



Mathematics of Infrastructure Planning

The thirty-six officers problem

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Mathematics for key technologies





Toolbox for **generating** and **solving** constraint integer programs

ZIMPL

- ▷ a mixed integer programming modeling language
- ▷ easily generate LPs, MIPs, and ...

SCIP

- ▷ a MIP and CP solver, branch-cut-and-price framework
- ▷ ZIMPL models can directly be loaded into SCIP and solved

SoPlex

- ▷ a linear programming solver
- ▷ SCIP uses SoPlex as underlying LP solver



Problem description

This problem asks for an arrangement of 36 officers of 6 ranks and from 6 regiments in a square formation of size 6 by 6. Each vertical and each horizontal line of this formation is to contain one and only one officer of each rank and one and only one officer from each regiment.

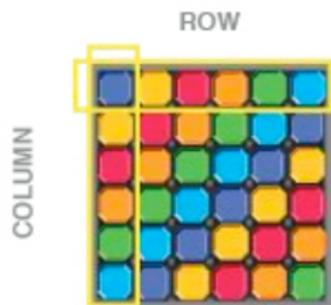
Reference

Leonhard Euler, “Recherches sur une nouvelle espce de quarrs magiques” Verhandelingen uitgegeven door het zeeuwsch Genootschap der Wetenschappen te Vlissingen 9, Middelburg 1782, pp. 85–239

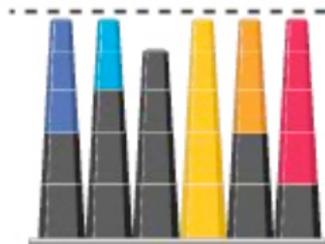
<http://www.math.dartmouth.edu/~euler/pages/E530.html>

Translation

<http://www.math.dartmouth.edu/~euler/docs/translations/E530.pdf>



Place one of each colour in every row and column.



Towers must fit to form a level cube.

36 Towers

Genius!

35 Towers

Liar!

31-34 Towers

Rockstar!

26-30 Towers

Contender

20-25 Towers

Varsity

19 or Fewer Towers

Novice

Novice





6
1 2 5 4 6 3
5 3 6 1 4 2
4 6 3 5 2 1
2 1 4 3 5 6
3 5 2 6 1 4
6 4 1 2 3 5



```
# board size
param size := read "36cube.dat" as "1n" use 1;
do print "size_□=□", size;

# create sets

# we have 6 different heights
set Heights := {1..size};

# we have 6 different colors
set Colors := {1..size};

# there are 6 rows and 6 columns
set Rows := {1..size};
set Columns := {1..size};

# parse heights
param heights[<r,c> in Rows * Columns] :=
    read "36cube.dat" as "<1n,2n>_□3n" skip 1;
#do forall <r,c> in Rows * Columns do print heights[r,c];
```



ZIMPL Model (Decision variables)

```
# binary variables to define the setup  
# z defines in which color goes on which position  
var z[Rows * Columns * Colors] binary;
```



```
# each position gets one color
subto color :
  forall <r> in Rows:
    forall <c> in Columns :
      sum <i> in Colors : z[r,c,i] == 1;

# each row has each color exactly once
subto column :
  forall <r> in Rows:
    forall <i> in Colors :
      sum <c> in Columns : z[r,c,i] == 1;

# each column has each color exactly once
subto row :
  forall <i> in Colors:
    forall <c> in Columns :
      sum <r> in Rows : z[r,c,i] == 1;

# each height has each color exactly once
subto height :
  forall <h> in Heights :
    forall <i> in Colors :
      sum <r,c> in Rows * Columns with heights[r,c] == h :
        z[r,c,i] == 1;
```



ZIMPL Model (Objective function)

```
# try to find as many feasible positions as possible
maximize obj :
    sum <r,c,i> in Rows * Columns * Colors : z[r,c,i];

# each position gets one color
subto color :
    ...
    sum <i> in Colors : z[r,c,i] <= 1;

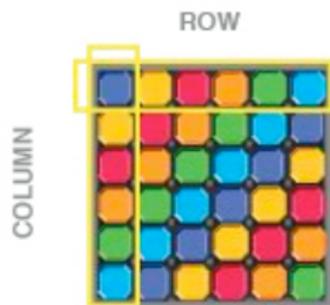
# each row has each color exactly once
subto column :
    ...
    sum <c> in Columns : z[r,c,i] <= 1;

# each column has each color exactly once
subto row :
    ...
    sum <r> in Rows : z[r,c,i] <= 1;

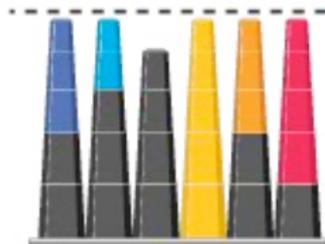
# each height has each color exactly once
subto height :
    ...
    sum <r,c> in Rows * Columns with heights[r,c] == h :
        z[r,c,i] <= 1;
```



A solution for the 36 cube



Place one of each colour in every row and column.



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How many solutions exist for the 36 cube?



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