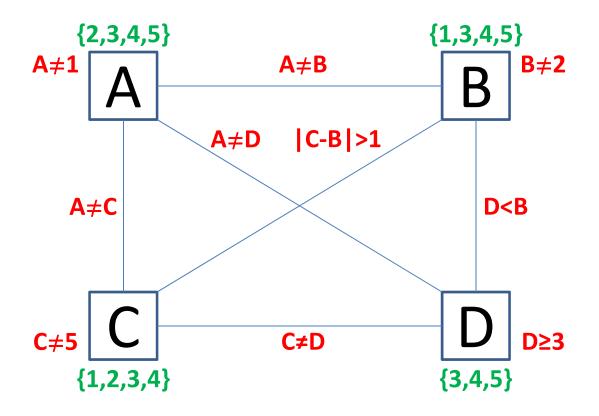
Constraint Processing II & Waltz: The 4 Teachers problem

## **Problem Optimization**

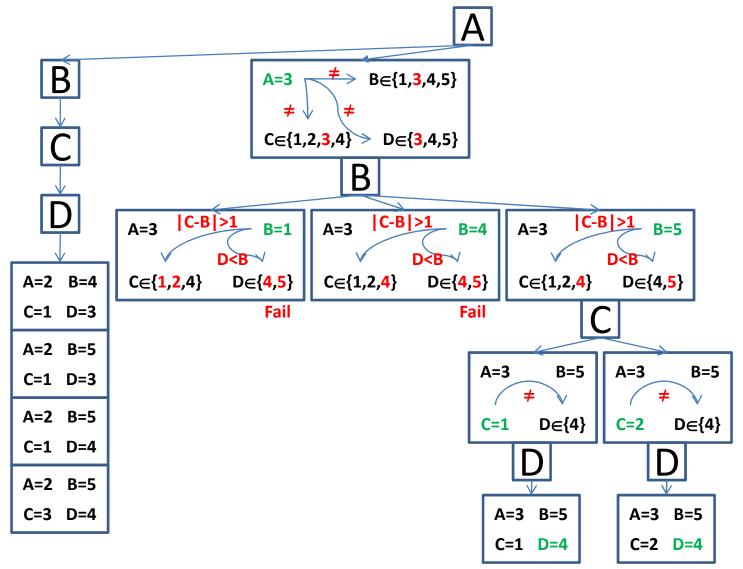
Problem optimization:

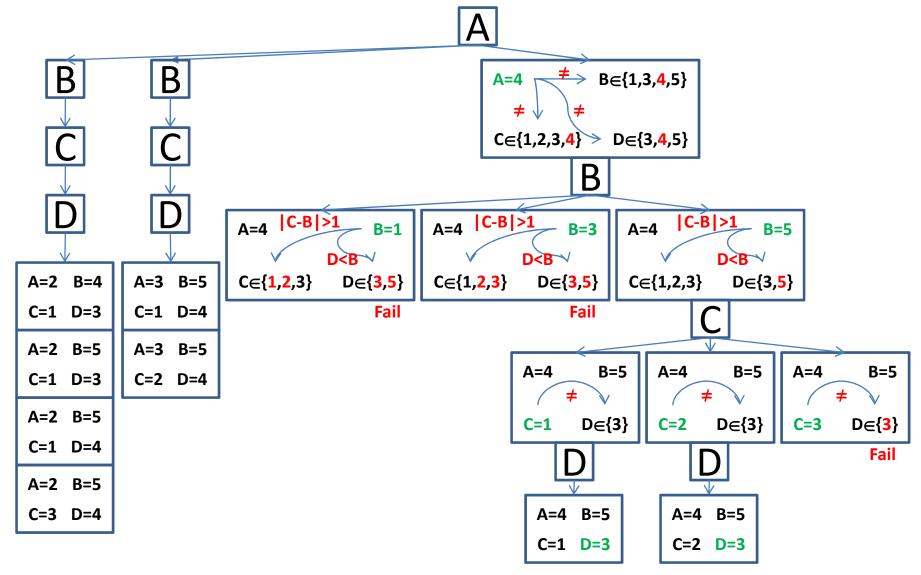


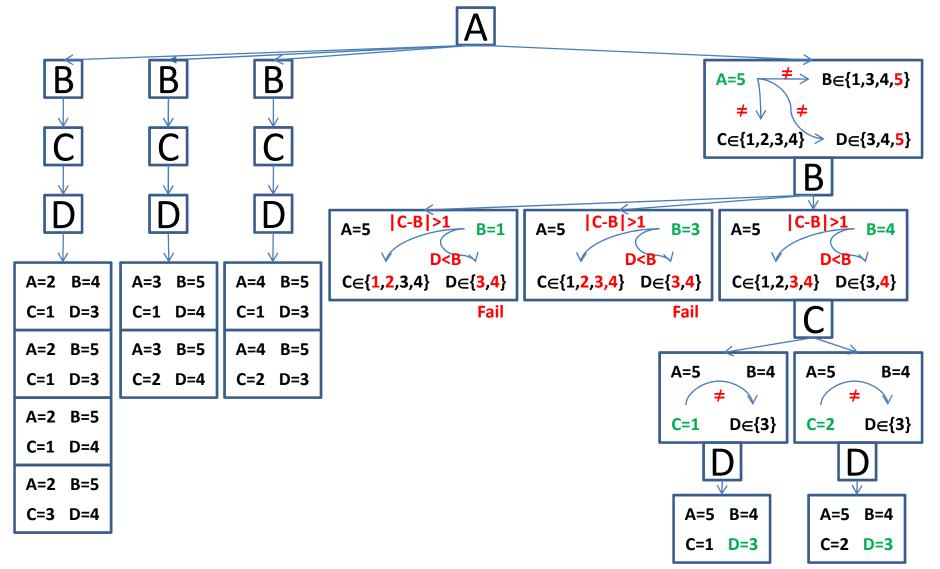
MiniMax & Constraint Processing: The 4 Houses problem

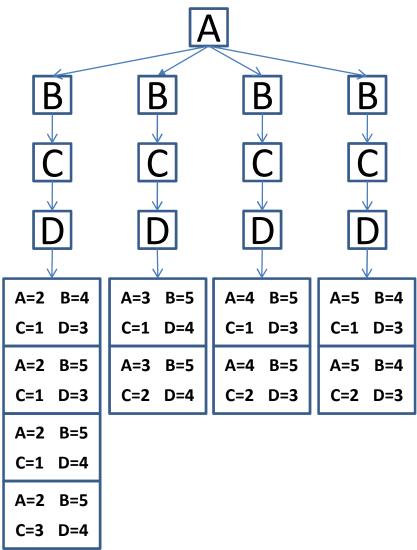
# CONSTRAINT PROCESSING: FORWARD CHECKING

B∈{1,3,4,5} **A=2**  $C \in \{1, 2, 3, 4\} \rightarrow D \in \{3, 4, 5\}$ |C-B|>1 |C-B|>1 |C-B|>1 A=2 B=3 B=4 A=2 B=1 A=2 A=2 B=5 D<BV D<BV D<B<sup>V</sup> D∈{3,4,5} C∈{1,3,4} D∈{3,4,5}  $C \in \{1,3,4\} \quad D \in \{3,4,5\}$ C∈{1,3,4} D∈{3,4,5} C∈{1,3,4} **Fail Fail A**≠**1 B≠2** A≠B A=2 B=4 A=2 B=5 A=2 B=5 C-B >1 D<B **A**≠C C=3  $D \in \{3,4\}$ D∈{3} C=1 D $\in$ {3,4} C=1 C≠D A=2 B=4 A=2 B=5 **C**≠5 A=2 B=5 A=2 B=5 **D≥3** C=1 D=3 C=1 D=3 C=1 D=4 C=3 D=4





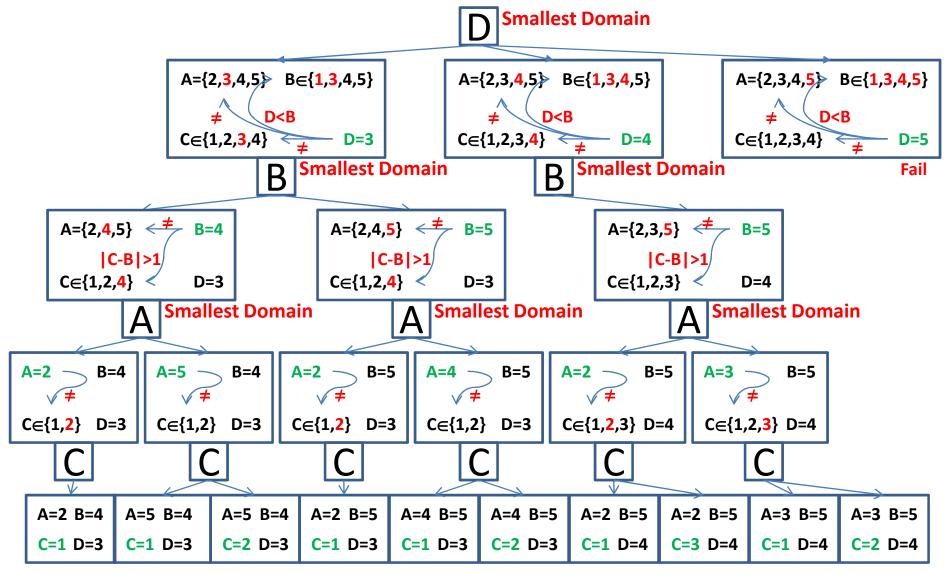




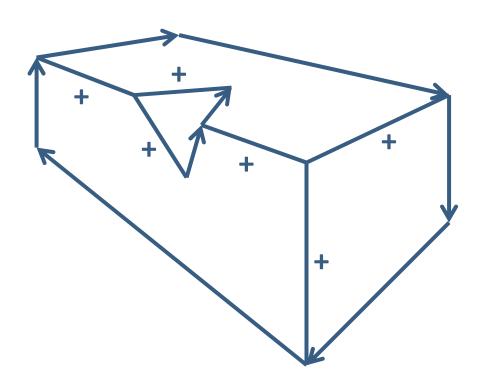
MiniMax & Constraint Processing: The 4 Houses problem

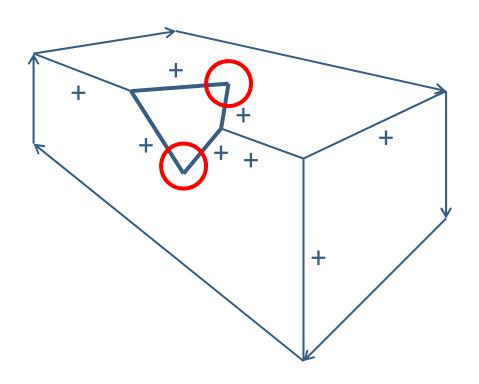
## CONSTRAINT PROCESSING: DYNAMIC SEARCH REARRANGEMENT FC

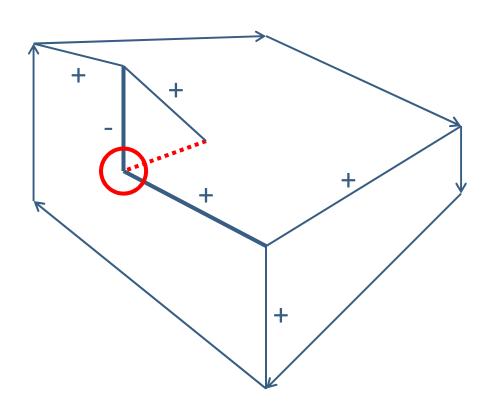
## Dynamic Search Rearrangement FC

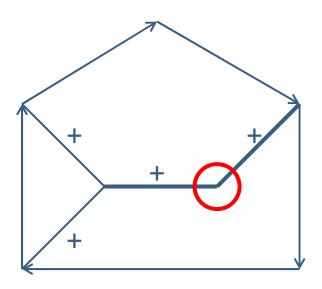


Constraint Processing II & Waltz: Waltz I

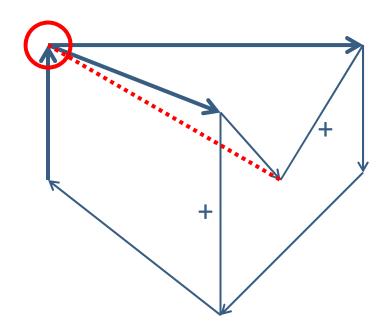




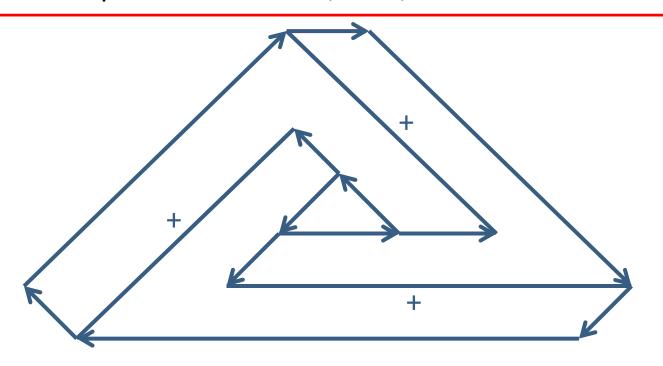




Line Drawing NOT allowed: 3-faced vertices!!

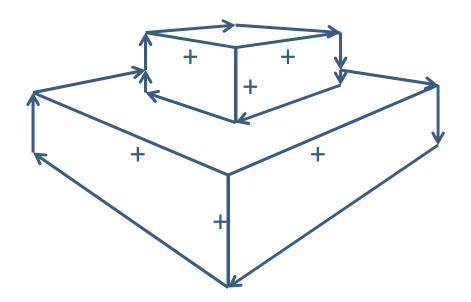


Drawing is locally correct, but is globally impossible. Waltz procedure is local, thus, cannot detect this!

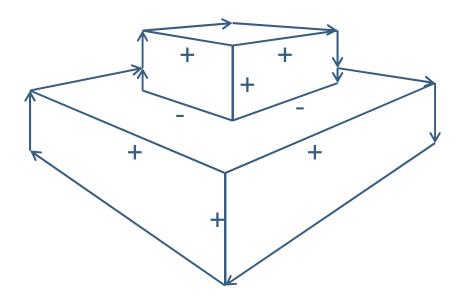


Constraint Processing II & Waltz: Waltz II

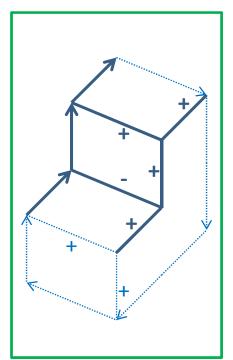
Solution 1: Floating cube

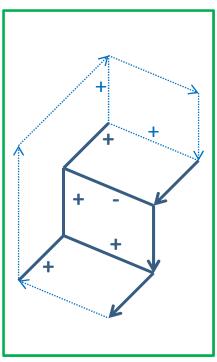


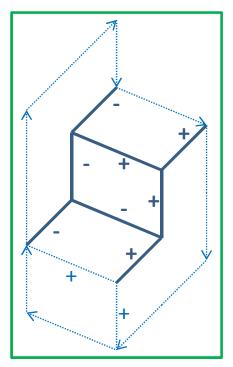
• Solution 2: Sitting cube

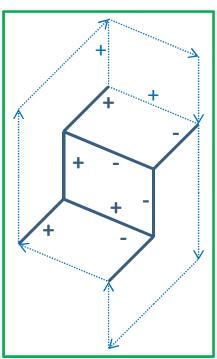


Constraint Processing II & Waltz: Waltz III

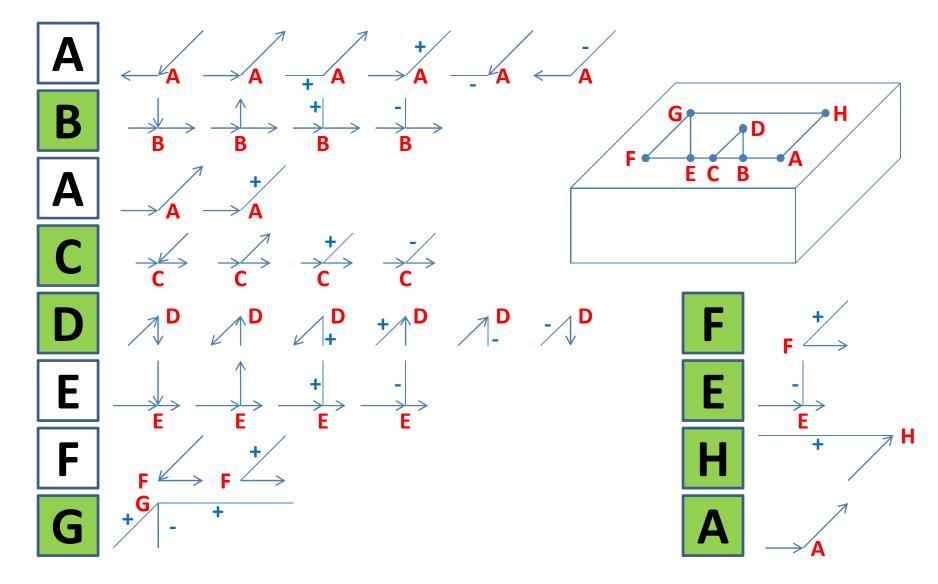




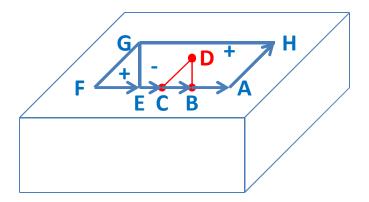




Constraint Processing II & Waltz: Waltz IV

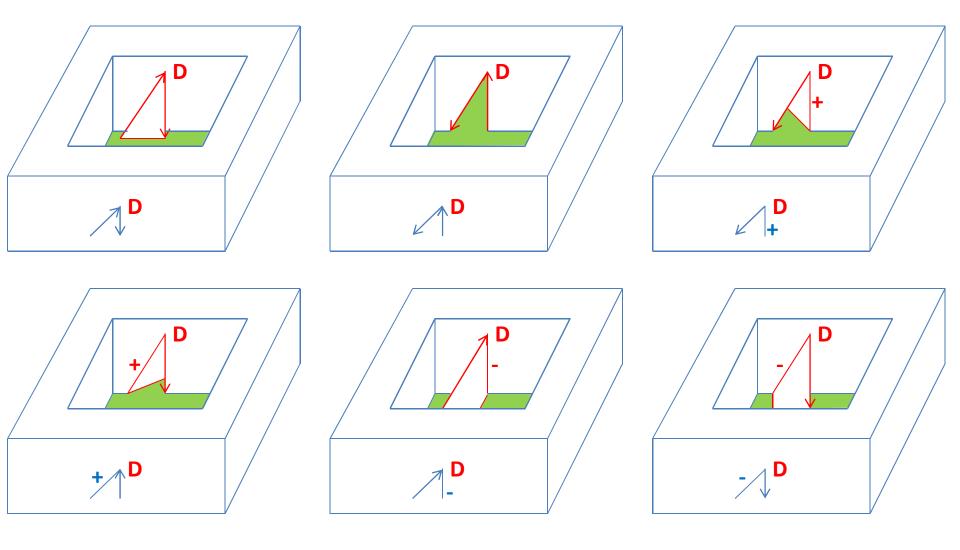


We can determine all nodes except for D:



• D can still take 6 interpretations:





Constraint Processing II & Waltz: Waltz V

#### **Termination Waltz**

- Waltz's procedure terminates if
  - No possibilities for some vertex
    OR
  - No reduction of junction piles
- Waltz's procedure does not terminate if
  - Only non-empty piles

**AND** 

Reduction of piles possible

#### BUT

- Piles are finite ⇒ Number of iterations finite
- ⇒ Waltz's procedure terminates