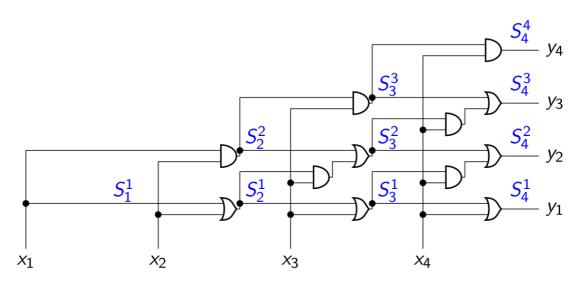
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The Virtual Learning Environment for Computer Programming

Cardinality Constraints

Write a program in Python that, using the **optilog** library, finds all solutions of a set of cardinality constraints.



A set of cardinality constraints is a set of inequalities like:

$$\begin{array}{l} x_1 + x_2 \geq 1 \\ x_2 + x_3 + x_4 \geq 2 \\ x_1 + x_2 + x_3 + x_4 \leq 2 \end{array}$$

They can be translated into SAT using sequential counters:

$$S_{1}^{1} \leftrightarrow x_{1}$$

$$S_{i}^{i} \leftrightarrow S_{i-1}^{i-1} \wedge x_{i} \qquad i = 2, \dots, k$$

$$S_{i}^{1} \leftrightarrow S_{i-1}^{1} \vee x_{i} \qquad i = 2, \dots, n$$

$$S_{i}^{j} \leftrightarrow S_{i-1}^{j} \vee (x_{i} \wedge S_{i-1}^{j-1}) \qquad i = 3, \dots, n, j = 2, \dots, \min\{i-1,k\}$$

The clause S_n^k plus the clauses defining the **right** implications of the previous equivalences enforce $x_1 + \cdots + x_n \ge k$. In the last equivalence, for instance, the clauses are:

$$S_i^j \to S_{i-1}^j \lor (x_i \land S_{i-1}^{j-1}) \equiv \begin{cases} \overline{S_i^j} \lor S_{i-1}^j \lor S_{i-1}^{j-1} \equiv \overline{S_i^j} \lor S_{i-1}^{j-1} \\ \overline{S_i^j} \lor S_{i-1}^j \lor x_i \end{cases}$$

The constraint $x_1 + \cdots + x_n \ge k$ is interpreted as: the number of variables assigned to true is at least k. The minus sign is interpreted as negation. Therefore, $x_1 - x_2 \ge 2$ is interpreted as: both x_1 and $\overline{x_2}$ are both true. Therefore, as inequality, it is in fact $x_1 + (1 - x_2) \ge 2$ that has a unique solution $x_1 = 1, x_2 = 0$.

Input

The input is a text (in the stdin) with pairs of connected nodes. For instance, the following text in the case of our example:

x1 + x2 > 1x2 + x3 + x4 > 2x1 + x2 + x3 + x4 < 2

Output

The output is also a text (in the stdout) where in every line there is a variable assignment (variables assigned to 1 (true) as possitive, and those assigned to 0 (false) as negative. In this example:

{ -x1 x2 x3 -x4 } { -x1 x2 -x3 x4 }

Sample input 1

x1 + x2 + x3 > 2x1 + x2 + x3 < 2

Sample input 2

Sample input 3

x1 - x2 > 2

Scoring

Problem information

Author : Jordi Levy Generation : 2023-12-06 01:40:40

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Sample output 1

{ -x1 x2 x3 } { x1 -x2 x3 } { x1 x2 -x3 }

Sample output 2

```
{ -x1 x2 x3 -x4 }
{ -x1 x2 -x3 x4 }
```

Sample output 3

{ x1 -x2 }