CSE 537 Assignment 3

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In the general case, Backtracking + MRV + Constraint Propagation is the superior method. Although it typically takes the fewest consistency checks, however, it does not always complete in the least time. Notably, plain Backtracking becomes the fastest on a completely empty grid.

Min-conflicts performs most effectively on boards which are small and/or do not have many empty spaces at the start. It performs the poorest in the general case, however.