

JSR-331

Java Constraint Programming API USER MANUAL

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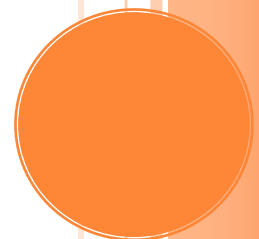


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INTRODUCTION

Constraint Programming (CP) is a programming paradigm which provides useful tools to model and efficiently solve constraint satisfaction and optimization problems. Today CP is a proven optimization technique and many CP solvers empower real-world business applications in such areas as scheduling, planning, configuration, resource allocation, and real-time decision support.

The JSR-331 “Constraint Programming API” is a Java Specification Request being developed under the Java Community Process rules (www.jcp.org). It specifies a Java runtime API for Constraint Programming.

This document is a user manual that explains how to install and use JSR-331 with different compliant CP solvers. The document is aimed at business application developers who will use the CP API to develop real-world decision support application using the standard, vendor-neutral, Java interface.

DOCUMENT CONVENTIONS

The regular Century Schoolbook font is used for information that is prescriptive by this specification.

The italic Century Schoolbook font is used for notes clarifying the text

The Courier New font is used for code examples.

INSTALLATION

The JSR-331 is available for downloads from the JCP Download Page at <http://jcp.org/en/jsr/summary?id=331>. You will download a zip file `jsr331.zip` that includes:

- Sources with examples of constraint satisfaction and optimization problems inside the folder “`src/org.jcp.jsr311.samples`”
- Libraries with jar files inside the folder “`lib`”:
 - o `jsr331.jar` – JSR331 interfaces (`javax.constraints`) and common, solver independent implementations (`javax.constraints.impl`)
 - o `logging/*.jar` – Apache Logging jars
 - o `choco/*.jar` – jars for Choco’s implementation of the JSR-331
 - o `jacop/*.jar` – jars for JaCoP’s implementation of the JSR-331

- o `constrainer/*.jar` – jars for Constrainer’s implementation of the JSR-331

All JSR-331 related jars come with the proper sources, so a user may easily debug not only his/her own code but look at the actual implementations. The software is provided under the terms of open source licenses included in the folders for the proper solvers.

Using a Standalone Version

You may use JSR-331 directly from your file system. The folder “`jsr331`” contains batch files that can be used to run different examples. For example, “`runBins.bat`” will execute the example `jsr331/src/org/jcp/jsr331/samples/Bins.java`. All batch files are based on the file “`run.bat`”:

```
-----
@echo off
cd %~dp0
if not "%1" == "" goto defined
set PROGRAM=org.jcp.jsr331.samples.SendMoreMoney
goto run
:defined
set PROGRAM=org.jcp.jsr331.samples.%1
:run
echo Run %PROGRAM% ...
set LOGLIBS=./lib/logging/commons-logging-1.1.jar;./lib/logging/commons-
logging-api-1.1.jar;./lib/logging/log4j-1.2.15.jar

set
SOLVER=./lib/constrainer/jsr331.constrainer.jar;./lib/constrainer/constraine
r.light.jar
rem set SOLVER=./lib/choco/jsr331.choco.jar;./lib/choco/choco-solver-2.1.1-
20100709.142532-2.jar
rem set SOLVER=./lib/jacop/jsr331.jacop.jar;./lib/jacop/jacop-3.0.jar

set LIBS=./bin;./lib/jsr331.jar;%SOLVER%;%LOGLIBS%
java -Xmx512m -classpath "%LIBS%" %PROGRAM%
echo done
pause
-----
```

To switch between CP solvers you need to modify the file `run.bat`. For example, the above text defines `SOLVER` as “`constrainer`”. To switch to “`choco`” put “`rem`” in front of “`set SOLVER=./lib/constrainer/...`” and remove “`rem`” in front of “`set SOLVER=./lib/choco/...`”.

If you work with UNIX/LINUX you need to replace `*.bat` files with similar `*.sh` files.

Working under Eclipse IDE

To use the JSR-331 with [Eclipse IDE](#), simply import the folder “`jsr331`” into your Eclipse workspace. You may run all samples directly from Eclipse by selecting their sources with a right-click and then “`Run as Java Application`”.

To switch between underlying solvers, just select the Project Properties, and simply change Libraries inside Java Build Path.

JSR-331 Implementations

The current JSR-331 release includes two beta implementations that are based on open source CP solvers:

- Choco™ (BSD license)
- JaCoP™ (GNU Affero GPL license)
- Constrainer™ (GNU LGPL license).

More implementations will be included in the standard installation as they become available.

Any implementation of the JSR-331 specification is based on a concrete CP solver and provides implementation classes for all interfaces defined in the package “*javax.constraints*”. Some implementation classes directly implement the standard interfaces and others can be inherited from common implementations provided in the specification package “*javax.constraints.impl*”.

The JSR-331 requires any implementation to provide as a minimum a strictly defined list of implementation classes within the following Java packages:

Java Package	Description
<code>javax.constraints.impl</code>	Java classes such as Problem and Solver that provide final implementations for problem definition and resolution concepts and methods. These implementation classes can be inherited from the common (usually abstract) classes defined in the package with the same name but on the specification level, e.g. class <code>javax.constraints.impl.Problem</code> extends <code>javax.constraints.impl.AbstractProblem</code> that implements <code>javax.constraints.Problem</code>
<code>javax.constraints.impl.constraint</code>	This is a “Library of Constraints” that contains implementations of basic and global constraints which are based on concrete CP solvers
<code>javax.constraints.impl.search</code>	This is a “Library of Search Strategies” that contains implementations of search strategies which are based on concrete CP solvers.

Additionally every implementation may also provide its own (“native”) constraints and search strategies assuming that they follow the standardized interfaces `javax.constraints.Constraint` and `javax.constraints.SearchStrategy`. A user should be aware if s/he uses a solver-specific constraints or search strategies, s/he commits to this particular solver: the concepts not included in the standard may not be available in another solver.

The fact that all JSR-331 implementations will use the same names for packages, major classes and methods will allow business application developers to easily switch between different implementations *without any changes* in the application code. They can write application-specific constraint-based engines once using only common CP API and use different CP solvers by changing only implementation-specific jar-files in their classpath.

Note. An ability to switch between underlying solvers with “no changes in the application code” comes with a price: the fixed naming convention for implementation packages means that JSR-331 based applications cannot mix two different implementations at the same application code. The choice of an underlying implementation is defined only by a jar file in the application classpath.

Application Deployment Model

The deployed business applications that utilize the JSR-331 API require the following jar-files to be added to their classpaths:

- `jsr331.jar`: includes all standard specification interfaces and classes
- `jsr331.<solver>.jar`: includes all implementation specific classes
- `<solver>.jar`: include all classes for the CP solver based on which this implementation was created.

For example, a Constrainer-based deployment will need the following jars:

- `jsr331.jar`
- `jsr331.constrainer.jar`
- `constrainer.light.jar`

Note. The JSR-331 does not depend on a particular implementation of logging mechanisms and does not need logging jars. However, all JSR-331 implementations provide their own logging by implementing only basic methods `log(string)`, `debug(string)`, and `error(string)` inside the class `Problem`. For convenience, the standard installation includes open source Apache Logging jar files. If you use them do not forget to add the proper “`log4j.properties`” file to your classpath.

CONSTRAINT SATISFACTION PROBLEM (CSP)

Many real-life problems that deal with multiple alternatives can be presented as constraint satisfaction problems (CSP) and can be successfully solved by applying different Constraint Programming tools.

Formal Definition

Formally a Constraint Satisfaction Problem is defined by

a set of **variables** V_1, V_2, \dots, V_n , and

a set of **constraints**, C_1, C_2, \dots, C_m .

Each variable V_i has a non-empty **domain** D_i of possible **values**. Each constraint C_j involves some subset of the variables and specifies the allowable combinations of values for that subset. A state of the problem is defined by an **assignment** of values to some or all of the variables. A **solution** to a CSP is an assignment that satisfies all the constraints. If a CSP requires a solution that maximizes or minimizes an objective function it is called “constraint optimization problem”. We will use an abbreviation CSP for both types of problems.

The main CSP search technique interleaves various forms of search with constraint propagation, in which infeasible values are removed from the domains of the variables through reasoning about the constraints.

Major JSR-331 Concepts

JSR-331 defines all necessary Java concepts to allow a user to represent and solve different Constraint Satisfaction Problems. JSR-331 supports a clear demarcation between two different CSP parts:

- 1) **Problem Definition** represented by the interface `Problem`
- 2) **Problem Resolution** represented by the interface `Solver`.

Correspondingly, all major CP concepts belong to one of these two categories. At the very high level a business user is presented with only 6 major concepts:

Problem

Constrained Variable

Constraint

Solver

Search Strategy

Solution

While different CP solvers use different names and representations for these major

concepts, semantically these 6 concepts are invariants for the most of them. JSR-331 provides a unified naming convention and detailed specifications for these concepts.

The Problem Definition does not “know anything” about the Problem Resolution. An instance of the class Problem may exist without any Solver being created. Contrary, an instance of the class Solver may be created only based on a particular problem. During solution search, a solver can change a problem state (such as domains of constrained variables). It is the responsibility of a particular solver to keep (or not) different problem states based on the selected search strategy it defines.

Introductory Example

Let's consider a simple arithmetic problem:

There are four integer variables X, Y, Z, and R that may take values 1, 2, 3, 4, 5, 6, 7, 8, 9, or 10. Considering that all variables should have different values, find a solution that satisfies the following constraints:

```
X < Y
X + Y = Z
Z > 4
3X + 4Y - 5Z + 2R > 0
X + Y + Z + R >= 15
2X - 4Y + 5Z - R > X*Y
```

The following code demonstrates how this problem can be defined and solved using JSR-331 API.

```
import javax.constraints.impl.Problem;
import javax.constraints.Var;
import javax.constraints.Solver;
import javax.constraints.Solution;

public class Test extends Problem {

    public void define() { // PROBLEM DEFINITION
        //===== Define variables
        Var x = variable("X",1,10);
        Var y = variable("Y",1,10);
        Var z = variable("Z",1,10);
        Var r = variable("R",1,10);
        Var[] vars = { x, y, z, r };
        //===== Define and post constraints
        try {
            post(x,"<",y);           // X < Y
            post(z,">",4);           // Z > 4
            post(x.plus(y),"=",z);   // X + Y = Z

            postAllDifferent(vars);
            int[] coef1 = { 3, 4, -5, 2 };
            post(coef1,vars,">",0); // 3x + 4y -5z + 2r > 0

            post(vars,">=",15);     // x + y + z + r >= 15
        }
    }
}
```

```

        int[] coef2 = { 2, -4, 5, -1 };
        post(coef2, vars, ">", x.multiply(y)); // 2x-4y+5z-r > x*y

    } catch (Exception e) {
        log("Error posting constraints: " + e);
        System.exit(-1);
    }
}

public void solve() { // PROBLEM RESOLUTION
    log("=== Find Solution:");
    Solver solver = getSolver();
    Solution solution = solver.findSolution();
    if (solution != null)
        solution.log();
    else
        log("No Solution");
    solver.logStats();
}

public static void main(String[] args) {
    Test p = new Test();
    p.define();
    p.solve();
}
}

```

This code will produce the results that may look like below:

```

=== Find Solution:
Solution #1:
      X[1] Y[4] Z[5] R[6]
*** Execution Profile ***
Number of Choice Points: 3
Number of Failures: 1
Occupied memory: 4503712
Execution time: 15 msec

```

Instead of finding one solution of the problem we may try to find an optimal solution. For example, we may find a solution that maximizes the sum of all 4 variables in the array “vars”. To do this it is enough to replace the line

```

    Solution solution = solver.findSolution();
with
    Solution solution =
        solver.findOptimalSolution(Objective.MAXIMIZE, sum(vars));

```

The modified code will produce the results that may look like below:

```

Solution #8:
      X[4] Y[6] Z[10] R[9] sum[29]

```

PROBLEM DEFINITION CONCEPTS

In the JSR-331 Problem Definition uses the following interfaces to represent a CSP with different constrained variables and constraints:

- **Problem**
- **Var**
- **VarBool**
- **VarReal**
- **VarSet**
- **Constraint.**

Below we describe major methods of the CP interfaces and provide examples of their use. The descriptions will include the column “Implementation Level” that states on which level (Common or CP solver) these methods should be implemented. The methods that are not normative are marked as “optional”.

Interface “Problem”

The JSR-331 provides a generic interface `Problem` for any constraint satisfaction or optimization problem that allows a user to create and access major problem’ objects. A problem serves as a factory for creation of constrained variables and constraints. Every variable and every constraint belongs to one and only one problem. For example, the code snippet

```
Problem p = new Problem("Test");
Var x = p.variable("X",1,10);
```

creates an instance “p” of the class `javax.constraints.impl.Problem` (defined by a particular JSR-331 implementation) and then the problem p creates a new constrained integer variable x with the domain [1,10] known under the name “X”. Here the domain [1,10] is a set of integers from 1 to 10 without omissions. The variable x is automatically added to the problem.

The JSR-331 uses the `Problem` interface as a factory to standardize the signatures of the main methods that allow an end user to create constrained variables and constraints.

Creating Variables

All factory methods for constrained variables start with the word “variable” and newly created variables are always added to the problem. It means that you always may find the added variable using the method like `p.getVar("X")` and this variable will be automatically added to the default decision variables and future solutions (if any).

An alternative way to create an integer constrained variable (without adding it to the problem) is to use `Var` constructors defined in the implementation class `javax.constraints.impl.Var`. For example, the code

```
Var x = variable("X",1,10);
```

is equivalent to the following

```
Var x = new Var(p, "X", 1, 10);
add(x);
```

The list of the main Problem's methods for creation of constrained integer variables is presented in the section "[Creating Constrained Variables](#)".

Creating and Posting Constraints

All factory methods for creating and posting constraints start with the word "post". Here is the current list of the method names used to create and post constraints:

- `constraintLinear` or `simply constraint`
- `constraintAllDiff`
- `constraintElement`
- `constraintCardinality`
- `constraintGlobalCardinality`
- `constraintIfThen`
- `constraintMax`
- `constraintMin`

Here are examples for creating and posting constraints for the problem `p`:

```
post(x, "<", y); // the same as postLinear(x, "<", y);
post(x.plus(y), "=", z);
postAllDifferent(vars);
postElement(vars, indexVar, "=", 5);
postCardinality(vars, 3, ">", 0);
```

Thus, for the most popular linear constraints the suffix "Linear" in the method name "postLinear" may be omitted.

The linear constraint

```
post(x.plus(y), "=", z);
```

may also be created and posted using a constructor for the class "Linear" as follows:

```
new Linear(x.plus(y), "=", z).post();
```

However, in this case the program imports should additionally include

```
import javax.constraints.impl.constraint.Linear;
```

The use of constructors instead of Problem's constraint-methods is justified when constraints should be created without posting like in the following code:

```
// red bin contains at most 1 wood component
Constraint c1 = new Linear(type, "=", red);
Constraint c2 = new Linear(counts[wood], "<=", 1);
postIfThen(c1, c2);
```

All JSR-331 implementations provide their own constructors for constrained variables and constraints with these signatures. The interface `Problem` also includes convenience methods called “linear” that allow a user to create linear constraints without posting them. For example, the above example can be also presented as follows:

```
Constraint c1 = linear(type, "=", red);
Constraint c2 = linear(counts[wood], "<=", 1);
postIfThen(c1, c2);
```

The standard specifies only commonly used forms of variable and constraint constructors, while an implementation may use other forms too. However, a user who decides to use non-standard constructors should be aware that s/he potentially makes a commitment to a selected implementation.

The lists of the main `Problem`'s methods for constraint creation are presented in the section “[Defining Constraints](#)”.

Common Methods

The `Problem` interface also specifies general methods for logging, versioning, creating a solver, and additional convenience methods – see the JSR-331 javadoc. Here are some of such methods:

Methods of the interface <code>Problem</code>	Impl. Level
<pre>public String getAPIVersion();</pre> <p>This method returns the current version of the JSR-331 API</p>	Common
<pre>public String getImplVersion();</pre> <p>This method returns the current version of the concrete JSR-331 implementation</p>	CP solver
<pre>public Solver getSolver()</pre> <p>This method returns an instance of a Solver associated with this problem and that will be used to solve the problem. If a Solver's instance is not defined yet, this method creates a new Solver (lazy instantiation) and associates it with the problem.</p>	Common
<pre>public void log(String text)</pre> <p>This method logs (displays) the “text” to the default log (as defined by a selected implementation).</p>	CP solver
<pre>public void log(Var[] vars)</pre> <p>This method logs (displays) all variables from the array vars” to the default log.</p>	CP solver

public Var min (Var var1, Var var2) This method returns a new variable constrained to be the minimum of variables var1 and var2	Common
public Var max (Var var1, Var var2) This method returns a new variable constrained to be the maximum of variables var1 and var2	Common
public Var min (Var[] vars); This method creates a new Var constrained to be the minimum of all variables in the array “vars”	Common
public Var max (Var[] vars); This method creates a new Var constrained to be the maximum of all variables in the array “vars”	Common
public Var sum (Var[] vars); This method creates a new Var constrained to be the sum of all variables in the array “vars”	Common
public Var scalProd (int[] values, Var[] vars); This method creates a new Var constrained to be the scalar product of the array of values and the array of variables “vars”	Common
public Var element (int[] values, Var indexVar); This method creates a new constrained variable that is an element of the integer array “values” with an index defined by another constrained variable “indexVar”	Common
public Var element (Var[] vars, Var indexVar); This method creates a new constrained variable that is an element of the array of constrained variables “vars” with an index defined by another constrained variable “indexVar”	Common

Common Interface “ConstrainedVariable”

The interface “ConstrainedVariable” defines common methods for all types of constrained variables. Here is a summary of these methods:

Method of the interface ConstrainedVariable	Comment	Impl. Level
public void setName (String name)	Defines the name of this variable	Common
public String getName ()	Returns the name of this variable	Common
public void	This method defines a concrete	Common

<code>setImpl(Object impl)</code>	implementation of this variable provided by a specific CP solver	
public <code>Object getImpl()</code>	This method returns a concrete implementation of this variable provided by a specific CP solver	Common
public void setObject (Object obj)	This method is used to attach a Business Object to this variable	Common
public Object getObject()	This methods returns a Business Object associated with this variable	Common

The methods `setObject` and `getObject` provide an ability to associate any application objects with constrained variables. These objects may be effectively used by application developers to define custom constraints and variable/value selectors.

The method `setImpl` is used by an underlying JSR-331 implementation to associate an implementation object with an instance of a standard constrained variable. It is used internally by JSR-331 implementations but also provides a user an ability to switch to an implementation level by using the method `getImpl()`. While it violates a solver independence principle, in certain situations a user still may want to take an advantage of a selected CP solver by casting implementation objects to solver specific classes and using them directly with additional methods provided by this particular solver.

The standard interface defines the following sub-interfaces of the common interface “ConstrainedVariable”:

- **Var** (integer)
- **VarBool** (boolean)
- **VarReal** (floating-point)
- **VarSet** (set).

Constrained Integer Variables “Var”

Constrained integer variables are the most popular type of the constrained variable (the reason why the name of this type “Var” does not have an additional identifier like “VarInt”). Each variable of the type `Var` has a finite domain of integer values.

Each JSR-331 implementation provides implementation of the major `Var` methods in the class

```
javax.constraints.impl.constraint.Var
```

Creating Integer Variables

The standard interface Problem provides multiple methods for creating new variables of the type `Var`. For example, a user may write:

```
Var digitVar = problem.variable("A", 0, 9);
```

A new constrained integer variable with an initial domain [0;9] will be created and added to the problem under the name “A”. Here is the list of the major methods from the interface `Problem` that deal with creation and accessing constrained integer variables:

Methods of the interface Problem	Impl. Level
<p>public Var variable(String name, int min, int max)</p> <p>This method creates a new Var with the name “name” and a domain [min;max]. It also adds a newly created variable to the problem, so later on you may find this variable by name using the Problem’s method <code>getVar(name)</code>. There is a similar method without “name”.</p>	CP solver
<p>public Var variable(String name, int[] domain)</p> <p>This method creates a new Var with the name “name” and a given “domain” (an array of regular integers). It also adds a newly created variable to the problem. There is a similar method without “name”.</p>	Common or CP solver
<p>public Var[] variableArray(String name, int min, int max, int size)</p> <p>This method creates an array of constrained integer variable with the name like “name[i]” and a domain [min;max]. The total number of variables in the array is equal to “size”. It also adds this array to the problem, so later on a user may find this array by name using the Problem’s method <code>getVarArray(name)</code>.</p>	Common
<p>public Var variable(String name, int min, int max, DomainType type)</p> <p>This method creates a new Var with the name “name” and a domain [min;max]. The domain type of this variable is defined by the parameter “type” – see below. It also adds a newly created variable to the problem.</p>	
<p>public void setDomainType(DomainType type)</p> <p>This method sets a domain type (DOMAIN_SMALL, DOMAIN_MIN_MAX, DOMAIN_SPARSE, or DOMAIN_OTHER) that will be used as the default for subsequent creation of variables using <code>var(...)</code> and <code>varArray(...)</code> methods</p>	Common
<p>public Var add(Var var)</p> <p>This method adds already created variable of the type Var to the problem making its available for the for the proper method <code>getVar(“name”)</code>. All added variables will also be included in the future solutions of the problem.</p>	Common
<p>public Var getVar(String name)</p> <p>This method returns a Var that previously was added to the problem under the name “name”</p>	Common
<p>public Var[] getVars()</p> <p>This method returns all variables of the type Var that were previously added to the problem</p>	Common

Any JSR-331 implementation provides at least this standard constructor

```
public Var(Problem problem, String name, int min, int max)
```

It means that a user may also create and add a variable this way:

```
Var digitVar = new Var(problem, "A", 0, 9);
problem.add(digitVar);
```

Domain Types

Integer constrained variables may have different domain types defined by the following enum:

```
public enum DomainType {
    DOMAIN_SMALL,
    DOMAIN_MIN_MAX,
    DOMAIN_SPARSE,
    DOMAIN_OTHER
}
```

This classification assumes the following domain types:

DOMAIN_SMALL used for relatively small domains

DOMAIN_MIN_MAX used for large domains that mainly keep track of minimal and maximal values inside domains

DOMAIN_SPARSE used for domains with a lot of missing values between minimal and maximal values

DOMAIN_OTHER used for domains that may have a special meaning in any particular implementation.

A user may specify a certain domain type when creating a variable as follows:

```
Var var = variable("A", 0, 9, DomainType.DOMAIN_SMALL);
```

The common default domain type is *DOMAIN_SMALL* but an implementation may use a different default. A user may redefine a default domain type by using the following Problem's method:

```
public void setDomainType(DomainType type);
```

For example, if a user writes

```
setDomainType(DomainType.DOMAIN_SPARSE);
```

then all variables created after (!) this statement by default will have the domain type *DOMAIN_SPARSE*. After creating a few "sparse" variables, a user may switch to different domain type.

A user may also create constrained integers variables by listing all possible domain values like in this example:

```
int[] domain = new int[]{1,2,4,7,9};
Var var = variable("A", domain);
```

To create an array of 100 constrained integers variables with the domain [0;10], a user may write:

```
Var[] vars = variableArray("A", 0, 10, 100);
```

Note. Any JSR-331 implementation may provide other Var constructors that may take advantage of its specific features. At the same time a user should be warned that the use of CP solver specific constructors renders the application code dependent on that particular implementation. As more Var constructors become commonly acceptable for different implementations, they will be added to the standard Problem interface.

Manipulating Integer Variables

The Var interface provides the following methods that allow a user to evaluate the state of constrained integer variables:

- `int getDomainSize()` returns the current number of elements in the domain
- `DomainType getDomainType()` returns the domain type
- `boolean isBound()` returns true if the variable is already instantiated with a single value (domain's size is 1)
- `int getValue()` returns a value with which the variable was instantiated. If this variable is not bound, this method throws a runtime exception
- `int getMin()` returns the minimal value from the current domain
- `int getMax()` returns the maximal value from the current domain.

The JSR-331 does not allow a user to modify variables directly, e.g. using setters like “setMin” or “setMax” – they are simply not defined. Instead a user may only post the proper linear constraints:

```
post(var, ">=", min) - to set the minimal value for the current domain
post(var, "<=", max) - to set the maximal value for the current domain
post(var, "=", value) - to instantiate the variable “var” with the “value”
post(var, "!=", value) - to remove a value from the variable domain.
```

Arithmetic Operations with Integer Variables

If a user wants to impose the constraint “ $x + y < 10$ ”, s/he can do it by posting this linear constraint

```
post(x.plus(y), "<", 10);
```

Below is the list of the arithmetic operations defined by the interface Var that create new constrained variables:

Methods of the interface Var	Impl. Level
<code>public Var plus(int value); // this + value</code> This method creates a new Var constrained to be the sum of this variable and the given “value”	CP solver
<code>public Var plus(Var var); // this + var</code> This method creates a new Var constrained to be the sum of this variable and the given variable “var”	CP solver
<code>public Var minus(int value); // this - value</code> This method creates a new Var constrained to be the difference between this variable and the given “value”	Common
<code>public Var minus(Var var); // this - var</code> This method creates a new Var constrained to be the difference between this variable and the given variable “var”	Common
<code>public Var multiply(int value); // this * value</code> This method creates a new Var constrained to be the product of this variable and the given “value”	CP solver
<code>public Var multiply(Var var); // this * var</code> This method creates a new Var constrained to be the product of this variable and the given variable “var”	CP solver
<code>public Var divide(int value); // this / value</code> This method creates a new Var constrained to be the quotient of this variable and the given “value”. It throws a Runtime Exception if value = 0	Common or CP solver
<code>public Var divide(Var var) throws Exception; // this / var</code> This method creates a new Var constrained to be quotient of this variable and the given variable “var”	Common or CP solver
<code>public Var mod(int value); // this % value</code> This method creates a new Var constrained to be the remainder after performing integer division of this variable by the given “value”. It throws a Runtime Exception if value = 0	Common
<code>public Var sqr(); // this * this</code> This method creates a new Var constrained to be the product of this variable and itself	Common
<code>public Var power(int value); // this ** value</code> This optional method creates a new Var constrained to be this variable raised to the power of the given “value”	Common or CP solver
<code>public Var abs(); // abs(this)</code> This method creates a new Var constrained to be the absolute value of this variable	CP solver optional

Note that all these methods only create new constrained variables but do not add them to the problem. If necessary, it should be done explicitly with the Problem’s method `add(var)`.

A user should be warned that while the above operations might be convenient to create arithmetic expressions and then post constraints on them, these operations may create internally a lot of intermediate variables and constraints. For example, a user may represent constraint $3x + 4y - 7z > 10$ as

```
Var exp = x.multiply(3).plus(y.multiply(4)).minus(z.multiply(7));
post(exp, ">", 10);
```

However, it may be more efficient to use this constraint instead:

```
int[] coef1 = { 3, 4, -7 };
Var[] vars = { x, y, z };
post(coef1, vars, ">", 10);
```

Note. The names of the above operations correspond to the default names used by such dynamic languages as **Groovy** to allow operator overloading. So, for example the above 3 lines may be replaced by only one line in Groovy:

```
post(x*3+y*4-z*7, ">", 10);
```

Constrained Boolean Variables

Boolean variables of the standard type `VarBool` may be considered as integer variables with domain $[0;1]$ where 0 stand for “false” and 1 stands for “true”.

More details will be provided in the next releases.

Constrained Real Variables

More details will be provided in the next releases.

Constrained Set Variables

More details will be provided in the next releases.

Defining Constraints

The JSR-331 specifies many major constraints that define relationships between constrained variables. These constraints are available through the generic `Problem` interface. Here are examples of predefined constraints.

1. A constraint $x < y$ between two constrained variables may be expressed as

```
post(x, "<", y);
```

2. To express the fact a sum of all variables from the array “vars” of the type `Var[]` should be less than 20, a user may write:

```
post(vars, "<", 20);
```

3. To express the fact that four variables $x, y, z,$ and t are subject to the constraint

```
3*x + 4y - 5*z + 2*t > x*y
```

a user may create and post the following constraint:

```
Var xy = x.multiply(y); // non-linear
int[] coefs = { 3, 4, -5, 2 };
Var[] vars = { x, y, z, t };
post(coefs, vars, ">", xy);
```

4. If a user has an array of constrained variables “vars” and wants to state that all variables inside this array are different, s/he may write:

```
postAllDifferent(vars);
```

All above examples use Problem’s factory methods starting with the word “post” to create and post constraints. Posting a constraint means that this constraint will control the domain of all involved variables. Every time when constrained variables are modified the posted constraints defined on these variables will try to remove inconsistent values from their domains. This process is known as constraint propagation. If some domains become empty constraints throw exceptions. If an exception happens during the search then a search strategy will catch such exceptions and will react according to its own logic (e.g. continue to explore alternatives).

Depending on implementation, constraints may throw (or not) runtime exceptions during posting. In this case a user may put all constraint postings into a try-catch block to catch contradictory constraints – see [below](#). However, constraint posting by itself does not guarantee that all conflicts will be caught and it may require a search to find a solution or prove that all posted constraints actually cannot be satisfied.

5. To express the fact that three variables x, y, and z are subject to this constraint

```
if (x > y) then z <= 5
```

a user may write:

```
Constraint c1 = linear(x, ">", y);
Constraint c2 = linear(z, "<=", 5);
postIfThen(c1, c2);
```

Please note that contrary to `Constraint c1 = post(x, ">", y)` method “linear” only creates a constraint but does not post it. Instead of Problem’s method “linear” a user also may equally use a constructor for a Linear constraint:

```
Constraint c1 = new Linear(x, ">", y);
```

In this case the program imports should additionally include

```
import javax.constraints.impl.constraint.Linear;
```

Common Interface “Constraint”

The interface “Constraint” defines common methods for all types of constraints. Here is a summary of these methods:

Method of the interface Constraint	Comment	Impl. Level
void setName (String name)	Defines the name of this constraint	Common
String getName ()	Returns the name of this constraint	Common
void setImpl (Object impl)	This method defines a concrete implementation of this constraint provided by a specific CP solver	Common
Object getImpl ()	This method returns a concrete implementation of this constraint provided by a specific CP solver	Common
void setObject (Object obj)	This method is used to attach any business object to this constraint	Common
Object getObject ()	This methods returns a business object associated with this constraint	Common
void post ()	This method is used to post the constraint. If the posting was unsuccessful, this method throws a runtime exception.	CP solver
void post (ConsistencyLevel consistencyLevel)	This method is used to post the constraint and also specifies a consistency level that controls the propagation strength of this constraint (see below). If the posting was unsuccessful, this method throws a runtime exception.	CP solver optional
Constraint and (Constraint c)	This method creates a new constraint “and” that is satisfied only when “this” constraint and the parameter-constraint “c” are both satisfied	CP solver
Constraint or (Constraint c)	This method creates a new constraint “and” that is satisfied only when at least one of two constraints “this” or the parameter-constraint “c” is satisfied	CP solver
Constraint implies (Constraint c)	This method creates a new constraint that states: if this constraint is satisfied then parameter-constraint “c” should also be satisfied	CP solver
Constraint negation ()	This method creates a new constraint that is satisfied if and only if this constraint is not satisfied	Common or CP solver
VarBool asBool ()	This optional method returns a new constrained boolean variable that is equal 1 (true) if the constraint is satisfied and equals 0 (false) if it is violated.	CP solver optional

The methods `setObject` and `getObject` provide an ability to associate and use any application objects with a constraint..

The method `setImpl` is used by an underlying JSR-331 implementation to associate an implementation object with an instance of a standard constraint. It is used internally by JSR-331 implementations but also gives a user an ability to switch to an implementation level by using the method `getImpl()`. While it violates a solver independence principle, in certain situations a user still may want to take an advantage of a selected CP solver by casting implementation objects to solver specific constraint classes and using them directly with additional methods provided by this particular solver.

A user may create new constraints as combinations of the predefined constraints using the logical operations `and`, `or`, `implies`, and `negation`. While constraints can be either satisfied or not they may be considered as constrained Boolean variables and the method `asBool` allows a user to treat it as such. In particular, constraints as boolean variables be used may be used to define relative measures for different constraint violations (if any) and try to minimize the total violations – see an example [below](#).

Note. Not all constraints have implementations for the method `asBool()`. If a user tries to access a non-existing `asBool` method a runtime exception will be thrown.

Common Implementation “Constraint”

The JSR-331 common implementation provides the class

`javax.constraints.impl.constraint.AbstractConstraint` that already contains default implementations of some of the above methods. Each JSR-331 implementation should create its own class `javax.constraints.impl.constraint.Constraint` inherited from this class and that should be considered as a base class for all other constraints defined on the CP solver level.

There are several generic methods for creating and accessing constraints defined by the standardized Problem interface:

Methods of the interface Problem	Impl. Level
Constraint add (Constraint constraint) This method adds already created constraint to the problem making its available for the for the proper method <code>getConstraint("name")</code> .	Common
Constraint getConstraint (String name) This method returns a Constraint that previously was added to the problem under the name “name”	Common
Constraint[] getConstraints () This method returns all constraints that were previously added to the problem	Common

<p>Constraint post(String name, String symbolicExpression)</p> <p>This optional method creates a new constraint based on the “symbolicExpression” such as “x*y - z < 3*r”. It is assumed that all variables in the expression were previously created under names used within this expression. The method adds this constraint to the problem and returns the newly added Constraint. This method throws a RuntimeException if there is either an error inside the “symbolicExpression” or there is no implementation for this method.</p>	<p>Common or CP solver optional</p>
---	-------------------------------------

The Problem methods that create concrete constraints such as “Linear”, “Element”, “AllDifferent”, “Cardinality”, and “GlobalCardinality” are described [below](#).

Posting Constraints

A constraint has no effect until it is posted. The constraint posting is implementation specific but usually it executes the following actions:

- 1) Initial constraint propagation (if any as defined by the common or solver specific implementation);
- 2) Associating constraints (or their propagators, listeners, observers – different implementations use different terms) with the involved constrained variables and events. When such events occur the proper propagators will be woke up and executed to remove inconsistent values from the variable domains.

The actual posting logic depends on an underlying CP solver. If the posting was unsuccessful, the method `post` throws a runtime exception. So, it should be a regular practice to put constraint posting into a try-catch block, e.g.:

```
try {
    post(x, "<", y);           // X < Y
    post(x.plus(y), "=", z);  // X + Y = Z
    postAllDifferent(vars);
    int[] coef1 = { 3, 4, -7, 2 };
    post(coef1, vars, ">", 0); // 3x + 4y -7z + 2r > 0
} catch (Exception e) {
    log("Error posting constraint: " + e);
    System.exit(-1);
}
```

The standard allows a user to control the propagation strength of different constraints using an additional posting parameter in this method:

```
void post(ConsistencyLevel consistencyLevel)
```

Here the ConsistencyLevel is defined as the following standard enum:

```
public enum ConsistencyLevel {
    BOUND,           // bound consistency
    DOMAIN,         // domain consistency
    VALUE,          // value consistency
    OTHER            // implementation-specific consistency
}
```

```
}

```

The JSR-331 does not enforce any particular consistency level leaving this decision to implementers of different constraints. Note, that the common implementation simply ignores the consistency level, resulting in this method being equivalent to the regular `post()`.

Example of a Problem with Various Constraints

Usually application developers incorporate constrained variables in their own business objects and post constraints between them to express business relationships between yet unknown entities. Let's consider a popular problem: given a supply of different components and bins of given types, determine all assignments of components to bins satisfying specified assignment constraints subject to an optimization criterion. Here is a fragment of the business object `Bin` (a constructor only - the complete implementation is included in the standard package `org.jcp.jsr331.samples` – see `Bins.java`):

```
static final int red = 0, blue = 1, green = 2;
static final int glass = 0, plastic = 1, steel = 2, wood = 3, copper = 4;

class Bin {
    public int id;
    public Var type;
    public Var capacity;
    public Var[] counts; // per component

    public Bin(Problem p, int binId) {
        id = binId;
        type = p.variable("Bin" + id + "Type", 0, binTypes.length - 1);

        p.log("Capacity constraints");
        int capacityMax = 0;
        for (int i = 0; i < binCapacities.length; i++) {
            if (binCapacities[i] > capacityMax)
                capacityMax = binCapacities[i];
        }
        capacity = p.variable("capacity", 0, capacityMax);
        p.postElement(binCapacities, type, "=", capacity);

        counts = new Var[components.length];
        for (int i = 0; i < components.length; i++)
            counts[i] = p.variable(countName(i), 0, capacityMax);
        // Sum of counts <= capacity
        p.post(counts, "<=", capacity);

        p.log("Containment constraints");
        Constraint c1, c2, c3;
        // red contains at most 1 of wood
        c1 = p.linear(type, "=", red);
        c2 = p.linear(counts[wood], "<=", 1);
        c1.implies(c2).post();

        // green contains at most 2 of wood
        c1 = p.linear(type, "=", green);
        c2 = p.linear(counts[wood], "<=", 2);
        c1.implies(c2).post();
        // red can contain glass, wood, copper
        c1 = p.linear(type, "=", red);

```

```

c2 = p.linear(counts[plastic], "=", 0);
c3 = p.linear(counts[steel], "=", 0);
c1.implies(c2.and(c3)).post();
// blue can contain glass, steel, copper
c1 = p.linear(type, "=", blue);
c2 = p.linear(counts[plastic], "=", 0);
c3 = p.linear(counts[wood], "=", 0);
c1.implies(c2.and(c3)).post();
// green can contain plastic, wood, copper
c1 = p.linear(type, "=", green);
c2 = p.linear(counts[glass], "=", 0);
c3 = p.linear(counts[steel], "=", 0);
c1.implies(c2.and(c3)).post();
// wood requires plastic
c1 = p.linear(counts[wood], "=", 0);
c2 = p.linear(counts[plastic], "=", 0);
c1.implies(c2).post();
// glass exclusive copper
c1 = p.linear(counts[glass], "=", 0);
c2 = p.linear(counts[copper], "=", 0);
c1.or(c2).post();
// copper exclusive plastic
c1 = p.linear(counts[copper], "=", 0);
c2 = p.linear(counts[plastic], "=", 0);
c1.or(c2).post();
}

```

Linear Constraints

All constraints that deal with a comparison of constrained expressions use the standardized comparison operators expressed as strings:

```

"<" // Less Than
"<=" // Less than or Equal to
"=" // Equal to
">=" // Greater than or Equal to
">" // Greater Than
"!=" // Not Equal

```

Here is the list of **linear** constraints limited to constrained integer variables:

Methods of the interface Problem	Impl. Level
Constraint linear (Var, String oper, int value) This method creates and returns a new constraint such as “var <= value”. For example, if “oper” is “<=” it means that variable “var” must be less or equal to the “value”.	CP solver
Constraint linear (Var var1, String oper, Var var2) This method creates and returns a new constraint such as “var1 < var2”. For example, if “oper” is “<” it means that the variable “var1” must be less than the variable “var2”.	CP solver

<p>Constraint linear(Var[] vars, String oper, int value)</p> <p>This method creates and returns a new linear constraint such as “sum(vars) <= value”. For example, if “oper” is “<=” it means that a sum of all of the variables from the array "vars" must be less or equal to the “value”.</p>	CP solver
<p>Constraint linear(Var[] vars, String oper, Var var)</p> <p>This method creates and returns a new linear constraint such as “sum(vars) < var”. For example, if “oper” is “<” it means that a sum of all of the variables from the array "vars" must be less than the variable “var”.</p>	CP solver
<p>Constraint linear(int[] values, Var[] vars, String oper, int value)</p> <p>This method creates and returns a new linear constraint such as “values*vars < value”. For example, if “oper” is “<” it means that a scalar product of all “values” and all variables "vars" must be less than the “value”. The arrays “values” and “vars” must have the same size otherwise a runtime exception will be thrown.</p>	CP solver
<p>Constraint linear(int[] values, Var[] vars, String oper, Var var)</p> <p>This method creates and returns a new linear constraint such as “values*vars < var”. For example, if “oper” is “<” it means that a scalar product of all “values” and all variables "vars" must be less than the variable “var”. The arrays “values” and “vars” must have the same size otherwise a runtime exception will be thrown.</p>	CP solver

Instead of the methods with name “linear” a user may use the method “constraint” with the same parameters. In this case a constraint not only will be created but also posted.

When a user post the constraint “sum(vars) < 20” in this way:

```
post(vars, "<", 20);
```

there is no assumption that an intermediate variable for the “sum(vars)” will be created (it depends on a concrete constraint implementation). If a user actually needs this sum-variable, s/he may write a code similar to this one:

```
Var sumVar = problem.var("sum", min, max);
linear(vars, "=", sumVar).post();
post(sumVar, "<", 20);
```

or even easier:

```
post(sum(vars), "<", 20);
```

All Different Constraint

The JSR-331 interface Problem defines a simple way to create and post the most popular constraint commonly known as “allDifferent”:

```
public Constraint postAllDifferent(Var[] vars);
```

There is also a more compact synonym:

```
public Constraint postAllDiff(Var[] vars);
```

These methods create, post, and return a new constraint stating that all constrained integer variables of the array "vars" must take different values from each other. There are similar methods for other types of variables. Another way to create and post "AllDiff" constraint is to use directly a constructor:

```
Constraint allDiff = new AllDifferent(Var[] vars);
allDiff.post();
```

In this case imports should additionally include

```
import javax.constraints.impl.constraint.AllDifferent;
```

Note. The latest example also allows posting with different [consistency levels](#).

Element Constraints

The Problem interface also specifies convenience methods for creating constraints that deal with elements of the arrays of constrained variables. If a constrained integer variable "indexVar" serves as an index within an array "values", then the result of the operation "values[indexVar]" will be another constrained variable.

Consider an example when you want to limit a yet unknown loan term to be at least 36 months or more. Here is the proper constraint:

```
int[] loanTerms = { 12, 24, 36, 48, 72 };
Var indexVar = variable("index", 0, loanTerms.length-1);
postElement(loanTerms, indexVar, ">=", 36);
```

Similarly, in the above Bin example we used to limit bin capacity variables by posting element-constraints based on bin type variables:

```
capacity = variable("capacity", 0, capacityMax);
postElement(binCapacities, type, "=", capacity);
```

While Java does not allow us to overload the operator "[" the standard interface uses the Problem methods to create element constraints. Here is the list of such methods limited to integer variables (for now):

Methods of the interface Problem	Impl. Level
Constraint postElement (int[] values, Var indexVar, String oper, int value) This method creates, posts, and returns a new linear constraint such as "values[indexVar] < value". Here "values[indexVar]" denotes a constrained integer variable whose domain consists of integer values[i] where i is within the domain of the "indexVar". For example, if "oper" is "<" it means that a variable "values[indexVar]" must be less than the "value".	CP solver

<p>Constraint postElement(int[] values, Var indexVar, String oper, Var var)</p> <p>This method creates, posts, and returns a new linear constraint such as “values[indexVar] < value”. Here “values[indexVar]” denotes a constrained integer variable whose domain consists of integer values[i] where i is within the domain of the “indexVar”. For example, if “oper” is “<” it means that a variable “values[indexVar]” must be less than the variable “var”.</p>	CP solver
<p>Constraint postElement(Var[] vars, Var indexVar, String oper, int value)</p> <p>This method creates, posts, and returns a new linear constraint such as “vars[indexVar] < value”. Here “vars[indexVar]” denotes a constrained integer variable whose domain consists of integer values from the domain of the vars[i] where i is within the domain of the “indexVar”. For example, if “oper” is “<” it means that a variable “vars[indexVar]” must be less than the “value”.</p>	CP solver
<p>Constraint postElement(Var[] vars, Var indexVar, String oper, Var var)</p> <p>This method creates, posts, and returns a new linear constraint such as “vars[indexVar] < value”. Here “vars[indexVar]” denotes a constrained integer variable whose domain consists of integer values from the domain of the vars[i] where i is within the domain of the “indexVar”. For example, if “oper” is “<” it means that a variable “vars[indexVar]” must be less than the variable “var”.</p>	CP solver

All possible comparison operators have been described [above](#). These constraints do NOT assume a creation of intermediate variables for “values[indexVar]” – the fact that may allow more efficient implementations.

Cardinality Constraints

The Problem interface specifies convenience methods for creating constraints that deal with cardinalities of the arrays of constrained variables. These constraints count how often certain values are taken by an array of constrained variables. The “cardinality variable” is a constrained variable that is equal to the number of those elements in the array “vars” that are bound to the value “cardValue”.

Consider an example when you want to limit capacity of suppliers that defined as an array of constrained integer variables. The maximal capacities are defined in a regular array `int[] capacities = { 1, 4, 2, 1, 3 }`; Here is the proper constraint:

```
for (int j = 0; j < nbSuppliers; j++) {
    postCardinality(suppliers, j, "<=", capacities[j]);
}
```

The entire problem is described and solved [below](#). Here is the list of Problem’s methods for posting cardinality constrains:

Methods of the interface Problem	Impl. Level
Constraint postCardinality (Var[] vars, int cardValue, String oper, int value) This method creates, posts, and returns a new cardinality constraint such as “cardinality(vars,cardValue) < value”. Here “cardinality(vars,cardValue)” denotes a constrained integer variable that is equal to the number of those elements in the array "vars" that are bound to the "cardValue". For example, if “oper” is “<” it means that the variable “cardinality(vars,cardValue)” must be less than the “value”.	CP solver
Constraint postCardinality (Var[] vars, int cardValue, String oper, Var var) This method is similar to the one above but instead of “value” the “cardinality(vars,cardValue)” is being constrained by “var”.	CP solver
Constraint postCardinality (Var[] vars, Var cardVar, String oper, int value) This method creates, posts, and returns a new cardinality constraint such as “cardinality(vars,cardVar) < value”. Here “cardinality(vars,cardVar)” denotes a constrained integer variable that is equal to the number of those elements in the array "vars" that are equal to "cardVar". For example, if “oper” is “<” it means that the variable “cardinality(vars,cardValue)” must be less than the “value”.	CP solver
Constraint postCardinality (Var[] vars, Var cardVar, String oper, Var var) This method is similar to the one above but instead of “value” the “cardinality(vars,cardVar)” is being constrained by “var”.	CP solver

All possible comparison operators have been described [above](#).

These constraints do NOT assume a creation of intermediate “cardinality” variables – the fact that may allow more efficient implementations.

Global Cardinality Constraints

The Problem interface also specifies convenience methods for creating global cardinality constraints (known as “GCC”) that represent not one but multiple cardinalities at the same time. You may see how the GCC constraint being used in the standard example “GraphColoring”. Here is the list of Problem’s methods that post global cardinality constraints:

Methods of the interface Problem	Impl. Level
Constraint postGlobalCardinality (Var[] vars, int[] values, Var[] cardinalityVars) This method creates and posts a new constraint that states: “For each index <i>i</i> the number of times the value values[<i>i</i>] occurs in the array vars is exactly cardinalityVars[<i>i</i>]” The arrays cardinalityVars and values should have the same size – otherwise a RuntimeException will be thrown. A newly created constraint is posted.	Common or CP solver
Constraint postGlobalCardinality (Var[] vars, int[] values, int[] cardMin, int[] cardMax) This method creates and posts a new constraint that states: “For each index <i>i</i> the number of times the value values[<i>i</i>] occurs in the array vars should be between cardMin[<i>i</i>] and cardMax[<i>i</i>] (inclusive)” The arrays values, cardMin and cardMax should have the same size – otherwise a RuntimeException will be thrown. A newly created constraint is posted.	Common or CP solver

The common JSR-331 implementation provides the default implementations of both these constraints using simple decompositions. Concrete implementation may (or may not) provide their own implementation class `GlobalCardinality` that supports both variants of this popular constraint with different consistency levels.

Min/Max Constraints

The Problem interface also specifies convenience methods for creating and posting constraints for constrained variables that are equal to a minimum and a maximum of other variables.

Methods of the interface Problem	Impl. Level
Constraint postMin (Var[] vars, String oper, int value) This method creates and posts a new constraint that states: “The minimal variable in the array vars should be less that value” if the oper is “<”. Replace the word “less” for the proper words for all other comparison operators. A newly created constraint is posted.	Common
Constraint postMin (Var[] vars, String oper, Var var) This method creates and posts a new constraint that states: “The minimal variable in the array vars should be less that var” if the oper is “<”. Replace the word “less” for the proper words for all other comparison operators. A newly created constraint is posted.	Common

There are similar constraints `postMax` defined for maximal variables in the array `vars`.

More Constraints

Any JSR-331 compliant CP solver provides its own implementations of major constraints specified in the standard interface `Problem`. At the same time as the standard evolves, JSR-331 implementations may provide other constructors for already defined constraints and for other constraints they have implemented. The only requirement is that constraints not included in the standard should still implement the interface `javax.constraints.Constraint`. This approach allows a user to take advantage of the implementation-specific features. At the same time a user should be warned that the use of implementation specific constructors renders the application code dependent on that particular implementation.

The common JSR-331 implementation `javax.constraints.impl.constraint` already provides several additional constraints that do not depend on a particular CP solver. Among them:

- `ConstraintTrue`: always successful
- `ConstraintFalse`: always fails when posted
- `ConstraintTraceVar`: used by the common Solver to implement methods `trace(..)`
- `ConstraintMax`: provides a constraint for a maximum of an array of constrained variables
- `ConstraintMin`: provides a constraint for a minimum of an array of constrained variables
- `ConstraintNotAllEqual`: provides a constraint that states that not all elements inside an array of constrained variables are the same or all equal to the values from a given array of integers.

More similar constraints will be added to the common JSR-331 implementation as the standard evolves.

User-Defined Constraints

A user can define problem-specific constraints by combining the existing constraints using Constraint logical operations “and”, “or”, “negation”, and “implies” defined in the interface `Problem`.

JSR-331 users also may create a subclass of the common predefined class `javax.constraints.impl.constraint.AbstractConstraint` to define their own constraints. For example, here is an example of the constraint `ConstraintNotAllEqual` that actually defines two constraints:

- 1) not all elements inside an array of constrained variables are the same
- 2) not all elements inside an array of constrained variables are equal to the values from a given array of integers.

```

//=====
// J A V A C O M M U N I T Y P R O C E S S
//
// J S R 3 3 1
//
// Common Implementation
//
//=====
package javax.constraints.impl.constraint;

import javax.constraints.Constraint;
import javax.constraints.Oper;
import javax.constraints.Var;
import javax.constraints.VarBool;
import javax.constraints.impl.AbstractConstraint;

public class ConstraintNotAllEqual extends AbstractConstraint {

    Constraint constraint;

    public ConstraintNotAllEqual(Var[] vars) {
        super(vars[0].getProblem());
        Problem p = getProblem();
        int n = vars.length-1;
        VarBool[] equalities = new VarBool[n];
        for (int i = 0; i < n; i++) {
            equalities[i] = p.linear(vars[i], "=", vars[i+1]).asBool();
        }
        constraint = p.linear(equalities, "<", n);
    }

    public ConstraintNotAllEqual(Var[] vars, int[] values) {
        super(vars[0].getProblem());
        Problem p = getProblem();
        if (values.length != vars.length)
            throw new RuntimeException(
                "ConstraintNotAllEqual requires arrays of the same length");
        int n = vars.length;
        VarBool[] equalities = new VarBool[n];
        for (int i = 0; i < n; i++)
            equalities[i]=p.linear(vars[i], "=", values[i+1]).asBool();
        constraint = p.linear(equalities, "<", n);
    }

    public void post() {
        constraint.post();
    }
}

```

Example “SEND + MORE = MONEY”

The following example demonstrates how to represent and solve a simple puzzle using JSR-331. Assuming that different letters represent different digits you need to solve the following puzzle:

```

SEND
+ MORE
=====
MONEY

```

Here is the solution:

```

import javax.constraints.Solution;
import javax.constraints.Var;
import javax.constraints.impl.Problem;
import javax.constraints.impl.constraint.AllDifferent;

public class SendMoreMoney extends Problem {

    public void define() { // Problem Definition
        // define variables
        Var S = variable( "S",1, 9);
        Var E = variable( "E",0, 9);
        Var N = variable( "N",0, 9);
        Var D = variable( "D",0, 9);
        Var M = variable( "M",1, 9);
        Var O = variable( "O",0, 9);
        Var R = variable( "R",0, 9);
        Var Y = variable( "Y",0, 9);

        // Post "all different" constraint
        Var[] vars = new Var[] { S, E, N, D, M, O, R, Y };
        new AllDifferent(vars).post();

        // Define constraint SEND + MORE = MONEY
        int coef[] = { 1000, 100, 10, 1, 1000, 100, 10, 1,
                      -10000, -1000, -100, -10, -1 };
        Var[] sendmoremoney =
            new Var[] { S, E, N, D, M, O, R, E, M, O, N, E, Y};
        post(coef, sendmoremoney, "=", 0);
    }

    public void solve() { // Problem Resolution
        Solution s = getSolver().findSolution();
        if (s == null)
            log("No Solutions");
        else
            s.log();
    }

    public static void main(String[] args) {
        SendMoreMoney p = new SendMoreMoney();
        p.define();
        p.solve();
    }
}

```

Solution #1: S[9] E[5] N[6] D[7] M[1] O[0] R[8] Y[2]

PROBLEM RESOLUTION CONCEPTS

To represent the Problem Resolution part of any CSP, the JSR-331 uses the interface "Solver". The solver allows a user to solve the problem by finding feasible or optimal Solutions. Here is an example of a simple problem resolution:

```
problem.log("=== Find One solution:");
Solver solver = problem.getSolver();
Solution solution = solver.findSolution();
if (solution != null)
    solution.log();
else
    problem.log("No Solutions");
```

In this simple case, the default solver (defined as an instance of the class `javax.constraints.Solver`) is trying to find one solution using the default search strategy that enumerates all variables previously added to the problem. The JSR-331 explicitly defines the interface "SearchStrategy" that can be adjusted by a user and used by the solver to find solutions of the problem.

Interface "Solver"

The JSR-331 provides interface "java.constraints.Solver" (and its common implementation "java.constraints.impl.search.AbstractSolver") that specifies different problem resolution concepts and methods. It is possible to create multiple solvers for the same problem. These solvers may produce different solutions pursuing different objectives. During the execution of Solver's methods the state of the Problem can be changed. The interface Solver provides the following enum to control a problem's state after the solver execution:

```
public enum ProblemState {
    RESTORE,
    DO_NOT_RESTORE
}
```

Another enum "Objective" provided by the interface Solver is

```
public enum Objective {
    MINIMIZE,
    MAXIMIZE
}
```

It allows a user to specify the optimization objective within the method "findOptimalSolution".

Below is the list of the major methods from the interface Solver:

Method of the interface Solver	Impl. Level
<p>public Solution findSolution();</p> <p>This method attempts to find a solution of the problem, for which the solver was defined. It uses the default search strategy or the strategy defined by the latest method setSearchStrategy(). It returns the found solution (if any) or null. If a solution is found, all decision variables will remain instantiated with the solution values after the execution of this method. If a solution was not found, the problem state will be restored.</p>	Common
<p>public Solution findSolution(ProblemState restoreOrNot);</p> <p>This method attempts to find a feasible solution of the problem, for which the solver was defined. It uses the default search strategy or the strategy defined by the latest method setSearchStrategy(). It returns the found solution (if any) or null.</p> <p>If a solution is not found, the problem state is restored. If a solution is found, the problem state will be restored only if the parameter "restoreOrNot" is <i>RESTORE</i>. If the parameter "restoreOrNot" is <i>DO_NOT_RESTORE</i>, after a solution is found all decision variables will be instantiated with the solution values.</p>	CP solver
<p>public Solution findOptimalSolution(Objective objective, Var objectiveVar);</p> <p>This method attempts to find the solution that minimizes/maximizes the objective variable "objectiveVar". The first parameter could have one of two values: Objective.MINIMIZE or Objective.MAXIMIZE.</p> <p>To find solutions this method uses the default search strategy or the strategy defined by the latest method setSearchStrategy(). The optimization process can be controlled by:</p> <ul style="list-style-type: none"> - OptimizationTolerance that is a difference between solution objectives during two consecutive process iterations - see the method setOptimizationTolerance() - MaxNumberOfSolutions that is the total number of considered solutions - may be limited by the method setMaxNumberOfSolutions() - TimeLimit that is the total number of milliseconds allocated for the entire optimization process as it can be set by the method setTimeLimit(). <p>The problem state after the execution of this method is always restored. The produced optimal solution (if any) will contain found values for all variables that were added to the problem (including the objectiveVar).</p>	Common or CP solver
<p>public Solution findOptimalSolution(Var objectiveVar);</p> <p>This method is an equivalent of findOptimalSolution(Objective.MINIMIZE, objectiveVar)</p>	Common

<pre>public Solution[] findAllSolutions ();</pre> <p>This method attempts to find all solutions for the Problem. It uses the default search strategy or the strategy defined by the latest method <code>setSearchStrategy()</code>. It returns an array of found solutions or null if there are no solutions. A user has to be careful not to overload the available memory because the number of found solutions could be huge. The process of finding all solutions can be also controlled by:</p> <ul style="list-style-type: none"> - <code>OptimizationTolerance</code> that is a difference between solution objectives during two consecutive process iterations - see the method <code>setOptimizationTolerance()</code> - <code>MaxNumberOfSolutions</code> that is the total number of considered solutions - may be limited by the method <code>setMaxNumberOfSolutions()</code> - <code>TimeLimit</code> that is the total number of milliseconds allocated for the entire optimization process as it can be set by the method <code>setTimeLimit()</code>. <p>The common implementation is based on the <code>SolutionIterator</code> (see below).</p>	Common or CP solver
<pre>public SolutionIterator solutionIterator ();</pre> <p>This method creates and returns a solution iterator that allows a user to find and navigate through multiple solutions (if any) using the current search strategy.</p>	Common or CP solver
<pre>public void setSearchStrategy (SearchStrategy strategy);</pre> <p>This method sets a search strategy defined as a parameter as a new default search strategy to be used by methods <code>findSolution()</code>, <code>findOptimalSolution(..)</code>, <code>findAllSolutions(..)</code>, and by solution iterators. At least one search strategy should be defined by every implementation as the default search strategy.</p>	Common
<pre>public SearchStrategy getSearchStrategy ();</pre> <p>This method returns the current search strategy that was set by an implementation as the default search strategy or by the latest call of the method <code>setSearchStrategy()</code>. A user may adjust the search strategy by changing its default decision variables, its variable selector, and/or its value selector. Search strategy are used by methods <code>findSolution()</code>, <code>findOptimalSolution(..)</code>, <code>findAllSolutions(..)</code>, and by solution iterators.</p>	Common
<pre>public SearchStrategy newSearchStrategy ();</pre> <p>This method returns a new instance of the search strategy that is set by an implementation as the default search strategy. A user may adjust this search strategy by changing its default decision variables, its variable selector, and/or its value selector. This new strategy may be added to the strategy execution list using the Solver's method "addStrategy"</p>	CP solver
<pre>public void addSearchStrategy (SearchStrategy strategy);</pre> <p>This method adds the strategy to the end of the strategy execution list.</p>	CP solver

<pre>public void setMaxNumberOfSolutions(int number);</pre> <p>This method sets a limit for a number of solutions that can be found by the method “findAllSolutions” or can be considered during execution of the method “findOptimalSolution”. The default value is -1 that means there are no limits for a number of considered solutions.</p>	Common
<pre>public int getMaxNumberOfSolutions ();</pre> <p>This method returns a number that was set by the method <code>setMaxNumberOfSolutions(...)</code></p>	Common
<pre>public void setOptimizationTolerance(int tolerance);</pre> <p>This method specifies a tolerance for the method “findOptimalSolution”. If the difference between newly found solution and a previous one is less or equal to the "tolerance" then the last solution is considered to be the optimal one. By default, the optimization tolerance is 0.</p>	Common
<pre>public int getOptimizationTolerance ();</pre> <p>This method returns a tolerance that was set by the method <code>setOptimizationTolerance(...)</code></p>	Common
<pre>public void setTimeLimit(int milliseconds);</pre> <p>This method specifies a time limit in milliseconds for the total execution of different find-methods. By default, there is no time limit.</p>	Common
<pre>public int getTimeLimit ();</pre> <p>This method returns a time limit in milliseconds for the total execution of different find-methods. By default, it returns -1 that means there is no time limit.</p>	Common
<pre>public void logStats ();</pre> <p>This method logs the solver execution statistics such as a number of choice points, number of failures, used memory, etc. This method is expected to be specific for different implementations. By default only time information will be logged out.</p>	Common or CP solver optional

The Solver interface also defines several other convenience methods such as tracing methods:

- `trace(Var var)`
- `trace(Var[] vars)`
- `traceFailures(boolean yesno)`
- `traceExecution(boolean yesno).`

Example of Constraint Relaxation Problem

The following example demonstrates how to deal with real-world situations when some constraints should be relaxed to make the problem solvable. It also demonstrates how to find an optimal solution of the problem that in this case is a solution that minimizes the total constraint violation.

Consider a map coloring problem that involves choosing colors for the countries on a map in a such way that no two neighboring countries have the same colors. When there are not enough colors some of these constraints have to be violated based of their relative importance. Below is a solution of this problem as it is presented in the JSR-331 TCK.

```

package org.jcp.jsr331.samples;
import javax.constraints.Var;
import javax.constraints.Solution;
import javax.constraints.impl.Problem;

public class MapColoringWithViolations extends Problem {
    static final String[] colors = { "red", "green", "blue" };

    public MapColoringWithViolations() {
        try {
            // Variables
            int n = colors.length-1;
            Var Belgium      = variable("Belgium", 0, n);
            Var Denmark      = variable("Denmark", 0, n);
            Var France       = variable("France", 0, n);
            Var Germany      = variable("Germany", 0, n);
            Var Netherlands  = variable("Netherland", 0, n);
            Var Luxemburg    = variable("Luxemburg", 0, n);
            Var[] vars =
                {Belgium, Denmark, France, Germany, Netherlands, Luxemburg};
            // Hard Constraints
            post(France, "!=", Belgium);
            post(France, "!=", Germany);
            post(Belgium, "!=", Netherlands);
            post(Belgium, "!=", Germany);
            post(Germany, "!=", Netherlands);
            post(Germany, "!=", Denmark);
            // Soft Constraints
            Var[] weightVars = {
                linear(France, "=", Luxemburg).asBool().multiply(257),
                linear(Luxemburg, "=", Germany).asBool().multiply(9043),
                linear(Luxemburg, "=", Belgium).asBool().multiply(568)
            };
            // Optimization objective
            Var weightedSum = sum(weightVars);
            weightedSum.setName("Total Constraint Violations");

            Solution solution =
                getSolver().findOptimalSolution(weightedSum);
            if (solution != null) {
                solution.log();
                for (int i = 0; i < vars.length; i++) {
                    String name = vars[i].getName();

```

```

        log(name+" - "+colors[solution.getValue(name)]);
    }
}
else
    log("no solution found");
} catch (Exception ex)
    ex.printStackTrace();
}
}

```

This problem may produce the results that may look like below;

```

Solution #1:
Belgium[0] Denmark[0] France[1] Germany[2] Netherland[1]
Luxemburg[1] Total Constraint Violations[257]
Belgium - red
Denmark - red
France - green
Germany - blue
Netherland - green
Luxemburg - green

```

Interface “SearchStrategy”

The JSR-331 utilizes the concept “SearchStrategy” to allow a user to choose between different search algorithms provided by different implementations. Search strategies are used by those Solver’s methods that find a solution, find all solutions, find an optimal solution, and by solution iterators. A search strategy should know all decision variables it will try to instantiate during the search, and may need external selectors for variables and values. At least one decision strategy should be provided by any implementation to serve as the default strategy created in the implementation specific Solver constructor. The common interface “SearchStrategy” defines the following methods:

Methods of the interface “SearchStrategy”	Impl. Level
public void setName (String name) public String getName () Define a setter and a getter for the name of this strategy	Common
public Solver getSolver () Returns a solver with which this strategy is associated.	Common
public void setType (SearchStrategyType type) Sets a type for this strategy. The specification currently defined two type: SearchStrategyType. <i>DEFAULT</i> and SearchStrategyType. <i>CUSTOM</i>	Common
public Var[] getVars (); This method returns an array of integer variables that are used by the strategy.	Common
public void setVars (Var[] vars);	Common

This method sets an array of integer variables that will be used by the strategy.	
public void setVarSelector (VarSelector selector); This method sets a variable selector that will be used by the strategy during the search.	Common
public void setVarSelectorType (VarSelectorType type); This method sets a variable selector of the standard type specified as a parameter.	Common
public void setValueSelector (ValueSelector selector); This method sets a value selector that will be used by the strategy during the search.	Common
public void setValueSelectorType (ValueSelectorType type); This method sets a value selector of the standard type specified as a parameter.	Common
public VarReal[] getVarReals (); This method returns an array of real variables that are used by the strategy.	Common
public void setVarReals (VarReal[] vars); This method sets an array of real variables that will be used by the strategy.	Common
public VarSet[] getVarSets (); This method returns an array of set variables that are used by the strategy.	Common
public void setVarSets (VarSet[] vars); This method sets an array of set variables that will be used by the strategy.	Common
public void trace (); This method forces the strategy to trace itself during the execution.	CP solver

All implementation specific search strategies should be implemented as subclasses of the common base class “`javax.constraints.impl.search.AbstractSearchStrategy`”. The only requirement to all search strategies is the following: when they are invoked by an implementation specific Solver method `findSolution(ProblemState state)` they are expected to either produce a solution of the problem within the current time limit or to report that a solution cannot be found. How they do it and how the internal interaction between Solver method “`findSolution`” and its search strategy is organized remains a prerogative of a concrete JSR-331 implementation.

Strategy Execution List

The search strategy execution list allows a user to mix strategies for different types of decision variables and to control their execution order. For example, for scheduling and resource allocation problems a user may decide first to schedule all activities and then assign resources to already scheduled activities. But a user may also decide first to assign resources and only then to schedule activities based on resource availability.

The Solver method

```
SearchStrategy getSearchStrategy()
```

returns the first search strategy specific for this particular JSR-331 implementation. A user may specify decision variables and set different variable selectors and value selectors for the default strategy. The Solver method

```
SearchStrategy newSearchStrategy()
```

returns a new instance of the default search strategy specific for this particular JSR-331 implementation. A user may specify decision variables and selectors for this strategy and then add it to the end of the “search strategy execution list”. The Solver executes all strategies from this list in the order they were added, and the execution succeeds only when all strategies from the list are successfully executed.

Let’s assume that a user has two arrays of decision variables “types” and “counts” and wants Solver first instantiate all types and only then all counts (possibly using different selectors). Here is how it can be done:

```
Solver solver = problem.getSolver();
SearchStrategy typeStrategy = solver.getSearchStrategy();
typeStrategy.setVars(types);
SearchStrategy countStrategy = solver.newSearchStrategy();
countStrategy.setVars(counts);
countStrategy.setVarSelectorType(VarSelectorType.MIN_DOMAIN);
solver.addSearchStrategy(countStrategy);
solution = solver.findSolution();
```

There are several convenience methods that allow a user to add additional strategies to the execution list without explicitly creating new search strategies. The method “addSearchStrategy” also supports different combinations of parameters Var[], VarSelector, and ValueSelector. The above code may be written more compactly as:

```
Solver solver = problem.getSolver();
solver.getSearchStrategy().setVars(types);
solver.addSearchStrategy(counts, VarSelectorType.MIN_DOMAIN);
solution = solver.findSolution();
```

Adding Non-Search Strategies

The JSR-331 allows a user to add a non-search strategies to the search strategy execution list. The common JSR-331 implementation provides an example of such non-search strategy called StrategyLogVariables. A user may use this strategy to display a state of problem variables after different search iterations like in this example:

```
Solver solver = getSolver();
solver.addSearchStrategy(new StrategyLogVariables(solver));
Solution solution =
    solver.findOptimalSolution(Objective.MAXIMIZE, getVar("cost"));
if (solution != null)
    solution.log();
else
    log("No Solutions");
```

In this case every time when the default search strategy finds a solution the StrategyLogVariables will show the state of all problem variables until an optimal

solution will be found. Here is the implementation code from the file `StrategyLogVariables.java`:

```
package javax.constraints.impl.search;
import javax.constraints.Solver;
import javax.constraints.Var;

public class StrategyLogVariables extends AbstractSearchStrategy {
    Var[] vars;

    public StrategyLogVariables(Var[] vars) {
        super(vars[0].getProblem().getSolver());
        this.vars = vars;
        setType(SearchStrategyType.CUSTOM);
    }

    public StrategyLogVariables(Solver solver) {
        super(solver);
        vars = getProblem().getVars();
        setType(SearchStrategyType.CUSTOM);
    }

    public boolean run() {
        getProblem().log("=== StrategyLogVariables:");
        getProblem().log(vars);
        return true;
    }
}
```

A user may write in a similar way his/her own non-search strategy for displaying or saving intermediate search results including application specific objects. It is important to define a strategy type as `SearchStrategyType.CUSTOM`.

Variable Selectors

The JSR-331 specifies a set of standard variable selectors that can be used by an end user to customize the standard search strategy. These variable selectors are defined by the standard interface “VariableSelector” using the following enum:

```
static public enum VarSelectorType {
    /**
     * selection of variables in order of definition
     */
    INPUT_ORDER,

    /**
     * smallest lower bound
     */
    MIN_VALUE,

    /**
     * largest upper bound
     */
    MAX_VALUE,
}
```

```

/**
 * min size of domain, tie break undefined
 */
MIN_DOMAIN,

/**
 * min size of domain, smallest lower bound tie break
 */
MIN_DOMAIN_MIN_VALUE,

/**
 * min size of domain, random tie break
 */
MIN_DOMAIN_RANDOM,

/**
 * random selection of variables
 */
RANDOM,

/**
 * min size of domain as first criteria, tie break by degree
 * that is the number of attached constraints
 */
MIN_DOMAIN_MAX_DEGREE,

/**
 * min value of fraction of domain size and degree
 */
MIN_DOMAIN_OVER_DEGREE,

/**
 * min value of domain size over weighted degree
 */
MIN_DOMAIN_OVER_WEIGHTED_DEGREE,

/**
 * largest number of recorded failures in attached constraints
 */
MAX_WEIGHTED_DEGREE,

/**
 * largest impact, select variable which when assigned restricts
 * the domains of all other variables by the largest amount
 */
MAX_IMPACT,

/**
 * largest number of attached constraints
 */
MAX_DEGREE,

/**
 * largest difference between smallest
 * and second smallest value in domain
 */
MAX_REGRET,

```

```

/**
 * custom variable selector
 */
CUSTOM
}

```

Not all these selectors have to be implemented by every JSR-331 implementation. Most of variable selectors have been already included in the common implementation in the package “`javax.constraints.impl.search.selectors`”. However, the variable selectors `MIN_DOMAIN_OVER_WEIGHTED_DEGREE`, and `MAX_WEIGHTED_DEGREE` are optional and may be implemented by a particular implementation only.

To set a new variable selector such as `MIN_DOMAIN`, a user may write:

```

SearchStrategy strategy = solver.setSearchStrategy();
strategy.setVarSelectorType(VarSelectorType.MIN_DOMAIN);

```

A user can easily implement her own variable selector as a subclass of the standard class “`javax.constraints.impl.search.selectors.VarSelector1`” by overloading only this abstract method:

```

/**
 * Returns the index of the selected variable in the array
 * of constrained variables passed to the selector as a
 * constructor' parameter.
 * If no variables to select, it returns -1;
 */
abstract public int select();

```

Such custom selector can take into consideration the business objects potentially attached to every constrained variable.

Similar selectors for other types of constrained variables will be added later on.

Value Selectors

The JSR-331 specifies a set of standard value selectors that can be used by an end user to customize the standard search strategy. These value selectors are defined by the standard interface “`ValueSelector`” using the following enum:

```

static public enum ValueSelectorType {
/**
 * try values in increasing order one at a time
 * without removing failed values on backtracking
 */
IN_DOMAIN,

/**
 * try values in increasing order, remove value on backtracking
 */
MIN,

```

```

/**
 * try values in decreasing order, remove value on backtracking
 */
MAX,

/**
 * try to alternate minimal and maximal values
 */
MIN_MAX_ALTERNATE,

/**
 * try values in the middle of domain,
 * the closest to (min+max)/2
 */
MIDDLE,

/**
 * try the median values first,
 * e.g if domain has 5 values, try the third value first
 */
MEDIAN,

/**
 * try a random value
 */
RANDOM,

/**
 * try a value which causes the smallest domain reduction
 * in all other variables
 */
MIN_IMPACT,

/**
 * custom value selector
 */
CUSTOM
}

```

Not all these selectors have to be implemented by every JSR-331 implementation. Most of the value selectors are already included in the common implementation in the package “`javax.constraints.impl.search.selectors`”. However, the value selectors `IN_DOMAIN` and `MIN_IMPACT` are optional and may be implemented by a particular implementation only.

To set a new variable selector such as `MEDIAN`, a user may write:

```

SearchStrategy strategy = solver.getSearchStrategy();
strategy.setValueSelectorType(ValueSelectorType.MEDIAN);

```

A user can easily create her own value selector by implementing the standard interface “`javax.constraints.ValueSelector`” with only two methods:

```

/**
 * Returns a value from the domain of constrained variable "var"
 */
public int select(Var var);

/**
 * Returns a type of this value selector
 */
public ValueSelectorType getType() {
    return ValueSelectorType.CUSTOM;
}

```

Such custom selectors can take into consideration the business objects potentially attached to every constrained variable.

Similar selectors for other types of constrained variables will be added later on.

More Search Strategies

At this stage of the JSR-331 development, the only way for a user to utilize search strategies different from the default one is to become implementation dependent. For example, if an implementation provide a `BoundBacktrackingSearchStrategy` as a subclass of `javax.constraints.impl.search.AbstractSeachStrategy`, then to use this strategy a user may write:

```

SearchStrategy strategy =
    new BoundBacktrackingSearchStrategy(100); // steps
solver.setSearchStrategy(strategy);

```

Interface “Solution”

The standard interface “Solution” specifies solutions can be generated by such Solver’ methods as “findSolution”, “findOptimalSolution”, and by solution iterators. This interface is completely implemented on the common level in the class `javax.constraints.impl.search.BasicSolution` but any JSR-331 implementation may extend it with its own subclass `javax.constraints.impl.search.Solution`.

A solution instance contains copies of all decision variables that were used by a search strategy that created this solution. These copies are in the state, in which original variable would be left after the solution search is completed but before a possible state restoration. There are no requirements that all decision variables should be instantiated – it depends on the used search strategy.

Here are main Solution’s methods:

Method of the interface Solution	Impl. Level
<p>public Var[] getVars();</p> <p>This method returns an array of variables with the same names as all variables that were added to the problem. These variables keep a current state of the initial variables when the solution was found.</p>	Common
<p>public Var getVar(String name);</p> <p>This method returns the variable with the name “name” saved within this solution. It throws a runtime exception if the proper variable does not exist. It is a copy of the actual problem’s variable with the name “name” but it is in the state in which original variable would be left after the solution search is completed before a possible state restoration.</p>	Common
<p>public int getValue(String name);</p> <p>This method returns the found value of the variable with the name “name” saved within this solution. It throws a runtime exception if the proper variable does not exist or was not instantiated during the solution search.</p>	Common
<p>public boolean isBound();</p> <p>This method returns true only if all solution variables are instantiated (bound).</p>	Common
<p>public boolean isBound(String name);</p> <p>This method returns true only if a solution’ variable with the given name is bound.</p>	Common
<p>public int getSolutionNumber();</p> <p>This method returns a number associated with this solution. Solution numbers start with 1.</p>	Common
<p>public void setSolutionNumber(int number);</p> <p>This method sets a solution number. This method is to be used by a solution strategy that creates this solution.</p>	Common
<p>public void log();</p> <p>This method logs all Solution’s variables to the Problem’s log. These variables have shown in the state as there were when the solution was found (some variables could remain non-instantiated).</p>	Common
<p>public Solver getSolver();</p> <p>This method returns a solver which generated this solution.</p>	Common

There are similar methods for other types of variables.

Solution Iterator

The standard interface `SolutionIterator` allows a user to find and iterate through multiple solutions and execute different application specific actions with each found solution. The intended use of a solution iterator is presented by the following code:

```
SolutionIterator iter = solver.solutionIterator();
while(iter.hasNext()) {
    Solution solution = iter.next();
    ...
}
```

For example, a solution iterator may be used to provide a very simple implementation of the Solver's method "findAllSolutions":

```
public Solution[] findAllSolutions() {
    SolutionIterator iter = solutionIterator();
    ArrayList<Solution> solutions = new ArrayList<Solution>();
    while(iter.hasNext()) {
        Solution solution = iter.next();
        solutions.add(solution);
    }
    Solution[] array = new Solution[solutions.size()];
    for (int i = 0; i < array.length; i++) {
        array[i] = solutions.get(i);
    }
    return array;
}
```

The common implementation also takes into consideration the current limits for a maximal number of solutions and for the total available time. This code provides an example of how a user may navigate through different solutions. A user may add its own code to decide which solutions to save and when to stop the search.

In a similar way, we a user may implement its own search for an optimal solution:

```
public Solution findOptimalSolution(Var objectiveVar) {

    SolutionIterator iter = solutionIterator();
    int bestValue = Integer.MAX_VALUE;
    Solution solution = null;
    while(iter.hasNext()) {
        solution = iter.next();
        try {
            int newValue = solution.getValue(objectiveVar.getName());
            if (bestValue > newValue)
                bestValue = newValue;
            getProblem().post(obj, "<", newValue); // may fail
        } catch (Exception e) {
            break;
        }
    }
    objectiveVar.setName(oldName);
    return solution;
}
```

The common implementation of this method in the package "javax.constraints.impl.search.AbstractSolver" also takes into consideration

the current limits for a maximal number of solutions and for the total available time.

The `Objective.MAXIMIZE` can be replaced by `Objective.MINIMIZE` for the `objectiveVar` that is opposite to the original objective.

These implementations are given only as examples for end users who may organize their own solution iteration cycles. For example, a user may decide to find 3 best solutions within 10 seconds. It becomes a matter of setting the proper filters inside the above main loop right after `iter.next()`. A user may also utilize business objects associated with decision variables to compare different solutions.

Note that the described implementations can be used with any search strategy.

Below is in a very simplified (and inefficient but working) implementation of the interface `SolutionIterator`:

```
public class BasicSolutionIterator implements SolutionIterator {

    Solver solver;
    Solution solution;
    int solutionNumber;
    boolean noSolutions;

    public BasicSolutionIterator(Solver solver) {
        this.solver = solver;
        solution = null;
        noSolutions = false;
        solutionNumber = 0;
    }

    public boolean hasNext() {
        if (noSolutions)
            return false;
        solution = solver.findSolution(ProblemState.RESTORE);
        if (solution == null)
            return false;
        else
            return true;
    }

    public Solution next() {
        solution.setSolutionNumber(++solutionNumber);
        Var[] vars = solver.getSearchStrategy().getVars();
        int[] values = new int[vars.length];
        for (int i = 0; i < values.length; i++) {
            values[i] = solution.getValue(vars[i].getName());
        }
        try {
            new ConstraintNotAllEqual(vars, values).post();
        } catch (Exception e) {
            noSolutions = true;
        }
        return solution;
    }
}
```

Thus, any JSR-331 implementation may reuse common implementations or overload these methods for a better performance. However, if a JSR-331 implementation provides at least one search strategy, all other problem resolution methods can be taken from the

common implementation.

MORE IMPLEMENTATION EXAMPLES

The following examples demonstrate how to apply the described Problem and Solver methods to:

- find one solution, all solutions, and an optimal solution of a simple arithmetic problem
- apply an efficient search strategy to solve the notorious Queens problem.

These problems are included in the standard JSR-331 installation.

Simple Arithmetic Problem

This problem shares the same problem definition for different problem resolution cases.

```
package org.jcp.jsr331.tests;

import javax.constraints.Solver.Objective;
import javax.constraints.impl.Problem;
import javax.constraints.SolutionIterator;
import javax.constraints.Solver;
import javax.constraints.Var;
import javax.constraints.Solution;
import junit.framework.*;
import junit.textui.TestRunner;

public class TestSolutions extends TestCase {

    public static void main(String[] args) {
        TestRunner.run(new TestSuite(TestSolutions.class));
    }

    public Problem defineCsp() {
        Problem problem = new Problem("Test");
        //===== Define variables
        Var x = problem.variable("X", 0, 10);
        Var y = problem.variable("Y", 0, 10);
        Var z = problem.variable("Z", 0, 10);
        //===== Define constraints
        problem.post(x, "<", y);
        problem.post(y, ">", 5);
        problem.post(x.plus(y), "=", z);
        // Cost = 3XY - 4Z
        Var cost = x.multiply(y).multiply(3).minus(z.multiply(4));
        cost.setName("Cost");
        problem.post(cost, ">=", 2);
        problem.post(cost, "<=", 25);
        return problem;
    }

    public void testOneSolution() {
        Problem problem = defineCsp();
        problem.log("=== One solution:");
        Solver solver = problem.getSolver();
        Solution solution = solver.findSolution();
        if (solution == null)
            problem.log("No Solutions");
    }
}
```

```

        else
            solution.log();
        problem.log("After Search",problem.getVars());
        assertTrue(solution.getValue("X") == 2);
        assertTrue(solution.getValue("Y") == 6);
        assertTrue(solution.getValue("Z") == 8);
        assertTrue("testOneSolution: Invalid Cost",
            solution.getValue("Cost") == 4);
    }

    public void testAllSolutions() {
        Problem problem = defineCsp();
        problem.log("=== All solutions:");
        Solver solver = problem.getSolver();
        solver.setMaxNumberOfSolutions(4);
        Solution[] solutions = solver.findAllSolutions();
        for(Solution sol : solutions) {
            sol.log();
        }
        assertTrue(solutions.length == 4);
    }

    public void testSolutionIterator() {
        Problem problem = defineCsp();
        problem.log("=== Solution Iterator:");
        Solver solver = problem.getSolver();
        SolutionIterator iter = solver.solutionIterator();
        int n = 0;
        while(iter.hasNext()) {
            Solution solution = iter.next();
            solution.log();
            n++;
        }
        assertTrue(n == 5);
    }

    public void testOptimalSolution() {

        Problem problem = defineCsp();
        problem.log("=== Optimal Solution:");
        Solver solver = problem.getSolver();
        Var costVar = problem.getVar("Cost");
        Solution solution =
            solver.findOptimalSolution(Objective.MAXIMIZE, costVar);
        if (solution == null)
            problem.log("No Solutions");
        else
            solution.log();
        problem.log("Cost=" + solution.getValue("Cost"));
        assertTrue(solution.getValue("Cost") == 23);
    }
}

```

Queens Problem

The eight-queens problem is a well-known problem that involves placing eight queens on a chess board in such a way that none of them can capture any other using the conventional moves allowed to a queen.

```

package org.jcp.jsr331.samples;

import javax.constraints.SearchStrategy;
import javax.constraints.Solution;
import javax.constraints.Solver;
import javax.constraints.Var;
import javax.constraints.impl.Problem;

public class Queens extends Problem {

    int size;
    Var[] x;

    public Queens(int size) {
        this.size = size;
    }

    public void define() {
        log("Queens " + size + ". ");
        // create 3 arrays of variables
        x = variableArray("x", 0, size-1, size);
        Var[] x1 = new Var[size];
        Var[] x2 = new Var[size];
        for (int i = 0; i < size; i++) {
            x1[i] = x[i].plus(i);
            x2[i] = x[i].minus(i);
        }

        // post "all different" constraints
        postAllDifferent(x);
        postAllDifferent(x1);
        postAllDifferent(x2);
    }

    public void solve() {

        //===== Problem Resolution =====
        // Find a solution
        Solver solver = getSolver();
        solver.setTimeLimit(600000); // milliseconds
        SearchStrategy strategy = solver.getSearchStrategy();
        strategy.setVars(x);
        strategy.setVarSelectorType(VarSelectorType.MIN_DOMAIN_MIN_VALUE);
        strategy.setValueSelectorType(ValueSelectorType.MIN);
        Solution solution = solver.findSolution();
        if(solution == null)
            log("no solutions found");
        else{
            solution.log();
        }
        solver.logStats();
    }

    public static void main(String[] args) {
        String arg = (args.length == 0) ? "1000" : args[0];
        int n = Integer.parseInt(arg);
        Queens p = new Queens(n);
        p.define();
        p.solve();
    }
}

```

A JSR-331 test implementation produced the following results:

```

Queens 1000
Solution #1: x-0[0] x-1[555] x-2[1] x-3[502] x-4[2] x-5[507] ...
*** Execution Profile ***
Number of Choice Points: 996
Number of Failures: 8
Execution time: 1093 msec

```

Warehouse Construction Problem

This problem was specified in ILOG® Solver User Guide. Let's assume that a company plans to create a network of warehouses to supply its existing stores. Let's suppose in addition that the company already has a number of suitable sites for building warehouses and thus wants to know whether or not to create a warehouse on each such site. For each site chosen, the company wants to determine the optimal capacity for the warehouse. The company considers the average merchandise turnover as identical from one store to another. However, the distance among locations and the transportation infrastructure both lead to varying transportation costs for each pair consisting of a store and a warehouse. The objective is to minimize total cost by determining for each warehouse which stores should be supplied by it and what its capacity should be. The total is then the sum of supply costs plus the costs of building each warehouse.

```

import javax.constraints.Solution;
import javax.constraints.Solver;
import javax.constraints.Var;
import javax.constraints.impl.Problem;

public class Warehouse extends Problem {

    Var[] suppliers;
    Var[] open;
    Var[] costs;
    Var totalCost;

    public Warehouse(int nbStores, int nbSuppliers, int buildingCost,
                    int[] capacities, int[][] costMatrix) {
        suppliers = new Var[nbStores];
        open = new Var[nbSuppliers];
        try {
            suppliers = variableArray("supplier",0, nbSuppliers - 1, nbStores);
            costs = new Var[nbStores];
            open = variableArray("open",0, 1, nbSuppliers);
            int maxCost = 0;
            int maxSumCost = 0;
            for (int i = 0; i < nbStores; i++) {
                for (int j = 0; j < costMatrix[i].length; j++) {
                    if (maxCost < costMatrix[i][j])
                        maxCost = costMatrix[i][j];
                }
                costs[i] = variable("cost-"+i,0,maxCost);
                postElement(costMatrix[i], suppliers[i], "=", costs[i]);
                postElement(open, suppliers[i], "=", 1);
                maxSumCost += maxCost;
            }
            // cardinality constraint
            for (int j = 0; j < nbSuppliers; j++) {
                postCardinality(suppliers, j, "<=", capacities[j]);
            }
            // totalCost= sum(cost) + sum(open)*buildCost
            Var sumCost = variable("sumCost",0, maxSumCost);

```

```

        post(costs, "=", sumCost).post();
        Var sumOpen = variable("sumOpen", 0, nbSuppliers);
        post(open, "=", sumOpen).post();
        totalCost = sumOpen.multiply(buildingCost).plus(sumCost);
        totalCost.setName("TotalCost");
        add(totalCost);
    }
    catch (Exception e) {
        log("Error in prolem definition: " + e);
        throw new RuntimeException("Cannot create a problem");
    }
}

public Solution findSolution() {
    Solver solver = getSolver();
    Var[] vars = new Var[suppliers.length+open.length];
    int v = 0;
    for (int i = 0; i < suppliers.length; i++) {
        vars[v++] = suppliers[i];
    }
    for (int i = 0; i < open.length; i++) {
        vars[v++] = open[i];
    }
    solver.getSearchStrategy().setVars(vars);

    Solution solution = solver.findOptimalSolution(totalCost);
    return solution;
}

public void printSolution(Solution solution) {
    if (solution == null) {
        log("No Solutions");
        return;
    }
    solution.log();
}

public static void main(String[] args) {
    long startMS = System.currentTimeMillis();
    // ===== Problem Definition =====
    int nbStores = 10;
    int nbSuppliers = 5;
    int buildingCost = 30;
    int[] capacities = { 1, 4, 2, 1, 3 };
    int[][] costMatrix = new int[][] {
        { 20, 24, 11, 25, 30 },
        { 28, 27, 82, 83, 74 }, { 74, 97, 71, 96, 70 },
        { 2, 55, 73, 69, 61 }, { 46, 96, 59, 83, 4 },
        { 42, 22, 29, 67, 59 }, { 1, 5, 73, 59, 56 },
        { 10, 73, 13, 43, 96 }, { 93, 35, 63, 85, 46 },
        { 47, 65, 55, 71, 95 } };

    Warehouse wh = new Warehouse(nbStores, nbSuppliers, buildingCost,
        capacities, costMatrix);
    // ===== Problem Resolution =====
    Solution solution = wh.findSolution();
    wh.printSolution(solution);

    long finishMS = System.currentTimeMillis();
    System.out.println("Runtime: " + (finishMS - startMS) + " Millis");
}
}

```

A JSR-331 test implementation produced the following results:

```
Solution #24:  
supplier-0[4] supplier-1[1] supplier-2[4] supplier-3[0] supplier-4[4]  
supplier-5[1] supplier-6[1] supplier-7[2] supplier-8[1]  
supplier-9[2] open-0[1] open-1[1] open-2[1] open-3[0] open-4[1]  
TotalCost[383]  
Runtime: 1553 Millis
```