Constraint Programming
Quiz #03 (look-back methods)

Why are the methods like backjumping called look-back?

Characterize local search and backtracking using the same framework.

What is thrashing?

What are the problems of backtracking? How are they resolved?

Which methods are used to detect the source of conflict in backjumping?

Assume that a constraint network is a complete graph. Will be there any difference between backtracking and graph-directed backjumping for such a problem?

What are the differences between graph-directed backjumping, Gaschnig backjumping, and conflict-driven backjumping?

How do we identify the variable to jump to in graph-directed backjumping? And in Gaschnig backjumping? And in conflict-driven backjumping?

What is the major difference between chronological backtracking and dynamic backtracking?

Why does backtracking do redundant work?

Describe a method to remove redundant constraint checks that will surely fail.

Describe a method to remove redundant constraint checks that will surely succeed.