## Algorithm 1 Constraint Solving over Discrete Domains

```
1: function Solve(C, X = \{x_1, ..., x_n\}, D_0)
                                                                                   ▷ Constraints, variables, initial domains
 2:

    ▷ Assignment function, initially empty

 3:
        D \leftarrow D_0(x_1) \times \cdots \times D_0(x_n)
                                                                                                                        ▶ Domains
        \Delta \leftarrow \emptyset
                                                                                                                 ▷ Decision stack
 4:
        while true do
 5:
             \sigma, D \leftarrow \text{Propagate}(C, \sigma, D)
 6:
                                                                                           ▶ Propagate using arc-consistency
             if Conflict \not\in \sigma then
 7:
                 if AllAssigned(\sigma) then
                                                                                        ▷ Check if all variables are assigned
 8:
                     return Solution(\sigma)
                                                                 ▷ Solved, return the full assignment in solution format
 9:
                 else
10:
                     \sigma, x \leftarrow \text{MakeDecision}(C, \sigma, D)
                                                                           ▶ Assign some value to an unassigned variable
11:
12:
                     \Delta \leftarrow \Delta.\operatorname{push}(\sigma, x, D)
                                                                                                  ▷ Create backtracking point
                 end if
13:
             else
14:
                 if \Delta == \emptyset then
15:
                     return NoSolution
16:
17:
                 else
18:
                     \sigma, D \leftarrow \text{Backtrack}(\Delta, \sigma)
                                                                                           ▷ Backtrack to the latest decision
                 end if
19:
             end if
20:
         end while
21:
22: end function
23: function Propagate (C, \sigma, D)
        while True do
24:
             if D(x_i) == \{a\} for some unassigned x_i then
25:
                 \sigma \leftarrow \sigma \cup \{(x_i, a)\}
                                                                         ▶ Make assignment if domain becomes singleton
26:
27:
             end if
             if (x, a) \in \sigma and |D(x)| > 1 then
28:
                                                                    \triangleright If x has been assigned a value, update its domain
29:
                 D(x) \leftarrow \{a\}
             end if
30:
             if D(x_i) is empty for some x_i then
31:
                 return \sigma \cup \{\text{Conflict}\}, D
32:
33:
             end if
             if there exists i, j such that a_i \in D(x_i) is not consistent with any a_i \in D(x_i) in C then
34:
35:
                 D(x_i).Remove(a_i)
             else
36:
                 return \sigma, D
37:
             end if
38:
39:
        end while
40: end function
    function MakeDecision(C, \sigma, D)
        if x is unassigned in \sigma then
42:
             a \leftarrow \text{some element in } D(x)
43:
44:
             return \sigma \cup \{(x,a)\}, x
        end if
45:
46: end function
47: function Backtrack(\Delta, \sigma)
        \sigma, x, D \leftarrow \Delta.pop()
48:
                                                        ▶ Make sure to remove the previous decision from its domain
49:
         D(x).remove(\sigma(x))
        return \sigma, D
50:
51: end function
```