|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Brute-force | puzzle1.txt | puzzle2.txt | puzzle3.txt | puzzle4.txt | puzzle5.txt |
| Nodes Explored | N/A | N/A | N/A | N/A | N/A |
| Total runtime | N/A | N/A | N/A | N/A | N/A |
| Algorithm runtime | N/A | N/A | N/A | N/A | N/A |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Backtracking | puzzle1.txt | puzzle2.txt | puzzle3.txt | puzzle4.txt | puzzle5.txt |
| Nodes Explored | 94 | 911 | 1619 | 542 | 291 |
| Total runtime | 101.65 | 102.46 | 119.02 | 115.04 | 103.02 |
| Algorithm runtime | 1.47 | 12.20 | 21.81 | 8.26 | 7.03 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| FC with MRV | puzzle1.txt | puzzle2.txt | puzzle3.txt | puzzle4.txt | puzzle5.txt |
| Nodes Explored | 41 | 81 | 357 | 69 | 66 |
| Total runtime | 102.21 | 102.41 | 104.42 | 102.58 | 102.07 |
| Algorithm runtime | 1.61 | 2.72 | 10.32 | 3.46 | 3.32 |

**Brute-force**

In Brute-force algorithm, I use recursion to set one value at a time. The domain is values 1 to 9. When we realize that there are no more empty cells, we