CS 480

Introduction to Artificial Intelligence

September 21st, 2021

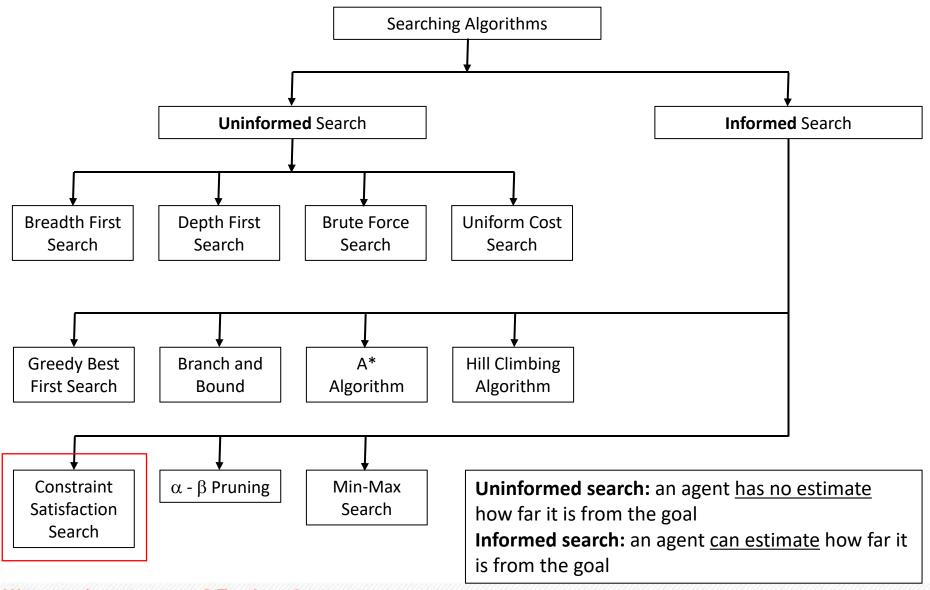
Announcements / Reminders

- Written Assignment #01:
 - due on Wednesday (09/22/21) at 11:00 PM CST
- Programming Assignment #02:
 - will be posted this Friday and you will have three (3) weeks to complete it
- Contribute to the discussion on Blackboard
- Please follow the Week 04 To Do List instructions
- My tomorrow's (09/22/21) office hours:
 - online only in Blackboard Collaborate Ultra

Plan for Today

Constraint Satisfaction Problems: Continued

Selected Searching Algorithms



Constraint Satisfaction Problem

A Constraint Satisfaction Problem (CSP) consists of three components:

- a set of variables $X = \{X_1, ..., X_n\}$
- a set of domains $D = \{D_1, ..., D_n\}$
- a set of constraints C that specify allowable combinations of values
- A constraint C_j is a \langle scope, relation \rangle pair, for example \langle (X1, X2), X1 > X2 \rangle

Constraint Satisfaction Problem

The goal is to find an assignment (variable = value):

$$\{X_1 = V_1, ..., X_n = V_n\}$$

- If NO constraints violated: consistent assignment
- If ALL variables have a value: complete assignment
- If SOME variables have NO value: partial assignment
- SOLUTION: consistent and complete assignment
- PARTIAL SOLUTION: consistent and partial assignment

CSP: Variable Types

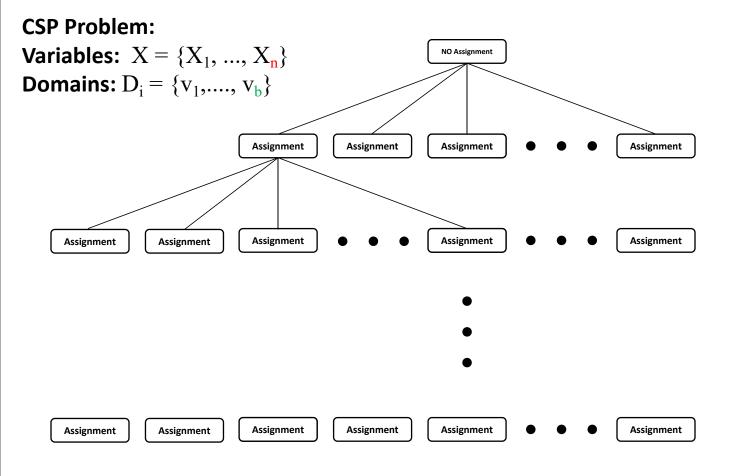
- Domains can be:
 - **■** finite, for example: {1, 2, 3, 5, 8, 20} (simpler)
 - infinite, for example: a set of all integers
- Variables can be:
 - discrete, for example: $X = \{X_1, ..., X_n\}$ (simpler)
 - continuous, for example: R₊
- Constraints can be:
 - unary (involve single variable), for example: $X_1 = 5$
 - binary (involve two variables), for example: $X_1 = X_2$
 - higher order (involve > 2 variables), for example: $X_1 = X_2 * X_3$
- Soft constraints (preferences: green over blue) possible

CSP as a Search Problem

CSP is a variant of a search problem you already know. The problem can be restated / updated with:

- Initial state: the empty assignment { }, in which all variables are unassigned.
- Successor function: a value can be assigned to any unassigned variable, provided that it does not conflict with previously assigned variables.
- Goal test: the current assignment is complete.
- Path cost: a constant cost (e.g., 1) for every step.

CSP Search Tree: Idea



Tree leaves are COMPLETE assignments

The sequence of variable assignments does NOT matter*

*(when you disregard performance)

0 variable assigned

1 variables assigned

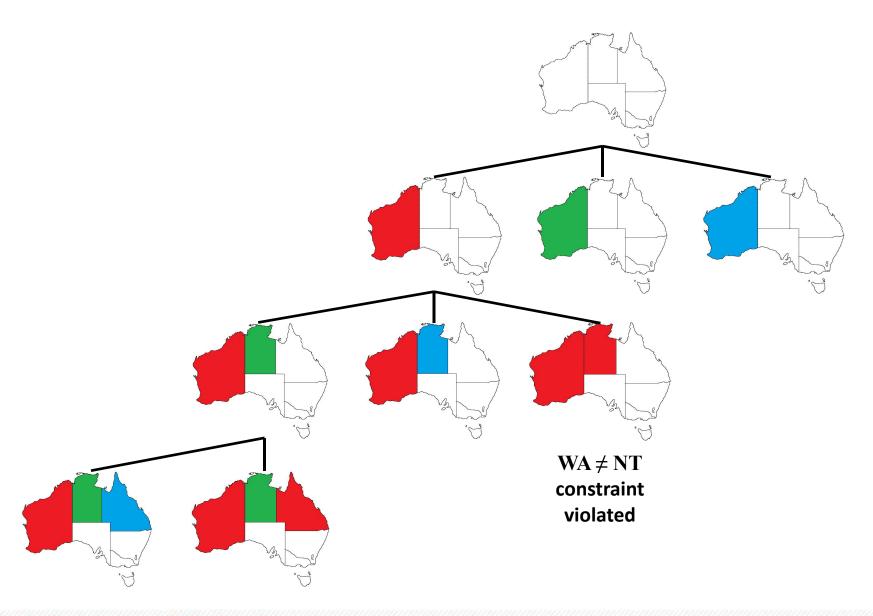
2 variables assigned

•

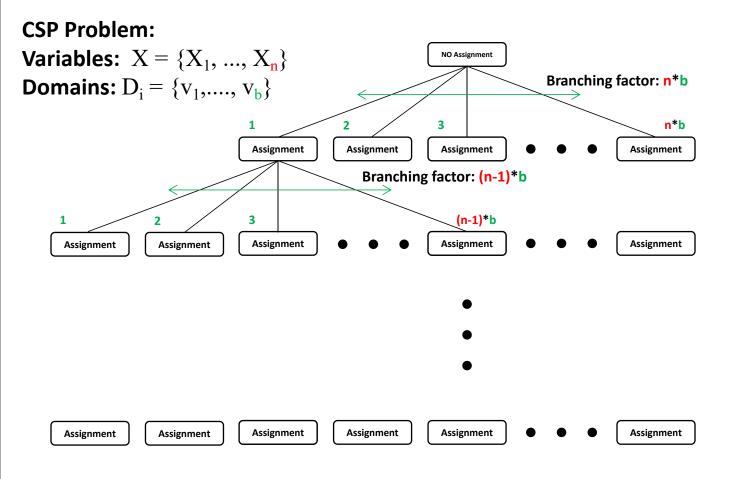
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ALL (n) variables assigned

CSP as a Tree Search Problem



CSP Search Tree: Size



Total number of leafnodes / states: n! * bn (ignores COMMUTATIVITY of CSP assignments: assigning $X_1=m$ and then $X_2=n$ SAME as assigning $X_2=n$ and then $X_1=m$) In reality: there is only bn complete assignments

$$N_0 = 0$$

$$N_1 = n*b$$

$$N_2 = n*b* (n-1)*b = = n*(n-1)*b^2$$

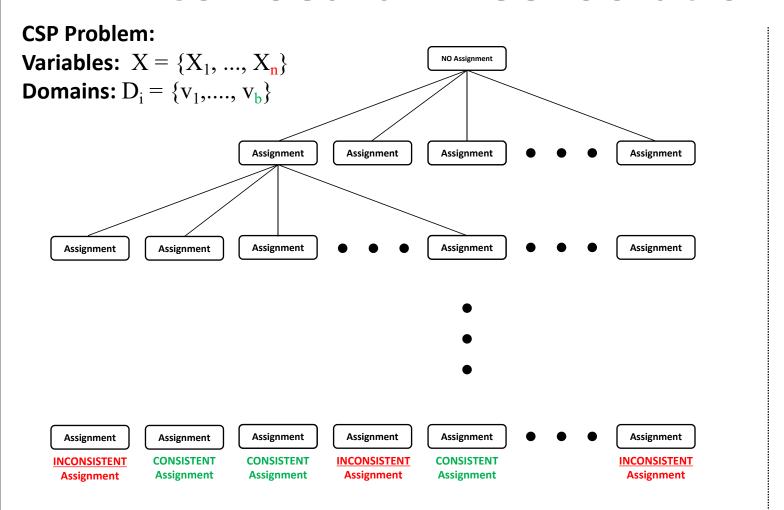
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$$N_n = n! * b^n$$

Can We Do Better?

CSP Search Tree: Solutions

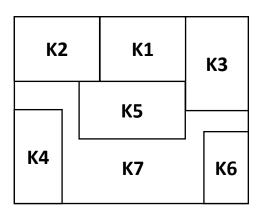


Some nodes / states will be CONSISTENT, while others will be INCONSISTENT.

Depth first search could possibly visit them all \rightarrow WASTEFUL.

CSP Example: Map Coloring

Problem:



Color this map in a way that no two neighbors have same color

Variables:

$$X = \{K1, K2, K3, K4, K5, K6, K7\}$$

Variable Domains:

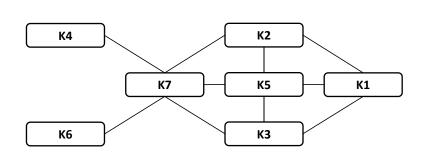
$$\begin{aligned} &D_{K1} = \{RED, BLUE, GREEN\} \\ &D_{K2} = \{RED, BLUE, GREEN\} \\ &D_{K3} = \{RED, BLUE, GREEN\} \\ &D_{K4} = \{RED, BLUE, GREEN\} \\ &D_{K5} = \{RED, BLUE, GREEN\} \\ &D_{K6} = \{RED, BLUE, GREEN\} \\ &D_{K7} = \{RED, BLUE, GREEN\} \end{aligned}$$

Constraints (Rules):

Neighboring regions have to have DISTINCT colors:

```
CONSTRAINTS = C = \{K1 \neq K2, K1 \neq K3, K1 \neq K5, K2 \neq K5, K2 \neq K7, K3 \neq K5, K3 \neq K7, K4 \neq K7, K5 \neq K7, K6 \neq K7\}
```

Constraint Graph:



CSP Backtracking: Pseudocode

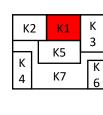
function BACKTRACKING-SEARCH(csp) **returns** a solution or failure **return** BACKTRACK(csp, $\{\}$) **function** BACKTRACK(csp, assignment) **returns** a solution or failure if assignment is complete then return assignment $var \leftarrow Select-Unassigned-Variable(csp, assignment)$ for each value in Order-Domain-Values(csp, var, assignment) do if value is consistent with assignment then add $\{var = value\}$ to assignment $inferences \leftarrow Inference(csp, var, assignment)$ if $inferences \neq failure$ then add inferences to csp $result \leftarrow BACKTRACK(csp, assignment)$ if $result \neq failure$ then return resultremove inferences from csp remove $\{var = value\}$ from assignmentreturn failure

CSP Backtracking: Pseudocode

```
function BACKTRACKING-SEARCH(csp) returns a solution or failure
  return BACKTRACK(csp, \{\})
function BACKTRACK(csp, assignment) returns a solution or failure
  if assignment is complete then return assignment
  var \leftarrow Select-Unassigned-Variable(csp, assignment)
  for each value in Order-Domain-Values(csp, var, assignment) do
     if value is consistent with assignment then
        add \{var = value\} to assignment
        inferences \leftarrow Inference(csp, var, assignment)
        if inferences \neq failure then
          add inferences to csp
           result \leftarrow BACKTRACK(csp, assignment) \leftarrow
                                                          RECURSION
          if result \neq failure then return result
          remove inferences from csp
        remove \{var = value\} from assignment
  return failure
```

Assignment:
K1: RED
K2: ???
K3: ???
K4: ???
K5: ???
K6: ???

Initial (NO assignment) state not shown



Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

K2 K1 K
3 K5 K6 K7 K6

K7 K6

Rule 7: K3 ≠ K7 Rule 8: K4 ≠ K7 Rule 9: K5 ≠ K7 Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

Assignment:

K1: RED

K2: RED

K3: ???

K4: ???

K5: ???

K6: ???

K7: ???

Constraints:

Rule 1: K1 ≠ K2

Rule 2: K1 ≠ K3

Rule 3: K1 ≠ K5

Rule 4: K2 ≠ K5

Rule 5: K2 ≠ K7

Rule 6: K3 ≠ K5

K2 K1 K
3
K K5 K
4 K7 6

Violates:
Rule 1

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

Assignment:

K1: RED

K2: RED

K3: ???

K4: ???

K5: ???

K6: ???

K7: ???

Constraints:

Rule 1: K1 ≠ K2

Rule 2: K1 ≠ K3

Rule 3: K1 ≠ K5

Rule 4: K2 ≠ K5

Rule 5: K2 ≠ K7

Rule 6: K3 ≠ K5

Rule 7: K3 ≠ K7

Rule 8: K4 ≠ K7 Rule 9: K5 ≠ K7 Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

Assignment:

K1: RED

K2: ???

K3: ???

K4: ???

K5: ???

K6: ???

K7: ???

Constraints:

Rule 1: K1 ≠ K2

Rule 2: K1 ≠ K3

Rule 3: K1 ≠ K5

Rule 4: K2 ≠ K5

Rule 5: K2 ≠ K7

Rule 6: K3 ≠ K5

Rule 7: K3 ≠ K7

Rule 8: K4 ≠ K7 Rule 9: K5 ≠ K7 Rule 10: K6 ≠ K7

Assignment: K1: RED

K2: BLUE K3: ???

K4: ???

K5: ??? K6: ???

K7: ???

Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7

Rule 10: K6 ≠ K7

Constraints:

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

Assignment:

K1: RED

K2: BLUE

K3: ???

K4: ???

K5: ???

K6: ???

K7: ???

Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

К5

Κ7

K5

Κ7

CONSISTENT PARTIAL

Assignment

6

6

K2 K1 K
4 K7 6

K2 K1 K
4 K7 6

K2 K1 K
3 K
4 K7 6

K2 K1 K
3 K
4 K7 6

K2 K1 K
3 K
5 K
4 K7 6

Rule 2

Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7

Constraints:

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

Assignment:

K1: RED

K2: BLUE

K3: RED

K4: ???

K5: ???

K6: ???

K7: ???

Assignment: K2 K1: RED К5 **K2: BLUE** Κ7 6 K3: ??? K4: ??? Κ K5: ??? Κ5 K5 K6: ??? Κ7 6 K7: ??? K5 Κ **Backtrack** Κ7

Violates: Rule 2 Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7

Κ7

Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

Assignment:

K1: RED

K2: BLUE

K3: BLUE

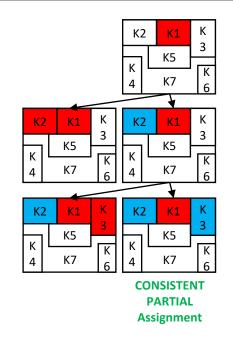
K4: ???

K5: ???

K6: ???

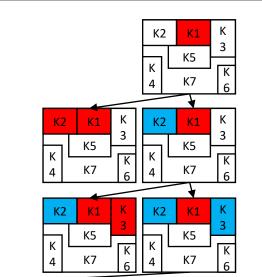
K7: ???

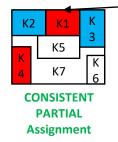
Assignment: K1: RED K2: BLUE K3: BLUE K4: ??? K5: ??? K6: ??? K7: ???



Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN





Assignment:

K1: RED

K2: BLUE

K3: BLUE

K4: RED

K5: ???

K6: ???

K7: ???

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

Constraints:

Rule 1: K1 ≠ K2

Rule 2: K1 ≠ K3

Rule 3: K1 ≠ K5

Rule 4: K2 ≠ K5

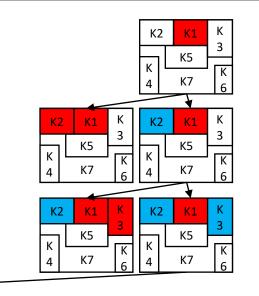
Rule 5: K2 ≠ K7

Rule 6: K3 ≠ K5

Rule 7: K3 ≠ K7 Rule 8: K4 ≠ K7

Rule 9: K5 ≠ K7

Rule 10: K6 ≠ K7



K2 K1 K 3 K5 K7 K 6

Assignment:

K1: RED

K2: BLUE

K3: BLUE K4: RED

K5: ???

K6: ???

K7: ???

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

Constraints:

Rule 1: K1 ≠ K2

Rule 2: K1 ≠ K3

Rule 3: K1 ≠ K5

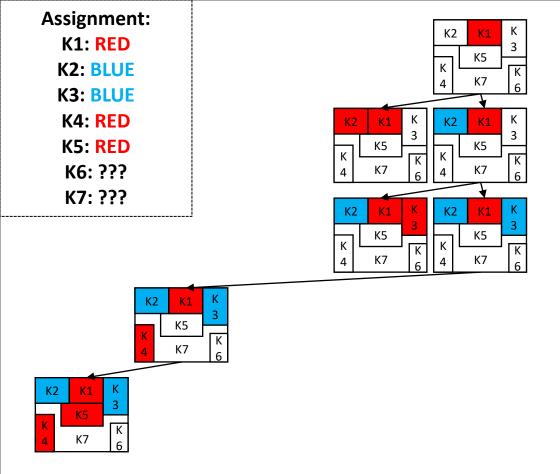
Rule 4: K2 ≠ K5

Rule 5: K2 ≠ K7

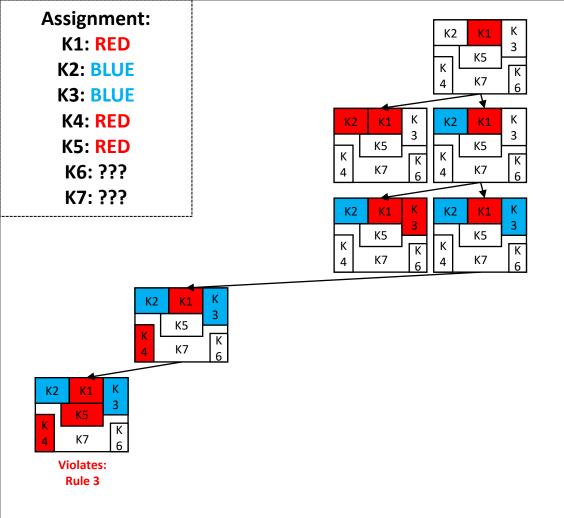
Rule 6: K3 ≠ K5

Rule 7: K3 ≠ K7 Rule 8: K4 ≠ K7 Rule 9: K5 ≠ K7

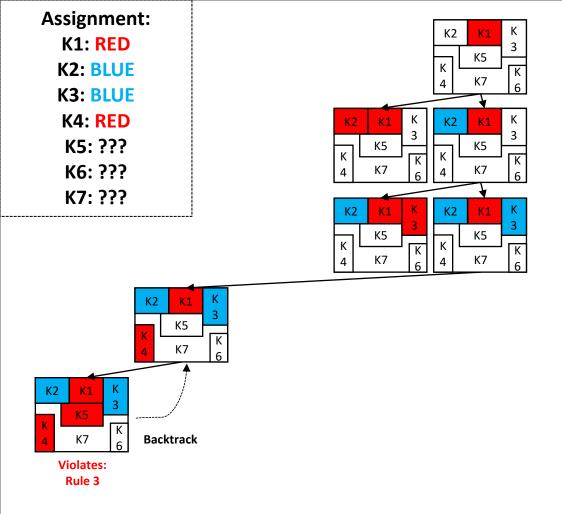
Rule 10: K6 ≠ K7

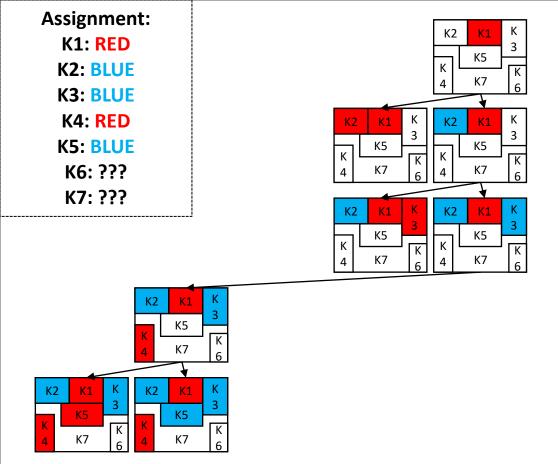


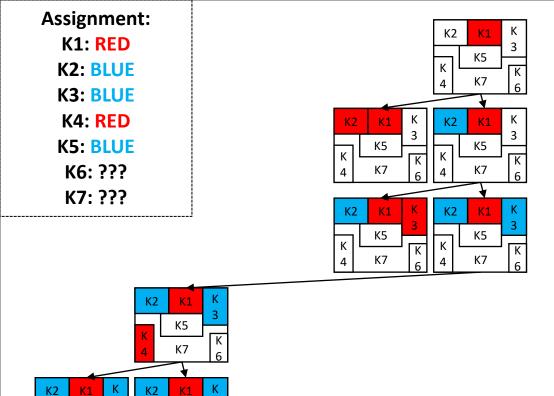
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN







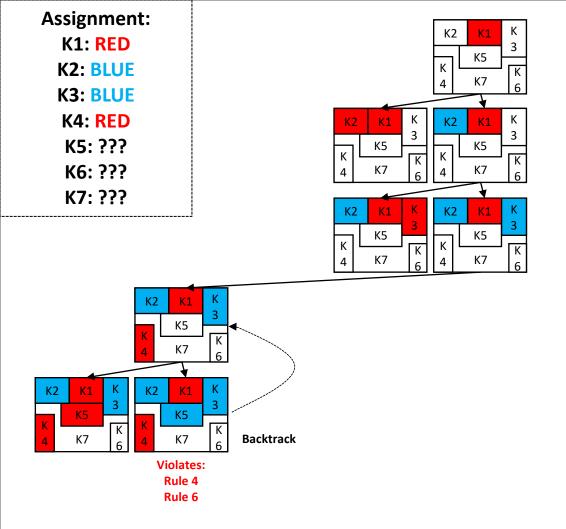
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

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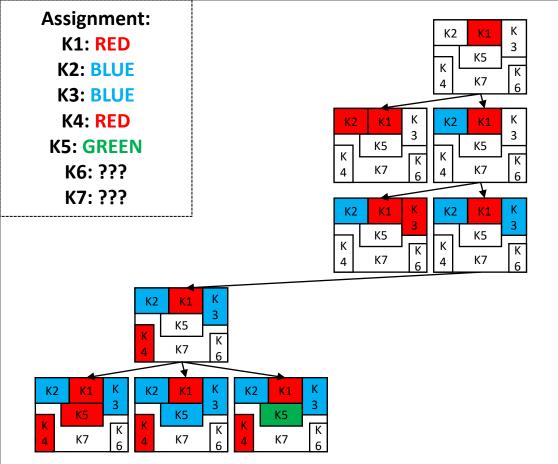
K7
Violates:
Rule 4
Rule 6

K5

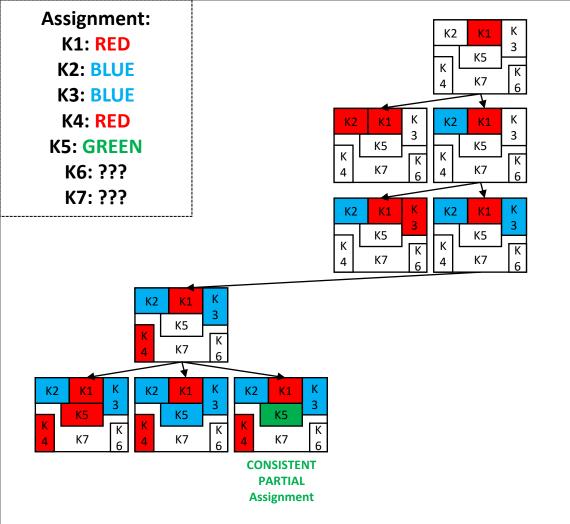
Κ7



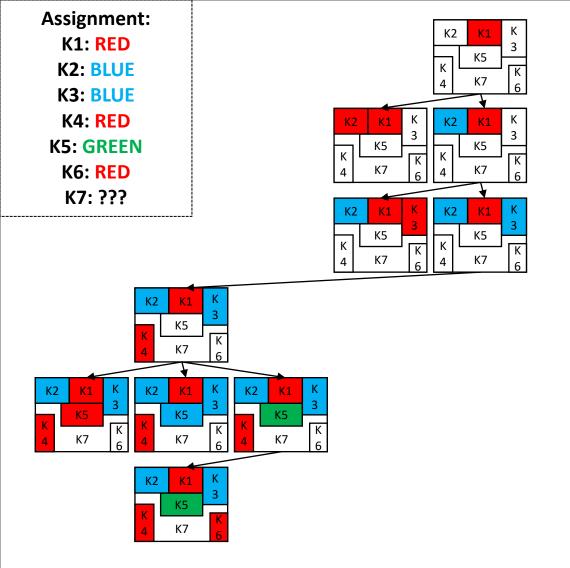
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



Rule 10: K6 ≠ K7



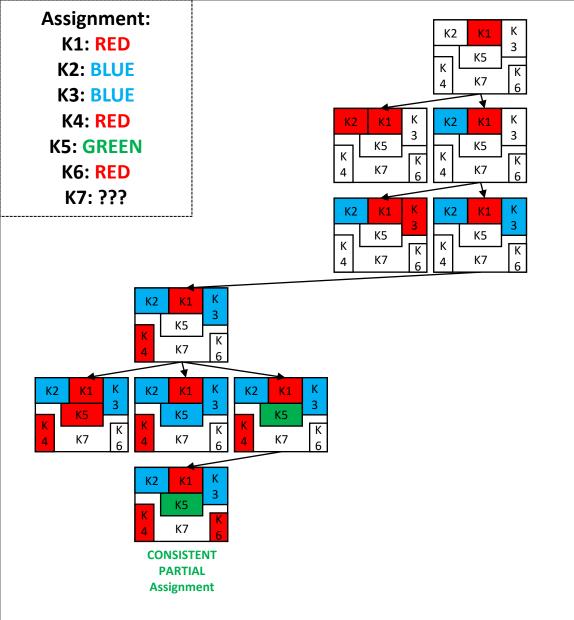
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7

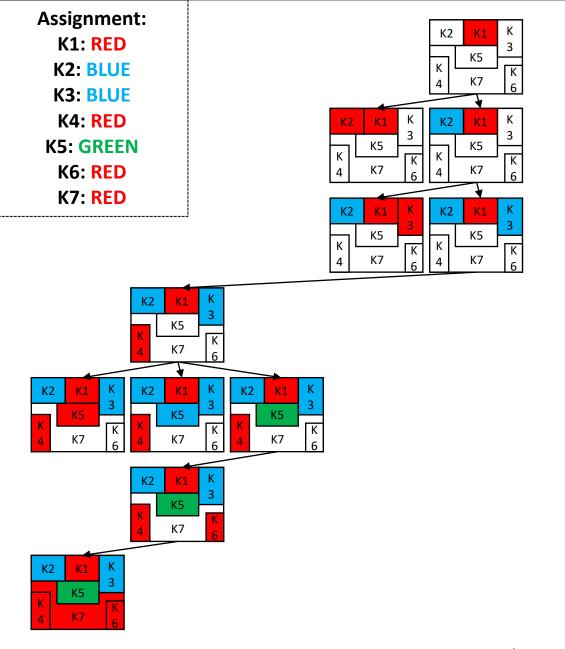
Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 9: K5 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

Constraints:

Rule 1: K1 ≠ K2

Rule 2: K1 ≠ K3

Rule 3: K1 ≠ K5

Rule 4: K2 ≠ K5

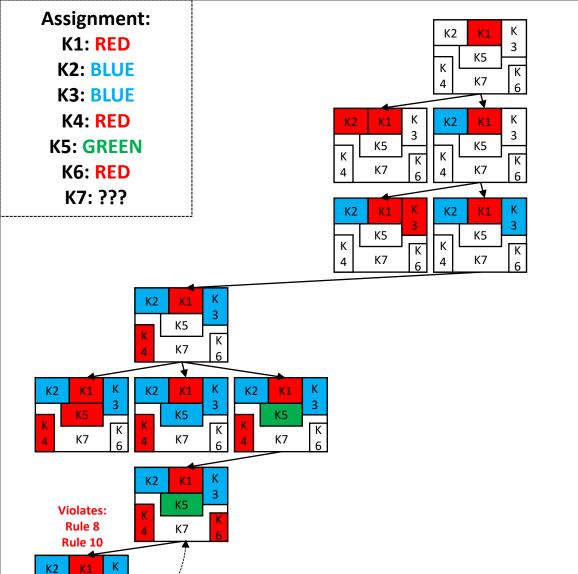
Rule 5: K2 ≠ K7

Rule 6: K3 ≠ K5

Rule 7: K3 ≠ K7 Rule 8: K4 ≠ K7

Rule 9: K5 ≠ K7

Rule 10: K6 ≠ K7

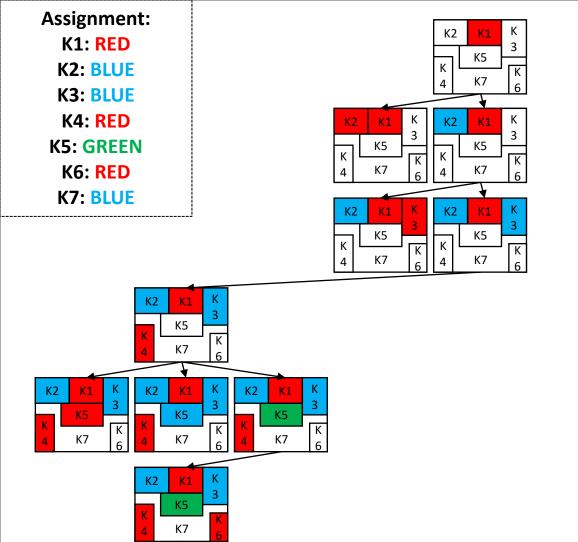


Constraints:
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Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

Backtrack

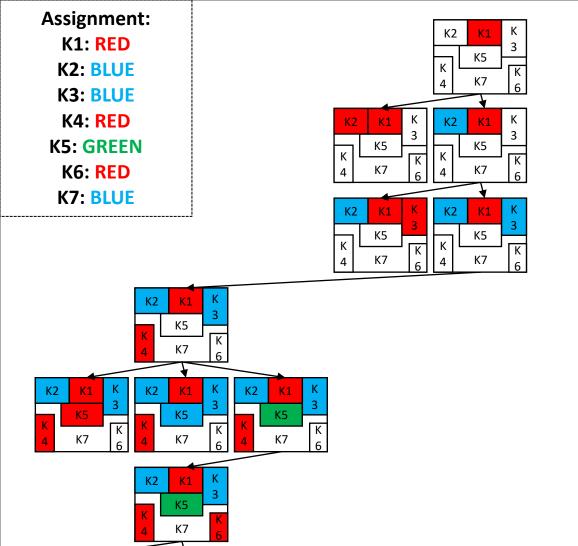
K1 K5



Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 9: K5 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

K7



Violates:

Rule 5

Rule 7

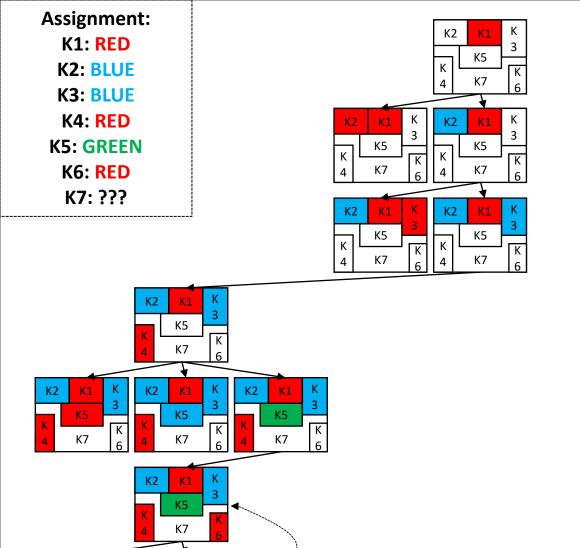
Constraints:
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Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

K1

K7

K1



Violates:

Rule 5

Rule 7

Backtrack

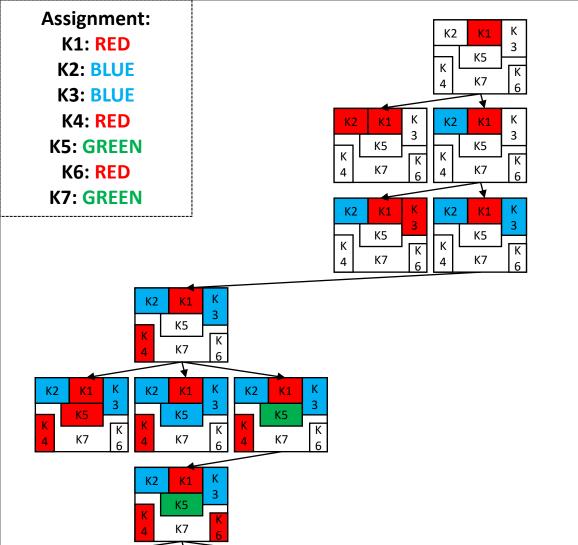
Constraints:
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Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

K1

K7

K1



K5

K7

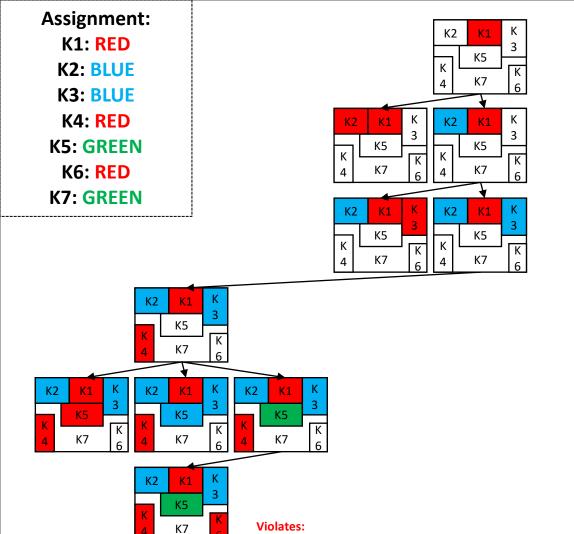
Constraints:
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Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7

Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

K1

Κ7



Rule 9

K1 K5

K7

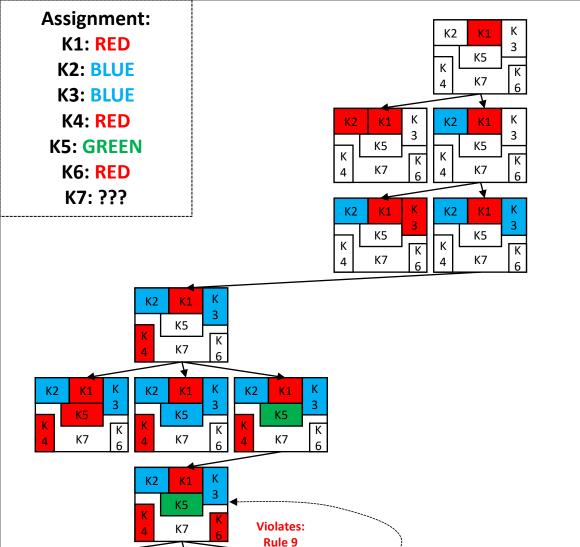
Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

K1

Κ7

K2



K5

Backtrack

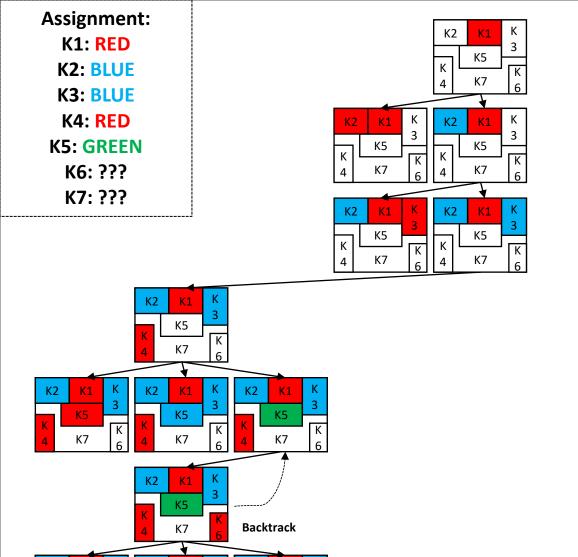
Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

K1

Κ7

K1



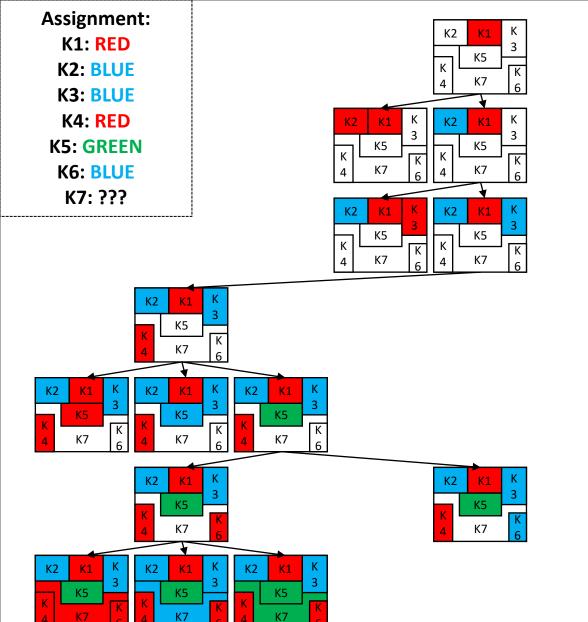
K5

Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 9: K5 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

K1

Κ7



Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

Constraints:

Rule 1: K1 ≠ K2

Rule 2: K1 ≠ K3

Rule 3: K1 ≠ K5

Rule 4: K2 ≠ K5

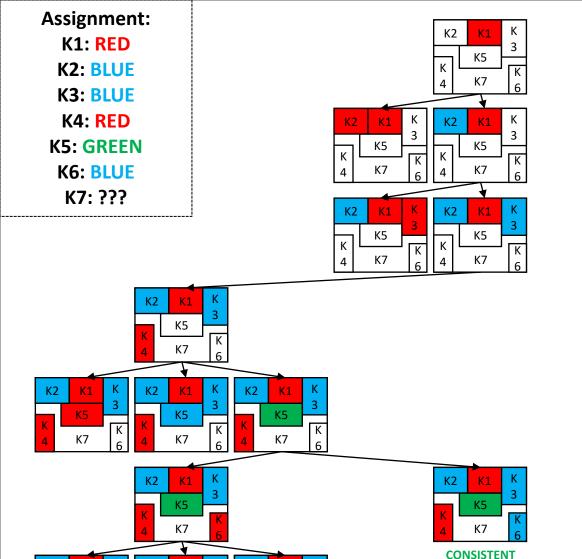
Rule 5: K2 ≠ K7

Rule 6: K3 ≠ K5

Rule 7: K3 ≠ K7 Rule 8: K4 ≠ K7

Rule 9: K5 ≠ K7

Rule 10: K6 ≠ K7



K5

K7

K2

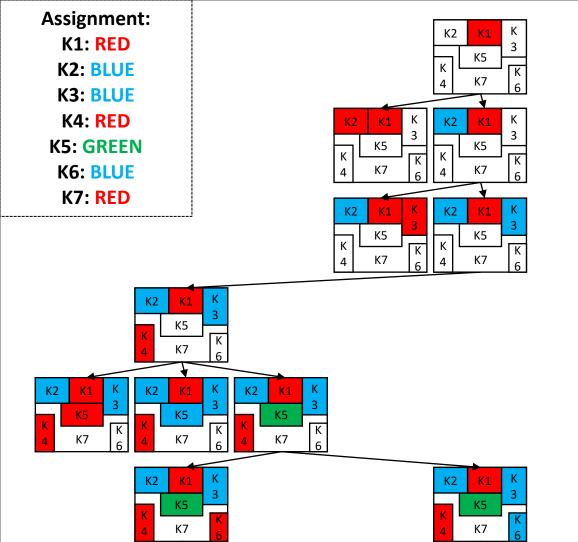
Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 9: K5 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

PARTIAL Assignment

K1

Κ7



K2

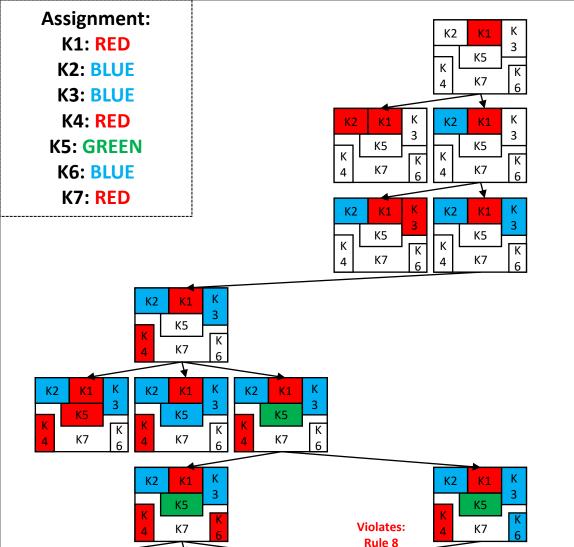
K2

K1 K5 Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

K1

Κ7



K2

K2

K1

K5

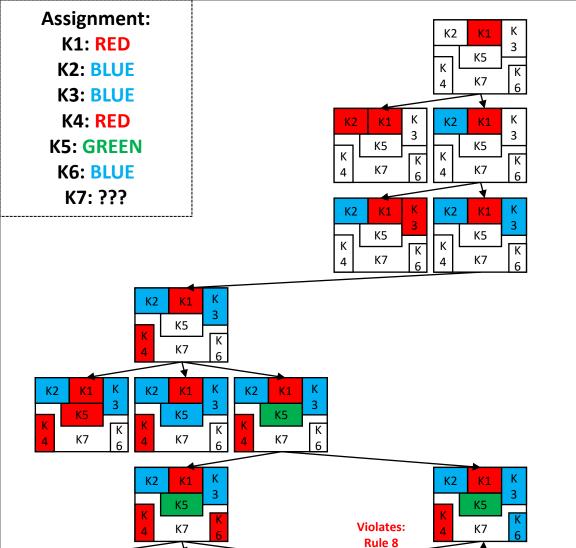
Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

K1

Κ7

K1



K2

K2

K1

K5

Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

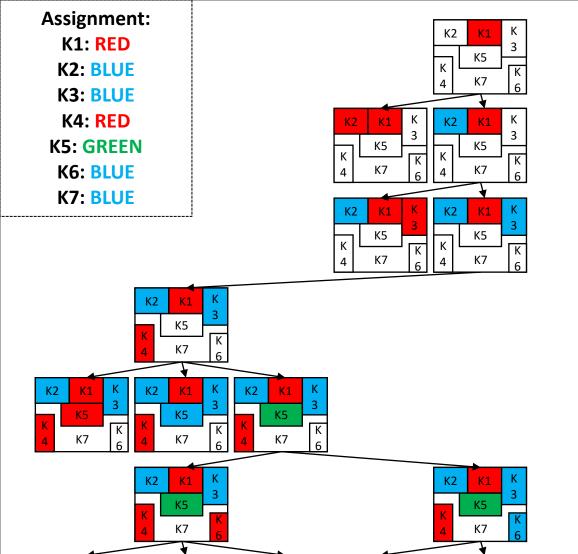
Backtrack

K1

Κ7

K2

K1



K2

K2

Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7

Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

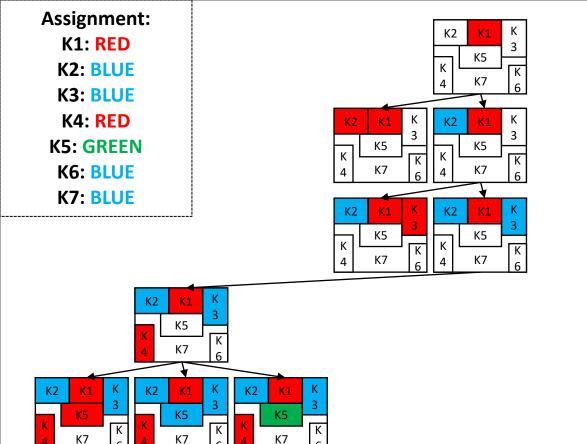
K5

K7

K2

K1

Κ7



Κ1

K2

6

K2

Constraints: Rule 1: K1 ≠ K2 Rule 2: K1 ≠ K3 **Rule 3: K1 ≠ K5 Rule 4: K2 ≠ K5** Rule 5: K2 ≠ K7 **Rule 6: K3 ≠ K5 Rule 7: K3 ≠ K7** Rule 8: K4 ≠ K7 Rule 9: K5 ≠ K7 **Rule 10: K6 ≠ K7**

Rule 7 K5 **K5** K5 Rule 10 Κ7 K7 Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

K2

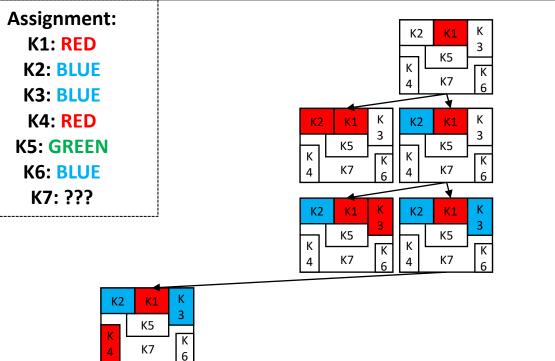
K5 Κ7

Violates:

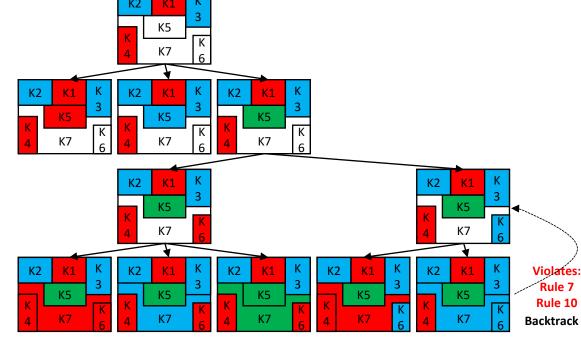
K1 K5

Κ7

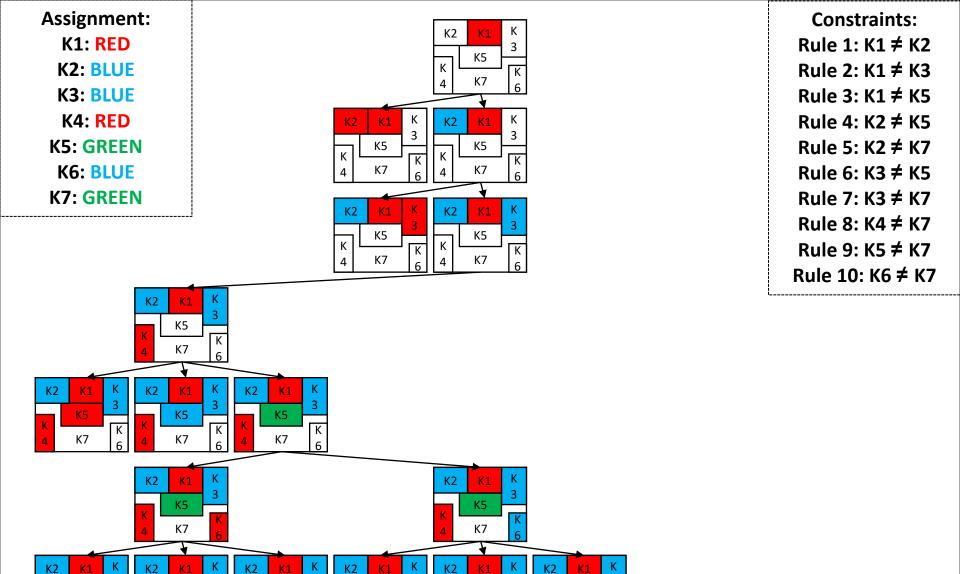
K1



Constraints:
Rule 1: K1 ≠ K2
Rule 2: K1 ≠ K3
Rule 3: K1 ≠ K5
Rule 4: K2 ≠ K5
Rule 5: K2 ≠ K7
Rule 6: K3 ≠ K5
Rule 7: K3 ≠ K7
Rule 8: K4 ≠ K7
Rule 9: K5 ≠ K7
Rule 10: K6 ≠ K7



Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



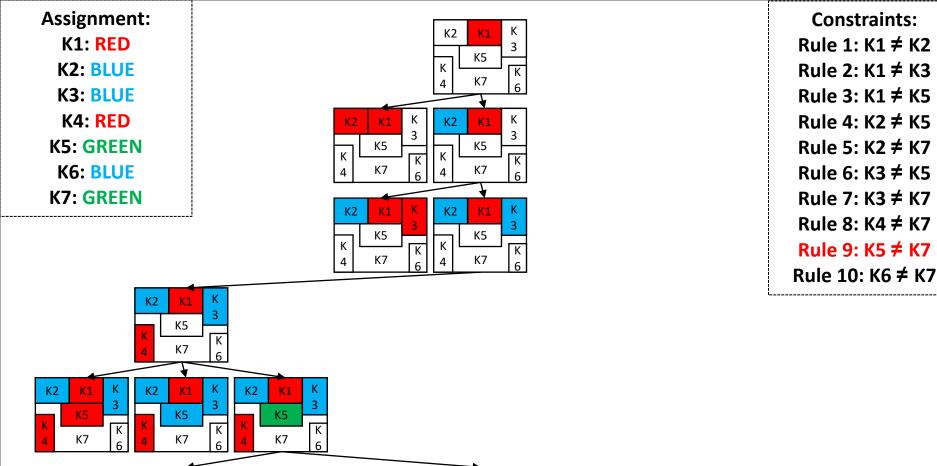
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

K5

Κ7

K5

Κ7



Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

K7

K5

Κ7

K2

Violates:

Rule 9

K1

K5

Κ7

K1 K5

Κ7

K1

Κ7

K2

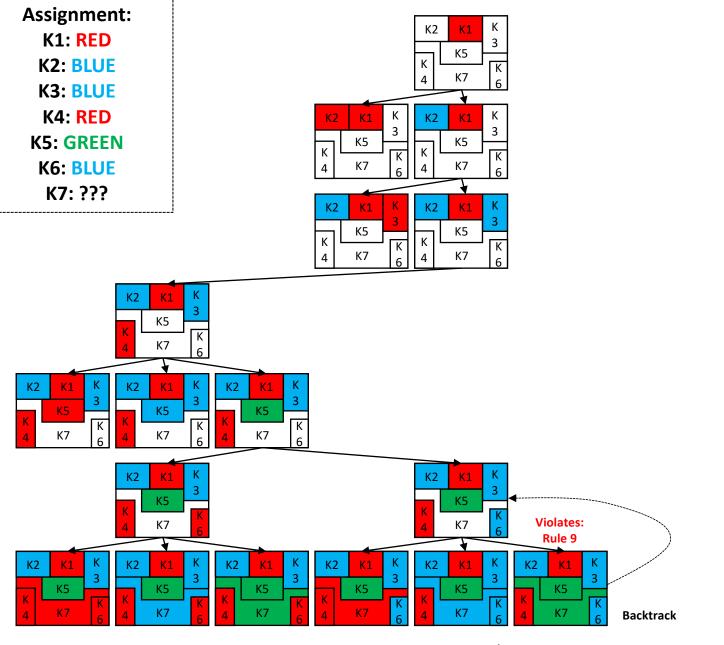
K1

K5

Κ1

K2

K2



Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

Constraints:

Rule 1: K1 ≠ K2

Rule 2: K1 ≠ K3

Rule 3: K1 ≠ K5

Rule 4: K2 ≠ K5

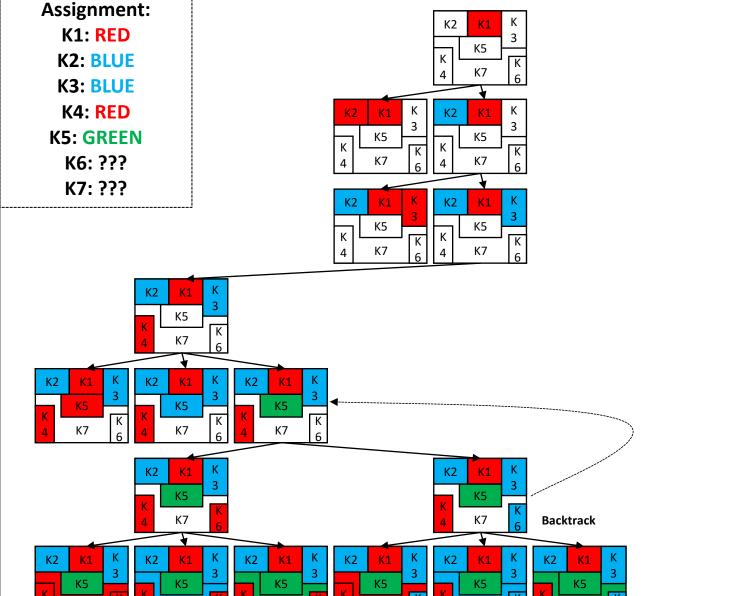
Rule 5: K2 ≠ K7

Rule 6: K3 ≠ K5

Rule 7: K3 ≠ K7 Rule 8: K4 ≠ K7

Rule 9: K5 ≠ K7

Rule 10: K6 ≠ K7



Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

Κ7

Κ7

Constraints:

Rule 1: K1 ≠ K2

Rule 2: K1 ≠ K3

Rule 3: K1 ≠ K5

Rule 4: K2 ≠ K5

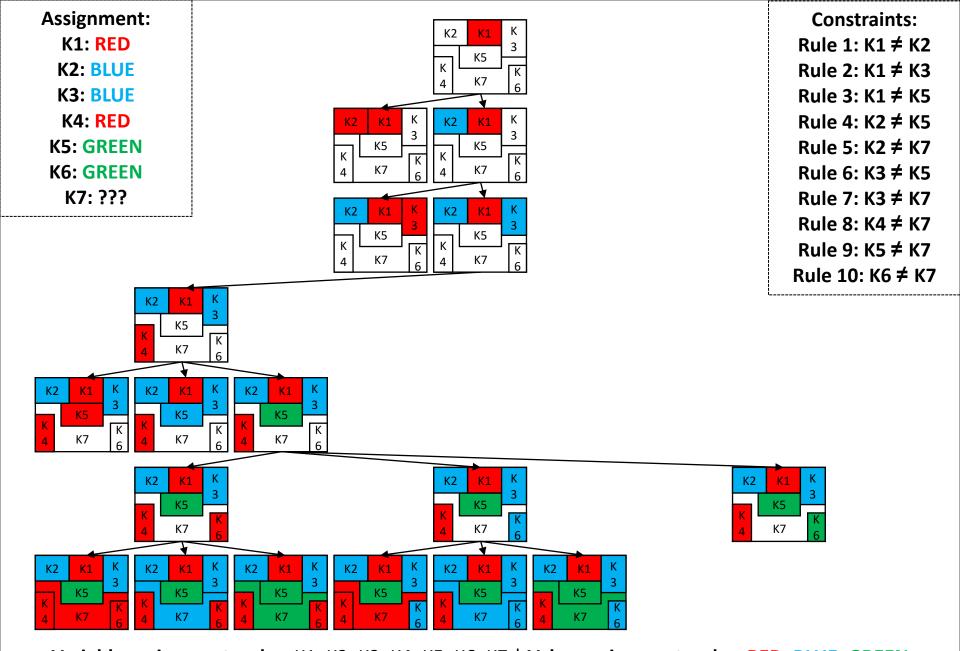
Rule 5: K2 ≠ K7

Rule 6: K3 ≠ K5

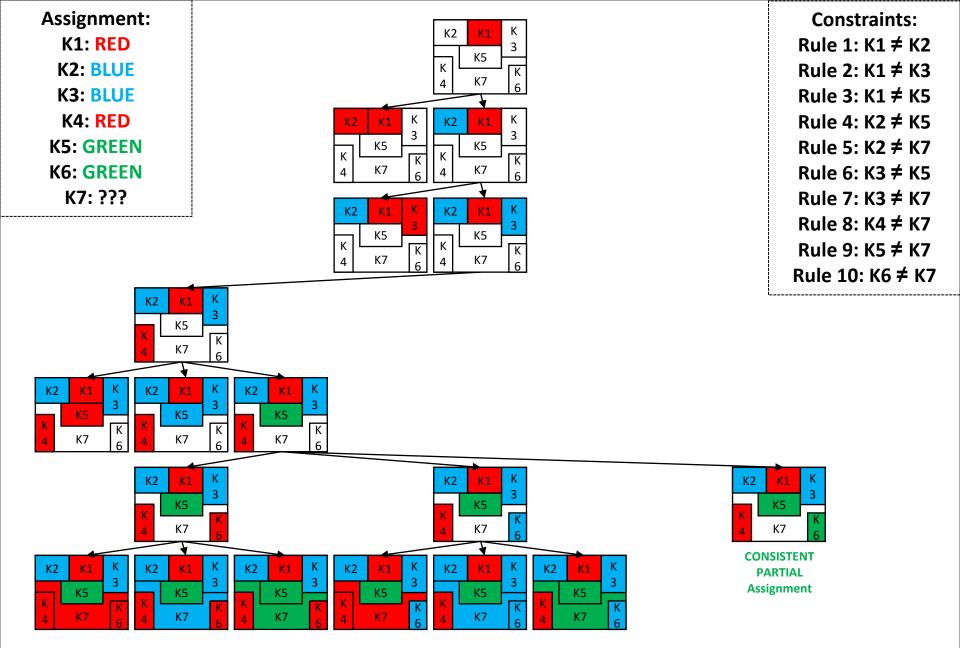
Rule 7: K3 ≠ K7 Rule 8: K4 ≠ K7

Rule 9: K5 ≠ K7

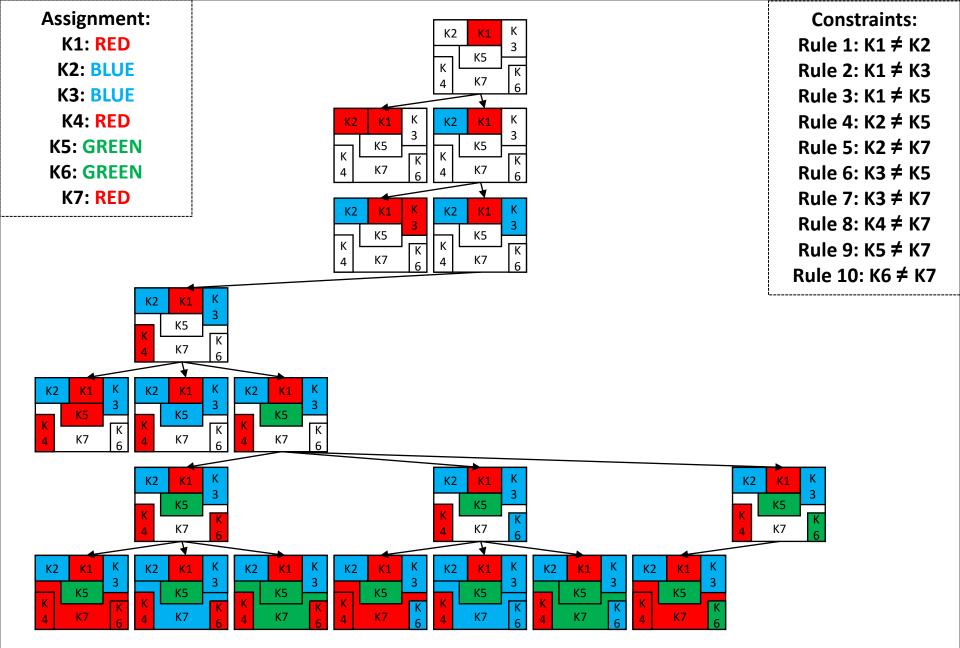
Rule 10: K6 ≠ K7



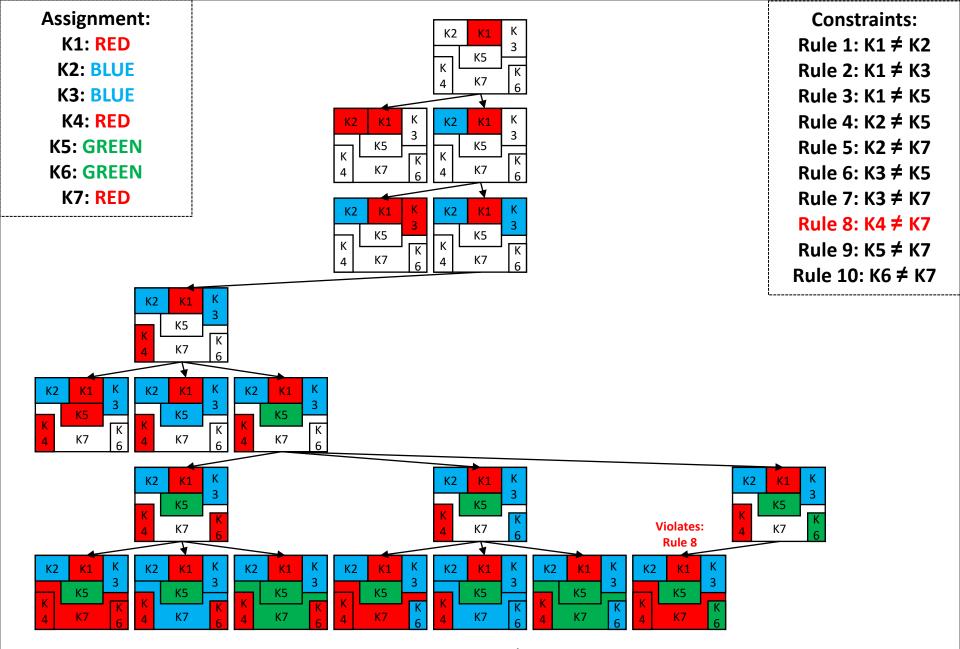
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



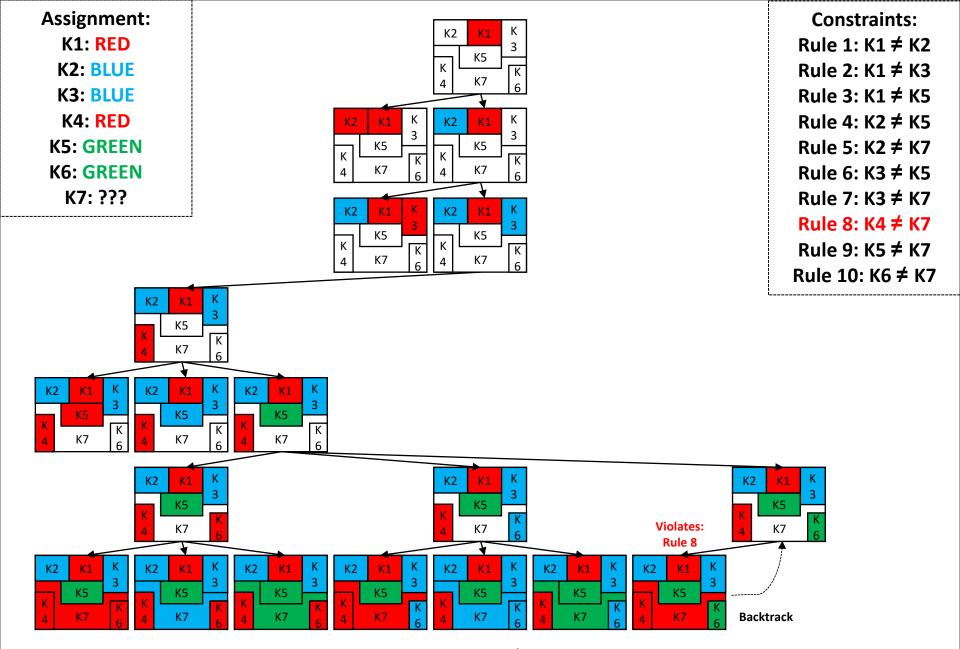
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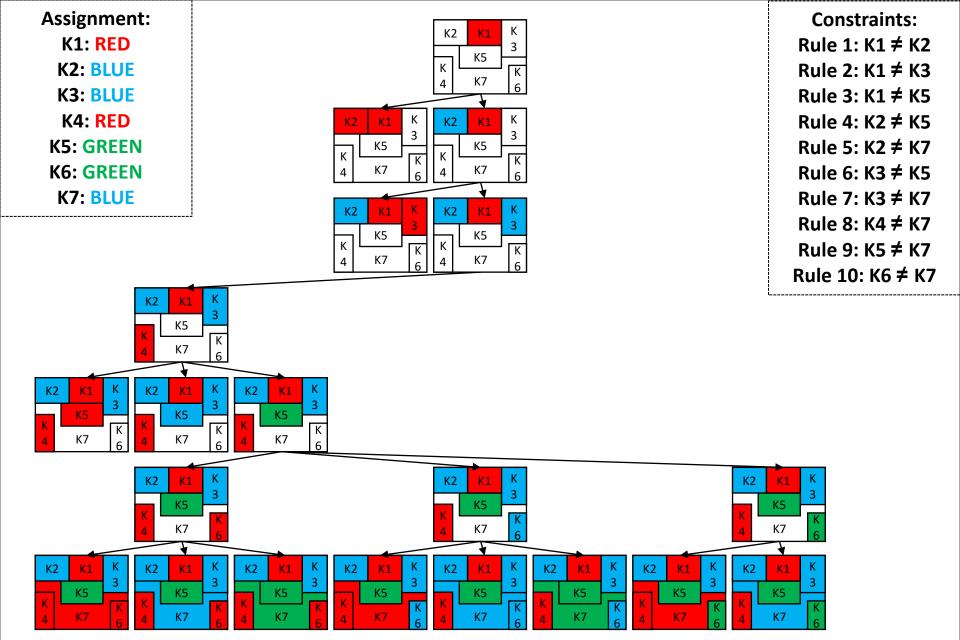
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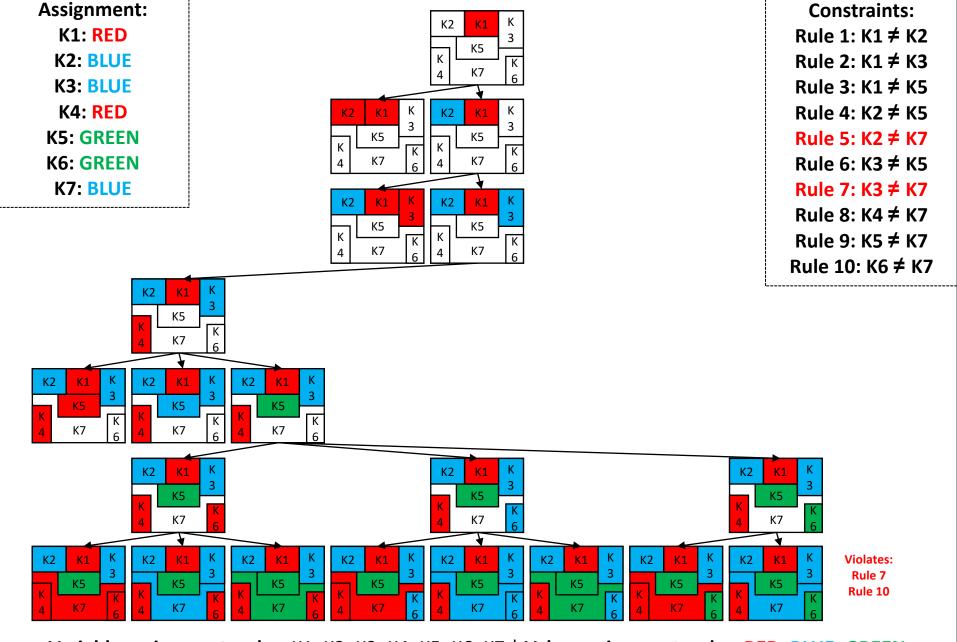
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



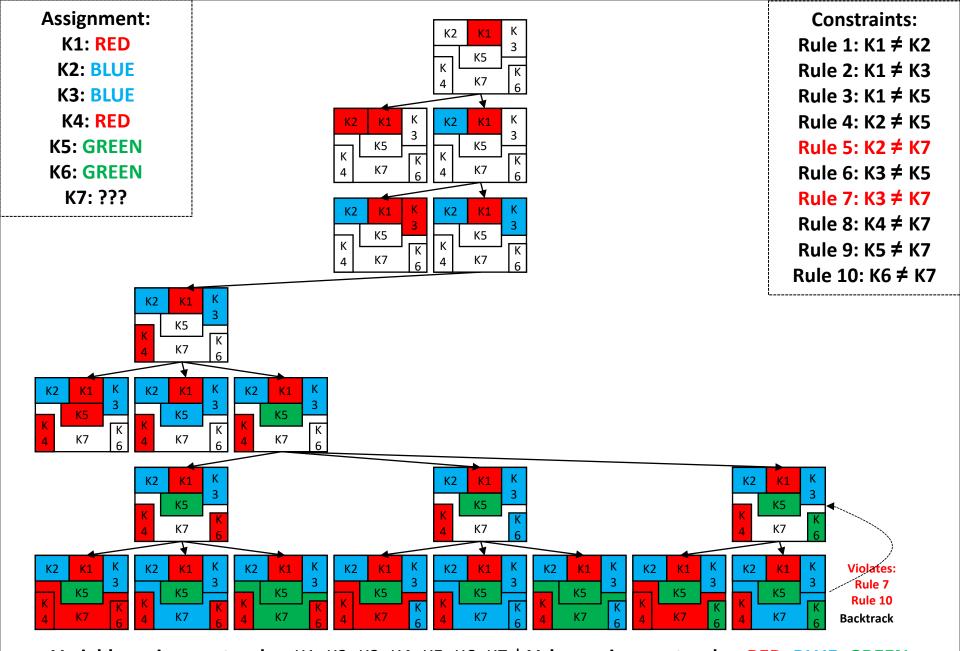
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



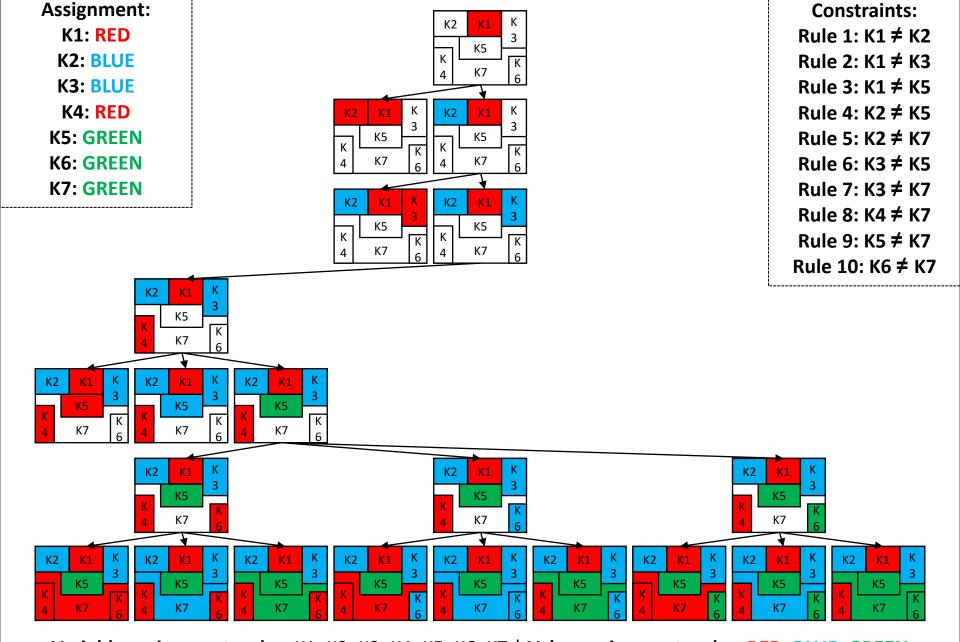
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



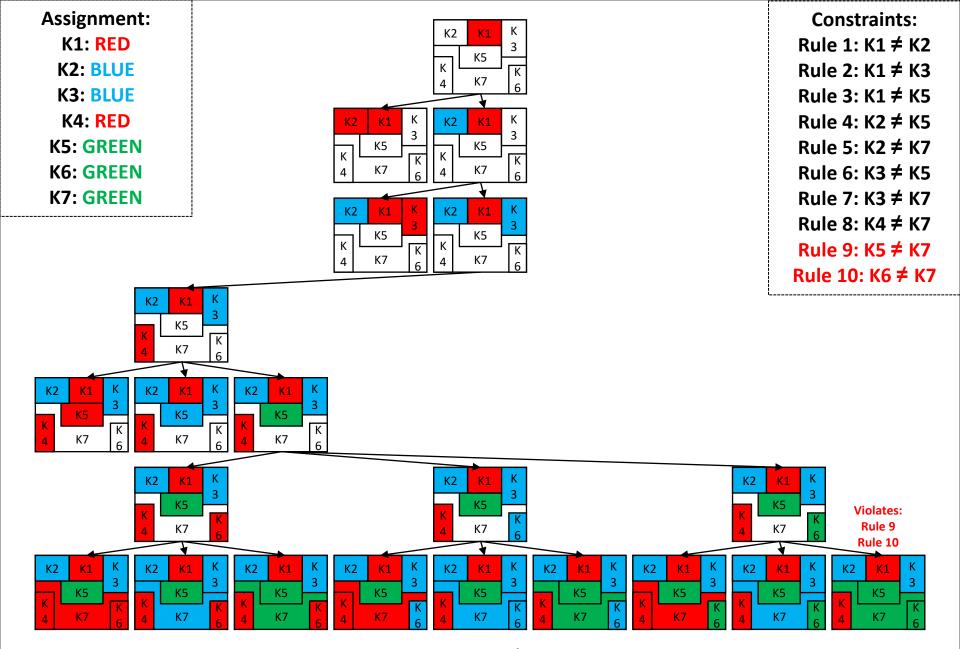
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



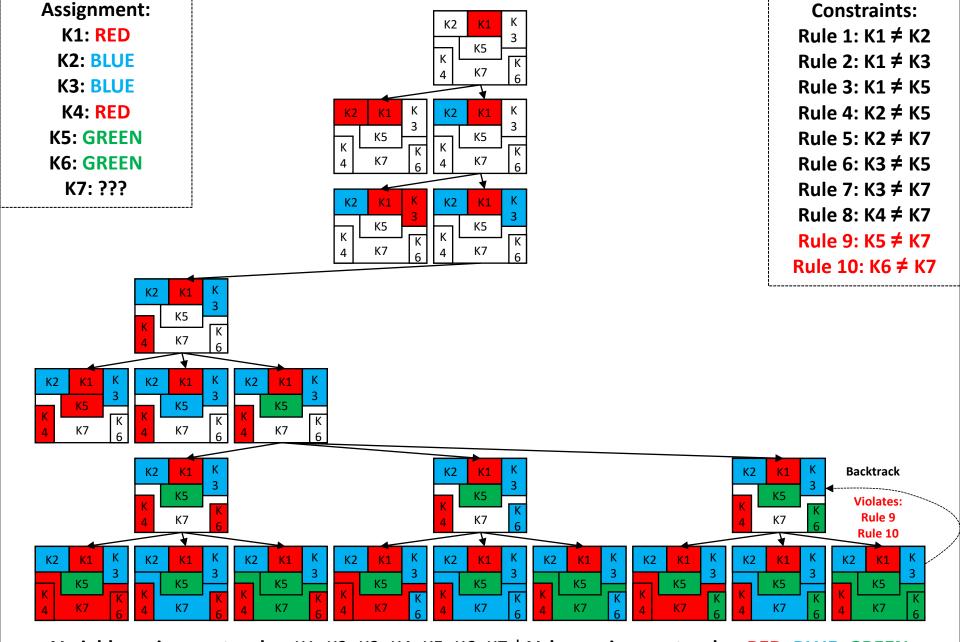
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



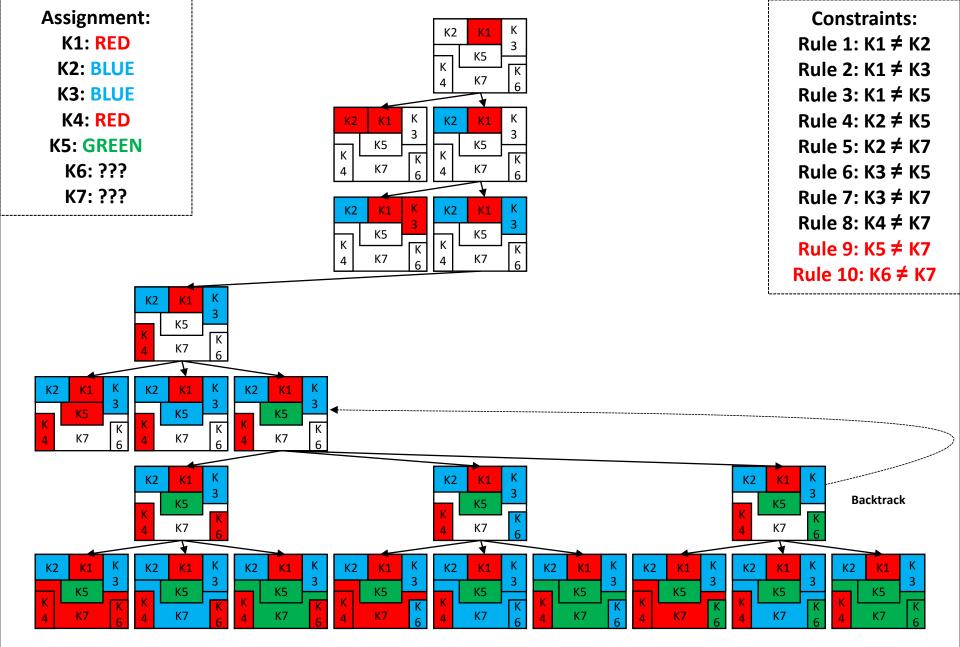
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



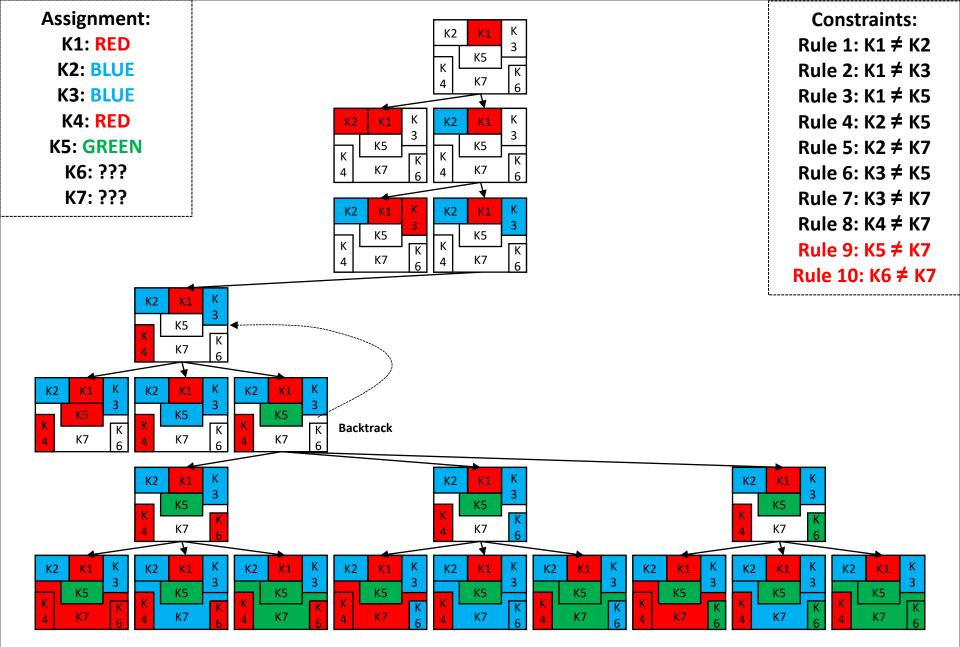
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



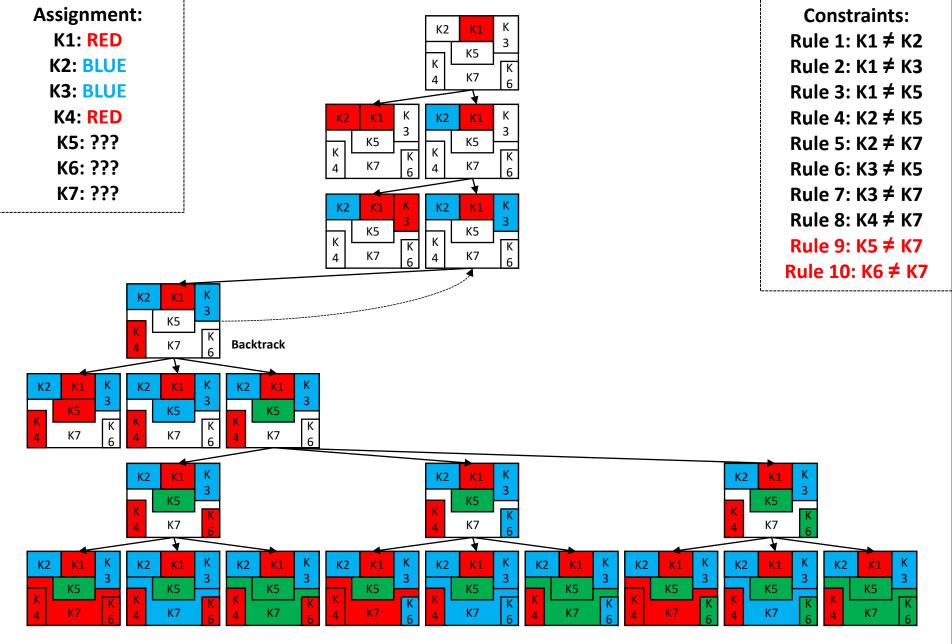
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



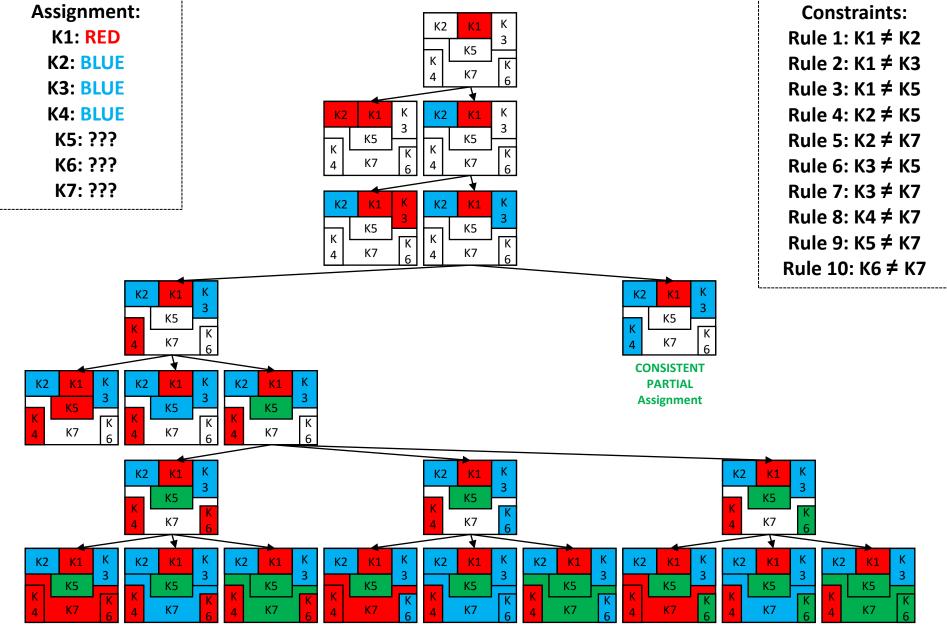
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



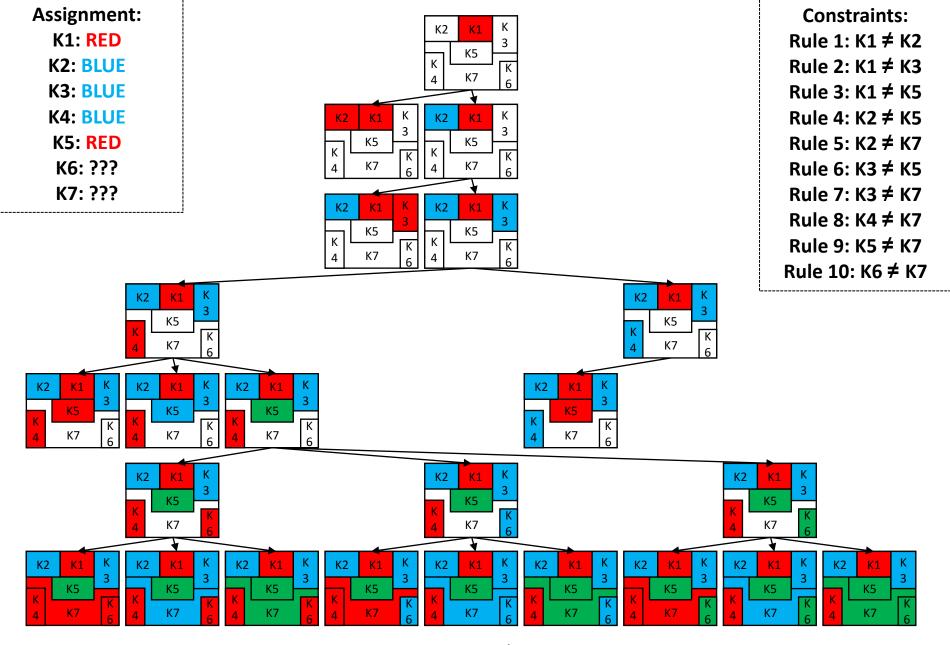
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



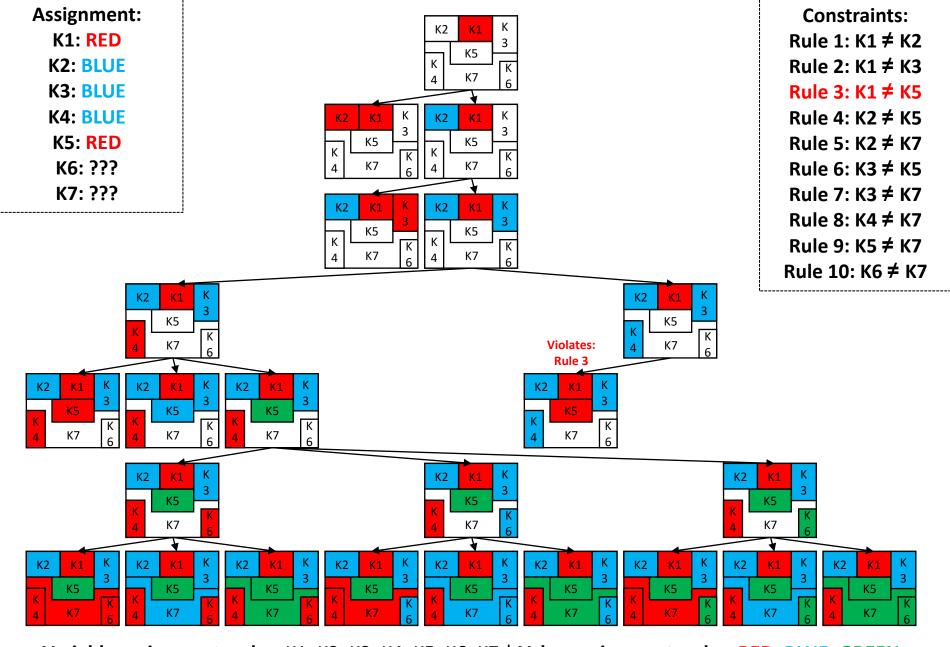
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



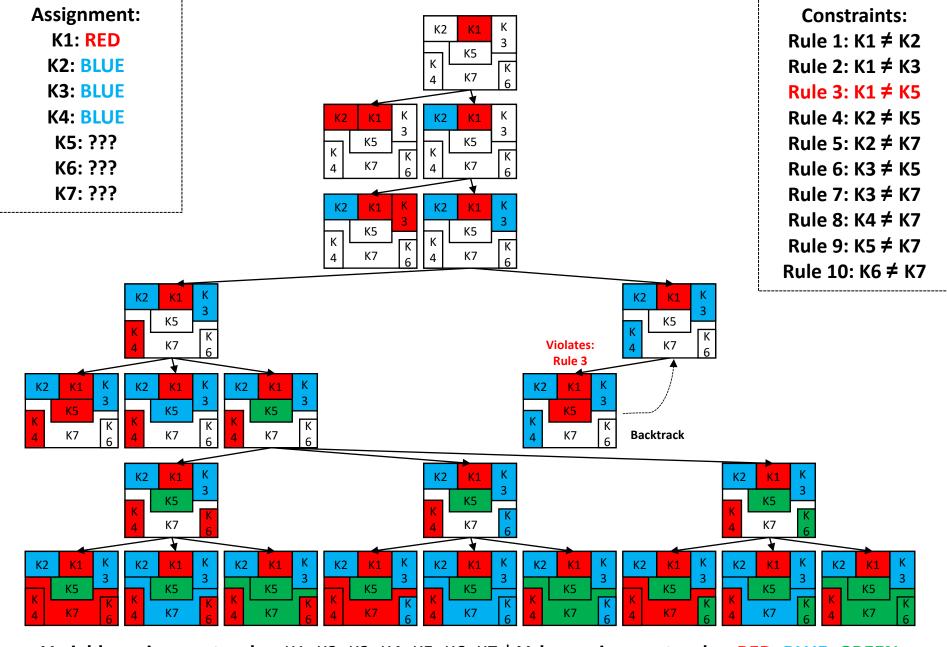
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



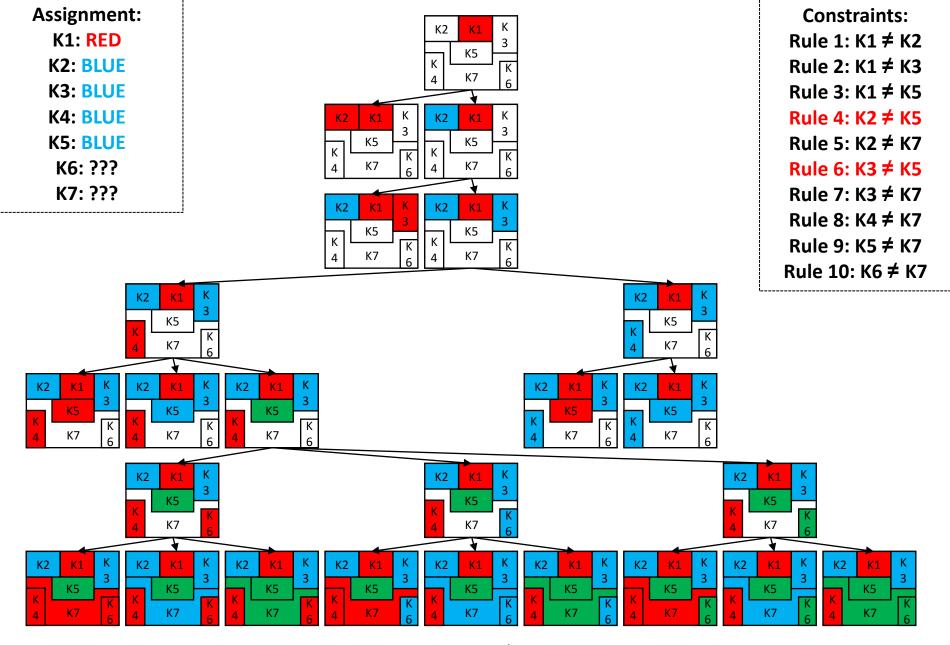
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



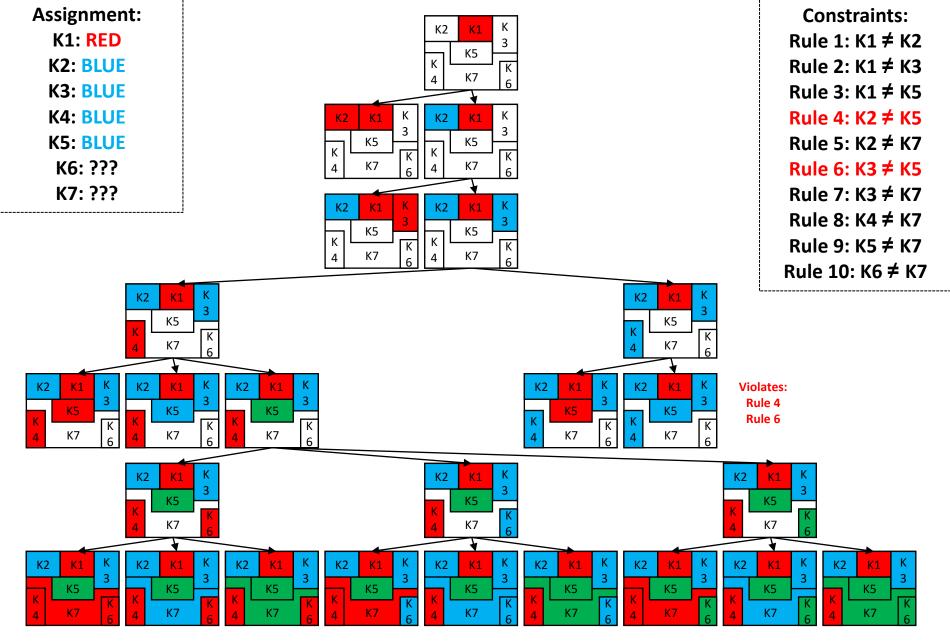
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



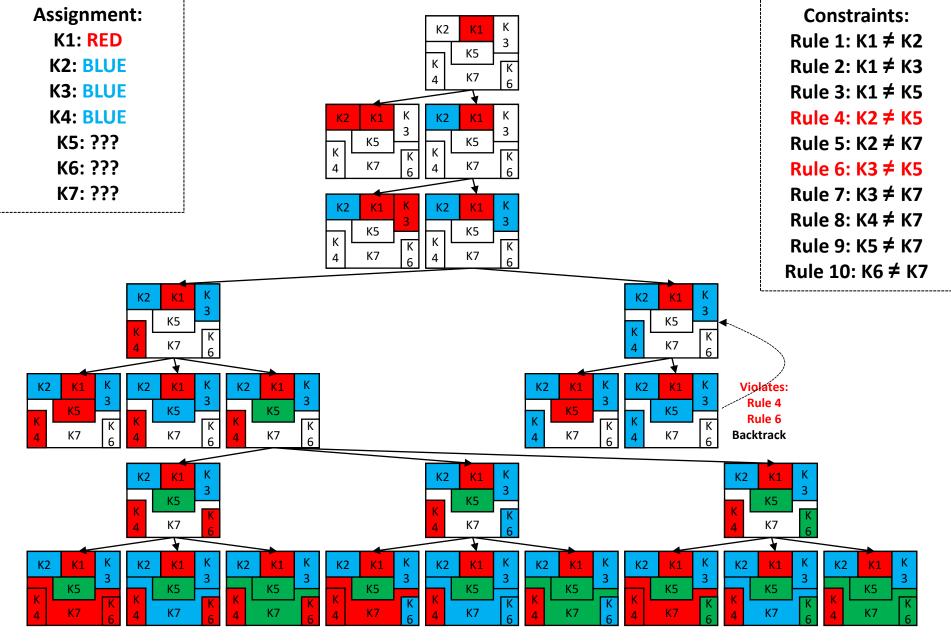
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



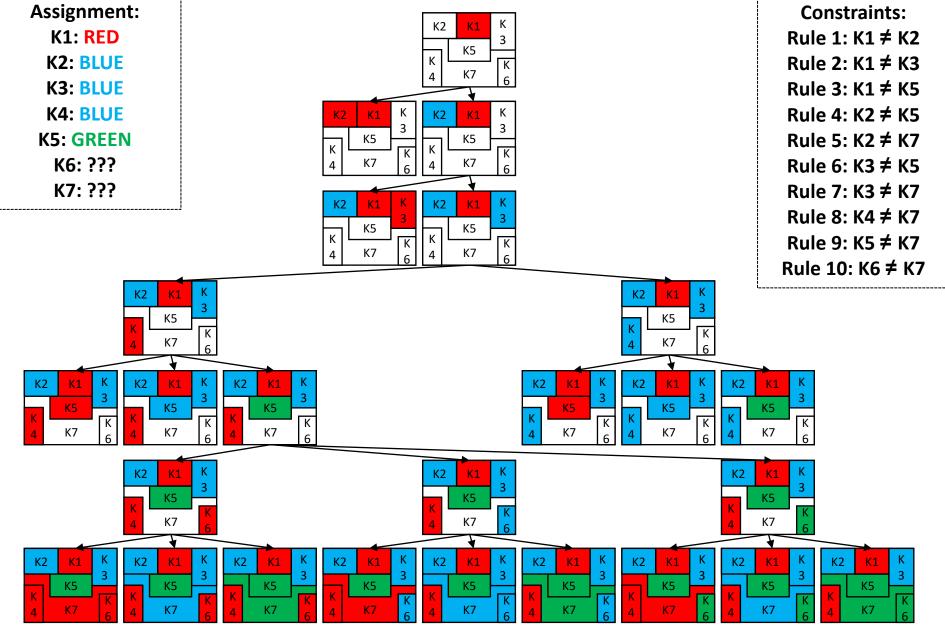
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



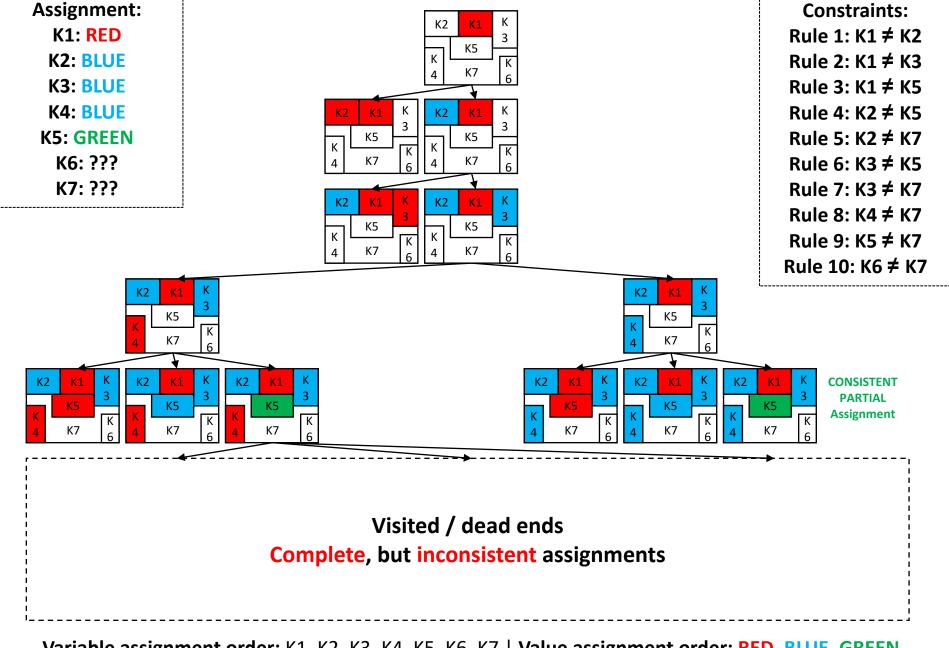
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

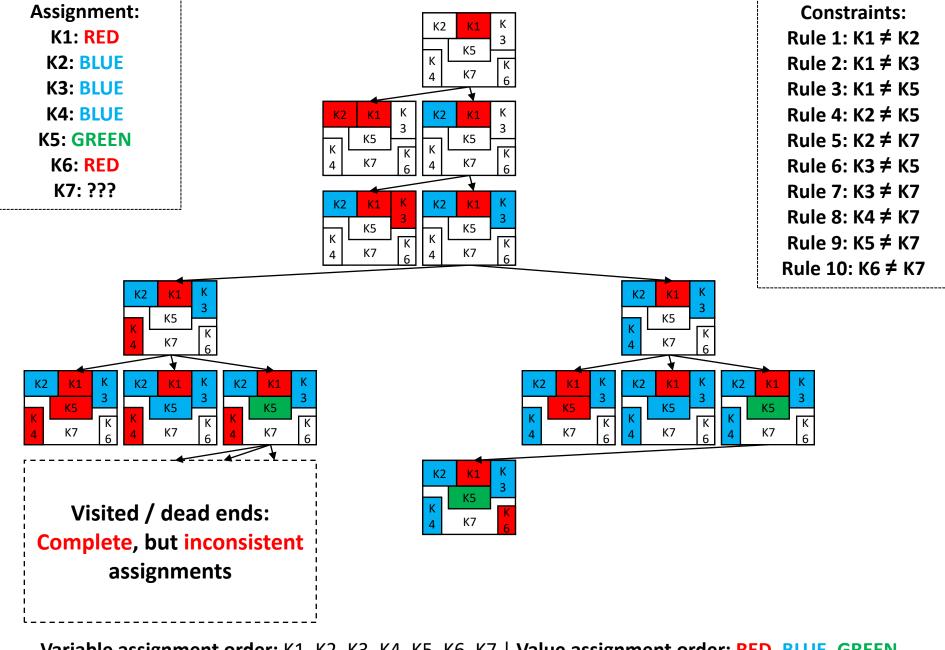


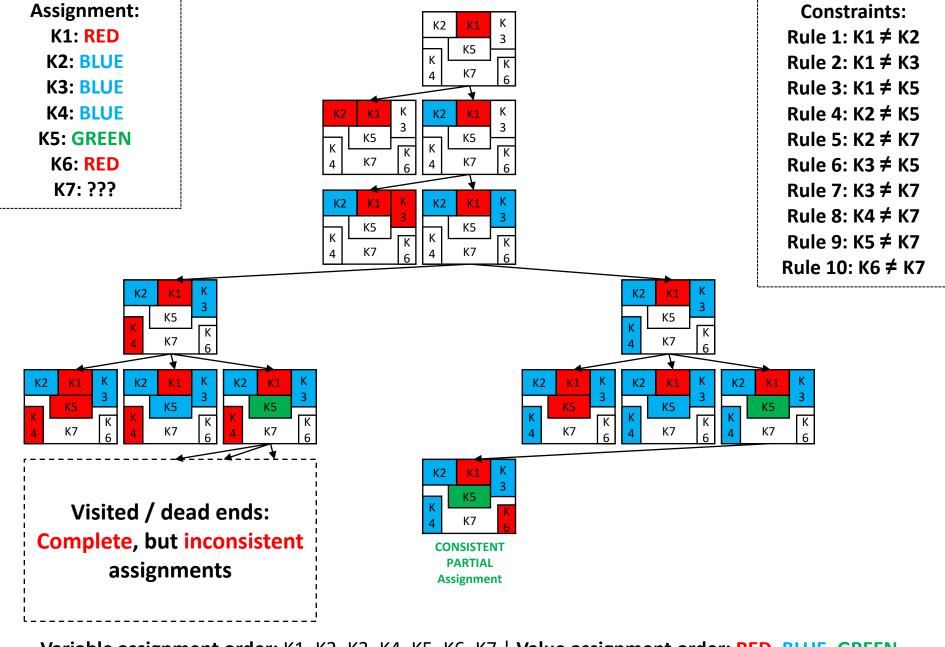
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

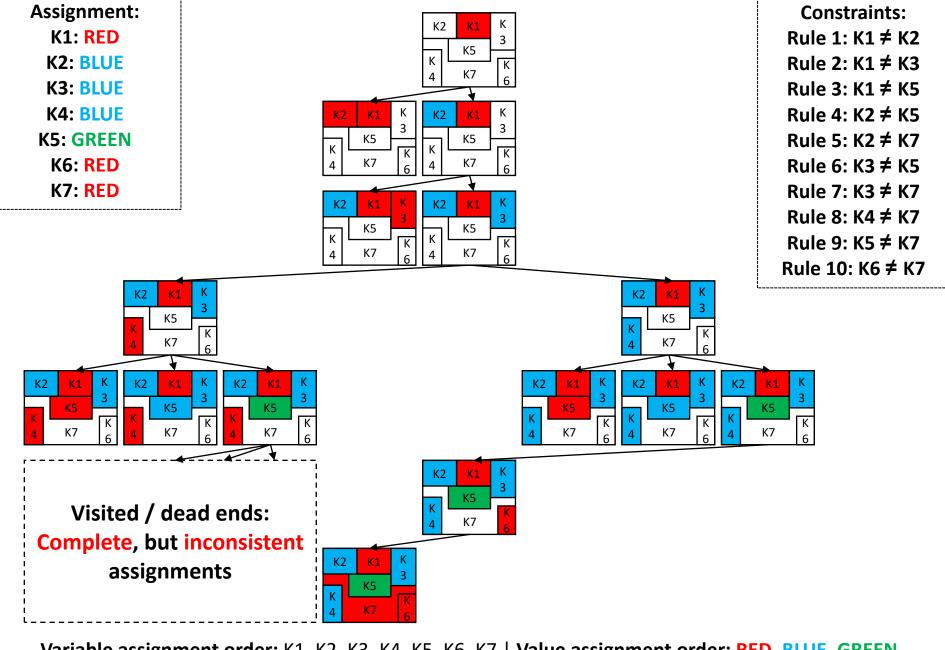


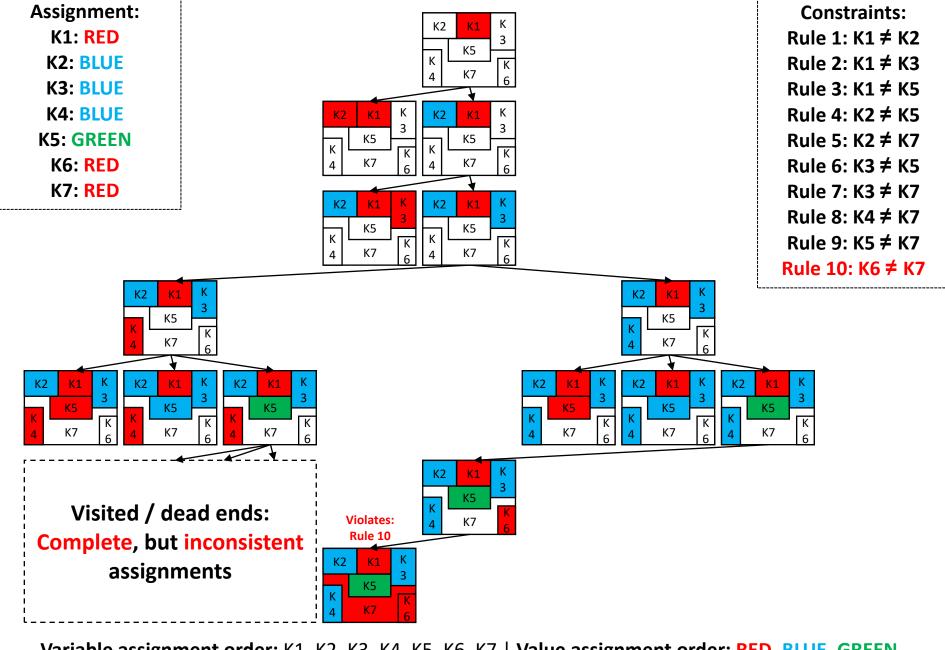
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

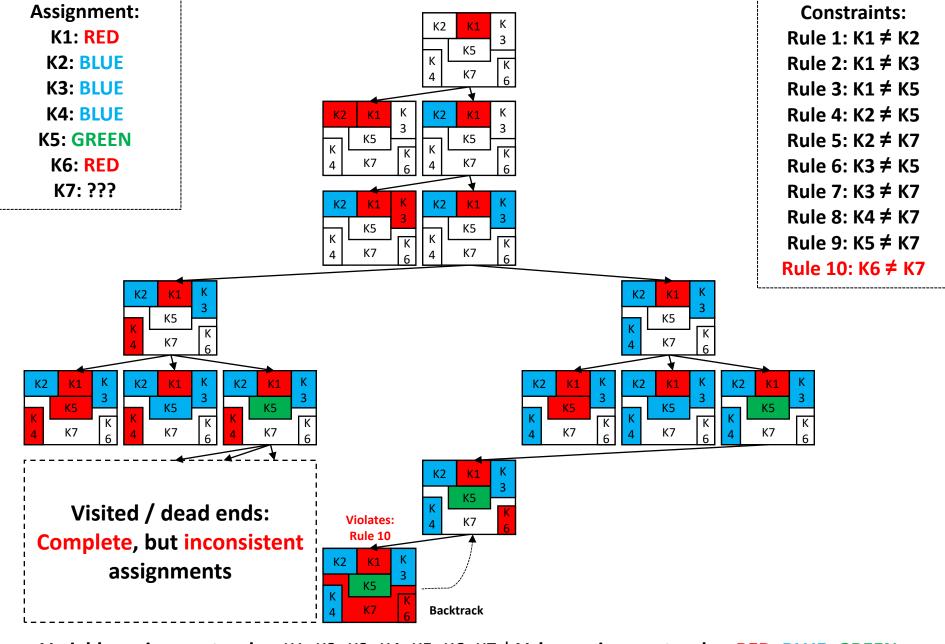




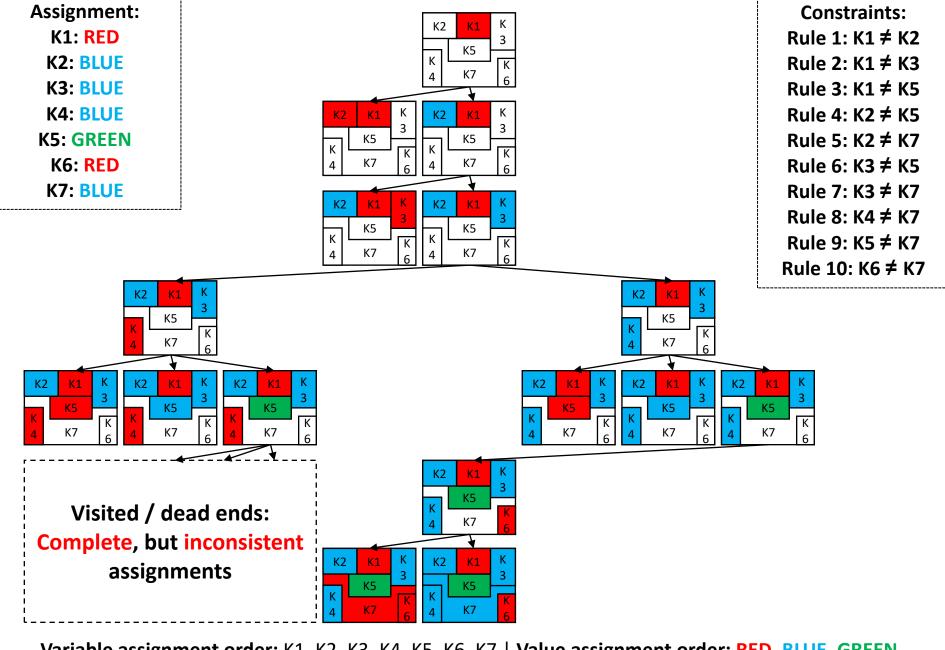


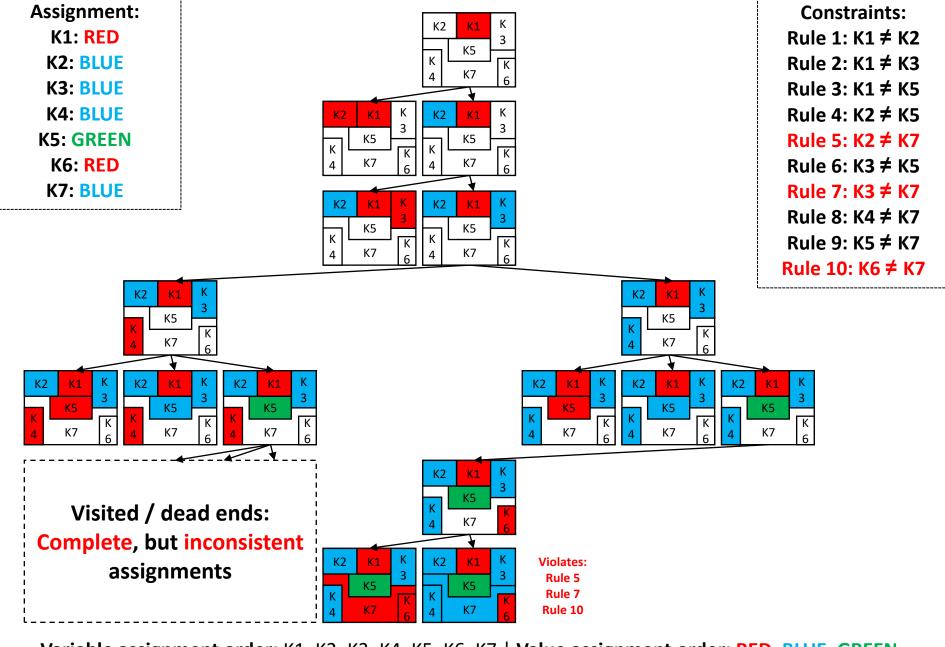




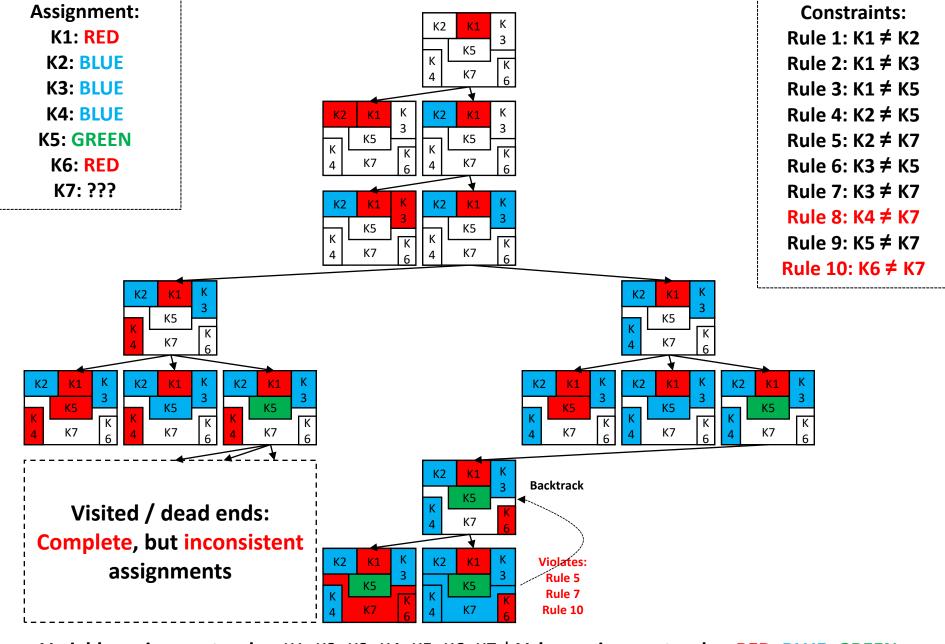


Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN

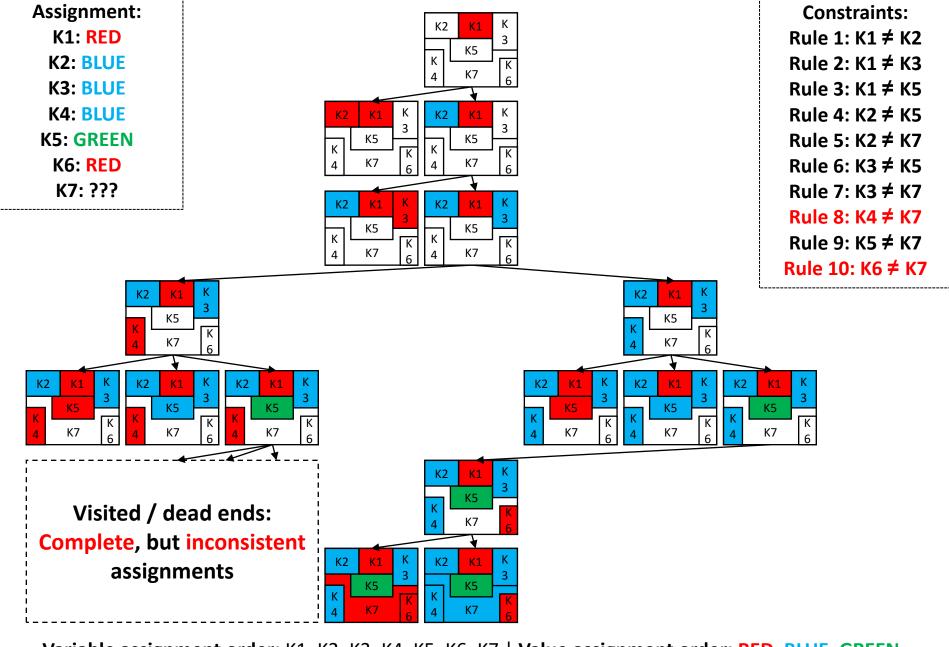




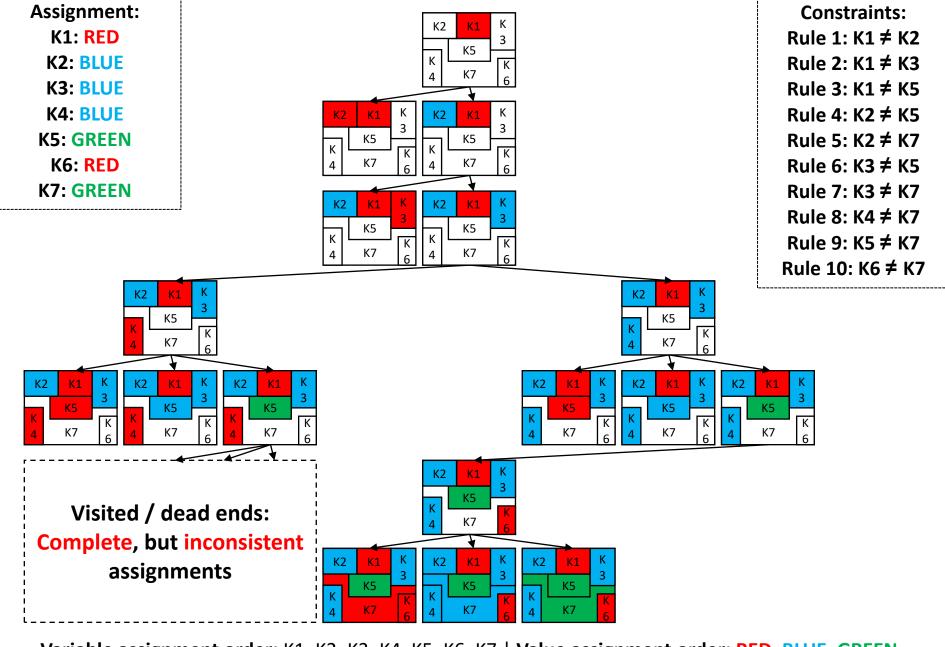
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



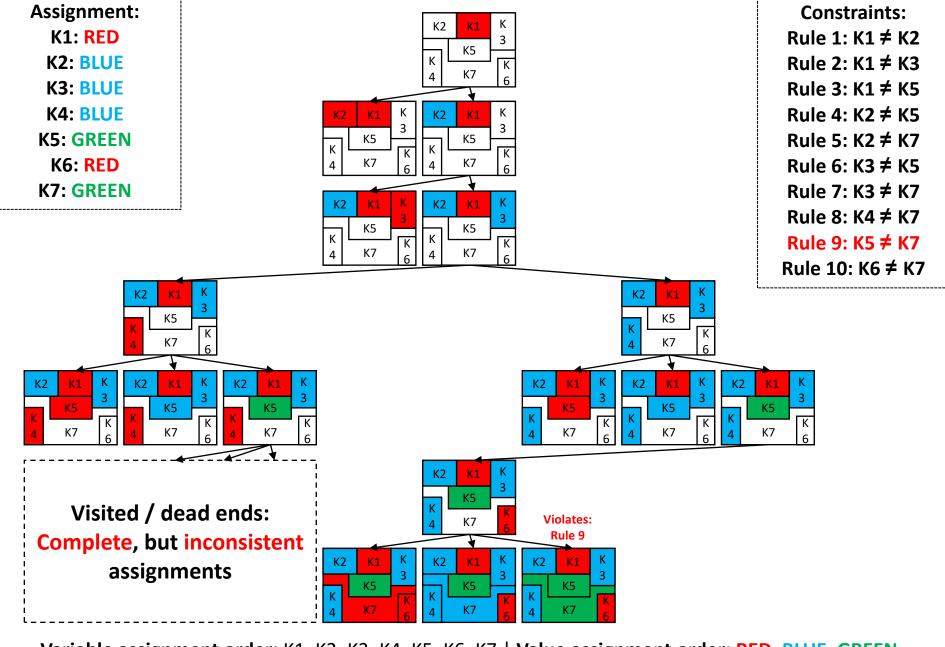
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



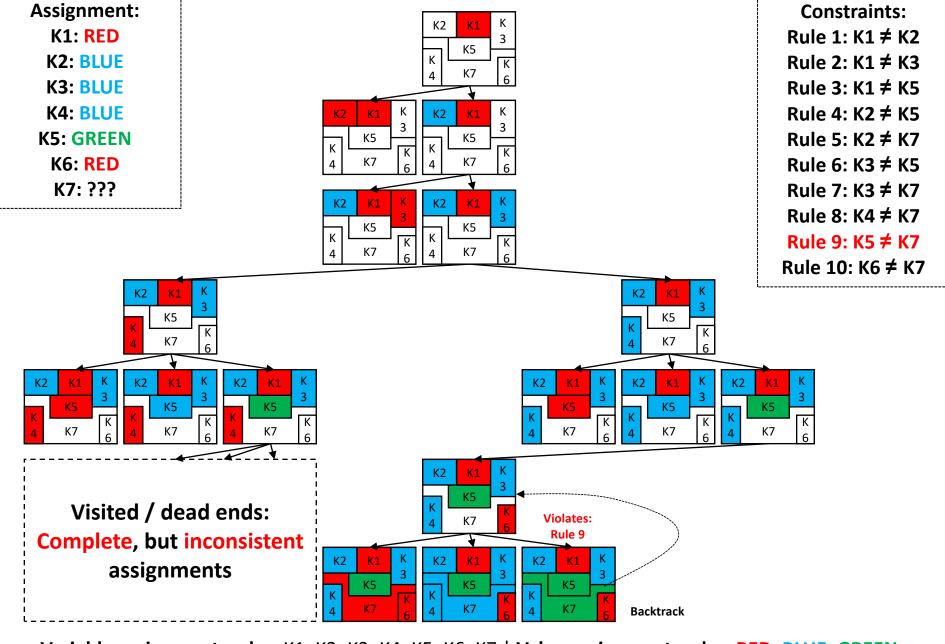
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



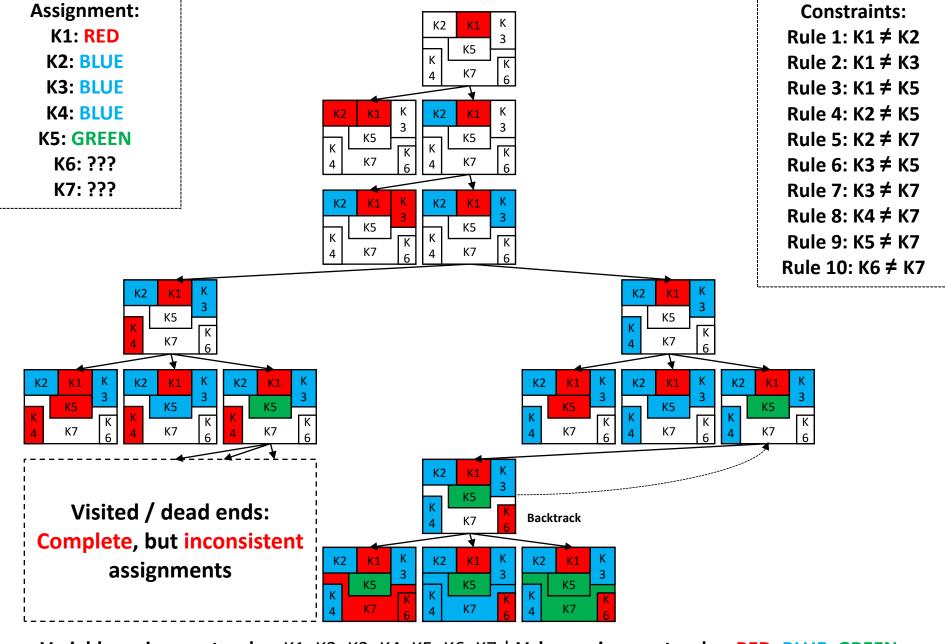
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



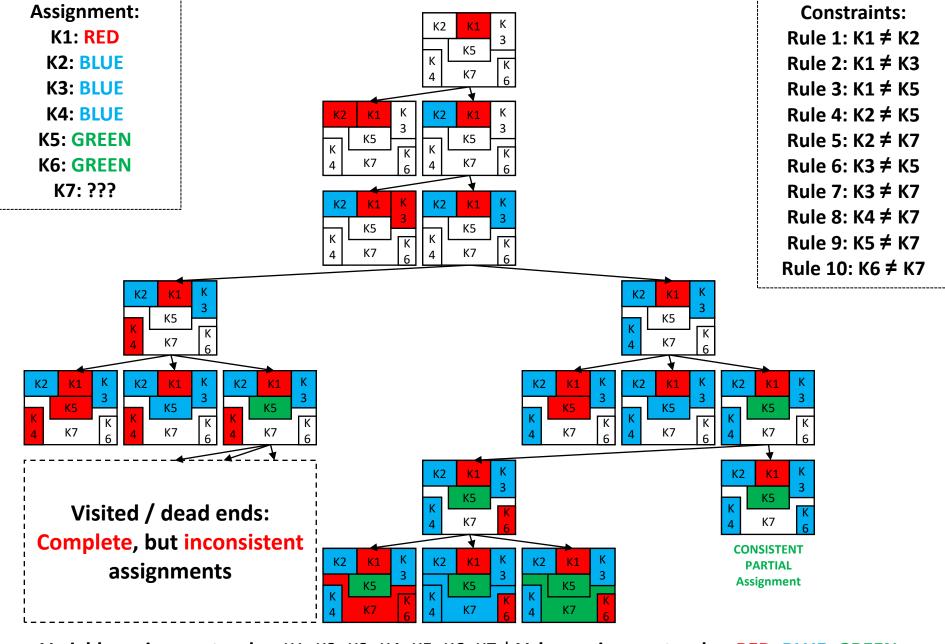
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



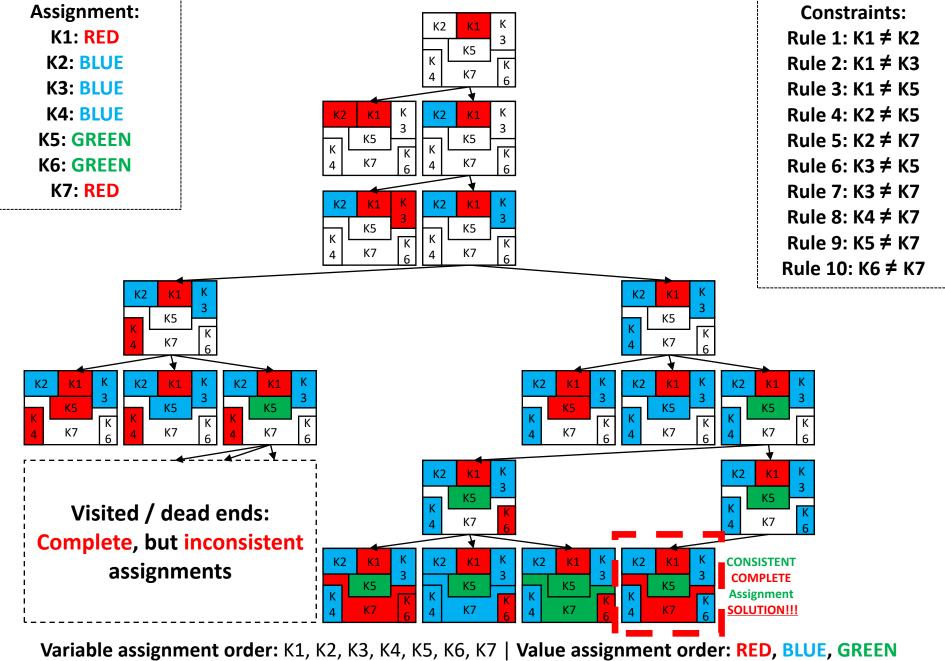
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



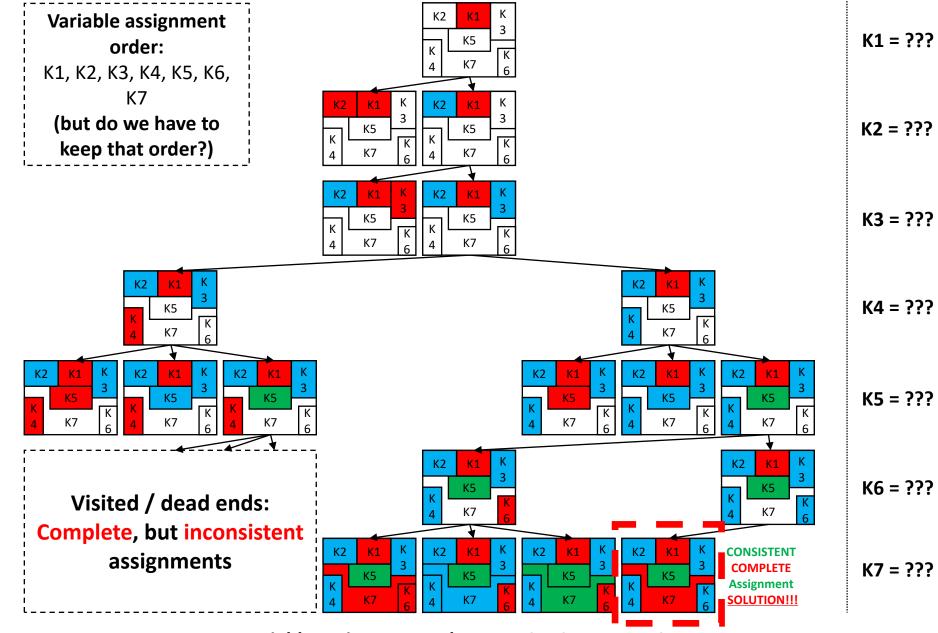
Variable assignment order: K1, K2, K3, K4, K5, K6, K7 | Value assignment order: RED, BLUE, GREEN



Can We Do Better?

CSP Backtracking: Pseudocode

```
function BACKTRACKING-SEARCH(csp) returns a solution or failure
  return BACKTRACK(csp, \{\})
function BACKTRACK(csp, assignment) returns a solution or failure
  if assignment is complete then return assignment
 var \leftarrow \text{Select-Unassigned-Variable}(csp, assignment)
  for each value in Order-Domain-Values(csp, var, assignment) do
      if value is consistent with assignment then
        add \{var = value\} to assignment
        inferences \leftarrow Inference(csp, var, assignment)
        if inferences \neq failure then
           add inferences to csp
           result \leftarrow BACKTRACK(csp, assignment)
                                                            Which variable
          if result \neq failure then return result
                                                       should we choose to
          remove inferences from csp
                                                      assign a value to next?
        remove \{var = value\} from assignment
  return failure
                                                            Does it matter?
```



Variable assignment order: K1, K2, K3, K4, K5, K6, K7

Variable Ordering: Alternatives

```
function BACKTRACKING-SEARCH(csp) returns a solution or failure
  return BACKTRACK(csp, \{\})
function BACKTRACK(csp, assignment) returns a solution or failure
  if assignment is complete then return assignment
 var \leftarrow \text{Select-Unassigned-Variable}(csp, assignment)
  for each value in Order-Domain-Values(csp, var, assignment) do
      if value is consistent with assignment then
        add \{var = value\} to assignment
        inferences \leftarrow Inference(csp, var, assignment)
        if inferences \neq failure then
           add inferences to csp
           result \leftarrow BACKTRACK(csp, assignment)
                                                        You can modify this
          if result \neq failure then return result
                                                         function to change
          remove inferences from csp
                                                       the variable ordering
        remove \{var = value\} from assignment
                                                            and potentially
  return failure
                                                      improve performance
```

Variable Ordering: Alternatives

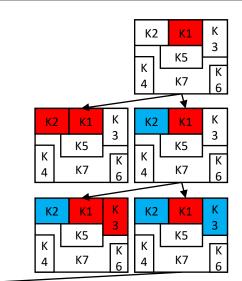
CSP Backtracking algorithm can use a number of variable ordering strategies:

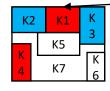
- Static: choose the variables in order (we did that)
- Random: order variables in random sequence
- Minimum-remaining-values (MRV) heuristic:
 - choose the variable with the "fewest" legal values
- Degree heuristic:
 - choose the variable involved in the largest amount of constraints on other unassigned variables
 - choose the variable with highest node degree on a constraint graph

Variable Ordering: MRV Heuristic

As CSP Backtracking algorithm progresses, the number of possible value assignments for each variable will shrink (due to constraints):

- MRV uses "fail-first" heuristics (also called "most constrained variable" heuristics)
- MRV picks a variable with lowest value assignment options "left"
 - expecting to limit exploration depth
 - likely to find a failure assignment faster
- Usually better than static and random orderings on average





Which variable to explore next (ignore the EXPECTED sequence on the right)?

Available options:

K5: {GREEN}

K6: {RED, BLUE, GREEN}

K7: {GREEN}

MRV should pick K5 or K7 ("fail first" variable).

Tie needs to be resolved.

K1 = ???

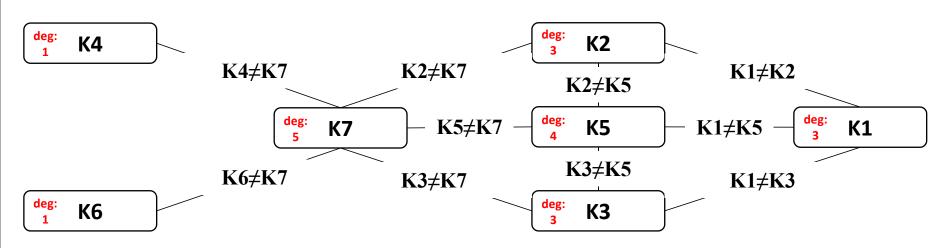
K2 = ???

K3 = ???

K4 = ???

Variable Ordering: Degree Heuristics

Consider the following constraint graph representation of the problem we analyzed:



- degree heuristics is considered less effective than MRV
- degree heuristics can be used as a tie-breaker (two variables with the same "potential" according to MRV)
- attempts to reduce the branching factor on future choices

Value Ordering: Alternatives

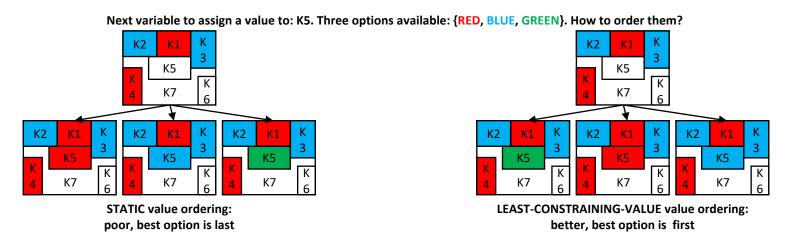
```
function BACKTRACKING-SEARCH(csp) returns a solution or failure
  return BACKTRACK(csp, \{\})
function BACKTRACK(csp, assignment) returns a solution or failure
  if assignment is complete then return assignment
  var \leftarrow Select-Unassigned-Variable(csp, assignment)
 for each value in Order-Domain-Values(csp, var, assignment) do 7
     if value is consistent with assignment then
        add \{var = value\} to assignment
        inferences \leftarrow Inference(csp, var, assignment)
        if inferences \neq failure then
           add inferences to csp
           result \leftarrow BACKTRACK(csp, assignment)
                                                        You can modify this
          if result \neq failure then return result
                                                        order to change the
          remove inferences from csp
                                                          value assignment
        remove \{var = value\} from assignment
                                                              ordering and
  return failure
                                                        potentially improve
```

performance

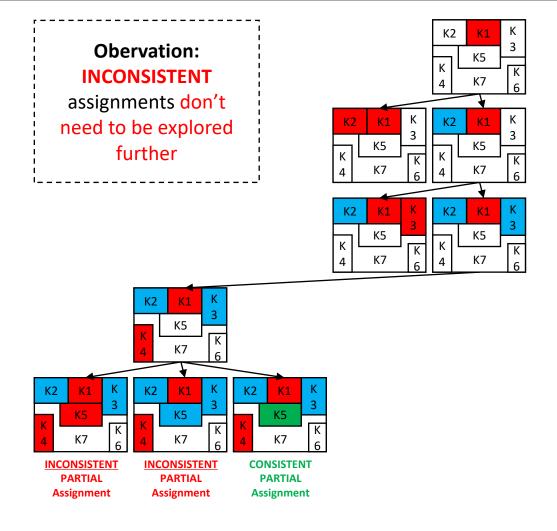
Least-Constraining-Value Heuristics

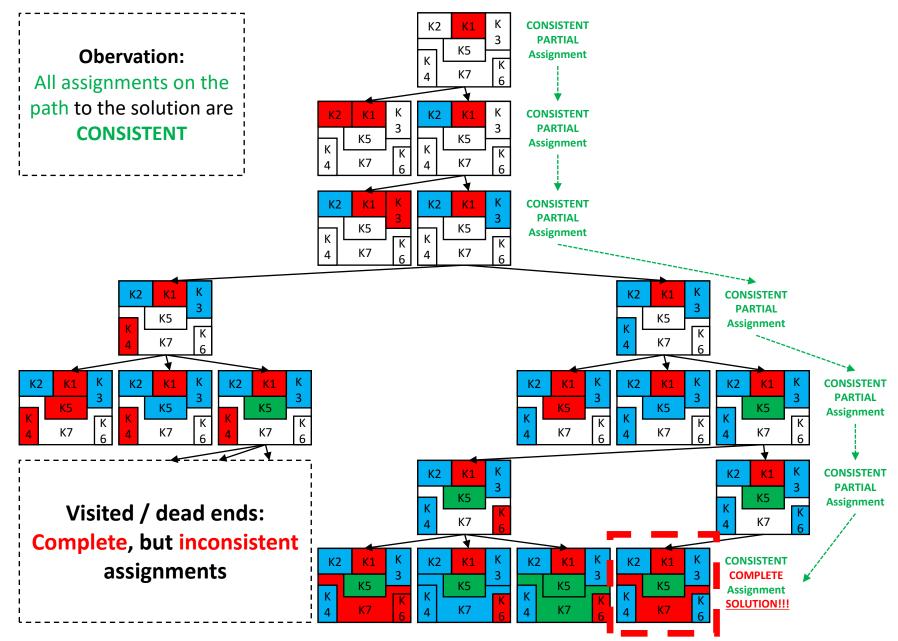
We picked (SELECT-UNASSIGNED-VARIABLE) the next variable to assign a value to and we have a number of values to choose from. What next?

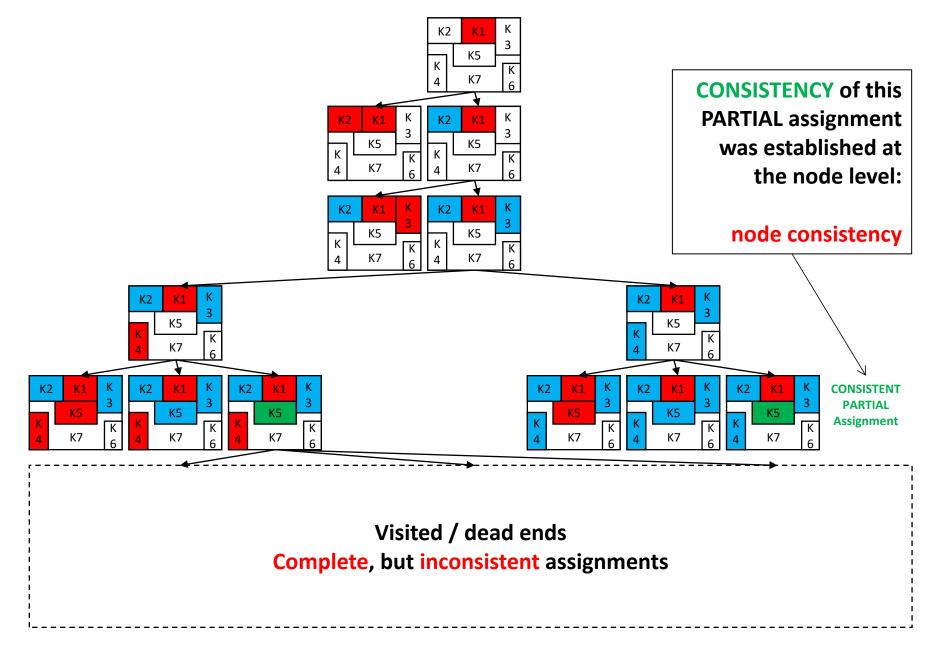
- use the least-constraining-value heuristic
 - picks a value that rules out the fewest choices for neighboring variables in the constraing graph (increase flexibility for FUTURE assignments)
 - ORDER-DOMAIN-VALUES is the function that orders values here

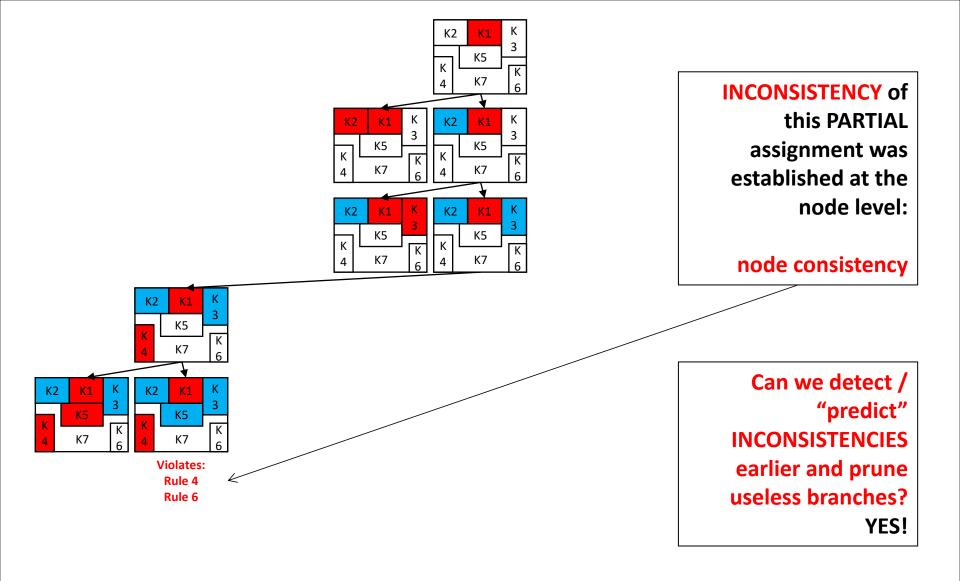


Can We Do Better?









CSP: More Pruning with Inference

function Backtracking-Search(csp) returns a solution or failure return Backtrack(csp, $\{\ \}$)

```
function BACKTRACK(csp, assignment) returns a solution or failure
  if assignment is complete then return assignment
  var \leftarrow Select-Unassigned-Variable(csp, assignment)
  for each value in Order-Domain-Values(csp, var, assignment) do
      if value is consistent with assignment then
        add \{var = value\} to assignment
       inferences \leftarrow Inference(csp, var, assignment)
       if inferences \neq failure then
           add inferences to csp
           result \leftarrow BACKTRACK(csp, assignment)
                                                       With the information
           if result \neq failure then return result
                                                       available to you, you
           remove inferences from csp
                                                           can INFER that a
        remove \{var = value\} from assignment
                                                         particular branch is
  return failure
                                                                going to be
```

INCONSISTENT