

# #13: DCOP (AE4M36MAS tutorial)

- **Tutorial time:** 11 Dec 2012 @ 14:30
- **Notes by:** Jan Hrnčíř

## DCOP algorithms

### Revision from the lecture

- DCOP problem =  $\langle X, D, C, A \rangle$  ... variables, domains, constraints, agents; minimise overall cost
- Soft and hard constraints (how to model hard constraints using soft constraints)
- Algorithms
  - Systematic search (DPOP, ADOPT)
    - need variable ordering
    - no anytime behavior: have to wait for termination
    - often (too) costly
  - Local search (MGM/min-conflicts, breakout algorithm)
    - Exchange local values for variables
      - Similar to search based methods (e.g. ADOPT)
    - Consider only local information when maximizing
      - Values of neighbors
    - Anytime behavior
    - But: Could result in very bad solutions
  - Stochastic search
    - Greedy local search with activation probability to mitigate issues with parallel executions

## Meeting Scheduling – modelling

- **problem specification**
  - **Variables:** variable for each meeting an agent is attending to
  - **Domains:** 1..8
  - **Agents:** managers, each is controlling a set of variables
  - **Constraints:** manager schedules (private constraints), meetings overlapping (equality, no overlap)
  - (Additional constraints: e.g., order of meetings)
  - **Constraint graph with hard and soft constraints**
- preference constraint in XCSP
  - `<relation name="agent_pref" semantics="soft" nbTuples="3" arity="1">infinity:1 | 50:2 | 50:3</relation>`

## FRODO

- Docs
  - [User manual](#)
  - [Installation](#)
    - **frodo2.zip**
      - **+JDOM**
      - **+JaCoP**
      - **+graphviz**
        - Win: graphviz-2.28.0.msi
        - Linux: sudo apt-get install graphviz
  - Architecture
    - Communications Layer (Queue, Message)
    - Solution Space Layer
    - Algorithms Layer (algorithm = one or more modules)
  - File Formats

- Problem File Format
  - XCSP 2.1 format + which agent owns which variable(s)
    - <agents>
    - <domains>
    - <variables>
    - <relations> ... defines generic relations over variables ... e.g. NEQ
      - all constraints as soft
      - hard constraint are modelled as soft with cost +infinity
    - <constraints> ... constraints in the DCOP, by referring to previously defined relations, and applying them to specific variable tuples
- Agent configuration – algorithms
  - Performance Metrics
  - MAS problem file

## Example problem

```

<instance>
  <presentation name="sampleProblem" maxConstraintArity="2"
    maximize="false" format="XCSP 2.1_FRODO" />

  <agents nbAgents="3">
    <agent name="agentX" />
    <agent name="agentY" />
    <agent name="agentZ" />
  </agents>

  <domains nbDomains="1">
    <domain name="three_colors" nbValues="3">1..3</domain>
  </domains>

  <variables nbVariables="3">
    <variable name="X" domain="three_colors" agent="agentX" />
    <variable name="Y" domain="three_colors" agent="agentY" />
    <variable name="Z" domain="three_colors" agent="agentZ" />
  </variables>

  <relations nbRelations="1">
    <relation name="NEQ" arity="2" nbTuples="3" semantics="soft" defaultCost="0">
      infinity: 1 1|2 2|3 3
    </relation>
  </relations>

  <constraints nbConstraints="3">
    <constraint name="X_and_Y_have_different_colors" arity="2" scope="X Y" reference="NEQ" />
    <constraint name="X_and_Z_have_different_colors" arity="2" scope="X Z" reference="NEQ" />
    <constraint name="Y_and_Z_have_different_colors" arity="2" scope="Y Z" reference="NEQ" />
  </constraints>
</instance>

```

## Example predicates

```

<predicates nbPredicates="2">
  <predicate name="P0">
    <parameters>int X0 int X1</parameters>
    <expression>
      <functional>eq(X0,X1)</functional>
    </expression>
  </predicate>
  <predicate name="P1">
    <parameters>int X0 int X1 int X2 int X3 int X4 int X5 int X6</parameters>
    <expression>
      <functional>or(eq(add(X0,X1),X2),and(eq(X3,X4),eq(X5,X6)))</functional>
    </expression>
  </predicate>
</predicates>

```

## Resources

- [Constraint Programming \(COP\) On-line Resources](#)