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**Observations**

The first, and most obvious observation upon completing both agents is the vast improvement in assignments the CSP agent has over the Uninformed agent in some cases.

A second observation is that a puzzle that requires a large number of assignments in one agent, does not suggest the other agent will have an increased number of assignments when compared to their average assignments for any given puzzle. For example, the puzzle with the highest number of assignments for the Uninformed Agent required over 7 million assignments, and the CSP required only 135 for that same puzzle. The puzzle with the highest number of assignments for the CSP agent required 962 assignments, but the Uninformed Agent solved it in 42,622. Thus, while the CSP agent is always more efficient than the Uninformed agent, a relatively difficult problem for one agent does not suggest it will be difficult for the other agent.

Finally, it seems the CSP agent’s efficiency requires a lot of work to be done on the front end in determining MRV. In the Uninformed Best Case, I could see the overall runtime being fairly comparable to the CSP Worst Case runtime, when considering the computing power required of the MRV heuristic. Obviously, the best case and worst case are rare instances, and the CSP is far and away the preferred approach.