^4$  { alldifferent\_interval( $\langle V_1, V_2 \rangle$ , 2)  
alldifferent\_interval( $\langle V_3, V_4 \rangle$ , 2)

reformulation

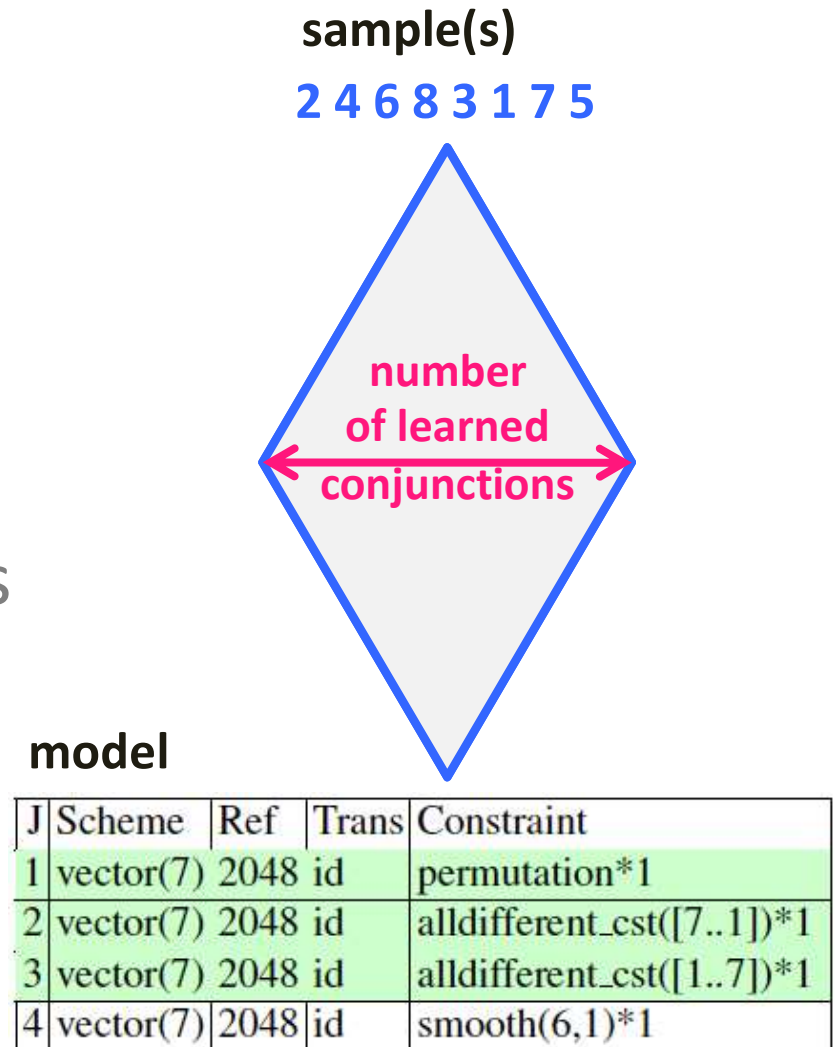
$$V_1 = 2 * Q_1 + R_1 \quad (0 \leq R_1 < 2)$$

$$V_2 = 2 * Q_2 + R_2 \quad (0 \leq R_2 < 2)$$

$$\text{alldifferent}(\langle Q_1, Q_2 \rangle)$$

# Workflow of the learning procedure (*from samples to program*)

- Transformations
- Partition generators
- Arguments creation
- Constraint seeker
- Domain creation
- Link between object attributes
- **Dominance check (crucial)**
- Trivial suppression
- Code generation  
(*catalog syntax, FlatZinc*)





# Points to remember

- Learning constraint models from positive examples
- Start with **vector** of values
- Group into **regular pattern**
- Find constraint pattern that apply to group elements
- Using ***Constraint Seeker*** for *Global Constraint Catalog*
- Works for **highly structured** problems

# User oriented **input** format

Ideally, starts from the format used in books, on the web for presenting the solution of a problem.

*(there may be **more than one** way)*

Very often solutions are represented as one (or several) **tables, boards, grids**, ... , with (sometime) extra information (**hints**, *parameters*)

**We start from that idea**

# Input format: flat sequence of integers

2 4 6 8 3 1 7 5

(positions in the different columns, *start from 1*)

1 3 5 7 2 0 6 4

(positions in the different columns, *start from 0*)

2 12 22 32 35 41 55 61

(index of cells, *start from 1, ordered*)

22 12 55 61 32 35 2 41

(index of cells, *start from 1, not ordered*)

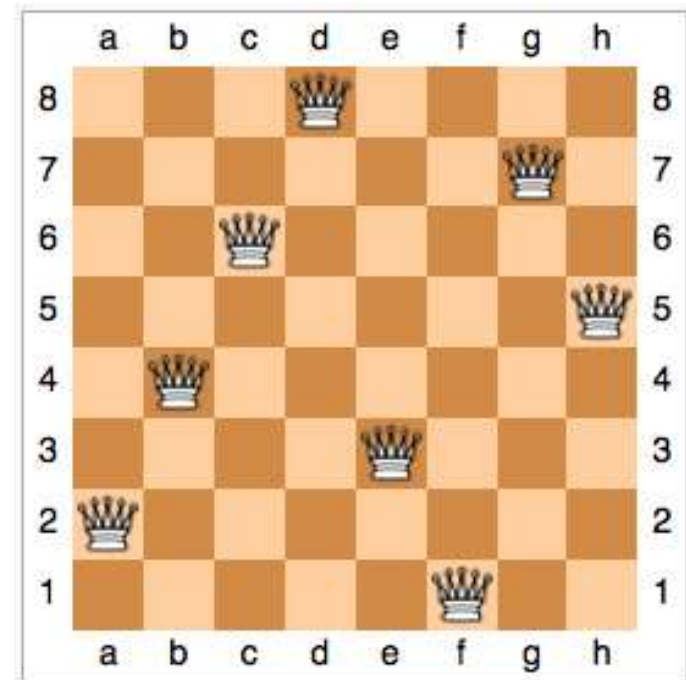
1 2 2 4 3 6 4 8 5 3 6 1 7 7 8 5

(coordinates of cells, *start from 1, ordered*)

0 1 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 1 0 0 1 0  
0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 1 0 0 0 0

(flat 0/1 matrix, *1 for occupied cells*)

different representations  
for the same solution



Source: wikipedia

# input format: parameters

car sequencing

0	1	0	1	1	0
1	0	0	0	1	0
5	1	1	0	0	0
2	0	1	0	0	1
4	1	0	1	0	0
3	0	1	0	1	0
3	0	1	0	1	0
4	1	0	1	0	0
2	0	1	0	0	1
5	1	1	0	0	0
-	[1,2]	[2,3]	[1,3]	[2,5]	[1,5]

Integrated in the sample:  
automatically extracted by  
transformations

logigraphe

0	1	0	1	0	0	0	1	0	1	[1,1,1,1]
1	1	0	1	1	1	1	0	0	0	[2,4]
0	1	1	1	1	1	1	1	0	0	[7]
0	0	0	1	1	1	1	1	1	0	[6]
0	1	1	0	0	0	0	1	1	1	[2,3]
1	0	0	0	1	0	1	0	1	0	[1,1,1,1]
1	0	1	1	1	0	1	0	0	0	[1,3,1]
1	0	0	0	1	0	0	1	0	1	[1,1,1,1]
1	0	0	1	0	1	0	0	1	0	[1,1,1,1]
0	0	0	0	0	1	1	0	0	0	[2]
[1,4]	[3,1]	[1,1,1]	[4,1,1]	[3,3]	[3,2]	[3,2,1]	[1,3,1]	[3,1]	[1,1,1]	-

# Transformations

- Extract **substructures** from samples
  - Extracting **overlapping grids** from **irregular shapes**
  - Distinguish **main grid** from **hints on column and/or rows**
- Derive **new samples** from samples
  - Build **triangular differences table**
  - Take **sign** and/or **absolute value**
- Handle **multiple input formats** (*in a transparent way*)
  - **Bijection**
  - **Tour/Path**
  - **Domination in graphs**

# Transformations, example 1

*(Extracting overlapping grids from irregular shapes)*

## IDEA

Cover the non-empty space by the **minimum** number of rectangles in such a way that the **maximum intersection between any pairs of rectangles** is **minimized**.

*use a constraint program*

Flower Sudoku

-	-	-	-	-	-	3	6	1	5	4	2	-	-	-	-	-	-
-	-	-	-	-	-	5	2	4	3	6	1	-	-	-	-	-	-
-	-	-	-	-	-	1	4	6	2	3	5	-	-	-	-	-	-
-	-	-	4	6	3	1	2	5	3	4	1	6	4	3	2	5	-
-	-	-	1	2	5	4	6	3	5	1	2	4	5	6	3	1	-
-	-	-	3	5	6	2	4	1	2	6	5	3	1	2	6	4	-
-	-	-	2	4	1	3	5	6	-	-	6	5	3	1	4	2	-
-	-	-	5	3	4	6	1	2	-	-	4	2	6	5	1	3	-
4	5	3	6	1	2	5	3	4	-	-	3	1	2	4	5	6	1
1	3	5	2	6	4	-	-	-	-	-	-	-	-	3	6	2	4
2	6	4	1	5	3	-	-	-	-	-	-	-	-	1	2	3	5
5	2	1	4	3	6	-	-	-	-	-	-	-	-	5	3	1	2
3	4	6	5	2	1	-	-	-	-	-	-	-	-	6	1	4	3
6	1	2	3	4	5	2	1	6	-	-	6	3	1	2	4	5	6
-	-	-	1	6	4	3	2	5	-	-	4	5	6	3	2	1	-
-	-	-	2	5	6	1	4	3	-	-	2	1	5	4	6	3	-
-	-	-	4	3	2	6	5	1	4	6	3	2	4	1	5	6	-
-	-	-	6	2	1	5	3	4	2	5	1	6	2	5	3	4	-
-	-	-	5	1	3	4	6	2	3	1	5	4	3	6	1	2	-
-	-	-	-	-	-	-	4	5	6	3	2	1	-	-	-	-	-
-	-	-	-	-	-	-	2	3	1	4	6	5	-	-	-	-	-
-	-	-	-	-	-	-	1	6	5	2	4	3	-	-	-	-	-

# Transformations, Example 2

## (tours/paths)

Euler first example on open **knight's tour**;  
the numbers mark the order of the cells  
the knight visit

32	13	54	27	56	23	...
63	52	31	24	29	26	...
14	33	2	51	16	35	...
1	64	15	34	3	50	...



**Leaper graphs** in Selected Papers  
on Fun and Games [Knuth 2010]  
the tour is given in **base 9**  
(in order to highlight symmetries)

0	272	220	43	53	333	363	...
270	222	41	55	212	51	331	...
224	38	57	210	277	214	48	...
36	60	207	280	386	275	216	...
334	362	105	182	84	388	273	...
52	332	364	103	1	271	221	...

**Numberlink** (Nikoli)

all cells belonging to a same path  
are labelled by the same number

2	2	2	2	2	2	2	2	2	2
2	7	7	7	7	7	7	7	1	2
2	7	1	1	1	1	1	1	1	2
2	7	6	6	6	6	6	6	2	2
2	7	7	5	5	5	5	6	6	6

Convert to **successor representation** and  
check that the underlying graph is **regular**



# Magic Square Example



A 4x4 magic square from the engraving 'Melencolia I'. The numbers are arranged in a 4x4 grid, with the sum of each row, column, and diagonal equaling 34. The numbers are: 16, 3, 2, 13; 5, 10, 11, 8; 9, 6, 7, 12; 4, 15, 14, 1.

16	3	2	13
5	10	11	8
9	6	7	12
4	15	14	1

Albrecht Dürer: Melencolia I (1514)



# Partition generators

**Structured** groups of variables passed to  
a conjunction of **identical** constraints

$16^1$	$3^2$	$2^3$	$13^4$
$5^5$	$10^6$	$11^7$	$8^8$
$9^9$	$6^{10}$	$7^{11}$	$12^{12}$
$4^{13}$	$15^{14}$	$14^{15}$	$1^{16}$

$16^1$	$3^2$	$2^3$	$13^4$
$5^5$	$10^6$	$11^7$	$8^8$
$9^9$	$6^{10}$	$7^{11}$	$12^{12}$
$4^{13}$	$15^{14}$	$14^{15}$	$1^{16}$

sample

16	3	2	13
5	10	11	8
9	6	7	12
4	15	14	1

$16^1$	$3^2$	$2^3$	$13^4$
$5^5$	$10^6$	$11^7$	$8^8$
$9^9$	$6^{10}$	$7^{11}$	$12^{12}$
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$4^{13}$	$15^{14}$	$14^{15}$	$1^{16}$

sum\_ctr(34)\*4

$16^1$	$3^2$	$2^3$	$13^4$
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$9^9$	$6^{10}$	$7^{11}$	$12^{12}$
$4^{13}$	$15^{14}$	$14^{15}$	$1^{16}$

sum\_ctr(34)\*4

sample

16	3	2	13
5	10	11	8
9	6	7	12
4	15	14	1

$16^1$	$3^2$	$2^3$	$13^4$
$5^5$	$10^6$	$11^7$	$8^8$
$9^9$	$6^{10}$	$7^{11}$	$12^{12}$
$4^{13}$	$15^{14}$	$14^{15}$	$1^{16}$

strictly\_decreasing\*2  
sum\_ctr(34)\*2

# Partition generators

**Structured** groups of variables passed to a conjunction of **identical** constraints

$16^1$	$3^2$	$2^3$	$13^4$
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sample

16	3	2	13
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# Partition generators

**Structured** groups of variables passed to a conjunction of **identical** constraints

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`sum_ctr(34)*4`

**surprise**

$16^1$	$3^2$	$2^3$	$13^4$
$5^5$	$10^6$	$11^7$	$8^8$
$9^9$	$6^{10}$	$7^{11}$	$12^{12}$
$4^{13}$	$15^{14}$	$14^{15}$	$1^{16}$

`sum_squares_ctr(358)*2`

**surprise**

sample

16	3	2	13
5	10	11	8
9	6	7	12
4	15	14	1

$16^1$	$3^2$	$2^3$	$13^4$
$5^5$	$10^6$	$11^7$	$8^8$
$9^9$	$6^{10}$	$7^{11}$	$12^{12}$
$4^{13}$	$15^{14}$	$14^{15}$	$1^{16}$

`sum_squares_ctr(390)*2`

**surprise**

# Partition generators

**Structured** groups of variables passed to  
a conjunction of **identical** constraints

sample

16	3	2	13
5	10	11	8
9	6	7	12
4	15	14	1

$16^1$	$3^2$	$2^3$	$13^4$
$5^5$	$10^6$	$11^7$	$8^8$
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# Partition generators

**Structured** groups of variables passed to  
a conjunction of **identical** constraints

sample

16	3	2	13
5	10	11	8
9	6	7	12
4	15	14	1

$16^1$	$3^2$	$2^3$	$13^4$
$5^5$	$10^6$	$11^7$	$8^8$
$9^9$	$6^{10}$	$7^{11}$	$12^{12}$
$4^{13}$	$15^{14}$	$14^{15}$	$1^{16}$

sum\_ctr(34)\*4

surprise

$16^1$	$3^2$	$2^3$	$13^4$
$5^5$	$10^6$	$11^7$	$8^8$
$9^9$	$6^{10}$	$7^{11}$	$12^{12}$
$4^{13}$	$15^{14}$	$14^{15}$	$1^{16}$

sum\_squares\_ctr(748)\*2

surprise

$16^1$	$3^2$	$2^3$	$13^4$
$5^5$	$10^6$	$11^7$	$8^8$
$9^9$	$6^{10}$	$7^{11}$	$12^{12}$
$4^{13}$	$15^{14}$	$14^{15}$	$1^{16}$

alldifferent\_interval(2)\*8

# Partition generators (end)

**Structured** groups of variables passed to a conjunction of **identical** constraints

$16^1$	$3^2$	$2^3$	$13^4$
$5^5$	$10^6$	$11^7$	$8^8$
$9^9$	$6^{10}$	$7^{11}$	$12^{12}$
$4^{13}$	$15^{14}$	$14^{15}$	$1^{16}$

`symmetric_alldifferent_loop([1..16])*1`

**surprise**

sample

16	3	2	13
5	10	11	8
9	6	7	12
4	15	14	1

`symmetric_alldiff_loop(< $x_1, x_2, \dots, x_n$ >)`

$x_1, x_2, \dots, x_n$  is a permutation  
of order 2 (*an involution*)

$x_i = j \Leftrightarrow x_j = i$  (*i may be equal to j*)

# Arguments creation + Constraint seeker

- Arguments creation
  - Use partition generators
  - Add arguments
    - as parameters (*extracted from sample*)
    - through **functional dependency**
- Constraint seeker (CP 2011)
  - Only **typical use**

## EXAMPLE

`atleast(N, VARIABLES, VALUE)`

**Typical**

$N > 0$
$N <  \text{VARIABLES} $
$ \text{VARIABLES}  > 1$



# Dominance check

- Certain conjunctions of constraints are dominated by others (*crucial to eliminate them to restrict output*)
- Weaker than full implication
- Use:
  - **Implication** and **conditional implication** (*given in the catalog*)
    - Sum of squares constraint equivalent to sum (if 0/1 variables)
  - **Properties** of constraints arguments (*given in the catalog*)
    - **Contractible** (*alldifferent*)
    - **Extensible** (*atleast*)
    - **Aggregation** (*among*)
  - **Ad hoc conditional implication** (*about 10 currently*)

# Evaluation: Problem Sizes

- **350** instances considered
  - Special thanks to **Håkan Kjellerstrand**
  - Sample sizes *(from 4 up to **6551**)*
  - Number of samples *(from 1 up to **7040**)*



*Usually one single sample is enough  
(crucial point for a realistic use)*

# A fair variety of problem types

No attack on a board	(e.g. queen, amazon, samurai)
Domination on a graph	(e.g. queen, knight on a board, on a cube)
Tour/path on a graph	(e.g. knight, leaper, number link)
Balanced block design	(e.g. BIBD, Steiner, Kirkman)
Latin squares	(e.g. standard, self-symmetric, orthogonal)
Sudoku	(e.g. consecutive, samurai, anti diagonal, twin)
Sport scheduling	(e.g. ACC Basketball, Bundesliga, Whist)
Scheduling	(e.g. Job Shop)
Packing	(e.g. squared squares, pallet loading, Conway 3d)
Magic/bimagic	(e.g. sequence, squares, cubes)
Miscellaneous	(e.g. tomography, progressive party, car sequencing)

# Results: Some Stats

Time	: from 20 ms up to 5 min.
Calls to the seeker	: up to 5,044 calls
Calls to Constraints	: up to 1,100,000 calls
Found conjunctions	: up to 2207 ( <i>before dominance check</i> )
# constraints used	: 69(130) out of 399 constraints in the catalog

# Conclusion

- Learning constraint models from **very small sets** of positive examples
- Start with **vector** of values
- Group into **regular pattern**
- Find constraint pattern that apply on group elements
- Using ***Constraint Seeker*** for *Global Constraint Catalog*
- Works for **highly structured** problems

# Remarks

- Having many constraints allows to get **precise** models
- Filtering not used at all (*but need **efficient checkers***)
- AI approach to learning (**knowledge base**/no statistics)
- Master student level (*maybe*)
- Of course the program does not invent new constraints, new generators, new transformations, ... .
- Should provide an interface for presenting global constraint to normal users (*natural language + first order logical formulae for many constraints*).

*Extensive use of meta data describing constraints (e.g., typical case, functional dependency, imply, contractibility, checker, ...)*

# Why does it work at all?

- Searching for **conjunction of similar global constraints** is the correct level of abstraction (finding structured models)
- Learning at the level of a modelling language (OPL, Zinc, Essence) is too hard, as the **language is too expressive**
- Learning inequalities (MIP) or clauses (SAT) is **too generic**

**Global constraints are usually introduced for filtering, but they are key modelling constructs, and allow effective learning of models**

# Outline

Background

Part I: Learning global constraint Models from Sample Solutions

**Part II: Generalizing Problem Parameters**

Part III: Industrial Case Study



# From Fixed Size Samples to Generic Models

- Work in progress
- Combine models found for multiple problem sizes
- Replace size specific parameters with size dependent functions
- Suggest potential solutions from (very) few samples

# Example: Sudoku 9x9

Partition sample in different ways:

1 <sup>1</sup>	2 <sup>2</sup>	6 <sup>3</sup>	4 <sup>4</sup>	3 <sup>5</sup>	7 <sup>6</sup>	9 <sup>7</sup>	5 <sup>8</sup>	8 <sup>9</sup>
8 <sup>10</sup>	9 <sup>11</sup>	5 <sup>12</sup>	6 <sup>13</sup>	2 <sup>14</sup>	1 <sup>15</sup>	4 <sup>16</sup>	7 <sup>17</sup>	3 <sup>18</sup>
3 <sup>19</sup>	7 <sup>20</sup>	4 <sup>21</sup>	9 <sup>22</sup>	8 <sup>23</sup>	5 <sup>24</sup>	1 <sup>25</sup>	2 <sup>26</sup>	6 <sup>27</sup>
4 <sup>28</sup>	5 <sup>29</sup>	7 <sup>30</sup>	1 <sup>31</sup>	9 <sup>32</sup>	3 <sup>33</sup>	8 <sup>34</sup>	6 <sup>35</sup>	2 <sup>36</sup>
9 <sup>37</sup>	8 <sup>38</sup>	3 <sup>39</sup>	2 <sup>40</sup>	4 <sup>41</sup>	6 <sup>42</sup>	5 <sup>43</sup>	1 <sup>44</sup>	7 <sup>45</sup>
6 <sup>46</sup>	1 <sup>47</sup>	2 <sup>48</sup>	5 <sup>49</sup>	7 <sup>50</sup>	8 <sup>51</sup>	3 <sup>52</sup>	9 <sup>53</sup>	4 <sup>54</sup>
2 <sup>55</sup>	6 <sup>56</sup>	9 <sup>57</sup>	3 <sup>58</sup>	1 <sup>59</sup>	4 <sup>60</sup>	7 <sup>61</sup>	8 <sup>62</sup>	5 <sup>63</sup>
5 <sup>64</sup>	4 <sup>65</sup>	8 <sup>66</sup>	7 <sup>67</sup>	6 <sup>68</sup>	9 <sup>69</sup>	2 <sup>70</sup>	3 <sup>71</sup>	1 <sup>72</sup>
7 <sup>73</sup>	3 <sup>74</sup>	1 <sup>75</sup>	8 <sup>76</sup>	5 <sup>77</sup>	2 <sup>78</sup>	6 <sup>79</sup>	4 <sup>80</sup>	9 <sup>81</sup>

1 <sup>1</sup>	2 <sup>2</sup>	6 <sup>3</sup>	4 <sup>4</sup>	3 <sup>5</sup>	7 <sup>6</sup>	9 <sup>7</sup>	5 <sup>8</sup>	8 <sup>9</sup>
8 <sup>10</sup>	9 <sup>11</sup>	5 <sup>12</sup>	6 <sup>13</sup>	2 <sup>14</sup>	1 <sup>15</sup>	4 <sup>16</sup>	7 <sup>17</sup>	3 <sup>18</sup>
3 <sup>19</sup>	7 <sup>20</sup>	4 <sup>21</sup>	9 <sup>22</sup>	8 <sup>23</sup>	5 <sup>24</sup>	1 <sup>25</sup>	2 <sup>26</sup>	6 <sup>27</sup>
4 <sup>28</sup>	5 <sup>29</sup>	7 <sup>30</sup>	1 <sup>31</sup>	9 <sup>32</sup>	3 <sup>33</sup>	8 <sup>34</sup>	6 <sup>35</sup>	2 <sup>36</sup>
9 <sup>37</sup>	8 <sup>38</sup>	3 <sup>39</sup>	2 <sup>40</sup>	4 <sup>41</sup>	6 <sup>42</sup>	5 <sup>43</sup>	1 <sup>44</sup>	7 <sup>45</sup>
6 <sup>46</sup>	1 <sup>47</sup>	2 <sup>48</sup>	5 <sup>49</sup>	7 <sup>50</sup>	8 <sup>51</sup>	3 <sup>52</sup>	9 <sup>53</sup>	4 <sup>54</sup>
2 <sup>55</sup>	6 <sup>56</sup>	9 <sup>57</sup>	3 <sup>58</sup>	1 <sup>59</sup>	4 <sup>60</sup>	7 <sup>61</sup>	8 <sup>62</sup>	5 <sup>63</sup>
5 <sup>64</sup>	4 <sup>65</sup>	8 <sup>66</sup>	7 <sup>67</sup>	6 <sup>68</sup>	9 <sup>69</sup>	2 <sup>70</sup>	3 <sup>71</sup>	1 <sup>72</sup>
7 <sup>73</sup>	3 <sup>74</sup>	1 <sup>75</sup>	8 <sup>76</sup>	5 <sup>77</sup>	2 <sup>78</sup>	6 <sup>79</sup>	4 <sup>80</sup>	9 <sup>81</sup>

1 <sup>1</sup>	2 <sup>2</sup>	6 <sup>3</sup>	4 <sup>4</sup>	3 <sup>5</sup>	7 <sup>6</sup>	9 <sup>7</sup>	5 <sup>8</sup>	8 <sup>9</sup>
8 <sup>10</sup>	9 <sup>11</sup>	5 <sup>12</sup>	6 <sup>13</sup>	2 <sup>14</sup>	1 <sup>15</sup>	4 <sup>16</sup>	7 <sup>17</sup>	3 <sup>18</sup>
3 <sup>19</sup>	7 <sup>20</sup>	4 <sup>21</sup>	9 <sup>22</sup>	8 <sup>23</sup>	5 <sup>24</sup>	1 <sup>25</sup>	2 <sup>26</sup>	6 <sup>27</sup>
4 <sup>28</sup>	5 <sup>29</sup>	7 <sup>30</sup>	1 <sup>31</sup>	9 <sup>32</sup>	3 <sup>33</sup>	8 <sup>34</sup>	6 <sup>35</sup>	2 <sup>36</sup>
9 <sup>37</sup>	8 <sup>38</sup>	3 <sup>39</sup>	2 <sup>40</sup>	4 <sup>41</sup>	6 <sup>42</sup>	5 <sup>43</sup>	1 <sup>44</sup>	7 <sup>45</sup>
6 <sup>46</sup>	1 <sup>47</sup>	2 <sup>48</sup>	5 <sup>49</sup>	7 <sup>50</sup>	8 <sup>51</sup>	3 <sup>52</sup>	9 <sup>53</sup>	4 <sup>54</sup>
2 <sup>55</sup>	6 <sup>56</sup>	9 <sup>57</sup>	3 <sup>58</sup>	1 <sup>59</sup>	4 <sup>60</sup>	7 <sup>61</sup>	8 <sup>62</sup>	5 <sup>63</sup>
5 <sup>64</sup>	4 <sup>65</sup>	8 <sup>66</sup>	7 <sup>67</sup>	6 <sup>68</sup>	9 <sup>69</sup>	2 <sup>70</sup>	3 <sup>71</sup>	1 <sup>72</sup>
7 <sup>73</sup>	3 <sup>74</sup>	1 <sup>75</sup>	8 <sup>76</sup>	5 <sup>77</sup>	2 <sup>78</sup>	6 <sup>79</sup>	4 <sup>80</sup>	9 <sup>81</sup>

Generated Model (compact representation):

```
scheme(81,9,9,9,1) permutation*9  
scheme(81,9,9,3,3) permutation*9  
scheme(81,9,9,1,9) permutation*9
```

## Example: Sudoku 9x9,16x16,25x25

Sudoku 9x9	<code>scheme(81,9,9,9,1)</code>	<code>permutation*9</code>
	<code>scheme(81,9,9,3,3)</code>	<code>permutation*9</code>
	<code>scheme(81,9,9,1,9)</code>	<code>permutation*9</code>
Sudoku 16x16	<code>scheme(256,16,16,16,1)</code>	<code>permutation*16</code>
	<code>scheme(256,16,16,4,4)</code>	<code>permutation*16</code>
	<code>scheme(256,16,16,1,16)</code>	<code>permutation*16</code>
Sudoku 25x25	<code>scheme(625,25,25,25,1)</code>	<code>permutation*25</code>
	<code>scheme(625,25,25,5,5)</code>	<code>permutation*25</code>
	<code>scheme(625,25,25,1,25)</code>	<code>permutation*25</code>

## Next Step: Generalize Models

- Find parametrized models
- One model for all problem sizes
- Parameters expressed as polynomials of one or multiple parameters
- Assumptions
  - Very few (1-3) samples
  - Highly structured problems lead to simple polynomials
- Learning polynomials is expressed as a constraint problem

# Generic Model: Sudoku $n \times n$

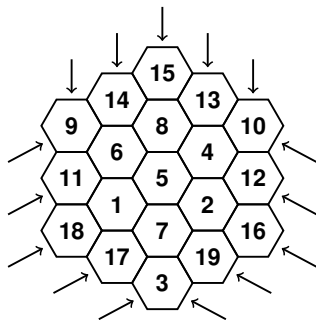
From multiple specific models:

Sudoku 9x9	scheme(81,9,9,9,1)	permutation*9
	scheme( <b>8</b> 1,9,9, <b>3</b> ,3)	permutation* <b>9</b>
	scheme(81,9,9,1,9)	permutation*9
Sudoku 16x16	scheme(256,16,16,16,1)	permutation*16
	scheme( <b>2</b> 56,16,16, <b>4</b> ,4)	permutation* <b>16</b>
	scheme(256,16,16,1,16)	permutation*16
Sudoku 25x25	scheme(625,25,25,25,1)	permutation*25
	scheme( <b>6</b> 25,25,25, <b>5</b> ,5)	permutation* <b>25</b>
	scheme(625,25,25,1,25)	permutation*25

To one generic model:

scheme( $n^4, n^2, n^2, n^2, 1$ )	permutation* $n^2$
scheme( <b><math>n^4</math></b> , $n^2, n^2$ , <b><math>n</math></b> , $n$ )	permutation* <b><math>n^2</math></b>
scheme( $n^4, n^2, n^2, 1, n^2$ )	permutation* $n^2$

## More Complex Example: Magic Hexagon



5 samples, independent parameters  $x_1 = [3, 4, 5, 6, 7]$ ,  
 $x_2 = [1, 3, 6, 21, 2]$ , dependent parameter  $y_1 = [190, 777, 2196, 6006, 8255]$

$$2y_{1k} = 9x_{1k}^4 + 6x_{1k}^2x_{2k} - 18x_{1k}^3 - 6x_{1k}x_{2k} + 12x_{1k}^2 + 2x_{2k} - 3x_{1k}$$

# Outline

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# Take away message

- Apply ModelSeeker Approach to problem from EDF
- Find constraints in Unit Commitment Problem
- Modelled with constraints having functional dependencies
- Generate sample output similar to input data



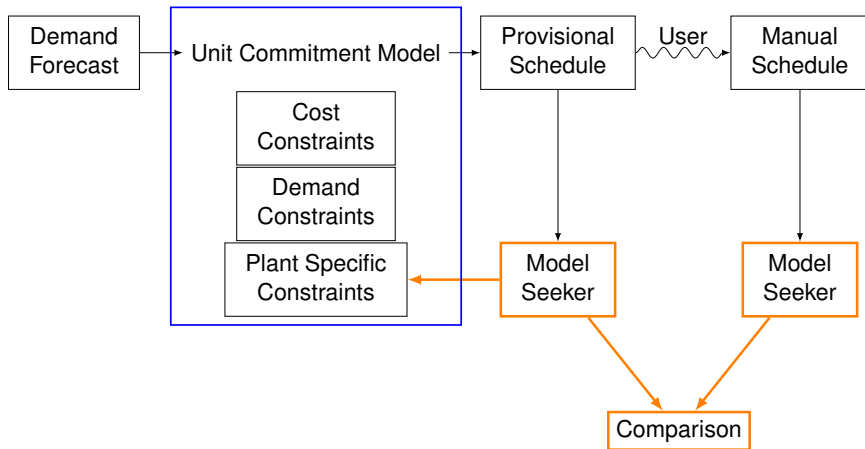
# EDF Unit Commitment Model (UCM)

- Planning the use of all power stations in France for next two days
  - Run every day
- Based on demand prediction, minimizing production cost
- Each plant is defined by its own constraints
- Very large optimization model (MIP/Lagrangian Relaxation)
- Execution time critical to process

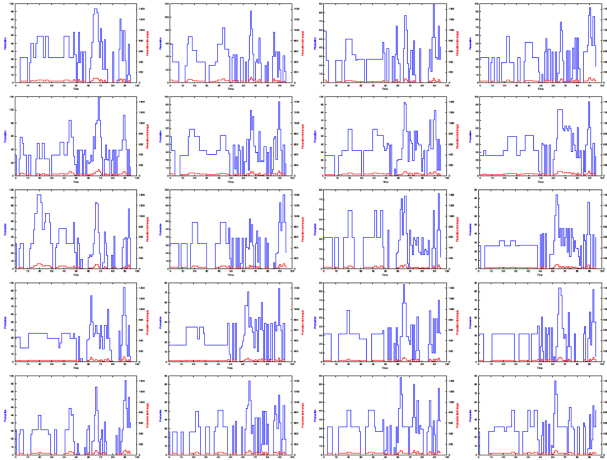
# Problem: Identify Plant Specific Constraints

- Large part of model are plant specific constraints
- This determines how a plant can be scheduled
- Big differences between different types of plants (nuclear, thermal, hydro)
- Different parameter values for each plant (even if same type)
- Ignore at the moment:
  - Matching demand (+ handling of reserves)
  - Minimizing cost
  - Seasonal/weather effects (especially hydro)

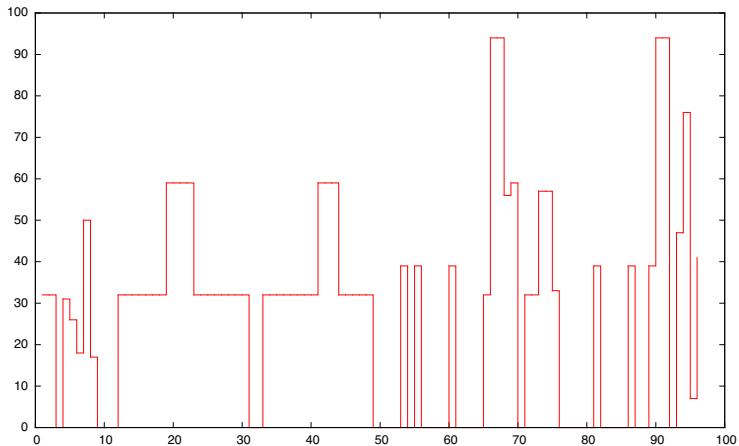
# Schema



# Example: From this...



## ... to this (Generated Profile)



# Summary

- Learning constraint models from few, positive examples
- Generalize models to arbitrary size (work in progress)
- Specific problem domain leads to more specific model generator

# Bibliography

- N. Beldiceanu, H. Simonis: A Constraint Seeker: Finding and Ranking Global Constraints from Examples. CP 2011: 12-26
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