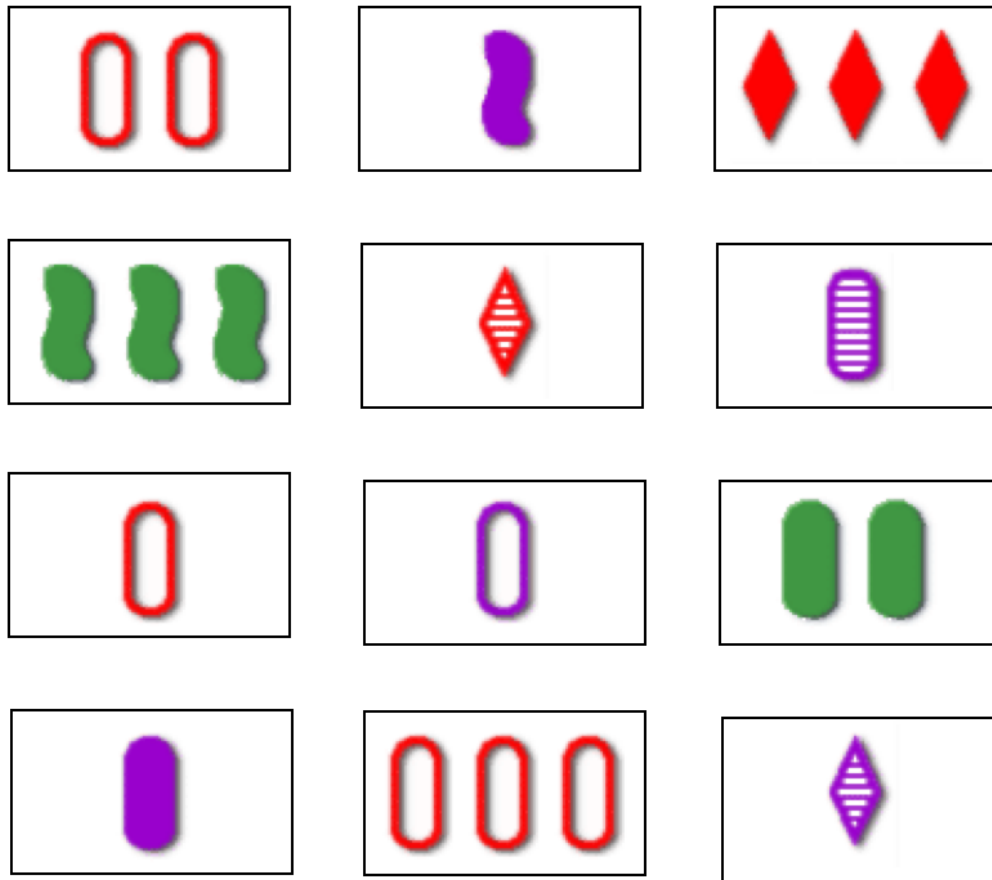
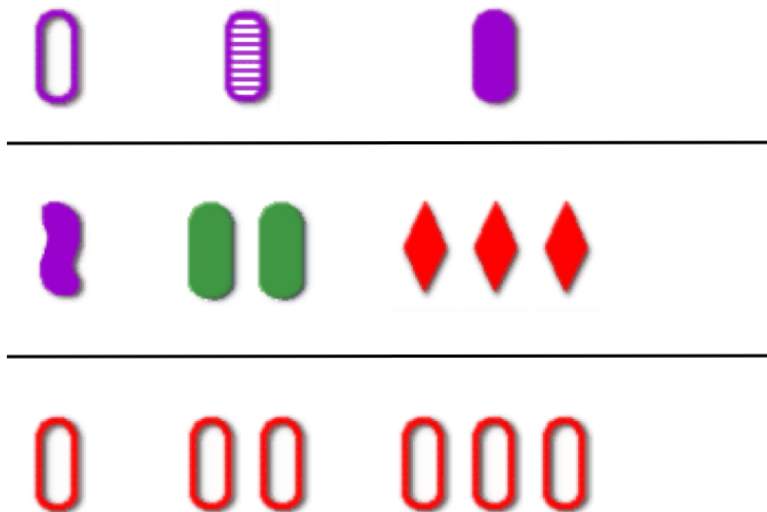


Game of Set

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Possible sets



Possible sets



CSP

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Constraint Satisfaction

- Find a state config that doesn't violate constraints

(non-sequential)

- State: A set of variables $X_1, X_2, X_3, \dots, X_n$ each of which can take a different value

- Domain: Each variable X_i has a corresponding set of values it can take D_i

- Constraint: C_1, C_2, \dots, C_n each involving a number of variables & specifying legal values

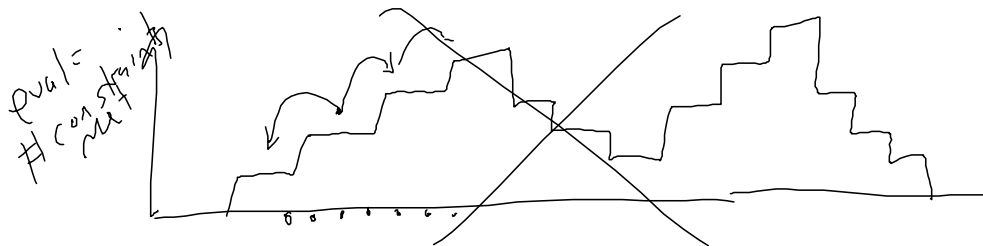
- Solution: An assignment of values to variables $\in D_i$

$$\{X_1 = v_1, X_2 = v_2, \dots\}$$

You don't know the goal \rightarrow Not A* (Not sequential)

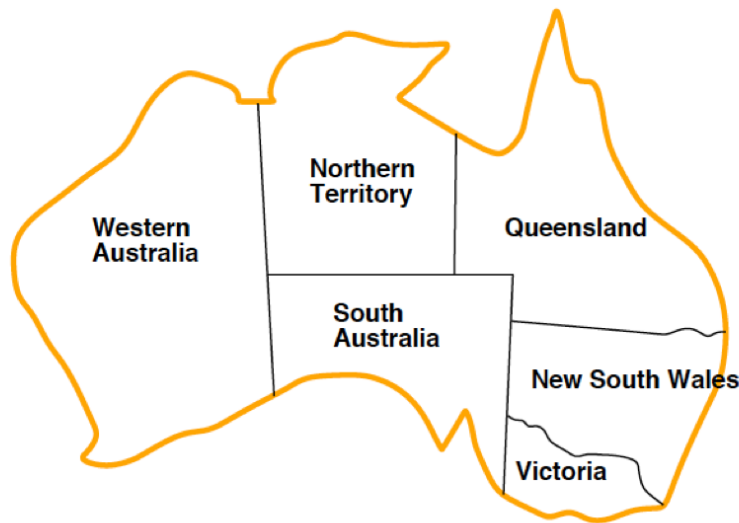
Not hill-climbing \rightarrow doesn't guarantee optimal solution

You have to find the optimal solution



Map coloring

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Green
Red
Blue

Variables: $\{WA, NT, Q, NSW, V, SA, T\}$ Tasmania

Domains: $D_i = \{R, G, B\}$ for all X_i

Constraints: "Adjacent territories have different colors"

$(WA, NT) = \{R, G\}, \{R, B\}, \{B, G\}, \{B, R\}, \{R, G\}, \{R, B\}$
 $(NT, Q) = \{$

Macros: \neq

$WA \neq NT$
 $NT \neq Q$

\rightarrow ~~write~~ write a parser
 & a language

• Constraint Graph - visualization strategy

- Nodes: variables & constraints
- Arcs: link variables to constraints





Binary Constraints: 2 variables

Unary constraints: $Q = \{R\}$

High-order constraints: $(T=SA \text{ or } T=V)$

