# Java Search Project: Packing Words in Bins

### The Problem To Solve

To serve as a standard dataset for his work first with <code>Stanford Graphbase</code> and then with <code>Volume 4</code> about combinatorial algorithms, <code>Donald Knuth</code> gradually compiled and then set in stone a collection of 5757 five-letter English words, given in the file <code>sgb-words.txt</code> sorted by their frequency. In this spirit, our students may use any and all combinatorial search and optimization techniques in their mental arsenal to solve the following fun little combinatorial problem: Arrange the given set of words individually into as few "bins" as possible, under the constraint that <code>two words in the same bin must differ in every position</code>.

For example, the words frump and gouts can't go into the same bin, since they both have the same letter u in the middle position. On the other hand, even though the anagrams angle and glean consist of the exact same five letters, they still go painlessly into the same bin.

For example, the randomly chosen sixty-word subset of sgb-words.txt given below can be arranged into six separate bins.

```
avoid, spasm, these, prick, shunt, endow, degum, hapax, umbra, jacks, russe, areal, modes, cinch, regal, bleak, spell, rille, glyph, jiffy, abaft, tangy, coops, scant, cloth, hying, screw, props, grown, bravo, nicer, facie, weeny, lords, exude, buffa, kudzu, molar, redox, elude, lacer, beaut, skiff, adman, naked, unhip, prior, etext, gibes, rumor
```

One possible solution, one of the many equally good solutions, could be:

```
Bin 1: [avoid, these, prick, hapax, umbra, modes, glyph, jiffy, scant, rumor]

Bin 2: [jacks, screw, bravo, weeny, exude, kudzu, adman, unhip]

Bin 3: [shunt, endow, degum, russe, bleak, tangy, grown, nicer, lords]

Bin 4: [spasm, regal, cloth, facie, buffa, prior, etext, gibes]

Bin 5: [areal, rille, coops, lacer, beaut, skiff]

Bin 6: [cinch, spell, abaft, hying, props, molar, redox, elude, naked]
```

These six bins turn out to be as good as it gets; Whichever way you twist and turn and shout and pout, these words won't go into five bins without at least one constraint violation unavoidably taking place somewhere.

(Yet another equivalent way to phrase this problem is to ask for a **minimum vertex colouring** in the **word graph** with words as nodes, so that two word nodes are connected by an edge if and only if their **Hamming distance** is less than five.)

#### **Automated Tester**

As usual with the courses given by this instructor, an automated tester <a href="WordPackingTest.java">WordPackingTest.java</a> will be used to grade this project. When used on the command line, it has the format

```
java WordPackingTest SEED SIZE ROUNDS VERBOSE
```

Bin 1: [armor, spark, hullo, close, rapid, bones]

where SEED is the seed for the tester's pseudorandom number generator, SIZE is the number of words in each problem instance, ROUNDS is the number of rounds to play this game, and VERBOSE determines whether the tester prints out everything or only the final score line. An example run that consists of three rounds of lists that each contain 50 words should resemble the following.

```
matryximac: Java 305 ilkkakokkarinen$ java WordPackingTest 777777 50 3 true
Read 5757 words from <sgb-words.txt>.
Seed 777777: [nutsy, deter, dicot, gulch, adman, junta, skint, phone, which, marks,
ethyl, owned, mylar, unfit, scrub, skunk, myths, slots, cedar, lisle, undue, hinds,
estop, dream, jibed, impel, patch, sibyl, quark, combo, probe, ennui, polka, gamin,
daddy, atone, views, torah, asked, shush, whirr, cools, hoard, whang, ftped, harpy,
ocean, rutty, found, runty]
Solution found in 81 ms.
Bin 1: [deter, adman, junta, which, marks, sibyl, probe, found]
Bin 2: [skint, mylar, undue, impel, patch, views, hoard, runty]
Bin 3: [dicot, owned, myths, cedar, quark, polka, atone, shush, harpy]
Bin 4: [phone, ethyl, scrub, hinds, dream, combo, asked, rutty]
Bin 5: [nutsy, slots, lisle, ennui, gamin, torah, whang, ftped]
Bin 6: [gulch, unfit, skunk, estop, jibed, daddy, whirr, cools, ocean]
Seed 777778: [hexed, recap, carry, rodeo, emote, litho, pager, trick, crown, faint,
clink, typos, chino, waged, trawl, bowls, jihad, petit, kelly, axman, sloop, dogma,
elate, sutra, vitas, dials, raspy, gypsy, demon, unapt, lucky, cruse, snark, wurst,
ghoul, sweep, tenth, noddy, ghoti, mound, bride, upped, range, minas, nymph, swede,
forth, wrong, sigma, flits]
Solution found in 2966 ms.
Bin 1: [recap, carry, typos, unapt, ghoti, mound, bride, sigma]
Bin 2: [emote, pager, clink, trawl, bowls, jihad, demon, wurst]
Bin 3: [rodeo, crown, faint, gypsy, tenth, swede]
Bin 4: [waged, petit, axman, sloop, dials, lucky, cruse, forth]
Bin 5: [chino, elate, sutra, raspy, upped, minas]
Bin 6: [hexed, litho, snark, noddy, range, wrong, flits]
Bin 7: [trick, kelly, dogma, vitas, ghoul, sweep, nymph]
Seed 777779: [stash, decaf, onion, rehab, goest, armor, spark, ixnay, jives, hippy,
algin, rived, dunno, radix, swoon, noose, arise, hadda, bream, crack, klieg, agony,
furls, bombe, admit, hullo, close, rapid, bones, seams, igloo, rawly, cause, whelp,
loads, hymns, dicot, fiche, avail, chord, spoil, cruft, yerba, fauna, stung, clunk,
quick, token, umber, hertz]
Solution found in 269 ms.
```

```
Bin 2: [rehab, algin, noose, hadda, crack, whelp, dicot, stung]
Bin 3: [decaf, hippy, arise, furls, igloo, spoil, clunk, token]
Bin 4: [rived, bream, agony, seams, cause, quick]
Bin 5: [ixnay, admit, loads, chord, fauna, umber]
Bin 6: [goest, swoon, klieg, rawly, hymns, fiche, avail, yerba]
Bin 7: [stash, onion, jives, dunno, radix, bombe, cruft, hertz]
20 3316 123456789 Kokkarinen, Ilkka
```

The last line of the tester output shows the total score (lower is better) followed by the total measured running time of the entire run, given in milliseconds (lower is better), followed by your student information. If the command line option VERBOSE is false, the tester prints only this last line. However, during your development, you will surely want to examine these verbose outputs. (Of course you may also print your own debugging outputs during development, just remember to comment them all out before submission.)

To make this problem more fun, note that the construction of the random wordlist is done with the "thumb on the scale" to avoid words that contain letters in positions that have already been used too many times in the previously selected words. In general, problems whose constraints are so hard that they essentially force you directly to the only possible solution are usually not that interesting. Same as with other NP-complete combinatorial search problems, there is a "sweet spot" for the number of random constraints that allows its chaos of latent possibilities to burst out and genuinely flower.

# Grading

Student submissions will be tested by the instructor under the same computer environment with the exact same secret SEED, using the SIZE of 50 for a total of ten ROUNDS.

**Project submissions that crash or return an illegal answer receive a zero mark for this project.** Furthermore, the testing has a total time limit of **one minute for these ten rounds**. Code whose execution does not terminate by that time will also receive a zero mark. Before submitting, please have your code run overnight for at least a thousand rounds with VERBOSE set to false. If only the single result line and nothing else is there when you wake up in the morning, you know that your code is not printing anything, getting stuck in an infinite loop, or crashing.

As always, **silence** is **golden**. Your methods may not print anything during their execution. A project submission that prints even one character on its own will automatically receive a zero mark. (Only little children believe that programs that don't print anything are also not doing anything.)

Any attempt to interfere with the behaviour and results of the automated tester in any way, even as a prank, is plain and simple cheating, and will be punished by the forfeiture of all project marks for this course.

## Required Methods

Your submission must consist of **exactly one Java 8 source code file** named WordPacking.java and no other files. You may define nested classes inside this class. You may use any and all data structures and algorithms provided in the Java 8 standard library. This way you don't need to reinvent any of those rusty old wheels, but can concentrate full time on the logic of your search and optimization.

Your class **must have the following exact methods** to allow the tester to compile and run:

```
public static String getAuthorName()

Returns your name in the format "Lastname, Firstname".

public static String getStudentID()

Returns your student ID. Please do not include any whitespace characters in your ID.

public static List<List<String>> wordPack(List<String> words)
```

This method is the heart and soul of this project. Given the list of words, create and return a list of bins whose each element is a list of strings, the contents of that particular bin. The automated tester enforces that every word in words appears in exactly one bin, and that no two words in the same bin contain the same letter in the same position.

You can freely choose the exact subtype of the returned list object and the lists inside it, as long as they are subtypes of List<String>. Most likely, simple ArrayList<String> is best.

### Historical Side Contest: Maximize One Bin

This instructor first created and used this problem during his stint of daytime teaching back in the Fall 2018 term. At that time, he also realized that this setup is pregnant with an interesting sideshow tent problem screaming to burst out; If you were allowed to freely choose your words from the file sgb-words.txt, how many words could you theoretically fit into a single bin?

Interested students were offered this voluntary side quest with the reward of ceremonial title of "The Soldering Iron of Justice" for the duration of that term for the student or a pair of students to first submit the largest subset of words that fit together into a single bin. Theoretically this subset could contain up to 26 words, since every word consumes exactly one of the 26 possible letters from each of its five positions. However, same as with most other real world datasets, Knuth's wordlist rarely contains the items that we really hope it to have, so in practice we fall far short of this ideal for the lack of a nail inevitably leading to the lack of a horseshoe, and so on.

The following table shows the history of students improving the best solution known at the time, listed in reverse chronological order to make the best solution to be the cherry on the top.

Date	Student(s)	Size	Solution
N o v 23	Ryan Chan Shum Hang	18	[ethyl, oxbow, injun, affix, nymph, kudzu, uvula, thwap, pssst, gizmo, skiff, flyby, wrong, bocci, hertz, dweeb, valve, czars]
Nov 7	T y l e r Blanchard	17	<pre>[pffft, ethyl, bally, vents, whose, litho, dweeb, using, abuzz, mujik, cramp, zombi, scram, incur, glyph, oxbow, hydra]</pre>
	T y l e r Blanchard	16	[lambs, flank, trice, cowed, input, bingo, nervy, excon, abuzz, umbra, sylph, dwell, pshaw, optic, whomp, mufti]
0 c t 29	Deep Patel, Calvin Yap	15	[after, backs, cease, diddy, eclat, fjord, glitz, hokum, idyll, jumbo, lynch, omega, rhumb, sprig, unbox]

As the lack of exhaustive search has not ruled out better solutions, as the search space for this problem prevented such explorations, better solutions are still possible. Anyone who comes up with a working solution with 19 words will instantly become the permanent holder of the ceremonial title of "The Soldering Iron of Heavens Justice", at least as far as this instructor is concerned.

Motivated students may also repeat the same challenge for other languages. For example, how large a bin could somebody fill to the brim using the five-letter words of German, Spanish or French? (Some cunning linguist with an actual expertise in these matters probably ought to decide whether the accented versions of certain letters are considered the same.)