

Information about apuli-lib's performance

in terms of speed and accuracy. What matters is minimizing the amount of guesses required to finding the correct answer And the speed of the algorithm (mainly that it is implemented in a reasonable way) And obviously that the program doesn't give wrong answers

Benchmarks

Version, revision	Number of non-solved games	Average guess count
0.1.0, 1	5 : ~224/3085 6 : N/A /4221	4.091734197730956 N/A
0.1.0, 2	5 : ~224/3085 6 : ~71/4221	4.091734197730956 3.596304193319119
0.1.0, 3	5 : 28/3085 6 : 20/4221	3.8764991896272285 3.5925136223643688
0.1.0, 4	5 : 34/3085 6 : 4/4221	3.9273905996758507 3.487562189054726
0.1.0, 5	5 : 28/3085 6 : 4/4221	3.9273905996758507 3.487562189054726
0.1.0, 6	5 : 0/3085 6 : 0/4221	2.3235008103727717 2.16015162283819
0.1.0, 7	5 : 0/3085 6 : 0/4221	2.344246353322528 2.2525467898602227
0.1.0, 8	5 : 0/3085 6 : 0/4221	