Cryptarithmetic Problems

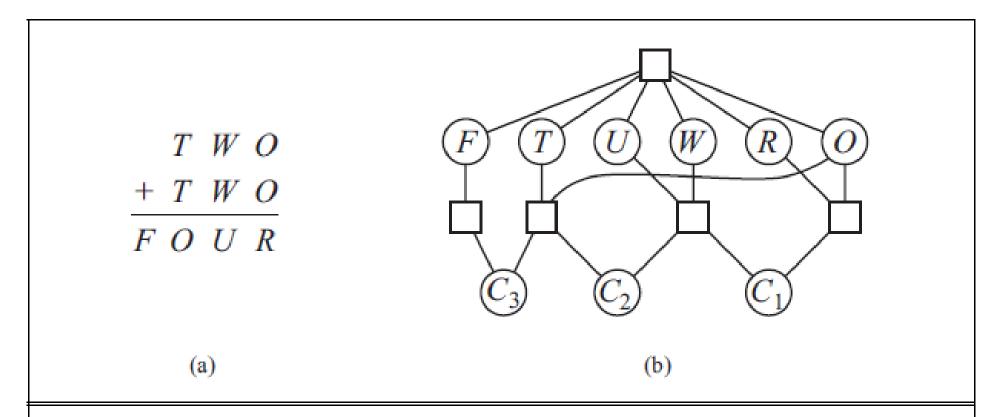
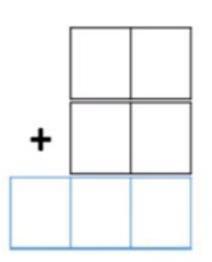
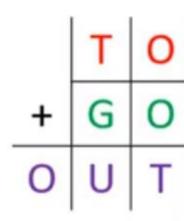


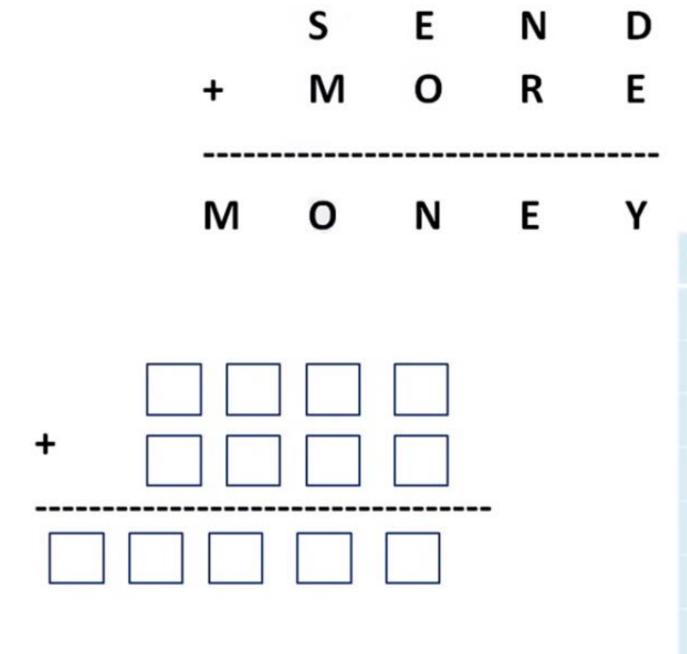
Figure 6.2 (a) A cryptarithmetic problem. Each letter stands for a distinct digit; the aim is to find a substitution of digits for letters such that the resulting sum is arithmetically correct, with the added restriction that no leading zeroes are allowed. (b) The constraint hypergraph for the cryptarithmetic problem, showing the *Alldiff* constraint (square box at the top) as well as the column addition constraints (four square boxes in the middle). The variables C_1 , C_2 , and C_3 represent the carry digits for the three columns.

Cryptarithmetic Problem





Character	Code
Т	
0	
G	
U	



Character	Code
S	
E	
N	
D	
M	
0	
R	
Y	

BASE

+BALL

GAMES

B A	7 4
S	8
E	3
L	5
G	1
Ν	9