

CSCI5240 – Combinational Search and Optimization with Constrains

Fall 2015

Assignment 1

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1. Graph Coloring Problem

(a) Variables: $V_1, V_2, V_3, V_4, V_5, V_6, V_7$ (the vertex of this graph)

Domains: R, G, B

Constraints:

There is a set E in which each element indicates the edge between two vertexes. The definition of set E in this problem is:

$$E = \{(V_1, V_2), (V_1, V_4), (V_1, V_3), (V_2, V_3), (V_2, V_7), (V_4, V_3), (V_4, V_6), (V_6, V_7)\}$$

① For each element (V_i, V_j) in E ,

$$(V_i, V_j) \in \{(R, G), (R, B), (G, B), (G, R), (B, G), (B, R)\}$$

② One vertex has only one color.

(b) Variables: R, G, B (colors)

Domains: $V_1, V_2, V_3, V_4, V_5, V_6, V_7$

Constraints:

There is a set E in which each element indicates the edge between two vertexes. The definition of set E in this problem is:

$$E = \{(V_1, V_2), (V_1, V_4), (V_1, V_3), (V_2, V_3), (V_2, V_7), (V_4, V_3), (V_4, V_6), (V_6, V_7)\}$$

Thus, the constraints can be defined as following,

For each element (V_i, V_j) in E ,

① If $R = V_i$ then $G = V_j$ or $B = V_j$; if $R = V_j$ then $G = V_i$ or $B = V_i$

② If $G = V_i$ then $R = V_j$ or $B = V_j$; if $G = V_j$ then $R = V_i$ or $B = V_i$

③ If $B = V_i$ then $G = V_j$ or $R = V_j$; if $B = V_j$ then $G = V_i$ or $R = V_i$

(c) ① We can suppose one solution to the first model is:

$$V_1=R, \quad V_2=G, \quad V_3=R, \quad V_4=G, \quad V_5=B, \quad V_6=R, \quad V_7=B$$

We put this solution into the constraints of the second model, e.g. for $e = (V_1, V_2)$, we have $V_1=R$, thus, we can infer $V_2=G$ or $V_2=B$. We do this action for every element (edge) in set E .

Finally, we will have $R = \{V_1, V_3, V_6\}$, $G = \{V_2, V_4\}$, $B = \{V_5, V_7\}$, that's the solution to the second model.

② On the other hand, we can suppose one solution to the second model is:

$$R = \{V_1, V_3, V_6\}, \quad G = \{V_2, V_4\}, \quad B = \{V_5, V_7\}.$$

Also we put this solution into the constraints of the first model, e.g. for $e = (V_1, V_2)$, we have $V_1=R$, thus, we can infer $(V_1, V_2) = (R, G)$ or $(V_1, V_2) = (R, B)$, thus, $V_2=G$ or $V_2=B$. We do this action for every element (edge) in set E .

$$\text{Finally, we will have } V_1=R, \quad V_2=G, \quad V_3=R, \quad V_4=G, \quad V_5=B, \quad V_6=R, \quad V_7=B,$$

that's the solution to the first model.



2. Killer Sudoku

CSP Model:

Please NOTE that in this model, all lines and columns begin with 1, however, in the code, all begin with 0.

Variables: G_{ij} represents the value of a cell, which can be located in the i_{th} row and j_{th} column.

Domains: $[1..9]$

Constraints:

·for $i \in [1..9]$, $all_different(G_{i,1}, G_{i,2}, G_{i,3}, G_{i,4}, G_{i,5}, G_{i,6}, G_{i,7}, G_{i,8}, G_{i,9})$
 ·for $j \in [1..9]$, $all_different(G_{1,j}, G_{2,j}, G_{3,j}, G_{4,j}, G_{5,j}, G_{6,j}, G_{7,j}, G_{8,j}, G_{9,j})$
 ·for $G_{ij} \in \{G_{2,2}, G_{2,5}, G_{2,8}, G_{5,2}, G_{5,5}, G_{5,8}, G_{8,2}, G_{8,5}, G_{8,8}\}$,
 $all_different(G_{i-1,j-1}, G_{i-1,j}, G_{i-1,j+1}, G_{i,j-1}, G_{i,j}, G_{i,j+1}, G_{i+1,j-1}, G_{i+1,j}, G_{i+1,j+1})$

· $G_{1,1} + G_{1,2} + G_{2,2} = 20$
 · $G_{1,3} + G_{1,4} + G_{1,5} + G_{2,3} = 19$
 · $G_{1,6} + G_{1,7} + G_{1,8} = 18$
 · $G_{1,9} + G_{2,9} + G_{3,9} = 12$
 · $G_{2,1} + G_{3,1} + G_{4,1} = 7$
 · $G_{2,4} + G_{3,2} + G_{3,3} + G_{3,4} = 28$
 · $G_{2,5} + G_{2,6} + G_{2,7} = 9$
 · $G_{2,8} + G_{3,7} + G_{3,8} = 16$
 · $G_{3,5} + G_{3,6} = 10$
 · $G_{4,2} + G_{5,1} + G_{5,2} = 16$
 · $G_{4,3} + G_{4,4} + G_{4,5} + G_{5,3} = 23$
 · $G_{4,4} + G_{5,4} + G_{5,5} + G_{5,6} + G_{6,4} = 32$
 · $G_{4,7} + G_{4,8} + G_{4,9} = 12$
 · $G_{5,7} + G_{6,5} + G_{6,6} + G_{6,7} = 17$
 · $G_{5,8} + G_{5,9} + G_{6,8} = 17$
 · $G_{6,1} + G_{6,2} + G_{6,3} = 8$
 · $G_{6,9} + G_{7,9} + G_{8,9} = 23$
 · $G_{7,1} + G_{8,1} + G_{9,1} = 23$
 · $G_{7,2} + G_{7,3} + G_{8,2} = 16$
 · $G_{7,4} + G_{7,5} = 11$
 · $G_{7,6} + G_{7,7} + G_{7,8} + G_{8,6} = 15$
 · $G_{8,3} + G_{8,4} + G_{8,5} = 9$
 · $G_{8,7} + G_{9,5} + G_{9,6} + G_{9,7} = 26$
 · $G_{8,8} + G_{9,8} + G_{9,9} = 10$
 · $G_{9,2} + G_{9,3} + G_{9,4} = 8$

3. Imperfect Squared Square

Variables:

$x_1, x_2, \dots, x_{13}, x_i$: the x-coordinate of the bottom left vertex i_{th} square;

$y_1, y_2, \dots, y_{13}, y_i$: the y-coordinate of the bottom left vertex i_{th} square;

Domains: $[0, 22]$

Constraints:

Notations: $size[i]$ is the size of the i_{th} small square

① Restrict position according to square size:

For $i \in [1..13]$, $x_i \leq 23 - size[i]$, $y_i \leq 23 - size[i]$

② Well Covered Constraints

(1). In the coordinate system, for each line $x=cx$, $cx \in [0..23]$, the sum of the size of small square must equal to the size of master square. This constraint can be written in pseudocode as following:

For $cx \in [0..23]$



For $i \in [1..13]$

if($cx - size[i] + 1 \leq x[i]$ && $x[i] \leq cx$) $bx[i] = 1$;

else $bx[i] = 0$;

For $i \in [1..13]$

Size of master square = $\sum (bx[i] * size[i])$;

(2). In the coordinate system, for each line $y=cy$, $cy \in [0..23]$, the sum of the size of small square must equal to the size of master square. This constraint can be written in pseudocode as following:

For $cy \in [0..23]$

For $i \in [1..13]$

if($cy - size[i] + 1 \leq y[i]$ && $y[i] \leq cy$) $by[i] = 1$;

else $by[i] = 0$;

For $i \in [1..13]$

Size of master square = $\sum (by[i] * size[i])$;

③ No Overlap Constraints

for $i \in [1..12]$ and $j \in [i+1..13]$

($x[i] + length[i] \leq x[j]$) or ($x[j] + length[j] \leq x[i]$) or

($y[i] + length[i] \leq y[j]$) or ($y[j] + length[j] \leq y[i]$)