

CSC 309  
ARTIFICIAL INTELLIGENCE  
GROUP 3



# PROBLEM SOLVING

- **Problem;** Cryptarithmetic
- **Problem Type;** Combinatorics, constraint satisfaction, solving subproblems



# CRYPTOARITHMETIC

A puzzle where letters represent digits in an arithmetic equation.

Each letter has a unique digit, where the goal is to make the equation correct.

Example:

- SEND + MORE = MONEY

**Importance:**

- Develops logical thinking
- Uses constraints and search
- Applied in Computer Science and AI
- Introduces constraint-based problem solving



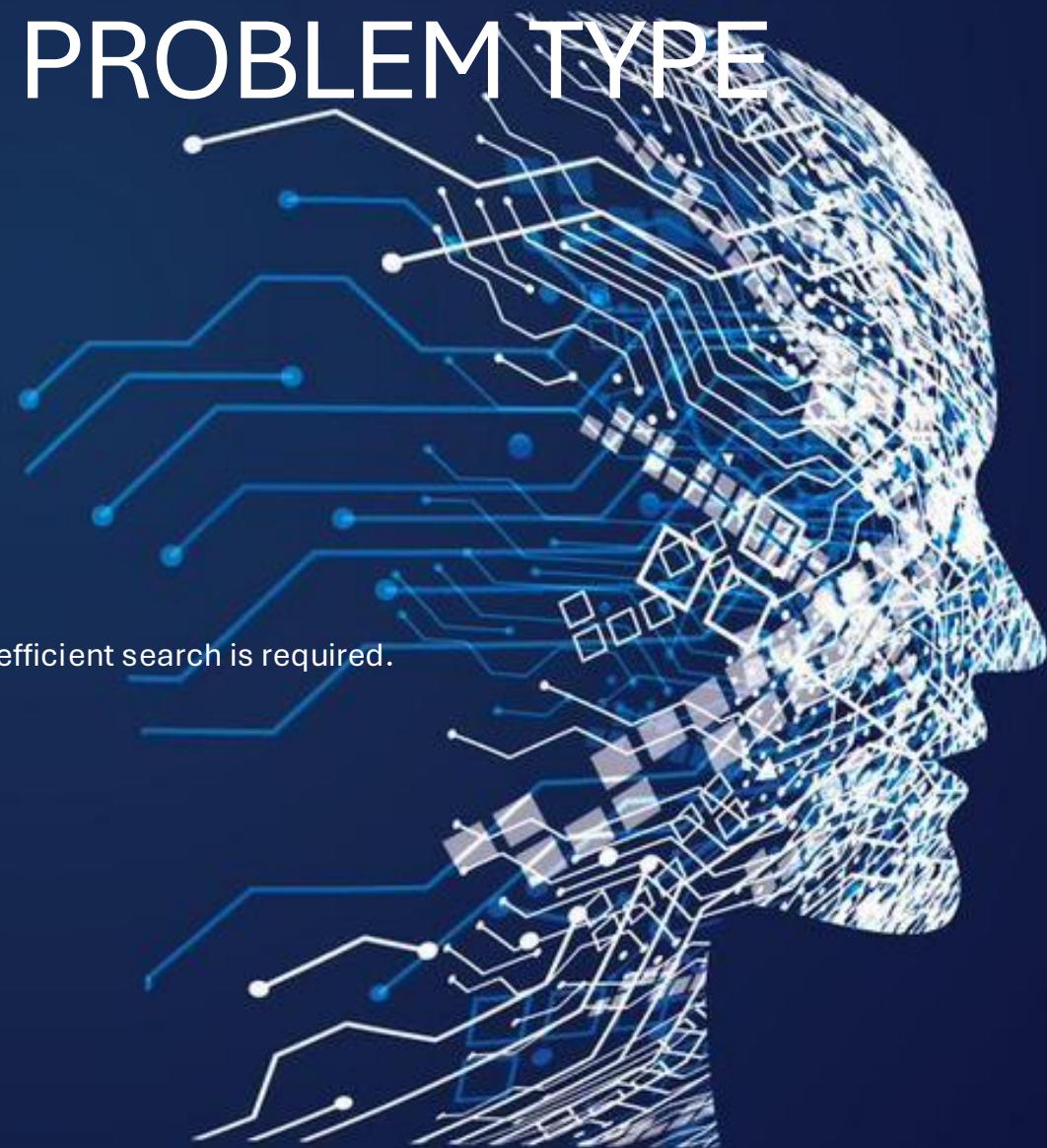
# CRYPTOARITHMETIC AS A PROBLEM TYPE

Cryptoarithmetic can be seen as:

- A search problem (trying digit assignments)
- A constraint satisfaction problem (CSP) (rules must be satisfied)
- A combinatorial problem (many possible combinations)

**Challenge:**

- There are many possible digit assignments, but very few satisfy all constraints, so efficient search is required.



# COMBINATORICS

The counting of possible ways to assign digits to letters

**Example:**

- there are 8 unique letters
- We choose 8 digits from
- Number of possibilities:
- \*  $10P8=10 \times 9 \times 8 \times \dots$

**Importance:**

- Shows why brute force can be expensive
- Helps estimate search space size



# CONSTRAINTS IN CRYPTOARITHMETIC

Constraints reduce the search space and make solving feasible.

## Common constraints:

- Unique digits: No two letters can have the same digit.
- Leading letters  $\neq 0$ : The first letter of a number cannot be zero (e.g.,  $S \neq 0$ ,  $M \neq 0$ ).
- Arithmetic correctness: The equation must be mathematically valid.

## Purpose:

- Ensures only valid solutions are considered.
- Helps solve the puzzle efficiently.



# CONSTRAINT SATISFACTION PROBLEM (CSP)

A CSP is a problem where we assign values to variables while satisfying rules (constraints).

**A CSP consist of:**

- Variables Letters (S,EN,D,...)
- Domains Digits 0-9
- Constraints -> Rules

The goal is to find a valid assignment that satisfies all constraints

**Purpose:**

- Makes solving systematic
- Reduces trial-and-error by checking constraints



# SOLVING AS SUBPROBLEMS

Break the problem into smaller parts to simplify solving:

- Column-by-column addition (start with units)
- Carry handling for next columns
- Partial assignments to check constraints early

## Example:

- Solve units  $\rightarrow$  tens  $\rightarrow$  hundreds column step by step

## Benefits:

- Faster solving
- Easier reasoning



# PRESENTED BY

- ASMAU RABIU UMAR 20230999
- YAZID AMINU SAMBO 20230961
- TANKO AHMAD SUNUNU 20231616
- LIMAN MUHAMMAD FAWWAZ 20230776
- IBRAHIM GURARA MAHMUD 20231036
- MUHAMMAD MUHAMMAD IBN MUSA 20231150
- UMAR AL-AMEEN AHMAD 20232238
- USMAN MUHAMMAD HABEEB 20232226
- MUHAMMAD AL-AMIN MAI-MUSTAPHA 20231016

