

```
In[ ]:= SetOptions[SelectedNotebook[], PrintingStyleEnvironment → "Printout", ShowSyntaxStyles → True]; ClearAll["Global`*"]
```

```
In[ ]:= MatrixForm[mat = Array[a, {4, 4}]]
```

Out[]//MatrixForm=

$$\begin{pmatrix} a[1, 1] & a[1, 2] & a[1, 3] & a[1, 4] \\ a[2, 1] & a[2, 2] & a[2, 3] & a[2, 4] \\ a[3, 1] & a[3, 2] & a[3, 3] & a[3, 4] \\ a[4, 1] & a[4, 2] & a[4, 3] & a[4, 4] \end{pmatrix}$$

```
In[ ]:= loc = Join@@Table[{i, j}, {i, 4}, {j, 4}]
```

```
Out[ ]:= {{1, 1}, {1, 2}, {1, 3}, {1, 4}, {2, 1}, {2, 2}, {2, 3}, {2, 4}, {3, 1}, {3, 2}, {3, 3}, {3, 4}, {4, 1}, {4, 2}, {4, 3}, {4, 4}}
```

```
In[ ]:= nf = Nearest[Tuples@Range@Dimensions@mat → Flatten@mat];  
fourNeighbors[pt_] := nf[pt, {All, 1}][[2 ;; All]];
```

```
In[ ]:= cond = Thread[Total /@ fourNeighbors /@ loc == 6]
```

```
Out[ ]:= {a[1, 2] + a[2, 1] == 6, a[1, 1] + a[1, 3] + a[2, 2] == 6, a[1, 2] + a[1, 4] + a[2, 3] == 6, a[1, 3] + a[2, 4] == 6, a[1, 1] + a[2, 2] + a[3, 1] == 6,  
a[1, 2] + a[2, 1] + a[2, 3] + a[3, 2] == 6, a[1, 3] + a[2, 2] + a[2, 4] + a[3, 3] == 6, a[1, 4] + a[2, 3] + a[3, 4] == 6,  
a[2, 1] + a[3, 2] + a[4, 1] == 6, a[2, 2] + a[3, 1] + a[3, 3] + a[4, 2] == 6, a[2, 3] + a[3, 2] + a[3, 4] + a[4, 3] == 6,  
a[2, 4] + a[3, 3] + a[4, 4] == 6, a[3, 1] + a[4, 2] == 6, a[3, 2] + a[4, 1] + a[4, 3] == 6, a[3, 3] + a[4, 2] + a[4, 4] == 6, a[3, 4] + a[4, 3] == 6}
```

```
In[ ]:= var = Flatten@mat
```

```
Out[ ]:= {a[1, 1], a[1, 2], a[1, 3], a[1, 4], a[2, 1], a[2, 2], a[2, 3], a[2, 4], a[3, 1], a[3, 2], a[3, 3], a[3, 4], a[4, 1], a[4, 2], a[4, 3], a[4, 4]}
```

```
In[ ]:= obj = Total@var
```

```
Out[ ]:= a[1, 1] + a[1, 2] + a[1, 3] + a[1, 4] + a[2, 1] + a[2, 2] + a[2, 3] + a[2, 4] + a[3, 1] + a[3, 2] + a[3, 3] + a[3, 4] + a[4, 1] + a[4, 2] + a[4, 3] + a[4, 4]
```

```
In[ ]:= sol = Maximize[{obj, cond}, var]
```

```
Out[ ]:= {36, {a[1, 1] → 6, a[1, 2] → 0, a[1, 3] → 0, a[1, 4] → 6, a[2, 1] → 6, a[2, 2] → 0, a[2, 3] → 0,  
a[2, 4] → 6, a[3, 1] → 0, a[3, 2] → 0, a[3, 3] → 0, a[3, 4] → 0, a[4, 1] → 0, a[4, 2] → 6, a[4, 3] → 6, a[4, 4] → 0}}
```

```
In[ ]:= Partition[var /. Last@sol, 4] // MatrixForm
```

Out[]//MatrixForm=

$$\begin{pmatrix} 6 & 0 & 0 & 6 \\ 6 & 0 & 0 & 6 \\ 0 & 0 & 0 & 0 \\ 0 & 6 & 6 & 0 \end{pmatrix}$$