# Assignment 4 - TDT4136

#### Olaf Rosendahl

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#### Easy board

After running the CSP-solver three times, the amount of backtrack calls was the same every time with no failures. This was as expected because of the low solving complexity

### Medium board

After running the CSP-solver three times, the amount of backtrack calls varied between 2 and 3 with no failures. The difference between easy and medium can be explained with the difference in complexity to find the solution.

#### Hard board

After running the CSP-solver three times, the amount of backtrack calls varied from 10 to 26 and the failures-rate varying from 5/10 to 16/21. When the complexity increases and there is a need to explore more variables or test more possible solutions there will also be more failures. The difference in amount of backtrack calls can be explained with both the select\_unassigned\_variable-function which selects a random variable to explore, and the not implemented ORDER-DOMAIN-VALUES-function which in some cases could have selected a more promising value to test first.

## Very hard board

After running the CSP-solver three times, the amount of backtrack calls varied from 17 to 78 and the failures-rate varying from 6/17 to 81/87. Again, the increased complexity compared with hard explains why the backtrack-calls increased even more, while we in some cases are lucky and find a correct solution relatively quick when for example a good variable is explored early.