

## High Level

### Search strategies



### Branching Strategies



----- Proposed Experiment

### Tie-breaking for node selection



### Conflict selection



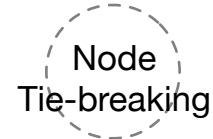
### Heuristics



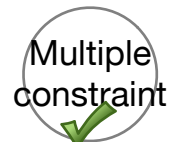
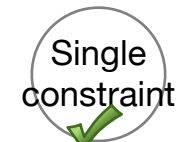
### Subsolvers





### Randomised restart strategies



### Conflict Processing



 Have been implemented  
 Will not be implemented

## Low Level

### Search Strategies

CAT



### Map annotations

