

target/release/sudoku easy.txt  
backtrack called: 2  
backtrack failed: 0

784932156  
619485327  
235176489  
578261934  
341897562  
926543871  
453729618  
862314795  
197658243

target/release/sudoku medium.txt  
backtrack called: 3  
backtrack failed: 0

875936142  
169724385  
243851679  
452697831  
986413257  
731582964  
517369428  
628145793  
394278516

target/release/sudoku hard.txt  
backtrack called: 8  
backtrack failed: 3

152346897  
437189652  
689572314  
821637945  
543891726  
976425183  
798253461  
365914278  
214768539

target/release/sudoku veryhard.txt  
backtrack called: 11  
backtrack failed: 4

431867925  
652491387  
897532164  
384976512  
519284736  
276315849  
943728651  
765143298

128659473

As one would assume, the amount of backtracks increase with difficulty.

There is not really much interesting to say about that, however, I have two observations about my implementation:

1. Hashsets are used for the domains, which to me was not obvious from the start that would be best. But this makes sense as they are mostly just removed from.
2. A more clever way of queueing and generating constraints are used. I exploit the fact that only assigned variables will be queued.