Artificial Intelligence (CS303) Practice 4

CSP EXAMPLE: N-QUEEN

- Problem description for the N-Queen problem
- ▶ Backtracking Search (BTS) for the N-Queen problem
- ► Improving BTS for the N-Queen problem
- ► Local search for the N-Queen problem
- Summary

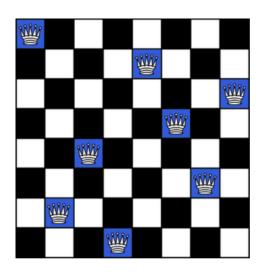
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A brief Review of the CSP

- ► A Constraint Satisfaction Problem (CSP) consists of three elements:
 - A set of variables: X
 - ▶ A set of domains for each variable: D
 - ► A set of constraints C that specify allowable combinations of values
- Solving the CSP: finding the assignment(s) that satisfy all constraints.

The N-Queen Problem

The N-Queen is the problem of placing N chess queens on an $N \times N$ chessboard so that no two queens attack each other.



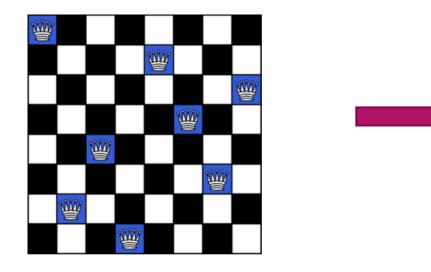
Variables: $X = \{(x_1, y_1), (x_2, y_2), ... (x_N, y_N)\}$

Domain: $D = \{1, 2, ... N\}$

Constraints: $x_i \neq x_j, y_i \neq y_j, |x_i - x_j| \neq |y_i - y_j|, \forall i \neq j$

Solution Representation (1)

- ▶ One variable per queen, $Q_1, Q_2, ..., Q_n$.
- ▶ Each variable could be a tuple (x, y), $x, y \in [1, n]$.

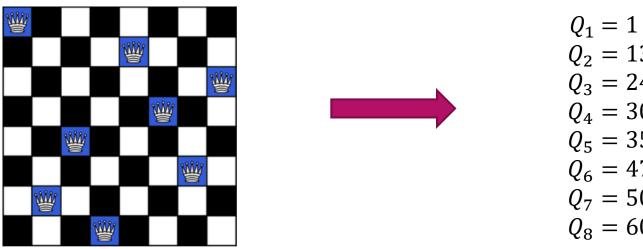


$$Q_1 = (1,1)$$

 $Q_2 = (2,5)$
 $Q_3 = (3,8)$
 $Q_4 = (4,6)$
 $Q_5 = (5,3)$
 $Q_6 = (6,7)$
 $Q_7 = (7,2)$
 $Q_8 = (8,4)$

Solution Representation (2)

- ightharpoonup One variable per queen, $Q_1, Q_2, ..., Q_n$.
- ▶ Each variable could have a value $\in [1, n^2]$.

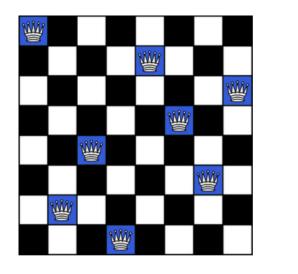


$$Q_2 = 13$$

 $Q_3 = 24$
 $Q_4 = 30$
 $Q_5 = 35$
 $Q_6 = 47$
 $Q_7 = 50$
 $Q_8 = 60$

Solution Representation (3)

- ightharpoonup One variable per queen, $Q_1, Q_2, ..., Q_n$.
- ▶ Each variable could have a value $\in [1, n]$.





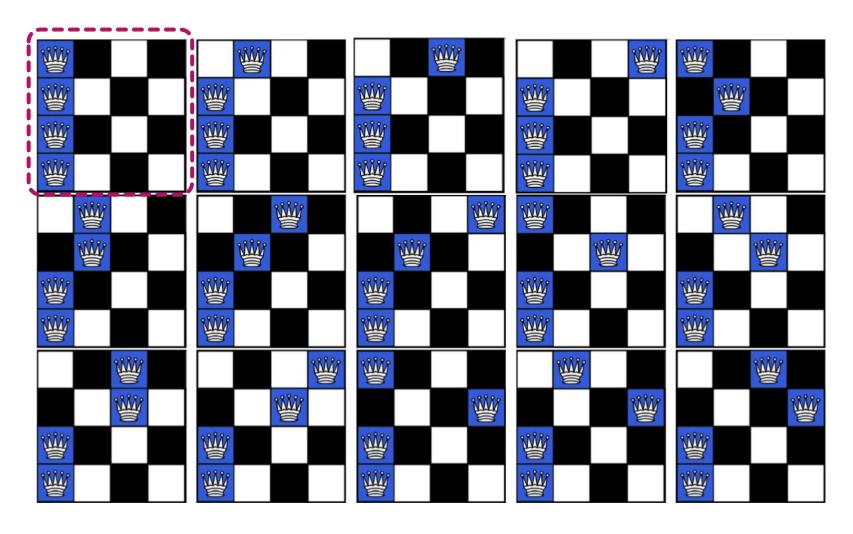
$$Q_1 = 1$$
 $Q_2 = 5$
 $Q_3 = 8$
 $Q_4 = 6$
 $Q_5 = 3$
 $Q_6 = 7$
 $Q_7 = 2$
 $Q_8 = 4$

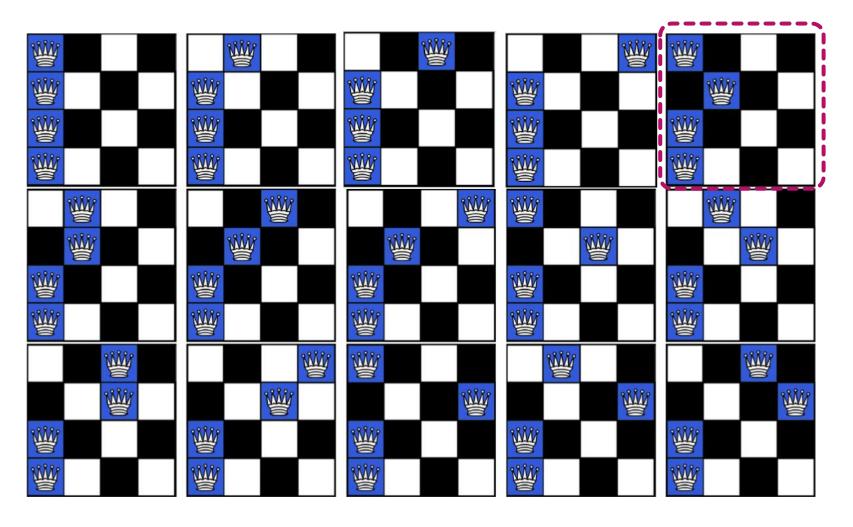
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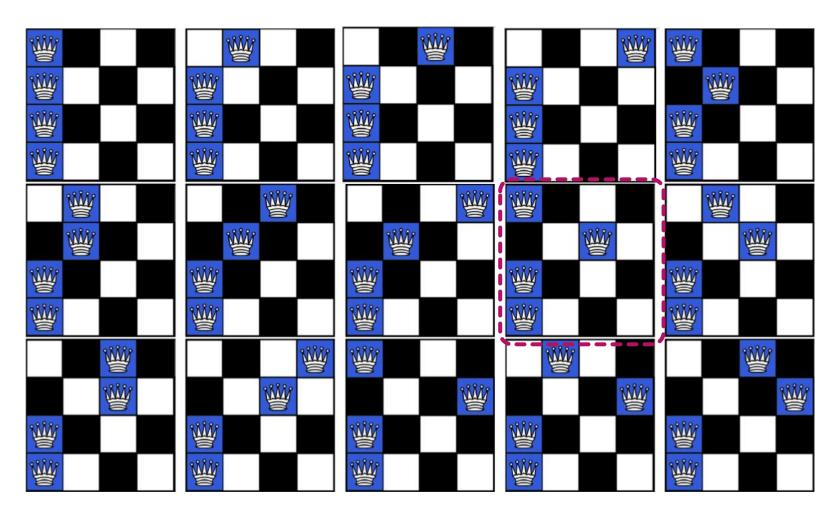
Backtracking Search(BTS) for CSP

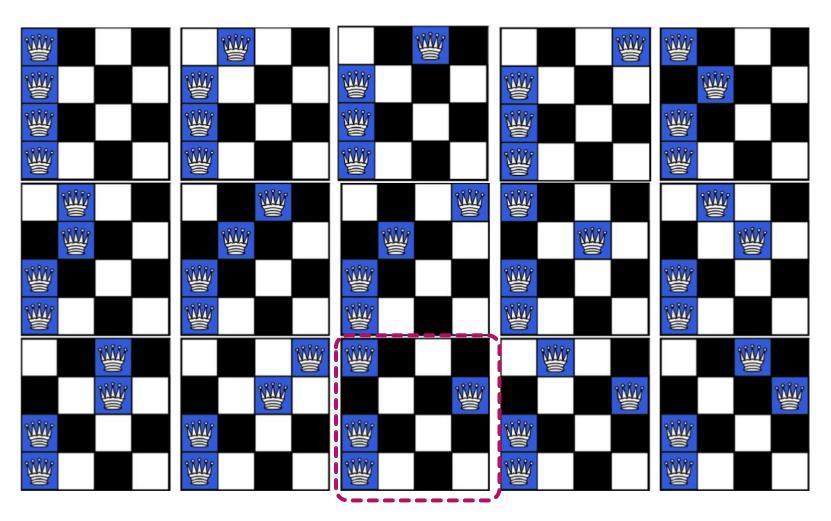
```
function Backtracking-Search(csp) returns solution/failure
return Recursive-Backtracking({ }, csp)

function Recursive-Backtracking(assignment, csp) returns soln/failure
if assignment is complete then return assignment
var←Select-Unassigned-Variable(Variables[csp], assignment, csp)
for each value in Order-Domain-Values(var, assignment, csp) do
if value is consistent with assignment given Constraints[csp] then
add {var = value} to assignment
result←Recursive-Backtracking(assignment, csp)
if result ≠ failure then return result
remove {var = value} from assignment
return failure
```









continue...

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How to improve BTS

- Which variable should be assigned next?
- ▶ In what order should its values be tried?
- ► Can we detect inevitable failure early?

Improve Backtracking Efficiency

Which variable should be assigned next?

Minimum Remaining Value: Choose the variable with the fewest legal values in its domain.

In what order should its values be tried?

Least Constraining Value: Given a variable, choose the least constraining value, i.e., the one that rules out the fewest values in the remaining variables

Can we detect inevitable failure early?

Inference: Forward checking and using constraint propagation, e.g., arc consistency test.

Minimum Remaining Value:

Choose the variable with the fewest legal values in its domain.

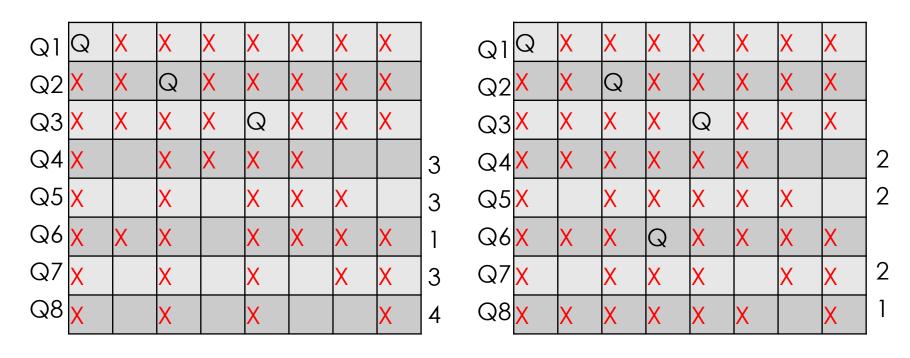
Inference:

forward checking, keep track of remaining legal values for the unassigned variables. Terminate when any variable has no legal values.

Q1	Q	Χ	Χ	Χ	Χ	X	Χ	X		Q1	Q	X	Χ	Χ	X	X	Χ	Χ	
Q2	Χ	Χ							6	Q2	X	Χ	Q	Χ	Χ	X	X	Χ	
Q3	Χ		X						6	Q3	X	Χ	Χ	Χ					4
Q4	Χ			Χ					6	Q4	X		Χ	Χ	Χ				4
Q5	Χ				Χ				6	Q5	X		X		X	X			4
Q6	Χ					Χ			6	Q6	X		X			X	X		4
Q7	Χ						Χ		6	Q7	Χ		Χ				Χ	Χ	4
Q8	Χ							X	6	Q8	Χ		X					Χ	5

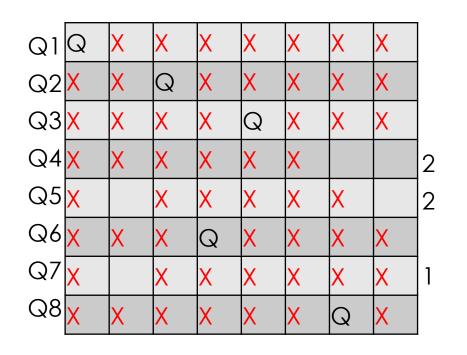
- Start: All queens have 8 possible choices
- choose Q1, let Q1 = 1
- remove all assignments inconsistentwith Q1 = 1

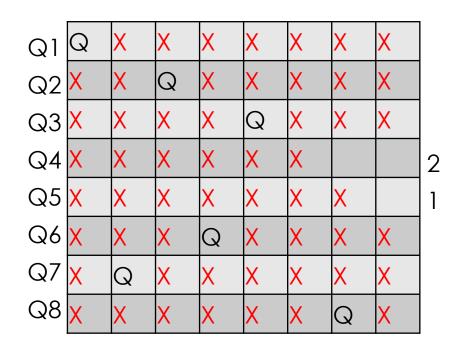
- All queens have 6 possible choices
- choose Q2, let Q2 = 3
- Continue to remove all assignments inconsistent with Q2 = 3
- ► Then: Q3:4 Q4:4 Q5:4 Q6:4 Q7:4 Q8:5



- choose Q3, let Q3 = 5
- Continue to remove all assignments
 inconsistent with Q3 = 5
- ► Then: Q4:3 Q5:3 Q6:1 Q7:3 Q8:4

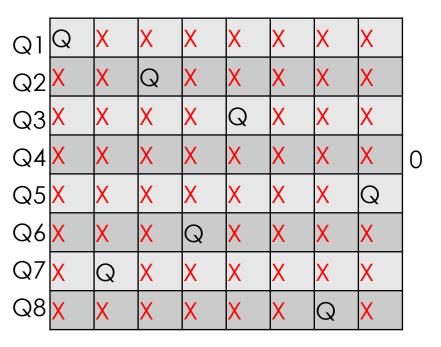
- choose Q6, let Q6 = 4
- Continue to remove all assignments inconsistent with Q6 = 4
- Then: Q4:2 Q5:2 Q7:2 Q8:1



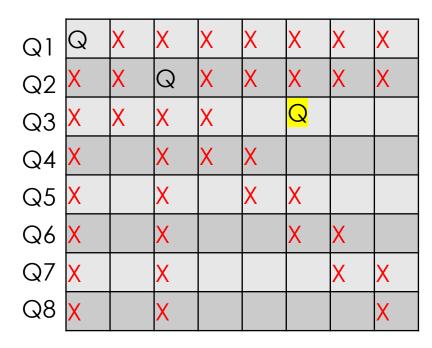


- choose Q8, let Q8 = 7
- Continue to remove all assignments
 inconsistent with Q8 = 7
- ▶ Then: Q4:2 Q5:2 Q7:1

- choose Q7, let Q7 = 2
- Continue to remove all assignments
 inconsistent with Q7 = 2
- ► Then: Q4:2 Q5:1



- choose Q5, let Q5 = 8
- Continue to remove all assignments inconsistent with Q5 = 8
- Then Q4 has no legal values, go back.



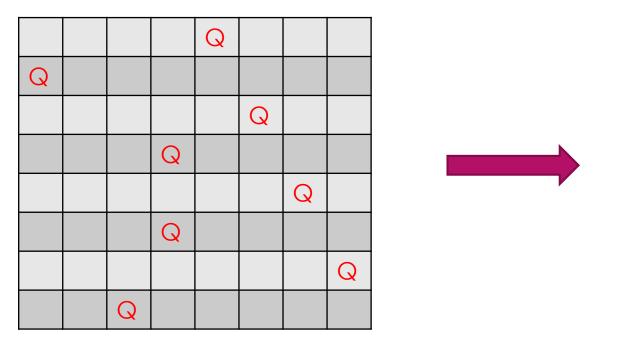
- go back to Q3, let Q3=6
- go on with the procedure
- ...

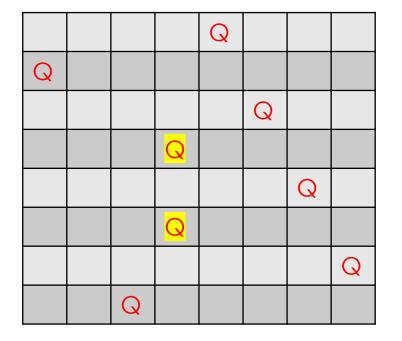
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min_conflicts

- First generate a complete assignment for all variables (this set of assignments may conflict)
- Repeat the following steps until there are no conflicts:
 - Randomly Select a variable that causes conflicts
 - Reassign the value of this variable to another value that with the least constraint conflicts with other variables

min_conflicts: 8-Queen Problem

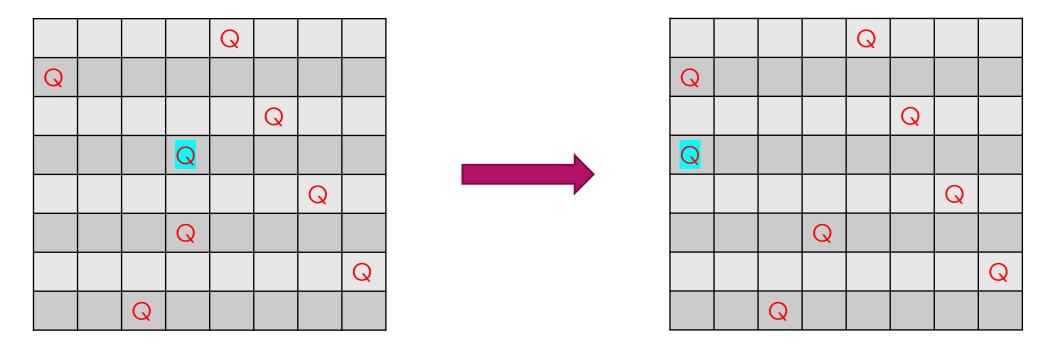




Generate random numbers in the range [1, 8] for each Q

Give an initial complete assignment (in most cases, this assignment will not satisfy all constraints) Some conflicted variables

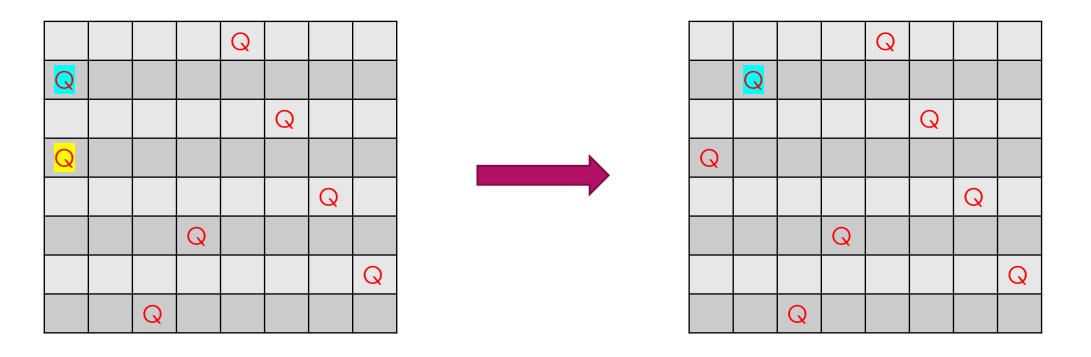
min_conflicts: 8-Queen Problem



Randomly choose a conflicted variable

Change to the position with the minimum conflict value.

min_conflicts: 8-Queen Problem



Randomly choose a conflicted variable

Change to the position with the minimum conflict value.

Solved.

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Summary

- ► Formulate the N-Queen problem as a CSP
- ► Solve N-Queen with Backtracking Search
- Solve N-Queen with Local Search
- ► CSP Practice DDL: 22:00, Nov.1ST