Preface

A *symmetry* is a transformation that preserves solutions that are considered equivalent. For instance, rotating a chess board 180 degrees gives a board that is indistinguishable from the original board. In the presence of symmetry, a constraint solver may waste a lot of time considering symmetric but equivalent assignments or partial assignments. Hence, dealing with symmetry is often crucial for solving such combinatorial problems efficiently.

This is the 10th workshop of the very successful *SymCon* series of workshops on symmetry in constraint satisfaction problems, founded by us in 2001 (the series homepage is http://www.it.uu.se/research/group/astra/SymCon/).

All submitted papers were peer-reviewed and those that make a worthwhile contribution were accepted for presentation at the workshop. We hope that this snapshot of current research will act as a catalyst for further research. These proceedings are informal and are also on-line (at http://www.it.uu.se/research/group/astra/SymCon10/).

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Uppsala, 20 August 2010   Pierre Flener and Justin Pearson

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