

REVIEW EXERCISE 04

Question 1. You are designing a menu for a special event. The menu includes four dishes, each of which is a variable: **(A)**ppetizer, **(B)**everage, main **(C)**ourse, and **(D)**essert.

The domains of the variables are as follows:

A: **(v)**eggies, **(e)**scargot

B: **(w)**ater, **(s)**oda, **(m)**ilk

C: **(f)**ish, **(b)**eef, **(p)**asta

D: **(a)**pple pie, **(i)**ce cream, **(ch)**eeese

Because all of your guests get the same menu, it must obey the following dietary constraints:

- (i) Vegetarian options: If you serve the veggies, you must avoid everything made of meat (red meat, poultry, seafood, etc.)
- (ii) Dairy products lover: You must serve at least one of milk, ice cream, or cheese.
- (iii) Digestible: The main course must be fish or the beverage must be water or soda.

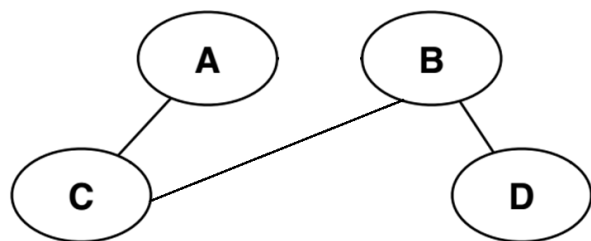
Formulate the problem as a CSP, stating the variables and corresponding domains.

Variables	A	B	C	D
Domains	v,e	w,s,m	f,b,p	a,i,ch

Binary constraints:

A and C (constraint i)	B and C (constraint iii)	B and D (constraint ii)
-------------------------------	---------------------------------	--------------------------------

Draw the constraint graph associated with your CSP, in which each node represents a variable and an edge connecting two nodes represents the relation between the two variables denoted by these nodes.



Again imagine we first assign $A=v$. Cross out eliminated values to show the domains of the variables after arc consistency has been enforced.

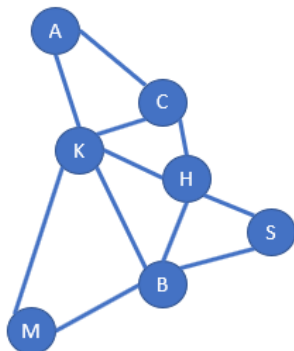
Variables	A	B	C	D
Domains	v	w,s, m	f,b, p	a, i, ch

Give a solution for this CSP or state that none exists.

One of many solutions: $A = v, B = w, C = p, D = i$

Question 2. You are a map-coloring robot assigned to color the given map. Adjacent regions must be colored a different color (R=Red, B=Blue, G=Green).

a) Draw the constraint graph



Map of south-west of Vietnam

b) Find a solution by using backtracking search with appropriate heuristics (MRV, DH, and LCV). Explain your answer in detail.

LCV is implicitly implemented by the order of coloring: R, G, and B.

- Initially, all vertices have the same MRV = 3. Kien Giang has the highest DH = 5 → **Kien Giang: Red** (Figure A)
- An Giang, Bac Lieu, Ca Mau, Can Tho and Hau Giang have the same lowest MRV = 2. Bac Lieu and Hau Giang have the same highest DH = 3. Choose randomly among those vertices → **Bac Lieu: Green** (Figure B)
- Ca Mau and Hau Giang have the same lowest MRV = 1. Hau Giang has a higher DH = 2 → **Hau Giang: Blue** (Figure C)
- Can Tho, Ca Mau, and Soc Trang have the same lowest MRV = 1. Can Tho has the highest DH = 1 → **Can Tho: Green** (Figure D)
- Remaining vertices are isolated ones → **Soc Trang: Red, Ca Mau: Blue, An Giang: Blue**

A	B	C	D

