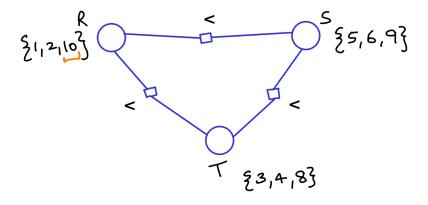
k-consistency

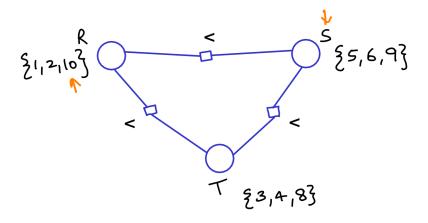


- A CSP is k-consistent if, for any consistent assignment to k-1 variables, there is a consistent assignment for the k^{th} variable.
- 2-consistency is same as arc consistency.
- 3-consistency is same as path consistency.
- ▶ A CSP is strongly-k-consistent if it is k-consistent and is also (k-1)-consistent, (k-2)-consistent, . . . all the way down to 1-consistent.

Does k-consistent CSP \Rightarrow strongly-k-consistent CSP?

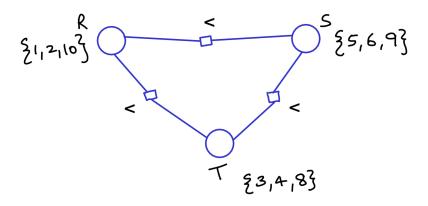


Does k-consistent CSP \Rightarrow strongly-k-consistent CSP?



Is the above CSP 3-consistent?

Does k-consistent CSP \Rightarrow strongly-k-consistent CSP?



- Is the above CSP 3-consistent?
- Is the above CSP strongly-3-consistent?

Strongly-*n*-consistent

► Making a CSP strongly-*n*-consistent can take time exponential in *n*.

Strongly-*n*-consistent

- ► Making a CSP strongly-*n*-consistent can take time exponential in *n*.
- ▶ But, suppose that we have a strongly-*n*-consistent CSP.

Strongly-*n*-consistent

- ► Making a CSP strongly-*n*-consistent can take time exponential in *n*.
- ▶ But, suppose that we have a strongly-*n*-consistent CSP.
- We can find a solution in polynomial time.





Sudoku

	1	2	3	4	5	6	7	8	9
Α			3		2		6		
В	9			3		5			1
С			1	8		6	4		
D			8	1		2	9		
Ε	7								8
F			6	7		8	2		
G			2	6		9	5		
Н	8			2		3			9
1			5		1	业	3		

	1	2	3	4	5	6	7	8	9
Α	4	8	3	9	2	1	6	5	7
В	9	6	7	3	4	5	8	2	1
С	2	5	1	8	7	6	4	9	3
D	5	4	8	1	3	2	9	7	6
Е	7	2	9	5	6	4	1	3	8
F	1	3	6	7	9	8	2	4	5
G	3	7	2	6	8	9	5	1	4
Н	8	1	4	2	5	3	7	6	9
1	6	9	5	4	1	7	3	8	2

Sudoku: Alldiff constraints

```
Alldiff(A1, A2, A3, A4, A5, A6, A7, A8, A9)
\overline{Alldiff}(B1, B2, B3, B4, B5, B6, B7, B8, B9)
Alldiff(A1, B1, C1, D1, E1, F1, G1, H1, I1)
Alldiff(A2, B2, C2, D2, E2, F2, G2, H2, I2)
Alldiff(A1, A2, A3, B1, B2, B3, C1, C2, C3)
Alldiff (A4, A5, A6, B4, B5, B6, C4, C5, C6)
```

Alldiff constraint

Backtracking Search for CSPs

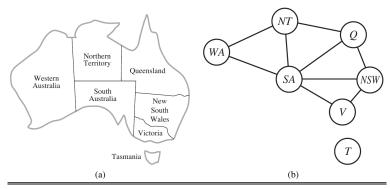
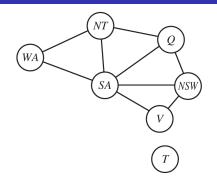
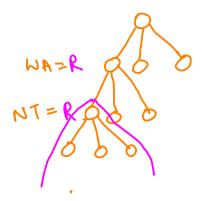


Figure 6.1 (a) The principal states and territories of Australia. Coloring this map can be viewed as a constraint satisfaction problem (CSP). The goal is to assign colors to each region so that no neighboring regions have the same color. (b) The map-coloring problem represented as a constraint graph.



Backtracking Search for CSPs





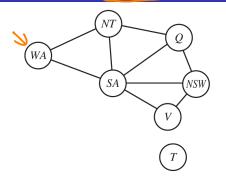




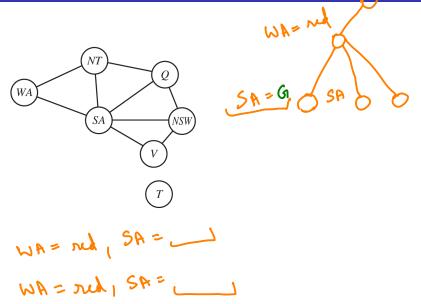
Backtracking Search for CSPs

```
function BACKTRACKING-SEARCH(csp) returns a solution, or failure
    return BACKTRACK(\{\}, csp)
  function BACKTRACK(assignment, csp) returns a solution, or failure
if assignment is complete then return assignment
    var \leftarrow SELECT-UNASSIGNED-VARIABLE(csp)
    for each value in Order-Domain-Values(var, assignment, csp) do
    if value is consistent with assignment then
           add \{var = value\} to assignment
           inferences \leftarrow Inference(csp, var, value)
           if inferences \neq failure then
              add inferences to assignment
              result \leftarrow BACKTRACK(assignment, csp)
              if result \neq failure then
               return result
        remove \{var = value\} and inferences from assignment
    return failure
```

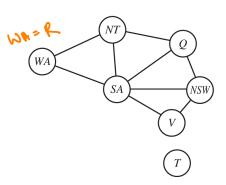
Inference: Forward checking, Maintaining arc consistency



Selecting an unassigned variable

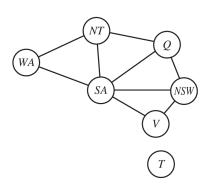


Selecting an unassigned variable



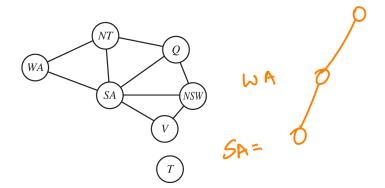
 Minimum-remaining-values heuristic

Selecting an unassigned variable

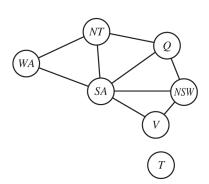


- Minimum-remaining-values heuristic
- Degree-heuristic (

Domain values ordering



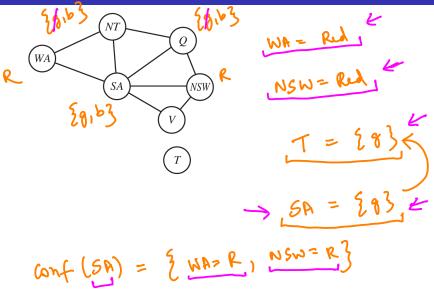
Domain values ordering



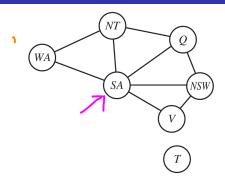
► Least-constraining-value heuristic

MA= NA Oj Zblur, ruds) NT= & blue, grand

Intelligent Backtracking

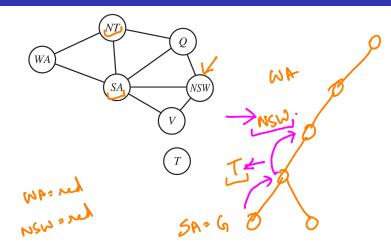


Intelligent Backtracking



- ► Chronological backtracking
- Conflict-directed 7 backjumping

Intelligent Backtracking



Constraint Learning

