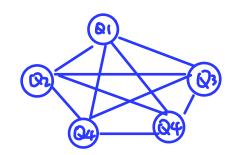
(a) For each variable, the domain is every position in the column they occupied, which is row {1,2,3,4,5}

(b) Constraint: for each variable (in, jn) 1≤n < 5,

① in != in' [No queen can on some row]
② jn!= jn' [specified in the question that they can to be in same column]

3 | in - in' | != |jn-jn' | [No diagno]

(C)



Each queen is affected/ constrainted by other queens position

V = Red at first search tree generated:

U V= Red

6 WA= Red [MCV]

(3) SA= Green [Chrose the one with most neighbours]

(3) NS = Blue [Most constraint variable]

@ Q= Red [MCU]

Final solution:

Return (Victoria = Red, South Australia = Green, New South Waker = Blue, Queensland = Red, Northern Territory = Blue, Western Australia = Red)

3. Time complexity

- (a) Worst $O(n!ol^n)$ in regular DFS in CSP n is the number of variable and ol is the maximum observation size.
- (b) Worst Old") in backtracking search in CSP dis the domain size (max) and his nun of variable

Reason is because in depth first search in variable are assigned with permutation of domain value (Repeative solution) With Backtrack search, solutions with different alomain value but satisfy constraint is considered as one.

Space complexity

(a) Worst () (n²d). Becouse regular DFS space complexity is () (bm) where the b is branching factor and m is the maximum path depth. In CSP, the max branching factor is (n.d), n is num of variables and d is max domain. The max depth is the num of variable (n), 90 (n²d).

b) Each level in Backtrack search is only generating one child node from last level. So branching factor is 1, depth of path is n, number of variables, so worst space complexity O(n)

CD

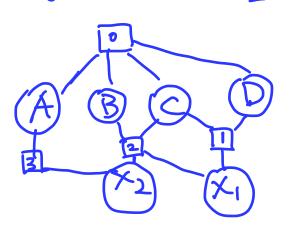
OAIL Diff (A,B,C,D)

1 DtD = 10. x1+ C

(2) C+C + X₁ = B+ 10. X₂ (3) X₂= A (4) A, C = 0

 (\mathbf{Z}) DE [1,9] CE (2,4,6,8) BE (2,4,6,8) A : 1 x1: 0 or 1 x2: 1

(3)



4

Var A B C D X, X2

Initial 1 2,3 6 3,4, 0,1 1

After FC 1 2,3 6 3,8 0,1 1

Queul

♥ V → NSW
 ③ Q → SA
 ⑤ NSW→ SA
 ⑤ V → SA

SA → VNSW → V

APP Arcs since NSW changes Based on (1)

ADD Arcs since SA changes Based on (2)

ADD Arcs since V changes Based on (4)