

# A First Step into MiniZinc

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# Overview

- ▶ A few simple example models in MiniZinc

# MiniZinc

- ▶ **MiniZinc** is a modeling language being developed by NICTA with Univ of Melbourne and Monash University.
- ▶ Depending on the kind of model it can be solved with constraint programming or MIP or SAT or SMT techniques.
- ▶ It is a subset of the more powerful modeling language **Zinc**.

# First Example: ToyProblem

- ▶ The problem:
- ▶ A toy manufacturer must determine how many bicycles,  $B$ , and tricycles,  $T$ , to make in a 40 hr week given that
  - the factory can produce 200 bicycles per hour or 140 tricycles
  - the profit for a bicycle is \$25 and for a tricycle it is \$30
  - no more than 6,000 bicycles and 4,000 tricycles can be sold in a week

Maximise  $25B + 30T$

Subject to

$$(1/200)B + (1/140)T \leq 40 \wedge$$

$$0 \leq B \leq 6000 \wedge 0 \leq T \leq 4000$$



# A First MiniZinc Model

```
solve maximize 25*B + 30*T;
```

```
constraint 140*B+200*T <= 40*200*140;
```

```
var 0..6000: B;
```

```
var 0..4000: T;
```

```
output [ "B=\ (B)  T=\ (T) \n" ] ;
```

Maximise  $25B + 30T$

Subject to

$(1/200)B + (1/140)T \leq 40 \wedge$

$0 \leq B \leq 6000 \wedge 0 \leq T \leq 4000$

# A First MiniZinc Model

```
var 0..6000: B;  
var 0..4000: T;  
  
constraint 140*B+200*T <= 40*200*140;  
  
solve maximize 25*B + 30*T;  
  
output [ "B=\ (B)  T=\ (T) \n" ] ;
```

Maximise  $25B + 30T$

Subject to

$$(1/200)B + (1/140)T \leq 40 \wedge$$

$$0 \leq B \leq 6000 \wedge 0 \leq T \leq 4000$$

# A First MiniZinc Model

- ▶ We can run our MiniZinc model as follows

```
$ minizinc toyproblem.mzn
```

- ▶ This results in

```
B=6000 T=1400
```

```
-----
```

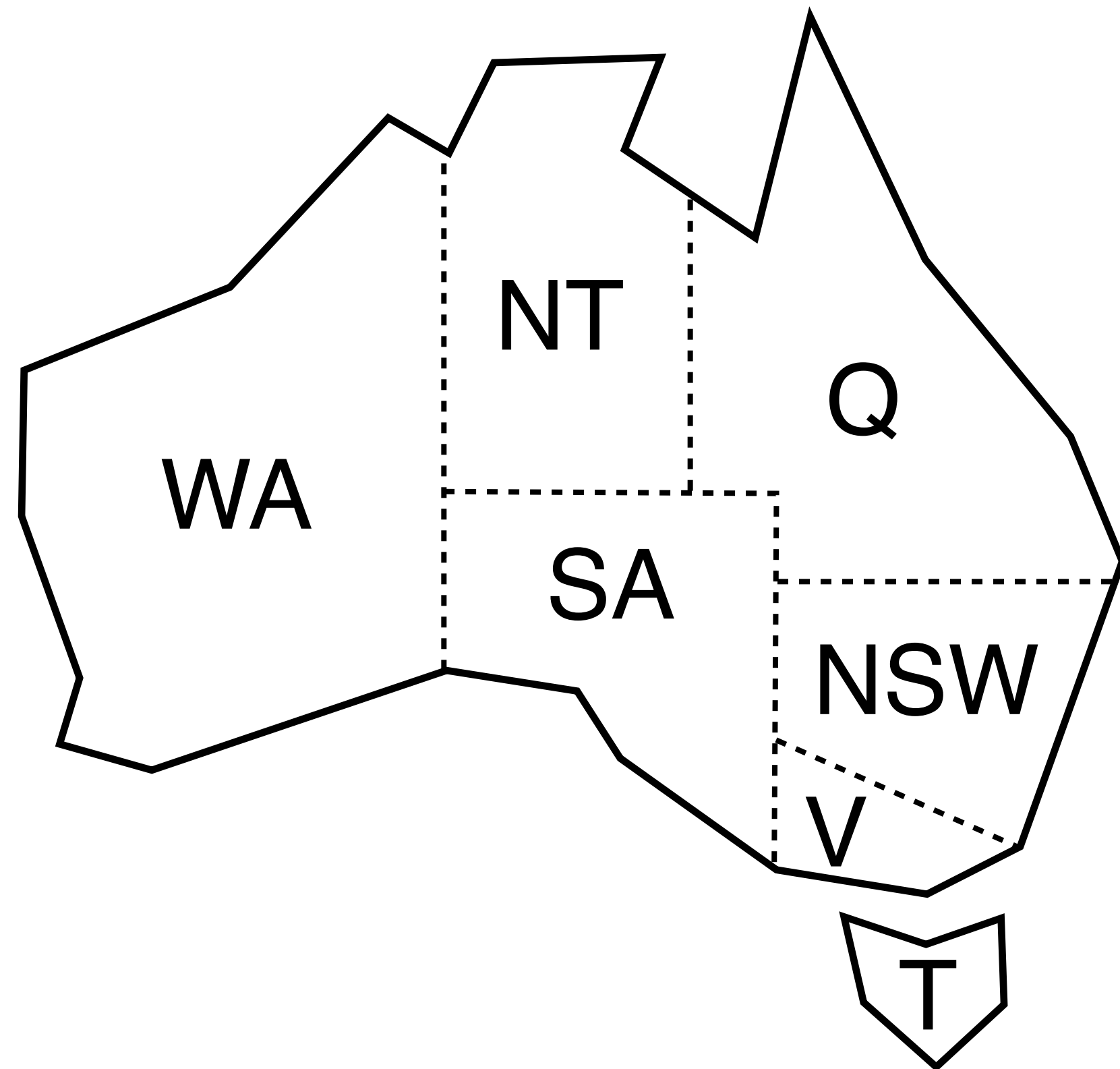
```
=====
```

- ▶ The line ----- indicates a solution
- ▶ The line ===== indicates no better solution (that this is the best solution)
- ▶ MiniZinc models must end in .mzn
- ▶ There is also an IDE for MiniZinc



# Second Example: AustColor

- ▶ Given a map of Australian states and territories
- ▶ Color it in so no two adjacent regions are colored the same.





# A Second MiniZinc Model

```
% Colouring Australia using 4 colors
```

```
int: nc = 4;
```

```
var 1..nc: wa;      var 1..nc: nt;
```

```
var 1..nc: sa;      var 1..nc: q;
```

```
var 1..nc: nsw;     var 1..nc: v;
```

```
var 1..nc: t;
```

```
constraint wa != nt;
```

```
constraint wa != sa;
```

```
constraint nt != sa;
```

```
constraint nt != q;
```

```
constraint sa != q;
```

```
constraint sa != nsw;
```

```
constraint sa != v;
```

```
constraint q != nsw;
```

```
constraint nsw != v;
```

```
solve satisfy;
```

```
output ["wa=\(wa) ",
```

```
      " nt=\(nt) ",
```

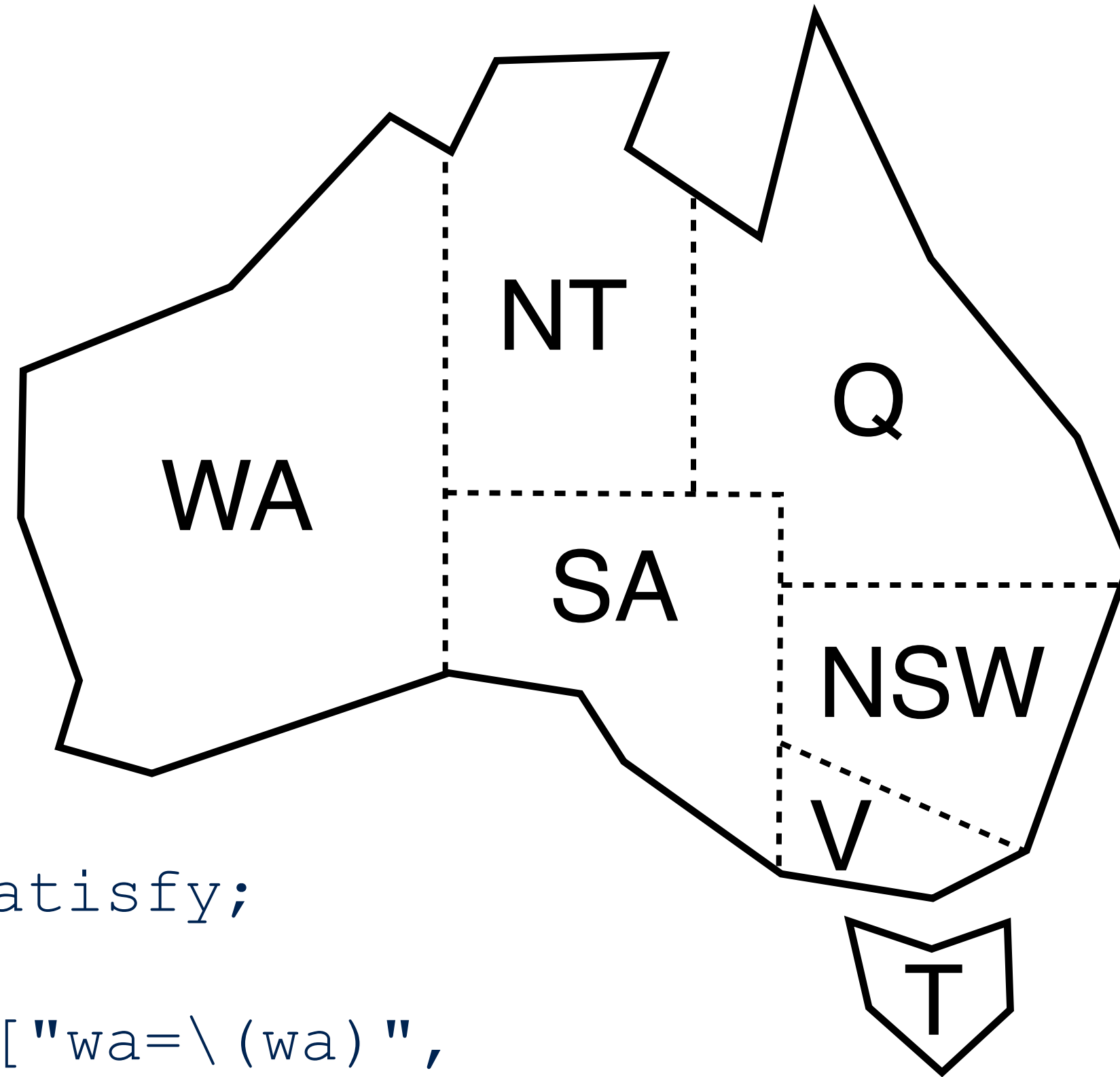
```
      " sa=\(sa) \n",
```

```
      "q=\(q) ",
```

```
      " nsw=\(nsw) ",
```

```
      " v=\(v) \n",
```

```
      "t=\(t) \n"];
```



# A Second MiniZinc Model

- ▶ We can run our MiniZinc model as follows

```
$ minimzinc aust_color.mzn
```

- ▶ This results in

```
wa=1 nt=3 sa=2
```

```
q=1 nsw=3 v=1
```

```
t=1
```

```
-----
```

- ▶ We can change the model to use 2 colors by  
instead using the line

```
int: nc = 2;
```

- ▶ This results in

```
=====UNSATISFIABLE=====
```

# Overview

- ▶ Two examples models
- ▶ Optimization
  - ToyProblem
- ▶ Satisfaction
  - AustColor

# EOF