



# **PRACTICE 4**

## **CONSTRAINT SATISFACTION PROBLEMS**

**1. Consider the problem of placing  $k$  knights on an  $n \times n$  chessboard such that no two knights are attacking each other, where  $k$  is given and  $k \leq n^2$**

- a. Choose a CSP formulation. In your formulation, what are the variables?
- b. What are the possible values of each variable?
- c. What sets of variables are constrained, and how?

## 2. Perform the AC-3 algorithm to turn these problems into arc-consistent ones with a reduced domain.

a	Variables	$A, B, C \in \{1, 2, 3\}$
	Constraints	(1) $A > B$ (2) $B = C$

b	Variables	$A, B, C \in \{1, 2, 3, 4, 5, 6\}$
	Constraints	(1) $A * B = 12$ (2) $A > C + 1$ (3) $C \neq B - 3$

c	Variables	$A, B, C \in \{1, 2, 3, 4, 5, 6, 7, 8, 9\}$
	Constraints	(1) $A + C = 6$ (2) $A \neq B$ (3) $B < C + 3$

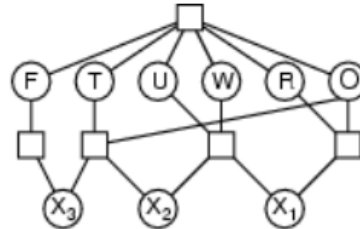
### **3. Solve the cryptarithmic problem by hand, using the strategy of backtracking with forward checking and the MRV and least-constraining-value heuristics.**

#### **REMINDER:**

1. Why should we choose the most constrained variable (a.k.a. minimum remaining values) heuristic?
2. Why should we choose the least-constraining value (the value that rules out the fewest values in the remaining variables)?
3. What does forward checking do?

### 3. Solve the cryptarithmic problem by hand, using the strategy of backtracking with forward checking and the MRV and least-constraining-value heuristics.

$$\begin{array}{r} \text{TWO} \\ + \text{TWO} \\ \hline \text{FOUR} \end{array}$$



- Variables:  $F T U W R O \ X_1 X_2 X_3$  (the memories of the operator "+")
- Value domain:  $\{0, 1, 2, 3, 4, 5, 6, 7, 8, 9\}$  for the 6 variables of  $F, T, U, W, R, O$ , and  $\{0, 1\}$  for the 3 variables of  $X_1, X_2, X_3$
- Constraints: The values of the variables  $F, T, U, W, R, O$  are different
  - $O + O = R + 10 * X_1$
  - $X_1 + W + W = U + 10 * X_2$
  - $X_2 + T + T = O + 10 * X_3$
  - $X_3 = F$
  - $T \neq 0$
  - $F \neq 0$