

Discussion Problems:
 “Constraint Programming Solvers”
 Declarative Methods (JHU 600.432/632)
 Prof. Jason Eisner

1. [12 points] This question is based very loosely on the murder mystery game *Clue* (known in some countries as *Cluedo*). Here are three variables and their current domains:

| <u>Murderer</u> | <u>Weapon</u> | <u>Room</u> |
|-----------------|---------------|---------------|
| Miss Scarlet | Rope | Billiard Room |
| Professor Plum | Lead Pipe | Study |
| Colonel Mustard | Revolver | Kitchen |
| Mrs. Peacock | Candlestick | |

Apply arc-consistency to cross out values from the above domains. (Do not cross out impossible values unless arc-consistency would *discover* that they are impossible!) The tables list the value pairs that *are allowed* by each binary constraint.

| <u>Murderer</u> | <u>Weapon</u> | <u>Murderer</u> | <u>Room</u> |
|-----------------|---------------|-----------------|---------------|
| Miss Scarlet | Rope | Miss Scarlet | Study |
| Miss Scarlet | Lead Pipe | Miss Scarlet | Kitchen |
| Colonel Mustard | Lead Pipe | Professor Plum | Billiard Room |
| Colonel Mustard | Revolver | Professor Plum | Study |
| Colonel Mustard | Candlestick | Colonel Mustard | Study |
| Mrs. Peacock | Lead Pipe | Mrs. Peacock | Study |
| | | Mrs. Peacock | Kitchen |

| <u>Weapon</u> | <u>Room</u> |
|---------------|---------------|
| Lead Pipe | Billiard Room |
| Rope | Kitchen |
| Rope | Study |
| Revolver | Kitchen |
| Candlestick | Kitchen |

2. Consider these linear inequality constraints on integer variables:

$$X + Y + Z \#> 3$$

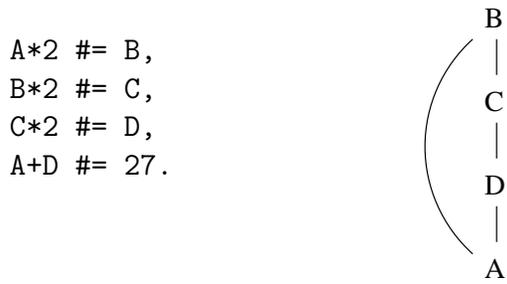
$$2X + 3Y + 4Z \#< 20$$

- (a) [3 points] Suppose all three variables initially have domain $-\infty \dots \infty$. Now you restrict Z to the domain $0 \dots 2$. You propagate this restriction through the two constraints above, using bounds propagation. What happens to the domains of Y and X ?

(b) [4 points] Join the two constraints given above and project the result onto Y and Z . What is the new inferred constraint on Y and Z ?

(c) [6 points] What would the answer to part (a) be if you did bounds propagation on all constraints (including the new constraint)?

3. Here is a simple system of constraints on 4 variables, shown alongside its constraint graph:



The unique solution is $[A,B,C,D] = [3,6,12,24]$.

(a) [10 points] Obtain this solution by the “variable elimination” algorithm (also known as “adaptive consistency”). We recommend that you eliminate variables in the order B, C, D . After each elimination step, show the modified set of constraints and the modified constraint graph:

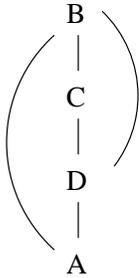
- Eliminate B:

- Eliminate C:

- Eliminate D:

- How would you use this sequence of constraint programs to obtain a complete solution to the original constraint program?

- (b) [4 points] Suppose we had started with a different system whose constraint graph was as below (note the added edge from B to D). Then what would the modified constraint graph look like after eliminating B? Would the modified constraint program still involve only binary constraints?



4. Given a constraint program consisting of constraints $\{C_1, C_2, C_3, \dots\}$.

- (a) [2 points] Suppose you join C_2 and C_3 to obtain a new constraint, C_{23} . You add C_{23} to the program. Now you (MUST, MAY, MUST NOT) delete C_2 and C_3 from the program in order to leave the set of solutions unchanged. (*circle one*)
- (b) [3 points] Suppose C_4 says $Y \neq X * X + 1$ and C_5 says $Y \# < 0$. These constraints are incompatible. How long will a basic backtracking solver take to detect that the problem is UNSAT? (*in each case, circle all that apply*)

i. with no propagation:

COULD BE IMMEDIATE, COULD TAKE EXPONENTIAL TIME

ii. with arc consistency:

COULD BE IMMEDIATE, COULD TAKE EXPONENTIAL TIME

iii. with bounds consistency:

COULD BE IMMEDIATE, COULD TAKE EXPONENTIAL TIME

(Assume that all variables have domain $-99..99$. “Exponential time” means exponential in the total number of variables n , while “immediate” means constant with respect to n .)

- (c) [4 points] You are solving a standard graph coloring problem with k colors available. Recall that the two endpoints of each edge must be colored differently. Hence, the problem is UNSAT if there exists a clique of $k + 1$ vertices. What standard constraint-solver technique would be guaranteed to detect that condition immediately? (*Hint: For large k , detecting the condition is hard.*)