Algorithmics	Student information		Date	Number of session
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Activity 1. Discuss about the efficiency of both techniques (Backtracking and Brand 'n' Bound) based on the results obtained. Which implementations takes longer times? Which implementation generates more nodes?

Since my algorithm doesn't work, I will base my conclusions on how I think BnB would develop. As the branch and bound, is an algorithm that tries to avoid futile cases of the solution by bounding. I would say that Backtracking takes longer in time. Moreover the case with the gradient is the option that generates less nodes in comparison of both.