

High Level

Search strategies



Branching Strategies



----- Proposed Experiment

Tie-breaking for node selection



Conflict selection



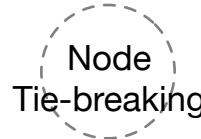
Heuristics



Subsolvers





Randomised restart strategies



Conflict Processing



 Have been implemented

 Will not be implemented

Low Level

Search Strategies

CAT



Map annotations

