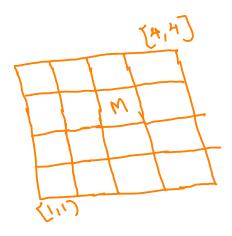
## Questions regarding assignment2



1. Query: Who killed the cat?

 $KB \models Kills(x, Tuna)$ ?

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► Nonconstructive proofs:

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- Bind once and backtrack

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\mathsf{KB} \models \exists x \, \mathsf{Kills}(x, \mathit{Tuna}) ?
```

$$\neg \exists x \, Kills(x, Tuna) \equiv \forall x \, \neg Kills(x, Tuna)$$

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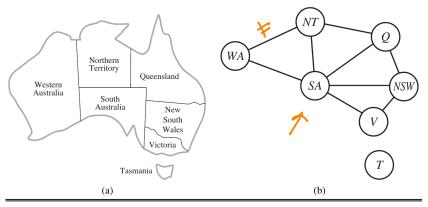
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- 1. Query: Who killed the cat?  $\begin{tabular}{ll} \begin{tabular}{ll} \begin{tabular$
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- $\Longrightarrow$  Kills(Jack, Tuna)  $\lor$  Kills(Curiosity, Tuna) ,  $\neg$ Kills(x, Tuna)

#### Chapter 6: Constraint Satisfaction Problem



**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.

Australian map coloring problem

- Australian map coloring problem
- ▶ Problem definition : X, D and C



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- Australian map coloring problem
- ▶ Problem definition : X, D and C

1. 
$$X = \{X_1, X_2, \dots, X_n\}$$

- Australian map coloring problem
- ▶ Problem definition : X, D and C

1. 
$$X = \{X_1, X_2, \dots, X_n\}$$

2. 
$$D = \{D_1, D_2, \dots, D_n\}$$

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- ▶ Problem definition : X, D and C

1. 
$$X = \{X_1, X_2, \dots, X_n\}$$

2. 
$$D = \{D_1, D_2, \ldots, D_n\}$$

3. *C* is a set of constraints.

- Australian map coloring problem
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1. 
$$X = \{X_1, X_2, \dots, X_n\}$$

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- 3. *C* is a set of constraints.
- Consistent assignment

- Australian map coloring problem
- ▶ Problem definition : X, D and C

1. 
$$X = \{X_1, X_2, \dots, X_n\}$$

2. 
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- 3. C is a set of constraints.
- Consistent assignment
- ► Complete assignment

- Australian map coloring problem
- ▶ Problem definition : X, D and C

1. 
$$X = \{X_1, X_2, \dots, X_n\}$$

2. 
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- 3. C is a set of constraints.
- Consistent assignment
- Complete assignment
- Solution : consistent and complete

constraint graph vs. state space graph

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- $\triangleright$   $X = \{WA, NT, Q, NSW, V, SA, T\}$
- $D_i = \{red, green, blue\}$

- constraint graph vs. state space graph
- $\triangleright$   $X = \{WA, NT, Q, NSW, V, SA, T\}$
- $ightharpoonup D_i = \{red, green, blue\}$



 $C = \{ WA \neq NT, WA \neq SA, \dots, V \neq NSW \}$ 

- constraint graph vs. state space graph
- $\triangleright$   $X = \{WA, NT, Q, NSW, V, SA, T\}$
- $ightharpoonup D_i = \{red, green, blue\}$
- $C = \{ WA \neq NT, WA \neq SA, \dots, V \neq NSW \}$
- Multiple solutions are possible.

- constraint graph vs. state space graph
- $\triangleright$   $X = \{WA, NT, Q, NSW, V, SA, T\}$
- $ightharpoonup D_i = \{red, green, blue\}$
- $C = \{ WA \neq NT, WA \neq SA, \dots, V \neq NSW \}$
- Multiple solutions are possible.
- Goal: understand general approaches for solving CSPs.

$$X = \{Axle_F, Axle_B, Wheel_{RF}, Wheel_{RB}, Nuts_{RF}, Nuts_{RB}, Cap_{RF}, Cap_{RB}, Inspect\}$$

- $X = \{Axle_F, Axle_B, Wheel_{RF}, Wheel_{RB}, Nuts_{RF}, Nuts_{RB}, Cap_{RF}, Cap_{RB}, Inspect\}$
- Precedence constraints :  $T_1 + d_1 \le T_2$

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- ▶ Precedence constraints :  $T_1 + d_1 \le T_2$ 
  - $ightharpoonup Axle_F + 10 \le Wheel_{RF}$ ;  $Axle_B + 10 \le Wheel_{RB}$









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- ▶ Precedence constraints :  $T_1 + d_1 \le T_2$ 
  - $ightharpoonup Axle_F + 10 \le Wheel_{RF}$ ;  $Axle_B + 10 \le Wheel_{RB}$
  - lacksquare Wheel<sub>RF</sub> +  $1 \le Nuts_{RF}$ ; Wheel<sub>RB</sub> +  $1 \le Nuts_{RB}$



- $X = \{Axle_F, Axle_B, Wheel_{RF}, Wheel_{RB}, Nuts_{RF}, Nuts_{RB}, Cap_{RF}, Cap_{RB}, Inspect\}$
- ▶ Precedence constraints :  $T_1 + d_1 \le T_2$ 
  - ►  $Axle_F + 10 \le Wheel_{RF}$ ;  $Axle_B + 10 \le Wheel_{RB}$
  - $ightharpoonup Wheel_{RF} + 1 \leq Nuts_{RF}; Wheel_{RB} + 1 \leq Nuts_{RB}$
  - ightharpoonup Nuts<sub>RF</sub> + 2  $\leq$  Cap<sub>RF</sub>





- $X = \{Axle_F, Axle_B, Wheel_{RF}, Wheel_{RB}, Nuts_{RF}, Nuts_{RB}, \}$  $Cap_{RF}$ ,  $Cap_{RB}$ , Inspect
- ▶ Precedence constraints :  $T_1 + d_1 < T_2$ 
  - ightharpoonup Axle<sub>F</sub> + 10 < Wheel<sub>RF</sub>; Axle<sub>R</sub> + 10 < Wheel<sub>RR</sub>
  - $\blacktriangleright$  Wheel<sub>RF</sub> + 1 < Nuts<sub>RF</sub>; Wheel<sub>RB</sub> + 1 < Nuts<sub>RR</sub>
  - ightharpoonup Nuts<sub>RF</sub> + 2 < Cap<sub>RF</sub>
  - $(Axle_F + 10 \le Axle_B) \text{ or } (Axle_B + 10 \le Axle_F)$









- $X = \{Axle_F, Axle_B, Wheel_{RF}, Wheel_{RB}, Nuts_{RF}, Nuts_{RB}, \}$  $Cap_{RF}$ ,  $Cap_{RB}$ , Inspect
- ▶ Precedence constraints :  $T_1 + d_1 < T_2$ 
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  - $\triangleright$  Nuts<sub>RF</sub> + 2 < Cap<sub>RF</sub>
  - $\land$   $(Axle_F + 10 \le Axle_B)$  or  $(Axle_B + 10 \le Axle_F)$

- $X = \{Axle_F, Axle_B, Wheel_{RF}, Wheel_{RB}, Nuts_{RF}, Nuts_{RB}, Cap_{RF}, Cap_{RB}, Inspect\}$
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  - $ightharpoonup Wheel_{RF} + 1 \leq Nuts_{RF}; Wheel_{RB} + 1 \leq Nuts_{RB}$
  - ightharpoonup Nuts<sub>RF</sub> + 2  $\leq$  Cap<sub>RF</sub>
  - $(Axle_F + 10 \le Axle_B)$  or  $(Axle_B + 10 \le Axle_F)$
  - ightharpoonup Cap<sub>RF</sub>  $+1 \le Inspect$



 $\triangleright$   $D_i = \{1, 2, 3, \ldots, 27\}$ 

# Types of constraints

► Unary constraint

## Types of constraints

Unary constraint

 $W\!A \neq Green$ 



## Types of constraints

- Unary constraint  $WA \neq Green$
- Binary constraint

## Types of constraints

- ► Unary constraint
  WA ≠ Green
- ► Binary constraint

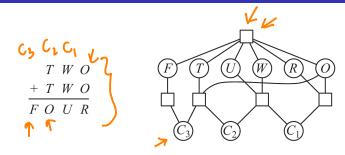
$$WA \neq NT$$

# Types of constraints

- Unary constraint  $WA \neq Green$
- ▶ Binary constraintWA ≠ NT
- Global constraint

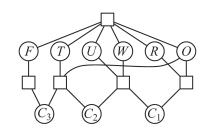
# Types of constraints

- Unary constraint  $WA \neq Green$
- ▶ Binary constraintWA ≠ NT
- ► Global constraint Alldiff (A, B, C, D)



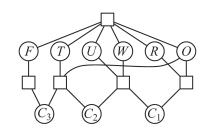
$$ightharpoonup$$
 Alldiff  $(F, T, U, W, R, O)$ 





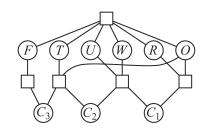
► Alldiff(F, T, U, W, R, O) It is given that all letters are distinct.

$$\begin{array}{ccccc} T & W & O \\ + & T & W & O \\ \hline F & O & U & R \end{array}$$



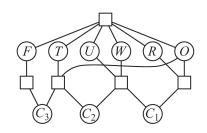
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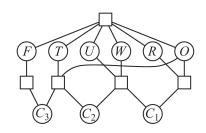
- ► Alldiff (F, T, U, W, R, O) It is given that all letters are distinct.
- $O + O = 10 \times C_1 + R$
- $ightharpoonup C_1 + W + W = 10 \times C_2 + U$

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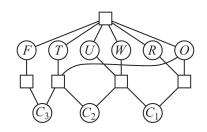




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- $C_2 + T + T = 10 \times C_3 + O$
- $ightharpoonup C_3 = F$



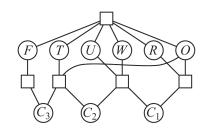
$$\begin{array}{ccccc}
T & W & O \\
+ & T & W & O \\
\hline
F & O & U & R
\end{array}$$



- ► Alldiff (F, T, U, W, R, O) It is given that all letters are distinct.
- $O + O = 10 \times C_1 + R$
- $ightharpoonup C_1 + W + W = 10 \times C_2 + U$
- $C_2 + T + T = 10 \times C_3 + O$
- $C_3 = F \leftarrow$   $F \neq 0 \leftarrow$



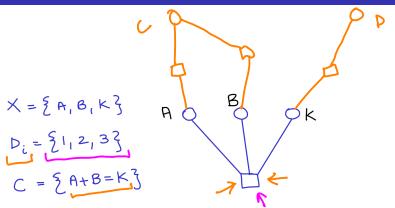
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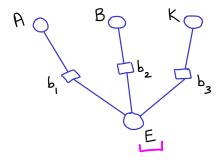


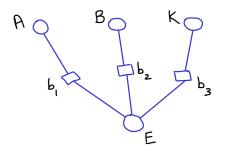
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- $ightharpoonup C_1 + W + W = 10 \times C_2 + U$
- $C_2 + T + T = 10 \times C_3 + O$
- $ightharpoonup C_3 = F$
- ► *F* ≠ 0
- ►  $D_i = \{0, \ldots, 9\}$



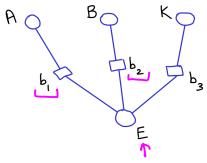
# Constraint satisfaction problem (CSP)



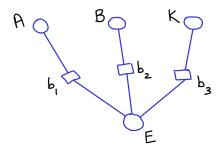




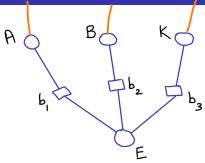
$$D_E = \{ <1,2,3>, <2,1,3>, <1,1,2> \}$$



- $D_E = \{ <1,2,3>, <2,1,3>, <1,1,2> \}$
- ▶ Constraint  $b_1$  checks whether A equals first element of the tuple assigned to E.



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- ightharpoonup Constraint  $b_1$  checks whether A equals first element of the tuple assigned to E.
- $\blacktriangleright$  Constraint  $b_2$  checks whether B equals second element of the tuple assigned to E.



- $D_E = \{ <1,2,3>, <2,1,3>, <1,1,2> \}$
- ▶ Constraint  $b_1$  checks whether A equals first element of the tuple assigned to E.
- ▶ Constraint  $b_2$  checks whether B equals second element of the tuple assigned to E.
- Constraint b<sub>3</sub> checks whether K equals third element of the tuple assigned to E.

# Dual-graph transformation

Add a new variable corresponding to each n-ary constraint, where n > 2.

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- Add a new variable corresponding to each n-ary constraint, where n > 2.
- ► The domain of the new variable consists of *n*-tuples whose elements satisfy the corresponding *n*-ary constraint.
- ▶ Add a binary constraint between the new variable and each of the original *n* variables (that were participating in the original *n*-ary constraint).

L

▶ The problem :  $O(d^n)$  possible assignments.

d + d + ... d

79

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- Reduce the number of legal values for different variables.

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- ► Achieve node consistency

$$\mathit{WA} \neq \mathit{Green}$$

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- ▶ Reduce the number of legal values for different variables.
- Achieve node consistency  $WA \neq Green$

Achieve arc consistency

