



# Numberjack Tutorial

(Adapted from Hebrard et al.'s AAI 2010 tutorial and parts of the Numberjack website)

CS 275

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- 2 Intro to Python
- 3 Modeling in Numberjack
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  - Map Coloring: Australia
  - N-Queens Problem
  - Magic Squares
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# What is Numberjack?

- A platform for constraints
- Written in Python - a front-end to C++-based solvers
- Excellent for rapidly trying out models



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# Overview of Python

- High-level, general purpose language
- Supports classes, objects, etc.



# Basic Structures

## Variables

```
a = 2
```

## Functions

```
def double(a):  
    return a * 2
```

## Lists

```
foo = [1, 4, 5, 10, 2]  
bar = ["this", "is", "a", "list"]
```

## Tuples

```
triplet = (1, 2, 3)
```



# Control

```
if <boolean_exp>:  
    do_stuff()
```

```
while <boolean_exp>:  
    do_stuff()
```





# For Loops

For loops in C/C++/Java

```
for (int i = 0; i < n; ++i) {  
    do_stuff(i)  
}
```

For loops in Python

```
for i in range(n):  
    do_stuff(i)
```

- Based on iterating through an iterable object



## For Loops

```
for element in list:
    do_stuff_with(element)

pairs = [(0, "Foo"),
         (1, "Bar"),
         (2, "Baz")]
for id, item in pairs:
    print "ID ", id, ":", item
```

ID 0 : Foo

ID 1 : Bar

ID 2 : Baz



# List Comprehensions

A very useful feature!

```
>>> range(4)
[0, 1, 2, 3]
>>> [x * 2 for x in range(4)]
[0, 2, 4, 6]
>>> [x * 2 for x in range(4) if x >= 2]
[4, 6]
```

Generally,

```
[<expression> for x in <Iterable> (if <condition>)]
```



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# Overview

- Constructs
  - Variables
  - Constraints
  - Model
- A common API to interface with back-end solvers



# Variables

*# binary variable*

`Variable()`

*# domain from 0 to  $N-1$*

`Variable(N)`

*# domain from  $L$  to  $U$*

`Variable(L, U)`

*# domain specified by a list*

`Variable(list)`

Useful method (used after a solution has been found)

`get_value()`



# Variables

More constructors:

*# create a list of  $N$  binary variables*

`VarArray(N)`

*# create a list of  $N$  variables with domains from 0 to  $D-1$*

`VarArray(N, D)`

*# create a list of  $N$  variables with domains from  $L$  to  $U$*

`VarArray(N, L, U)`



# Variables

...and even more constructors:

*# create a matrix of  $M \times N$  binary variables*

```
m = Matrix(M, N)
```

*# create a matrix of  $M \times N$  variables with domains from  $L$  to  $U$*

```
m = Matrix(M, N, L, U)
```

Special operators

*# Return a VarArray containing all of the elements of the Matrix*

```
m.flat
```

*# Return a list of VarArrays corresponding to each row*

```
m.row
```

*# Return a list of VarArrays corresponding to each column*

```
m.col
```





# Constraints

- Arithmetic operators on variables

```
x > y
```

```
x == y + 2
```

```
a[1] > b[2]
```

```
m[1][4] != n[4][3]
```

- Global constructors

```
AllDiff([a, b, c, d, e])
```

```
AllDiff(myVarArray)
```

```
AllDiff(myMatrix)
```

```
Sum([a, b, c, d]) >= e
```



# Model

- Used to collect the constraints together to define a problem
- Constructors

```
# empty model  
model = Model()
```

```
# model with constraints  
model = Model(constraints,...)
```

- Adding more constraints

```
model.add(constraints)  
#or  
model += constraints
```



# Using a Solver

- Different solvers supported
  - SAT: MiniSat, Walksat
  - MIP: Gurobi, CPLEX, SCIP
  - CP: Mistral

# Using a Solver

## ■ Methods

```
# Get a solver to solve the given problem specified  
# by the model,  
solver = model.load('nameOfSolver')  
# attempts to solve the problem  
solver.solve()  
# for search-based solvers only (to generate multiple solutions)  
solver.startNewSearch()  
while solver.getNewSolution():  
    # do something with solution
```

## ■ Results are stored in the Variable objects

# Outline of Usage

- Specify variables
- Specify constraints over those variables
- Construct a model with the constraints
- Construct the solver using that model
- Call `solve()` and extract results from Variables using `get_value()`
- Can alternatively use the `print` statement on Variables directly to output their values



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# Problem Definition



- Color the map such that no two adjacent territories have the same color.



## N-Queens Problem

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# Problem Definition

	$x_0$	$x_1$	$x_2$	$x_3$
0				
1				
2				
3				

- Place queens on the chessboard such that no two queens are attacking each other



## Magic Squares

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# Problem Definition

1	2	15	16
12	14	3	5
13	7	10	4
8	11	6	9

- Given an  $N \times N$  square, place numbers ranging from 1 to  $N^2$  such that each row, column, and diagonal has the same sum



# Conclusion

- Rapid prototyping of problems
- Easy to test out different solvers
- Numberjack website: <http://numberjack.ucc.ie> (also linked from the course page)