

# Recomputation

Constraint Programming, lecture 7  
Marco Kuhlmann, Guido Tack

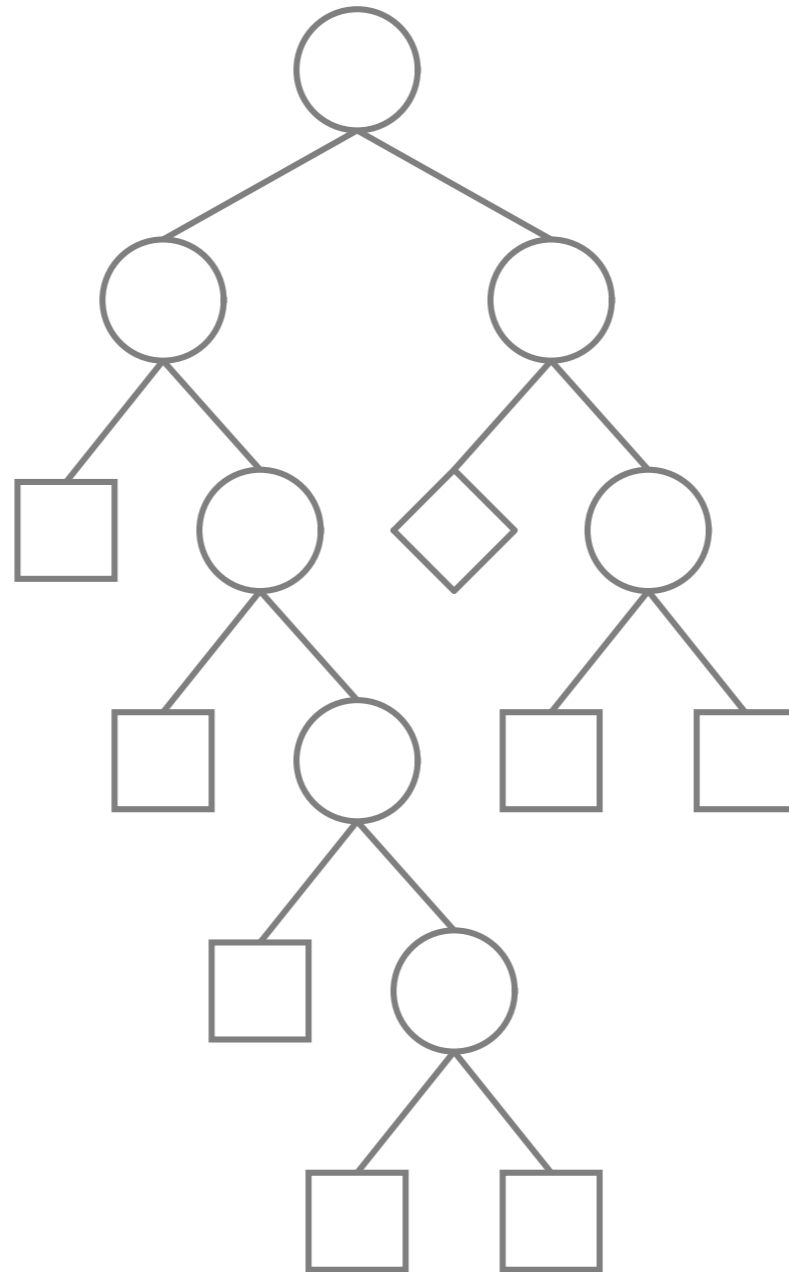
# Recapitulation

- separate propagation and branching from search
- architecture for search:  
computation spaces
- simple primitives, complex search engines

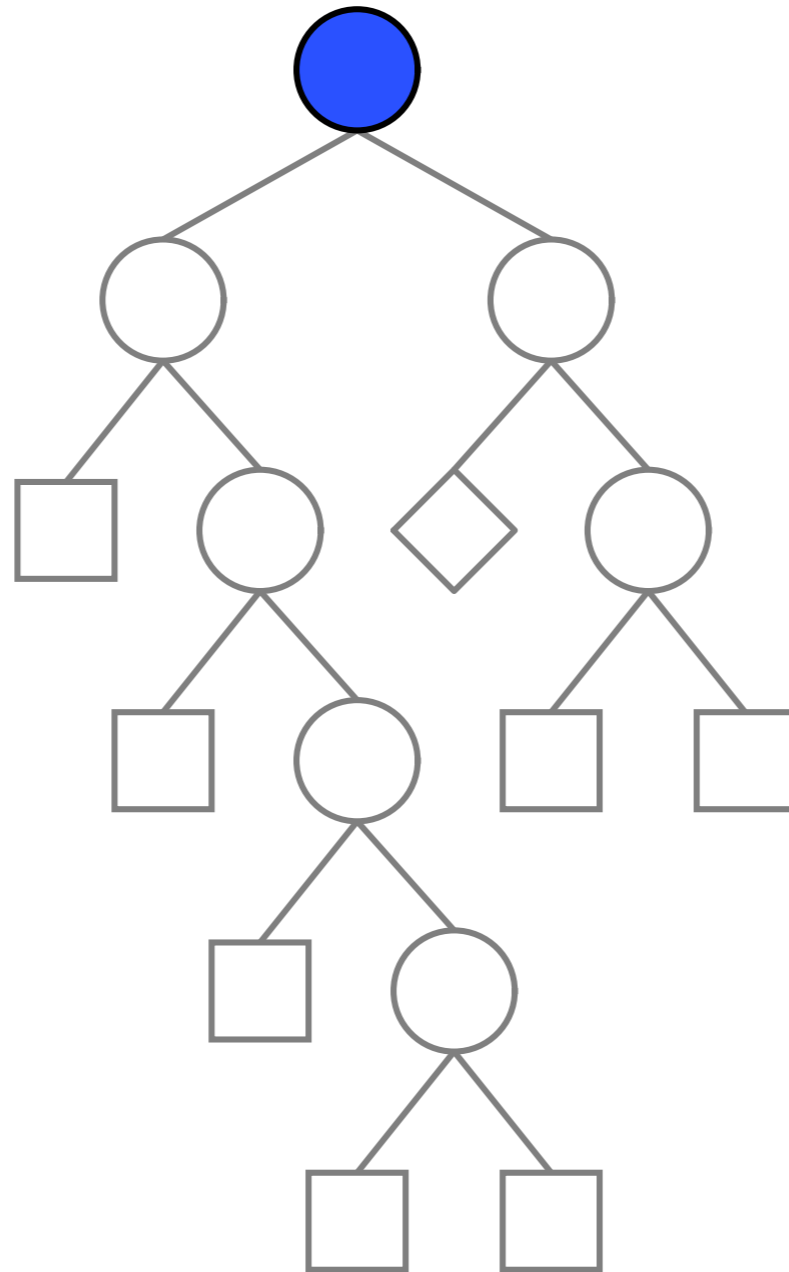
# Recapitulation

- search needs backtracking

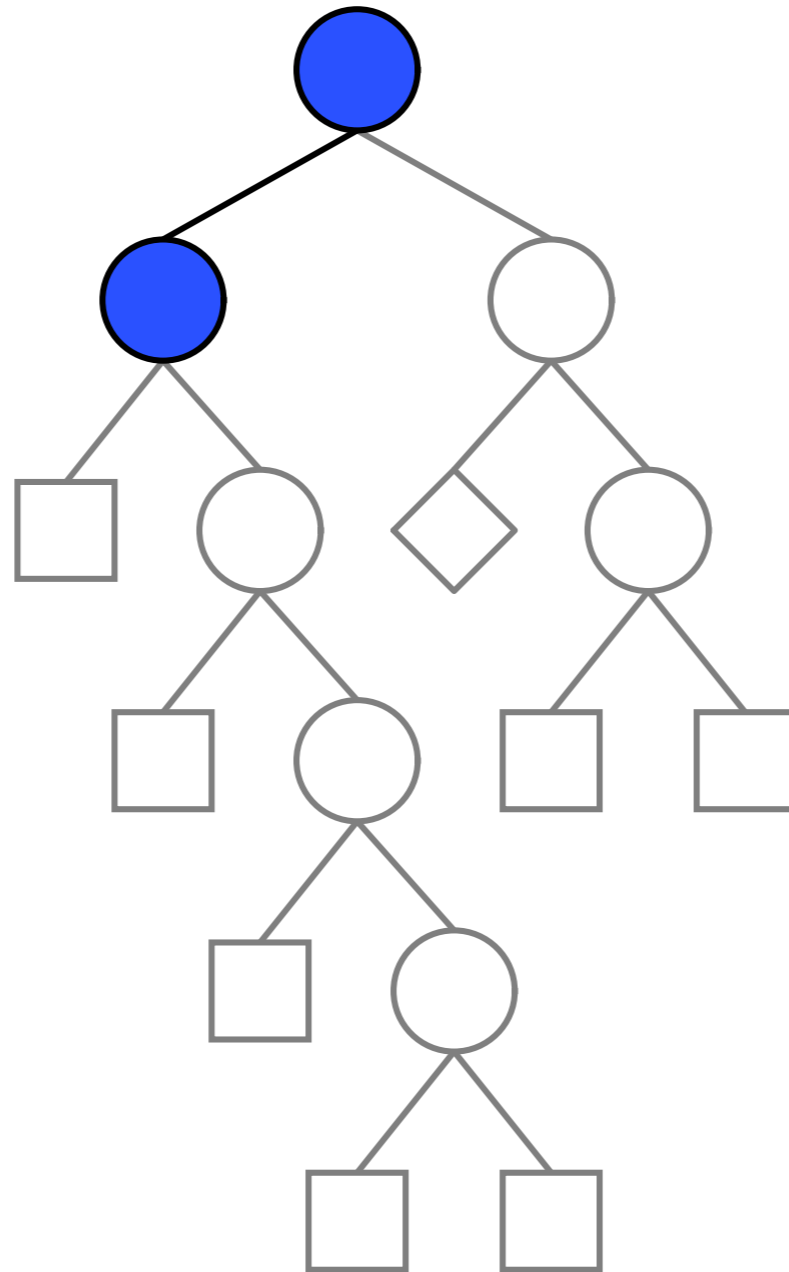
# Backtracking



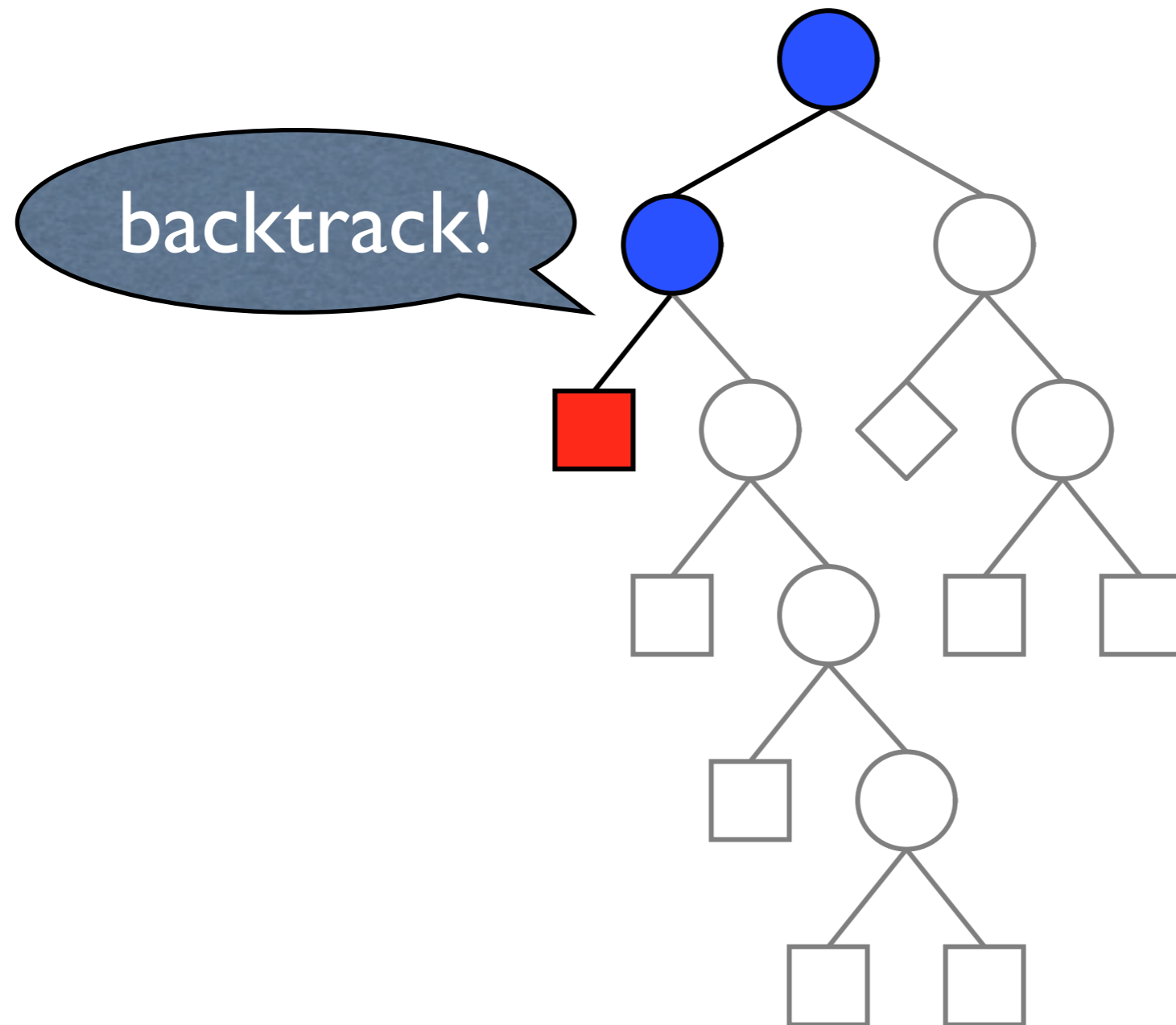
# Backtracking



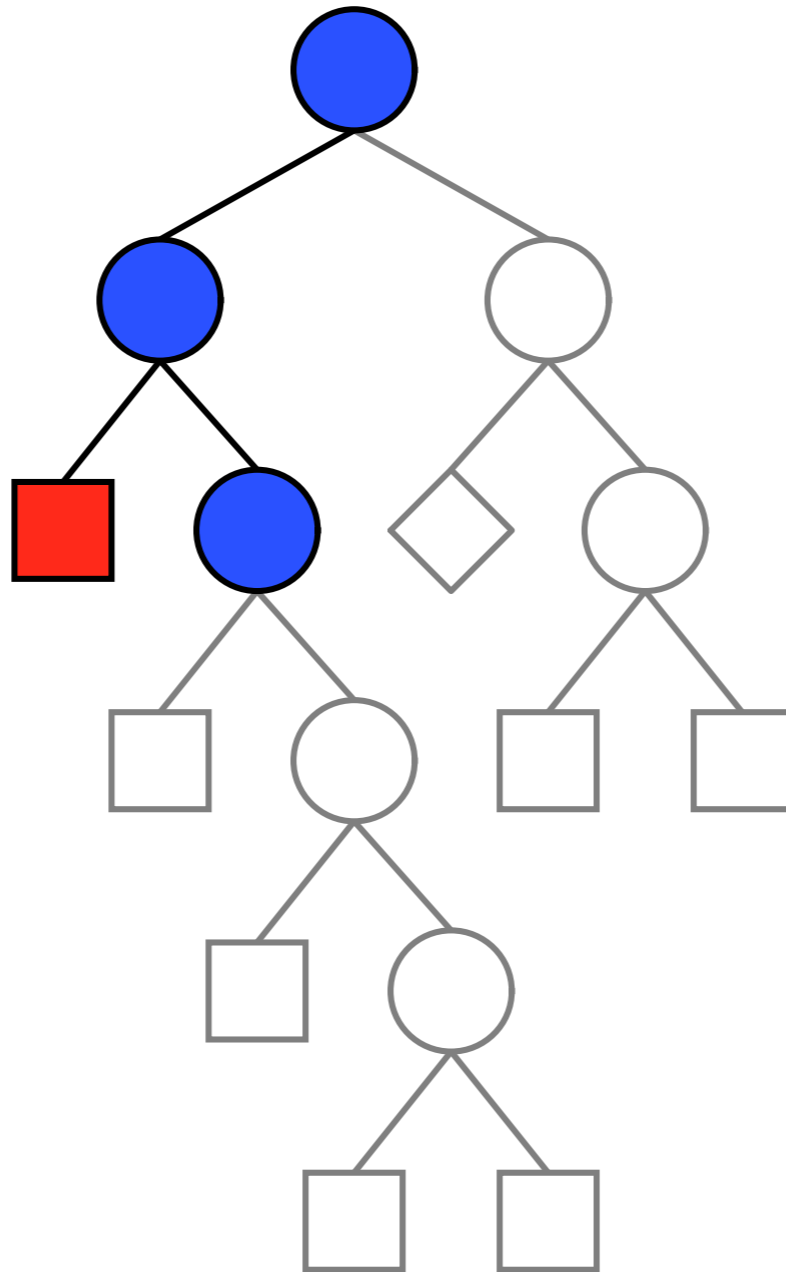
# Backtracking



# Backtracking

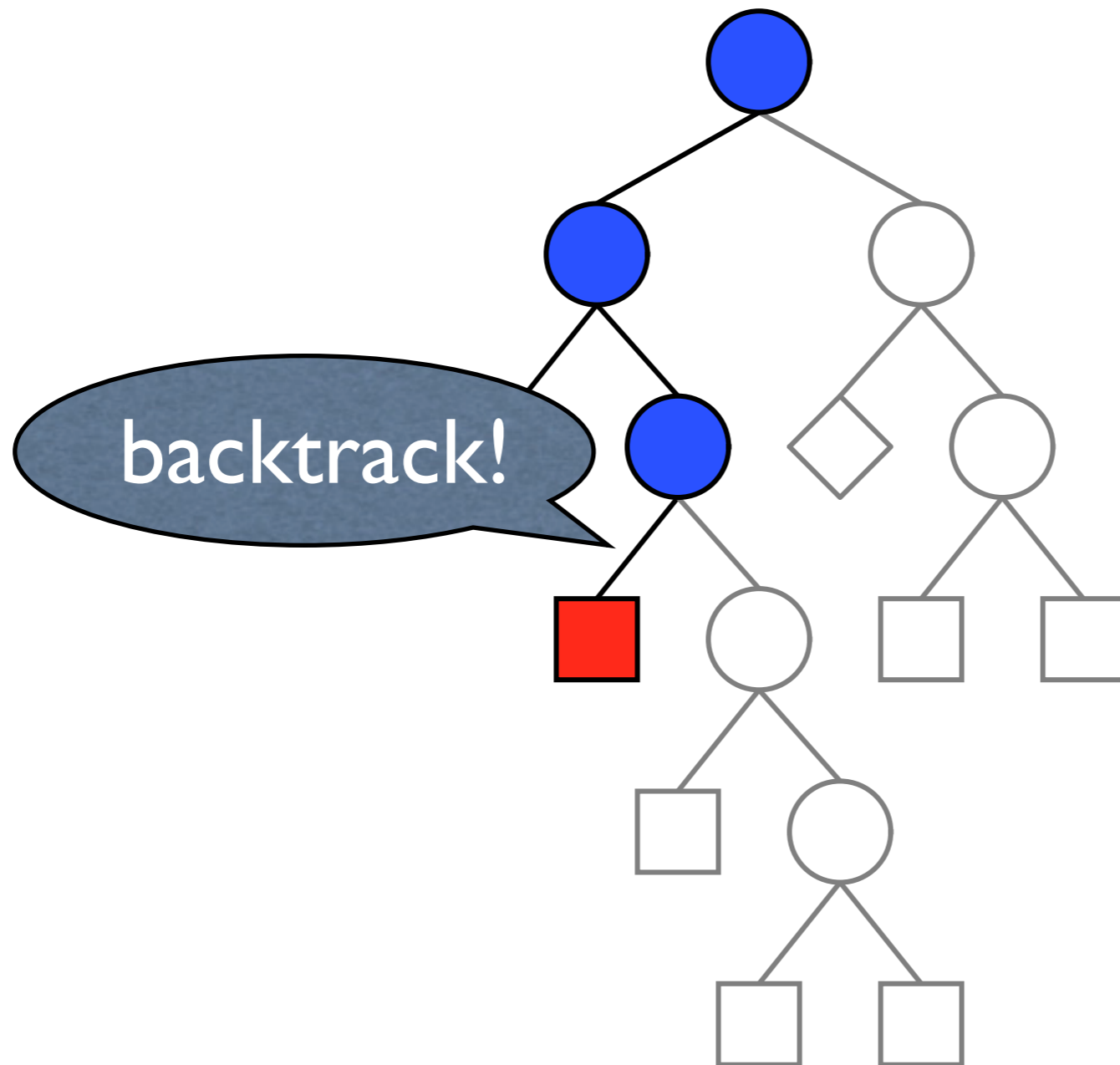


# Backtracking

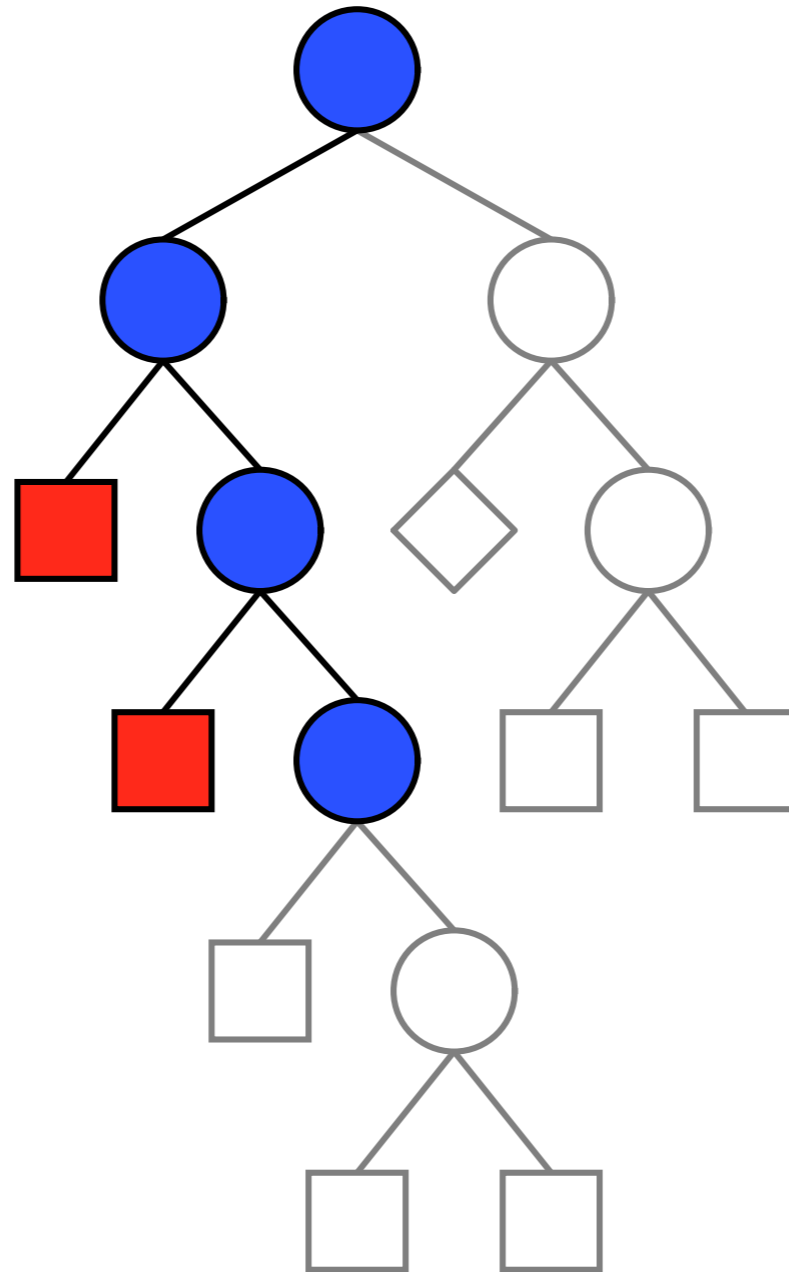




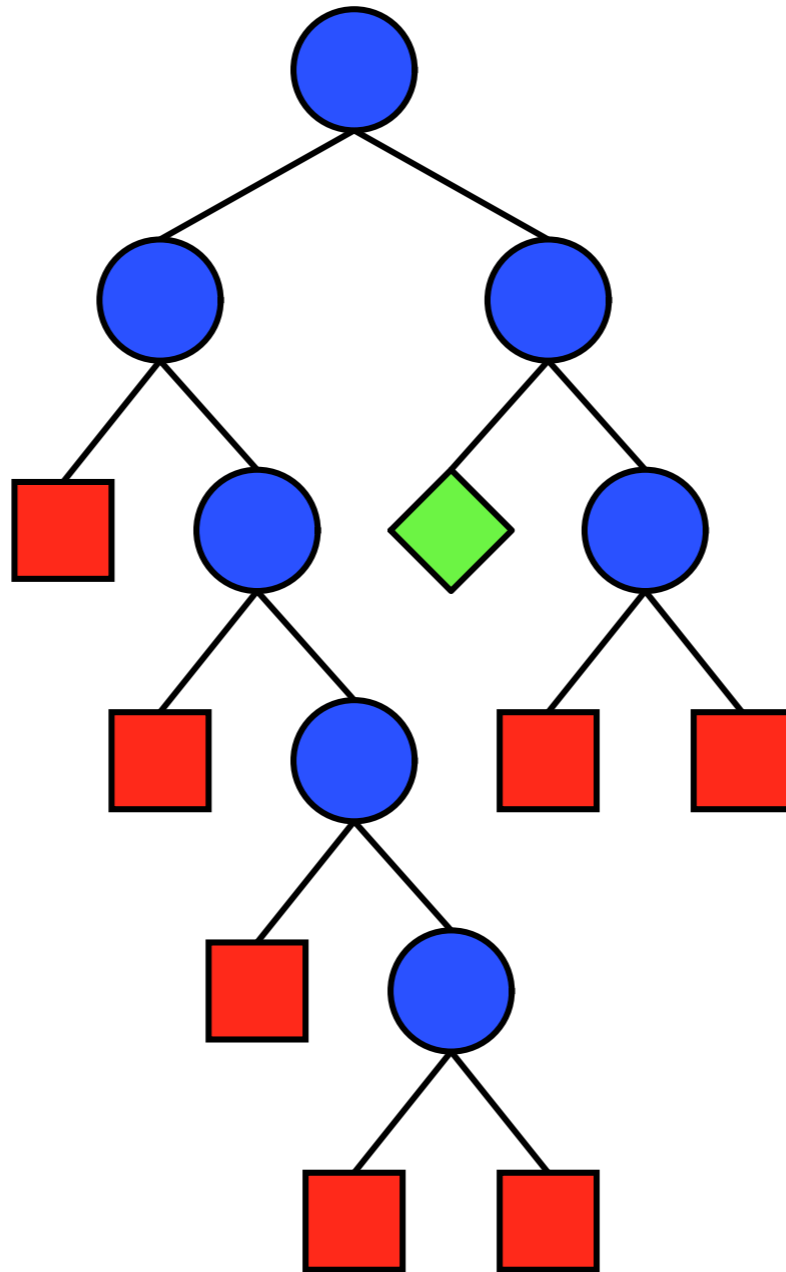
# Backtracking



# Backtracking



# Backtracking



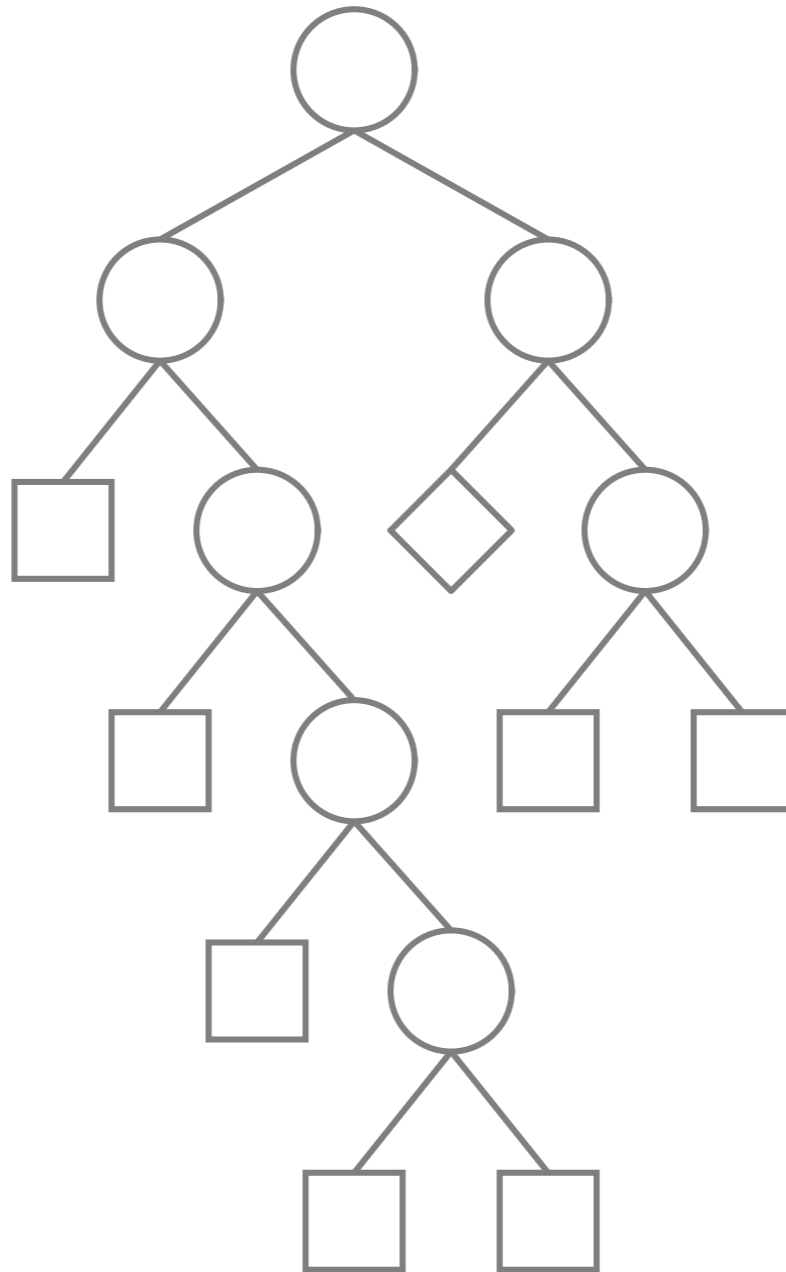
# Recapitulation

- search needs backtracking
- strategies:
  - copying
  - trailing
  - recomputation

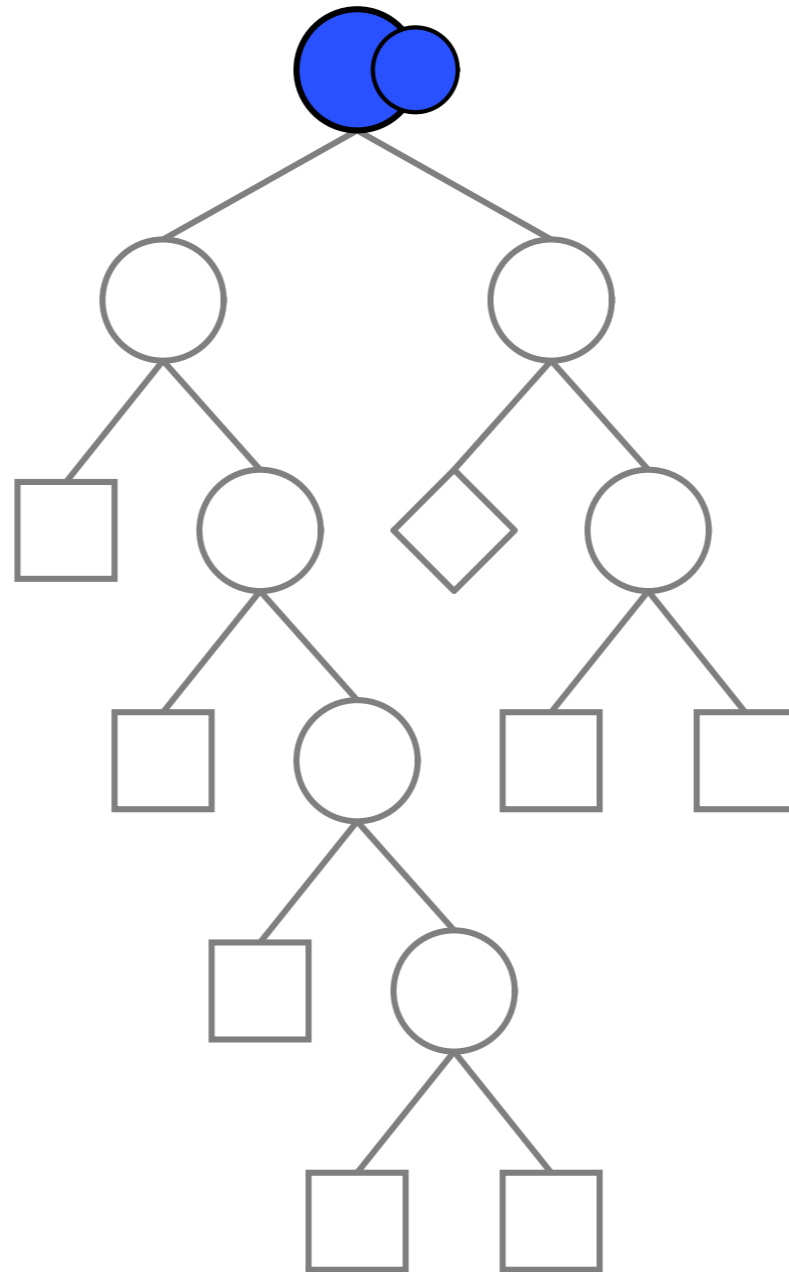
# Recapitulation

```
fun dfs (s) =  
  case status s of  
    FAILED => nil  
  | SOLVED => [s]  
  | BRANCH =>  
    let val c = clone s in  
      commit (s, 1);  
      commit (c, 2);  
      dfs s @ dfs c  
    end
```

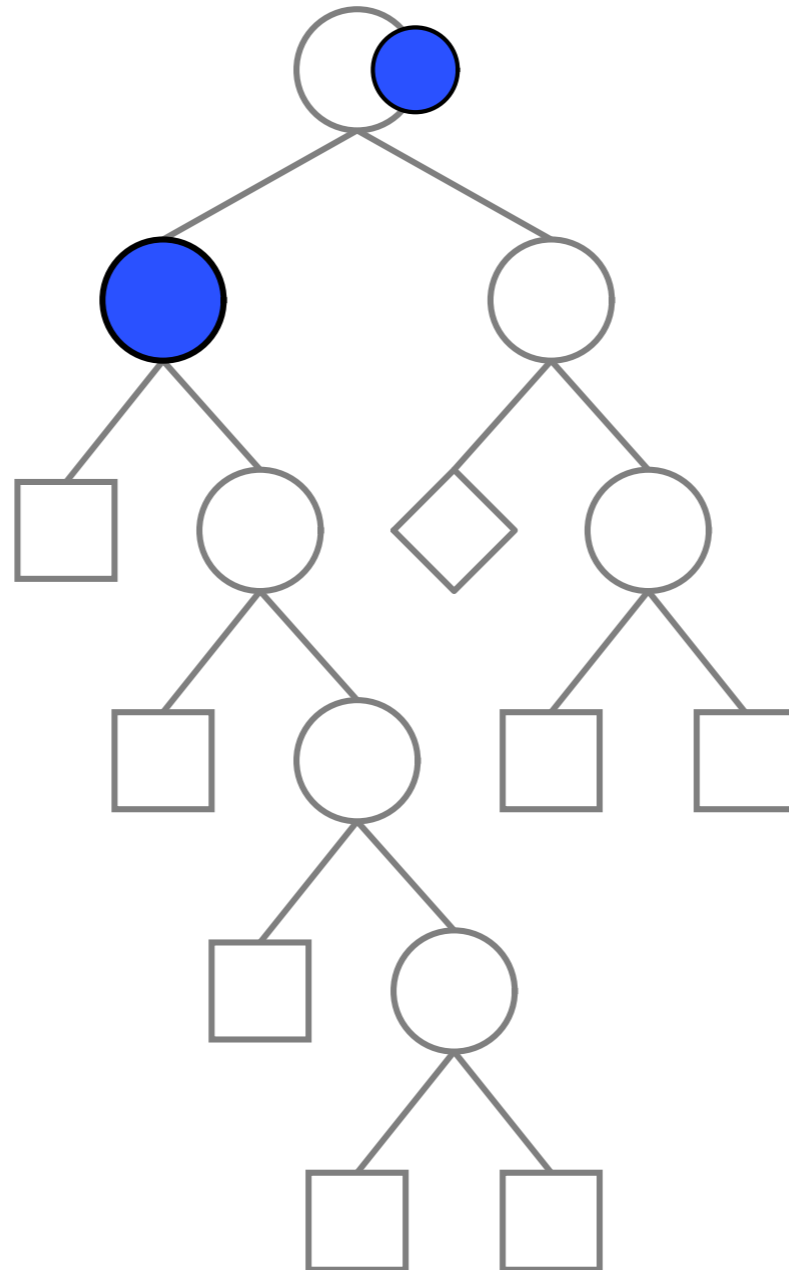
# Copying



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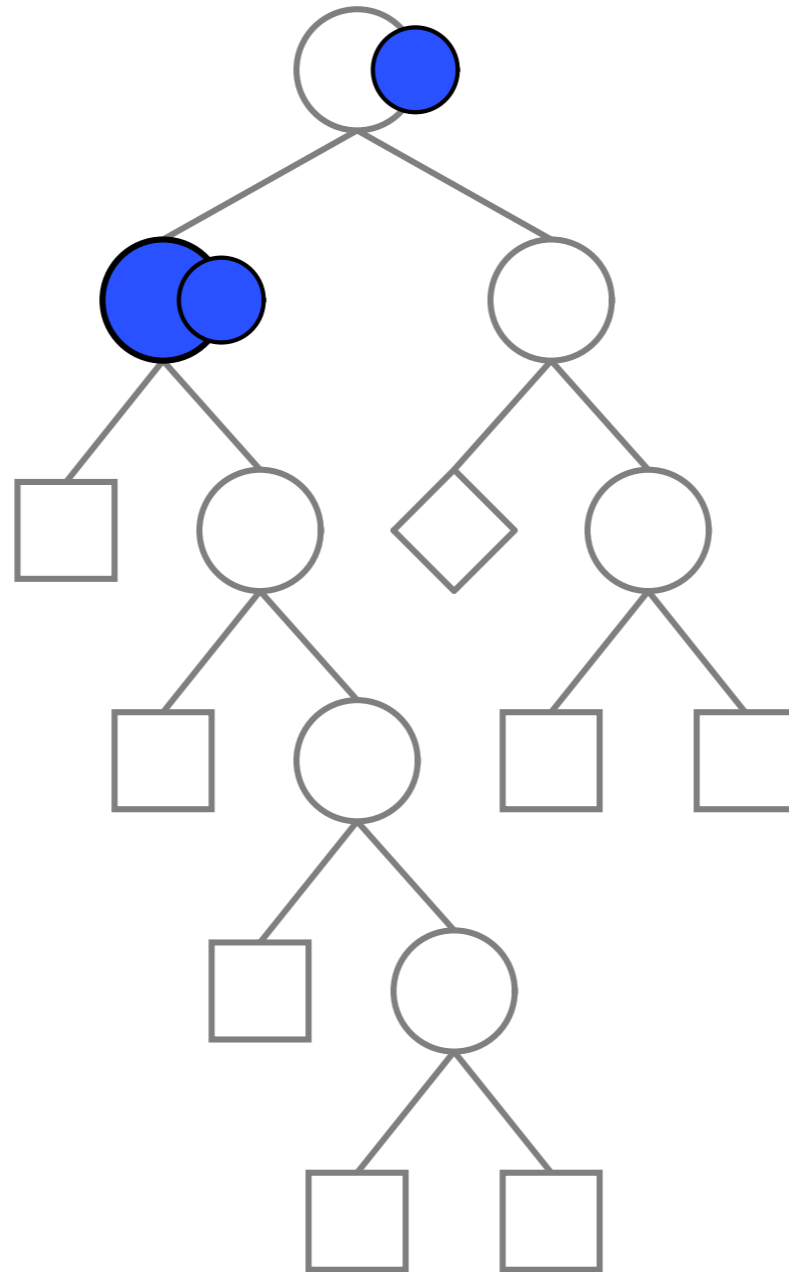


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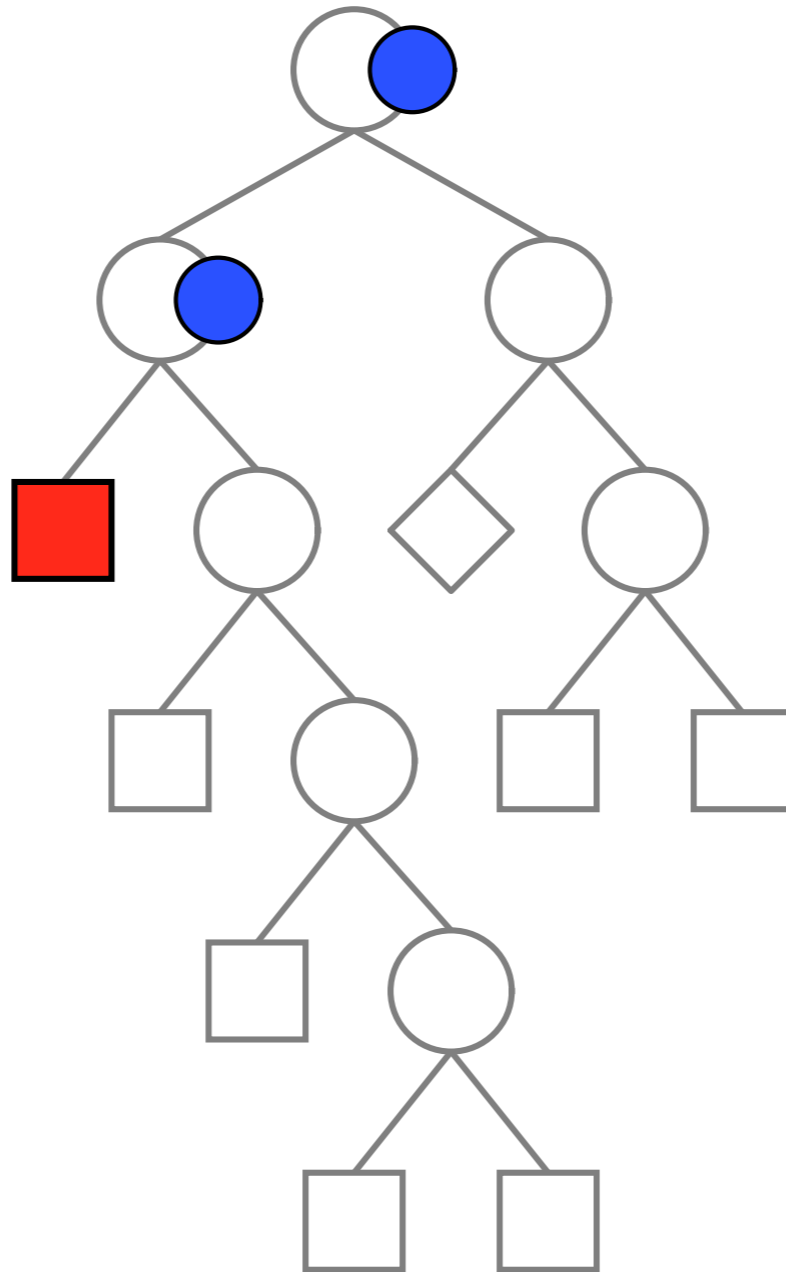




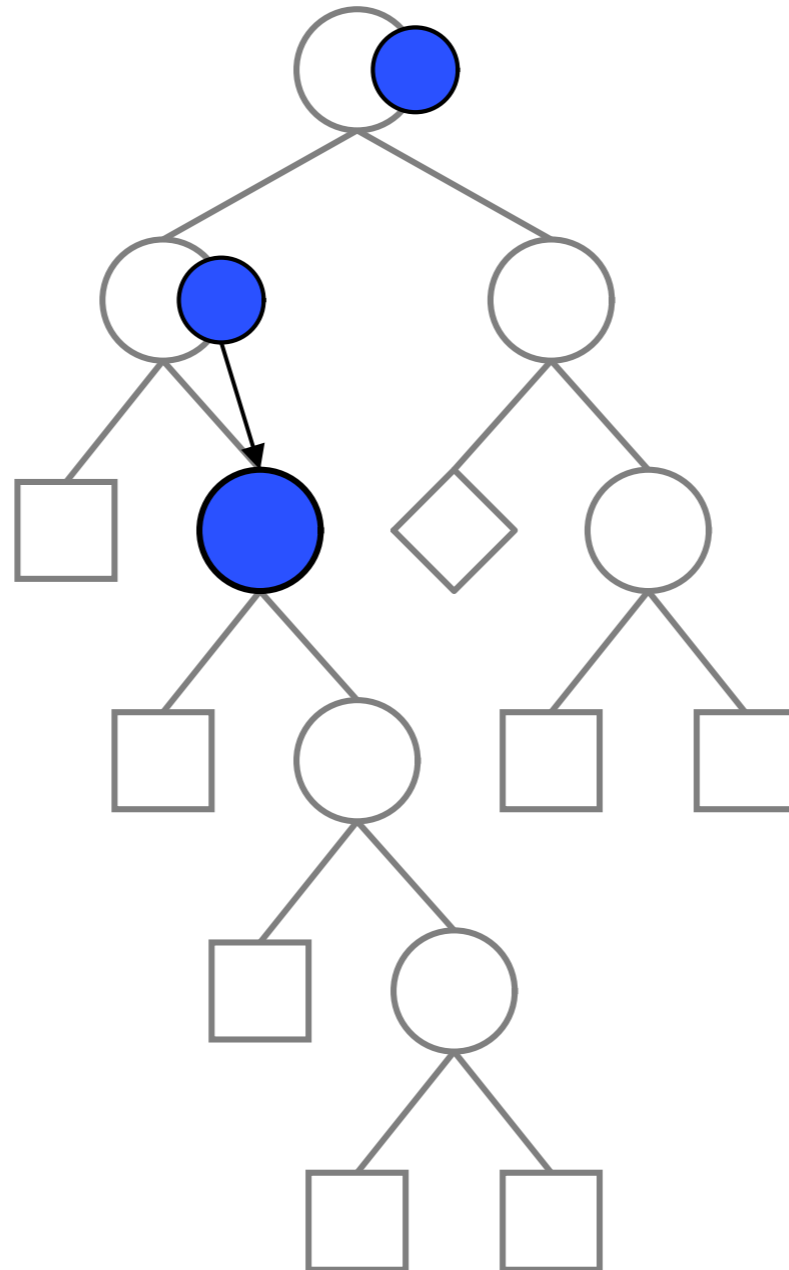
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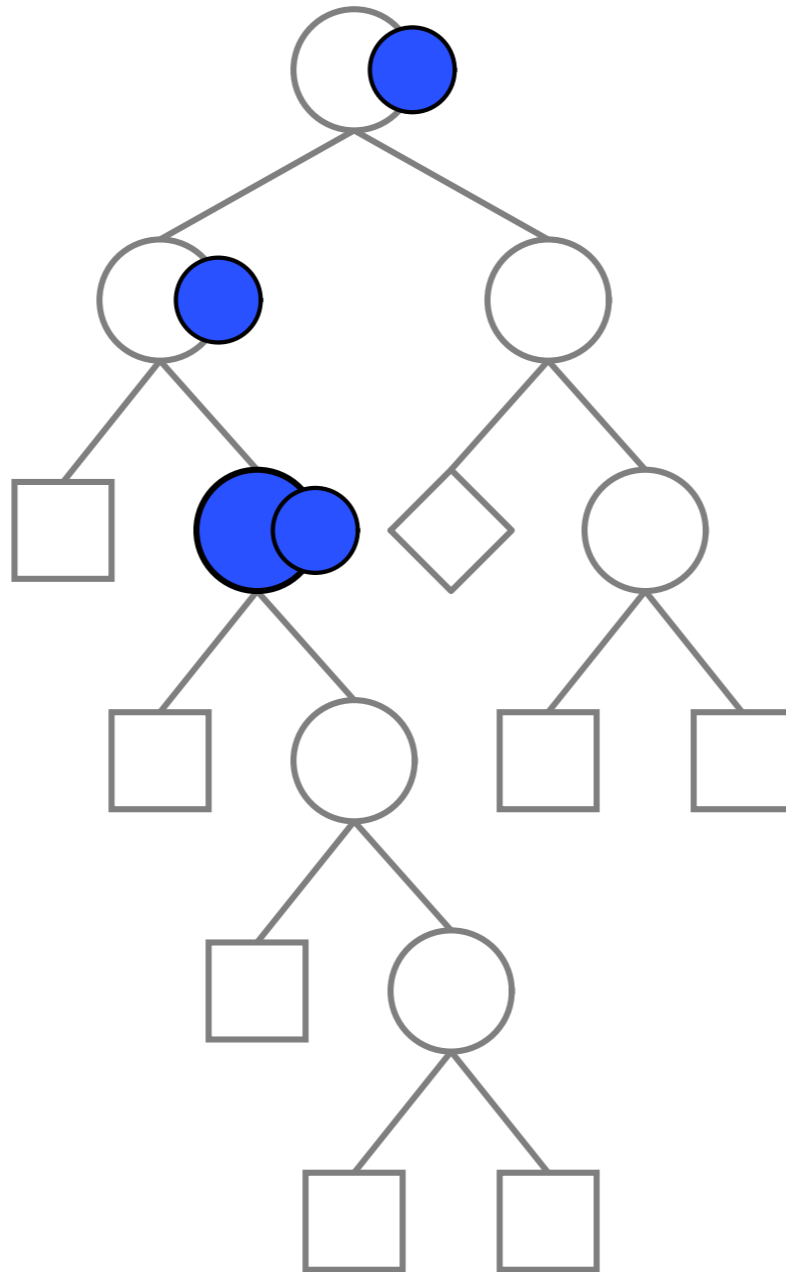
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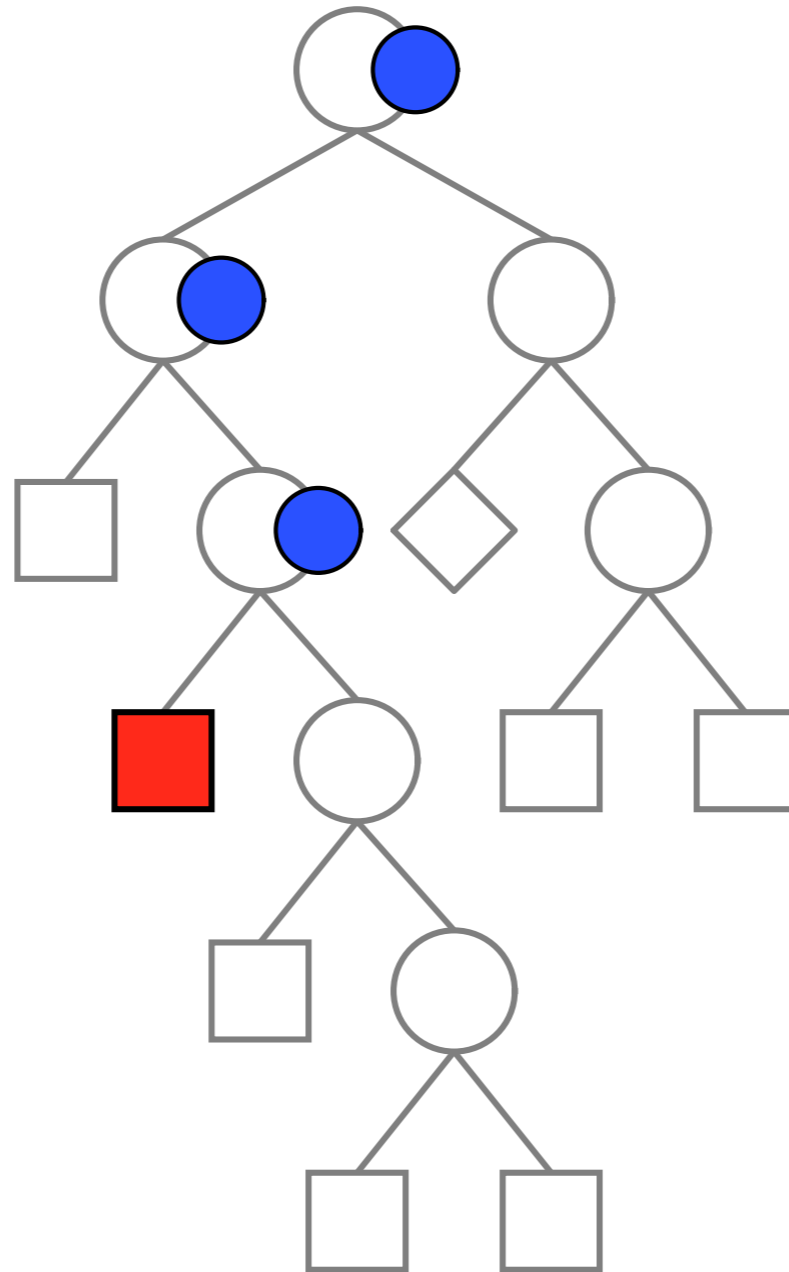
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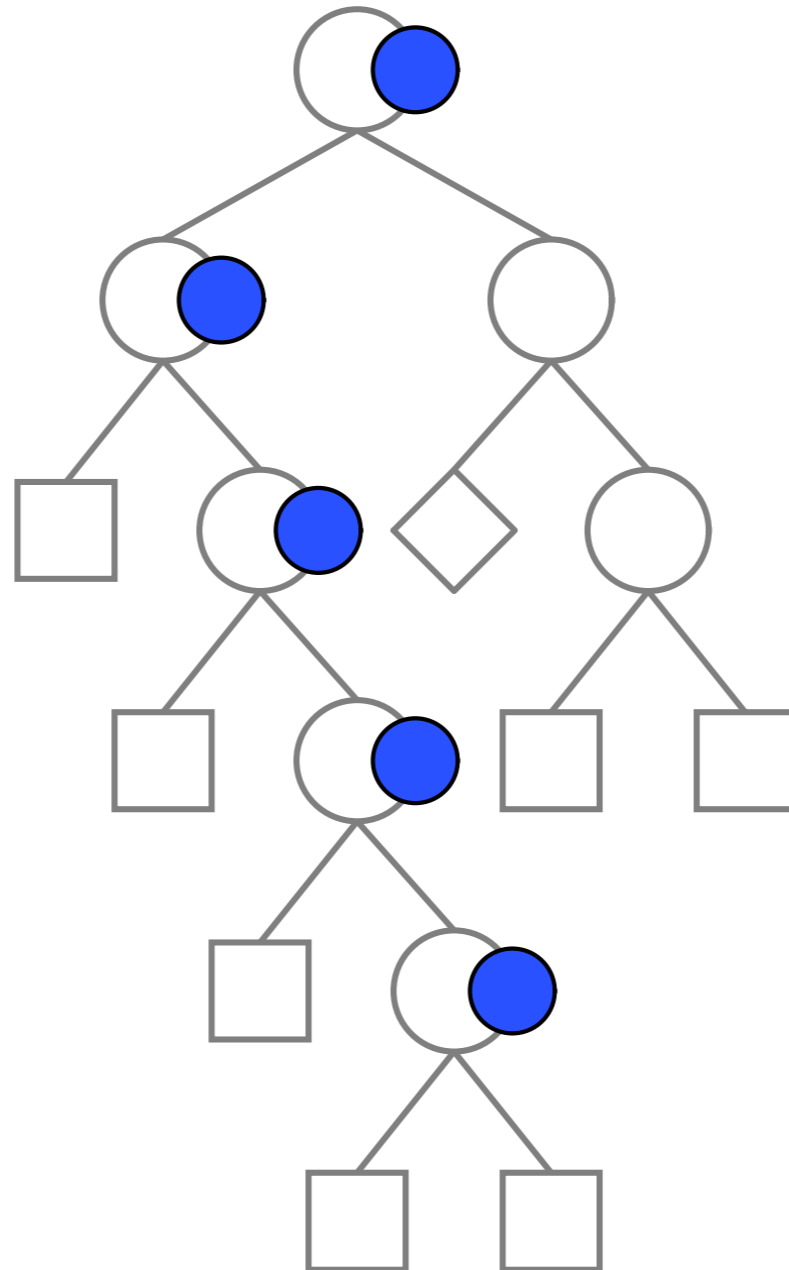
# Copying



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# Copying



# Recapitulation

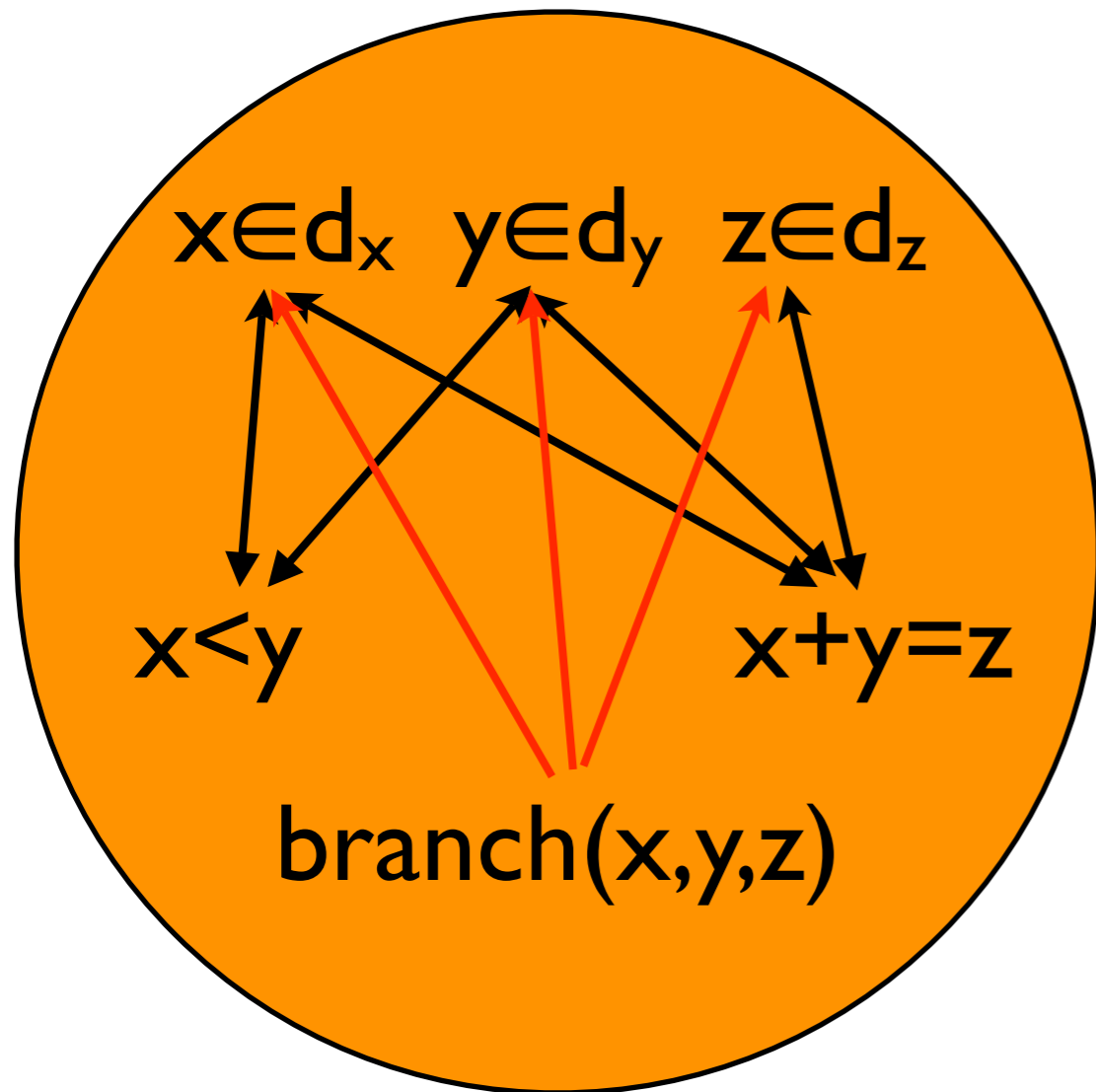
- search needs backtracking
- strategies:
  - copying
  - trailing
  - recomputation

# Today

- what's in a space?
- recomputation



# What's in a space?

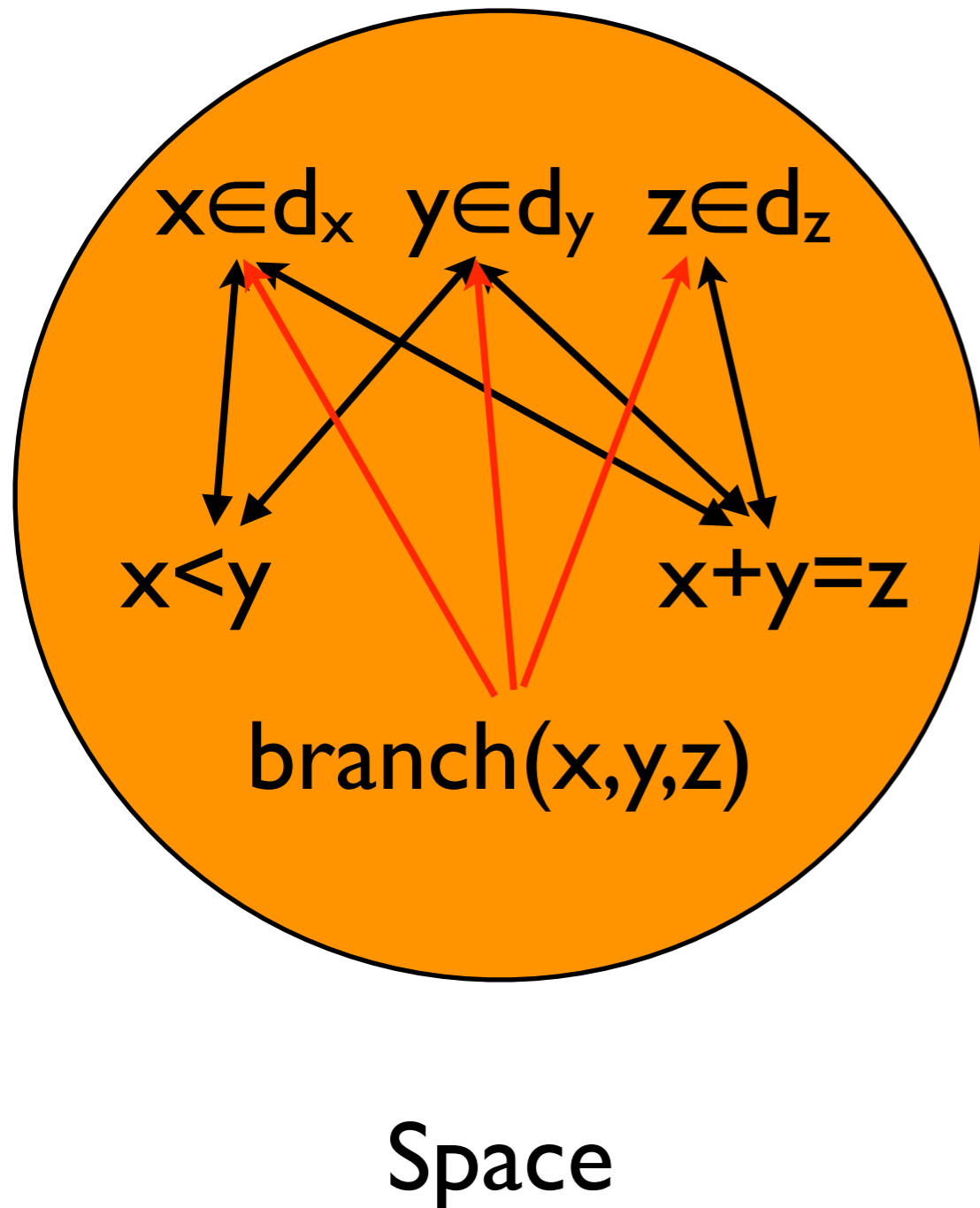


Space



Control

# What's in a space?



Memory consumption:

$$\sum \text{domains} + \sum_{\text{var}} \# \text{prop}(\text{var}) + \# \text{propagators} + \# \text{branchings}$$

~1000 variables

~10000 propagators

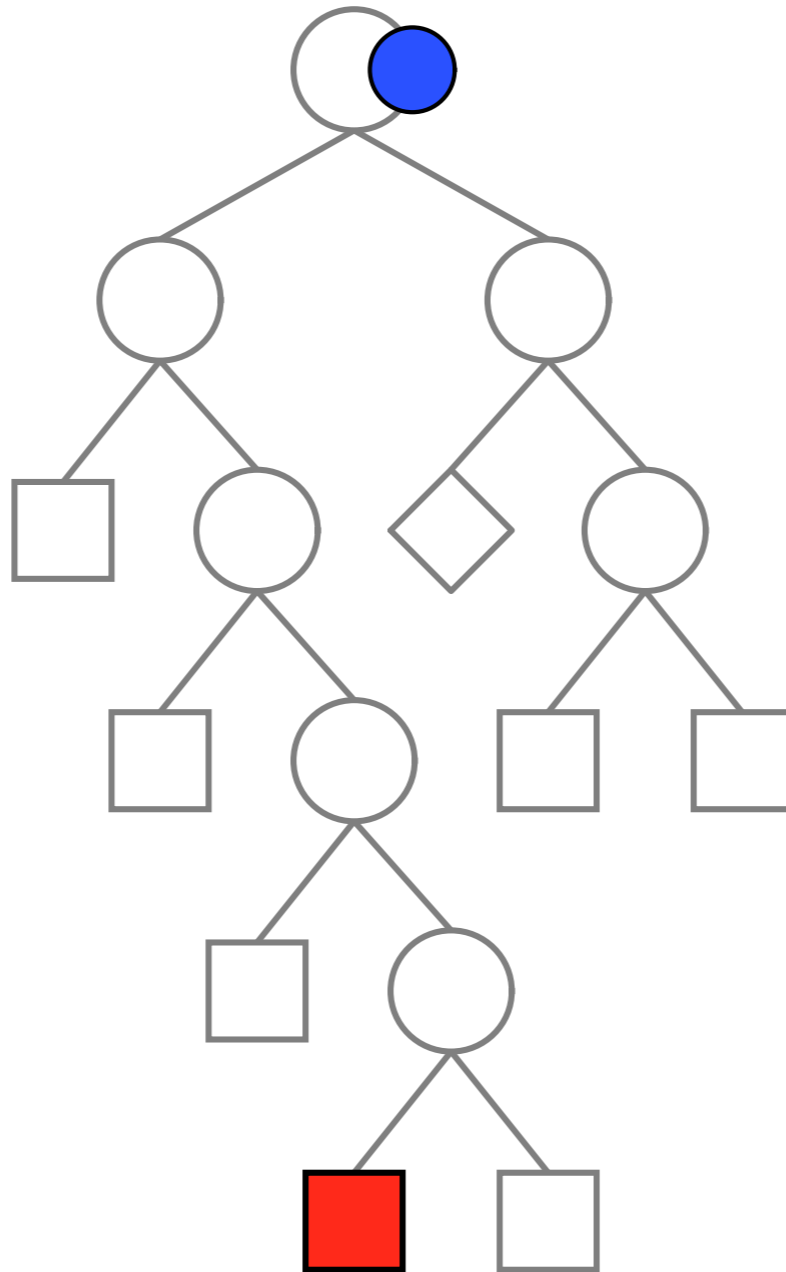
⇒ several MByte *per space*

# Recomputation

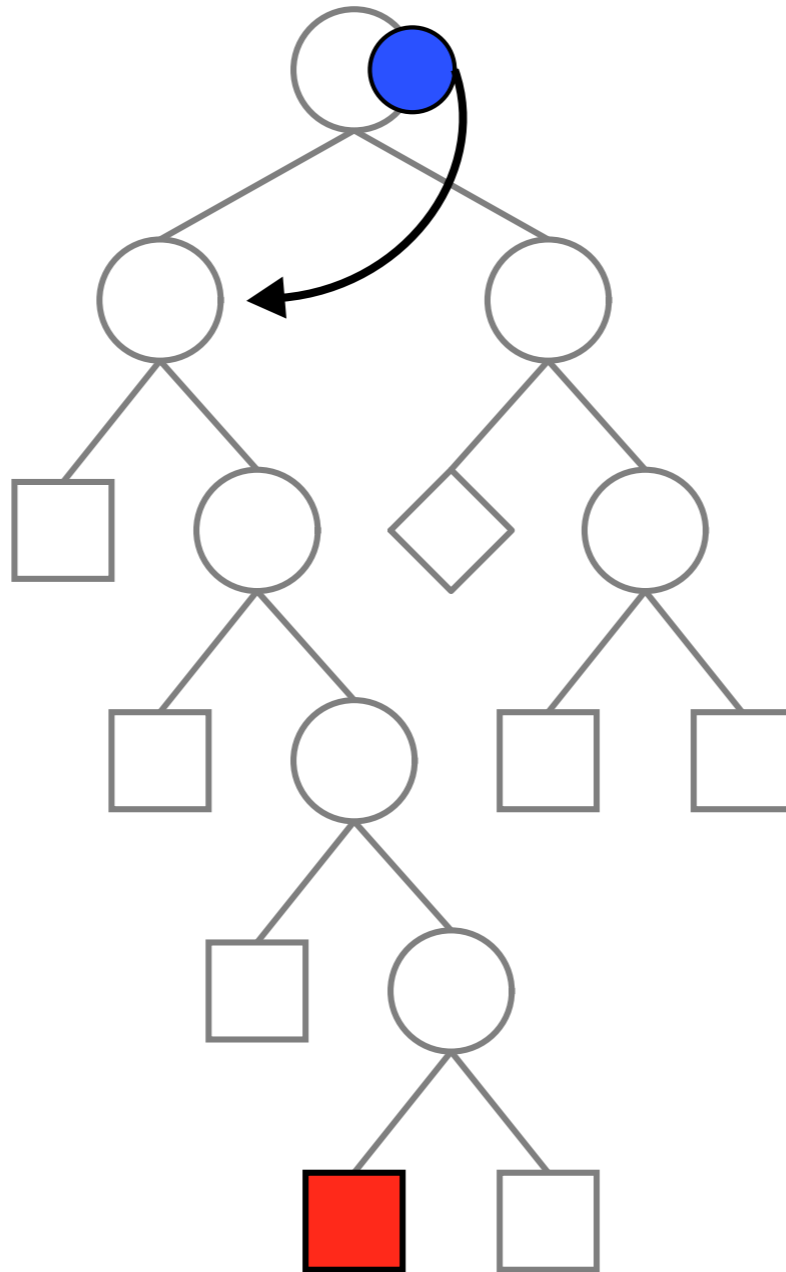
- Fundamental idea:  
trade space for time



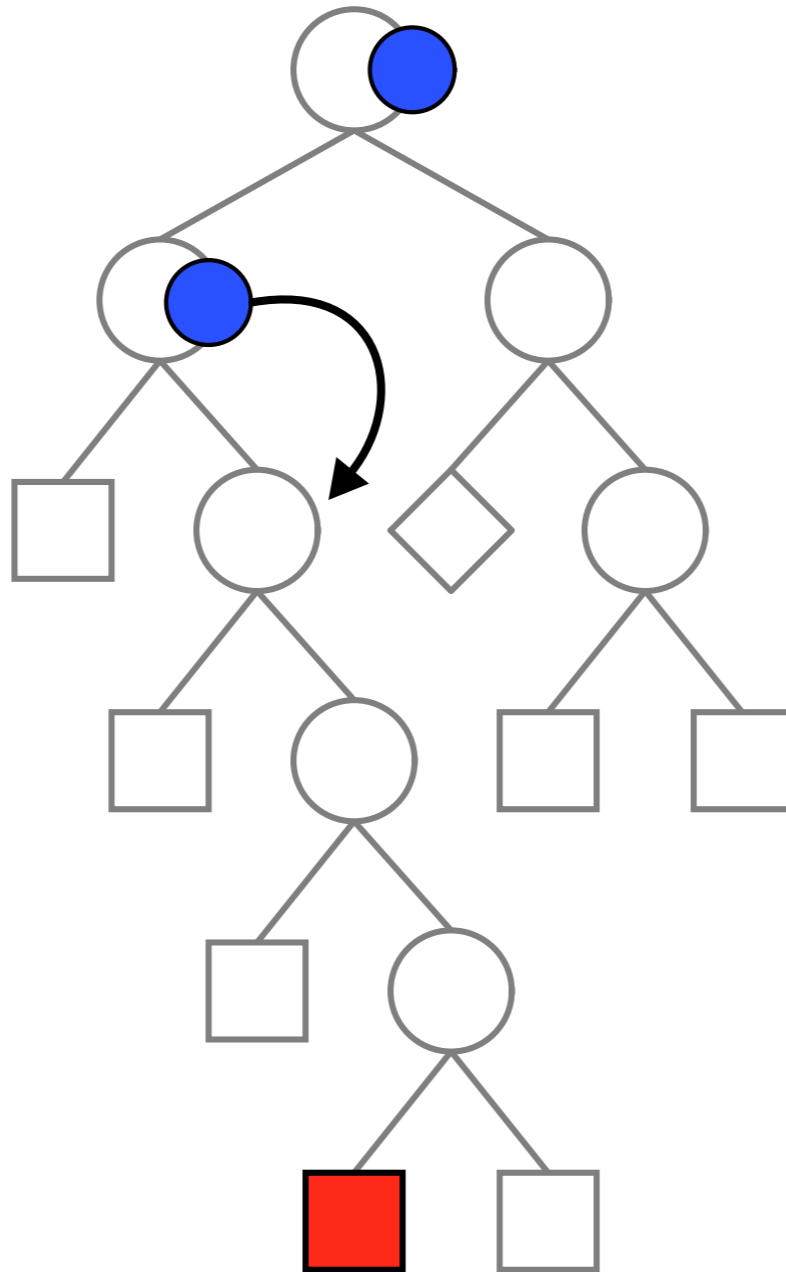
# Full recomputation



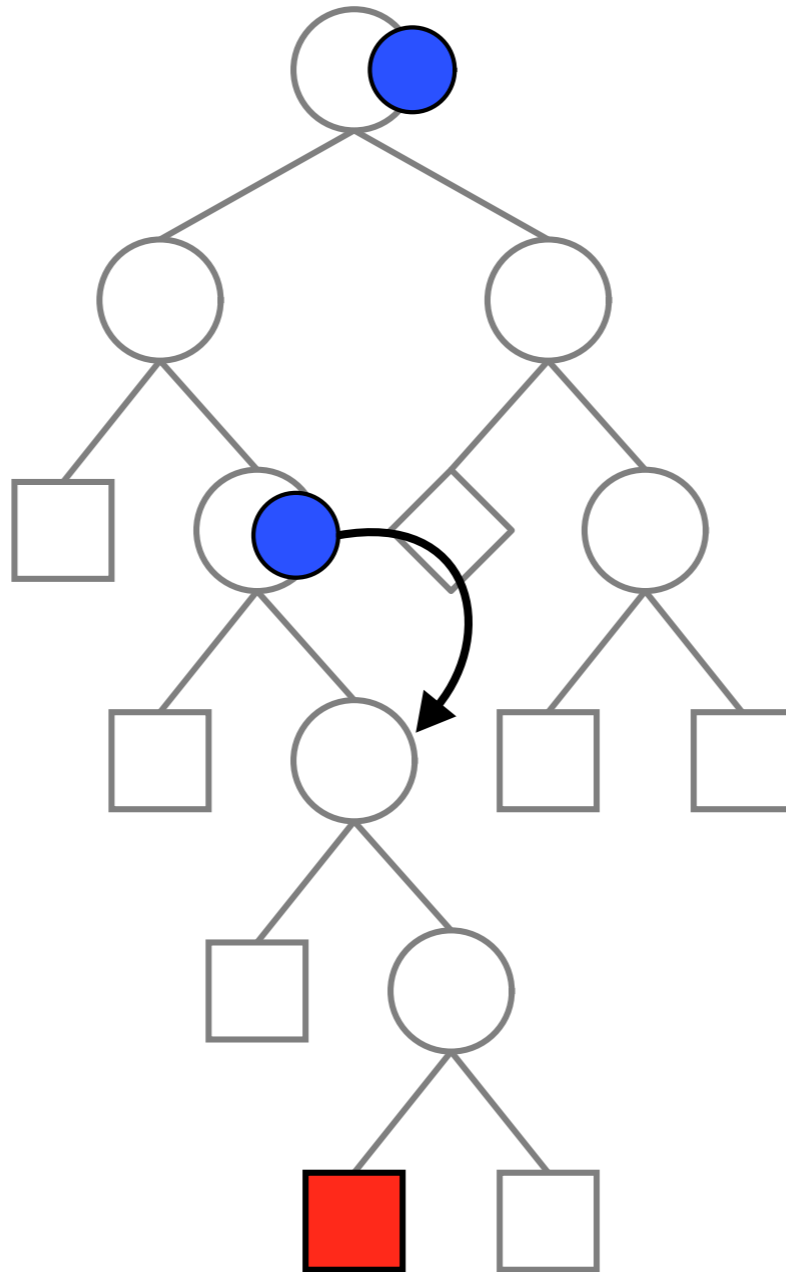
# Full recomputation



# Full recomputation



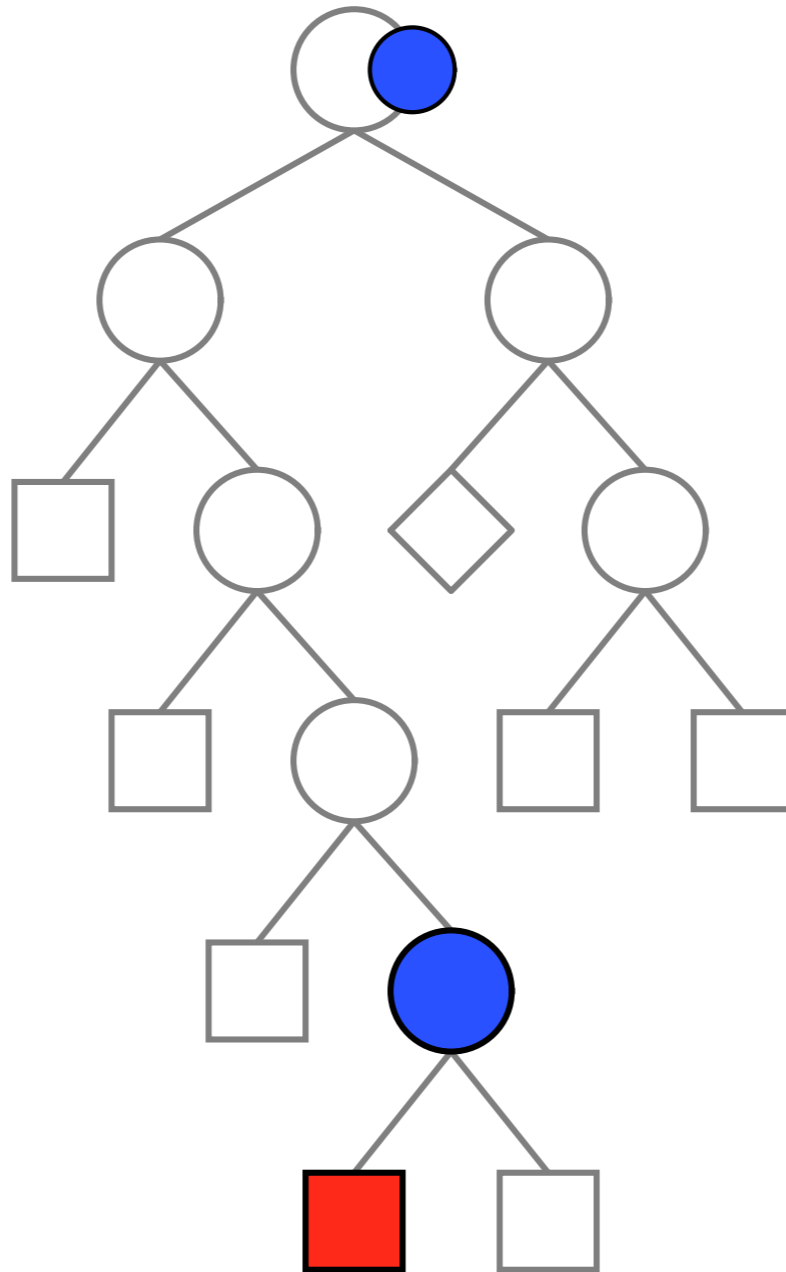
# Full recomputation







# Full recomputation





# DFS with full recomputation

```
fun dfs (s, root, path) =  
  case status s of  
    FAILED => ()  
  | SOLVED => raise Solution s  
  | BRANCH =>  
    (commit(s, 1);  
     dfs (s, root, 1::path);  
     let val c = recompute(root, path) in  
       commit (c, 2);  
       dfs (c, root, 2::path)  
     end)
```

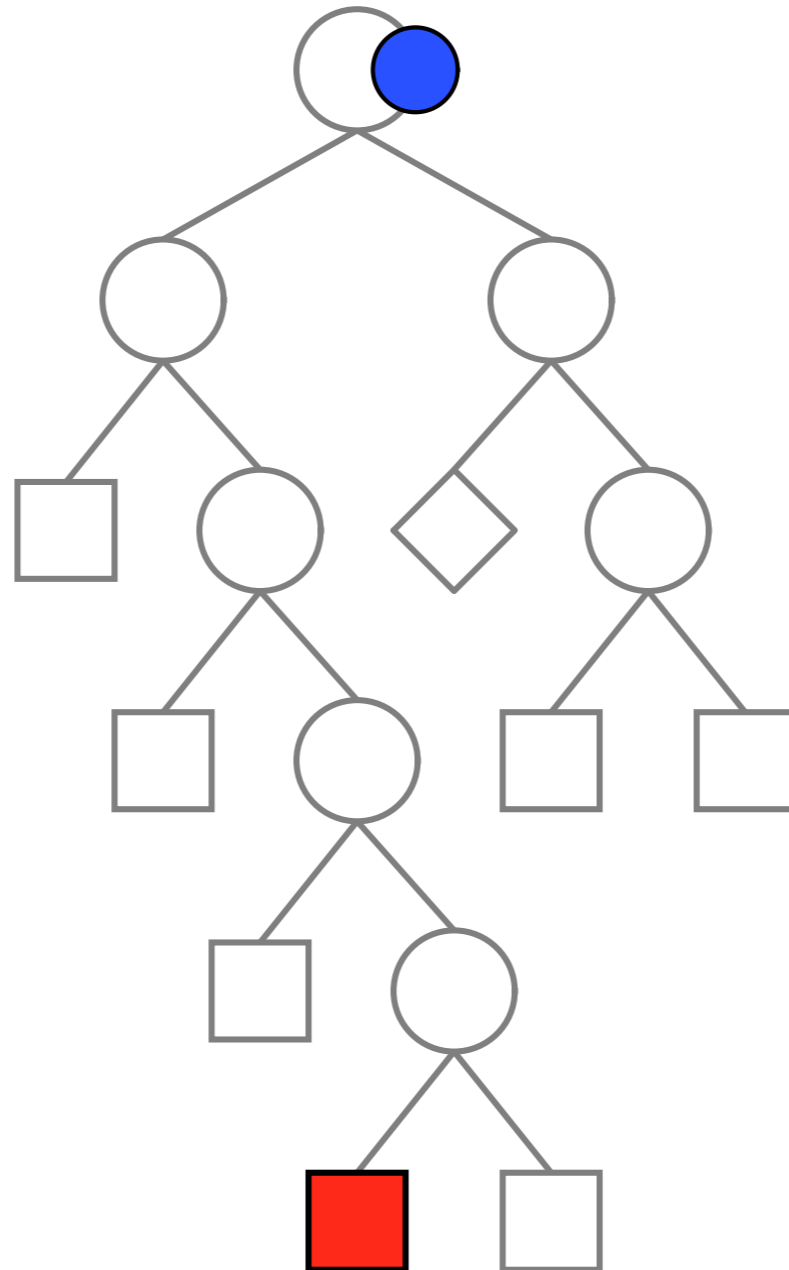
# Recomputation

- fundamental idea:  
trade space for time
- full recomputation:  
pro: no backup copies, constant space  
con: time overhead
- can we do better?

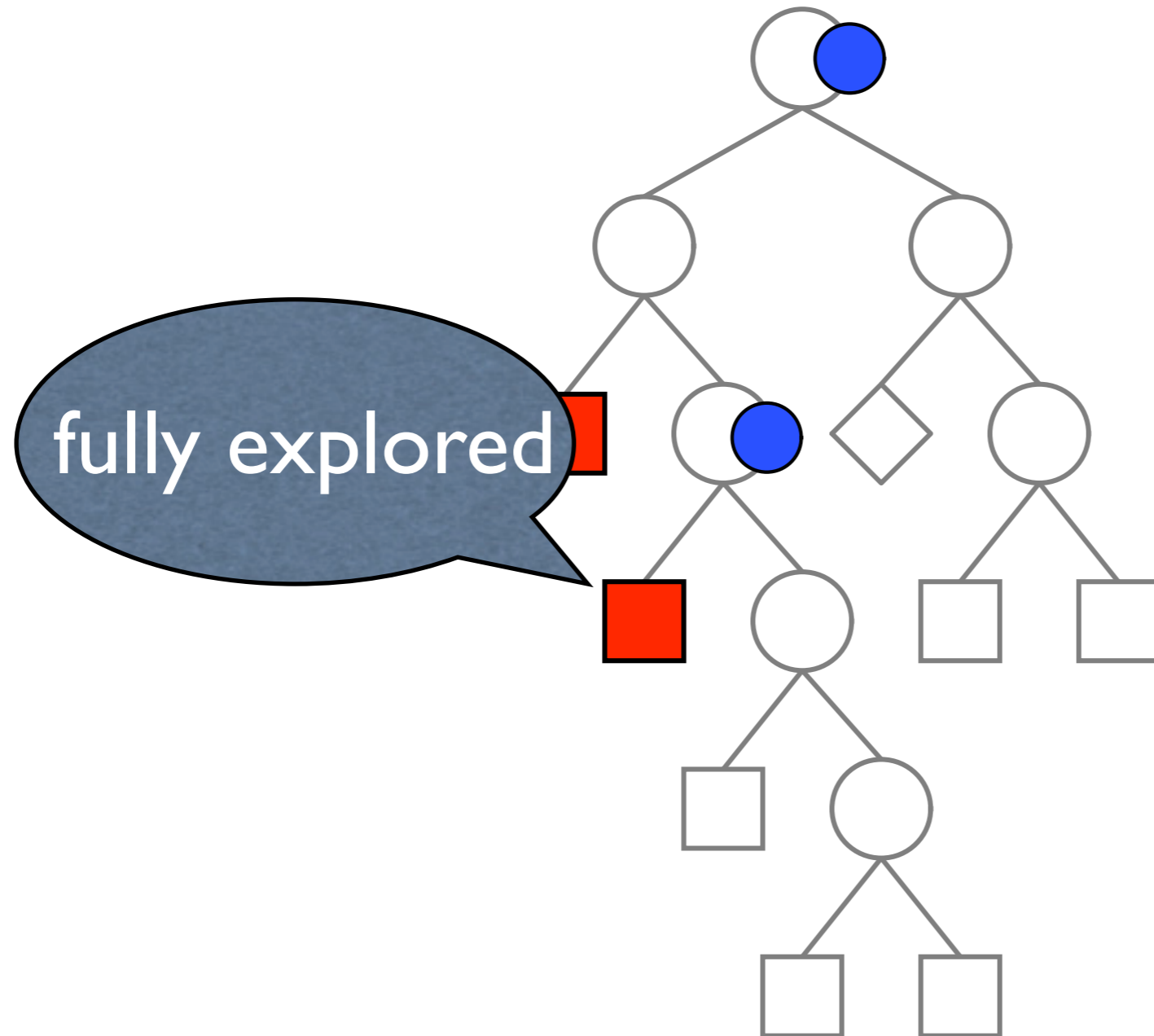
# Recomputation strategies

- fixed:  
keep a copy every  $n$  nodes
- adaptive:  
during recomputation, place new copy in the middle of the path to the last copy

# Recomputation strategies

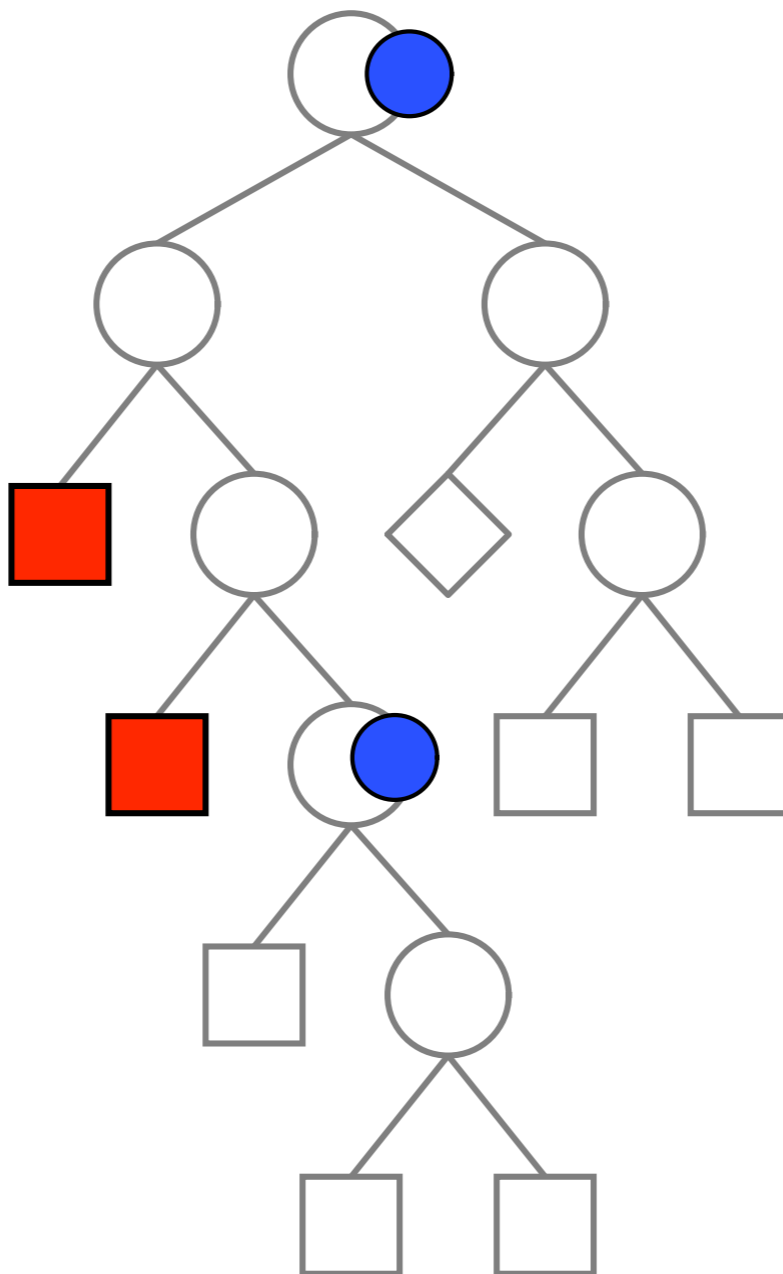


# Last Alternative Optimization



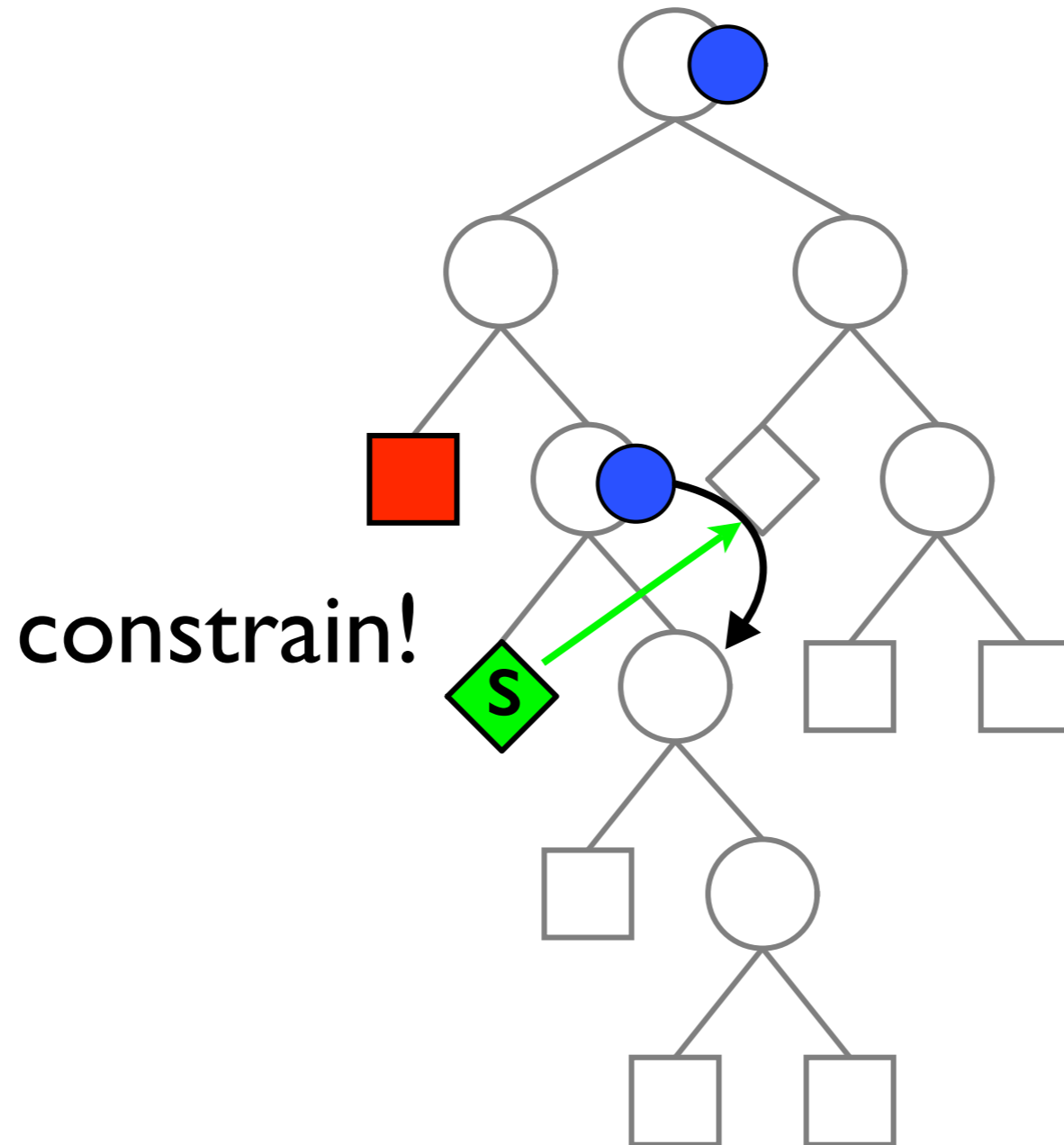


# Last Alternative Optimization





# BAB with recomputation



# Batch Recomputation

- observation:  
recomputing from a space  $s$  with a path of length  $n$  computes  $n$  fixpoints

# Fixpoints

- `commit` chooses alternative of a branching
- alternative depends on state of the space
- state of the space determined by fixpoint
  - ⇒ `commit` must propagate before actually committing!

# Batch Recomputation

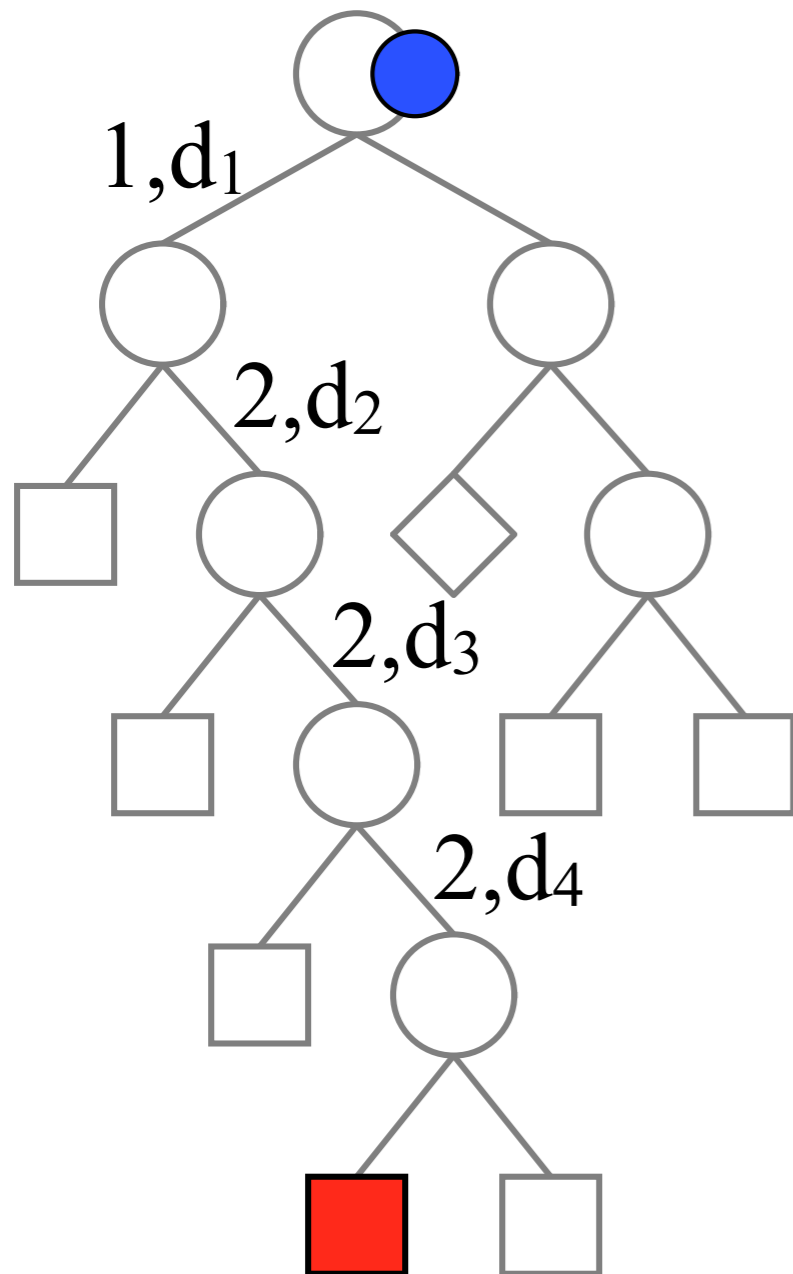
- observation:

recomputing from a space  $s$  with a path of length  $n$  computes  $n$  fixpoints

- idea:

more information on paths, compute only one fixpoint!

# Batch Recomputation



- Store *descriptions* of the choices:  
  
represent constraints added by `commit`
- Commit with descriptions, post constraints
- Compute only one fixpoint!

# DFS with batch recomputation

```
fun dfs (s, root, path) =  
  case status s of  
    FAILED => ()  
  | SOLVED => raise Solution s  
  | BRANCH d =>  
    (commit(s, d, 1);  
     dfs (s, root, (1, d)::path);  
     let val c = recompute(root, path) in  
       commit (c, d, 2);  
       dfs (c, root, (2, d)::path)  
     end)
```



# Summary

- spaces can be big
- copying is not feasible for large search trees
- store only some copies, redo commits on path from such a copy
- batch recomputation: additional information on path  $\Rightarrow$  one FP instead of  $n$

# Exercises

- Graded!
- Implement search engines with recomputation

# Next week

Set constraints