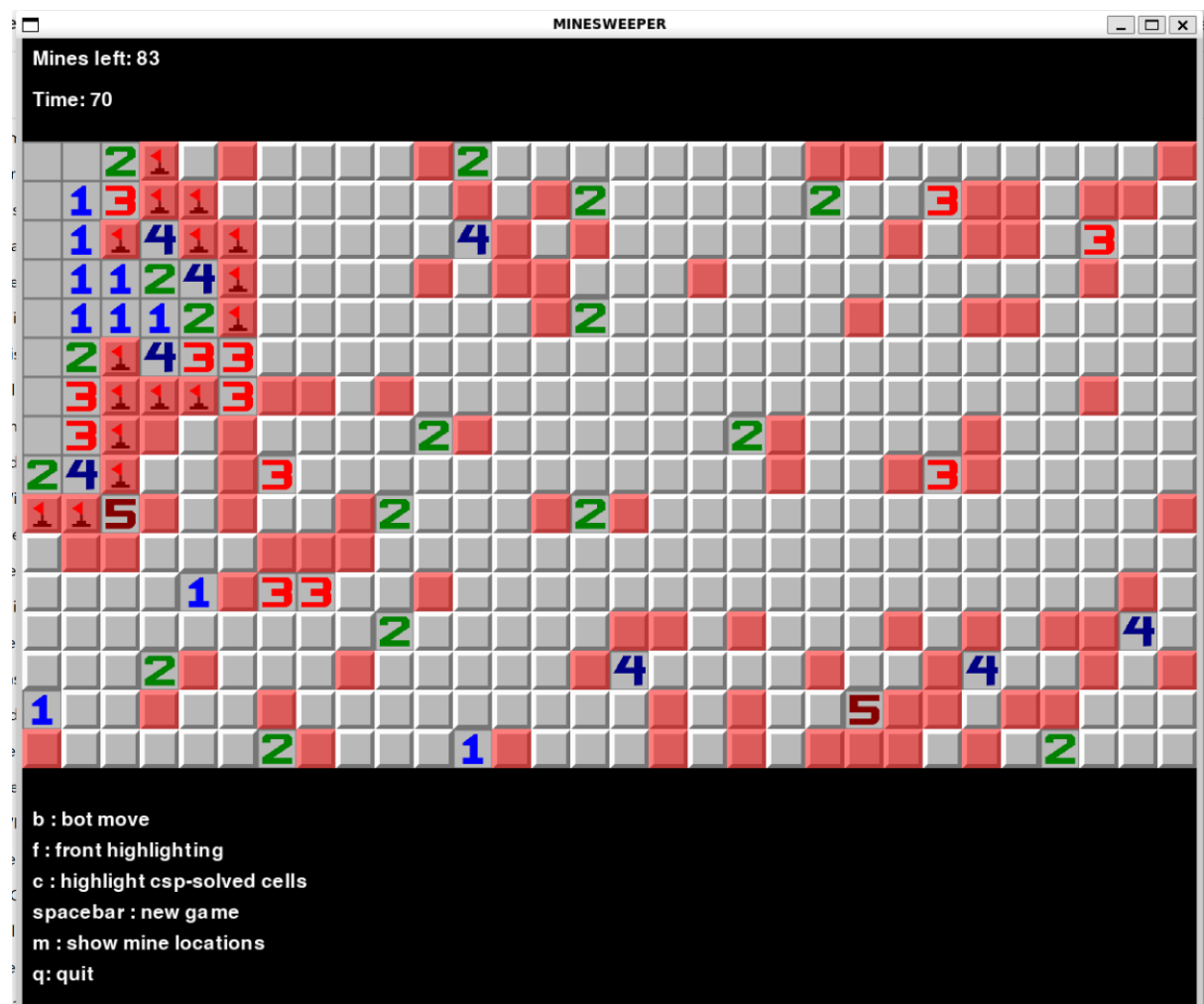


Problems

without minecount

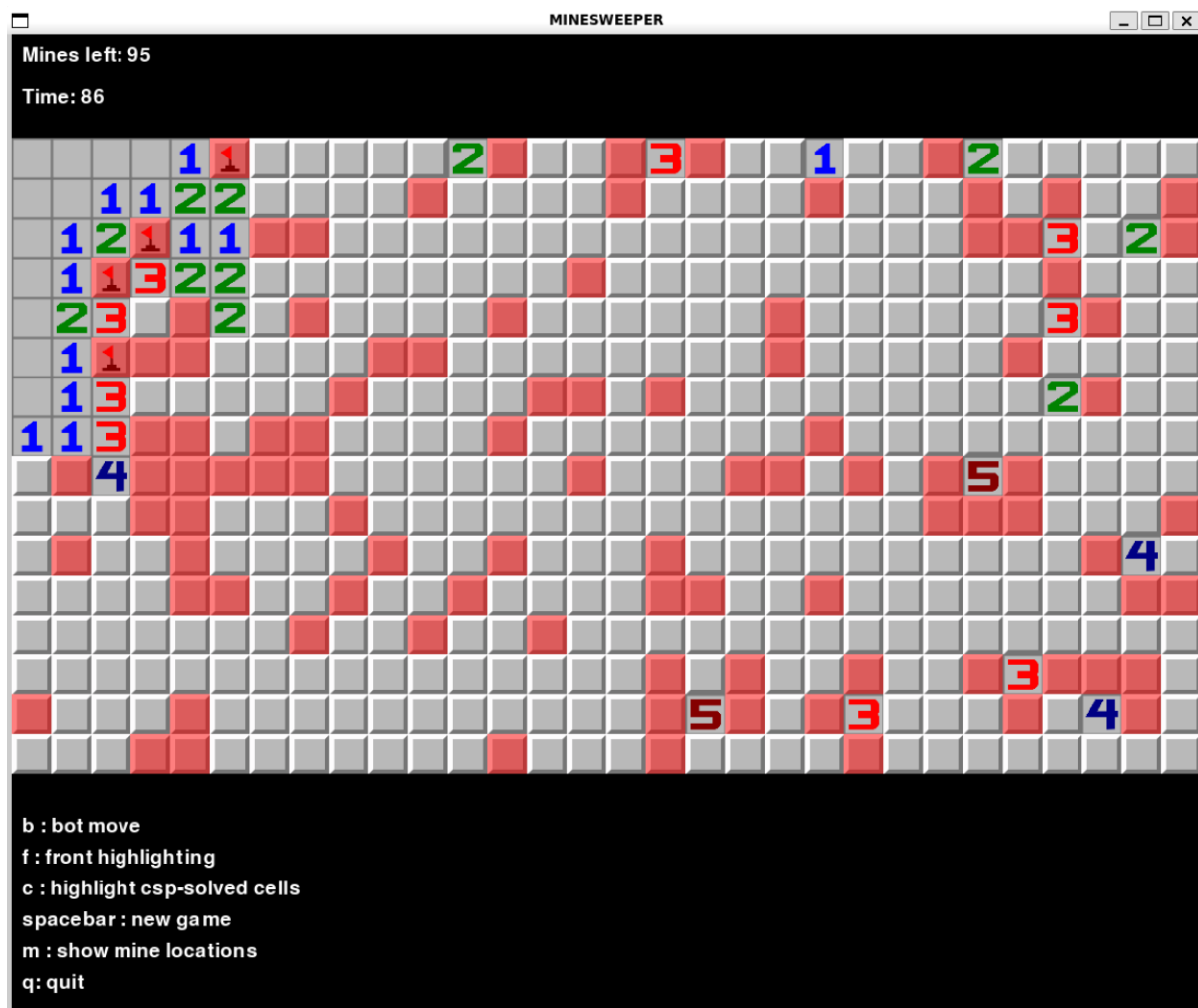
artificially huge front → recursion in 'CSP_solver.py' grows RAM like heck: 156 front cells → 16 GB RAM (this was done without minecount activities: OFF)

At around 140 front cells there was no lag, but after 3 last clicks, BOOM → 16 GB RAM used, frozen → I killed it. Picture of the situation (artificial, nothing like this happens in actual expert games) below:



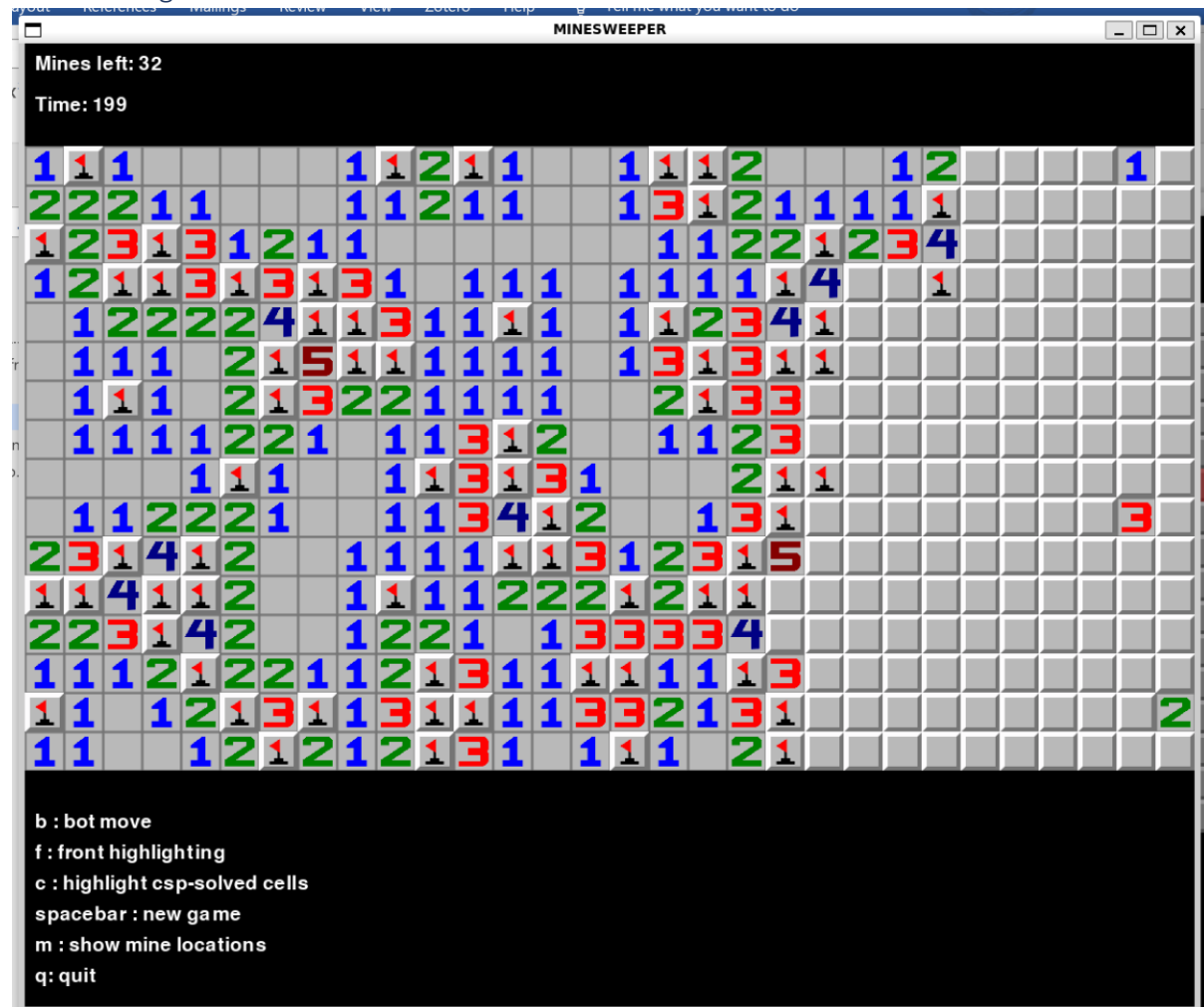
↑ I used 'm' to see where mines are → clicked next to almost every mine location →

less bad situation of the above: 106 mines in self.front \Rightarrow lag for 30...50 seconds, ram 2.7..3.2 GB

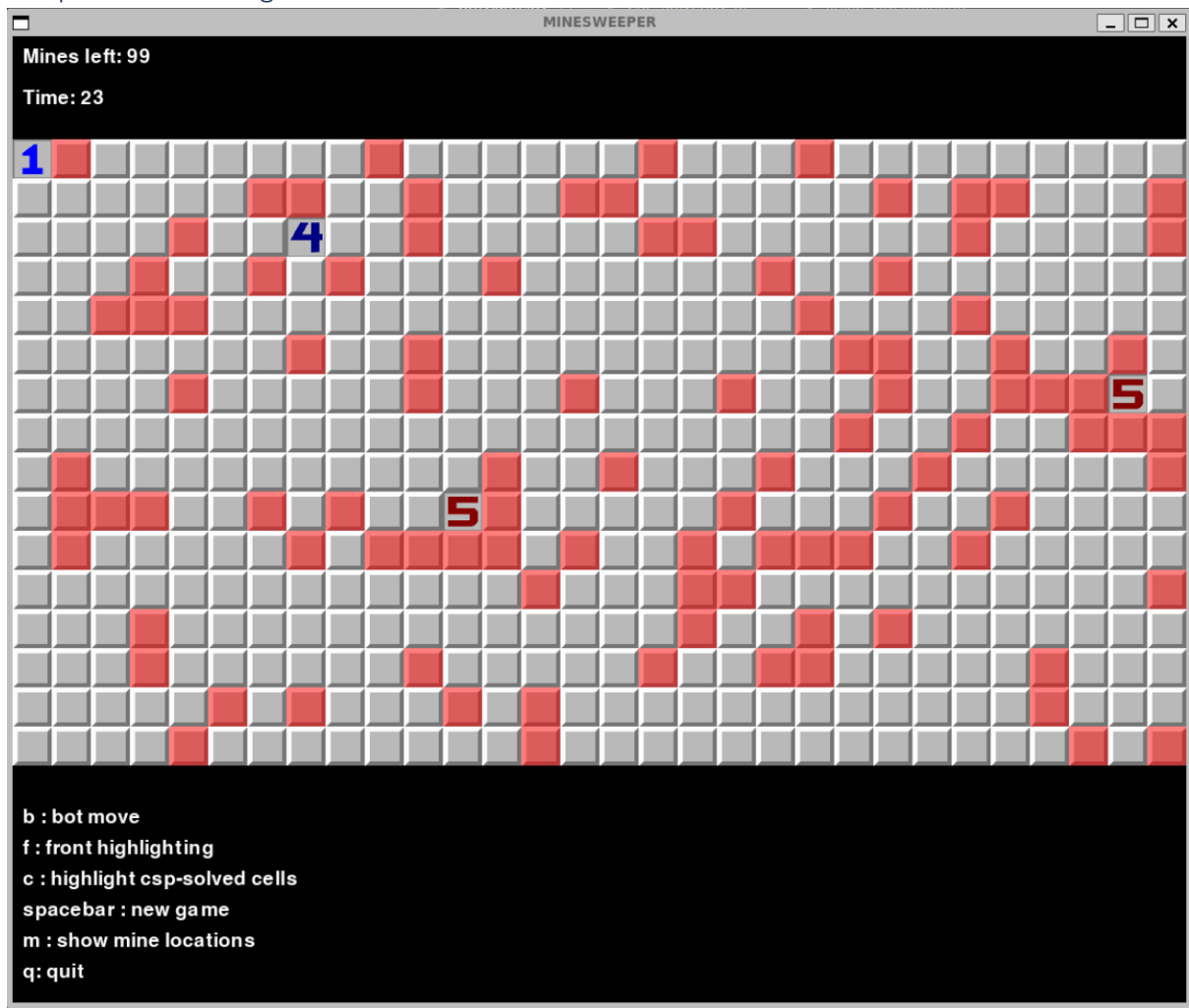


with minecount:

3-second lag

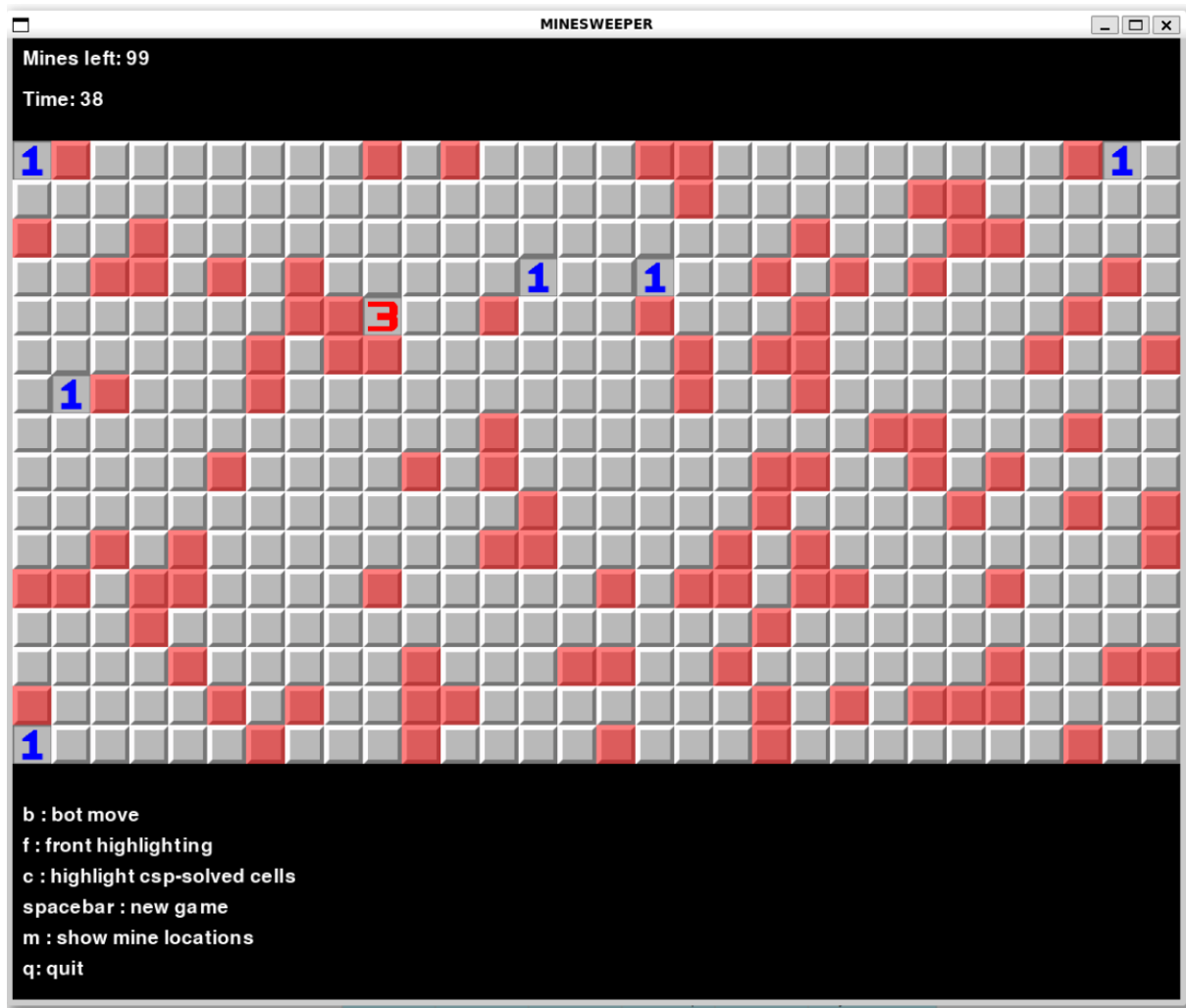


4 separate causes lag!

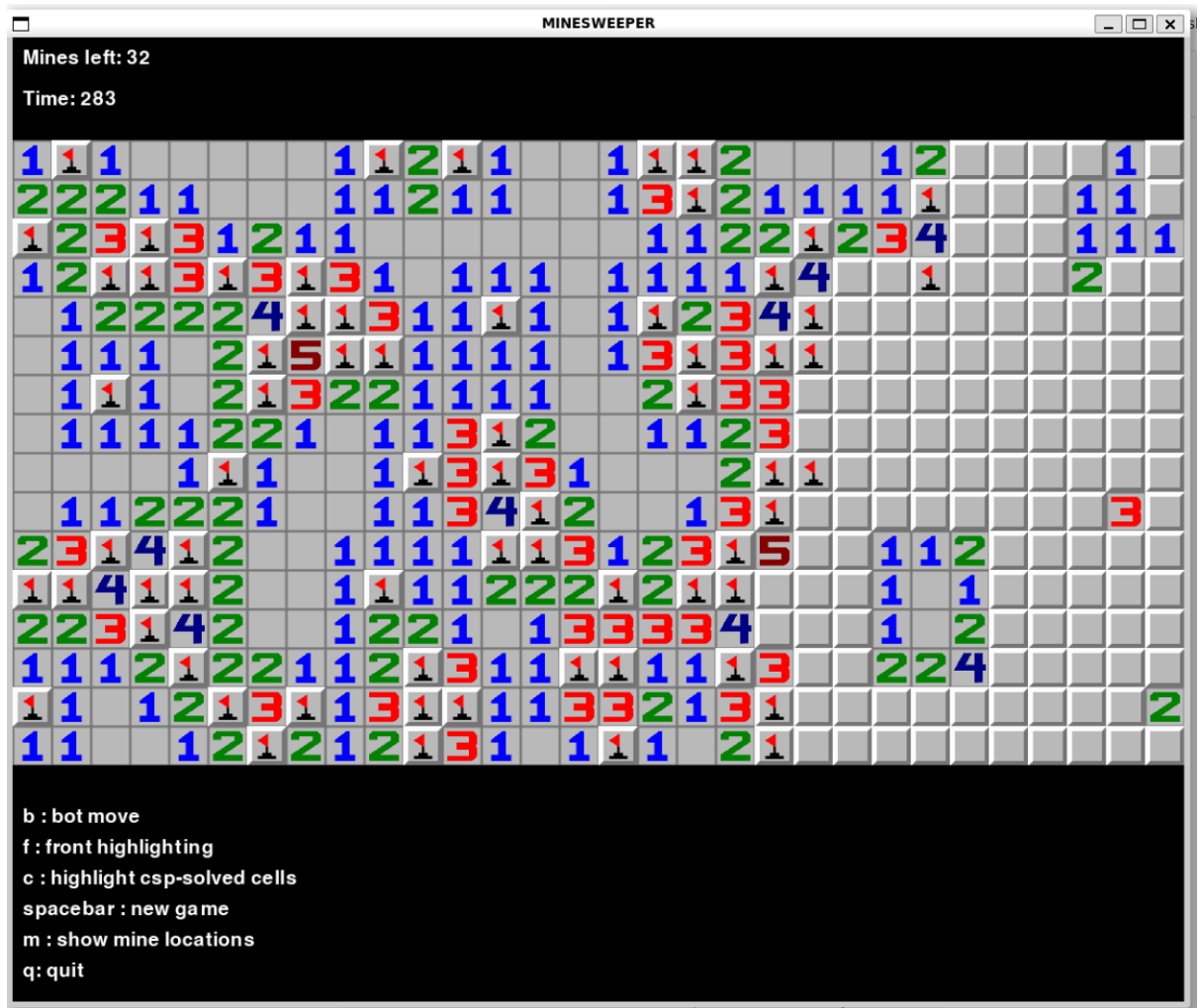


↑ causes 4 seconds lag!

7 separate → 8-second lag

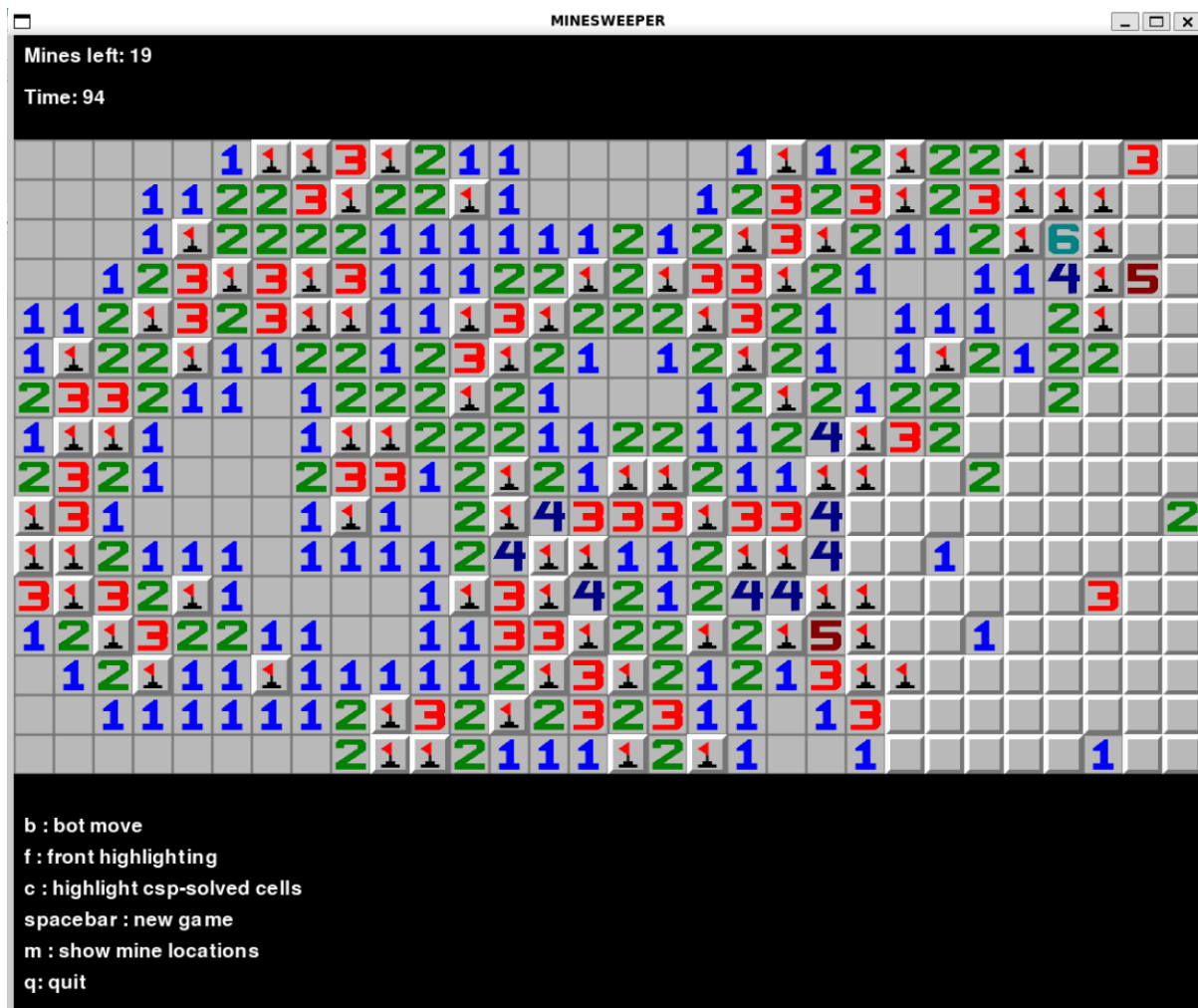


8.2 Gb RAM; solvable situation opened last:



↑ so I had just opened the middle bubble with the solvable 1-2 situation. Took 8.2 Gb RAM

p1: killed (15 Gb RAM): 61 cells in self.front, 19 mines remaining. Minecount activities were ON



was eventually killed automatically, took 15 Gb ram until killed

p2: variables in total_eq: 100, mines left 26, self.front 75 unclicked cells. 7Gb RAM and rising...
Minecount activities were ON

