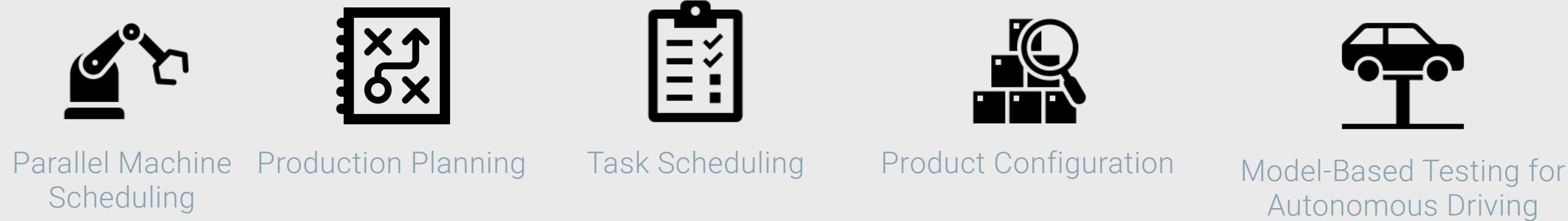


Adaptive Large-Neighbourhood Search for Optimisation in Answer-Set Programming

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Motivation

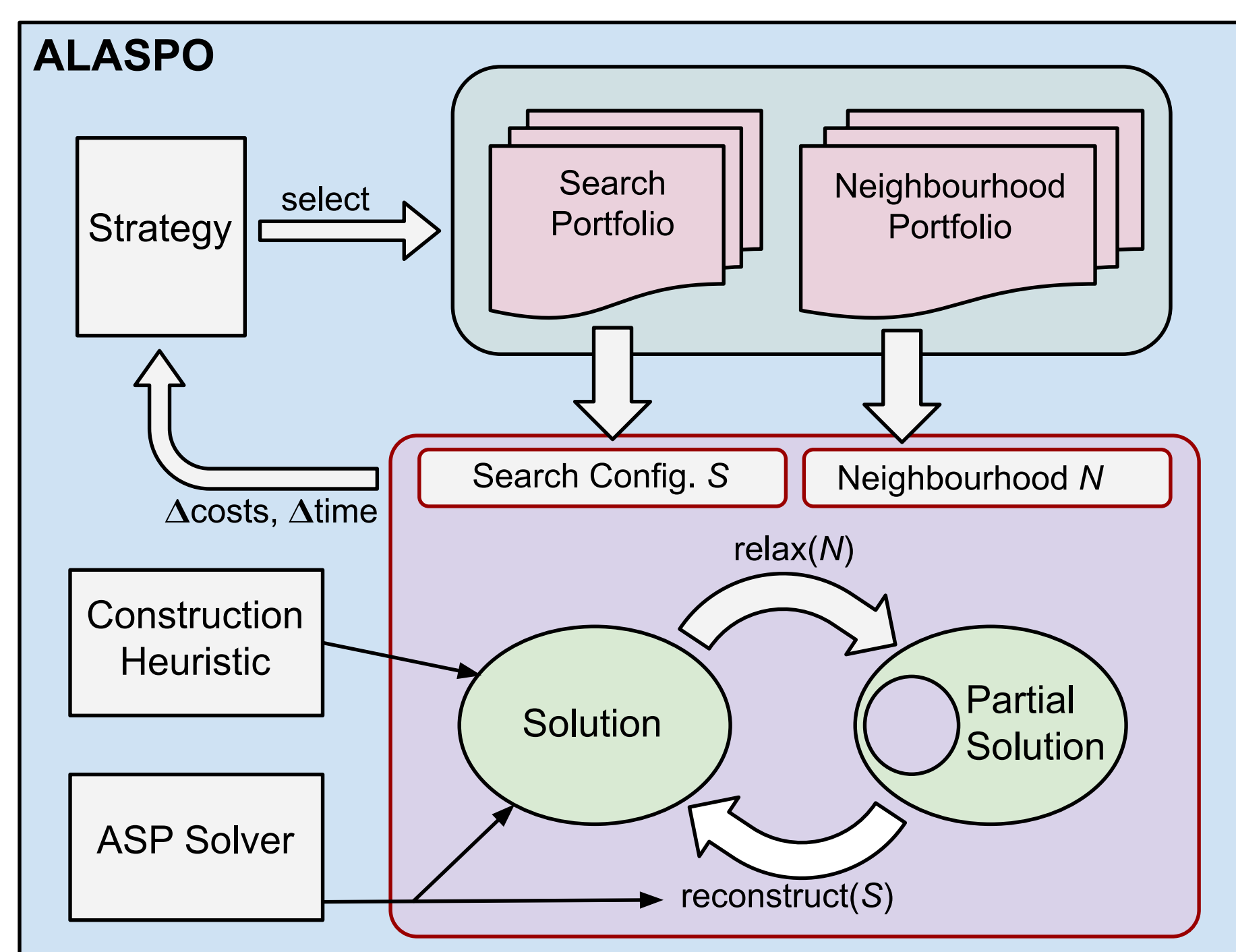
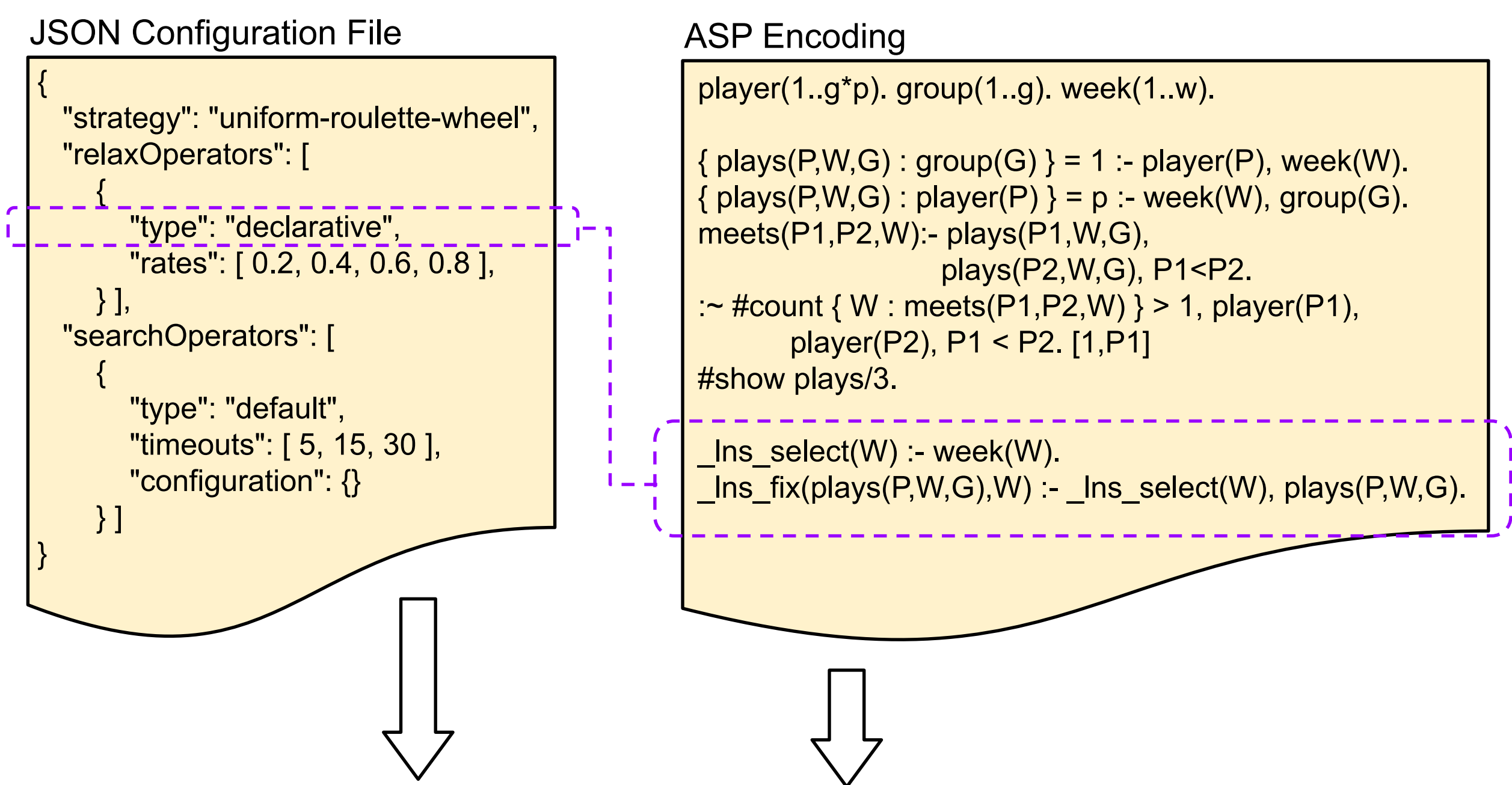
- We study Answer-Set Programming (ASP)
- ASP is a popular declarative problem-solving paradigm
- Efficient solvers exist, e.g., clingo from Potassco Solutions
- Its flexible nature makes it attractive for many domains



Finding high quality solutions for large industrial problems takes a long time
In practice, good solutions should be provided fast!

➔ We provide a framework for Adaptive Large-Neighbourhood Search for ASP which improves optimisation performance

The ALASPO System

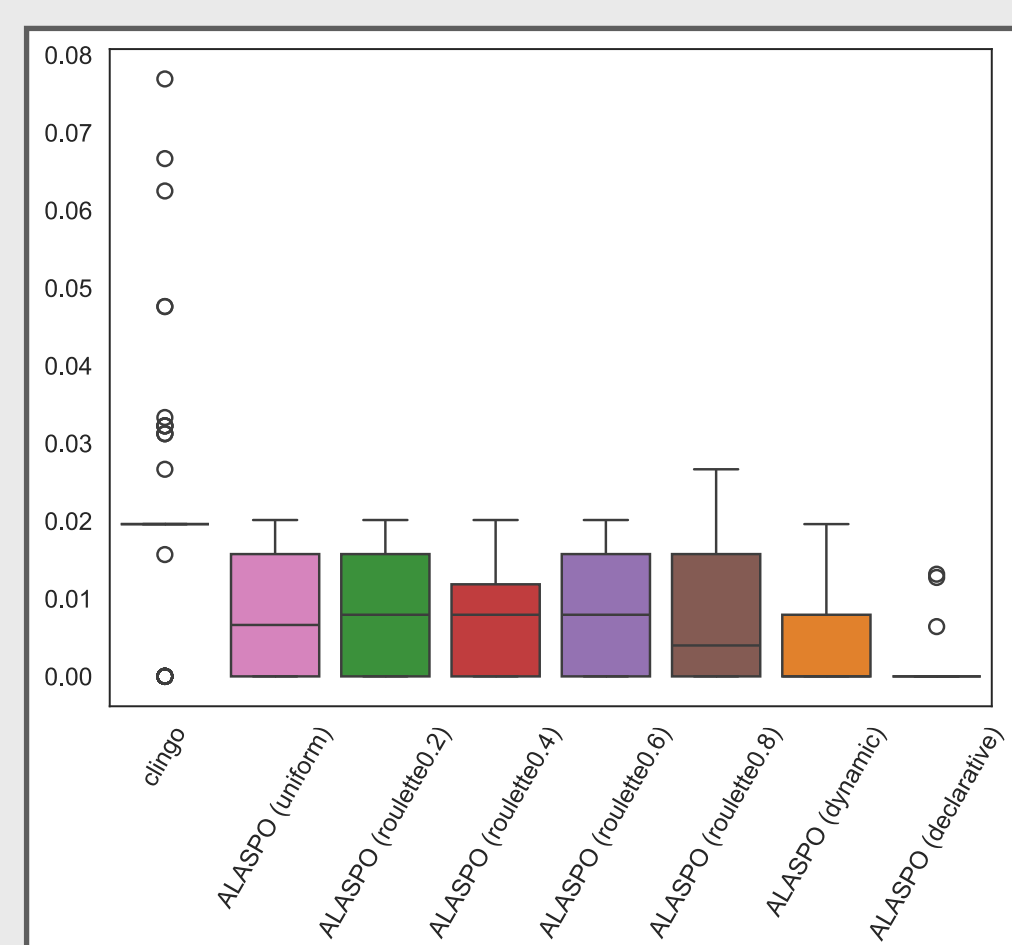


Adaptive Large-Neighbourhood Search: We change the operators during the run depending on the selected strategy

Experiments on Industrial Applications

Partner Units Problem

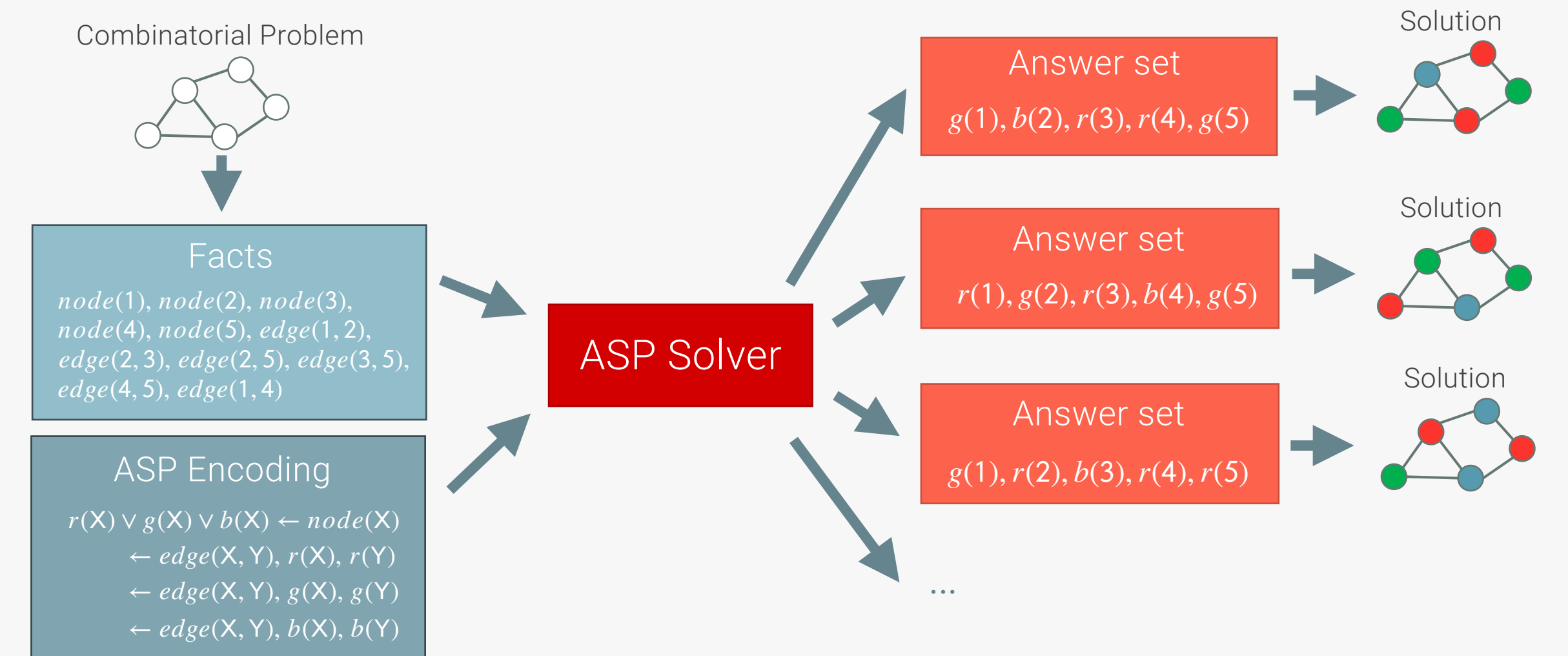
- Challenging real-life configuration problem
- It requires to group sensors into zones and connecting them to control units
- Control units need to be connected to a limited number of other units such that all communication requirements are fulfilled
- The objective is to minimise the number of control units that are used
- We ran clingo against ALASPO for 5 min on a benchmark of 78 instances
- Using a tailored neighbourhood, ALASPO beats clingo



Comparison of clingo against ALASPO on the Partner Units Problem. The x-axis shows the relative difference to the best found solution for that instance.

Answer-Set Programming

Methodology



Syntax

ASP programs are finite sets of rules:

$$a_1 \vee \dots \vee a_k \leftarrow b_{k+1}, \dots, b_m, \text{not } b_{m+1}, \dots, \text{not } b_n$$

$a_1, \dots, a_k, b_{k+1}, \dots, b_m$ and b_{m+1}, \dots, b_n are atoms

Atoms can be ground or have variables:

p

$color(C)$

An interpretation I is a set of ground atoms, which satisfies a rule if:

whenever $b_{k+1}, \dots, b_m \in I$ and $b_{m+1}, \dots, b_n \notin I$, then $a_i \in I$ for some $(1 \leq i \leq k)$

Semantics

I is an answer set of program P if it is a minimal model of the Gelfond-Lifschitz reduct

$$P^I := \{ a_1 \vee \dots \vee a_k \leftarrow b_{k+1}, \dots, b_m \mid a_1 \vee \dots \vee a_k \leftarrow b_{k+1}, \dots, b_m, \text{not } b_{m+1}, \dots, \text{not } b_n \in P, b_{m+1}, \dots, b_n \notin I \}$$

Intuition: Assuming everything not in I is false, the rest is stable w.r.t. P

Shift Design

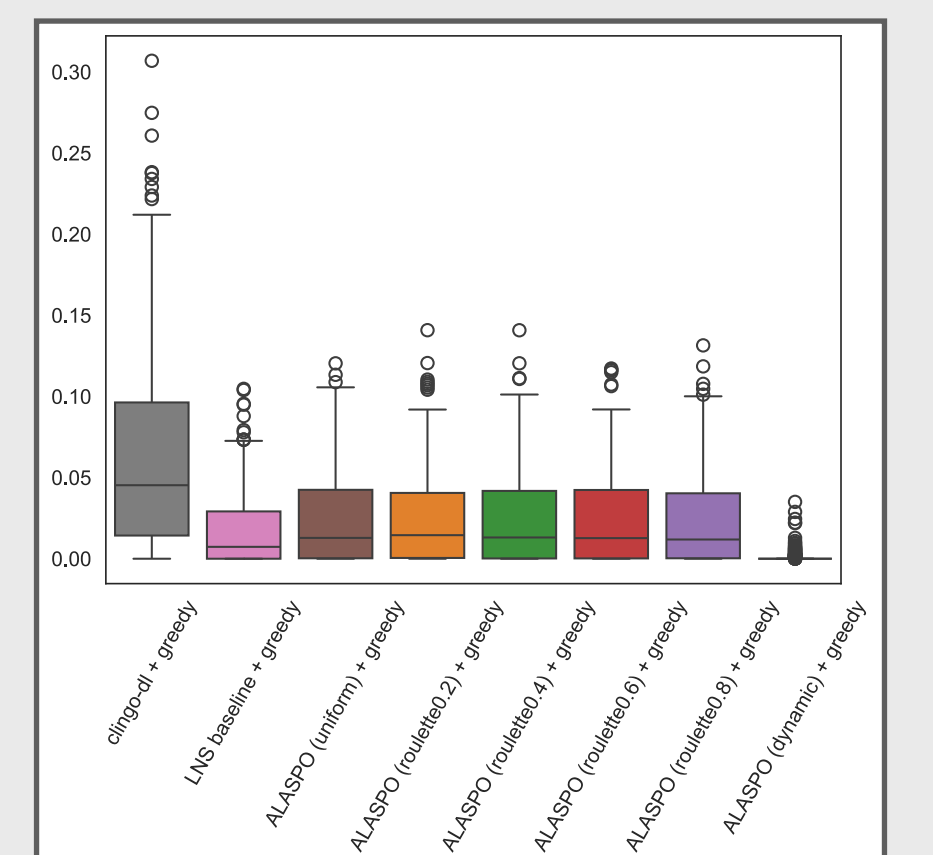
- The goal is to align shifts so that over- and understaffing of workers is avoided
- We used a run time of 60 minutes on a benchmark of 8 instances
- ALASPO finds better bounds on all instances

	clingo	ALASPO
3-04	(0, 413, 50)	(0, 353, 45) - (0, 372, 47)
3-06	(0, 286, 44)	(0, 222, 43) - (0, 312, 52)
3-11	(0, 821, 74)	(0, 713, 65) - (0, 725, 65)
3-20	(0, 1006, 66)	(0, 946, 68) - (0, 963, 67)
3-26	(0, 1061, 77)	(0, 1037, 78) - (0, 1078, 75)
3-27	(0, 393, 25)	(0, 376, 24) - (0, 393, 24)
3-29	(0, 509, 67)	(0, 465, 59) - (0, 470, 63)
4-02	(0, 466, 50)	(0, 388, 39) - (0, 401, 54)

Comparison of clingo against ALASPO on the Shift Design Problem. The numbers are the three components of the lexicographic objective (lower is better).

Parallel Machine Scheduling

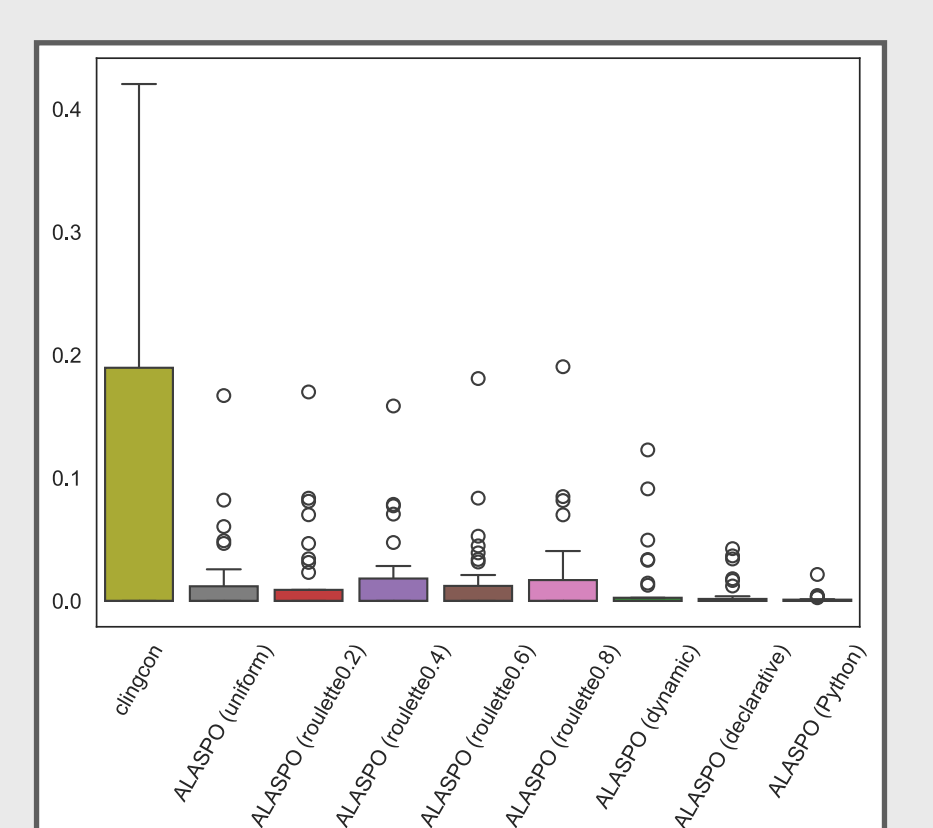
- We have to assign jobs to machines such that capability constraints are upheld
- The objective is to minimise makespan while respecting release dates and setup times
- We used a run time of 15 minutes on a benchmark of 500 instances
- ALASPO with a greedy initial solution performs best



Comparison of clingo against ALASPO on the Parallel Machine Scheduling Problem. The x-axis shows the relative difference to the best found solution for that instance.

Test Laboratory Scheduling

- Complex real-world project scheduling problem with novel constraints and objectives
- We used a run time of 30 minutes on a benchmark of 33 instances
- Best results are achieved by ALASPO using a relax operator written in Python



Comparison of clingo against ALASPO on the Test Laboratory Scheduling Problem. The x-axis shows the relative difference to the best found solution for that instance.