CS 571 REPORT FINAL PROJECT

BY

DHAVAL KAPGATE

RAKSHA SINDHU

ANUJ PATEL

SHARANYA SHIVAKUMAR

STUDENT CONTRIBUTION:

DHAVAL KAPGATE:

Worked on developing C and PROLOG. Also integrated it with JAVA driver. The code available on the internet for C was for 9*9 sudoku. So scaled it up to work for 16*16 sudoku. All the required changes in the logic were done so that it can be integrated with JAVA.

ANUJ PATEL:

Worked on developing JavaScript. Also integrated it with JAVA driver. The code available on the internet for JavaScript was for 9*9 sudoku. So scaled it up to work for 16*16 sudoku. All the required changes in the logic were done so that it can be integrated with JAVA.

RAKSHA SINDHU:

Worked on developing JAVA. Also integrated it with JAVA driver. The code available on the internet for JAVA was for 9*9 sudoku. So scaled it up to work for 16*16 sudoku. All the required changes in the logic were done so that it can be integrated with JAVA.

SHARANYA SHIVAKUMAR:

Worked on developing Python. Also integrated it with JAVA driver. The code available on the internet for Python was for 16*16 sudoku. All the required changes in the logic were done so that it can be integrated with JAVA. The grid output was converted to string.

IMPLEMENTAION:

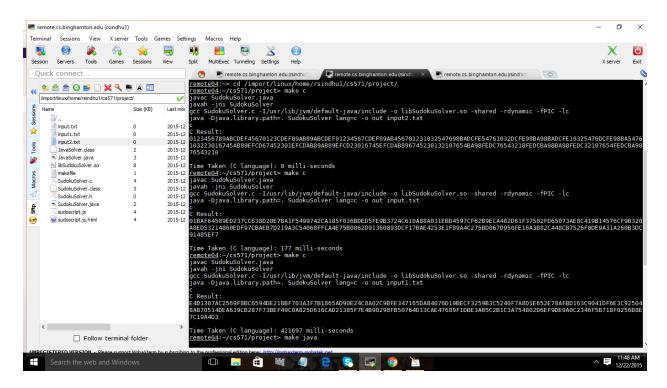
C: On executing the code from java driver it was analyzed that the integration is proper also we get the output as a string with the below execution time.

Easy= 0ms

Medium= 177ms

Hard=421697ms

JAVA: Proper integration was done with Java. It was analyzed that the string input gives the solved output. Java takes the following execution time.

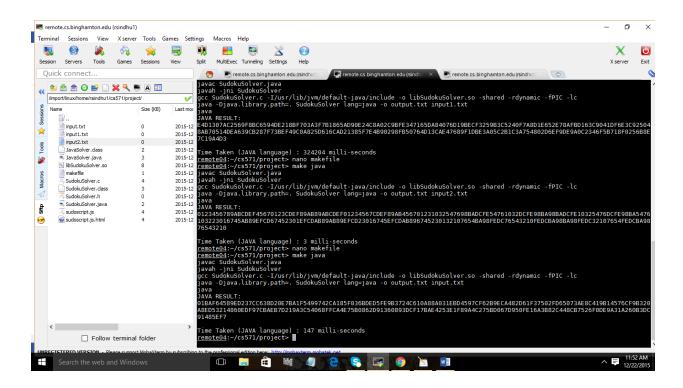


Easy = 3ms

Medium = 147ms

Hard = 324204ms

JavaScript: The integration is proper with Java driver. It takes the input from java driver and gives out the output in string format. It has the following execution time.



Easy: 1855ms

Python: The integration with Java driver is possible. The grid generated at the Python end is converted into a string and returned back to the Java driver.

Easy: 374ms

Medium: 178ms

Hard: 179ms

Prolog: The integration of Prolog with Java was not possible. But the prolog program of 16*16 Sudoku works perfectly on swish. With the following execution time.

Hard: 470ms

More the number of blanks the less it has to check for the combinations of Sudoku. The complexity is less. The less number of blanks it will have more number of inputs from the game side hence only fixed number of solutions can be generated. Hence it takes the longer time.

Python is giving the fastest output for the hardest input file. This is possible because Python is an interpreted language. Java and C are slow compared to Python because it uses lot of recursion and backtracking. Python on other hand does not use backtracking hence it takes less time.

Java can solve the medium and hard Sudoku faster since it will give optimize the c code faster. As the same code is used over and over again Java optimizes that same code and runs faster.

References:

python: https://github.com/diiode/hexadoku/blob/master/src/Hexadoku.py

c and java http://codereview.stackexchange.com/questions/37430/sudoku-solver-in-c

prolog: http://swish.swi-prolog.org/example/clpfd sudoku.pl

javascript: http://www.kernel-panic.it/software/sudokiller/sudokiller.js.html