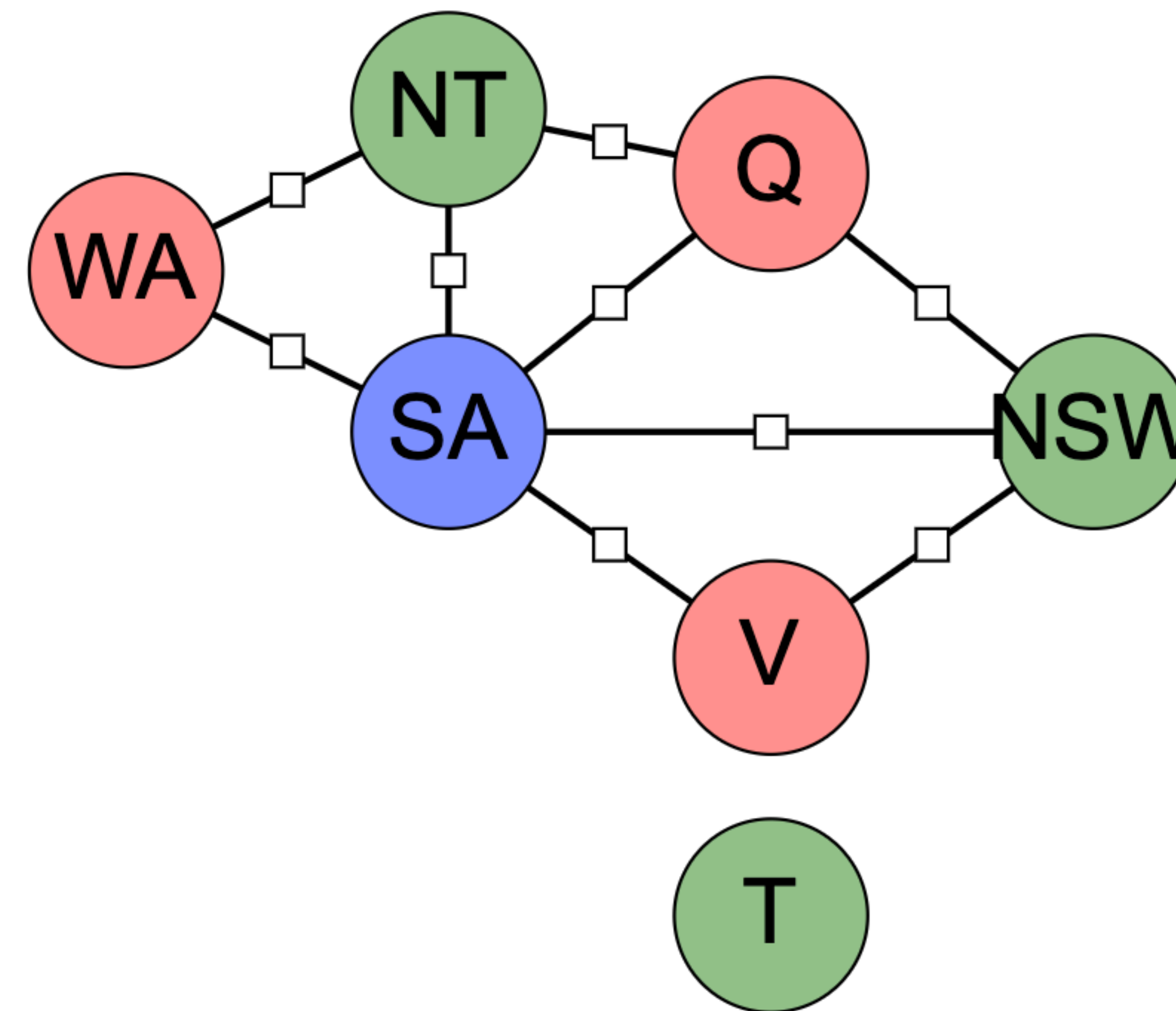


Example: map coloring



CSP: $f, \{0, 1\}$

Assignment:

$$x = \{WA : \text{R}, NT : \text{G}, SA : \text{B}, Q : \text{R}, NSW : \text{G}, V : \text{R}, T : \text{G}\}$$

Weight:

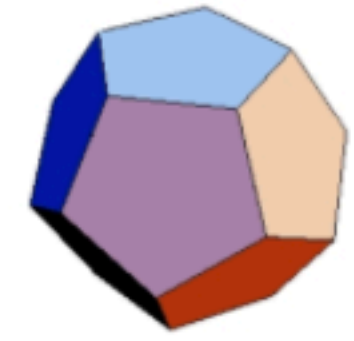
$$\text{Weight}(x) = 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 = 1$$

Assignment:

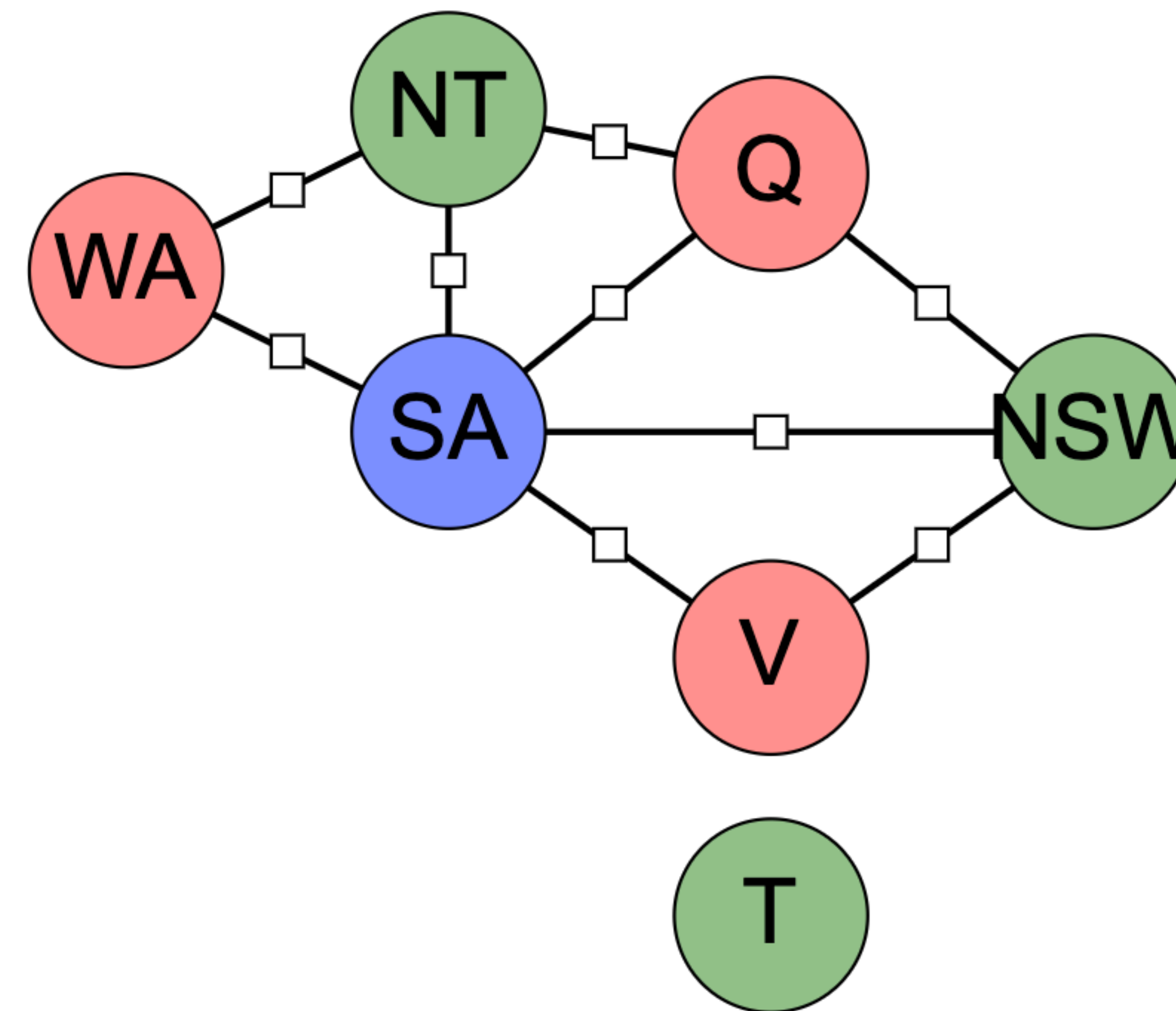
$$x' = \{WA : \text{R}, NT : \text{R}, SA : \text{B}, Q : \text{R}, NSW : \text{G}, V : \text{R}, T : \text{G}\}$$

Weight:

$$\text{Weight}(x') = 0 \cdot 0 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 = 0$$



Example: map coloring



$$\lg(f_1 \cdots f_m) \leftarrow$$
$$= \lg f_1 + \lg f_2 + \cdots + \lg f_m$$

Assignment:

$$x = \{WA : \text{R}, NT : \text{G}, SA : \text{B}, Q : \text{R}, NSW : \text{G}, V : \text{R}, T : \text{G}\}$$

Weight:

$$\text{Weight}(x) = 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 = 1$$

Assignment:

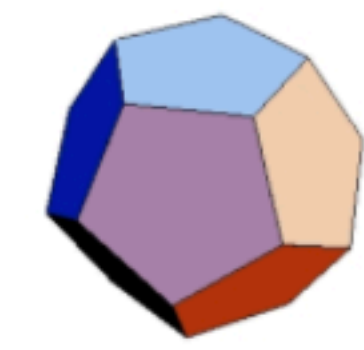
$$x' = \{WA : \text{R}, NT : \text{R}, SA : \text{B}, Q : \text{R}, NSW : \text{G}, V : \text{R}, T : \text{G}\}$$

Weight:

$$\text{Weight}(x') = 0 \cdot 0 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 = 0$$

Arc consistency

Idea: eliminate values from domains \Rightarrow reduce branching



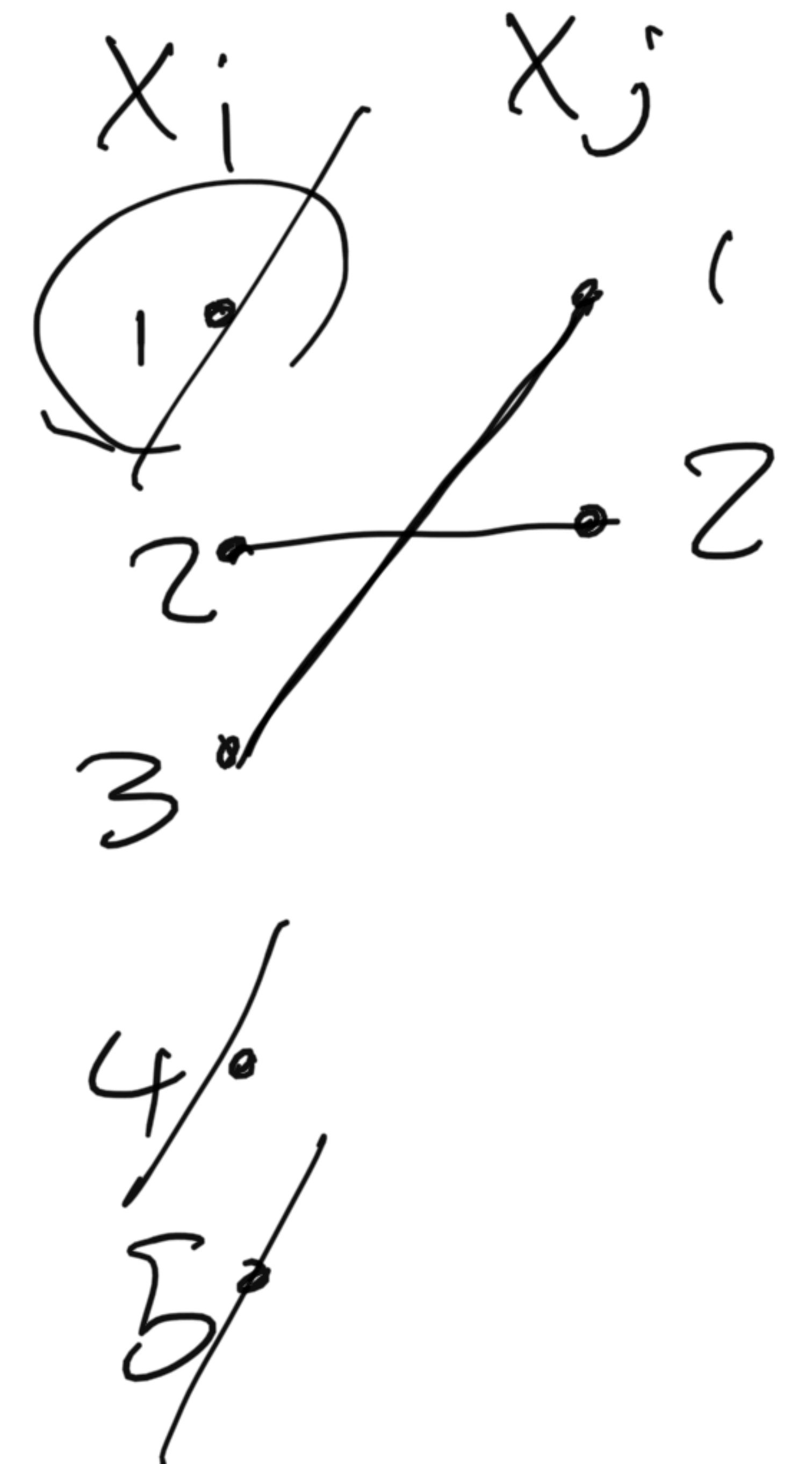
Example: numbers

Before enforcing arc consistency on X_i :

$$X_i \in \text{Domain}_i = \{1, 2, 3, 4, 5\}$$

$$X_j \in \text{Domain}_j = \{1, 2\}$$

$$f_1(X) = [X_i + X_j = 4]$$



[whiteboard]

AC-3

Forward checking: when assign $X_j : x_j$, set

$\text{Domain}_j = \{x_j\}$ and enforce arc consistency on all neighbors X_i with respect to X_j

AC-3: repeatedly enforce arc consistency on all variables



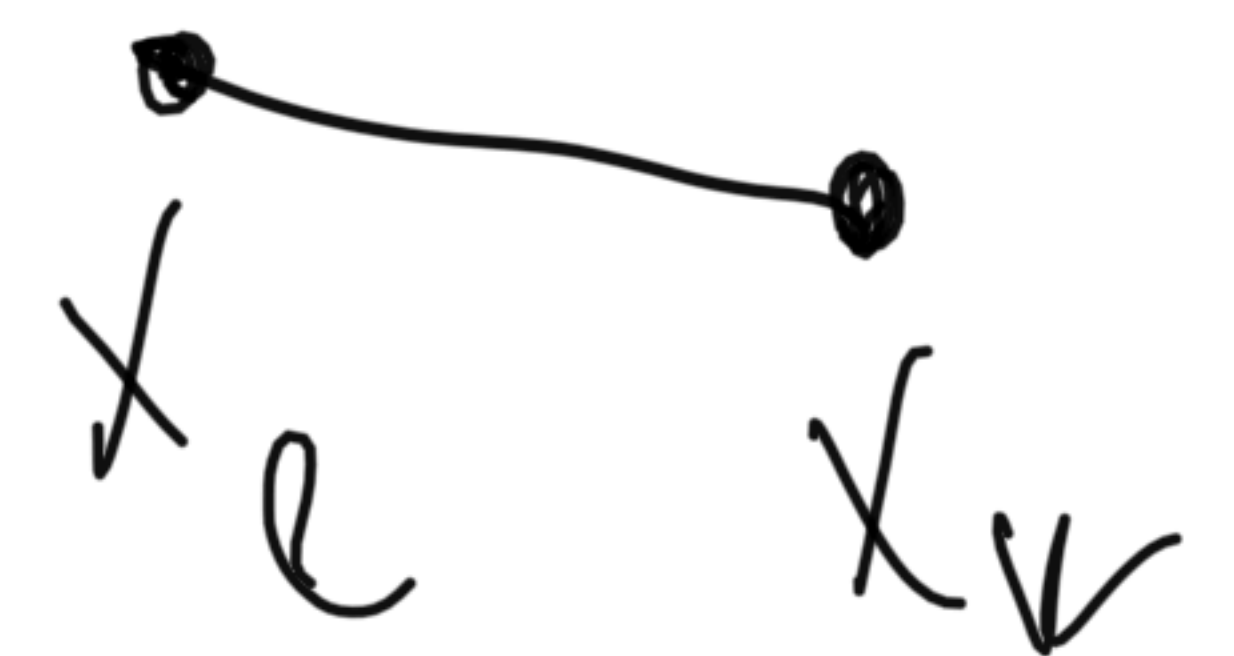
Algorithm: AC-3

Add X_j to set.

While set is non-empty:

- Remove any X_k from set.
- For all neighbors X_l of X_k :
 - Enforce arc consistency on X_l w.r.t. X_k .
 - If Domain_l changed, add X_l to set.

$$e + d + d = e + d + d$$



AC-3 (example)

