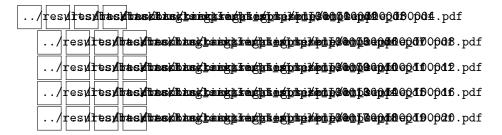
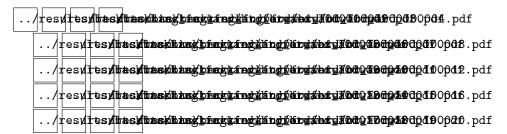
1 Min Conflicts



2 Simple Backtracking



3 Backtracking with Forward Checking



4 Backtracking with Constraint Propagation

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