1

Intro. Supplementary clauses to speed up sat-color-order queennxn.gb d: These clauses say that every k-clique must contain at least one relatively high color and at least one relative low color.

```
#include <stdio.h>
#include <stdlib.h>
  int n;
             /* this many queens */
  int d:
            /* this many colors */
  main(\mathbf{int} \ argc, \mathbf{char} * argv[])
    register int i, j, k, l;
    \langle \text{Process the command line } 2 \rangle;
     \langle \text{ Generate the clauses } 3 \rangle;
2. \langle \text{Process the command line } 2 \rangle \equiv
  if (argc \neq 3 \lor sscanf(argv[1], "%d", \&n) \neq 1 \lor sscanf(argv[2], "%d", \&d) \neq 1) {
    fprintf(stderr, "Usage: \_\%s \_n \_d n", argv[0]);
    exit(-1);
  if (d < n) {
    fprintf(stderr, "The \ number \ of \ colors \ (%d) \ must \ be \ at \ least \ %d! \ n", d, n);
  This code is used in section 1.
3. \langle \text{ Generate the clauses } 3 \rangle \equiv
  for (k = 0; k < n; k++) {
    \langle Generate cliques for row k \mid 4 \rangle;
     \langle Generate cliques for column k \ 5 \rangle;
  for (k = 1; k \le n + n - 3; k++) (Generate cliques for i + j = k 6);
  for (k = 2 - n; k \le n - 2; k++) (Generate cliques for i - j = k \ 7);
This code is used in section 1.
    \langle Generate cliques for row k \mid 4 \rangle \equiv
4.
    printf("\n");
    for (j = 0; j < n; j++) printf("_{\square}"\d.\%d<\%d", k, j, n-1);
    printf("\n");
This code is used in section 3.
   \langle Generate cliques for column k \mid 5 \rangle \equiv
    printf("\n");
    printf("\n");
This code is used in section 3.
```

```
\langle Generate cliques for i + j = k \mid 6 \rangle \equiv
    \mathbf{if} \ (k < n) \ \{
      l = k + 1;
      printf("\n");
      for (i = 0; i \le k; i++) printf ("\_"\d.\%d.\%d\", i, k - i, l - 1);
      printf("\n");
    } else {
      l = n + n - 1 - k;
       \mbox{ for } (i = n - l; \ i < n; \ i +\!\!\!\!+) \ \ printf(" \!\!\! \sqcup \mbox{\em Md} \!\!\! \cdot \mbox{\em Md}", i, k - i, d - l + 1); 
      printf("\n");
      for (i = n - l; i < n; i++) printf ("\_"%d.%d<%d", i, k - i, l - 1);
      printf("\n");
  }
This code is used in section 3.
7. \langle Generate cliques for i-j=k 7\rangle \equiv
    if (k > 0) {
      l = n - k;
      printf("\n");
      for (i = k; i < n; i++) printf ("_{\sqcup}"%d.%d<%d", i, i - k, l - 1);
      printf("\n");
    } else {
      l = n + k;
      printf("\n");
      for (i = 0; i < n + k; i++) printf("\_~\%d.\%d\%d\", i, i - k, l - 1);
      printf("\n");
  }
```

This code is used in section 3.

8. Index.

 $argc: \ \ \underline{1}, \ 2.$ $argv: \ \ \underline{1}, \ 2.$ $d: \ \ \underline{1}.$ $exit: \ \ 2.$ fprint f : 2.i: $\underline{1}$. j: $\underline{1}$.

 $k: \underline{1}.$ l: $\underline{\underline{1}}$.

 $main: \underline{1}.$ n: $\underline{1}$.

printf: 2, 4, 5, 6, 7. sscanf: 2.

stderr: 2.

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