Project 2: Futoshiki Solver

CS-UY 4563

By: Tomas David and Mateo Castro

Due: May 17th, 2021

Instructions

1. Install python on your console with “Brew” or “pip” on your root directory as such:

   “Brew install python”

2. Download the entire folder as it is. Then navigate to the directory “15PuzzleAIProject” as such:

   “cd 15PuzzleAIProject”.

3. Then run “python Futoshiki.py”.

4. Please create an empty .txt file in the same directory as the root called “SampleOutput.txt”.

5. You will be prompted to enter an input file name, until a match is found. Press enter once you have written it down in the console. Note: only files in the root of the project directory will be found, otherwise you must include the relative path to this directory. Example “Input1.txt”.

6. The generated output will be written down in “SampleOutput.txt”. Note: this file gets re-written every time the algorithm is run with a new input. If you want to keep a record of the output, make a copy of “SampleOutput.txt” before re-running the code.

7. The input files “Input1.txt”, “Input2.txt”, “Input3.txt”, have been included in the directory for your convenience.

Source Code

```
import copy
import sys

# initial: Initial Board (2D Array)
# horiz_constraints: Horizontal Constraints (2D Array)
# vert_constraints: Vertical Constraints (2D Array)
# variables: All variables are strings in form "xij" (List)
# domains: Domains for all variables (Dictionary)
# degrees: Degrees (# of unassigned neighbors) of all variables
(Dictionary)
class CSP:
    def __init__(self, initial, horiz_constraints, vert_constraints):
        self.initial = initial
        self.horiz_constraints = horiz_constraints
        self.vert_constraints = vert_constraints
        self.variables = []
        for i in range(0, 6, 1):
            for j in range(0, 6, 1):
                self.variables.append("x" + str(i) + str(j))
        self.domains = {}
        for var in self.variables:
            self.domains[var] = [1, 2, 3, 4, 5, 6]
        self.degrees = {}
        for var in self.variables:
            self.degrees[var] = 0


    # Updates neighbors of variable at row,col
    # Used for forward checking
    def updateNeighborDomains(self, row, col):
        num = int(self.initial[row][col])

        # Removes value at i,j from its neighbors domains (AllDiff)
        # Column neighbors
        for c in range(0, 6, 1):
```

```
            var = "x" + str(row) + str(c)
            if num in self.domains[var]:
                self.domains[var].remove(int(num))

        # Row neighbors
        for r in range(0, 6, 1):
            var = "x" + str(r) + str(col)
            if num in self.domains[var]:
                self.domains[var].remove(int(num))

        # Removes values > or < from right neighbor
        if col < 5:
            neighbor_var = "x" + str(row) + str(col + 1)
            if self.horiz_constraints[row][col] == ">":
                self.domains[neighbor_var] = [x for x in
self.domains[neighbor_var] if x < num]
            elif self.horiz_constraints[row][col] == "<":
                self.domains[neighbor_var] = [x for x in
self.domains[neighbor_var] if x > num]

        # Removes values ^ or v from bottom neighbor
        if row < 5:
            neighbor_var = "x" + str(row + 1) + str(col)
            if self.vert_constraints[row][col] == "v":
                self.domains[neighbor_var] = [x for x in
self.domains[neighbor_var] if x < num]
            elif self.vert_constraints[row][col] == "^":
                self.domains[neighbor_var] = [x for x in
self.domains[neighbor_var] if x > num]


    # Updates domains of neighbors for initial values
    def forwardCheck(self):
        for i in range(0, 6, 1):
            for j in range(0, 6, 1):
                if self.initial[i][j] != "0":
                    self.updateNeighborDomains(i, j)
```

```
# MRV used for selecting next variable to work on
def minimumRemainingValuesHueristic(self, vars):
    min = 7
    min_remaining = []

    # Determine min size of remaining domains
    for var in vars:
        if len(self.domains[var]) < min:
            min = len(self.domains[var])

    # Obtain domains with min size
    for var in vars:
        if len(self.domains[var]) == min:
            min_remaining.append(var)

    #return the smallest domain

    return min_remaining


# Determines if the given board is consistent with constraints
def isConsistent(self, var, assignment):

    diff = False
    horiz_const = False
    vert_const = False

    row = int(var[1])
    col = int(var[2])

    diff = allDiff(row, col, assignment)
    horiz_const = self.checkHorizontalConstraint(var, assignment)[0]
    vert_const = self.checkVerticalConstraint(var, assignment)[0]

    return diff and horiz_const and vert_const

# Determines if var satisfies horizontal constraints
```

```
    # And the number of unassigned horizontal neighbors
    def checkHorizontalConstraint(self, var, assignment):
        row = int(var[1])
        col = int(var[2])

        val = int(assignment[row][col])

        valid_right = True
        valid_left = True

        horizontal_constraints = 0

        # Check if there is a inequality to the right
        if col < 5:
            neighbor_val = int(assignment[row][col + 1])
            if neighbor_val == 0:
                valid_right = True
            elif self.horiz_constraints[row][col] == ">" and val < neighbor_val:
                valid_right = False
                horizontal_constraints+=1
            elif self.horiz_constraints[row][col] == "<" and val > neighbor_val:
                valid_right = False
                horizontal_constraints+=1

        # Check if there is a inequality to the left
        if col > 0:
            neighbor_val = int(assignment[row][col - 1])
            if neighbor_val == 0:
                valid_left = True
            elif self.horiz_constraints[row][col - 1] == ">" and val > neighbor_val:
                valid_left = False
                horizontal_constraints+=1
            elif self.horiz_constraints[row][col - 1] == "<" and val < neighbor_val:
                valid_left = False
                horizontal_constraints+=1

        return (valid_left and valid_right, horizontal_constraints)
```

```
# Determines if var satisfies vertical constraints
# And the number of unassigned vertical neighbors
def checkVerticalConstraint(self, var, assignment):
    row = int(var[1])
    col = int(var[2])

    val = int(assignment[row][col])

    vertical_contstraints = 0

    valid_top = True
    valid_bottom = True

    # Check if there is a inequality to the bottom
    if row < 5:
        neighbor_val = int(assignment[row + 1][col])
        if neighbor_val == 0:
            valid_bottom = True
        elif self.vert_constraints[row][col] == "v" and val < neighbor_val:
            valid_bottom = False
            vertical_contstraints += 1
        elif self.vert_constraints[row][col] == "^" and val > neighbor_val:
            valid_bottom = False
            vertical_contstraints += 1

    # Check if there is a inequality to the top
    if row > 0:
        neighbor_val = int(assignment[row - 1][col])
        if neighbor_val == 0:
            valid_top = True
        elif self.vert_constraints[row - 1][col] == "v" and val > neighbor_val:
            valid_top = False
            vertical_contstraints += 1
        elif self.vert_constraints[row - 1][col] == "^" and val < neighbor_val:
            valid_top = False
            vertical_contstraints += 1
```

```
        return (valid_bottom and valid_top,vertical_contstraints)


# Determines which variables to use next depending on their number of
unassigned neighbors
def degreeHeuristic(vars,board,csp):
    max_vars = []

    global_max = 0

    for var in vars:
        csp.degrees[var] = getDegree(var, board,csp)
        max = csp.degrees[var]
        if global_max < max:
            global_max = max

    for var in vars:
        if global_max == csp.degrees[var]:
            max_vars.append(var)

    return max_vars


# Gets the number of unassigned neighbors
# Used in degreeHeuristic
def getDegree(var, board,csp):

    degree,vertical_constrains,horizontal_constrains = 0,0,0

    col = int(var[2])
    row = int(var[1])

    for c in range(0, 6, 1):
        if board[row][c] == '0':
            degree += 1


    vertical_constrains = csp.checkVerticalConstraint(var,board)[1]
```

```
    horizontal_constrains = csp.checkHorizontalConstraint(var,board)[1]

    return degree+vertical_constrains+horizontal_constrains


# Checks if all values in a list are different (Except for 0)
def checkDiff(elems):
    for elem in elems:
        #Don't check for 0
        if(elem == "0"):
            continue

        # Returns False if a duplicate is found
        if elems.count(elem) > 1:
            return False

    # Returns true if all elements are "0" or there isn't a duplicate
    return True


# AllDiff constraint for a row and col
def allDiff(row, col, board):
    row_elems = []
    col_elems = []

    for c in range(0, 6, 1):
        row_elems.append(board[row][c])

    for r in range(0, 6, 1):
        col_elems.append(board[r][col])

    return checkDiff(row_elems) and checkDiff(col_elems)


# Chooses a variable to work on next
# Uses MRV and Degree Heuristics
def selectUnassignedVariable(csp, assignment):
    vars = []
```

```
    for i in range(0, 6, 1):
        for j in range(0, 6, 1):
            if assignment[i][j] == "0":
                vars.append("x" + str(i) + str(j))

    vars = csp.minimumRemainingValuesHueristic(vars)

    #In case of a tie between the min domain use degreeHeuristic:
    if len(vars) > 1 :
        vars = degreeHeuristic(vars,assignment,csp)
    return vars[-1]


# Determines if the board is complete
def isComplete(assignment):
    for i in range(0, 6, 1):
        for j in range(0, 6, 1):
            if assignment[i][j] == "0":
                return False
    return True


# Backtracking Search
def backTrackingSearch(csp):
    initial_copy = copy.deepcopy(csp.initial)
    return backtrack(csp, initial_copy)


# Recursive move of backtracking search
def backtrack(csp, assignment):
    if isComplete(assignment):
        return assignment

    var = selectUnassignedVariable(csp, assignment)
    row = int(var[1])
    col = int(var[2])
```

```
    for value in csp.domains[var]:
        assignment[row][col] = str(value)

        if csp.isConsistent(var, assignment):
            result = backtrack(csp, assignment)
            if result != None:
                return result

        assignment[row][col] = "0"

    return None


#------------------------------Main----------------------------
initial = []
horiz_ineq = []
vert_ineq = []

# Ask to initialize the file until found
while True:
    print("\nEnter the name of the input, ensuring that you type .txt
afterwards.\n\nOutput will be written in SampleOutput.txt. Please check
your directory. ")
    file_name = input();
    try:
       input_file = open(file_name)
       if input_file:
          break
    except IOError:
       print ("There is no such a file, please try again")

input_file = open(file_name)

input_str = input_file.read()

# Splits with each new line
split_input = input_str.split('\n')
```

```
# Open output file for writing
sys.stdout = open("SampleOutput.txt", "w")

# Clean the output file
file = open("SampleOutput.txt","r+")
file.truncate(0)
file.close()

switch = 0
curr_elem = ""

# Splits with each space
# Appends to initial if switch = False
# else appends to goal
for arr in split_input:
    if arr == '':
        switch += 1
        continue

    if switch == 0:
        initial.append(arr.split(" "))
    elif switch == 1:
        horiz_ineq.append(arr.split(" "))
    else:
        vert_ineq.append(arr.split(" "))

# Solution for CSP initialized
problem = CSP(initial, horiz_ineq, vert_ineq)

# Apply forward checking before starting search
problem.forwardCheck()

solution = backTrackingSearch(problem)

# Print solution
for row in range(0, 6, 1):
```

```
    for col in range(0, 6, 1):
        print(solution[row][col], end = " ")
    print()

input_file.close()
sys.stdout.close()
```

Input Files and Output Files

Input File 1

```
0 0 0 0 0 0
3 0 0 0 0 0
0 3 0 0 6 4
0 0 0 0 4 0
0 0 0 0 0 0
0 0 0 0 1 3

0 0 > 0 0
0 0 0 0 0
0 0 0 0 0
0 0 0 < 0
0 > 0 0 >
> 0 0 0 0

v 0 0 0 0 0
0 0 0 0 0 0
0 0 0 ^ 0 0
0 0 0 0 0 ^
v 0 0 0 0 0
```

Output File 1

```
4 6 3 1 2 5
3 1 2 4 5 6
1 3 5 2 6 4
2 5 6 3 4 1
6 4 1 5 3 2
5 2 4 6 1 3
```

Input File 2

```
5 0 0 0 0 0
0 0 0 0 0 0
0 0 0 0 0 0
0 2 0 0 0 0
0 0 5 0 3 0
3 5 4 0 0 0

0 < 0 0 0
0 0 0 0 0
0 0 0 0 0
0 < 0 < 0
0 < 0 0 0
0 0 0 0 <

0 0 0 0 0 0
^ 0 0 0 0 0
0 0 v 0 0 v
v 0 0 0 0 0
0 0 0 ^ 0 0
```

Output File 2

```
5 1 2 3 6 4
2 6 1 5 4 3
4 3 6 1 2 5
6 2 3 4 5 1
1 4 5 2 3 6
3 5 4 6 1 2
```

Input File 3

```
6 0 0 0 0 0
0 0 0 0 0 0
0 0 0 0 0 0
0 0 0 0 0 0
0 0 5 0 0 0
0 0 0 0 0 3

0 < 0 0 <
0 0 < < 0
> 0 0 > 0
0 0 < 0 0
0 0 0 < 0
0 0 0 < 0

0 0 0 0 0 0
^ ^ 0 0 0 ^
0 0 0 0 0 0
v 0 0 0 v 0
^ 0 v 0 0 0
```

Output File 3

```
6 3 4 1 2 5
4 1 3 5 6 2
5 2 6 3 1 4
3 5 2 6 4 1
1 4 5 2 3 6
2 6 1 4 5 3
```