Bernhard C. Schrenk <clemy@clemy.org>

Hi,

I found your challenge as a colleague mentioned it to me and I thought I will give it a try. I used integer linear programming to model it and solved it with Gurobi finding 2 solutions:

```
Solution 1:
Kasparov
            14
            13
Karpov
           15
Fischer
Solution 2:
Kasparov 13
           14
Karpov
Fischer
            15
My model:
Minimize
ks ka w + ks ka d + ks ka l + ks fi w + ks fi d + ks fi l + ka fi w +
ka fi d + ka fi l
Subject To
 c0: ks ka w + ks ka d + ks ka l = 7
 c1: ks fi w + ks fi d + ks fi l = 7
 c2: ka fi w + ka fi d + ka fi l = 7
 c3: ks ka w + ks fi w - ks ka l - ka fi w >= 1
 c4: ks ka w + ks fi w - ks fi l - ka fi l \Rightarrow 1
 c5: ks ka w + ka fi l - ks ka l - ks fi l \leq -1
 c6: ks ka w + ka fi l - ks fi w - ka fi w \leq -1
 c7: ks points - \frac{1}{2} ks ka w - ks ka d - \frac{1}{2} ks fi w - ks fi d = 0
 c8: ka points -2 ks ka 1 - ks ka d -2 ka fi w - ka fi d =0
 c9: fi points - 2 ks fi l - ks fi d - 2 ka fi l - ka fi d = 0
 c10: fi points - ks points >= 1
 c11: fi points - ka points >= 1
General
 ks ka w ks ka d ks ka l ks fi w ks fi d ks fi l ka fi w ka fi d
ka fi l ks points ka points fi points
End
My abbreviations for variables:
ks..Kasparov
```

```
ka..Karpov
fi..Fischer
w..Win
d..Draw
1..Loose
```

ks_ka_w is therefore the number of wins of Kasparov against Karpov (which is the same as looses of Karpov against Kasparov), ...

ks points are the tournament points of Kasparov,...

The constraints c0-c2 encode the number of games played.

The constraints c3,c4 encode that Kasparov has the most wins.

The constraints c5,c6 encode that Karpov has the least looses.

The constraints c7-c9 are just for calculating the points (to have them in the output).

The constraints c10,c11 encode that Fischer wins the tournament.

To run the model from above (stored in "chess.lp") in Gurobi and get all possible solutions, following python script is used:

You can find the full output below. Have fun with my solution.

Regards,

Bernhard Clemens Schrenk

```
Read LP format model from file chess.lp
Reading time = 0.01 seconds
: 12 rows, 12 columns, 44 nonzeros
Changed value of parameter PoolSearchMode to 2
   Prev: 0 Min: 0 Max: 2 Default: 0
Gurobi Optimizer version 9.0.3 build v9.0.3rc0 (win64)
Optimize a model with 12 rows, 12 columns and 44 nonzeros
Model fingerprint: 0x92f8f182
Variable types: 0 continuous, 12 integer (0 binary)
Coefficient statistics:
 Matrix range
               [1e+00, 2e+00]
 Objective range [1e+00, 1e+00]
 Bounds range
                  [0e+00, 0e+00]
                  [1e+00, 7e+00]
 RHS range
Presolve removed 2 rows and 2 columns
Presolve time: 0.00s
Presolved: 10 rows, 10 columns, 40 nonzeros
Variable types: 0 continuous, 10 integer (0 binary)
Root relaxation: objective 2.100000e+01, 10 iterations, 0.00 seconds
                 Current Node |
   Nodes
            Objective
Bounds
                 Work
           Expl Unexpl | Obj Depth IntInf | Incumbent BestBd
                                                         Gap |
It/Node Time
```

* 0 0 0 21.0000000 21.00000 0.00% - 0s

Optimal solution found at node 0 - now completing solution pool...

Bound	Nodes ds	1	Cu Wor	rrent 1 k	Node	1	Pool	Obj.		
_	l Unexp ode Tir	•	Obj	Depth	IntInf		Worst Incumbent	BestBd	 Gap	
0s	0	0		_	0		_	21.00000	-	-
0s 0s	0	0		-	0		-	21.00000	-	-
0s	0	2		-	0		_	21.00000	-	-

Explored 11 nodes (16 simplex iterations) in 0.03 seconds Thread count was 4 (of 4 available processors)

Solution count 2: 21 21 No other solutions better than 1e+100

Optimal solution found (tolerance 1.00e-04)
Best objective 2.100000000000e+01, best bound 2.100000000000e+01, gap 0.000%

Variable	xn
ks_ka_w ks_ka_d ks_ka_l ks_fi_w ks_fi_l ka_fi_d ks_points ka_points fi_points	2 4 1 3 4 7 14 13
Variable ks_ka_w ks_ka_d ks_ka_l ks_fi_w ks_fi_l ka_fi_d ks_points ka_points fi_points	xn 2 3 2 3 4 7 13 14