

### Problem Presentation

Fill in some of the blank squares with digits 0-9.

Each row and column should contains exactly 3 digits, and these digits should form an increasing arithmetic sequence, a sequence with a common difference.

		2			1	2	3
			6	0	3		6
1				1		5	9
	5			2	5	8	

## Model of input and output

The input and output are modeled as a list of lists. The -1 element represents an empty square, and the other numbers represent a square filled with that number.

8 8		2	
			6
1			
	5		



# Prolog Solution

### Prolog - Problem Solution Overview

```
solve(InputBoard, OutputBoard) :- statistics(walltime, [Start, ]),
                                  length(InputBoard, BoardSize), length(OutputBoard, BoardSize),
                                  length(PositionsHBoard, BoardSize), length(PositionsVBoard, BoardSize),
                                  checkHorizontal(InputBoard, OutputBoard, PositionsHBoard),
                                  checkVertical(InputBoard, OutputBoard, PositionsVBoard),
                                  append(PositionsHBoard, PlainPositionsHBoard),
                                  append(PositionsVBoard, PlainPositionsVBoard),
                                  append(PlainPositionsVBoard, PlainPositionsHBoard, Vars),
                                  labeling([dom_w_deg, median], Vars),
                                  statistics(walltime, [End, ]), Time is End - Start,
                                  format('Time spent to find the answer: ~3d s~n', [Time]).
```

## Prolog - solving each line and column

```
checkVertical(InputBoard, OutputBoard, PositionsVBoard) :- transpose(InputBoard, InputBoardTransposed), transpose(OutputBoard, OutputBoardTransposed), checkHorizontal(InputBoardTransposed, OutputBoardTransposed, PositionsVBoard).
```

## Prolog - constraining N1, N2 and N3

```
findLineNumber(InputLine, N3, N3Position) :- element(N3Position, InputLine, N3), N3 #\= -1.
constrainNumbers([N1, N2, N3], [N1Position, N2Position, N3Position]) :- C in 1 .4,
                                                                                                                                                                                                                                             (N3 \#= N2 + C \#/\ N2 \#= N1 + C \#/\ N1Position \#<
                                                                                                                                                                                                                                                                                                                                                                                                                                                                       N2Position #/
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              N2Position #
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            N3Position)
                                                                                                                                                                                                                                                                                                                                                     N1 + C #/\ N1Position
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           N2Position
                                                                                                                                                                                                                                                                                                                                                  = N2 + C \#/\ N2Position
                                                                                                                                                                                                                                                                                                                                                                                                                                                                         N1Position #/\
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              N1Position #
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           N3Position)
                                                                                                                                                                                                                                                                                                                                                  = N2 + C #/\ N2Position
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              N3Position #
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       N1Position)
                                                                                                                                                                                                                                                                    = N1 + C \#/\ N1 \#= N3 + C \#/\ N3Position
                                                                                                                                                                                                                                                                                                                                                                                                                                                                        N1Position #/\
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              N1Position #
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       N2Position)
                                                                                                                                                                                                                                            (N1 \# N2 + C \# / N2 \# N3 + C \# / N3Position \# N2Position \# / N3Position # N2Position # N2Posit
```

## Experimental Setup - Variable Ordering

Variable Ordering (time/s)						
Method	4x4	5x5	6x6	7x7		
leftmost	0,014s	1,310s	48,957s	X		
min	0,066s	63,881s	х	x		
max	2,001s	x	x	X		
ff	0,012s	0,614s	1,208s	294,0559		
anti_first_fail	5,536s	X	X	X		
occurrence	0,015s	11,993s	23,983s	X		
ffc	0,014s	0,296s	3,087s	12,881s		
max_regret	0,005s	1,542s	10,243s	X		
impact	0,004s	9,522s	X	Х		
dom w deg	0,013s	0,056s	0,644s	7,083s		

## Experimental Setup - Variable Selection

#### Variable Selection (time/s)

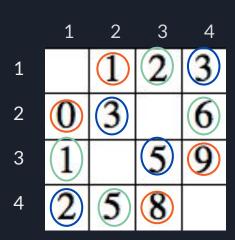
6x6	7x7
0,579s	20,104s
0,568s	19,784s
0,578s	20,096s
0,134s	89,664s
0,267s	58,175s
	0,579s 0,568s 0,578s 0,134s

#### Variable Selection (time/s)

Method	6x6	7x7
dom_w_deg step	0,182s	19,011s
dom_w_deg enum	0,552s	42,620s
dom_w_deg bisect	0,164s	17,115s
dom_w_deg median	0,644s	15,452s
dom_w_deg middle	5,308s	98,907s
- 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1000	37

## CPlex Solution

#### **CPLEX - Variables**



```
using CP;
 9 int n = ...; //Matrix nxn
10 int InputBoard[1..n][1..n] = ...;
12 range Rows = 1..n;
13 range Cols = 1..n;
14 range Numbers = 0..9;
15
16 dvar int OutputBoard[1..n][1..n] in -1..9;
17 dvar int N1 Rows[Rows] in Numbers;
18 dvar int N2_Rows[Rows] in Numbers;
19 dvar int N3_Rows[Rows] in Numbers;
20 dvar int N1_Cols[Cols] in Numbers;
21 dvar int N2_Cols[Cols] in Numbers;
22 dvar int N3_Cols[Cols] in Numbers;
23 dvar int N1Position_Rows[Rows] in Cols;
24 dvar int N2Position Rows[Rows] in Cols;
25 dvar int N3Position_Rows[Rows] in Cols;
26 dvar int N1Position Cols[Cols] in Rows;
27 dvar int N2Position_Cols[Cols] in Rows;
28 dvar int N3Position Cols[Cols] in Rows;
```

#### **CPLEX - Constraints**

```
389
      forall (r in Rows, c in Cols){
39
        //findLineNumber(InputLine, N3, N3Position),
40
       (InputBoard[r][c] != -1) \Rightarrow (N3 Rows[r] == InputBoard[r][c] && N3Position Rows[r] == c) &&
41
                   (N3_Cols[c]==InputBoard[r][c] && N3Position_Cols[c] == r);
42
       /* element(N1Position, OutputLine, N1)
43
44
       element(N2Position, OutputLine, N2)
45
       element(N3Position, OutputLine, N3)*/
46
       N1 Rows[r] == OutputBoard[r][N1Position_Rows[r]];
47
       N2 Rows[r] == OutputBoard[r][N2Position Rows[r]];
48
       N3 Rows[r] == OutputBoard[r][N3Position Rows[r]];
49
50
       N1 Cols[c] == OutputBoard[N1Position Cols[c]][c];
51
       N2 Cols[c] == OutputBoard[N2Position Cols[c]][c];
52
       N3_Cols[c] == OutputBoard[N3Position_Cols[c]][c];
53
```

#### **CPLEX - Constraints**

```
//constrainNumbers(+[N1, N2, N3], +[N1Position, N2Position, N3Position])
65⊕
           forall(j in Cols){
66
              // Rows
67
              (N1 Rows[j] < N2 Rows[j] && N2 Rows[j] < N3 Rows[j] => N2 Rows[j]-N1 Rows[j]==N3 Rows[j]-N2 Rows[j] &&
68
                    N1Position Rows[j] < N2Position Rows[j] && N2Position Rows[j] < N3Position Rows[j];
69
              (N1 Rows[i] < N3 Rows[i] && N3 Rows[i] < N2 Rows[i]) => N3 Rows[i]-N1 Rows[i]==N2 Rows[i]-N3 Rows[i]-N3 Rows[i]
70
                    N1Position_Rows[j] < N3Position_Rows[j] && N3Position_Rows[j] < N2Position_Rows[j];
71
              (N2 Rows[j] < N1 Rows[j] && N1 Rows[j] < N3 Rows[j]) => N1 Rows[j]-N2 Rows[j]==N3 Rows[j]-N1 Rows[j] &&
72
                    N2Position Rows[j] < N1Position Rows[j] && N1Position Rows[j] < N3Position Rows[j];
73
              (N2 Rows[i] < N3 Rows[i] && N3 Rows[i] < N1 Rows[i]) => N3 Rows[i]-N2 Rows[i]==N1 Rows[i]-N3 Rows[i]-N3 Rows[i]
74
                    N2Position_Rows[j] < N3Position_Rows[j] && N3Position_Rows[j] < N1Position_Rows[j];
75
              (N3_{Rows[j]} < N1_{Rows[j]} & N1_{Rows[j]} < N2_{Rows[j]}) \Rightarrow N1_{Rows[j]} - N3_{Rows[j]} = N2_{Rows[j]} - N1_{Rows[j]} & N1_{Rows[j]} - N1_{Rows[j]} & N1
76
                    N3Position Rows[j] < N1Position Rows[j] && N1Position Rows[j] < N2Position Rows[j];
77
              (N3_Rows[j] < N2_Rows[j] && N2_Rows[j] < N1_Rows[j] => N2_Rows[j]-N3_Rows[j]==N1_Rows[j]-N2_Rows[j] &&
78
                    N3Position Rows[i] < N2Position Rows[i] && N2Position Rows[i] < N1Position Rows[i]:
79
80
              //Cols
81
              (N1 Cols[i] < N2 Cols[i] && N2 Cols[i] < N3 Cols[i] => N2 Cols[i]-N1 Cols[i]==N3 Cols[i]-N2 Cols[i] &&
82
                    N1Position Cols[j] < N2Position Cols[j] && N2Position Cols[j] < N3Position Cols[j];
              (N1_Cols[j] < N3_Cols[j] && N3_Cols[j] < N2_Cols[j] > N3_Cols[j]-N1_Cols[j]==N2_Cols[j]-N3_Cols[j] &&
83
84
                    N1Position Cols[j] < N3Position Cols[j] && N3Position Cols[j] < N2Position Cols[j];
85
              (N2 Cols[i] < N1 Cols[i] && N1 Cols[i] < N3 Cols[i] => N1 Cols[i]-N2 Cols[i]==N3 Cols[i]-N1 Cols[i] &&
86
                    N2Position Cols[j] < N1Position Cols[j] && N1Position Cols[j] < N3Position Cols[j];
87
              (N2 Cols[j] < N3 Cols[j] && N3 Cols[j] < N1 Cols[j] => N3 Cols[j]-N2 Cols[j]==N1 Cols[j]-N3 Cols[j] &&
88
                    N2Position Cols[j] < N3Position Cols[j] && N3Position Cols[j] < N1Position Cols[j];
89
              (N3 Cols[i] < N1 Cols[i] && N1 Cols[i] < N2 Cols[i] => N1 Cols[i]-N3 Cols[i]==N2 Cols[i]-N1 Cols[i] &&
90
                    N3Position Cols[j] < N1Position Cols[j] && N1Position Cols[j] < N2Position Cols[j];
91
              (N3 Cols[j] < N2 Cols[j] && N2 Cols[j] < N1 Cols[j] => N2 Cols[j]-N3 Cols[j]==N1 Cols[j]-N2 Cols[j] &&
                    N3Position Cols[j] < N2Position Cols[j] && N2Position Cols[j] < N1Position Cols[j];
92
```

#### **CPLEX - Constraints**

```
55
      /*all distinct([N1, N2, N3])
 56
        all distinct([N1Position, N2Position, N3Position])*/
 57⊖
      forall(i in Rows){
        N1 Rows[i] != N2 Rows[i] && N2_Rows[i] != N3_Rows[i] && N1_Rows[i] != N3_Rows[i];
 58
 59
        N1_Cols[i] != N2_Cols[i] && N2_Cols[i] != N3_Cols[i] && N1_Cols[i] != N3_Cols[i];
 60
        N1Position Rows[i] != N2Position Rows[i] && N2Position Rows[i] != N3Position Rows[i] && N1Position Rows[i] != N3Position Rows[i];
 61
        N1Position Cols[i] != N2Position Cols[i] && N2Position Cols[i] != N3Position Cols[i] && N1Position Cols[i] != N3Position Cols[i];
 62
       forall(r in Rows, c in Cols){
 969
 97
 98
             (N1Position_Rows[r] == c) => OutputBoard[r][c] == N1_Rows[r];
 99
             (N2Position Rows[r] == c) => OutputBoard[r][c] == N2 Rows[r];
             (N3Position Rows[r] == c) => OutputBoard[r][c] == N3 Rows[r];
100
101
             (N1Position Rows[r] != c && N2Position Rows[r] != c && N3Position Rows[r] != c) => OutputBoard[r][c] == -1;
102
103
             (N1Position Cols[c] == r) => OutputBoard[r][c] == N1 Cols[c];
104
             (N2Position Cols[c] == r) => OutputBoard[r][c] == N2 Cols[c];
105
             (N3Position Cols[c] == r) => OutputBoard[r][c] == N3_Cols[c];
             (N1Position Cols[c] != r && N2Position Cols[c] != r && N3Position Cols[c] != r) => OutputBoard[r][c] == -1;
106
107
108
```

#### CPLEX - Variable and Value Selection

```
112© execute{
113     var f = cp.factory;
114     var phase1 = f.searchPhase(OutputBoard,f.selectLargest(f.regretOnMin()),f.selectSmallest(f.valueImpact()));
115     cp.setSearchPhases(phase1);
116     cp.param.SearchType = "IterativeDiving";
117 }
```

## Experimental Setup - Search Types

SEARCH TYPES (time/s)						
	4x4	5x5				
None	0.08s	0.35s				
Depth-first	0.06s	0.38s				
Restart	<b>0.11</b> s	0.32s				
Multi-point	0.09s	0.42s				
Iterative-diving	0.06s	0.33s				

## Experimental Setup - Variable Selection

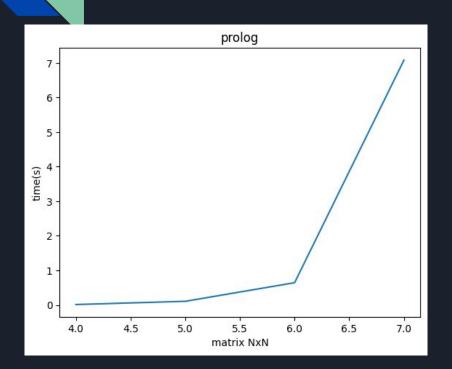
VARIABLE SELECTION (time/s)						
selectSmallest	4x4	5x5		selectLargest	4x4	5x5
domainSize()	0.07s	0.33s		domainSize()	0.07s	0.38s
domainMin()	0.14s	0.38s		domainMin()	0.09s	0.34s
domainMax()	0.10s	0.32s		domainMax()	0.10s	0.30s
regretOnMin()	0.11s	0.40s		regretOnMin()	0.09s	<sub>0.29s</sub> 2
regretOnMax()	0.06s	0.36s		regretOnMax()	0.09s	0.39s
successRate()	0.07s	0.33s		successRate()	0.10s	0.30s
impact()	0.06s	0.38s		impact()	0.08s	0.39s
localImpact()	0.08s	0.35s		localImpact()	0.09s	0.33s
impactOfLast Branch()	0.06s	0.33s 1		impactOfLast Branch()	0.09s	0.39s

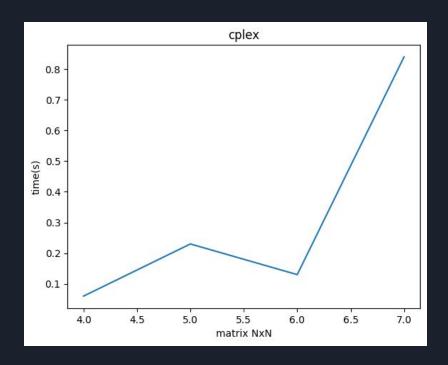
## Experimental Setup - Value Selection

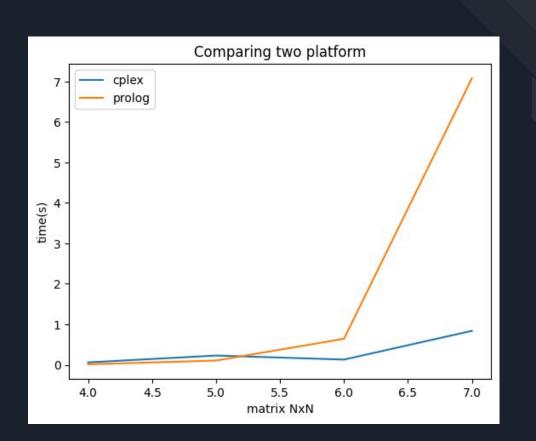
selectSmallest	4x4	5x5	selectLargest	4x4	5x5
value()	0.10s	0.30s	value()	0.09s	0.32s
valueImpact()	0.10s	0.29s <sup>3</sup>	valueImpact()	0.09s	0.37s
valueSuccess			valueSuccess		
Rate()	0.07s	0.36s	Rate()	0.09s	0.30s <sup>4</sup>

	4x4	5x5
2 & 4	0.10s	0.38s
2 & 3	0.08s	0.37s
1 & 3	0.09s	0.36s
1 & 4	0.10s	0.39s

## Results







## Thank You