

# XCSP3 Competition 2018 – Results –

<http://www.cril.fr/XCSP18/>

Christophe Lecoutre and Olivier Roussel

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Principles and Practice of Constraint Programming

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XCSP3 is:

- an XML-based format designed to represent instances of combinatorial constrained problems
- an *intermediate* integrated format **preserving the structure** of models

XCSP3 is a major extension of XCSP 2.1 since it allows us to deal with:

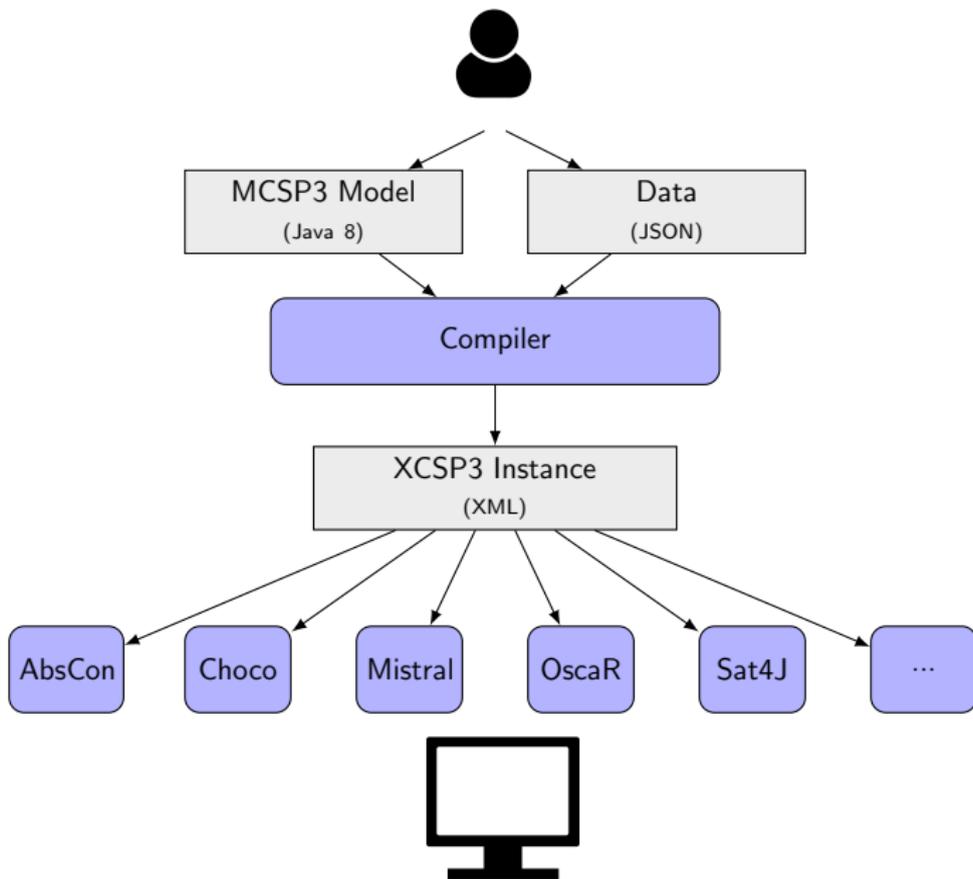
- mono/multi optimization
- many types of variables
- cost functions
- reification and views
- annotations
- variable quantification
- distributed, probabilistic and qualitative reasoning

# XCSP3: an Intermediate Format



[www.xcsp.org](http://www.xcsp.org)

# XCSP3: the central piece of a Modeling/Solving process



# XCSP3: Available Tools and Benchmarks

Many tools are available on github:

<https://github.com/xcsp3team/>

Parsers available on github:

- Java 8 Parser
- C++ 11 Parser

Various tools for:

- checking solutions and bounds:  
org.xcsp.parser.callbacks.SolutionChecker
- checking the validity of an instance for a competition track:  
org.xcsp.parser.callbacks.CompetitionValidator

Many series of CSP/COP instances that can be downloaded from [www.xcsp.org](http://www.xcsp.org) by means of our selection engine!

① 2018 Competition

② 2018 Results

# Purpose of Competitions

The goal of a competition is to:

- evaluate solvers in the same conditions
- help collecting publicly available benchmarks and data (results, traces, ...)
- help the community identify good ideas and strange results: the goal is to raise questions and get new ideas!

Competitions should not be misunderstood:

- The results are not an absolute truth: they depend on the benchmark selection, experimental conditions, ...
- A competition is not limited to a ranking: rankings are just an over-simplified view, but still relevant to motivate authors
- Competitions must be driven by the community: benchmark submission/selection advices, suggestions for improvements, ...

# Perimeter of Constraints (mainly, XCSP3-core)

For the standard tracks:

- intension, extension
- regular and mdd
- allDifferent, allEqual, ordered and lex
- sum, count, nValues and cardinality
- maximum, minimum, element and channel
- noOverlap and cumulative
- circuit and instantiation
- slide

For the Mini-solver tracks:

- intension, extension
- allDifferent
- sum
- element

# Tracks for the 2018 XCSP3 Competition

There are 6 Standard tracks and 2 Minisolver tracks.

<b>Problem</b>	<b>Goal</b>	<b>Exploration</b>	<b>Timeout</b>
CSP	one solution	sequential	40 minutes
CSP	one solution	parallel	40 minutes
COP	best solution	sequential	4 minutes
COP	best solution	sequential	40 minutes
COP	best solution	parallel	40 minutes

Table: Standard Tracks.

<b>Problem</b>	<b>Goal</b>	<b>Exploration</b>	<b>Timeout</b>
CSP	one solution	sequential	40 minutes
COP	best solution	sequential	40 minutes

Table: Mini-Solver Tracks.

# Main Novelties in 2018

- 1 Constraint extension. Short tables (i.e., tables with '\*') allowed.
- 2 Constraint `allDifferent` and `sum`, handling view extensions. For example:

```
<allDifferent >  
  add(x1,1) add(x2,2) add(x3,3)  
</allDifferent >
```

- 3 Constraint `element`. It is possible to have a vector of integers (instead of variables).
- 4 Constraint `channel`. It is possible to have two lists of different sizes.
- 5 Constraint `circuit`. This constraint is introduced in 2018.
- 6 For some instances (`series`), the set of decision variables are specified, by means of annotations.

## Remark.

The XCSP3 Competition essentially remains a blackbox solving competition.

# Computer Infrastructure



- The cluster we used is provided by CRIL and is composed of nodes with two quad-cores (Intel @ 2.67GHz with 32 GiB RAM).
- Hyperthreading was disabled.
- Sequential solvers were run on one processor (4 cores) and were allocated 15500 MiB of memory.
- Parallel solvers were run on two processors (8 cores) and were allocated 31000 MiB of memory.

# Organisation

Selection of instances by Christophe Lecoutre (good knowledge in modeling with MCSP3):

- Standard tracks: 236 CSP and 346 COP instances
- Mini-solver tracks: 176 CSP and 188 COP instances

**Remark.** AbsCon didn't enter the competition.

**Remark.** 4 discarded instances (computations requiring 64 bits).

Olivier Roussel managed the experiments.

**Ranking.** Based on the number of times a solver is able to prove a result (satisfiability, optimality). For COP, another viewpoint given with the number of times a solver gives the best known answer (satisfiability, optimality, best known bound).

## Problems (36.5% are new, displayed in italic font)

Problem	Optimization	Constraints
<i>Auction</i>	max SUM	count, sum
<i>BACP</i>	min MAXIMUM	intension, extension, count, sum
<i>BIBD</i>		sum, lexMatrix
<i>Car Sequencing</i>		extension, sum, cardinality
<i>Coloured Queens</i>		allDifferent, allDifferentMatrix
<i>Crosswords</i>		extension
<i>Crosswords Design</i>	max SUM	extension (*)
<i>Dubois</i>		extension
<i>Eternity</i>		intension, extension, allDifferent
<i>FAPP</i>	min SUM	intension, extension
<i>FRB</i>		extension
<i>Golomb Ruler</i>	min VAR	intension, allDifferent
<i>Graceful Graph</i>		intension, allDifferent
<i>Graph Coloring</i>	min MAXIMUM	intension
<i>Haystacks</i>		extension
<i>Knapsack</i>	max SUM	sum
<i>Langford</i>		intension, element
<i>Low Autocor.</i>	min SUM	intension, sum
<i>Magic Hexagon</i>		intension, sum and allDifferent
<i>Magic Square</i>		allDifferent, sum, instantiation
<i>Mario</i>	max SUM	intension, extension, sum, circuit

Problem	Optimization	Constraints
<i>Mystery Shopper</i>		intension, extension, allDifferent, lexMatrix, channel
<i>Nurse Rostering</i>	min SUM	intension, extension, sum, count, regular, instantiation, slide
<i>Peacable Armies</i>	max SUM	intension, sum, count
<i>Pizza Voucher</i>	min SUM	intension, count
Pseudo-Boolean	min SUM	sum
QAP	min SUM	extension, allDifferent
QuasiGroup		intension, allDifferentMatrix, instantiation, element
RCPSP	min VAR	intension, cumulative
<i>RLFAP</i>	min NVALUES	intension, instantiation
Social Golfers		intension, instantiation, cardinality, lexMatrix
Sports Sched.		intension, extension, instantiation, allDifferent, count, cardinality
<i>Steel Mill Slab</i>	min SUM	intension, extension, ordered, sum
Still Life	max VAR	intension, extension, instantiation, sum
Strip Packing		intension, extension, noOverlap
Subgraph Iso.		extension, allDifferent
<i>Sum Coloring</i>	min SUM	intension
<i>TAL</i>	min SUM	intension, extension, count
<i>Template Design</i>	min SUM	intension, ordered, sum
<i>Traveling Tour.</i>	min SUM	intension, extension (*), allDifferent, element, cardinality, regular
Travelling Sal.	min SUM	extension, allDifferent

# Generating Instances – 1. Model

```
class Knapsack implements ProblemAPI {
    int capacity;
    Item[] items;

    class Item {
        int weight;
        int value;
    }

    public void model() {
        int[] weights = valuesFrom(items, item -> item.weight);
        int[] values = valuesFrom(items, item -> item.value);
        int nItems = items.length;

        Var[] x = array("x", size(nItems), dom(0, 1),
            "x[i] is 1 iff the ith item is selected");

        sum(x, weightedBy(weights), LE, capacity)
            .note("the capacity of the knapsack must not be exceeded");

        maximize(SUM, x, weightedBy(values))
            .note("maximizing summed up value (benefit)");
    }
}
```

## Generating Instances – 2. Data

```
{
  "capacity": 10,
  "items": [
    { "weight": 2, "value": 54 },
    { "weight": 2, "value": 92 },
    { "weight": 1, "value": 62 },
    { "weight": 2, "value": 20 },
    { "weight": 2, "value": 55 }
  ]
}
```

## Generating Instances – 3. Compilation

```
java org.xcsp.modeler.Compiler Knapsack -data=knap10.json
```

## Generating Instances – 4. Instance

```
<instance format="XCSP3" type="COP">
  <variables>
    <array id="x" note="x[i] is 1 iff the ith item is selected"
      size="[5]"> 0 1 </array>
  </variables>
  <constraints>
    <sum>
      <list> x[] </list>
      <coeffs> 2 2 1 2 2 </coeffs>
      <condition> (le,10) </condition>
    </sum>
  </constraints>
  <objectives>
    <maximize type="sum">
      <list> x[] </list>
      <coeffs> 54 92 62 20 55 </coeffs>
    </maximize>
  </objectives>
</instance>
```

① 2018 Competition

② 2018 Results

## Teams/Solvers (in alphabetic order)

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BTD, miniBTD	P. Jegou, H. Kanso and C. Terrioux
BTD_12, miniBTD_12	P. Jegou, D. Habet, H. Kanso and C. Terrioux
Choco-solver	C. Prud'homme and J.-G. Fages
Concrete	J. Vion
cosoco	G. Audemard
GG's minicp	A. Gellens and S. Gustin
macht, minimacht	D. Habet and C. Terrioux
MiniCPFeuer	V. Joos and A. Vanderschueren
Mistral-2.0	E. Hebrard and M. Siala
NACRE	Gaël Glorian
OscAR	OscAR Team
PicatSAT	N.-F. Zhou and H. Kjellerstrand
Sat4j-CSP	D. Le Berre and E. Lonca
scop	T. Soh, D. Le Berre, M. Banbara, N. Tamura
slowpoke	A. Gerlache and v. vandervilt
Solver of Schul & Smal	X. Schul, Y. Smal
SuperSolver	F. Stevenart Meeus and J.-B. Macq
The dodo solver	A. Dubray

---

# Mini-solvers, COP

Total number of instances: 188

	#solved		%inst.	%VBS
<i>Virtual Best Solver (VBS)</i>	48	48 OPT	26%	100%
1 cosoco	46 (122)	46 OPT	24%	96%
2 Solver of Schul & Smal	35 (44)	35 OPT	19%	73%
3 GG's minicp	3 (22)	3 OPT	2%	6%
4 MiniCPFeuer	0 (50)		0%	0%
5 SuperSolver	0 (23)		0%	0%
6 The dodo solver	0 (18)		0%	0%
7 slowpoke	0 (12)		0%	0%

Between parentheses, the number of times, the solver gives the best known result (not necessarily, a proved optimal one).

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# Mini-solvers, CSP

Total number of instances: 176

	#solved		%inst. %VBS	
<i>Virtual Best Solver (VBS)</i>	113	53 SAT, 60 UNSAT	64%	100%
1 NACRE	86	43 SAT, 43 UNSAT	49%	76%
2 miniBTD_12	79	36 SAT, 43 UNSAT	45%	70%
3 miniBTD	75	32 SAT, 43 UNSAT	43%	66%
4 cosoco	72	42 SAT, 30 UNSAT	41%	64%
5 minimacht	69	37 SAT, 32 UNSAT	39%	61%
6 GG's minicp	56	37 SAT, 19 UNSAT	32%	50%
7 Solver of Schul & Smal	54	23 SAT, 31 UNSAT	31%	48%
8 MiniCPFever	54	34 SAT, 20 UNSAT	31%	48%
9 slowpoke	38	38 SAT	22%	34%
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# Standard solvers (sequential), COP

Total number of instances: 346

	#solved		%inst. %VBS	
<i>Virtual Best Solver (VBS)</i>	146	146 OPT	42%	100%
1 PicatSAT 2018-08-14	132 (132)	132 OPT	38%	90%
2 Concrete 3.9.2	105 (148)	105 OPT	30%	72%
3 Choco-solver 4.0.7b seq	102 (154)	102 OPT	29%	70%
4 OscalaR-Conf. Ordering+restarts	99 (132)	99 OPT	29%	68%
5 Concrete 3.9.2-SuperNG	99 (139)	99 OPT	29%	68%
6 cosoco 1.12	64 (112)	64 OPT	18%	44%
7 OscalaR - Hybrid 2018-08-14	61 (132)	61 OPT	18%	42%
8 Sat4j-CSP	54 (86)	54 OPT	16%	37%

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# Standard solvers (sequential), CSP, 236 Instances

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<i>Virtual Best Solver (VBS)</i>	164	104 SAT, 60 UNSAT	69%	100%
1 <i>scop_order+MapleCOMSPS</i>	146	92 SAT, 54 UNSAT	62%	89%
2 <i>scop_both+MapleCOMSPS</i>	140	87 SAT, 53 UNSAT	59%	85%
3 <i>PicatSAT 2018-08-14</i>	138	85 SAT, 53 UNSAT	58%	84%
4 <i>Mistral-2.0</i>	116	80 SAT, 36 UNSAT	49%	71%
5 <i>Choco-solver 4.0.7b seq</i>	115	77 SAT, 38 UNSAT	49%	70%
6 <i>Concrete 3.9.2</i>	92	64 SAT, 28 UNSAT	39%	56%
7 <i>OscAR-Conf. Ordering+restarts</i>	90	62 SAT, 28 UNSAT	38%	55%
8 <i>Concrete 3.9.2-SuperNG</i>	84	55 SAT, 29 UNSAT	36%	51%
9 <i>Sat4j-CSP</i>	83	40 SAT, 43 UNSAT	35%	51%
10 <i>OscAR - Conflict Ordering</i>	81	51 SAT, 30 UNSAT	34%	49%
11 <i>cosoco 1.12</i>	79	53 SAT, 26 UNSAT	33%	48%
12 <i>BTD_12</i>	76	32 SAT, 44 UNSAT	32%	46%
13 <i>BTD</i>	76	31 SAT, 45 UNSAT	32%	46%
14 <i>macht</i>	66	33 SAT, 33 UNSAT	28%	40%

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7 <i>OscAR-Conf. Ordering+restarts</i>	90	62 SAT, 28 UNSAT	38%	55%
8 <i>Concrete 3.9.2-SuperNG</i>	84	55 SAT, 29 UNSAT	36%	51%
9 <i>Sat4j-CSP</i>	83	40 SAT, 43 UNSAT	35%	51%
10 <i>OscAR - Conflict Ordering</i>	81	51 SAT, 30 UNSAT	34%	49%
11 <i>cosoco 1.12</i>	79	53 SAT, 26 UNSAT	33%	48%
12 <i>BTD_12</i>	76	32 SAT, 44 UNSAT	32%	46%
13 <i>BTD</i>	76	31 SAT, 45 UNSAT	32%	46%
14 <i>macht</i>	66	33 SAT, 33 UNSAT	28%	40%

# Standard solvers (sequential), CSP, 236 Instances

	#solved		%inst.	%VBS
<i>Virtual Best Solver (VBS)</i>	164	104 SAT, 60 UNSAT	69%	100%
1 <i>scop order+MapleCOMSPS</i>	146	92 SAT, 54 UNSAT	62%	89%
2 <i>scop both+MapleCOMSPS</i>	140	87 SAT, 53 UNSAT	59%	85%
3 <i>PicatSAT 2018-08-14</i>	138	85 SAT, 53 UNSAT	58%	84%
4 <i>Mistral-2.0</i>	116	80 SAT, 36 UNSAT	49%	71%
5 <i>Choco-solver 4.0.7b seq</i>	115	77 SAT, 38 UNSAT	49%	70%
6 <i>Concrete 3.9.2</i>	92	64 SAT, 28 UNSAT	39%	56%
7 <i>OscAR-Conf. Ordering+restarts</i>	90	62 SAT, 28 UNSAT	38%	55%
8 <i>Concrete 3.9.2-SuperNG</i>	84	55 SAT, 29 UNSAT	36%	51%
9 <i>Sat4j-CSP</i>	83	40 SAT, 43 UNSAT	35%	51%
10 <i>OscAR - Conflict Ordering</i>	81	51 SAT, 30 UNSAT	34%	49%
11 <i>cosoco 1.12</i>	79	53 SAT, 26 UNSAT	33%	48%
12 <i>BTD_12</i>	76	32 SAT, 44 UNSAT	32%	46%
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	#solved		%inst.	%VBS
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3 PicatSAT 2018-08-14	138	85 SAT, 53 UNSAT	58%	84%
4 Mistral-2.0	116	80 SAT, 36 UNSAT	49%	71%
5 Choco-solver 4.0.7b seq	115	77 SAT, 38 UNSAT	49%	70%
6 Concrete 3.9.2	92	64 SAT, 28 UNSAT	39%	56%
7 OscaR-Conf. Ordering+restarts	90	62 SAT, 28 UNSAT	38%	55%
8 Concrete 3.9.2-SuperNG	84	55 SAT, 29 UNSAT	36%	51%
9 Sat4j-CSP	83	40 SAT, 43 UNSAT	35%	51%
10 OscaR - Conflict Ordering	81	51 SAT, 30 UNSAT	34%	49%
11 cosoco 1.12	79	53 SAT, 26 UNSAT	33%	48%
12 BTD_12	76	32 SAT, 44 UNSAT	32%	46%
13 BTD	76	31 SAT, 45 UNSAT	32%	46%
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## Standard solvers (sequential), CSP, 236 Instances

	#solved		%inst.	%VBS
<i>Virtual Best Solver (VBS)</i>	164	104 SAT, 60 UNSAT	69%	100%
1 scop <i>order+MapleCOMSPS</i>	146	92 SAT, 54 UNSAT	62%	89%
2 scop <i>both+MapleCOMSPS</i>	140	87 SAT, 53 UNSAT	59%	85%
3 PicatSAT <i>2018-08-14</i>	138	85 SAT, 53 UNSAT	58%	84%
4 Mistral-2.0	116	80 SAT, 36 UNSAT	49%	71%
5 Choco-solver <i>4.0.7b seq</i>	115	77 SAT, 38 UNSAT	49%	70%
6 Concrete <i>3.9.2</i>	92	64 SAT, 28 UNSAT	39%	56%
7 OscaR-Conf. <i>Ordering+restarts</i>	90	62 SAT, 28 UNSAT	38%	55%
8 Concrete <i>3.9.2-SuperNG</i>	84	55 SAT, 29 UNSAT	36%	51%
9 Sat4j-CSP	83	40 SAT, 43 UNSAT	35%	51%
10 OscaR - <i>Conflict Ordering</i>	81	51 SAT, 30 UNSAT	34%	49%
11 cosoco <i>1.12</i>	79	53 SAT, 26 UNSAT	33%	48%
12 BTD_12	76	32 SAT, 44 UNSAT	32%	46%
13 BTD	76	31 SAT, 45 UNSAT	32%	46%
14 macht	66	33 SAT, 33 UNSAT	28%	40%

## Standard solvers (parallel), COP

Not enough contestants for being relevant, but Choco-solver 4.0.7b *par* has made a good job.

# Standard solvers (parallel), CSP

Total number of instances: 236

	#solved		%inst.	%VBS
<i>Virtual Best Solver (VBS)</i>	168	104 SAT, 64 UNSAT	71%	100%
1 scop <i>order+glucose-syrup</i>	151	95 SAT, 56 UNSAT	64%	90%
2 scop <i>both+glucose-syrup</i>	138	82 SAT, 56 UNSAT	58%	82%
3 Choco-solver 4.0.7b <i>par</i>	134	88 SAT, 46 UNSAT	57%	80%
4 Oscala - Parallel with EPS	89	56 SAT, 33 UNSAT	38%	53%

# Standard solvers (parallel), CSP

Total number of instances: 236

	#solved		%inst.	%VBS
<i>Virtual Best Solver (VBS)</i>	168	104 SAT, 64 UNSAT	71%	100%
1 scop <i>order+glucose-syrup</i>	151	95 SAT, 56 UNSAT	64%	90%
2 scop <i>both+glucose-syrup</i>	138	82 SAT, 56 UNSAT	58%	82%
3 Choco-solver 4.0.7b <i>par</i>	134	88 SAT, 46 UNSAT	57%	80%
4 Oscala - Parallel with EPS	89	56 SAT, 33 UNSAT	38%	53%

# Standard solvers (parallel), CSP

Total number of instances: 236

	#solved		%inst.	%VBS
<i>Virtual Best Solver (VBS)</i>	168	104 SAT, 64 UNSAT	71%	100%
1 <i>scop order+glucose-syrup</i>	151	95 SAT, 56 UNSAT	64%	90%
2 <i>scop both+glucose-syrup</i>	138	82 SAT, 56 UNSAT	58%	82%
3 <i>Choco-solver 4.0.7b par</i>	134	88 SAT, 46 UNSAT	57%	80%
4 <i>OscAR - Parallel with EPS</i>	89	56 SAT, 33 UNSAT	38%	53%

# Standard solvers (parallel), CSP

Total number of instances: 236

	#solved		%inst.	%VBS
<i>Virtual Best Solver (VBS)</i>	168	104 SAT, 64 UNSAT	71%	100%
1 scop <i>order+glucose-syrup</i>	151	95 SAT, 56 UNSAT	64%	90%
2 scop <i>both+glucose-syrup</i>	138	82 SAT, 56 UNSAT	58%	82%
3 Choco-solver 4.0.7b <i>par</i>	134	88 SAT, 46 UNSAT	57%	80%
4 Oscala - Parallel with EPS	89	56 SAT, 33 UNSAT	38%	53%

# Standard solvers (parallel), CSP

Total number of instances: 236

	#solved		%inst.	%VBS
<i>Virtual Best Solver (VBS)</i>	168	104 SAT, 64 UNSAT	71%	100%
1 scop <i>order+glucose-syrup</i>	151	95 SAT, 56 UNSAT	64%	90%
2 scop <i>both+glucose-syrup</i>	138	82 SAT, 56 UNSAT	58%	82%
3 Choco-solver 4.0.7b <i>par</i>	134	88 SAT, 46 UNSAT	57%	80%
4 Oscala - Parallel with EPS	89	56 SAT, 33 UNSAT	38%	53%

## Standard solvers (sequential), COP – fast (4 minutes)

Total number of instances: 346

	#best	%inst.	%VBS
<i>Virtual Best Solver (VBS)</i>	316	91%	100%
1 Concrete 3.9.2	151	44%	48%
2 Choco-solver 4.0.7b seq	146	42%	46%
3 OspaR - Hybrid	139	40%	44%
4 OspaR - Conflict Ordering with restarts	133	38%	42%
5 Concrete 3.9.2-SuperNG	129	37%	41%
6 Mistral-2.0	123	36%	39%
7 cosoco	107	31%	34%
8 Sat4j-CSP	78	23%	25%

For this fast track, we consider the number of times the solver gives the best known result (not necessarily, a proved optimal one).

# Useful Data

On <http://www.cril.fr/XCSP18/>, many tables/diagrams and plots can be found.

Also, you can get the traces of any solver.

- Proceedings with descriptions of:
  - problems and models,
  - solvers,
  - analysis of the results.

Not done in 2017 (sorry), but this year proceedings already include detailed descriptions of all models.

- 2019 XCSP3 Competition
- MCSP3, Version 1.1, release in October 2018  $\Rightarrow$  it is **important** to propose new series for the 2019 Competition.
- Update of the website
- Publications of 100 problems/models in Fall 2018