

## Constraint Programming: Assignment no. 3

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In the following, let *P* be some fixed constraint satisfaction problem.

Recall that an *assignment* for P is a function  $\alpha : \text{var}(P) \to \text{dom}(D)$ , and that a *constraint store* for P is a function  $s : \text{var}(P) \to \mathfrak{P}(\text{dom}(D))$ . We write ass(P) for the set of all assignments for P, and stores(P) for the set of all constraint stores for P.

## Exercise 3.1 (Assignments and stores)

Recall that the set of all assignments licensed by a constraint store *s* is defined as

$$ass(s) := \{ \alpha \in ass(P) \mid \forall x \in var(P). \ \alpha(x) \in s(x) \}.$$

For a given assignment  $\alpha$ , we define the special store  $store(\alpha)$  that licenses exactly the assignment  $\alpha$  by putting  $store(\alpha) := \{x \mapsto \{\alpha(x)\} \mid x \in var(P)\}$ . Show that for all assignments  $\alpha \in ass(P)$  and for all stores  $s \in stores(P)$ ,

$$\alpha \in \operatorname{ass}(s) \iff \operatorname{store}(\alpha) \le s$$
 (1)

## **Exercise 3.2 (Implementation)**

Intuitively, propagators should 'implement constraints'. What we want this to mean is that a propagator should never remove a solution of a constraint from a store. In this exercise, we will see that it is sufficient to require a weaker condition. Let us say that a propagator p implements a constraint C, if for all assignments  $\alpha \in ass(P)$ ,

$$\alpha \in C \iff p(\text{store}(\alpha)) = \text{store}(\alpha)$$
.

Show that the following properties hold for all stores  $s \in \text{stores}(P)$ , all constraints  $C \in \text{con}(P)$ , and all propagators p that implement C:

$$\alpha \in \operatorname{ass}(s) \land \alpha \in C \implies \alpha \in \operatorname{ass}(p(s))$$
 (2)

$$\alpha \notin C \implies |\operatorname{ass}(p(\operatorname{store}(\alpha)))| = 0$$
 (3)