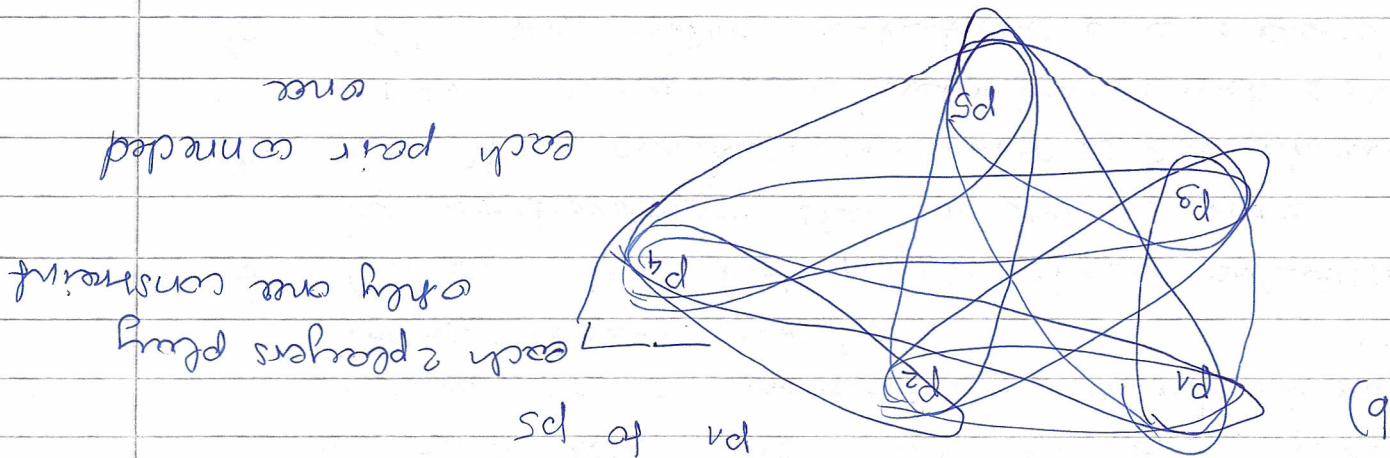


5) variables: players p_1, p_2
 domains: timesteps with value
 constraints: no two players play together
 more than once

$$(p_1, p_2) = 1$$

$$(p_{32}, p_{32}) = 1$$



a) forward checking:

1. assign a player p_q for a timestep
2. Remove players which have already played together with p_q

3. repeat for each step.