

6.034

## Constraints and Resource Allocation

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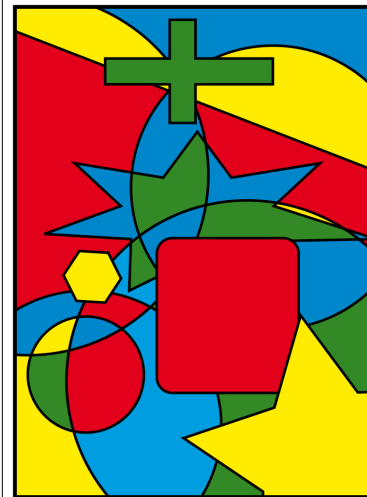
## Gold Star Ideas

- Martial Arts Principle
  - Use enemy's strength against him
- Any-time Algorithms
- 

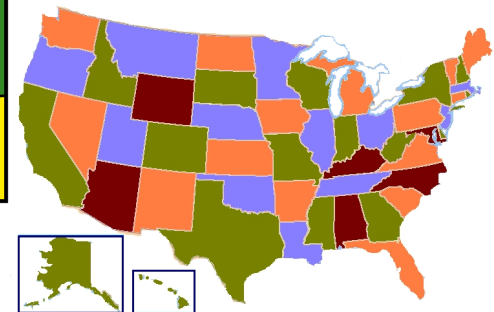
## Four Color Theorem

- “given any separation of a plane into contiguous regions, producing a figure called a map, no more than four colors are required to color the regions of the map so that no two adjacent regions have the same color”
  - ignoring lakes, discontinuous states
- proved in 1976 by Kenneth Appel and Wolfgang Haken
  - using computer programs to show 1,936 cases and a 400+ page proof
- (five colors adequate proven in 1800s)

[https://en.wikipedia.org/wiki/Four\\_color\\_theorem](https://en.wikipedia.org/wiki/Four_color_theorem)



## Four-Colorings



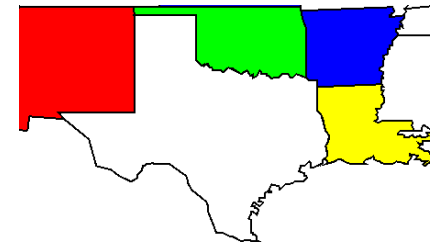
[https://en.wikipedia.org/wiki/Four\\_color\\_theorem](https://en.wikipedia.org/wiki/Four_color_theorem)

## How?

- Pick some order of states
- Choose four colors in rotation
  - {Red, Blue, Green, Yellow}
- Depth-first search
  - Main question: When can you tell that a path (partial coloring) is a “loser”?

## Problem

- We may create a no-good situation early in the search, but not recognize it until very late in the game
- Consider coloring TX, NM, OK, AK, LA



## Simplicia

## Vocabulary

- Variable  $V$ : something that can have an assignment
- Value  $x$ : something that can be assigned
- Domain  $D$ : a bag of values
- Constraint  $C$ : a condition that must be satisfied among variable values

## Systematic Idea for Map Coloring: Domain Reduction Algorithm

- For each depth first search assignment
  - For each variable  $V_i$  **considered** we have choices here
    - For each value  $x_i$  in  $D_i$  (domain of  $V_i$ )
      - For each constraint  $C$  between  $V_i$  and other variables  $V_j$  we use binary constraints
        - If  $\nexists x_j \in D_j$  such that  $C(x_i, x_j)$  is satisfied
        - Then remove  $x_i$  from  $D_i$

## What Do We “Consider”? (case of strangely arranged states)

Consider	dead ends	extensions	constraints checked
Nothing (wrong answer)	0	48	0
Assignment	$4^{48}/2$	$\approx \infty$	0
Neighbors only	406	2113	4667
Propagate through singleton domains	0	75	585
Propagate through reduced domains	0	75	2095
Everything			

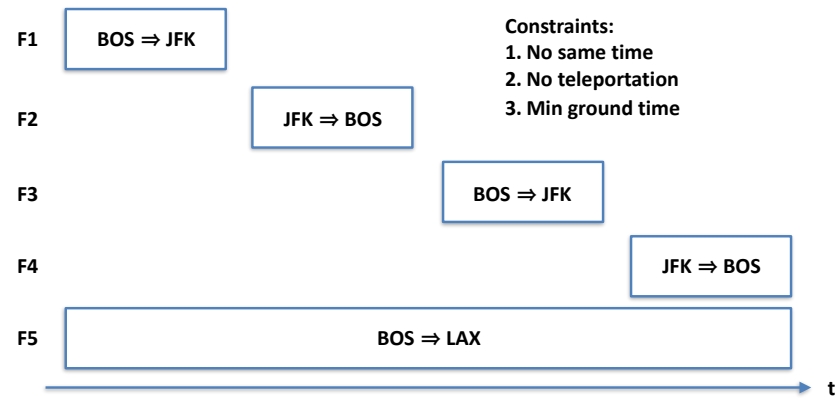
## What Do We “Consider”?

ordering of states: strange, alphabetic, most, least constrained

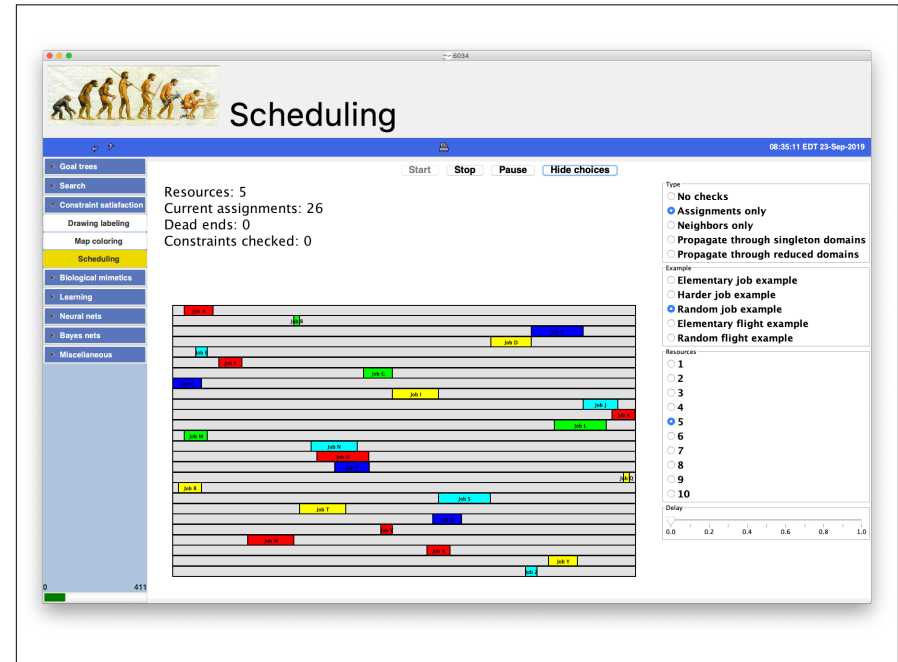
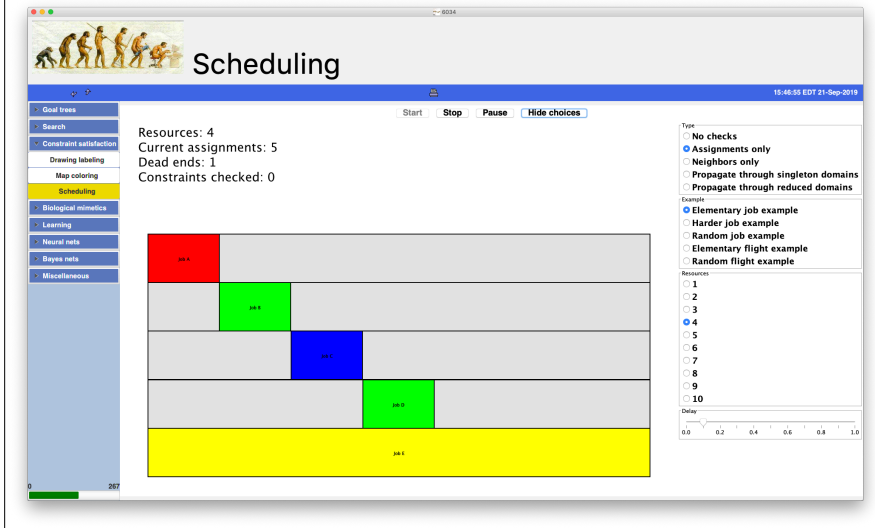
Consider	dead ends	extensions	constraints checked	
Assignment	$\approx \infty$	$\approx \infty$	0	s
	1827	9217	0	a
	3	101	0	m
	$\approx \infty$	$\approx \infty$	0	l
Neighbors only	406	2113	4667	s
	0	82	244	a
	0	86	224	m
	1371	6945	10302	l
Propagate through singleton domains	0	75	585	s
	0	82	492	a
	0	86	299	m
	0	82	492	l
Propagate through reduced domains	0	75	2095	s
	0	82	2074	a
	0	86	1725	m
	0	82	2074	l

## Resource Allocation

- Consider an airline with the following proposed schedule, using 4 aircraft:



# JetGreen Airlines



## Many Constraint Satisfaction Problems

**SEND  
MORE  
MONEY**

A store sells two types of toys, A and B. The store owner pays \$8 and \$14 for each one unit of toy A and B respectively. One unit of toys A yields a profit of \$2 while a unit of toys B yields a profit of \$3. The store owner estimates that no more than 2000 toys will be sold every month and he does not plan to invest more than \$20,000 in inventory of these toys. How many units of each type of toys should be stocked in order to maximize his monthly total profit profit?