

Dean Fleming

CMSC 471 – 01

### Homework 3

1. Normally, it's best to pick the most constrained variable because it narrows our search tree. But, in CSP, it is best to pick the least constraining variable because it leaves the search space wider open so we can find a general solution quicker.
2. MinConflicts does not work well for this because the sum constraint is such that it needs to work for all numbers, so if one doesn't work, everything in that space needs to be changed. This widens the search space for that constraint, making it take much longer.
3. Magic Square of size 6 was not solved by any solver. I don't think CSP is a good solution to this problem, as 6 is a pretty low number for it stop working at. There has to be a better way to simply come up with different combinations of numbers that have the same sum than representing it as a CSP problem.