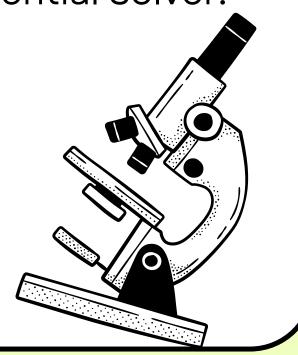
Success Criteria

Achieve a significant speedup of 5x or more in solving Futoshiki Puzzle using the Parallel Solver compared to the Sequential Solver.



Backtracking Logic: For each cell, if it's not empty, it moves to the next cell. If it's empty, it tries each possible number, sets the number in the cell, and recursively attempts to solve the puzzle from that point. If a solution path fails, it resets the cell (backtracks) and tries the next number. If it successfully fills all cells, it returns true.

Github Repository





Data Analysis Sheet

Futoshiki Puzzle Solver

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Component

- gui.py GUI for board input
- Main Read board data json file, Initialise board and start solver
- FutoshikiPuzzle Puzzle object
- PerformanceTest Run time timer
- Solver, ParSolver Solver object with backtracking

How it work

- is solved.
- 2. Find the First **Empty Cell**
- 3. For each valid number for the first empty cell, spawns a Future to solution attempt to solve
- 1. Check if the board 4. Each Future uses a recursive
 - backtracking
 - 5. Waits for any of the futures to complete the promise with a

Run Time Comparison

Size	Mean Runtime - Parallel
4x4	32.71
5x5	52.00
6x6	57.39
7x7	572.75
8x8	339.05
9x9	33674.11
Size	Mean Runtime - Sequential
Size 4x4	Mean Runtime - Sequential 4.47
4x4	4.47
4×4 5×5	4.47 11.18
4x4 5x5 6x8	4.47 11.18 14.87

Conclusion

The Parallel Solver achieved our success criteria and surpassed our expectation in the speed up of the run time. However, it seem that with smaller workload the Sequential Solver tends to be faster, when more computation power is require, the Parallel Solver become faster which is due to the Initialisation and Communication overhead slow down the Parallelisation on smaller workload.

Results

time of the Sequential Solver was

faster with a 4x4 board being 7x

faster than the Parallel Solver.

However, the difference in run

time become less noticeable as

the size of the board increases.

After 7x7 the Parallel Solver take

the lead and we see a speed up

of up to 7.8x for the 8x8 board.

Our 9x9 board result is slightly

skewed as we used board with

faster as it was taking multiple

allow the Sequential Solver to run

The run time of the Parallel Solver

also see a massive speed up over

the Sequential Solver when there

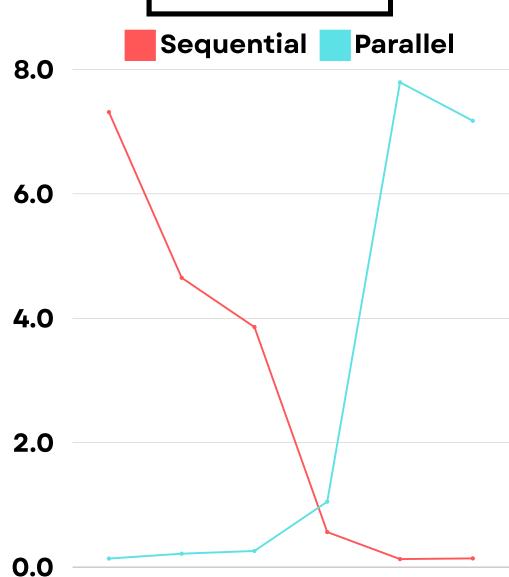
are more constraints added.

multiple possible solution to

hours to solve the board.

For smaller board size the run

Performance Comparison



4x4 5x5 6x6 7x7 8x8 9x9