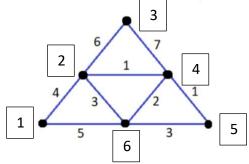
Traveling Salesman (***)

Make use of Z3 to find the cheapest path to visit all six 'cities' in this picture. (The numbers along the edges indicate the travelcost between the cities).



Problem Definition:

In this instance, we have a graph consisting of six cities. We aim to find the most efficient route that visits each city once without exceeding a maximum total distance. By decreasing maximum total distance until the model is unsat, we define the cheapest route.

City Variables:

Each city is represented by an integer variable:

$$\forall i \in \mathbb{Z}^+, i \in \{1, ..., 6\} \Rightarrow city_i \in \mathbb{Z}^+$$

Total Distance:

The total distance of the route is represented by:

$$TotalDistance \in Z^+$$

Distance Function:

- The function distance $city_i \in Z^+ for \ i \in \{1, ..., 6\}$ maps a pair of cities (x, y) to a non-negative integer representing the distance between them.
- The domain of this function is restricted to the set $\{(x,y)\in Z^+\times Z^+\colon 1\leq x\leq 6 \land 1\leq y\leq 6\}$, representing all possible pairs of the six cities.
- The function is defined piecewise for specific pairs of cities, with a default value of 0 for pairs not explicitly mentioned.

The assertion can be represented as:

```
\forall (x,y) \in Z^{+} \times Z^{+}: \begin{cases} distance(x,y) = 4, & if (x,y) \in \{(1,2),(2,1)\} \\ distance(x,y) = 5, & if (x,y) \in \{(1,6),(6,1)\} \\ distance(x,y) = 3, & if (x,y) \in \{(2,6),(6,2)\} \\ distance(x,y) = 6, & if (x,y) \in \{(2,3),(3,2)\} \\ distance(x,y) = 1, & if (x,y) \in \{(2,4),(4,2)\} \\ distance(x,y) = 7, & if (x,y) \in \{(3,4),(4,3)\} \\ distance(x,y) = 2, & if (x,y) \in \{(6,4),(4,6)\} \\ distance(x,y) = 3, & if (x,y) \in \{(5,6),(6,5)\} \\ 0. & otherwise \end{cases}
```

Constraints

Each city must be assigned a distinct value from 1 to 6:

$$\forall i, j \in Z^+, i \neq j \Rightarrow city_i \neq city_i$$

The total distance must not exceed the maximum allowed distance:

$$totalDistance \leq max$$

• The route must form a valid path with non-zero distances between consecutive cities:

$$\forall i \in \mathbb{Z}^+, i \in \{1,...,5\} \Rightarrow distance(city_i, city_{i+1}) > 0$$

Z3 SMT Solution

Code:

```
(declare-const city1 Int)
(declare-const city2 Int)
(declare-const city3 Int)
(declare-const city4 Int)
(declare-const city5 Int)
(declare-const city6 Int)
(define-const max Int 16)
(declare-fun distance (Int Int) Int)
(declare-const totalDistance Int)
(assert (forall ((x Int) (y Int))
  (=> (and (>= x 1) (<= x 6) (>= y 1) (<= y 6))
     (= (distance x y)
        (ite (and (= x 1) (= y 2)) 4
        (ite (and (= x 2) (= y 1)) 4
        (ite (and (= x 1) (= y 6)) 5
        (ite (and (= x 6) (= y 1)) 5
        (ite (and (= x 2) (= y 6)) 3
        (ite (and (= x 6) (= y 2)) 3
        (ite (and (= x 2) (= y 3)) 6
        (ite (and (= x 3) (= y 2)) 6
        (ite (and (= x 2) (= y 4)) 1
        (ite (and (= x 4) (= y 2)) 1
        (ite (and (= x 3) (= y 4)) 7
        (ite (and (= x 4) (= y 3)) 7
```

```
(ite (and (= x 6) (= y 4)) 2
        (ite (and (= x 4) (= y 6)) 2
        (ite (and (= x 4) (= y 5)) 1
        (ite (and (= x 5) (= y 4)) 1
        (ite (and (= x 6) (= y 5)) 3
        (ite (and (= x 5) (= y 6)) 3
        0)))))))))))))))))))
(assert (<= 1 city1 6))
(assert (<= 1 city2 6))
(assert (<= 1 city3 6))
(assert (<= 1 city4 6))
(assert (<= 1 city5 6))
(assert (<= 1 city6 6))
(assert (distinct city1 city2 city3 city4 city5 city6))
(assert
     totalDistance
        (distance city1 city2)
        (distance city2 city3)
        (distance city3 city4)
        (distance city4 city5)
        (distance city5 city6)
```

```
(assert
       (= (distance city1 city2) 0)
       (= (distance city2 city3) 0)
       (= (distance city3 city4) 0)
       (= (distance city4 city5) 0)
       (= (distance city5 city6) 0)
(assert
  (<=
     totalDistance
     max
(check-sat)
(get-value(
  totalDistance
  city1
  city2
  city3
  city4
  city5
  city6
```

Output:

```
sat
((totalDistance 16)
(city1 3)
(city2 2)
(city3 4)
```

(city4 5) (city5 6) (city6 1))