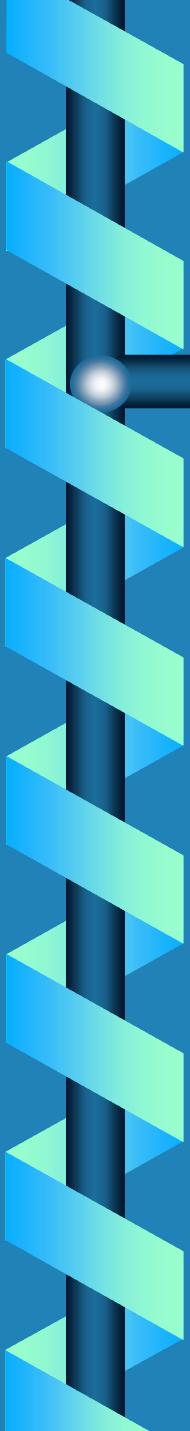




# **Satisfiability Encodings**

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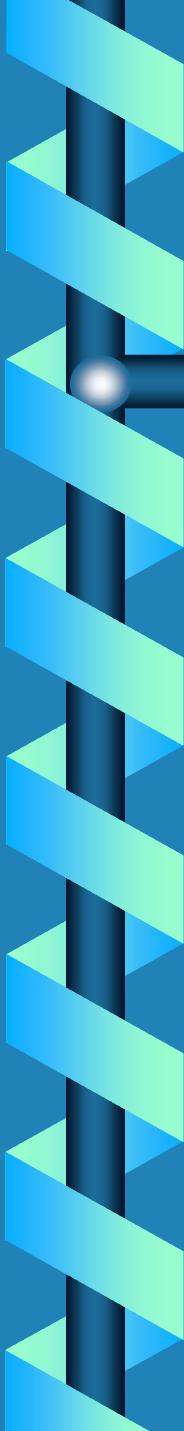
**Introduction to  
Artificial Intelligence  
cos302  
Michael L. Littman  
Fall 2001**



# **Administration**

**Questions?**

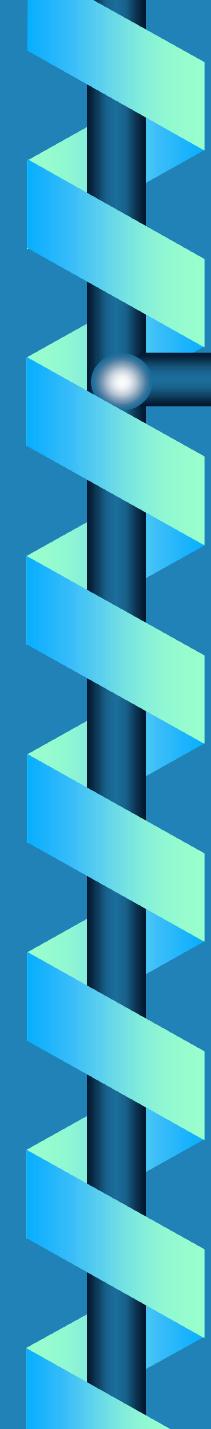
**Clarify 3-CNF conversion?**



# RISC AI

**Much design and implementation work has gone into creating SAT solvers, like chaff.**

**By “compiling” problems to SAT, we take advantage of this effort.**



# **3-Coloring as SAT**

**Arguably fastest way to solve coloring problems.**

**We are given a graph with a set of nodes N and edges E.**

**One encoding:**

**For each node i, three Boolean variables  $R_i$ ,  $B_i$ ,  $G_i$  representing color.**



# Coloring Clauses

**No conflicting colors:**

- All  $(i, j)$ :

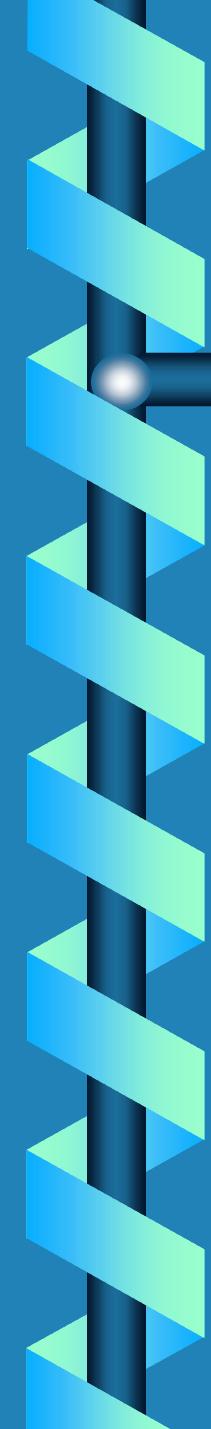
$$(\sim R_i + \sim R_j)(\sim B_i + \sim B_j)(\sim G_i + \sim G_j)$$

**No uncolored nodes:**

- All  $i$ :  $(R_i + B_i + G_i)$

**No multicolored nodes:**

- All  $i$ :  $(\sim R_i + \sim B_i)(\sim R_i + \sim G_i)(\sim B_i + \sim G_i)$

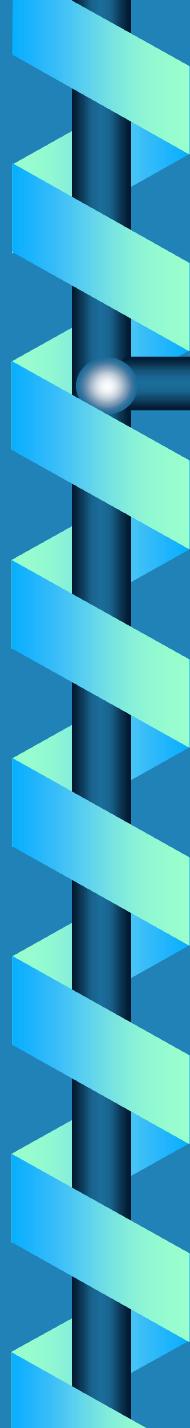


# General CSPs

**CSP: V, D, C**

**For all  $v$  in  $V$  and  $d$  in  $D$ , Boolean variable  $A(v,d)$  that says we are assigning variable  $v$  value  $d$ .**

**For each entry  $e$  in each legal assignment list, a variable  $L(e)$  that says we've chosen the corresponding legal assignment.**



# CSP Clauses

**Must assign each variable:**

- All  $v$ :  $(A(v,d1) + A(v,d2) + \dots)$

**Can't assign multiple values:**

- All  $v, d1, d2$ :  $(\sim A(v,d1) + \sim A(v,d2))$

**Must pick a legal assignment:**

- All constraints:  $(L(e1) + L(e2) + \dots)$

**Apply chosen assignment:**

- All  $e, v$ :  $(\sim L(e) + A(v,d(e,v)))$



# Battleships

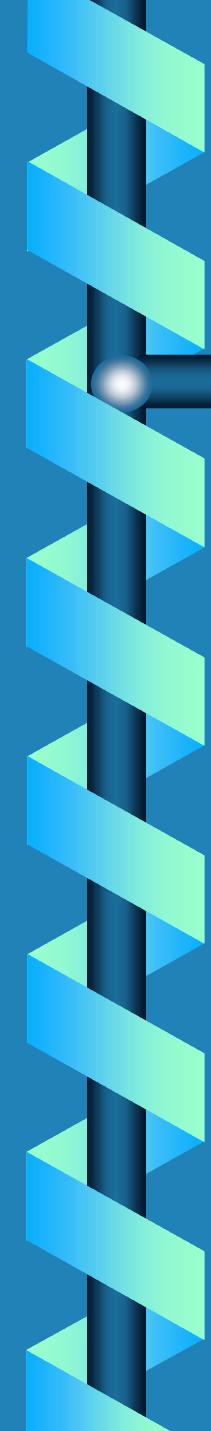
**Fleet hiding in a 10x10 grid  
(section of ocean).**

**1** < □ □ > **Battleship**

**2** < □ > **Cruisers**

**3** < > **Destroyers**

**4** ● **Submarines**



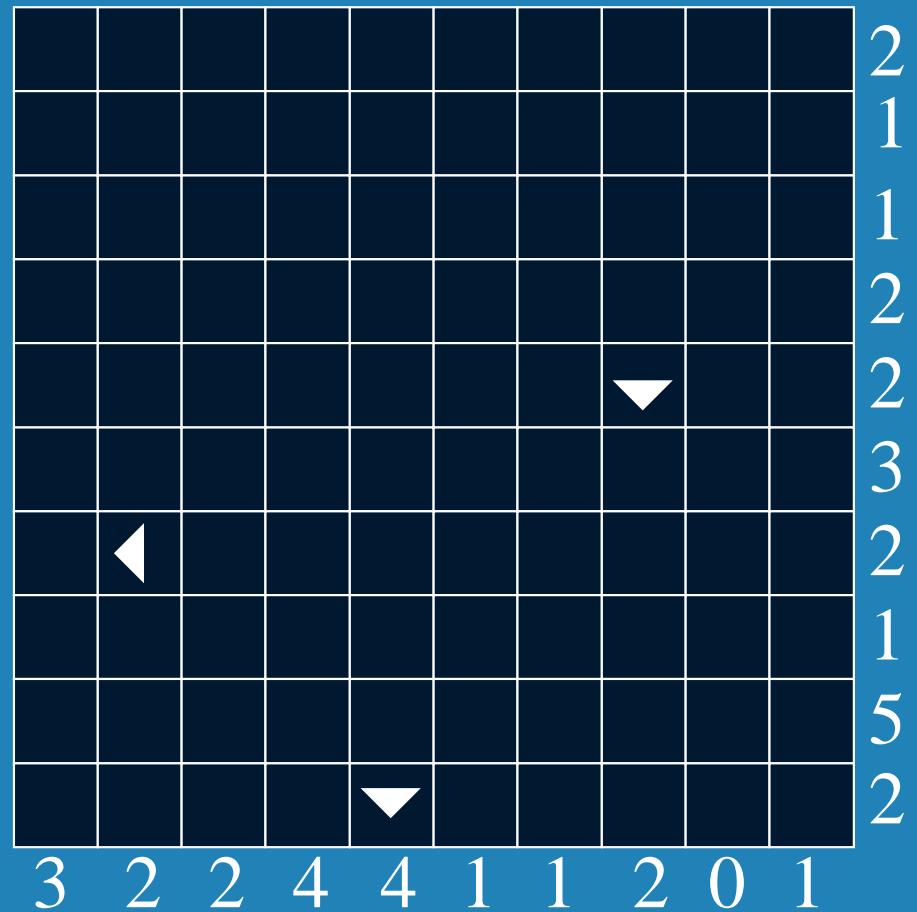
# **Battleship Rules**

**Ships can be oriented horizontally or vertically.**

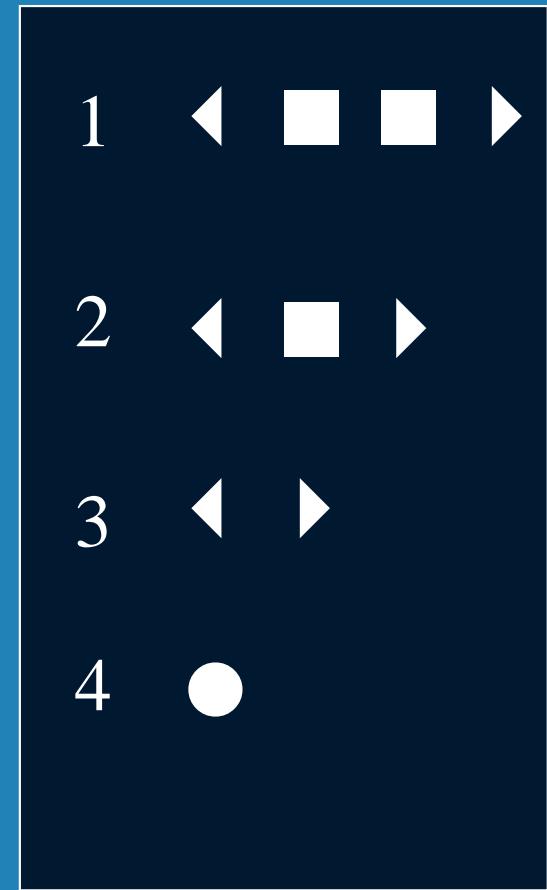
**Ships may not intersect or share adjacent grid cells, even diagonally.**

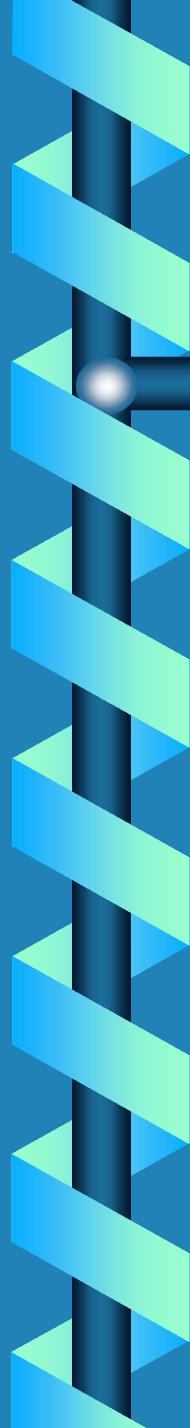
**Digits in rows and columns represent total number of grid cells occupied by vessels.**

# Example Grid



2  
1  
1  
2  
2  
3  
2  
1  
5  
2





# Objects

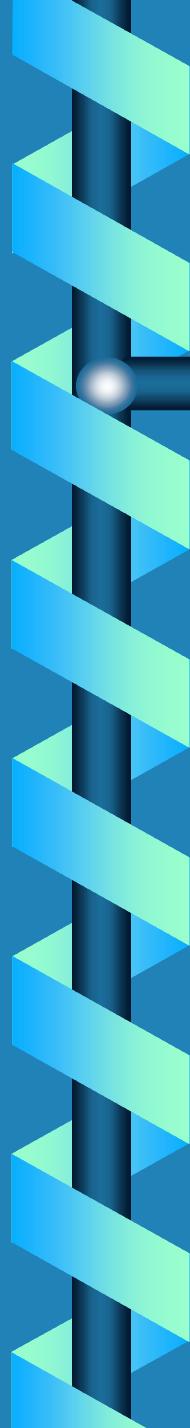
**Rows:  $i \in \{1, \dots, 10\}$**

**Columns:  $j \in \{1, \dots, 10\}$**

**Parts: {  $\blacktriangleleft$  ,  $\triangleright$  ,  $\blacktriangleup$  ,  $\blacktriangledown$  ,  $\blacksquare$  ,  $\bullet$  }**

**Direction: across (0), down (1)**

**Ship No.:  $k \in \{1, 2, 3, 4\}$**



# Variables

**Filled:**  $f(i,j) = i,j$  contains ship

**Part:**  $pa(i,j) =$  part a appears at i,j

**Battleship:**  $bi(i), bj(j), bd$  encodes  
the position & direction of ship

**Cruisers:**  $ci(k,i), cj(k, j), cd(k)$  ditto

**Ditto for Destroyers and  
Submarines. No. of vars?**

# Initial Board

Ship parts encoded via pa, pb, pc:

|   | pa | pb | pc |
|---|----|----|----|
| ◀ | 0  | 0  | 0  |
| ▶ | 0  | 0  | 1  |
| ▲ | 0  | 1  | 0  |
| ▼ | 0  | 1  | 1  |
| ■ | 1  | 0  | 0  |
| ● | 1  | 0  | 1  |

# Initial Board Clauses

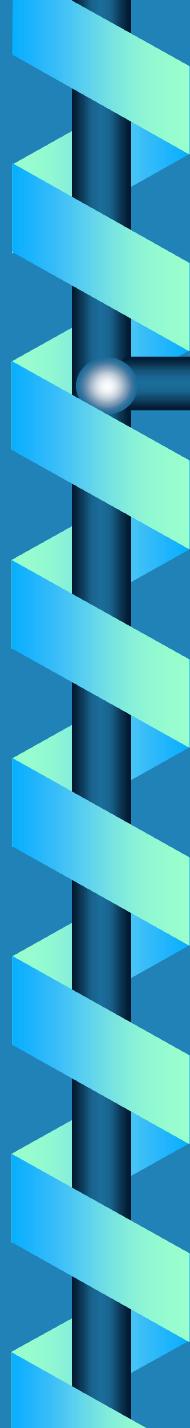
**Example:**

$f(5,8) \quad \sim pa(5,8) \quad \sim pb(5,8) \quad pc(5,8)$

$f(7,2) \quad \sim pa(7,2) \quad pb(7,2) \quad pc(7,2)$

$f(10,5) \quad \sim pa(10,5) \quad \sim pb(10,5) \quad pc(10,5)$

**Total constraints: Less than  
10x10x4 (400). More like 30.**



# Footprints

**Destroyer #2 at 6,5 going across means no ship part at 5,4.**

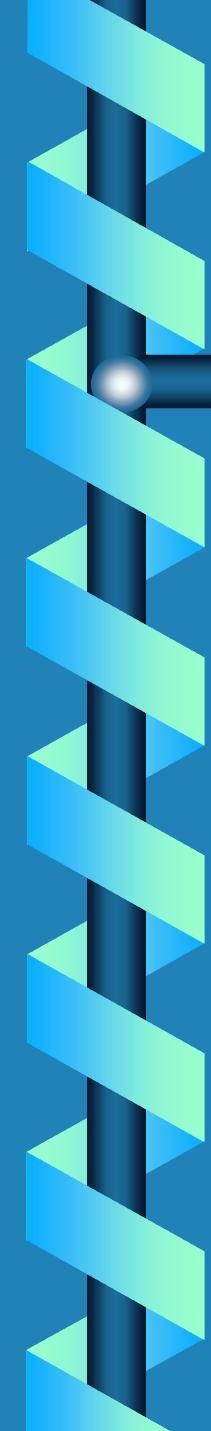
$di(2,6) dj(2,5) \sim dd(2) \rightarrow \sim f(5,4)$

$\sim di(2,6) + \sim dj(2,5) + dd(2) + \sim f(5,4)$

$1 \times 2 \times 7 \times 10 \times 18 + 2 \times 2 \times 8 \times 10 \times 15 +$

$3 \times 2 \times 9 \times 10 \times 12 + 4 \times 2 \times 10 \times 10 \times 9$

$= 17400$  constraints



# **Row, Col. Constraints**

**Each row and column (20) must have the number of filled squares sum to the number indicated. We can introduce a set of variables ( $3 \times 20 = 60$ ) to represent the sum. Then a set of clauses ( $3 \times 20 = 60$ ) match the actual total to the desired total.**

# Computing a Sum

Boolean variables  $x_1, \dots, x_n$ .

$S(i,t)$  represents if  $x_1 + \dots + x_i = t$ .

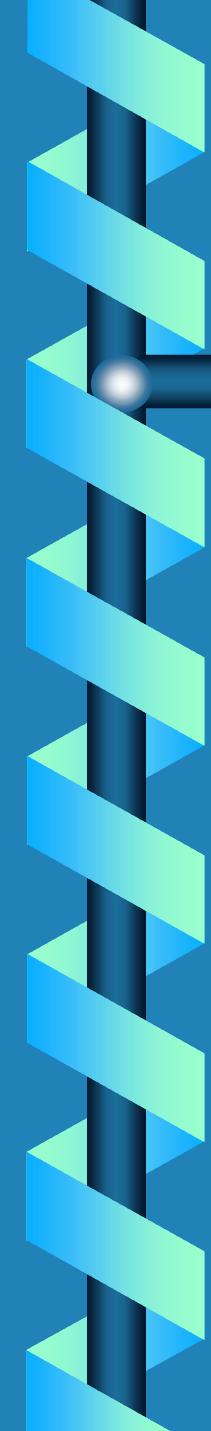
$S(1,1) \equiv x_1, S(1,0) \equiv \sim x_1, \sim S(1,t)$   
for  $1 < t \leq n$ . For  $i > 1, t$

$S(i-1,t) \quad x_i \rightarrow S(i,t+1)$

$S(i-1,t) \quad \sim x_i \rightarrow S(i,t)$

$\sim S(i-1,t) \quad x_i \rightarrow \sim S(i,t+1)$

$\sim S(i-1,t) \quad \sim x_i \rightarrow \sim S(i,t)$

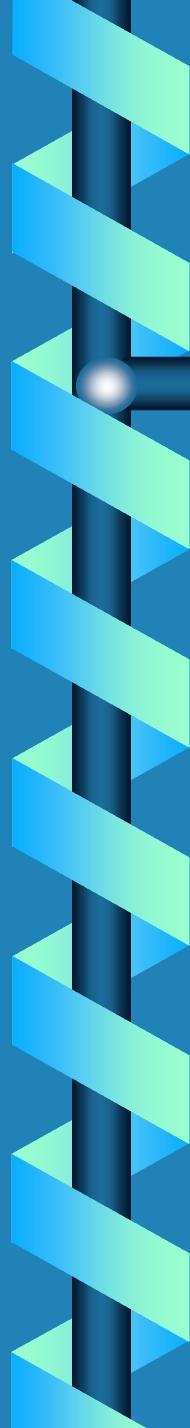


# Other Options

**Leads to  $20 \times 8 \times 9 = 1440$  new variables and  $20 \times 4 \times 8 \times 9 = 5760$  new constraints.**

**Could implement an efficient arithmetic circuit (Boolean gates).**

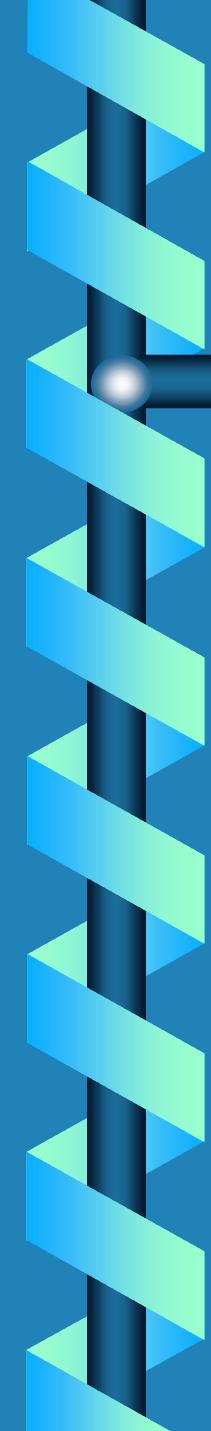
**If n small, map directly to count.**



# All Else Empty

**How can you say that any place  
that's not a boat is water?**

**Don't need to: If there were extra  
boat pieces, the row/col sums  
would be off.**

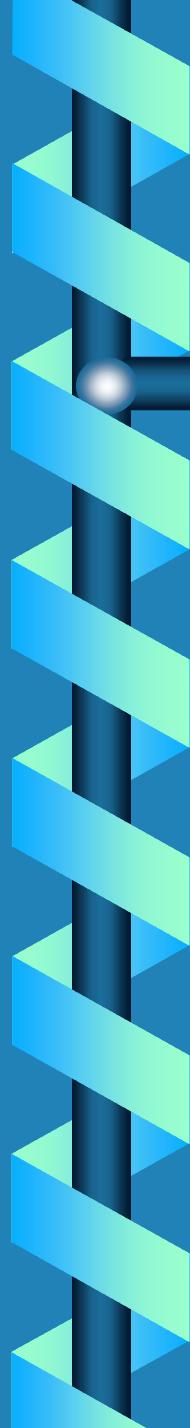


# Practical Considerations

**Ultimately, the formula has 2586 vars and 150k constraints.**

**Zoinks!**

**Michail Lagoudakis at Duke simplified it to 306 vars. 28k constraints. Tough, but *much* easier.**



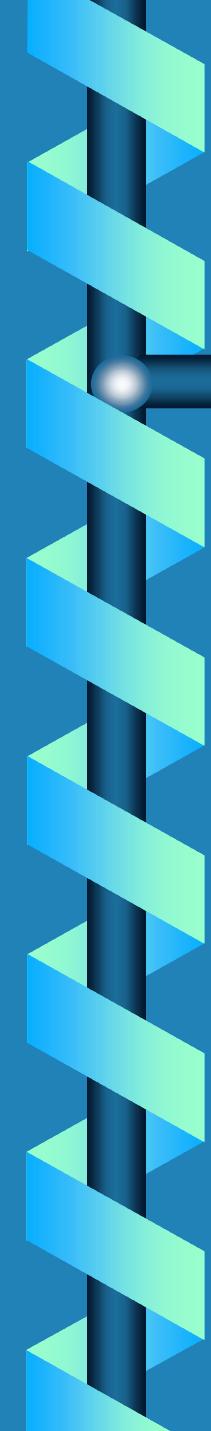
# **Other Things to Try**

**15 puzzle**

**\* Mastermind**

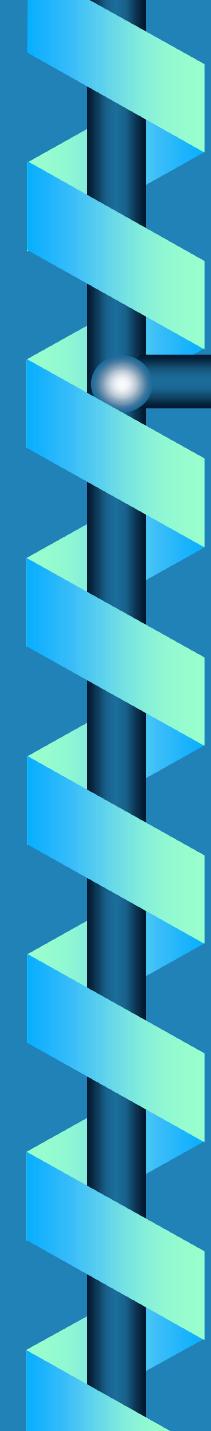
**Cross sums**

**N-queens (HW)**



# **What to Learn**

**Some tricks for generating SAT encodings of search problems.**



# Homework 3 (due 10/10)

- 1. Let  $f = \sim(x + \sim y(\sim x + z))$ . (a) Write out the truth table for  $f$ . (b) Convert the truth table to CNF. (c) Show the series of steps DPLL makes while solving the resulting formula. Assume variables chosen for splitting in the order  $x, y, z$ .**
- 2. Using the same  $f$  from the first part, follow the 3-CNF conversion algorithm to create an equivalent 3-CNF formula.**
- 3. Describe how to encode n-queens as a SAT problem.**