**Introduction**

Let’s start describing variable-value ordering heuristics, determining the way the variables are chosen during the search, we have:

1. Input Order: The variables are chosen in order of input.
2. First Fail: The variables are chosen based on the size of the domain, smallest size first.
3. Weighted Degree: The variables are chosen based on quota of the of the domain size over weighted degree, implying that the variables with small domain and large weighted degree are chosen first.
4. Minimum Value: Constraining the variables to take the smallest value in the domain.
5. Random Value: Constraining the variables to take a random value from the domain.

**N-Queens**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **input\_order** | | **first\_fail** | | **dom\_w\_deg** | |
|  | **indomain\_min** | **indomain\_random** | **indomain\_min** | **indomain\_random** | **indomain\_min** | **indomain\_random** |
| **30x30** | 1,588,827 | 9 | 15 | **1** | 15 | **1** |
| **35x35** | 2,828,740 | 10 | 21 | **0** | 21 | **0** |
| **45x45** | - | 6 | 6 | **1** | 6 | **1** |
| **50x50** | - | 42 | 123 | **10** | 123 | **10** |

As we can see, **input\_order+indomain\_min** heuristics give the worst results, this is probably due to the fact that using the lowest value in the domain for the variables selected in the order of the input gives the solver no choice in the selection of the better variables to assign first, it also gives no choice in the values assigned to them, this implies that if, let’s suppose, the first choice is wrong and leads to no solutions, the solver is going to spend a lot of time and fail many times before exiting the subtree of the first decision. That’s probably the reason of the 45x45 and 50x50 instances not terminating at all (in under 5 minutes).

This is also magnified through the results of **input\_order+indomain\_random**: as we can see the failures are much less, this is because picking values in random order from the input let the solver explore different subtrees, increasing our chances of finding a solution.

**Talking specifically about the problem of N-Queens, when we try to put the first queen in an area of the chessboard that is not the top-left corner**, (say the cell in the center for example) **we get much more possible paths to follow** in the subtree generated from that placement, **which leads to a greater chance to find a solution**.

When we try the **first\_fail** heuristic we essentially try to fit the variables with less possibilities of assignable values, thus eliminating from the search tree huge subtrees without even exploring them through propagation. The fails happen earlier in the search compared to the input\_order mode.

We gain the same numbers from the searches using **dom\_w\_deg** rule, this is because if a constraint fails and the weight associated with it increments by one, this will change the weighted degree of every variable involved by that constraint in the same way. This will make them ordered by minimum domain size.

**Every variable appears in every constraint the same number of times, leading to no queen being more difficult to place than any other and the two heuristics behaving the same way.**

**Poster**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | ***input\_order*** | | ***first\_fail*** | | ***dom\_w\_deg*** | |
|  | ***indomain\_min*** | ***indomain\_random*** | ***indomain\_min*** | ***indomain\_random*** | ***indomain\_min*** | ***indomain\_random*** |
| **19x19** | 1,362,457 fails  6.369s | - | **239,954 fails**  **1.385s** | 2,929,153 fails  13.360s | **236,024 fails**  **1.257s** | 2,929,030 fails  13.382s |
| **20x20** | - | - | **1,873 fails**  **120ms** | 5,797,312 fails  25.527s | **1,873 fails**  **129ms** | 5,797,456 fails  25.716s |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | ***input\_order*** | | ***first\_fail*** | | ***dom\_w\_deg*** | |
|  | ***indomain\_min*** | ***indomain\_random*** | ***indomain\_min*** | ***indomain\_random*** | ***indomain\_min*** | ***indomain\_random*** |
| **19x19** | **30 fails**  **112ms** | - | 252,210 fails  1.326s | 3,637,566 fails  16.626s | 245,441 fails  1.313s | 3,457,753 fails  15.849s |
| **20x20** | **323 fails**  **116ms** | - | 1,737 fails  120ms | 4,402,830 fails  19.69s | 1,737 fails  121ms | 4,402,770 fails  19.197s |

**Ordered Poster**

The first thing we can discuss is the difference between this problem and N-Queens, where the latter gains performances (smaller number of failures) from the random selection of values, while in this problem, trying random positions for the placement of the Posters get us worst results:

1. NQueens Problem: Placing queens in random positions let the solver explore more possible assignments in way less time compared to starting from the top-left corner and going with order.
2. Poster Placement Problem: This is a problem of ordered placing, similarly to the *traveling salesman problem*, we are trying to fit a set of objects, defined by an area, inside another area. The optimal solution is the one where we use less space on the wall; a generic solution is to place all the posters within the area of the wall. We need to avoid spaces between the posters, placing posters randomly worsens our possibility to find a solution .

We can also observe that the results of **first\_fail** and **dom\_w\_deg** are close, even between the ordered and the unordered versions of the data. This is because only the **input\_order** heuristic is dependent on the order of the data, while of course the domain of a variable and is weighted degree aren’t related to the order of the data. **The order** given to the data is **decreasing on the area of the rectangles**, making the input\_order heuristic assign a value to the biggest posters first, which means selecting the hardest to place first. Given that **input\_order** can be classified as a **static VOH** and that in the instance with the data ordered it performs way better than the other heuristics, this is a practical example that dynamic heuristics aren’t always the best way to go.

**QuasiGroup Completation**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | ***default\_search*** | | ***dom\_w\_deg + random*** | | ***dom\_w\_deg + random + restart*** | |
| ***failures*** | ***time*** | ***failures*** | ***time*** | ***failures*** | ***time*** |
| **30-03** | - | | 1,061,184 | 1.20s | **642,427** | **184.87s** |
| **30-05** | 657,955 | 54.687s | **5,885** | **690ms** | 303,205 | 83.83s |
| **30-08** | **627** | **186ms** | 6,403 | 738ms | 11,990 | 4.295s |
| **30-12** | 259,082 | 19.690s | 53,200 | 4.552s | **21,986** | **6.528s** |
| **30-19** | 381,330 | 33.58s | **-** | | **48,244** | **14.61s** |

It appears that the most robust approach, given the results for each instance of the data, is **dom\_w\_deg+random+restart** which terminates for every instance and gains the best results in 3 out of 5 set of data.

We can notice that the **dom\_w\_deg+random** works very well, in terms of time and failures, **compared to the restarting model** in the second and third instances: There’s a huge difference of performances suggesting that restarting the searches have worsened the results maybe because of the randomization component of the searches that may have led to subsequent wrong choices and the restarting of a good guess.

For the default search we cannot say much, if the decision taken on the shallower nodes of the tree are good, the solver will eventually lead to a solution, for the second instance of data the performances of the default search are the best over all the others in the whole experiment, but if it takes a bad guess at the start it can get stuck in a big subtree and, as it has happened, perform way under the average.