

# Compact Representation of Sets of Binary Constraints

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August 30, 2006

Motivation

Cliques

Bicliques

Cliques vs.  
Bicliques

Application

Conclusion

# Motivation: planning

- Practically all implementations of **planning as satisfiability**, have used a **quadratic size** translation from a problem instance to SAT.

- Recently Rintanen, Heljanko & Niemelä (AIJ 06 or 07) have given **linear size** translations which help scale up to much bigger problems than earlier.

- **Invariants/mutexes**, an important (but not logically necessary) part of efficient SAT planning, have **quadratic size**.

This, as the only quadratic part of the formulae, is sometimes **an obstacle to scalability**: formulas have sizes of **several gigabytes**.

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# Motivation: general problem

- A binary relation (graph) on a set of  $n$  objects may have  $n^2$  elements (edges).
- If the relation/graph is dense and  $n$  is high ( $10^4 >$ ) the number of elements/edges can be very high ( $10^8 >$ ).
- The representation of the elements/edges may become impractical.
- Goal: succinct representation of the relation/graph.

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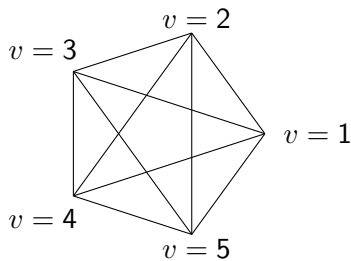
Application

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# Cliques in constraint graphs

## Definition

Let  $\langle N, E \rangle$  be an undirected graph. Then a *clique* is  $C \subseteq N$  such that  $\{n, n'\} \in E$  for every  $n, n' \in C$  such that  $n \neq n'$ .



Motivation

Cliques

Explicit  $O(n^2)$   
Representation

$O(n)$  Representation

$O(n \log n)$   
Representation

Compression

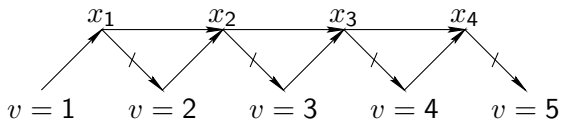
Bicliques

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# Representation with $O(n)$ Size and $O(n)$ Auxiliary Variables



[Rintanen et al. 2005]

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Representation

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# Representation with $\mathcal{O}(n \log n)$ size and $\mathcal{O}(\log n)$ auxiliary variables

Let  $C = \{l_0, l_2, l_3, l_4, l_5, l_6, l_7\}$  be a clique consisting of 8 literals. Let  $x_0, x_1, x_2$  be new Boolean variables.

$$l_0 \rightarrow (\neg x_0 \wedge \neg x_1 \wedge \neg x_2)$$

$$l_1 \rightarrow (\neg x_0 \wedge \neg x_1 \wedge x_2)$$

$$l_2 \rightarrow (\neg x_0 \wedge x_1 \wedge \neg x_2)$$

$$l_3 \rightarrow (\neg x_0 \wedge x_1 \wedge x_2)$$

$$l_4 \rightarrow (x_0 \wedge \neg x_1 \wedge \neg x_2)$$

$$l_5 \rightarrow (x_0 \wedge \neg x_1 \wedge x_2)$$

$$l_6 \rightarrow (x_0 \wedge x_1 \wedge \neg x_2)$$

$$l_7 \rightarrow (x_0 \wedge x_1 \wedge x_2)$$

In general, for  $n$  literals there are  $n \lceil \log_2 n \rceil$  2-literal clauses.

Motivation

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Explicit  $\mathcal{O}(n^2)$   
Representation

$\mathcal{O}(n)$  Representation

$\mathcal{O}(n \log n)$   
Representation

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# Complexity of finding cliques

- Finding a maximum cardinality clique is NP-hard.
- Approximation to any constant factor is NP-hard.
- Of course, polynomial-time algorithms for finding cliques exist but they have no approximation guarantees.
- (Bicliques do have polynomial-time 2-approximation algorithms!)

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$O(n \log n)$   
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# General compression procedure

- 1 Find a big clique in the constraint graph.
- 2 If only small cliques were found, go to the last step.
- 3 Represent the clique compactly.
- 4 Remove the edges of the clique from the constraint graph.
- 5 Continue from step 1.
- 6 Represent the remaining edges explicitly as 2-literal clauses.

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$O(n)$  Representation

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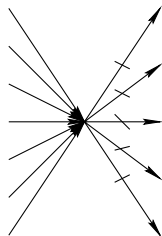
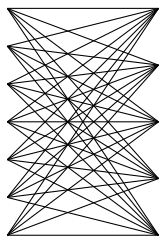
Conclusion

# Bicliques

## Definition

Let  $\langle N, E \rangle$  be an undirected graph. A *biclique* is a pair of  $C \subseteq N$  and  $C' \subseteq N$  such that  $C \cap C' = \emptyset$  and  $\{\{n_1, n_2\} \mid n_1 \in C, n_2 \in C'\} \subseteq E$ .

The  $nm$  edges of an  $n, m$  biclique can be represented with only one auxiliary variable and  $n + m$  edges.



Motivation

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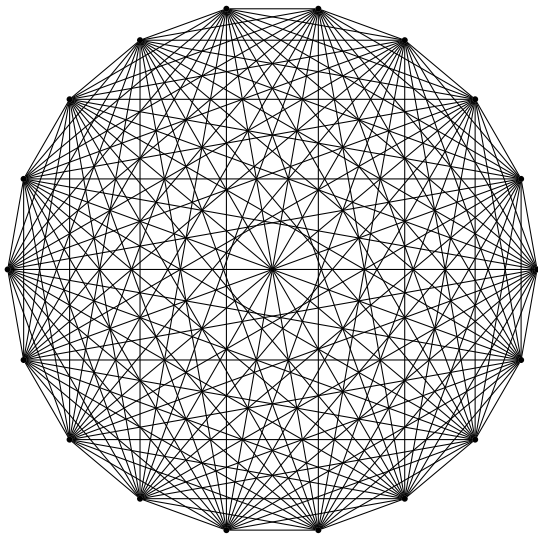
Explicit  $\mathcal{O}(n)$   
Representation

Cliques vs.  
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# Every clique is also a biclique



Motivation

Cliques

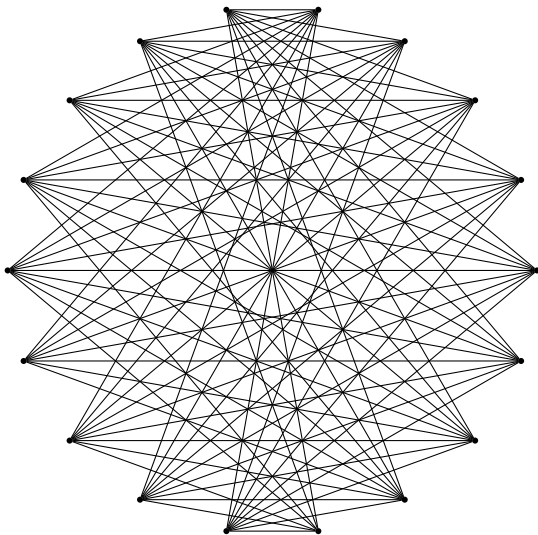
Bicliques

**Cliques vs.  
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Motivation

Cliques

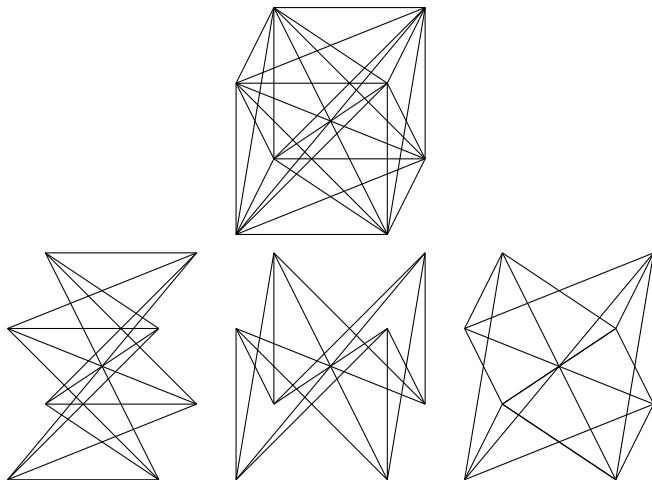
Bicliques

**Cliques vs.  
Bicliques**

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# Example: one 8-clique as three 4,4-bicliques



Motivation

Cliques

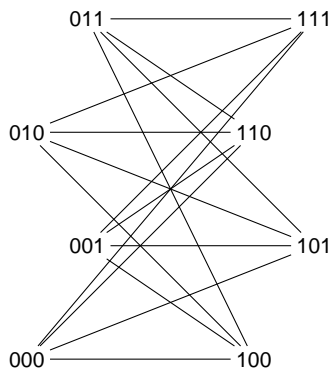
Bicliques

**Cliques vs.  
Bicliques**

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# Example: one 8-clique as three 4,4-bicliques



$$000 \rightarrow x_0, x_0 \rightarrow \neg 100$$

$$001 \rightarrow x_0, x_0 \rightarrow \neg 101$$

$$010 \rightarrow x_0, x_0 \rightarrow \neg 110$$

$$011 \rightarrow x_0, x_0 \rightarrow \neg 111$$

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Motivation

Cliques

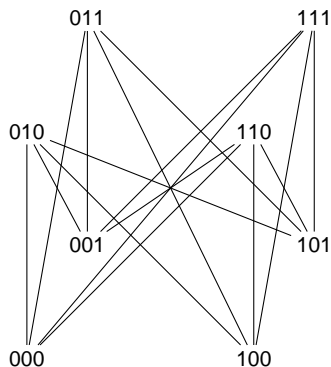
Bicliques

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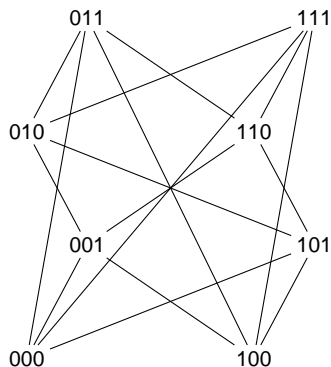
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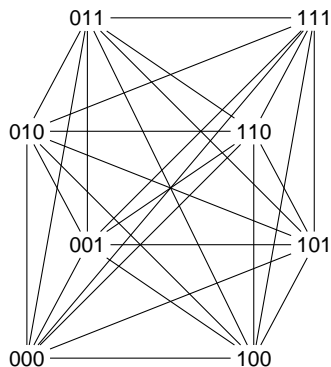
$$000 \rightarrow x_2, x_2 \rightarrow \neg 001$$

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Motivation

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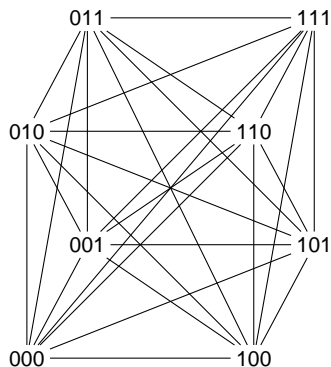
Cliques vs.  
Bicliques

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# Example: one 8-clique as three 4,4-bicliques

It's equivalent to the  $n \log_2 n$  encoding of cliques!



$$000 \rightarrow x_0, 100 \rightarrow \neg x_0$$

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# Example: IPC Airport Problem

- Problem represents the movement of airplanes at an airport.
- Constraints on the airplane movement
- Halfway the instance series the formula sizes exceed 1 GB. Culprit: binary invariants/mutexes
- All problems this far solvable in seconds: it's the physical size, not the actual difficulty.

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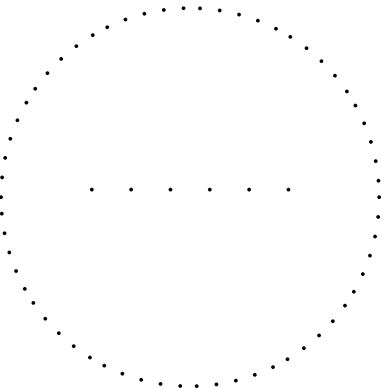
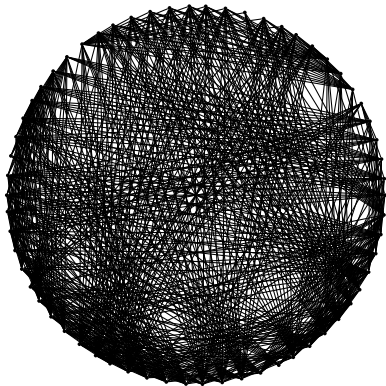
Airport

Other

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# Example: Compression of the Constraint Graph

Constraint graph with 62 nodes and 653 edges



Motivation

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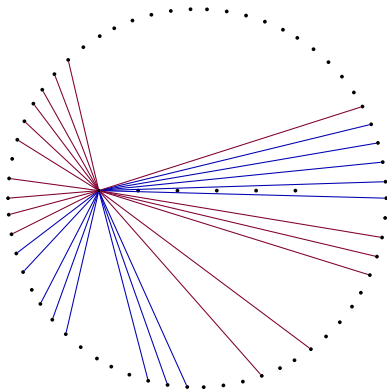
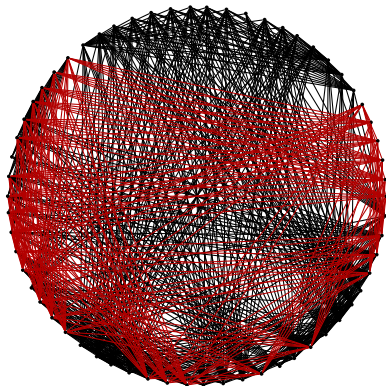
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# Example: Compression of the Constraint Graph

Replacing  $13 \times 16 = 208$  by  $13 + 16 = 29$  edges.



Motivation

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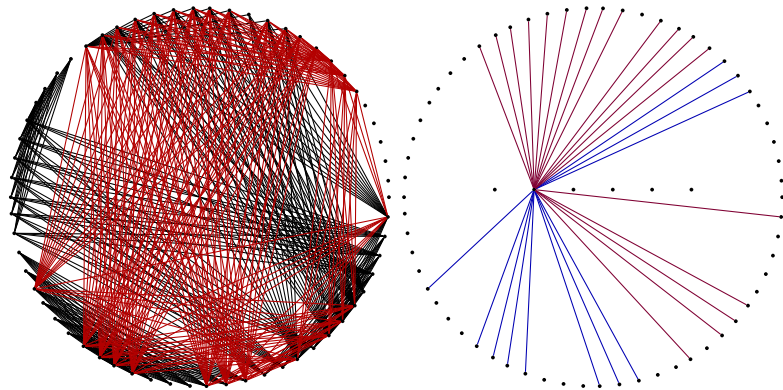
Application

Airport  
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# Example: Compression of the Constraint Graph

Replacing  $11 \times 18 = 198$  by  $11 + 18 = 29$  edges.



Motivation

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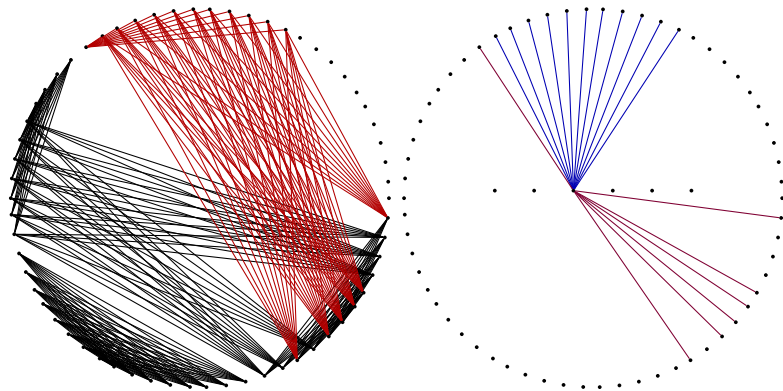
Application

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# Example: Compression of the Constraint Graph

Replacing  $11 \times 7 = 77$  by  $11 + 7 = 18$  edges.



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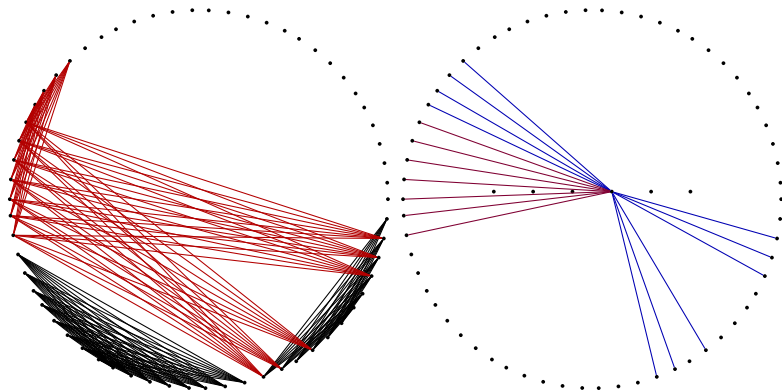
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# Example: Compression of the Constraint Graph

Replacing  $10 \times 7 = 70$  by  $10 + 7 = 17$  edges.



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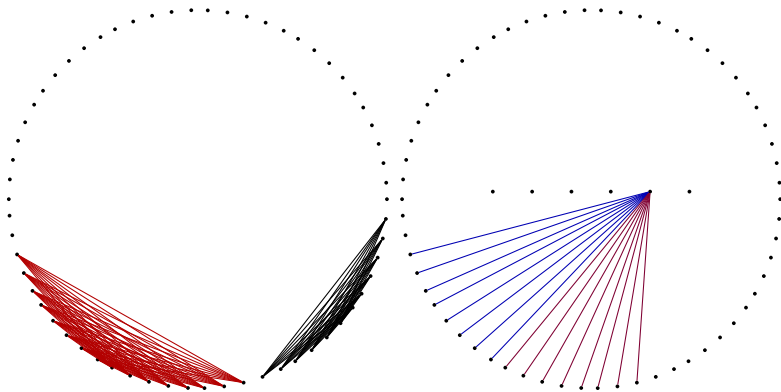
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# Example: Compression of the Constraint Graph

Replacing  $8 \times 8 = 64$  by  $8 + 8 = 16$  edges.



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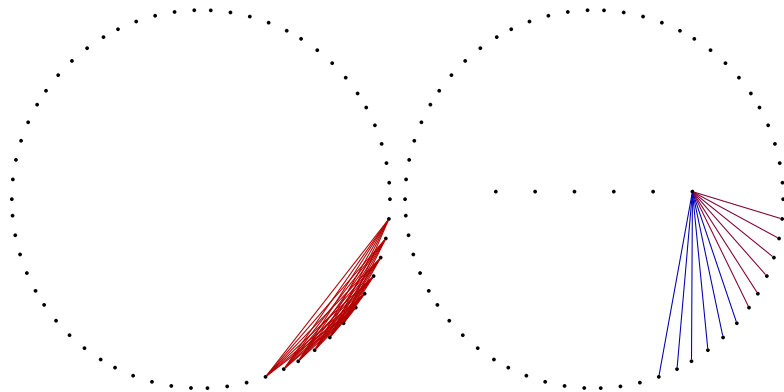
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# Example: Compression of the Constraint Graph

Replacing  $6 \times 6 = 36$  by  $6 + 6 = 12$  edges.



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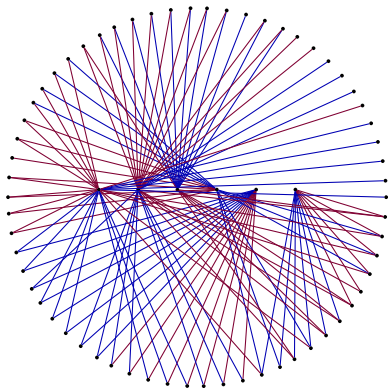
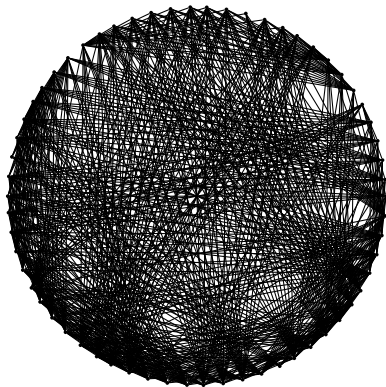
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# Example: Compression of the Constraint Graph

Total reduction is from 653 to 121 edges.



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# Example: IPC Airport Problem

| instance       | clauses for invariants |       | size in MB |       |
|----------------|------------------------|-------|------------|-------|
|                | before                 | after | before     | after |
| 21_4halfMUC_P2 | 182094                 | 13191 | 2.59       | 0.37  |
| 22_4halfMUC_P3 | 275927                 | 21388 | 4.06       | 0.58  |
| 23_4halfMUC_P4 | 381675                 | 31776 | 5.60       | 0.84  |
| 24_4halfMUC_P4 | 383791                 | 30407 | 5.72       | 0.90  |
| 25_4halfMUC_P5 | 478455                 | 41719 | 7.24       | 1.18  |
| 26_4halfMUC_P6 | 587951                 | 50247 | 8.85       | 1.43  |
| 27_4halfMUC_P6 | 572292                 | 53721 | 9.01       | 1.57  |
| 28_4halfMUC_P7 | 670530                 | 66060 | 10.62      | 1.89  |
| 36_5MUC_P2     | 325136                 | 18872 | 4.68       | 0.52  |
| 37_5MUC_P3     | 490971                 | 30681 | 7.40       | 0.93  |
| 38_5MUC_P3     | 487600                 | 29464 | 7.30       | 0.86  |
| 39_5MUC_P4     | 655616                 | 44647 | 10.08      | 1.34  |
| 40_5MUC_P4     | 657309                 | 43872 | 10.04      | 1.27  |
| 41_5MUC_P4     | 653940                 | 42314 | 9.93       | 1.20  |

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# Other domains and applications

- The size reduction for many other problems is far less dramatic: 10, 30, 50 per cent.
- Action mutexes / interference constraints:
  - Trivial  $\mathcal{O}(n^2)$  representation (used in BLACKBOX, SatPlan, ...) **catastrophic** for big problems.
  - We have given (Rintanen et al. 2005, 2007) **linear** encodings: very good scalability in comparison to BLACKBOX/SatPlan.
  - Surprisingly, the biclique reduction is often **better than the linear encoding**, but in few cases far worse.

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# Conclusions

- We presented a biclique based technique for representing sets of 2-literal clauses more compactly (sometimes much more).
- The basic idea is very simple and widely applicable.
- Quadratic worst-case cannot be eliminated (there is a simple argument showing this.)
- We have shown how compression with **cliques** is a **special case** of compression with bicliques.
- Challenges: more efficient algorithms for finding big cliques and bicliques

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