

Search Combinators

Tom Schrijvers



with Guido Tack, Pieter Wuille, Horst Samulowitz, Peter Stuckey

**Search heuristics
are crucial.**

Support for Search?

General Purpose
Programming Language



“everything is possible,
nothing is easy”

Solver-Provided
Options



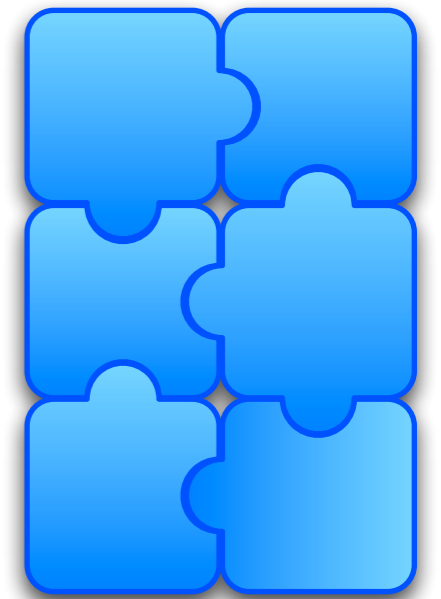
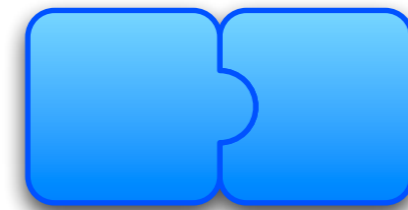
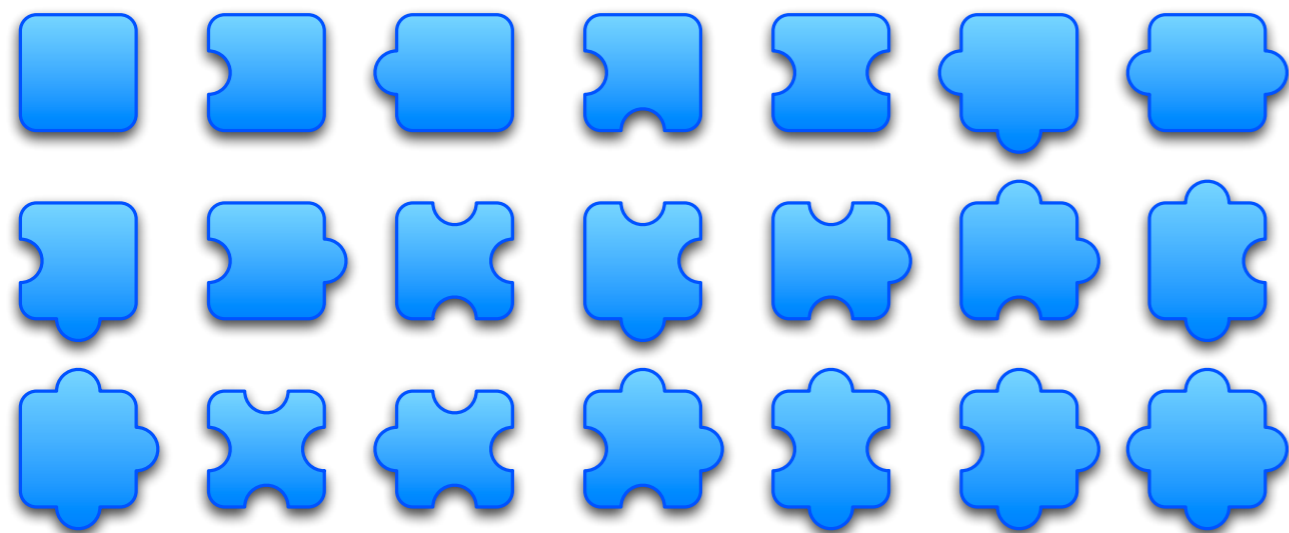
“everything is easy,
nothing is possible”

Can we do better?

- ✓ Lots of **expressivity** and flexibility
- ✓ Lots of **productivity** through high-level specifications

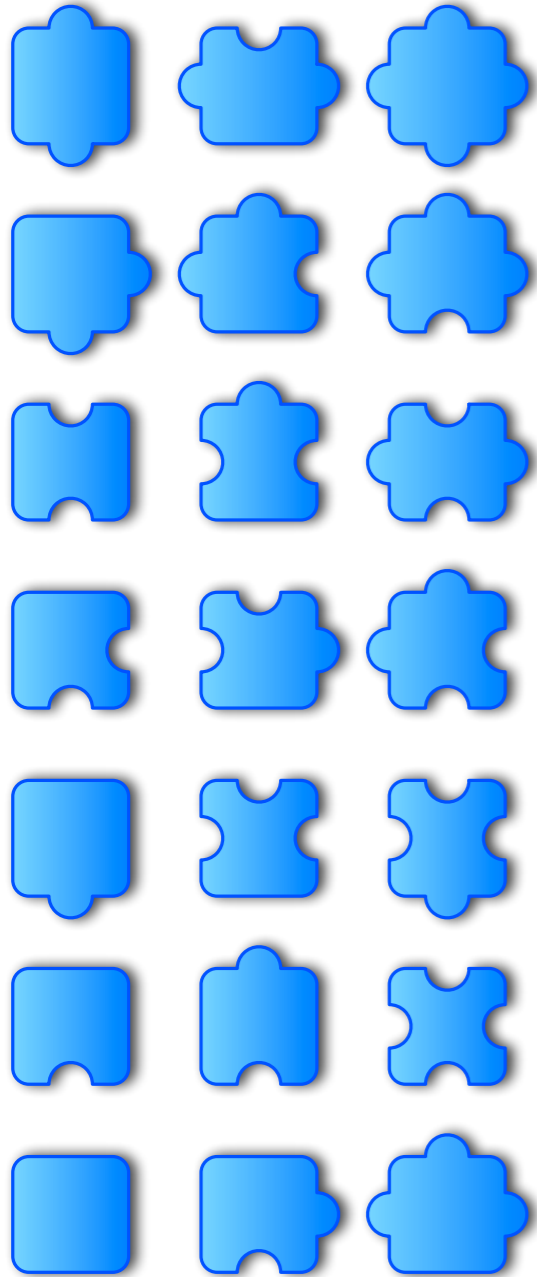
Yes: Search Combinators

High-level building blocks



“Everything is possible and easy”

Combinators



`prune`

`let(v, e, s)`

`assign(v, e)`

`post(c, s)`

`if(c, s1, s2)`

`and([s1, s2, ..., sn])`

`or([s1, s2, ..., sn])`

`portfolio([s1, s2, ..., sn])`

`restart(c, s)`

Reusable Abstractions

```
limit(c, s) ≡ if(c, s, prune)
```

```
for(v, l, u, s) ≡ ...
```

```
lds(s) ≡  
  for(n, 0, ∞,  
    limit(discrepancy ≤ n, s)  
  )
```

More Examples

`bab(obj, s)`

`restart_bab(obj, s)`

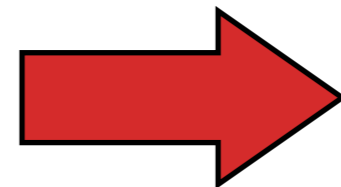
`dicho(obj, s, lb, ub)`

`id(s)`

`hot_start(c, s1, s2)`

...

`radiotherapy`



see paper

Syntax

vs.

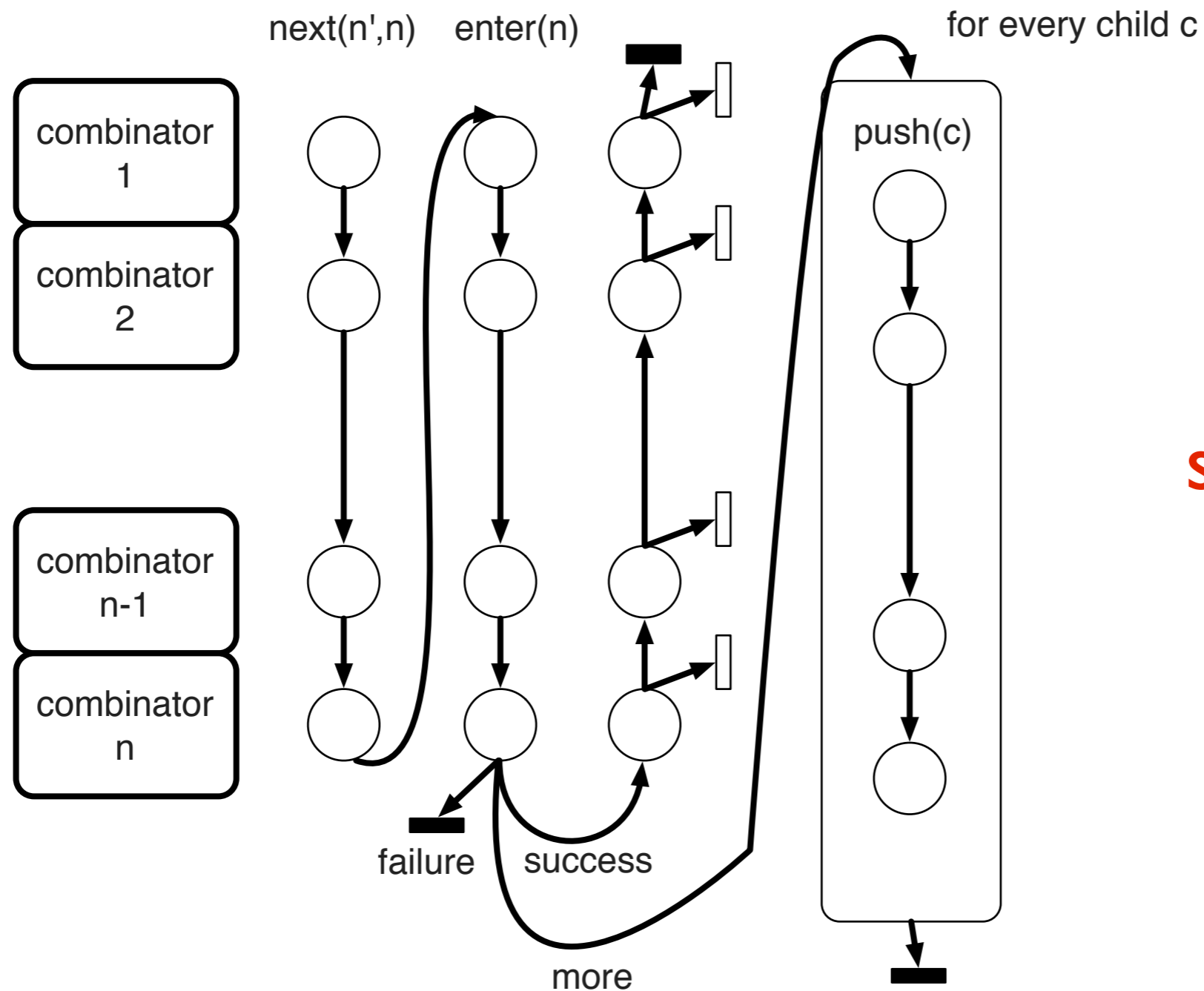
Semantics

Syntax

vs.

Modular
Semantics

Modular Mixin Design



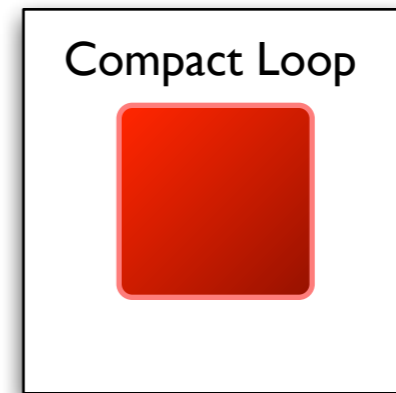
Details:
see paper

Implementations

DSL

Haskell

C++

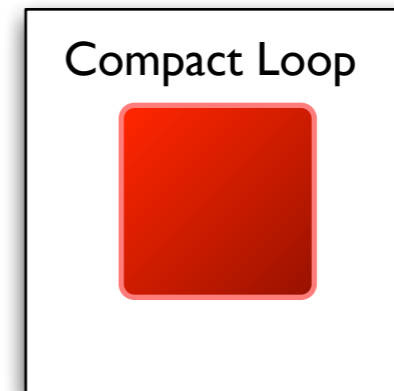
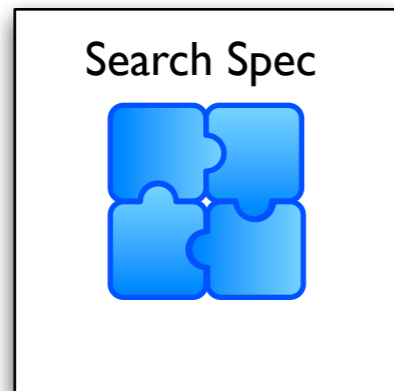


Implementations

DSL

Haskell

C++

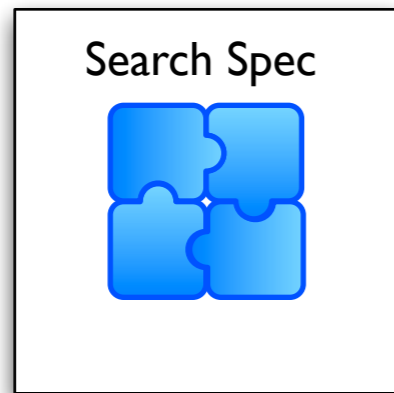


Implementations

DSL

Haskell

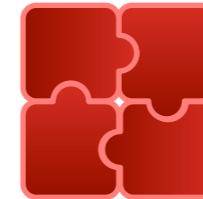
C++



Interpreted



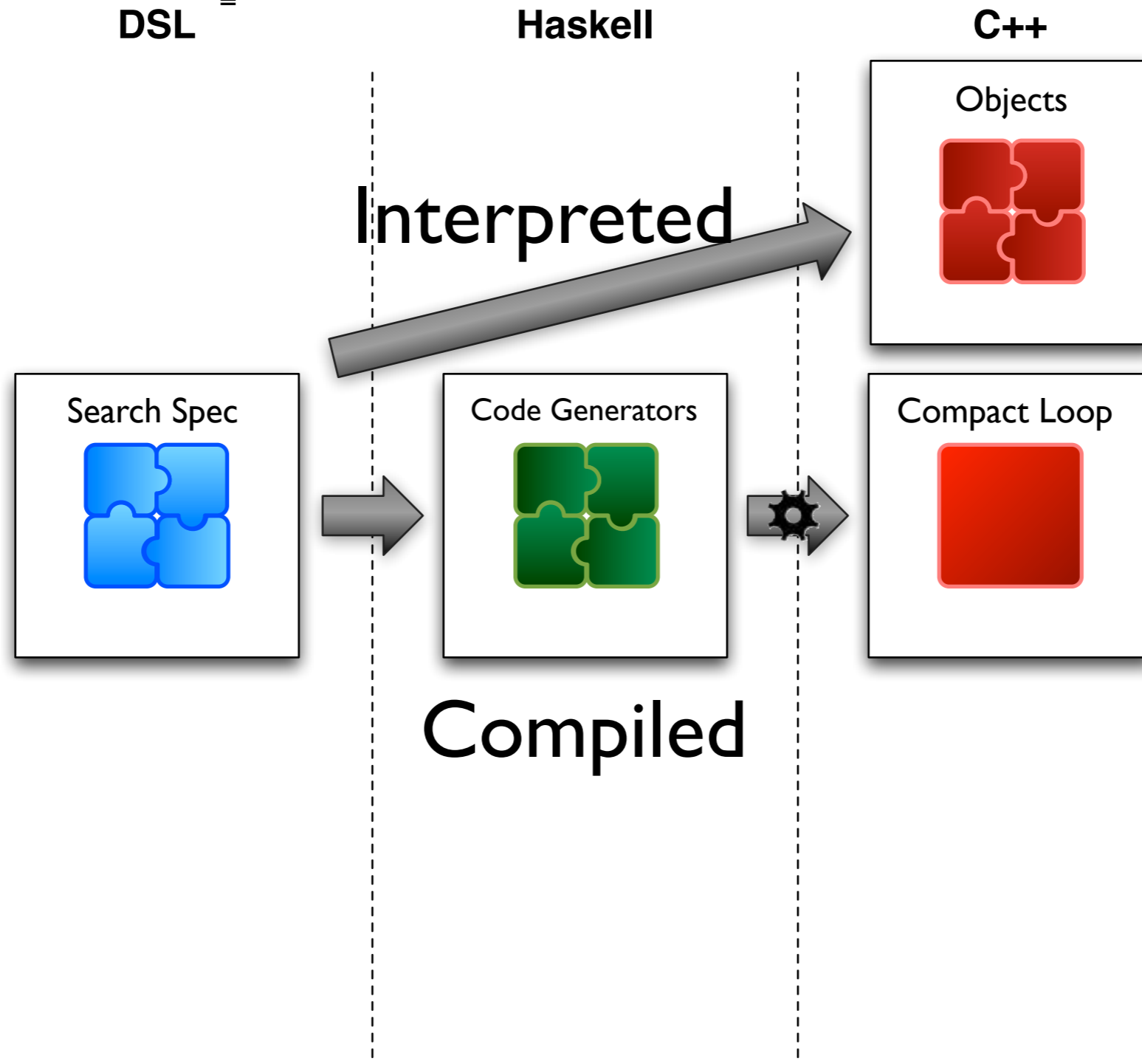
Objects



Compact Loop

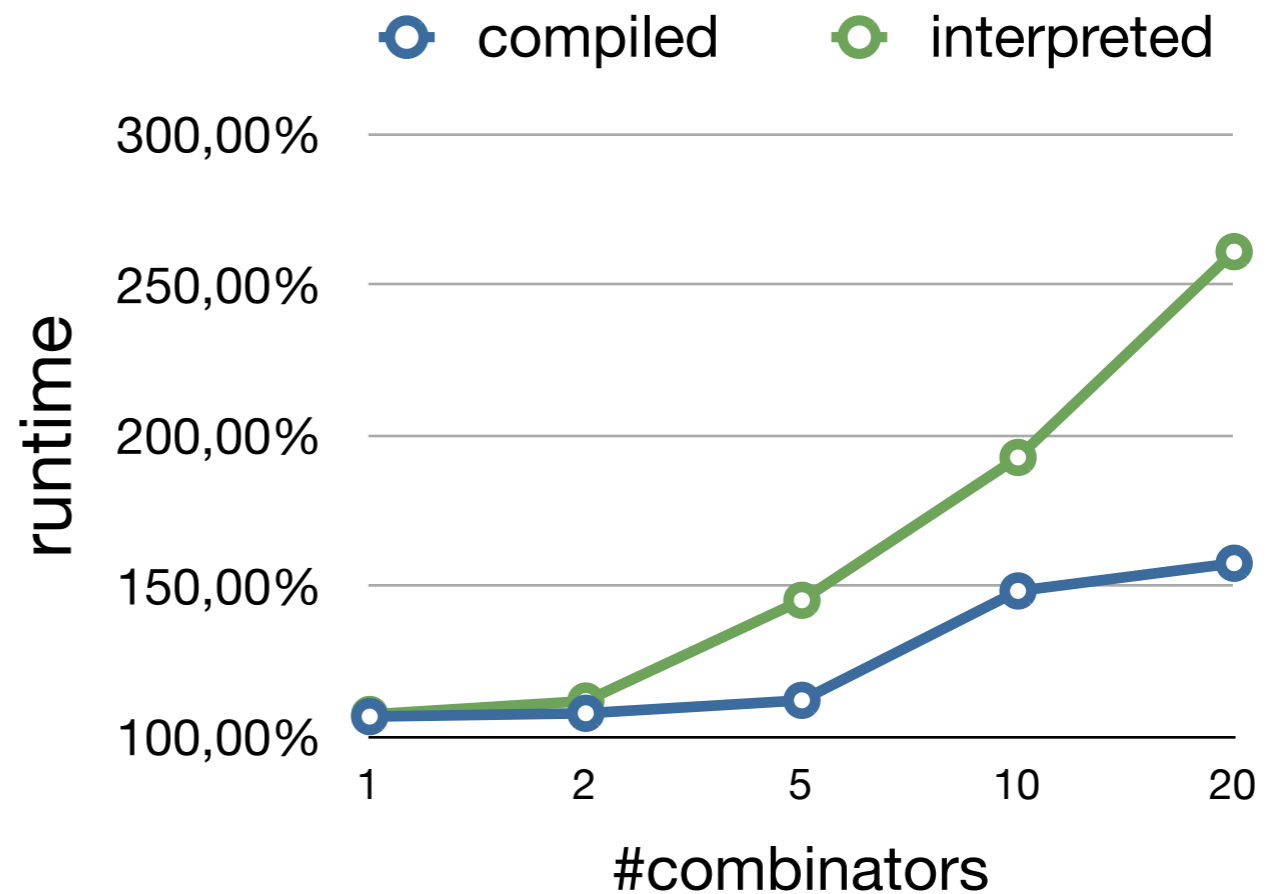
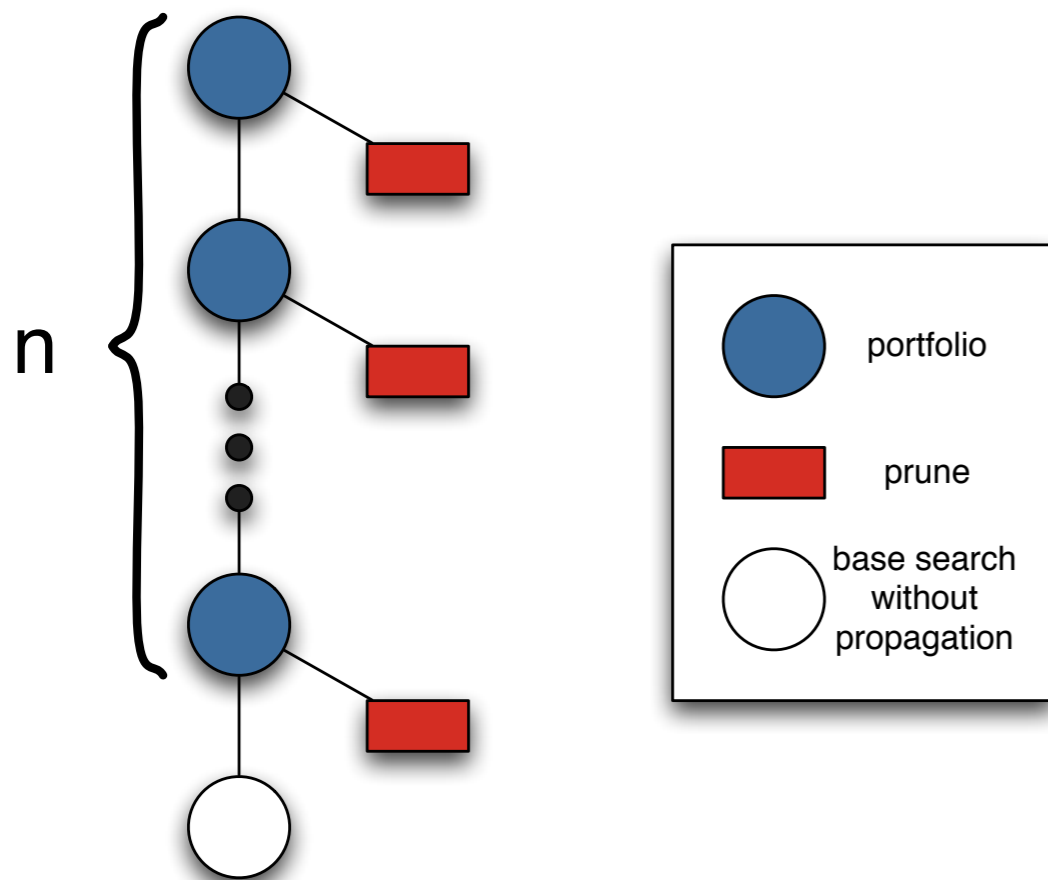


Implementations

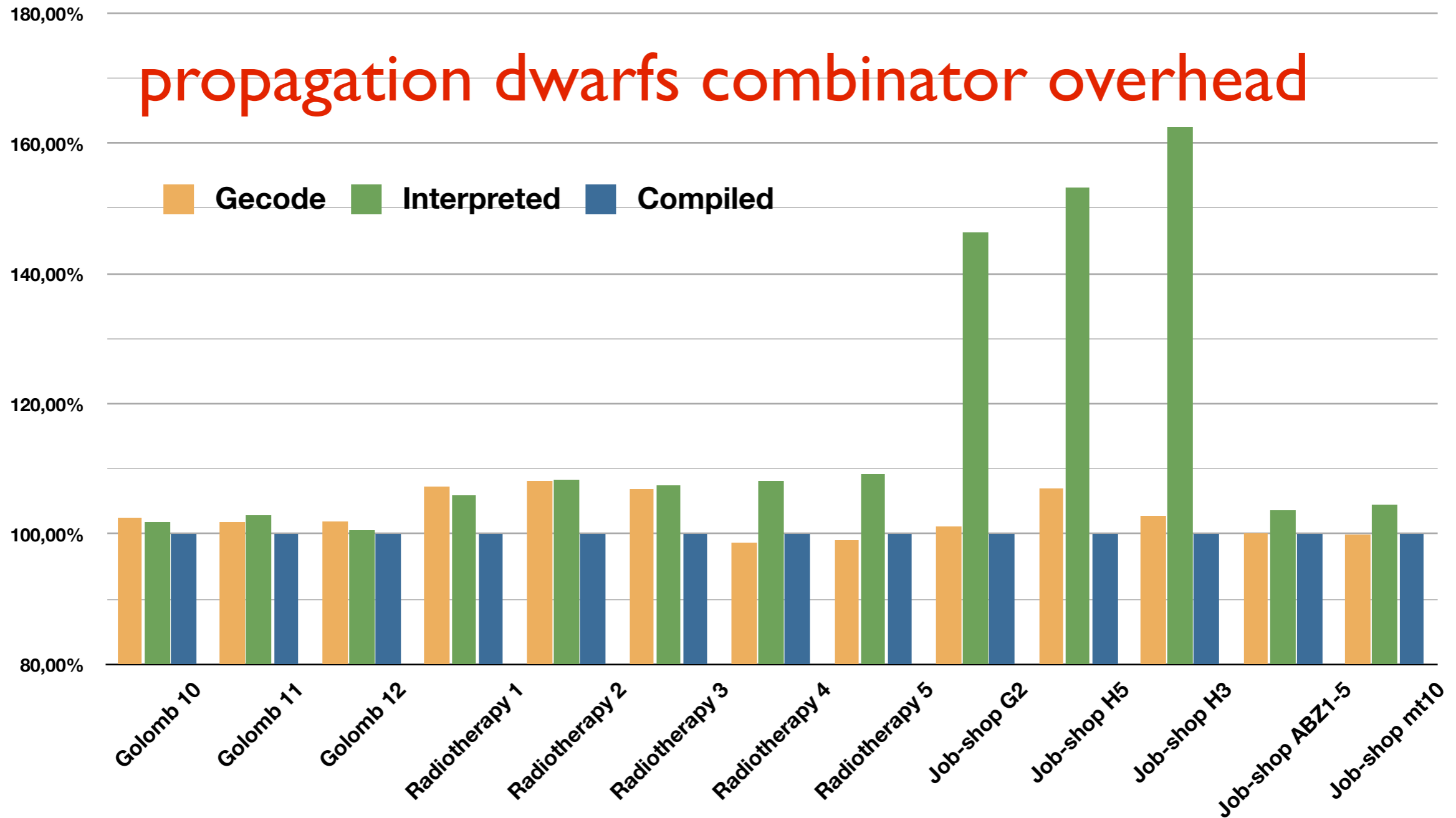


Combinator Overhead?

Worst-case Scenario



In Practice



Summary

- high-level modeling of search
- low-level modular implementation
- competitive performance compared to hand-coded algorithm

Future Work

- Combinators for **parallel search**
- Other **solving technology** (e.g., LP)
 - ➔ Combinators for **hybrid search**

Thank You!

Full Paper Available

<http://users.ugent.be/~tschrijv/>

PDF



Adobe