

# Table of Contents

<b>Foreword</b> .....	<b>9</b>
<b>1. Introduction</b> .....	<b>17</b>
1.1 The general Constraint Satisfaction Problem (CSP).....	17
1.2 Paradigms of resolution.....	20
1.3 Parameters and instances of a CSP; minimal instances; classification.....	24
1.4 The basic and the more complex resolution theories of a CSP.....	26
1.5 The roles of Logic, AI, Sudoku and other examples.....	28
1.6 Notations.....	33
<b>PART ONE: LOGICAL FOUNDATIONS</b> .....	<b>35</b>
<b>2. The role of modelling, illustrated with Sudoku</b> .....	<b>37</b>
2.1 Symmetries, analogies and supersymmetries.....	37
2.2 Introducing the four 2D spaces: rc, rn, cn and bn.....	42
2.3 CSP variables associated with the rc, rn, cn and bn spaces.....	48
2.4 Introducing the 3D nrc-space.....	49
<b>3. The logical formalisation of a CSP</b> .....	<b>51</b>
3.1 A quick introduction to Multi-Sorted First Order logic (MS-FOL).....	51
3.2 The formalisation of a CSP in MS-FOL: T(CSP).....	58
3.3 Remarks on the existence and uniqueness of a solution.....	63
3.4 Operationalizing the axioms of a CSP Theory.....	64
3.5 Example: Sudoku Theory, T(Sudoku) or ST.....	65
3.6 Formalising the Sudoku symmetries.....	70
3.7 Formal relationship between Sudoku and Latin Squares.....	73
<b>4. CSP Resolution Theories</b> .....	<b>75</b>
4.1 CSP Theory vs CSP Resolution Theories; resolution rules.....	76
4.2 The logical nature of CSP Resolution Theories.....	77
4.3 The Basic Resolution Theory of a CSP: BRT(CSP).....	86
4.4 Formalising the general concept of a Resolution Theory of a CSP.....	88
4.5 The confluence property of resolution theories.....	89
4.6 Example: the Basic Sudoku Resolution Theory (BSRT).....	91

4.7 Sudoku symmetries and the three fundamental meta-theorems .....	94
<b>PART TWO: GENERAL CHAIN RULES .....</b>	<b>99</b>
<b>5. Bivalue chains, whips and braids.....</b>	<b>101</b>
5.1 Bivalue chains .....	102
5.2 z-chains, t-whips and zt-whips (or whips).....	103
5.3 Braids.....	108
5.4 Whip and braid resolution theories; the W and B ratings .....	109
5.5 Confluence of the $B_n$ resolution theories; resolution strategies .....	112
5.6 The “T&E vs braids” theorem.....	115
5.7 The objective properties of chains and braids .....	119
5.8 About loops in bivalue-chains, in whips and in braids.....	124
5.9 Forcing whips, a bad idea? .....	126
5.10 Exceptional examples.....	127
5.11 Whips in N-Queens and Latin Square; definition of SudoQueens .....	144
<b>6. Unbiased statistics and whip classification results.....</b>	<b>153</b>
6.1 Classical top-down and bottom-up generators .....	155
6.2 A controlled-bias generator .....	156
6.3 The real distribution of clues and the number of minimal puzzles .....	161
6.4 The W-rating distribution as a function of the generator .....	163
6.5 Stability of the classification results .....	164
6.6 The W rating is a good approximation of the B rating.....	165
<b>7. g-labels, g-candidates, g-whips and g-braids .....</b>	<b>167</b>
7.1 g-labels, g-links, g-candidates and whips[1] .....	167
7.2 g-bivalue chains, g-whips and g-braids .....	171
7.3 g-whip and g-braid resolution theories; the gW and gB ratings.....	175
7.4 Comparison of the ratings based on whips, braids, g-whips and g-braids ..	176
7.5 The confluence property of the $gB_n$ resolution theories .....	178
7.6 The “gT&E vs g-braids” theorem .....	182
7.7 Exceptional examples.....	184
7.8 g-labels and g-whips in N-Queens and in SudoQueens .....	197
<b>PART THREE: BEYOND G-WHIPS AND G-BRAIDS .....</b>	<b>201</b>
<b>8. Subset Rules in a general CSP .....</b>	<b>204</b>
8.1 Transversality, $S_p$ -labels and $S_p$ -links.....	204
8.2 Pairs.....	206
8.3 Triplets.....	209
8.4 Quads.....	211

8.5 Relations between Naked, Hidden and Super Hidden Subsets in Sudoku	218
8.6 Subset resolution theories in a general CSP; confluence	220
8.7 Whip subsumption results for Subset rules	222
8.8 Subsumption and non-subsumption examples from Sudoku	224
8.9 Subsets in N-Queens	234
<b>9. Reversible-<math>S_p</math>-chains, <math>S_p</math>-whips and <math>S_p</math>-braids</b>	<b>237</b>
9.1 $S_p$ -links; $S_p$ -subsets modulo other Subsets; $S_p$ -regular sequences	238
9.2 Reversible- $S_p$ -chains	241
9.3 $S_p$ -whips and $S_p$ -braids	246
9.4 The confluence property of the $S_p B_n$ resolution theories	253
9.5 The “T&E( $S_p$ ) vs $S_p$ -braids” theorem, $1 \leq p \leq \infty$	257
9.6 The scope of $S_p$ -braids (in Sudoku)	259
9.7 Examples	261
<b>10. g-Subsets, Reversible-<math>gS_p</math>-chains, <math>gS_p</math>-whips and <math>gS_p</math>-braids</b>	<b>265</b>
10.1 g-Subsets	266
10.2 Reversible- $gS_p$ -chains, $gS_p$ -whips and $gS_p$ -braids	275
10.3 A detailed example	284
<b>11. <math>W_p</math>-whips, <math>B_p</math>-braids and the T&amp;E(2) instances</b>	<b>289</b>
11.1 $W_p$ -labels and $B_p$ -labels; $W_p$ -whips and $B_p$ -braids	289
11.2 The confluence property of the $B_p B_n$ resolution theories	301
11.3 The “T&E( $B_p$ ) vs $B_p$ -braids” and “T&E(2) vs B-braids” theorems	306
11.4 The scope of $B_p$ -braids in Sudoku	310
11.5 Existence and classification of instances beyond T&E(2)	316
<b>12. Patterns of proof and associated classifications</b>	<b>325</b>
12.1 Bi-whips, bi-braids, confluence and bi-T&E	326
12.2 $W_p^*$ -whips and $B_p^*$ -braids	333
12.3 Patterns of proof and associated classifications	339
12.4 d-whips, d-braids, $W^{*d}$ -whips and $B^{*d}$ -braids	352
<b>PART FOUR: MATTERS OF MODELLING</b>	<b>355</b>
<b>13. Application-specific rules (the sk-loop in Sudoku)</b>	<b>356</b>
13.1. The EasterMonster family of puzzles and the sk-loop	358
13.2. How to define a resolution rule from a set of examples	360
13.3. First interpretation of an sk-loop: crosses and belts of crosses	361
13.4. Second interpretation of an sk-loop: $x_2 y_2$ -chains	366
13.5. Should the above definitions be generalised further?	368
13.6. Measuring the impact of an application-specific rule	371
13.7. Can an (apparently) application-specific rule be made general?	372

<b>14. Transitive constraints and Futoshiki.....</b>	<b>373</b>
14.1 Introducing Futoshiki and modelling it as a CSP .....	373
14.2 Ascending chains and whips .....	376
14.3 Hills, valleys and S-whips .....	381
14.4 A detailed example using the hill rule, the valley rule and Subsets .....	383
14.5 g-labels, g-whips and g-braids in Futoshiki .....	389
14.6 Modelling transitive constraints .....	396
14.7 Hints for further studies on Futoshiki.....	397
<b>15. Non-binary arithmetic constraints and Kakuro .....</b>	<b>399</b>
15.1 Introducing Kakuro .....	400
15.2 Modelling Kakuro as a CSP .....	407
15.3 Elementary Kakuro resolution rules and theories .....	413
15.4 Bivalue-chains, whips and braids in Kakuro.....	417
15.5 Theory of g-labels in Kakuro .....	421
15.6 Application-specific rules in Kakuro: surface sums.....	426
<b>16. Topological and geometric constraints: map colouring and path finding</b>	<b>437</b>
16.1 Map colouring and the four-colour problem .....	437
16.2 Path finding: Numbrix <sup>®</sup> and Hidato <sup>®</sup> .....	441
<b>17. Final remarks .....</b>	<b>459</b>
17.1 About our approach to the finite CSP .....	459
17.2 About minimal instances and uniqueness .....	465
17.3 About ratings, simplicity, patterns of proof .....	468
17.4 About CSP-Rules .....	472
<b>18. References .....</b>	<b>477</b>
Books and articles .....	477
Websites .....	479

