

# Réduction de la dépendance aux connaissances préalables en acquisition de contraintes

**Areski HIMEUR**

Université de Montpellier, France

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1 | Constraint Programming

2 | Constraint Acquisition

3 | Learning over Unknown Languages

4 | Learning Compact Representations

5 | Perspectives and Conclusion

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## What is Constraint Programming?

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*CP is widely used in scheduling, logistics, timetabling, etc.*

## Constraint Programming Workflow

## Planning a Work Schedule (Nurse Rostering Problem)

**Imagine you need to assign shifts to 15 nurses over a week with 3 shifts per day while respecting the following rules:**

- Each shift must be covered by 3 nurses.
- A nurse cannot be assigned to two different shifts on the same day.
- A nurse cannot work the last shift of a day and the first shift of the next day.

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## Variables and Domains

**Definition** | Variable

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An **assignment** gives a value from the domain to each variable.

## Example

In the nurse rostering problem:

- Variables  $X$ :  $x_{i,j,k}$  is the nurse assigned to slot  $i$  of shift  $j$  on day  $k$ .
- Domain:  $\{1, 2, \dots, 15\}$  (available nurses)

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$x_{1,2,5}$

8

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- $S \subseteq X$  is the scope (the variables involved).
- $R$  is the relation (the allowed combinations of values for the variables in  $S$ ).

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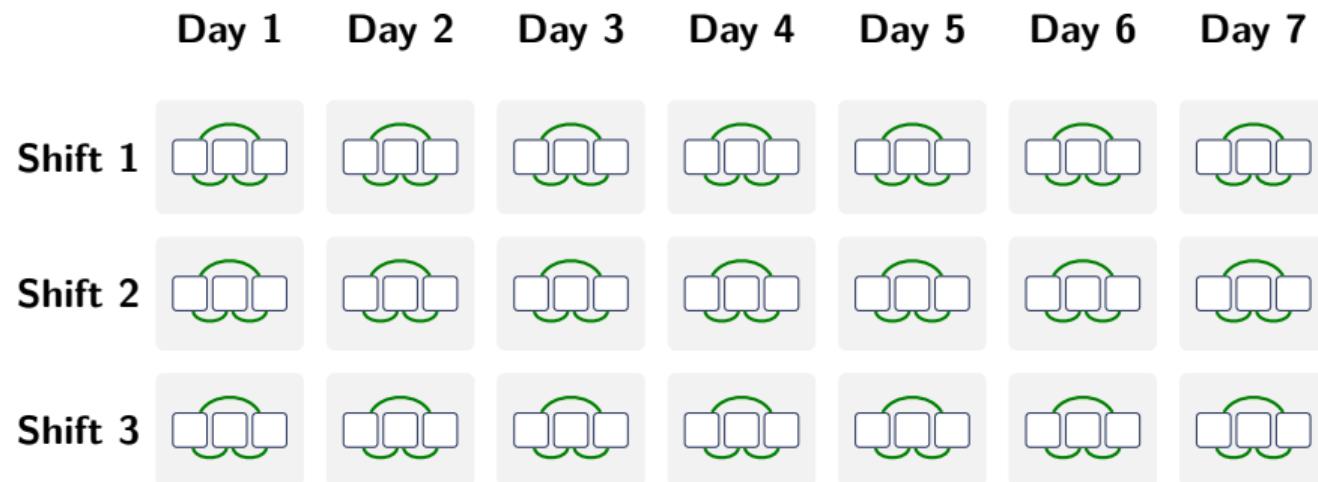
## Example

- $S = (x_{1,2,5}, x_{2,2,5})$
- $R = \{(a, b) \mid a \neq b\}$

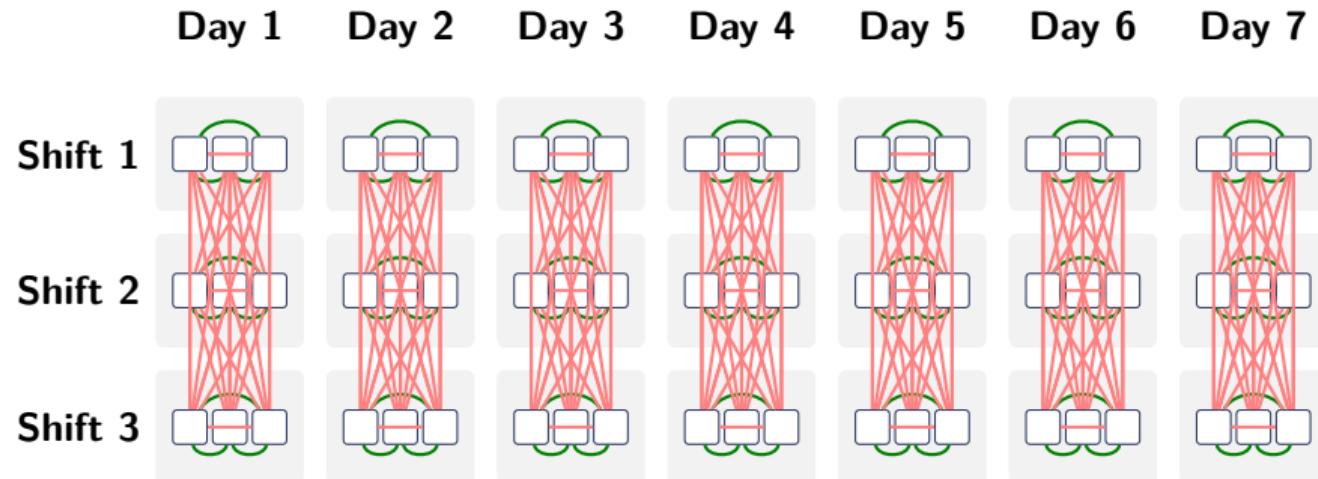
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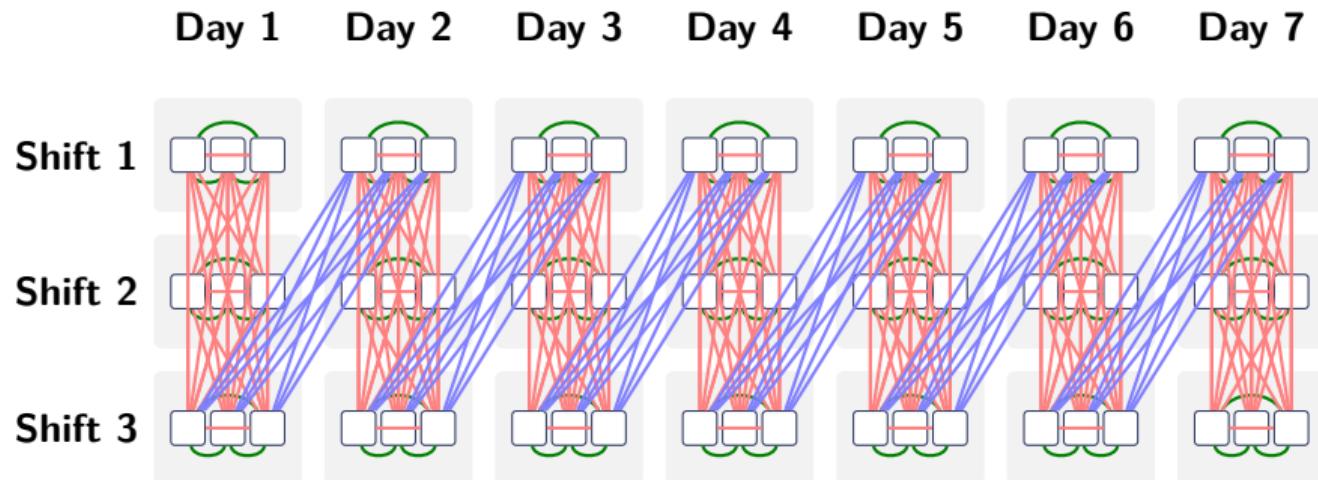
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## Constraint Networks and Constraint Languages

**Definition** | Constraint Network

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- $X$  is a set of **variables**  $\{x_1, \dots, x_n\}$ ;
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### Definition | Constraint Language

A **constraint language**  $\Gamma$  is a set of relations over a domain.

- ▶ A network  $N$  is over  $\Gamma$  if all constraints of  $N$  use relations from  $\Gamma$ .

Define the problem as a constraint network

## Variables and Domains:

- Variables  $X$ :  $x_{i,j,k}$  is the nurse assigned to slot  $i$  of shift  $j$  on day  $k$ .
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**Challenge** | Designing a constraint network representing a given problem can be difficult.

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## Examples and Consistency

**Definition** | Example

An example over a set of variables  $X$  with domain  $D$  is composed of:

- an assignment to  $X$ ;
- a classification label as a *positive example* or as a *negative example*.

**Definition** | Consistency

A constraint network  $N$  is consistent with a set of examples  $E$  if:

- All positive examples in  $E$  are solutions of  $N$ .
- All negative examples in  $E$  are non-solutions of  $N$ .

## Illustration of Passive Constraint Acquisition



## Formal Definition

**Definition** | Passive Constraint Acquisition Task

**Input:**

- $(X, D)$ : a set of variables and a finite domain;
- $\Gamma$ : a constraint language;
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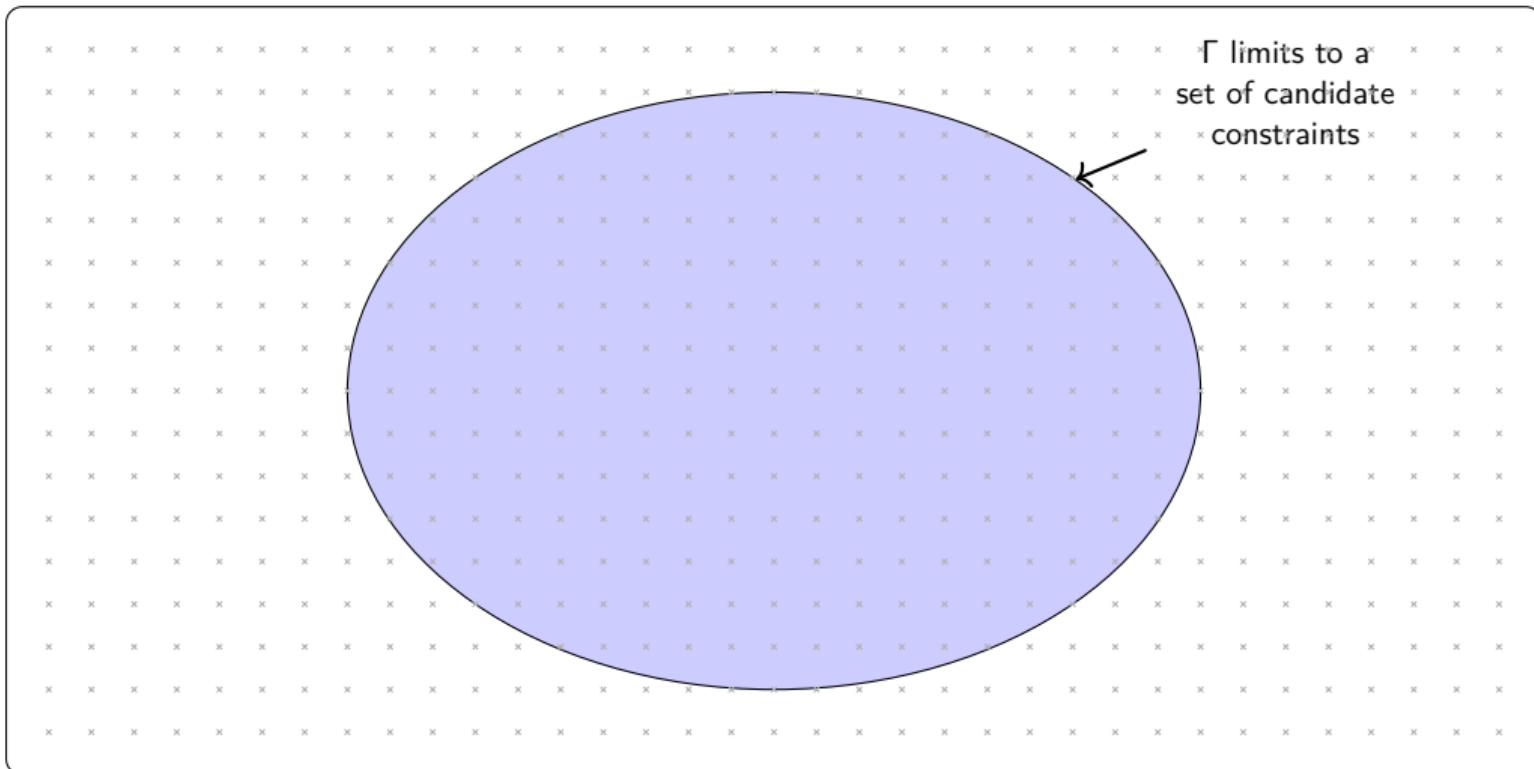
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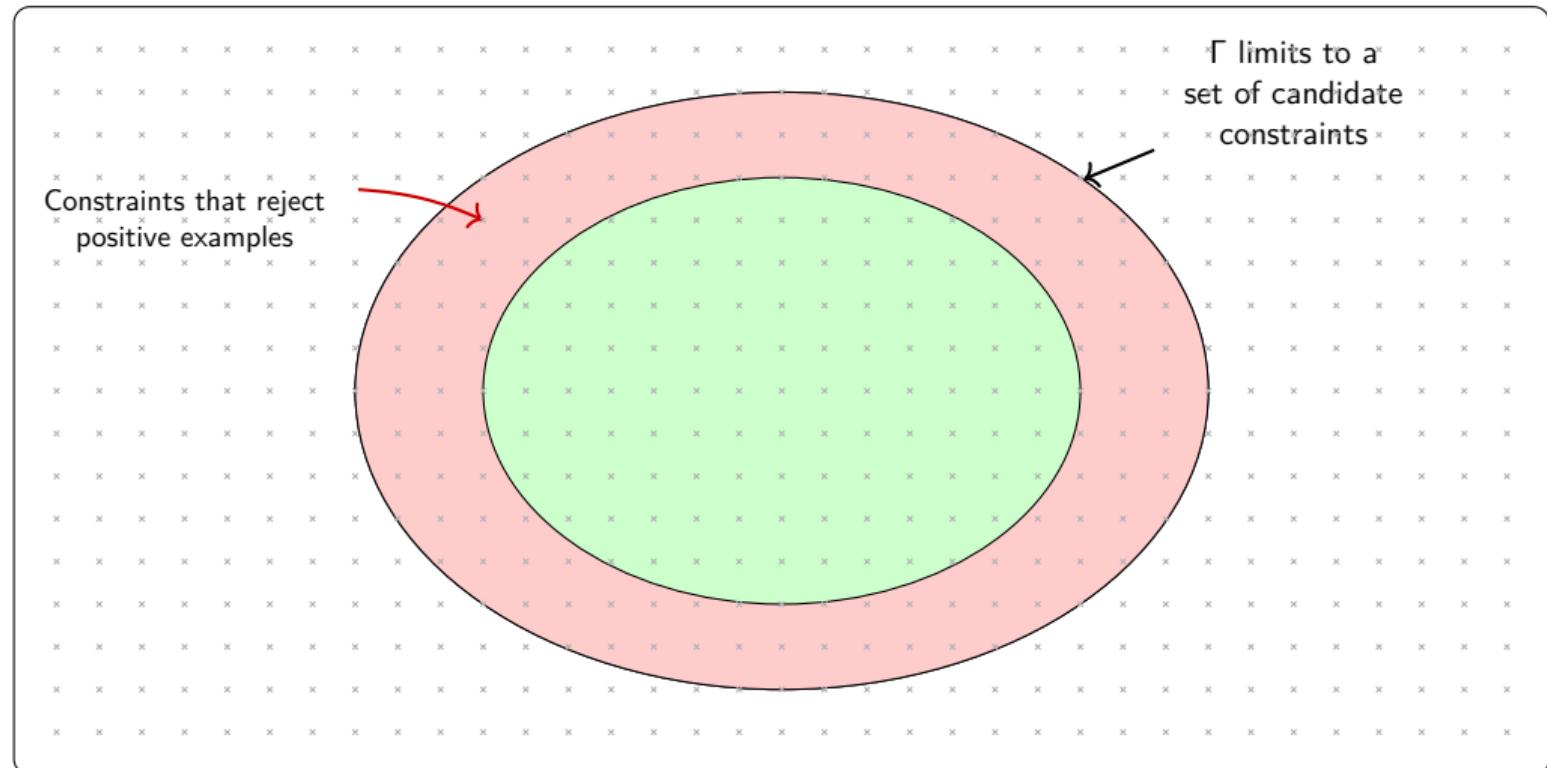
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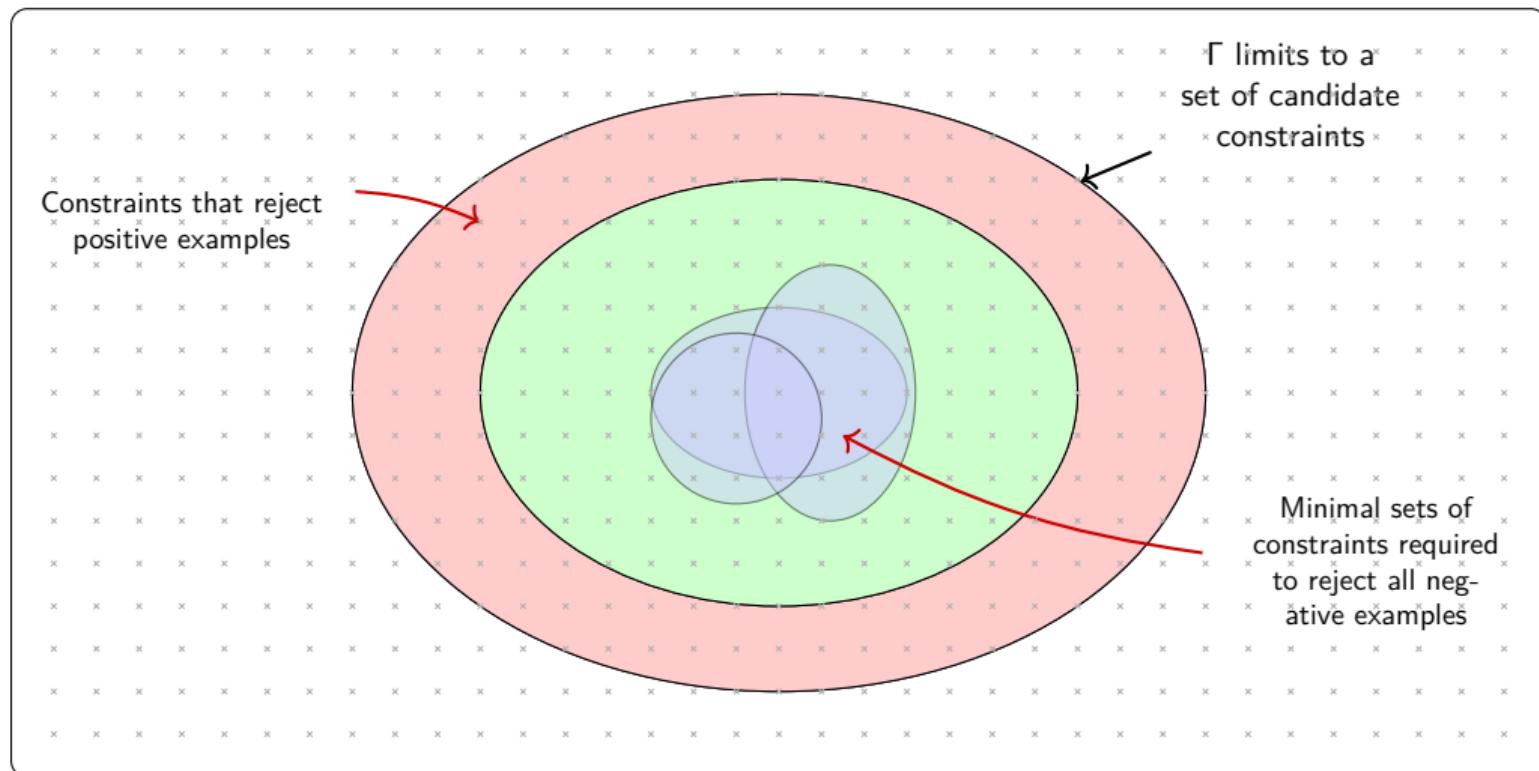
CONACQ.1 [Bessiere et al., 2005, 2017], MODELSEEKER [Beldiceanu and Simonis, 2012],  
BAYESACQ [Prestwich et al., 2021], COUNT-CP [Kumar et al., 2022]

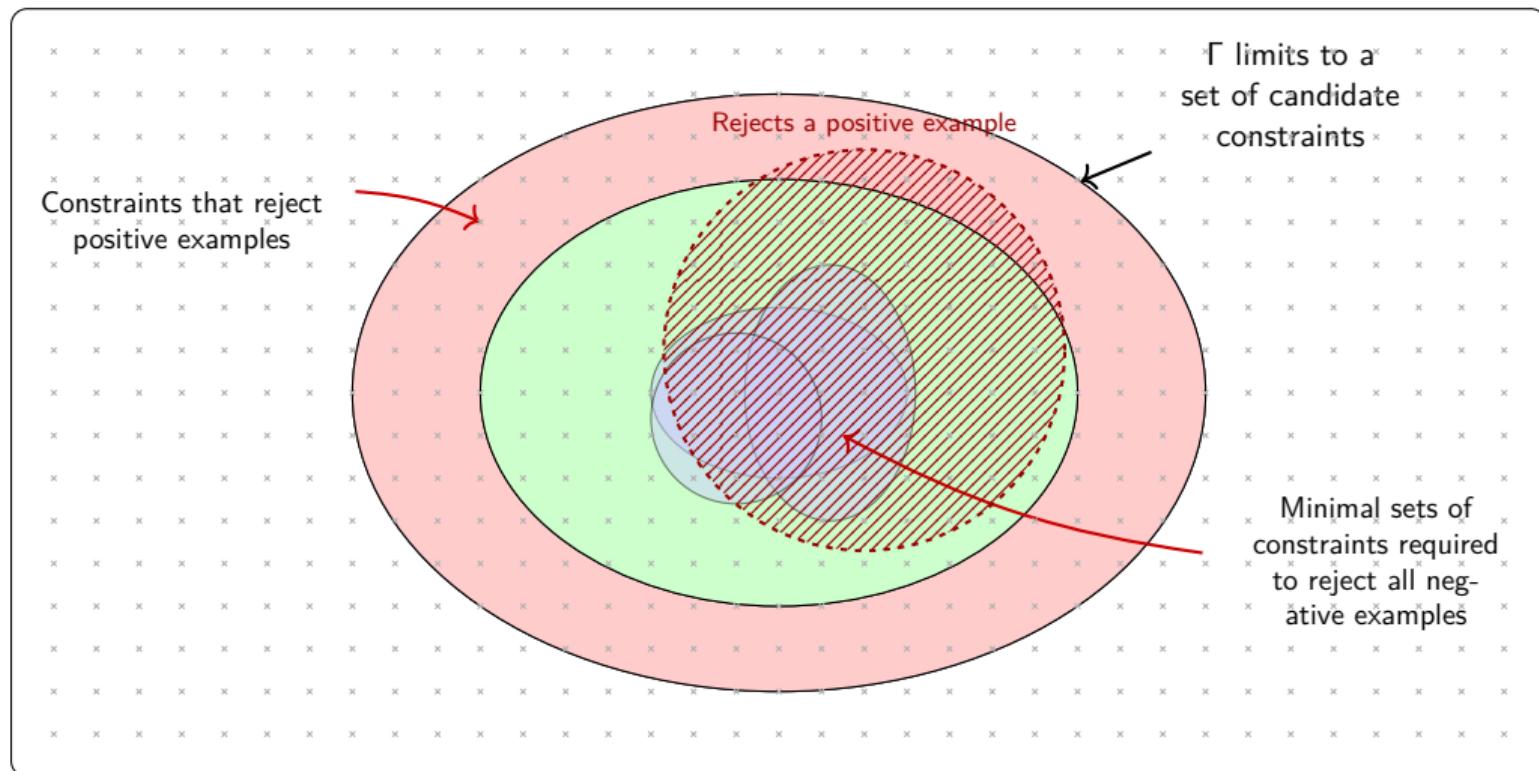


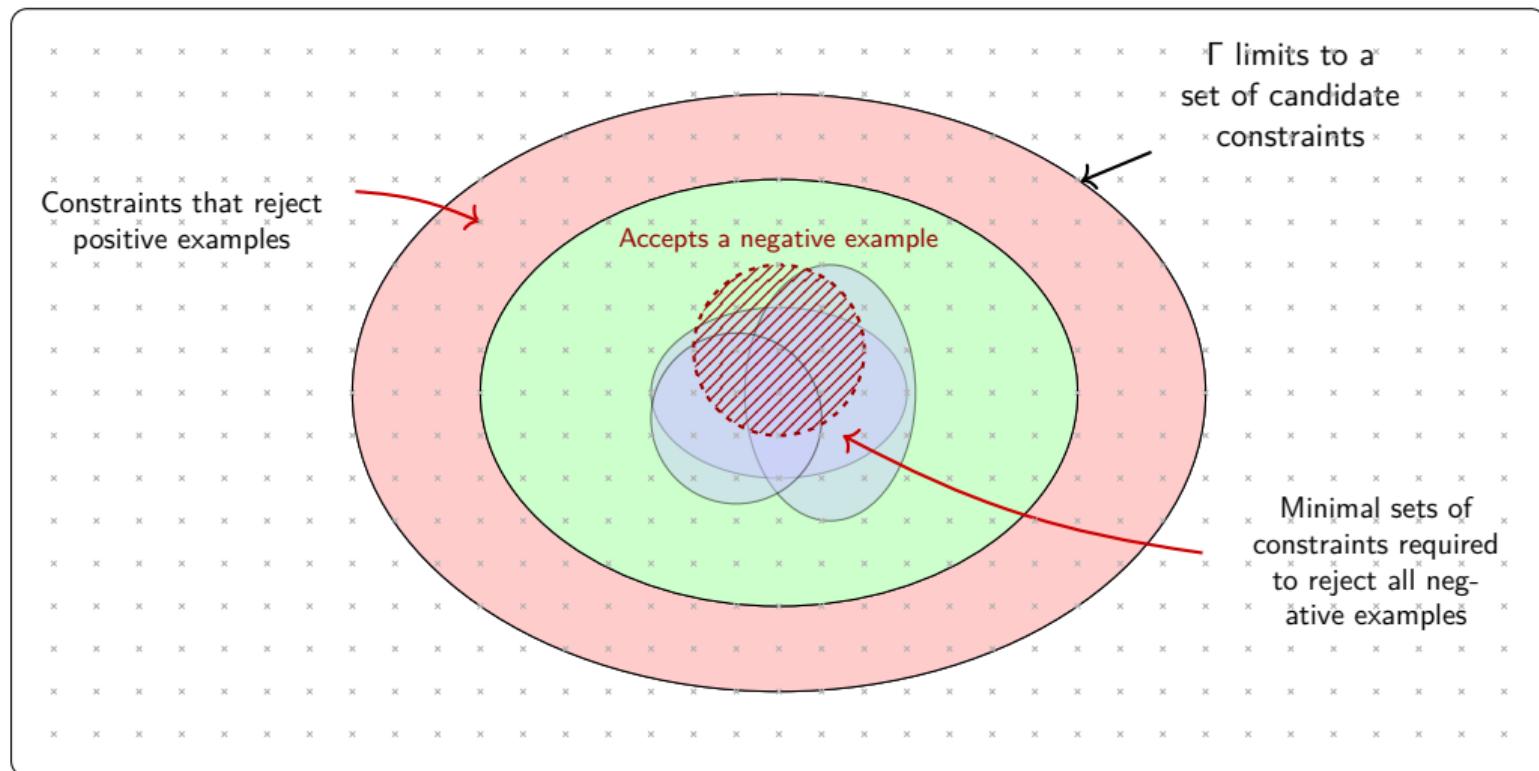


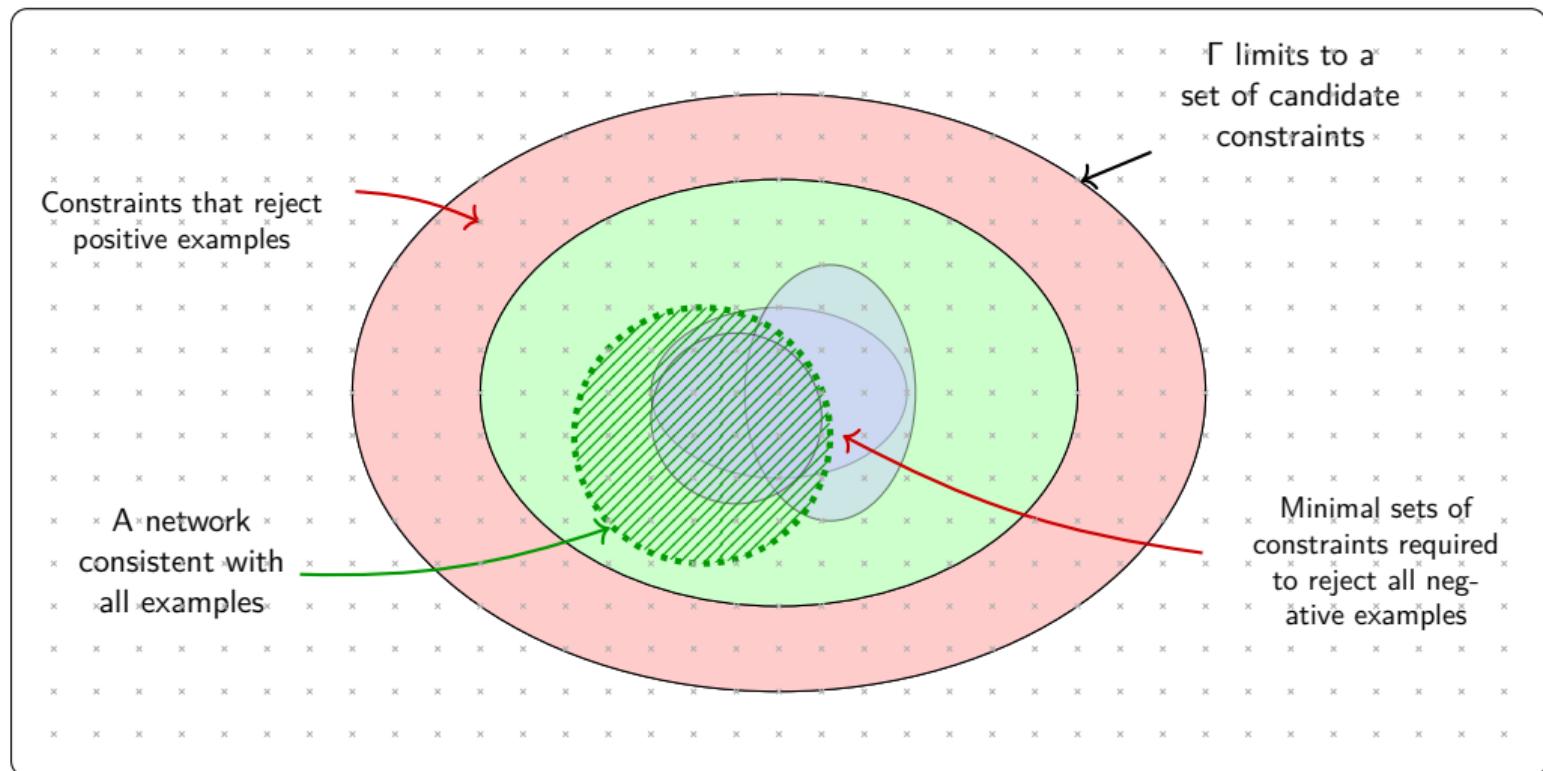


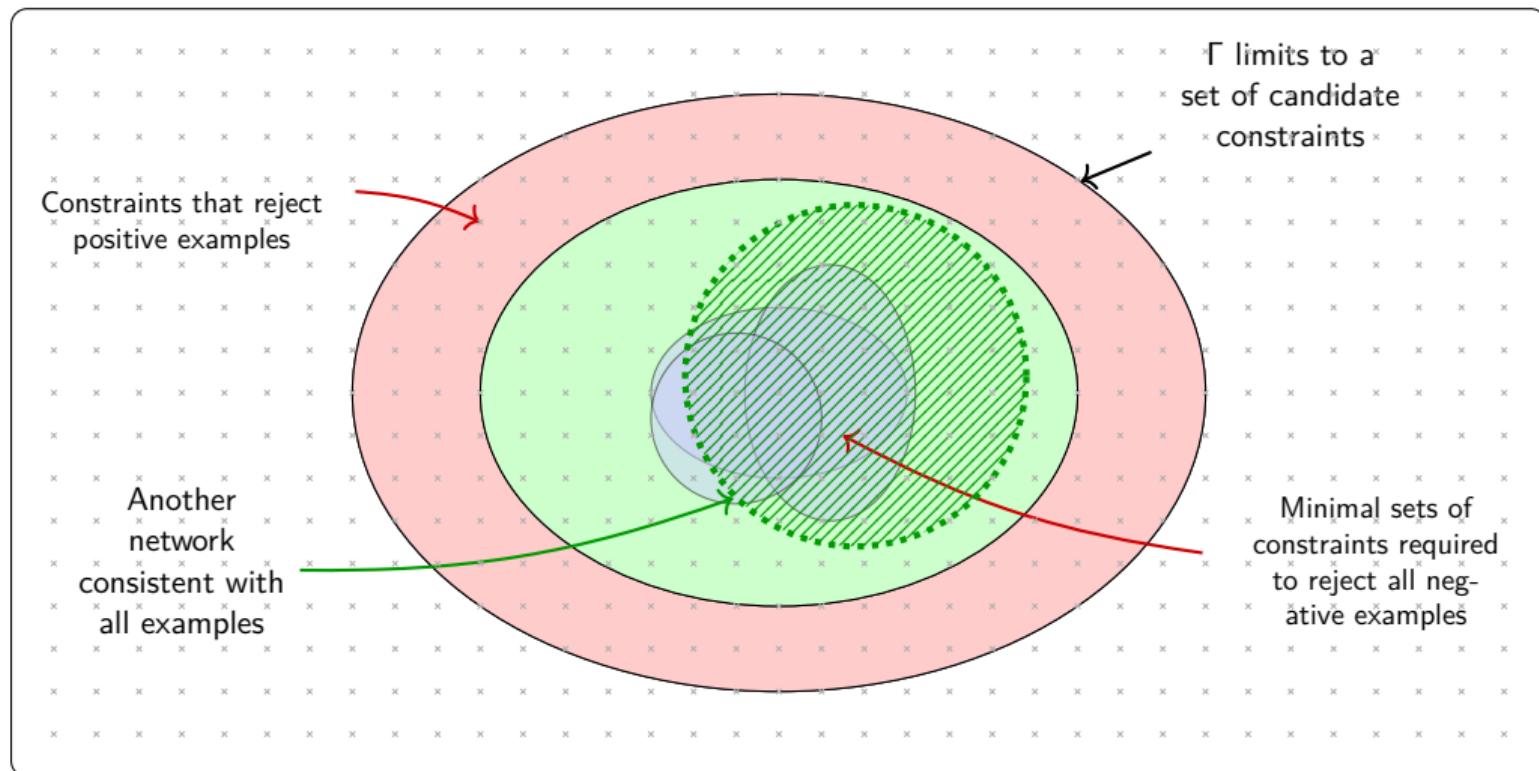












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### How to choose the constraint language?

**Problem** | Reliance on prior knowledge prevents automated modeling.

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## Motivation

All current approaches require some knowledge of the constraint language of the output network.



## Our contribution

We develop a constraint acquisition method that  
**constructs a constraint language as part of the learning process.**



In general, given a set of examples, a large number of constraint languages can be used.

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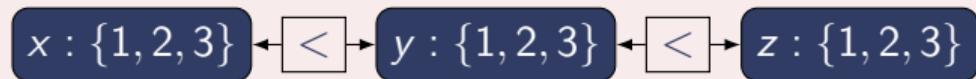
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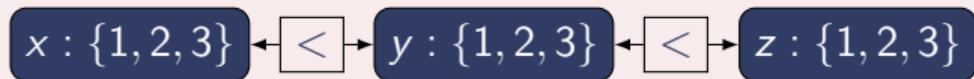
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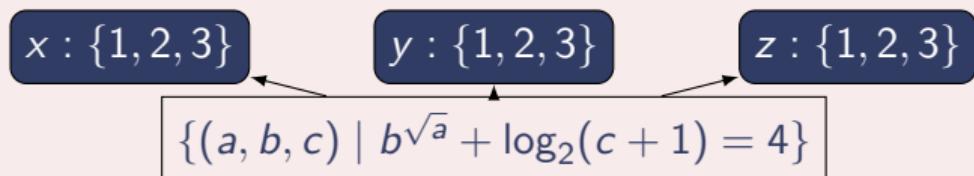
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## Sub-Problem

**Instance:** Set of examples  $E$ ; two integers  $k$  and  $r$ .

**Question:** Is there a constraint network **over a language with at most  $k$  relations and arity at most  $r$**  and consistent with  $E$ ?

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This problem is NP-complete even for  $(k, r) = (1, 1)$ .

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**Construct and solve a model for each  $(k, r)$  by increasing order.**

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For given  $(k, r)$ , we compute a constraint network or prove that none exists by solving a WEIGHTED PARTIAL MAX-SAT instance.

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Try  $(k = 1, r = 1) \xrightarrow{\text{fail}} (k = 2, r = 1) \xrightarrow{\text{fail}} \dots \xrightarrow{\text{success}}$  Output Network

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- ▶ **Accuracy:** Count examples needed for **100% accuracy** (independent test set).

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- ▶ **Accuracy:** Count examples needed for **100% accuracy** (independent test set).
- ▶ **Qualitative:** Check if the learned network is:
  - the **target network**,
  - an **equivalent network**,
  - over the **target language**.

## Summary of results over various benchmarks

Benchmark	Average number of examples for 100% accuracy	Language	Network
Sudoku	200	✓	✓
Jigsaw [3 <i>instances</i> ]	900	✓	●
Nurse Rostering [3 <i>instances</i> ]	467	✓	✓
Exam Timetabling [3 <i>instances</i> ]	867	✓	✓
Schur's Lemma	600	✓	✓
Subgraph Isomorphism	700	✗	●
Golomb Ruler (10 variables)	3200	✗	●
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✓ Target
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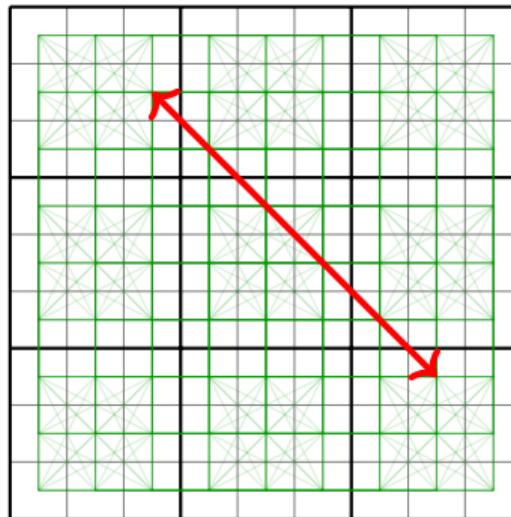
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Golomb Ruler (10 variables)	3200	✗	●	●
8-Queens (coordinates model)	-	✗	✗	✗

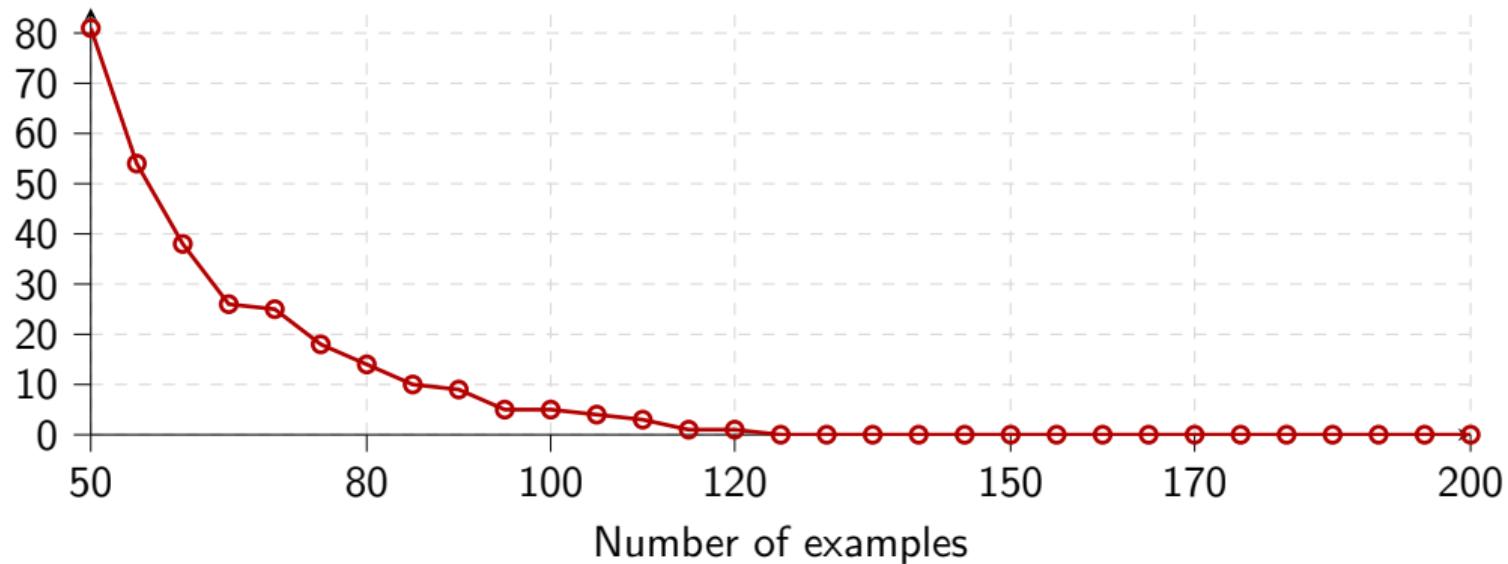
✓ Target
● Equivalent
✗ Not learned

## Residual Constraints

*Residual constraints* are those that are not in the target network but are consistent with all provided examples.

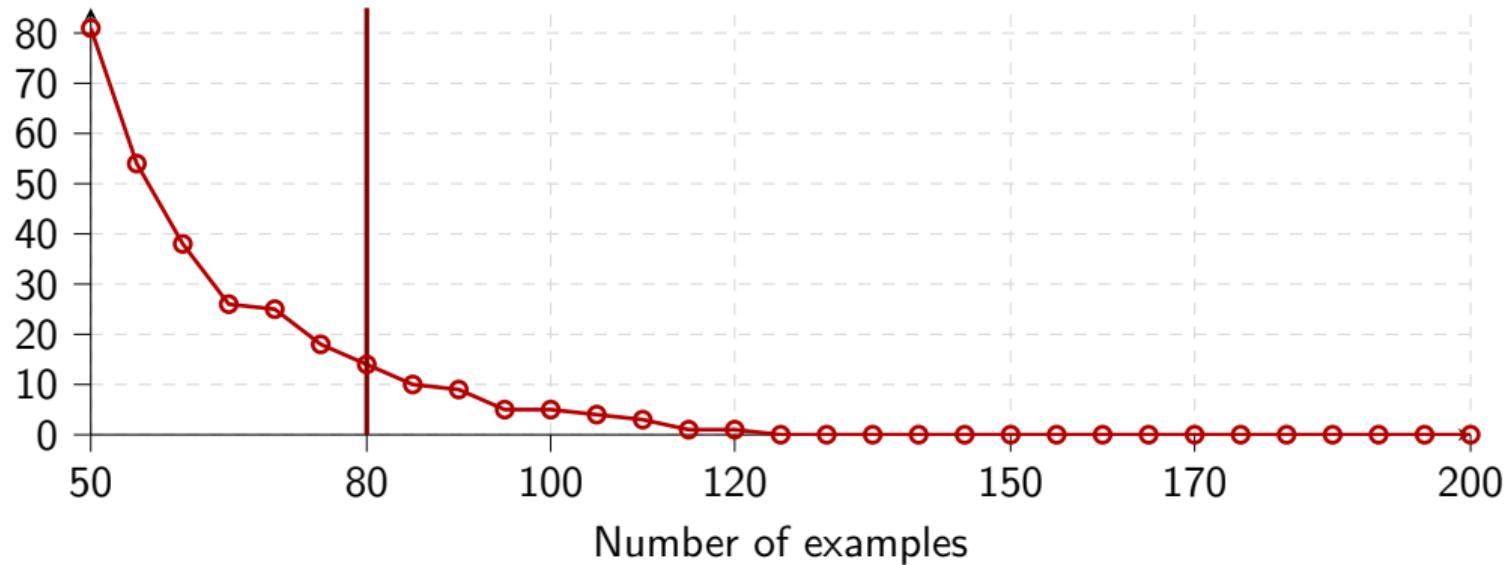


## Residual Constraints



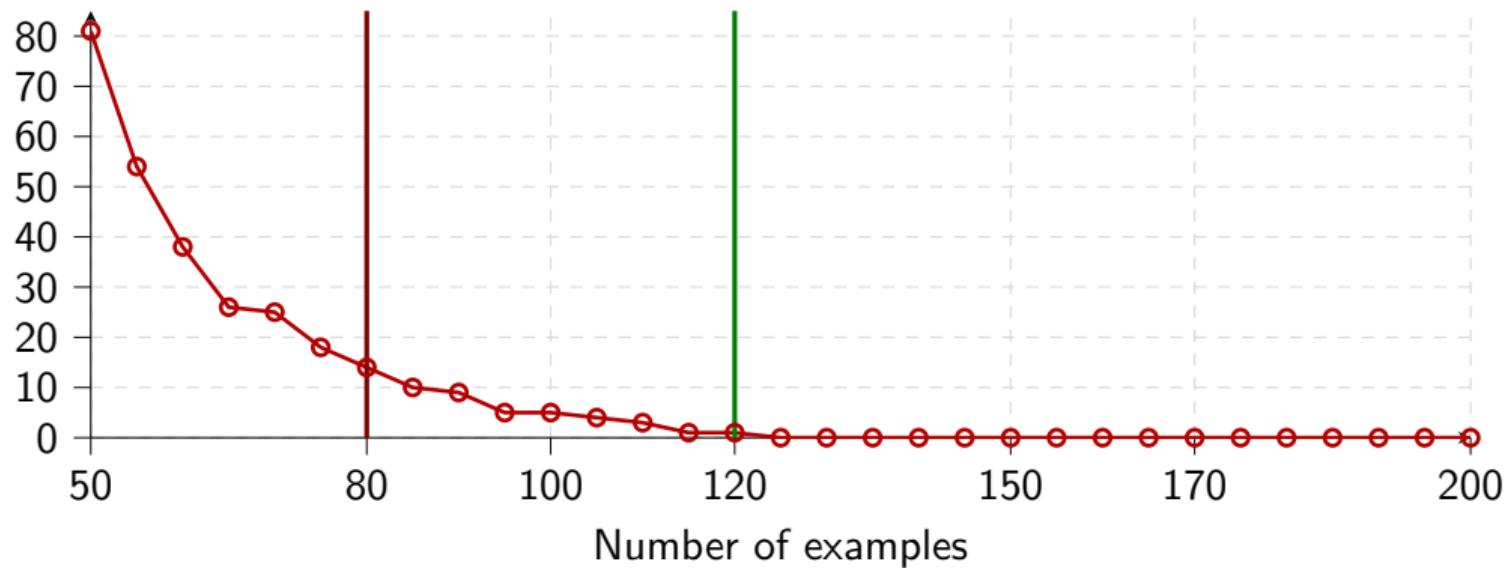
Number of residual constraints learned  
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## Residual Constraints



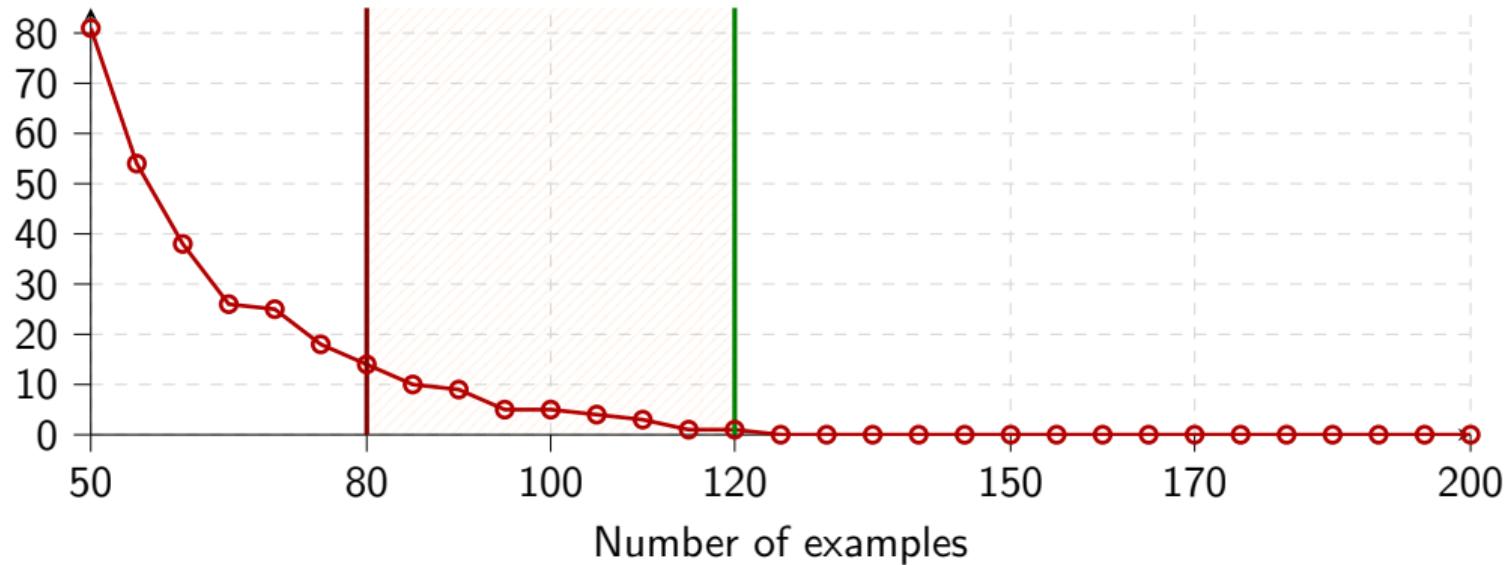
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- LFA requires numerous examples to eliminate few residual constraints.

## Goal

Instead of learning constraints using a flat list of scopes:

$$x_{1,1} \neq x_{1,2}, x_{1,2} \neq x_{1,3}, \dots$$

we want to learn rules such as:

*“All variables in the same row must be different.”*

1 | Constraint Programming

2 | Constraint Acquisition

3 | Learning over Unknown Languages

4 | Learning Compact Representations

5 | Perspectives and Conclusion

# Learning Compact Representations

## Our claim

Learning compact representations of constraint networks is the key to better generalization.

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Learning compact representations of constraint networks is the key to better generalization.

To this end, we propose:

- ➊ A novel, compact representation for structured networks, which we call *template*.
- ➋ A new acquisition framework, TAcc, that learns these templates directly from examples.

# What is a Template?

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- ➊ **Attributes:** Functions  $\{\phi_1, \phi_2, \dots\}$  that assign numerical features to variables.

## What is a Template?

① **Attributes:** Functions  $\{\phi_1, \phi_2, \dots\}$  that assign numerical features to variables.

② **Rules:** Mechanisms for producing many constraints based on attributes.

- ▶ A relation (e.g.,  $\neq$ ),
- ▶ A condition on some attributes of the variables (e.g., same attribute value).

A rule produces a constraint for each scope of variables satisfying the condition.

## Example | Template for the Sudoku

**Variables:** 81 variables  $\{x_{i,j} \mid i, j \in [0..8]\}$

**Attributes:**  $\phi_{\text{row}}(x_{i,j}) = i$  ;  $\phi_{\text{col}}(x_{i,j}) = j$  ;  $\phi_{\text{square}}(x_{i,j}) = \left\lfloor \frac{i}{3} \right\rfloor \times 3 + \left\lfloor \frac{j}{3} \right\rfloor$

0	0	0	0	0	0	0	0	0	0
1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4	4	4
5	5	5	5	5	5	5	5	5	5
6	6	6	6	6	6	6	6	6	6
7	7	7	7	7	7	7	7	7	7
8	8	8	8	8	8	8	8	8	8

$\phi_{\text{row}}$

0	1	2	3	4	5	6	7	8
0	1	2	3	4	5	6	7	8
0	1	2	3	4	5	6	7	8
0	1	2	3	4	5	6	7	8
0	1	2	3	4	5	6	7	8
0	1	2	3	4	5	6	7	8
0	1	2	3	4	5	6	7	8
0	1	2	3	4	5	6	7	8
0	1	2	3	4	5	6	7	8

$\phi_{\text{col}}$

0	0	0	1	1	1	2	2	2
0	0	0	1	1	1	2	2	2
0	0	0	1	1	1	2	2	2
3	3	3	4	4	4	5	5	5
3	3	3	4	4	4	5	5	5
3	3	3	4	4	4	5	5	5
3	3	3	4	4	4	5	5	5
6	6	6	7	7	7	8	8	8
6	6	6	7	7	7	8	8	8

$\phi_{\text{square}}$

### Rules:

- 1 Apply  $\neq$  to  $(x, y)$  if  $\phi_{\text{row}}(x) = \phi_{\text{row}}(y)$ .
- 2 Apply  $\neq$  to  $(x, y)$  if  $\phi_{\text{col}}(x) = \phi_{\text{col}}(y)$ .
- 3 Apply  $\neq$  to  $(x, y)$  if  $\phi_{\text{square}}(x) = \phi_{\text{square}}(y)$ .

## The TAcQ Learning Framework

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A two-step process:

- ① **Learn an initial network:** Use a baseline method to learn an initial network  $N$
- ② **Refine this network into a template:** Learn a template that produces a large subset of the constraints of  $N$ .

# The Template Learning Algorithm

## Algorithm sketch

**Input:** A set of examples  $E$  and an initial network  $N$  consistent with  $E$ .

**Output:** A template  $T$  consistent with  $E$ .

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- ① Start with an empty template  $T$
- ② **While** the template  $T$  is not consistent with  $E$ :
  - ① **Guess a new attribute**
  - ② **Greedily add rules that produce many new constraints of  $N$**

## Attribute Width and Generalization

The number of distinct values an attribute takes (its **width**) affects the maximum number of constraints produced by a rule based on that attribute (the **coverage**).

Width too small

### Underfitting

Few constraints are produced.  
We fail to capture the problem.

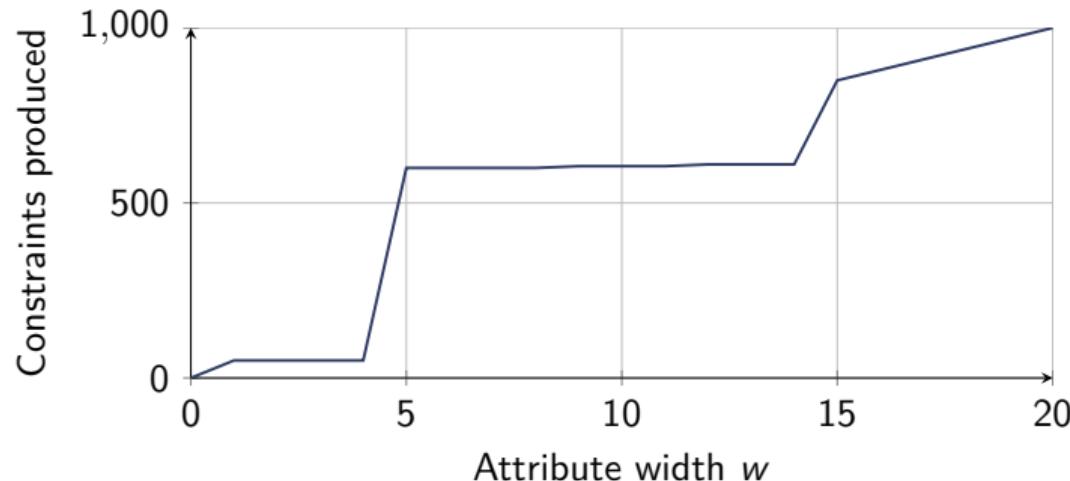
Width too large

### Overfitting

Too many constraints are produced.  
We capture the residual constraints.

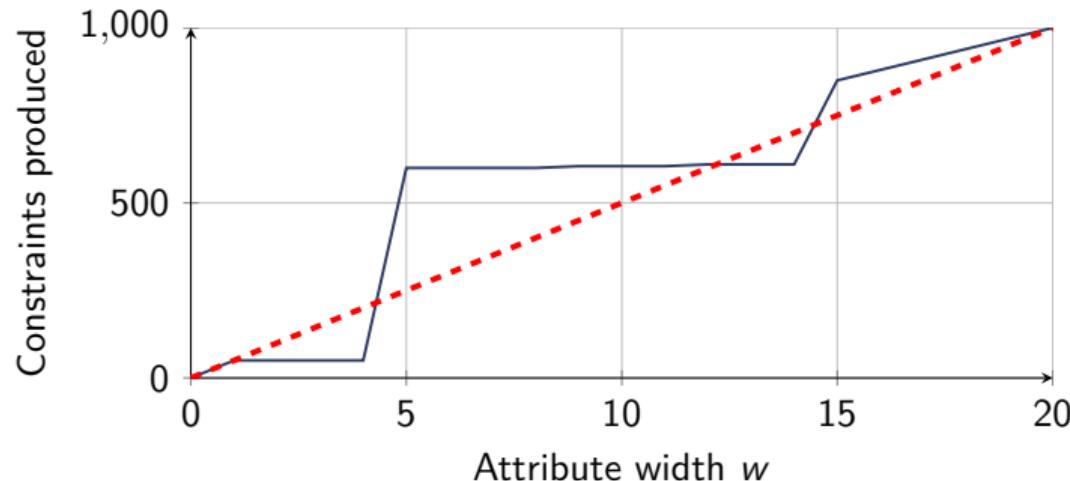
## The Maximum Cover Above Expectation (MCAE) heuristic

The MCAE heuristic looks for the attribute with a trade-off between width and coverage.



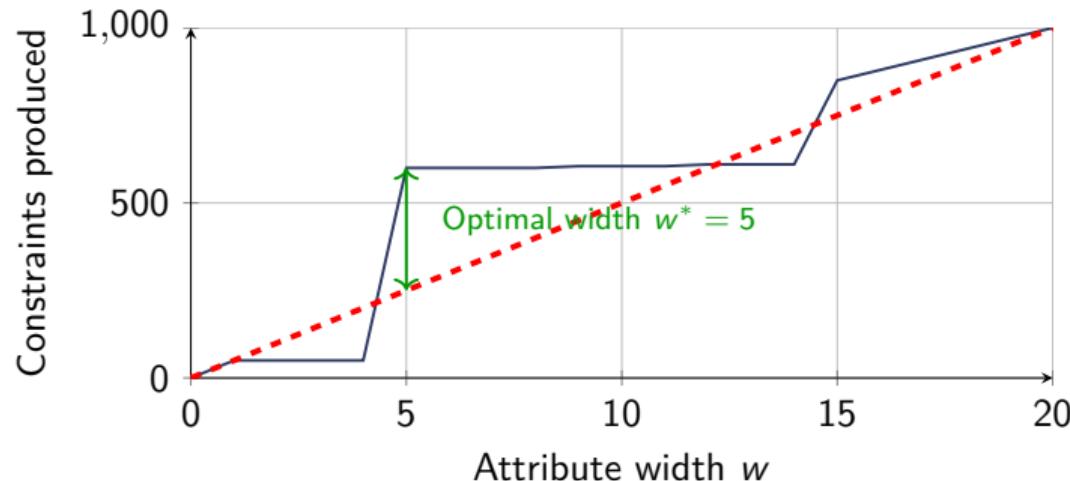
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### Protocol

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- Both methods learn from the same sequence,
- We record the number of examples needed to reach 100% accuracy.

## Experimental Evaluation

Problem	Examples for 100% accuracy		Reduction
	LFA	LFA+TACQ	
Sudoku	120	<b>80</b>	33%
Jigsaw [3 instances]	497	<b>377</b>	24%
Nurse Rostering [3 instances]	240	<b>197</b>	18%
Exam Timetabling [3 instances]	845	<b>306</b>	64%
Schur's Lemma	560	560	0%
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TACQ learns attributes corresponding to meaningful features

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4	4	4	1	1	1	6	0	8
4	4	4	1	1	1	6	0	8
4	4	4	1	1	1	6	0	8
2	2	2	7	7	7	6	0	8
2	2	2	7	7	7	6	0	8
2	2	2	7	7	7	6	0	8
3	3	3	5	5	5	6	0	8
3	3	3	5	5	5	6	0	8
3	3	3	5	5	5	6	0	8

 $\phi_1$ 

0	0	0	0	0	0	0	0	0
8	8	8	8	8	8	8	8	8
1	1	1	1	1	1	1	1	1
4	4	4	4	4	4	4	4	4
5	5	5	5	5	5	5	5	5
2	2	2	2	2	2	2	2	2
6	6	6	6	6	6	6	6	6
3	3	3	3	3	3	3	3	3
7	7	7	7	7	7	7	7	7

 $\phi_2$ 

5	0	7	1	4	2	8	8	8
5	0	7	1	4	2	8	8	8
5	0	7	1	4	2	8	8	8
5	0	7	1	4	2	6	6	6
5	0	7	1	4	2	6	6	6
5	0	7	1	4	2	6	6	6
5	0	7	1	4	2	6	6	6
5	0	7	1	4	2	3	3	3
5	0	7	1	4	2	3	3	3

 $\phi_3$ 

Figure: Illustration of the three attributes learned by TACQ for Sudoku.

1 | Constraint Programming

2 | Constraint Acquisition

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## Perspectives | Improving Accuracy and Interpretability

## 1 | Refined simplicity of relations

**Path:** Define simplicity with a construction cost.

- Define a basis of primitives (e.g.,  $\{=, <, >, \dots\}$ );
- Favor relations constructible from these primitives with few operations.

## 2 | Better interpretability of attributes

**Path:** Bias towards interpretable attributes.

- Leverage statistical analysis of existing CP models (e.g., CSPLib);
- Guide learning to prefer this attribute distribution.

## Perspectives | Broadening Applicability

## 3 | Robustness to noise

**Limitation:** LFA/TACQ treat examples as ground truth.

- In some scenarios labels may be incorrect;
- **Path:** Relax the Max-SAT model.

Minimize (*Model Complexity + Examples Classification Error*)

## 4 | New class of oracles

**Challenge:** Use **black-box models** (e.g., CNNs) as oracles instead of humans.

**Path:** Leverage explanation methods (e.g., Grad-CAM for CNNs) to guide acquisition.

## Conclusion

## Summary

**Problem:** Reliance on prior knowledge prevents automated modeling.

- ▶ LFA: Enables learning without a language.
- ▶ TAccQ: Recovers structure for better generalization.

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LFA and TAcQ are publicly available:

## LFA

Published at IJCAI-2023

Source code: [language-free-acq](#)

```
pip install languageFreeAcq
```

## TAcQ

Published at ECAI-2025

Source code: [TAcq](#)

```
pip install tacq
```



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Thank you for your time and attention.

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