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CMSC 471 01 Spring 2017 HW3

(1) Heuristics for CSP

We covered several heuristics for CSP search. Explain why when selecting a variable to assign a value next, it is a good to choose the variable that is most constrained, but the value that is least constraining.

Your answer here.

(2) Magic Squares

(b) Note that the MinConflicts() solver fails to solve even the smallest problem. Think about how this strategy works and explain why MinConflicts() does not work well for this problem.

Your answer here.

(c) Can you get a solution for a magic square of size six using any of the solvers and if so, how long does it take? Do you think that using CSP is a good approach for generating magic squares? Why or why not.

Your answer here.

(4) Solitaire Battleship

You are allowed to collaborate on approaches to solving this problem, but please identify all of your collaborators for this part of the homework. Collaboration groups should not have more than four people.

Your answer here.

Include a brief description of your battleships program

Your answer here.

Demonstrate your program solving the available 6x6 Battleship puzzles found on the Conceptis Puzzles site.

Your answer here.