- Forward checking vs arc consistency
  - Forward checking checks incoming arcs once something is deleted

- Arc consistency uses a queue.
  - Once you delete something from one node, add all arcs to queue.
  - Dequeue and do same thing.

- Why tree - CSPs are better
  - Too many cycles ... Nearly tree structured.

- Two posses! One for FC, another for AC.

- Divide and conquer to test assignments.
Least Constraining Value (LCV) \(\rightarrow\) Keep options open.

Minimum Remaining Value (MRV) \(\rightarrow\) Helps find nodes/assignments (fail fast).

MRV: Assign \(\Delta\), since it's the only ag left.

LCV: Start here, choose the option that leaves the most assignments available.
- \(\square\) \(\rightarrow\) Only constrains 2 nodes, \(\checkmark\)
- \(\bigcirc\) \(\rightarrow\) Constrains 4, \(\times\)

Backtracking
- while nodes are unassigned:
  - pick node using MRV
  - pick value using LCV
  - check for constraints
  - forward checking
  - full arc consistency
  - no more values? \(\rightarrow\) yes
- Backtracking is DFS \(\rightarrow\) makes it a search problem!

Simulated Annealing
- Global Maxima vs Local Maxima?
- Not entirely sure.