**Sudoku Final AI Report**

**Team number: *34***

**Member #1 (name/id) *Colin Yee / 58312560***

**Member #2 (name/id) *Ervin Grimaldi / [INSERT ID]***

**I. Minimal AI**

**I.A. Briefly describe your Minimal AI algorithm. What did you do that was fun, clever, or creative?**

*Our* ***Minimal AI*** *algorithm implements* ***forward checking*** *into the solver to reduce the number of invalid board solutions from the current board. When we first submitted our Minimal AI, the algorithm would initially grab the last assigned variable from the trail directly and propagate constraints from there. We wouldn’t need to loop through the variables to find recently modified ones. However, in our Final AI, we switched to looping because we wanted our forward checking to be consistent with Norvig check.*

**I.B Describe your Minimal AI algorithm's performance:**

E.g. Generate around 60 boards of different difficulties and run your Minimal AI algorithm. Then provide a few words and a table like the following:

|  |  |  |  |
| --- | --- | --- | --- |
| Board Size | Sample Size (n) | Boards Solved | Average # of backtracks |
| 9x9 (easy) | 15 | 15 | 220 |
| 12x12 (intermediate) | 15 | 15 | 9086.93 |
| 16x16 (hard) | 15 | 11 | 48434.64 |
| 25x25 (Expert) | 15 |  |  |
| Total Summary | 60 |  |  |

**II. Final AI**

**II.A. How did integrating advanced techniques (LCV, MRV, MAD, or NOR) into the Final AI change its solving strategy compared to Minimal AI?**

*Compared to randomly selecting values and variables in Minimal AI, Final AI’s advanced techniques select values and variables in a way to reduce the time it takes to find a board solution.*

* *For* ***MRV*** *and* ***MAD****, the solver selects a variable that would have the most likely chance to fail to reduce the number of backtracks the solver will take.*
* *For* ***LCV****, the solver selects the value that rules out the fewest choices for neighboring variables to maximize the number of valid possible solutions in a track.*
* *For* ***NOR****, the solver propagates constraints and looks for inconsistencies effectively to backtrack as early as possible (which reduces the number of backtracks in total).*

**II.B. Which of the advanced heuristics (LCV, MRV, MAD, or NOR) had the most significant impact on the performance, and why do you think that was?**

***NOR*** *(Norvig check) easily has the most significant impact on performance.* ***NOR*** *is the only heuristic from this selection that can remove values from variable’s domains, identify invalid board permutations, and signal to the solver to backtrack. This allows the solver to remove possible inconsistent board permutations and quickly backtrack whenever a board does reach inconsistency. This effectively reduces the number of backtracks the solver takes and time it takes to find a valid board solution.*

**II.C Describe your Final AI algorithm's performance:**

E.g. Use the same generated 60 boards from earlier and run your Final AI algorithm. Compare your results with Minimal AI performance, then provide a few words and a table like the following:

|  |  |  |  |
| --- | --- | --- | --- |
| Board Size | Sample Size (n) | Boards Solved | Average # of backtracks |
| 9x9 (easy) | 15 |  |  |
| 12x12 (intermediate) | 15 |  |  |
| 16x16 (hard) | 15 |  |  |
| 25x25 (Expert) | 15 |  |  |
| Total Summary | 60 |  |  |

**III. Has this project altered your interest or perspective towards artificial intelligence? If so, how?**

**III. In about 1/4 page of text or less, provide suggestions for improving this project (*this section does NOT count as past of your two-page total limit.*)**

***Colin****:*

1. *I believe that the project improve if we had access to a tutorial video that went through all the different classes and functions in the Sudoku Solver and how they interact with each other.*

*Ervin:*