# Constraint Programming Exercise Lab 1.

6 January 2022

### 1 Send More Money

Model the following cryptogram :

Two models are possible (with carried numbers and without).

## 2 Golomb ruler [Exam]

A **Golomb ruler** is a set of integers in which the distances between elements are pairwise different. For a given integer n, a Golomb ruler is « optimum » if its length (maximum distance) is minimum. Examples of optimum Golomb rulers :

$$\begin{array}{c|cccc} n=2 & 0 & 1 \\ n=3 & 0 & 1 & 3 \\ n=4 & 0 & 1 & 4 & 6 \\ n=5 & 0 & 2 & 7 & 8 & 11 \end{array}$$

Model the problem to find an optimum Golomb ruler for a given integer n as a CSP.

## 3 Zebra puzzle by Lewis Carroll

There are five houses (situated on a line) of different colors. People of different nationalities live there. Everyone owns a different pet, drinks different beverages, and smokes a different cigarets brand. Then, we know that:

- The Norwegian lives in the first house.
- The Norwegian lives next to the blue house.
- Milk is drunk in the middle house.
- The Englishman lives in the red house.
- Coffee is drunk in the green house.
- Kools are smoked in the yellow house.
- The green house is immediately to the right of the ivory house.

- The Spaniard owns the dog.
- The Ukrainian drinks tea.
- The Japanese smokes *Parliaments*.
- The Old Gold smoker owns snails.
- The Lucky Strike smoker drinks orange juice.
- The man who smokes *Chesterfields* lives in the house next to the man with the fox.
- Kools are smoked in the house next to the house where the horse is kept.

Who drinks water? To which person zebra belongs?

## 4 Latin square [Exam]

A Latin square is an  $n \times n$  array filled with n different symbols, each occurring exactly once in each row and exactly once in each column..

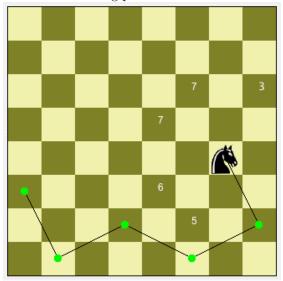
An example of a  $4 \times 4$  Latin square is :

$$\begin{bmatrix}
1 & 3 & 2 & 4 \\
4 & 2 & 1 & 3 \\
2 & 4 & 3 & 1 \\
3 & 1 & 4 & 2
\end{bmatrix}$$

Model the problem of finding an  $n \times n$  Latin square.

## 5 Euler knight's tour

Model the following problem:



Find a *knight's tour* which is a sequence of moves of a knight on a chessboard such that the knight visits every square exactly once and comes back to the starting square.