

Constraint satisfaction problems

Constraint satisfaction problems (CSPs)

- In a standard search problem:
 - **State** is a "black box" to the search algorithm – it is not aware of the internal structure of the states
 - Internal data structure of states can only be accessed by **problem-specific** functions
 - Successor function, heuristic function and goal test
- CSP:
 - **States** and **goal test** of a CSP **conforms to a standard**, structured and a simple representation
 - This allows search algorithms to take advantage of the structure of states and use general-purpose heuristics instead of problem specific ones.

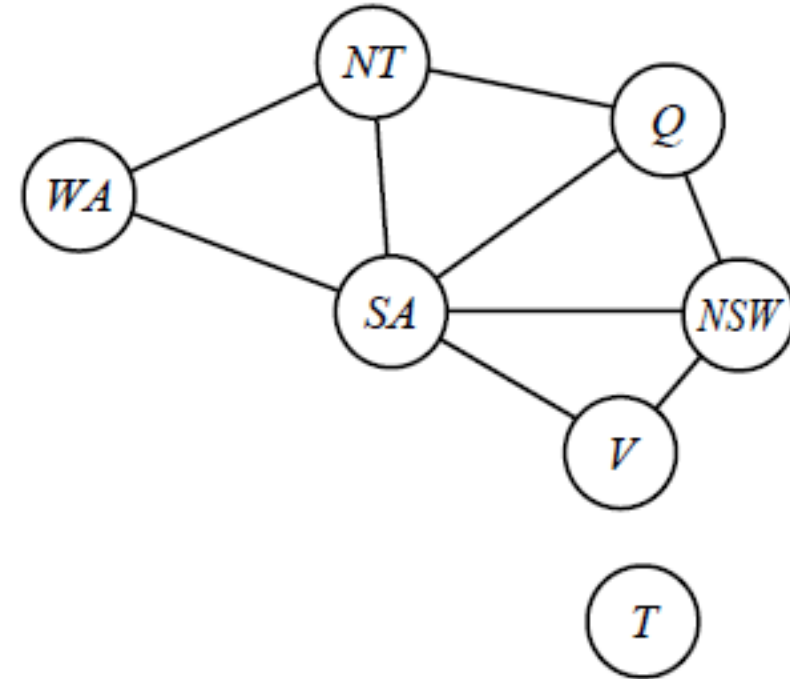
CSP Definition

- A constraint satisfaction problem (CSP) is defined by $\{V, D, C\}$ where
 $V = \{V_1, V_2, V_3, \dots, V_n\}$ is a set of variables
 $D = \{D_1, D_2, \dots, D_n\}$ is the set of domains, D_i is the domain of possible values for variable V_i
 $C = \{C_1, C_2, \dots, C_m\}$ is the set of constraints
- A **solution** to a CSP is a **complete** and **consistent** assignment, i.e. one that has **all variables** assigned with values, and **satisfies** all the **constraints**

Examples

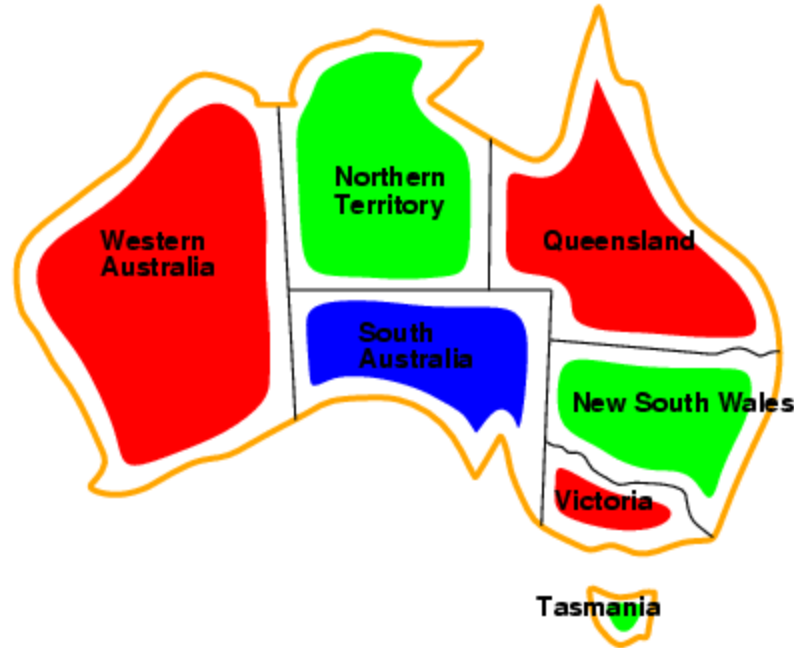
- N-Queens: Place N queens on an $N \times N$ board such that none can take any other
- Cryptarithmic problems: SEND + MORE = MONEY
- Map coloring (no two neighboring countries the same color)

Example: Map-Coloring



- **Variables** WA, NT, Q, NSW, V, SA, T
- **Domains** $D_i = \{\text{red, green, blue}\}$
- **Constraints:** adjacent regions must have different colors
 - e.g., $WA \neq NT, Q \neq NW, \dots$ etc.
 - legal values under the constraint $WA \neq NT$ are;
 $(WA, NT) \in \{(\text{red, green}), (\text{red, blue}), (\text{green, red}), (\text{green, blue}), (\text{blue, red}), (\text{blue, green})\}$

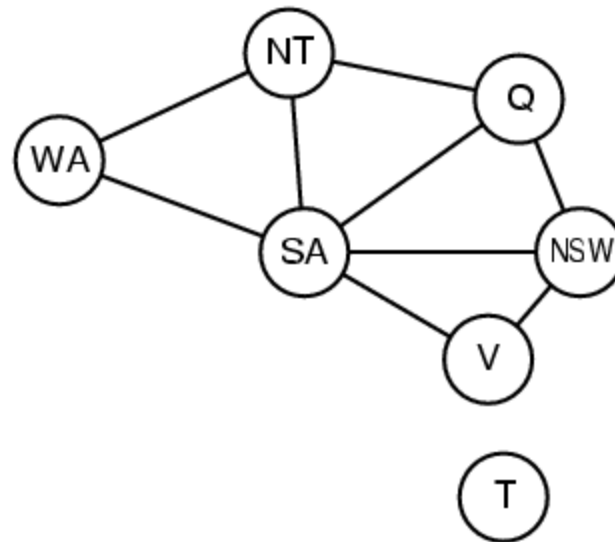
Map-Coloring



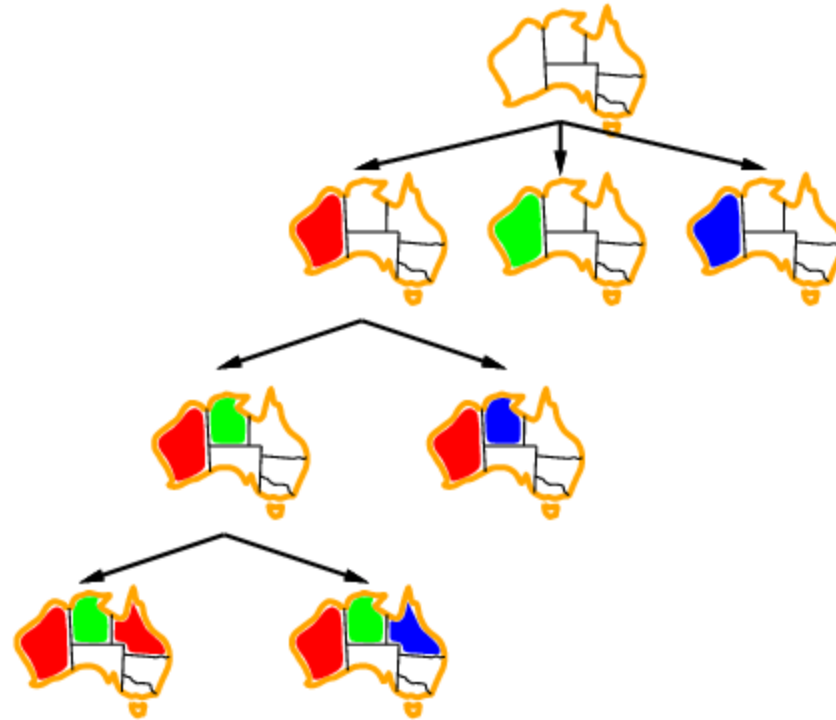
- **Solutions** are **complete** and **consistent** assignments, e.g., WA = red, NT = green, Q = red, NSW = green, V = red, SA = blue, T = green

Constraint graph

- **Binary CSP:** each constraint relates two variables
- **Constraint graph:** nodes are variables, arcs are constraints



Backtracking example



Varieties of constraints

- **Unary** constraints involve a single variable,
 - e.g., $SA \neq \text{green}$
- **Binary** constraints involve pairs of variables,
 - e.g., $SA \neq WA$
- **Higher-order** constraints involve 3 or more variables,
 - e.g., cryptarithmic column constraints

Cryptarithmic problems

$$\begin{array}{r} \text{SEND} \\ \text{MORE} \\ \hline \text{MONEY} \\ \hline \end{array}$$

N-Queens

