Discrete Optimisation Exercise: Cryptarithm

Problem Statement

A *cryptarithm* is a mathematical puzzle which requires determining the digit for each letter in an equation. The most famous cryptarithm is

That is, we need to determine which digit each of the letters represent so that

The rules of cryptarithms are:

- 1. Each letter represents a different digit
- 2. The first letter in each word cannot be 0 (otherwise it would not be a proper number)
- 3. The arithmetic equation must hold

This exercise will require modelling and solving cryptarithm problems. A MiniZinc model for the SEND + MORE = MONEY puzzle would be

Part 1 - SEND+MORE=MONEY

Simply submit the provided smm.mzn model. This will test that your MiniZinc installation works correctly.

Part 2 - SNAKE+SNAKE=RATTLE

Complete the MiniZinc model snake.mzn which solves the problem

You should determine at least one solution.

Part 3 - SEND+MOST=MONEY

Complete the MiniZinc model most.mzn to solve the problem

and maximise the value of the word MONEY. You will need to add an *objective function* of the form

solve maximize <exp>;

where you replace <exp> with the expression to be maximised.

Part 4 - Attemptation

Attemptation is a more general form of cryptarithm problem where we are given a partially filled codex, showing the set of possible values. Some values may be used more than once. For example

with codex

()	1	2	3	5	6	7	7	8	9
							Z	Q		

means that Z and Q are both the digit 7, and the remaining letters take different values in the codex. Create the MiniZinc model attempt.mzn to solve this puzzle.

Instructions

Edit the provided mzn model files to solve the problems described above. The MiniZinc IDE and the online auto-grader will give you feedback on your solution.