Theory Homework 1

Qn 1: Standard Search Problems VS Constraint Satisfaction Problems

Differences

- CSP can be formulated as a standard search, but a standard search cannot be formulated as a CSP
- Standard search problems aim to find the optimal path to the goal state, but a CSP problem is only concerned about the goal state itself
- In a standard search problem, each path has various costs and depths, but for a CSP, all paths have the same cost and depth

Similarities

- Both CSP and standard search problems are formulated by state
- Both CSP and standard search problem have a goal state to be attained

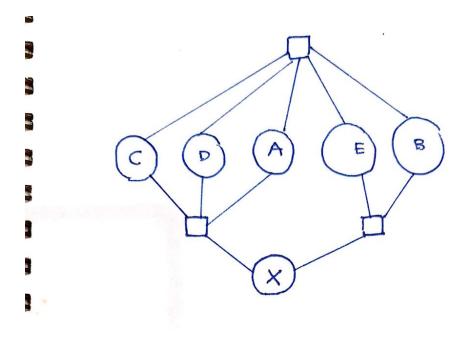
Qn 2: Cryptarithmetic Problem

Variables: A, B, C, D, E, X

Domains: {0, 1, 2, 3, 4, 5, 6, 7, 8, 9}

Constraints:

- 1. B + B = 10.X + E
- 2. A + A + X = 10.C + D
- 3. allDiff(A, B, C, D, E)



Q3: Pure backtracking

V1: R

V2: G

V3: R

V3: G

V4: G

V2: B

V3: R

V3: G

V4: G

V1: G

V2: G

V2: B

V3: R

V4: G

Solution: V1: G, V2: B, V3: R, V4: G

Question 4:

Start: V1: {R, G, B}, V2: {G, B} V3: {R, G}, V4: {G}

V1: G ----> V1 = G, V2 =
$$\{B\}$$
, V3: $\{R\}$, V4: $\{G\}$

Question 5:

Queue - highlighted means final value reached, as only 1 value remains

V1 --> V2: D1=RGB, D2=GB

V4 --> V2: D4=G, D2=BG

(since 2 was updated, add all nodes dependent on 2 to button of queue)

V1 --> V3: D1=RGB , D3=RG

V3 --> V4: D3=RG , D4=G

(since 3 was updated, add all nodes dependent on 3 to bottom of queue)

V1 --> V2: D1=RGB, D2=B

(since 1 was updated, add all nodes dependent on 1 to bottom of queue)

V4 --> V2: D4=G, D2=B

V1 --> V3: D1= RG , D3=R

(since 1 was updated, add all nodes dependent on 1 to bottom of queue)

V3 --> V4: D3=R, D4=G

V1 --> V2: D1=RG, D2=B

V1 --> V3: D1=RG, D3=R

V1 --> V2: D1=RG , D2=B

V1 --> V3: D1=RG, D3=R

All values now arc consistent

Therefore, the solution is, D1: G, D2: B, D3: R, D4: G