

# Foundations of Artificial Intelligence

## D1. Constraint Satisfaction Problems: Introduction and Examples

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April 7, 2025

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## D1.1 Introduction

## D1.2 Examples

## D1.3 Summary

# Constraint Satisfaction Problems: Overview

## Chapter overview: constraint satisfaction problems

- ▶ D1–D2. Introduction
  - ▶ D1. Introduction and Examples
  - ▶ D2. Constraint Networks
- ▶ D3–D5. Basic Algorithms
- ▶ D6–D7. Problem Structure

# Classification

classification:

Constraint Satisfaction Problems

environment:

- ▶ static vs. dynamic
- ▶ deterministic vs. nondeterministic vs. stochastic
- ▶ fully observable vs. partially observable
- ▶ discrete vs. continuous
- ▶ single-agent vs. multi-agent

problem solving method:

- ▶ problem-specific vs. general vs. learning

Special case of a **pure search** combinatorial optimization problem

# D1.1 Introduction

# Constraints

## What is a Constraint?

a condition that every solution to a problem must satisfy

**German:** Einschränkung, Nebenbedingung (math.)

**Examples:** where do constraints occur?

- ▶ **mathematics:** requirements on solutions of optimization problems (e.g., equations, inequalities)
- ▶ **software testing:** specification of invariants to check data consistency (e.g., assertions)
- ▶ **databases:** integrity constraints

# Constraint Satisfaction Problems: Informally

Given:

- ▶ set of **variables** with corresponding domains
- ▶ set of **constraints** that the variables must satisfy
  - ▶ most commonly **binary**, i.e., every constraint refers to **two** variables

Solution:

- ▶ **assignment** to the variables that satisfies all constraints

German: Variablen, Constraints, binär, Belegung

# D1.2 Examples



# Examples

## Examples

- ▶ 8 queens problem
- ▶ Latin squares
- ▶ Sudoku
- ▶ graph coloring
- ▶ satisfiability in propositional logic

**German:** 8-Damen-Problem, lateinische Quadrate, Sudoku, Graphfärbung, Erfüllbarkeitsproblem der Aussagenlogik

**more complex examples:**

- ▶ systems of equations and inequalities
- ▶ database queries

## Example: 8 Queens Problem (Reminder)

(reminder from previous two chapters)

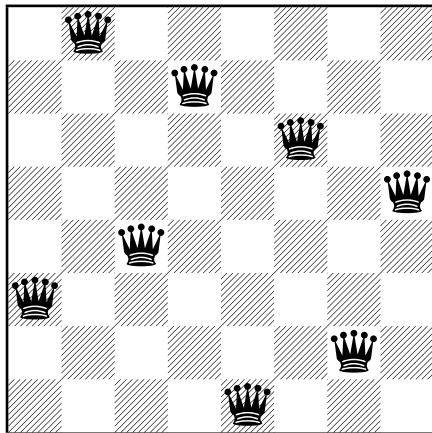
### 8 Queens Problem

How can we

- ▶ place 8 queens on a chess board
  - ▶ such that no two queens threaten each other?
- 
- ▶ originally proposed in 1848
  - ▶ variants: board size; other pieces; higher dimension

There are 92 solutions, or 12 solutions if we do not count symmetric solutions (under rotation or reflection) as distinct.

# 8 Queens Problem: Example Solution



example solution for the 8 queens problem

# Example: Latin Squares

## Latin Squares

How can we

- ▶ build an  $n \times n$  matrix with  $n$  symbols
- ▶ such that every symbol occurs exactly once in every row and every column?

$$\begin{array}{c}
 [1] \quad \begin{bmatrix} 1 & 2 \\ 2 & 1 \end{bmatrix} \quad \begin{bmatrix} 1 & 2 & 3 \\ 2 & 3 & 1 \\ 3 & 1 & 2 \end{bmatrix} \quad \begin{bmatrix} 1 & 2 & 3 & 4 \\ 2 & 3 & 4 & 1 \\ 3 & 4 & 1 & 2 \\ 4 & 1 & 2 & 3 \end{bmatrix}
 \end{array}$$

There exist 12 different Latin squares of size 3,  
 576 of size 4, 161 280 of size 5, ...,  
 5 524 751 496 156 892 842 531 225 600 of size 9.

# Example: Sudoku

## Sudoku

How can we

- ▶ completely fill an already partially filled  $9 \times 9$  matrix with numbers between 1–9
- ▶ such that each row, each column, and each of the nine  $3 \times 3$  blocks contains every number exactly once?

2	5			3		9		1
	1				4			
4		7				2		8
		5	2					
				9	8	1		
	4				3			
			3	6			7	2
	7							3
9		3				6		4

relationship to Latin squares?

# Sudoku: Trivia

- ▶ well-formed Sudokus have **exactly one** solution
- ▶ to achieve well-formedness,  $\geq 17$  cells must be filled already (McGuire et al., 2012)
- ▶ 6 670 903 752 021 072 936 960 solutions
- ▶ only 5 472 730 538 “non-symmetrical” solutions

# Example: Graph Coloring

## Graph Coloring

How can we

- ▶ color the vertices of a given graph using  $k$  colors
- ▶ such that two neighboring vertices never have the same color?

(The graph and  $k$  are problem parameters.)

NP-complete problem

- ▶ even for the special case of planar graphs and  $k = 3$
- ▶ easy for  $k = 2$  (also for general graphs)

Relationship to Sudoku?

# Four Color Problem

famous problem in mathematics: **Four Color Problem**

- ▶ Is it always possible to color a **planar** graph with 4 colors?
- ▶ conjectured by Francis Guthrie (1852)
- ▶ 1890 first proof that 5 colors suffice
- ▶ several wrong proofs surviving for over 10 years
- ▶ solved by Appel and Haken in 1976: 4 colors suffice
- ▶ Appel and Haken reduced the problem to 1936 cases, which were then checked by computers
- ▶ first famous mathematical problem solved (partially) by computers
  - ↪ led to controversy: is this a mathematical proof?

Numberphile video:

<https://www.youtube.com/watch?v=NgBK43jB4rQ>



# Satisfiability in Propositional Logic

## Satisfiability in Propositional Logic

How can we

- ▶ assign **truth values** (true/false) to a set of propositional variables
- ▶ such that a given set of **clauses** (formulas of the form  $X \vee \neg Y \vee Z$ ) is satisfied (true)?

remarks:

- ▶ NP-complete (Cook 1971; Levin 1973)
- ▶ requiring clause form (instead of arbitrary propositional formulas) is no restriction
- ▶ clause length bounded by 3 would not be a restriction

relationship to previous problems (e.g., Sudoku)?

# Practical Applications

- ▶ There are **thousands** of practical applications of constraint satisfaction problems.
- ▶ This statement is true already for the satisfiability problem of propositional logic.

some examples:

- ▶ verification of hardware and software
- ▶ timetabling (e.g., generating time schedules, room assignments for university courses)
- ▶ assignment of frequency spectra (e.g., broadcasting, mobile phones)

# Running Example

## Small Math Puzzle (informal description)

- ▶ assign a value from  $\{1, 2, 3, 4\}$  to the variables  $w$  and  $y$
- ▶ and from  $\{1, 2, 3\}$  to  $x$  and  $z$
- ▶ such that
  - ▶  $w = 2x$ ,
  - ▶  $w < z$  and
  - ▶  $y > z$ .

We will use this example to explain definitions and algorithms in the next chapters.

## D1.3 Summary

# Summary

- ▶ **constraint satisfaction:**
  - ▶ find **assignment** for a set of **variables**
  - ▶ with given **variable domains**
  - ▶ that satisfies a given set of **constraints**.
- ▶ **examples:**
  - ▶ 8 queens problem
  - ▶ Latin squares
  - ▶ Sudoku
  - ▶ graph coloring
  - ▶ satisfiability in propositional logic
  - ▶ many practical applications