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import argparse
from itertools import permutations
# import ortools
# from ortools.constraint_solver import pywrapcp
import random
import copy
import math
import time

"""
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Complete the following function.
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def solve(num_wizards, num_constraints, wizards, constraints):
    """
    Write your algorithm here.
    Input:
        num_wizards: Number of wizards
        num_constraints: Number of constraints
        wizards: An array of wizard names, in no particular order
        constraints: A 2D-array of constraints,
                    where constraints[0] may take the form ['A', 'B', 'C']i

    Output:
        An array of wizard names in the ordering your algorithm returns
    """

    #Cost Function - computes how many constraints failed for a specific solution
    def cost(sol,num_constraints,constraints):
        constraints_satisfied = 0
        constraints_failed = []
        output_ordering_map = {k: v for v, k in enumerate(sol)}
        for c in constraints:

            m = output_ordering_map # Creating an alias for easy reference

            wiz_a = m[c[0]]
            wiz_b = m[c[1]]
            wiz_mid = m[c[2]]

            if (wiz_a < wiz_mid < wiz_b) or (wiz_b < wiz_mid < wiz_a):
                constraints_failed.append(c)
            else:
                constraints_satisfied += 1
        return num_constraints - constraints_satisfied

    #Helper function that swaps one element from a given solution list
    def neighbors(sol):
        wiz1 = random.randint(0,num_wizards-1)
        wiz2 = random.randint(0,num_wizards-1)

        new_sol = copy.copy(sol)
        temp = new_sol[wiz1]
        new_sol[wiz1] = new_sol[wiz2]
        new_sol[wiz2] = temp

        return new_sol

    #function that computes the accepted probability
    #based on the old cost and new cost
    #and using an exponent function
    def acceptance_probability(old_cost,new_cost,T):

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exponent = (old_cost - new_cost) / T

try:
    ans = math.exp(exponent)
except OverflowError:
    ans = float('inf')
return ans

#deals with naive base cases, inputs a solution based on the when do names appear in
first.
def naive(solution, num_constraints, constraints):
    output_ordering_map = {k: v for v, k in enumerate(solution)}
    ret = []

    for c in constraints:
        if c[0] not in ret:
            ret.append(c[0])
        if c[1] not in ret:
            ret.append(c[1])
        if c[2] not in ret:
            ret.append(c[2])

    return ret

#Simulated annealing function.
def anneal(solution, solution2, num_constraints, constraints):

    old_cost = cost(solution, num_constraints, constraints)
    old_cost2 = cost(solution2, num_constraints, constraints)

    T = 1.0
    T_min = 0.000001
    alpha = 0.988
    start_time = time.time()
    while T > T_min:
        i = 1

        while i <= 1000:
            new_solution = neighbors(solution)
            new_cost = cost(new_solution, num_constraints, constraints)

            new_solution2 = neighbors(solution2)
            new_cost2 = cost(new_solution2, num_constraints, constraints)

            if new_cost == 0:
                print("Minutes It Took To Solve: " + (str(time.time() - start_time/
60.0)))

                return new_solution, new_cost
            if new_cost2 == 0:
                return new_solution2, new_cost2

            ap0 = acceptance_probability(old_cost, new_cost, T)
            ap2 = acceptance_probability(old_cost2, new_cost2, T)

            if ap0 > random.random():
                solution = new_solution
                old_cost = new_cost

            if ap2 > random.random():
                solution2 = new_solution2
                old_cost2 = new_cost2

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        i += 1
    T = T*alpha

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    print("Minutes It Took To Solve: " + str((time.time() - start_time) /60.0))
    if old_cost < old_cost2:
        return solution, old_cost
    return solution2, old_cost2

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s = copy.copy(wizards)
s2 = copy.copy(wizards)

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sol = naive(s,num_constraints,constraints)
if cost(sol,num_constraints,constraints) == 0:
    print("constraints failed: 0")
    return sol

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random.shuffle(s)
random.shuffle(s2)

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ret = anneal(s,s2,num_constraints,constraints)
s = ret[0]
print("Round: " + str(1))
print("current ret constraints failed: {0}".format(ret[1]))
print("current ret solution: {0}".format(ret[0]))

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#10 calls to the anneal function to converge on the best answer
for i in range(2,11):
    if ret[1] == 0:
        break
    random.shuffle(s2)
    new_ret = anneal(s,s2,num_constraints,constraints)
    s = new_ret[0]
    print("Round: " +str(i))
    print("current ret constraints failed: {0}".format(new_ret[1]))
    print("current ret solution: {0}".format(new_ret[0]))
    if new_ret[1] < ret[1]:
        ret = new_ret
print("constraints failed: {0}".format(ret[1]))

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return ret[0]

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"""
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    No need to change any code below this line
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def read_input(filename):
    with open(filename) as f:
        num_wizards = int(f.readline())
        num_constraints = int(f.readline())
        constraints = []
        wizards = set()
        for _ in range(num_constraints):
            c = f.readline().split()

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        constraints.append(c)
    for w in c:
        wizards.add(w)

wizards = list(wizards)
return num_wizards, num_constraints, wizards, constraints

def write_output(filename, solution):
    with open(filename, "w") as f:
        for wizard in solution:
            f.write("{0} ".format(wizard))

if __name__=="__main__":
    parser = argparse.ArgumentParser(description = "Constraint Solver.")
    parser.add_argument("input_file", type=str, help = "____.in")
    parser.add_argument("output_file", type=str, help = "____.out")
    args = parser.parse_args()

    num_wizards, num_constraints, wizards, constraints = read_input(args.input_file)
    solution = solve(num_wizards, num_constraints, wizards, constraints)
    write_output(args.output_file, solution)
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