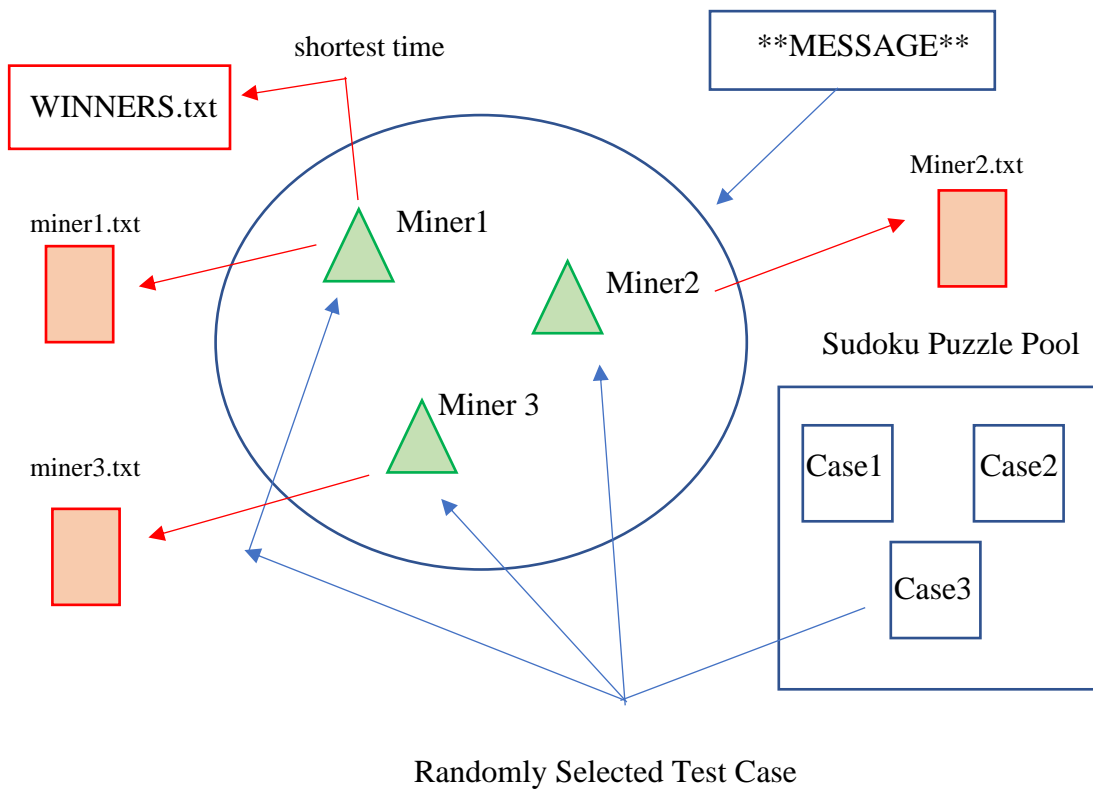


Data Structures (CS-2001) Documentation

Project Task-1 (BCS-C)

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We have created 3 miners (i.e., 3 separate Miner functions) that take in our message as parameter

```
79
80  ⊕void miner1(string x){ ... }
123
124  |
125  ⊕void miner2(string x){ ... }
163
164  |
165  ⊕void miner3(string x){ ... }
202
```

After that we create 3 different threads (m1, m2 and m3) and pass each miner function pointer to the constructor of thread class object along with our string message. Then we joined each of those 3 threads using `thread::join()` thus applying multi-threading concept.

```
203
204 int main()
205 {
206     string x = "***MESSAGE***";
207
208     thread m1(miner1,x);
209     thread m2(miner2,x);
210     thread m3(miner3,x);
211
212     m1.join();
213     m2.join();
214     m3.join();
215
216
217
218
```

Similarly, inside our Miner function we have implemented a method of finding the exact time taken (in millisecond) for function execution i.e., how much time it took to solve the sudoku puzzle

Inside each miner function we are calling the `Sudoku_Solver()` func

Whichever miner completes the sudoku puzzle test case first, logs its ID, message and the

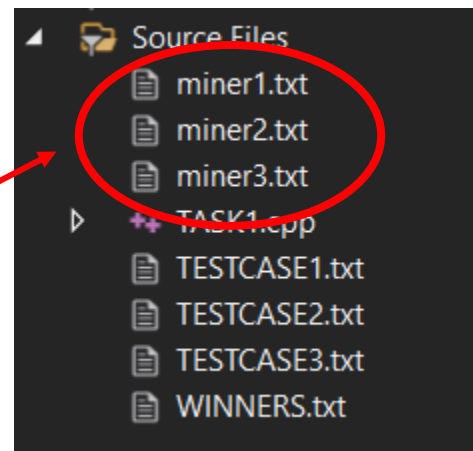
time taken to solve it inside a txt log file (WINNERS.txt) inside `main()` by determining which miner took the least time to solve sudoku (global variables)

```
87 void miner1(string x) {
88     vector<int> values(10000);
89     auto f = []() -> int { return rand() % 10000; };
90     generate(values.begin(), values.end(), f);
91     auto start = high_resolution_clock::now();
92     sort(values.begin(), values.end());
93
94
95
96     sudoku_solver();
97
98
99     auto stop = high_resolution_clock::now();
100     auto duration = duration_cast<microseconds>(stop - start);
101
102     t1 = duration;
103
104
105 }
106
```

The WINNERS.txt file is as shown below. Which miner's data to write in the file is determined by the **time** (milliseconds) which is stored in 3 global variables.

| xt | miner2.txt | WINNERS.txt | miner1.txt | TESTCASE3.txt | TESTCASE2.txt |
|----|-----------------------|-----------------------|------------|---------------|---------------|
| 1 | MINER 3 ***MESSAGE*** | 133221 milliseconds | | | |
| 2 | MINER 3 ***MESSAGE*** | 24458359 milliseconds | | | |
| 3 | MINER 1 ***MESSAGE*** | 35657734 milliseconds | | | |
| 4 | MINER 2 ***MESSAGE*** | 28528361 milliseconds | | | |
| 5 | | | | | |

Likewise, inside main we log each individual file of the miner as well with their respective names (MINER 1, MINER 2 or MINER 3), the message and the time taken



| miner3.txt | miner1.txt | miner2.txt | WINNERS.txt | TESTCASE3.txt | TESTCASE2.txt |
|------------|-------------------------|------------|-----------------------|---------------|---------------|
| | 1 MINER 1 ***MESSAGE*** | | 133321 milliseconds | | |
| | 2 MINER 1 ***MESSAGE*** | | 24458540 milliseconds | | |
| | 3 MINER 1 ***MESSAGE*** | | 35657734 milliseconds | | |
| | 4 MINER 1 ***MESSAGE*** | | 28528789 milliseconds | | |
| | 5 | | | | |

Using those global variables inside main, we are firstly, appending the file of each miner and then secondly, determining which miner took the minimum time

```

181     fstream file4;
182     file4.open("WINNERS.txt", std::ios_base::app | std::ios_base::in);
183
184
185     if (t1.count() <= t2.count() && t1.count() <= t3.count()) {
186         file4 << "MINER 1 " << x << " " << t1.count() << " milliseconds\n";
187     }
188
189     else if (t2.count() <= t1.count() && t2.count() <= t3.count()) {
190         file4 << "MINER 2 " << x << " " << t2.count() << " milliseconds\n";
191     }
192
193     else if (t3.count() <= t2.count() && t3.count() <= t1.count()) {
194
195         file4 << "MINER 3 " << x << " " << t3.count() << " milliseconds\n";
196     }
197
198
199     file4.close();
200

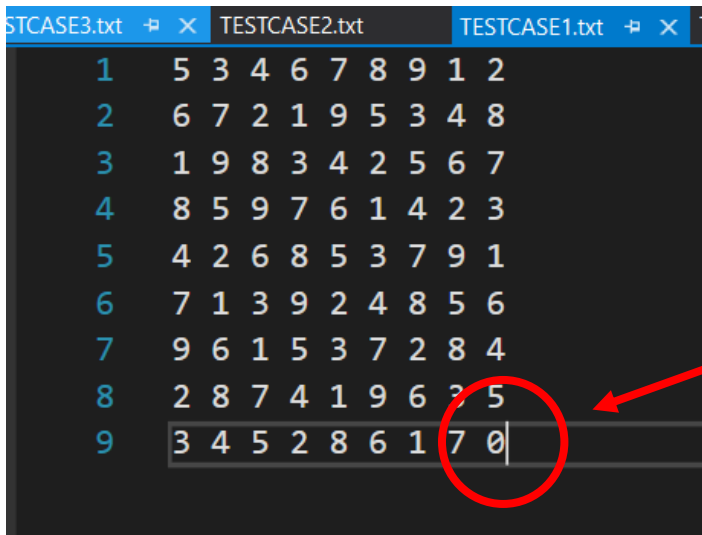
```

Coming to the `Sudoku_Solver()` function, we have implemented a brute-force approach of finding the very last value of a 9x9 Sudoku puzzle.

We randomly keep placing a single digit between 1-9 at the last (highlighted below) index of the Sudoku matrix until the value comes correct (which is then

verified by the community, a `bool check()` function)

Brute-forcing a random integer over here until correct output



| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 5 | 3 | 4 | 6 | 7 | 8 | 9 | 1 | 2 |
| 2 | 6 | 7 | 2 | 1 | 9 | 5 | 3 | 4 | 8 |
| 3 | 1 | 9 | 8 | 3 | 4 | 2 | 5 | 6 | 7 |
| 4 | 8 | 5 | 9 | 7 | 6 | 1 | 4 | 2 | 3 |
| 5 | 4 | 2 | 6 | 8 | 5 | 3 | 7 | 9 | 1 |
| 6 | 7 | 1 | 3 | 9 | 2 | 4 | 8 | 5 | 6 |
| 7 | 9 | 6 | 1 | 5 | 3 | 7 | 2 | 8 | 4 |
| 8 | 2 | 8 | 7 | 4 | 1 | 9 | 6 | 3 | 5 |
| 9 | 3 | 4 | 5 | 2 | 8 | 6 | 1 | 7 | 0 |

The checker function we have implemented

```
12 bool check(int** a) {
13     int sum=0;
14     for (int j = 0; j < 9; j++) {
15         sum += a[8][j];
16         //if(j==8){
17             // a[i][8]=45-sum;
18         }
19         // a[8][j]=45-sum;
20
21
22     if (sum == 45) {
23         return true;
24     }
25 }
26
```

Inside main()

Create 3 threads

M1

call sudoku

Join threads

M2

call sudoku

Join threads

M3

call sudoku

sudoku_solver()

Select 1 out of 3
random test cases

TESTCASE1.txt

TESTCASE2.txt

TESTCASE3.txt

check()

If true, return to main

Main()

Write message, miner
and time to files

miner1.txt

T1

miner2.txt

T2

miner3.txt

T3

Min
time

WINNERS.txt

Else, return and try
again with another
value (brute-force)