

# Choco solver 4

## XCSP3 Competition 2017

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**Choco solver** is a Free Open-Source Java library dedicated to Constraint Programming. The source code is in Java 8 and is hosted on [GitHub](#) under a [BSD 4-clause licence](#).

The following settings were used when submitting **Choco solver**-4.0.5 to XCSP3 Competition 2017:

- Trailing environment,
- Constraint-oriented propagation engine dealing with seven static priorities,
- Depth-first search algorithm with 2-way decisions,
- DomWDeg [1] as variable selector,
- *smallest value* as value selector for CSP and *BIVS* [2] for COP,
- Last-Conflict reasoning [3] with  $k = 2$ ,
- Luby strategy for restart [4].

In parallel resolution, the problem is duplicated, each copy is set to a different search strategy. Only objective bounds and exit signal are shared.

The project is active mainly developed and maintained by [Charles Prud'homme](#) and [Jean-Guillaume Fages](#) but they can count on [vigilant contributors](#).

## References

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2. Jean-Guillaume Fages and Charles Prud'homme. Making the first solution good! In *29th IEEE International Conference on Tools with Artificial Intelligence, ICTAI 2017, Boston, MA, USA, November 6-8, 2017*, 2017.
3. Christophe Lecoutre, Lakhdar Sais, Sébastien Tabary, and Vincent Vidal. Reasoning from last conflict(s) in constraint programming. *Artif. Intell.*, 173(18):1592–1614, 2009.
4. Michael Luby, Alistair Sinclair, and David Zuckerman. Optimal speedup of las vegas algorithms. *Inf. Process. Lett.*, 47(4):173–180, 1993.