

## Assignment #4: Constraint Satisfaction Problems

I designed the program to be a **general solution** to both the problems. The entities in the question are divided into Variables and Values only. Rest of the entities are included as the constraints in the respective consistency functions.

**Variables** are defined as objects with each variable having

1. Variable type
2. Name
3. Value

Variables are further divided into different **Variable types**

1. Nationality
2. Pet
3. Food
4. Drink
5. Color
6. Job

**Values** for the variables are integer values.

The class CSP is the base class for all the constraint satisfaction problem defining the basic functions needed for CSP problems.

### **MRV Heuristic:**

Same heuristic is used in both the problems. A loop iterates over each unassigned variables in the puzzle and the one which satisfies the least number of available values (using consistency function) is chosen.

### **'Jobs' Puzzle:**

#### **Representation:**

The Variables for this problem are:

1. Jobs: CHEF, GUARD, NURSE, CLERK, POLLICE\_OFFICER, TEACHER, ACTOR, BOXER

The DOMAIN or VALUES possible for above variables are 0 to 3 where

- 0: Roberta
- 1: Thelma

- 2: Steve
- 3: Pete

### Consistency Function:

Function checks for the variables and values on various constraints given in the question.

ex:

```
if ( ( var1.name == NURSE || var1.name == TEACHER || var1.name ==
POLICE_OFFICER) && isEducated == false) {
    System.out.println("Failed: Nurse Teacher and Police can not be uneducated");
    return false;
}
```

Here, the condition checks that whether the value or 'Person' assigned for these jobs are educated or not. If not then return false.

Similarly, around **8 constraints** are checked including that a person is not assigned more than 2 jobs, gender checks, education checks etc.

*Note: Please see the code for all the consistency checks used.*

### Solution:

Job	Person
GUARD	ROBERTA
ACTOR	PETE
NURSE	STEVE
TEACHER	ROBERTA
CHEF	THELMA
BOXER	THELMA
POLICE_OFFICER	STEVE
CLERK	PETE

**States Searched Without MRV: 43**

**States Searched With MRV: 9**

**Difference in states: 34**

**Percentage of reduction in states: 79.07%**

### **'Zebra' Puzzle:**

#### **Representation:**

The VARIABLES for this problem are

1. Nationality : ENGLISH, SPANISH, NORWEGIAN, JAPANESE, UKRAINE
2. Pet: DOG, ZEBRA, HORSE, SNAIL, FOX
3. Food: SNICKERS, SMARTIES, MILKY WAY, KITKAT, HERSHEY
4. Drink: JUICE, MILK, COFFEE, TEA, WATER
5. Color: GREEN, BLUE, YELLOW, IVORY, RED

The DOMAIN or VALUES possible for above variables are House number starting from 0 to 4.

#### **Consistency Function:**

The consistency function captures all the **14 conditions** mentioned in the puzzle with additional condition that no two variables of same type are assigned to the same house.  
ex:

```
if (var1.type == VariableType.NATIONALITY && var1.name == ENGLISH &&
getVariableValue(VariableType.COLOR, RED) != -1 && var1.assignedValue !=
getVariableValue(VariableType.COLOR, RED)) {
    System.out.println("Failed 1");
    return false;
}
```

which checks that whether the Person with English nationality lives in the house of color red. If not then return false else continue

*Note: Please see code for the actual implementation of the consistency function*

#### **Solution:**

House No	0	1	2	3	4
Nationality	NORWEGIAN	UKRAINE	ENGLISH	SPANISH	JAPANESE
Pet	FOX	HORSE	SNAIL	DOG	<b>ZEBRA</b>
Food	KITKAT	HERSHEY	SMARTIES	SNICKERS	MILKYWAY
Drink	WATER	TEA	MILK	JUICE	COFFEE

Color	YELLOW	BLUE	RED	IVORY	GREEN
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**States Searched without MRV: 529464**

**States Searched with MRV: 51**

**Difference in states: 529413**

**Percentage of reduction in states: 99.99%**

*Note: Value may sometimes show a different result as the MRV function is based on little randomness. But, the values will be one of 29,51 and 336, with 51 as the prominent result.*