

Assignment No :B1

1 Title:

8-Queens problem.

2 Problem Definition

8-Queens Matrix is Stored using JSON/XML having first Queen placed, use back-tracking to place remaining Queens to generate final 8-queen's Matrix using Python. Create a backtracking scenario and use HPC architecture (Preferably BBB) for computation of next placement of a queen.

3 Learning Objectives

1. To understand the concept of Algorithmic problem solving.
2. To understand the 8-Queens problem.
3. To be able to devise a performant solution for the 8-Queen's problem.

4 Learning Outcomes

1. Ability to analyse the problems and solve them using problem solving techniques.
2. Acquire proficiency over the programming language of choice.

5 Related Mathematics

Let S be the solution perspective of the given problem.

The set S is defined as:

$$S = \{s; e; X; Y; F; DD; NDD; S_c; F_{c_j} \mid s, g\}$$

Where,

s = Start state, Such that $Y = f \circ g$

e = End state

X= Input Set.

X = f 8-Queen's Matrix g

Y=Output set.

Y = f Solution to the problem g

F= Set of functions used.

F=parse(); solveProblem()g

parse() = function to parse the input matrix.

solveProblem()= function to solve the 8-Queen's problem.

DD=Deterministic data.

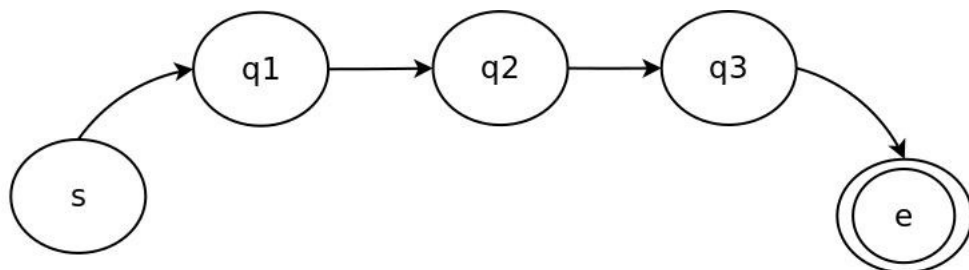
DD=

1. elements of the 8-Queen's matrix are proper.
2. solution is defined and exists.
3. computation terminates.

NDD= Non-deterministic data.

NDD= [- DD

6 State Transition diagram



s = start state

q1 = parse the input matrix

q2 = solve the 8-Queens problem

q3 = output the solution to console

q4 =

7 Concepts related theory

7.1 8-queen

The 8 queen problem is a case of more general set of problems namely "n queen problem". The basic idea: How to place n queen on n by n board, so that they don't attack each other.

As we can expect the complexity of solving the problem increases with n. We will briefly introduce solution by backtracking. First let's explain what is backtracking? The board should be regarded as a set of constraints and the solution is simply satisfying all constraints.

For example: Q1 attacks some positions, therefore Q2 has to comply with these constraints and take place, not directly attacked by Q1. Placing Q3 is harder, since we have to satisfy constraints of Q1 and Q2.

Going the same way we may reach point, where the constraints make the placement of the next queen impossible. Therefore we need to relax the constraints and find new solution. To do this we are going backwards and finding new admissible solution. To keep everything in order we keep the simple rule: last placed, first displaced.

In other words if we place successfully queen on the ith column but cannot find solution for (i + 1)th queen, then going backwards we will try to find other admissible solution for the ith queen first. This process is called backtrack.

7.2 Beaglebone Black

BeagleBone Black Overview:

The BeagleBone Black is the latest addition to the BeagleBoard.org family and like its predecessors, is designed to address the Open Source Community, early adopters, and anyone interested in a low cost ARM Cortex-A8 based processor. It has been equipped with a minimum set of features to allow the user to experience the power of the processor and is not intended as a full development platform as many of the features and interfaces supplied by the processor are not accessible from the Beagle Bone Black via on board support of some interfaces. It is not a complete product designed to do any particular function. It is a foundation for experimentation and learning how to program the processor and to access the peripherals by the creation of your own software and hardware. It also offers access to many of the interfaces and allows for the use of add-on boards called capes, to add many different combinations of features. A user may also develop their own board or add their own circuitry.

Board Component Locations:

This section describes the key components on the board. It provides information on their location and function. Familiarize yourself with the various components on the board.

Connectors, LEDs, and Switches

DC Power is the main DC input that accepts 5V power.

Power Button alerts the processor to initiate the power down sequence. 10/100 Ethernet is the connection to the LAN.

Serial Debug is the serial debug port.

USB Client is a mini USB connection to a PC that can also power the board.

BOOT switch can be used to force a boot from the SD card.

There are four blue LEDS that can be used by the user.

Reset Button allows the user to reset the processor.

uSD slot is where a uSD card can be installed.

microHDMI connector is where the display is connected to.

USB Host can be connected different USB interfaces such as Wi-Fi, BT, Keyboard, etc

Features of Beaglebone Black

Table 2. BeagleBone Black Features	
	Feature
Processor	Sitara AM3359AZCZ100
Graphics Engine	1GHz, 2000 MIPS
SDRAM Memory	SGX530 3D, 20M Polygons/S
Onboard Flash	512MB DDR3L 606MHZ
PMIC	2GB, 8bit Embedded MMC
Debug Support	TPS65217C PMIC regulator and one additional LDO.
Power Source	Optional Onboard 20-pin CTI/JTAG, Serial Header
PCB	miniUSB USB or DC Jack
Indicators	5VDC External Via Expansion Header
HS USB 2.0 Client Port	6 layers
HS USB 2.0 Host Port	1-Power, 2-Ethernet, 4-User Controllable LEDs
Serial Port	Access to USB0, Client mode via miniUSB
Ethernet	Access to USB1, Type A Socket, 500mA LS/FS/HS
SD/MMC Connector	UART0 access via 6 pin 3.3V TTL Header. Header is populated
User Input	10/100, RJ45
Video Out	microSD, 3.3V
Audio	Reset Button
Expansion Connectors	Boot Button
Weight	Power Button
	16b HDMI, 1280x1024 (MAX)
	1024x768, 1280x720, 1440x900
	w/EDID Support
	Via HDMI Interface, Stereo
	Power 5V, 3.3V, VDD_ADC(1.8V)
	3.3V I/O on all signals
	McASP0, SPI1, I2C, GPIO(65), LCD, GPMC, MMC1, MMC2, 7
	AIN(1.8V MAX), 4 Timers, 3 Serial Ports, CAN0,
	EHRPWM(0.2), XDMA Interrupt, Power button, Expansion Board ID
	(Up to 4 can be stacked)
	1.4 oz (39.68 grams)

Key Components

Sitara AM3359AZCZ100 is the processor for the board.

Micron 512MB DDR3L is the Dual Data Rate RAM memory.

TPS65217C PMIC provides the power rails to the various components on the board.

SMSC Ethernet PHY is the physical interface to the network.

Micron eMMC is an onboard MMC chip that holds up to 2GB of data.

HDMI Framer provides control for an HDMI or DVI-D display with an adapter.

Connectivity

Connect the small connector on the USB cable to the board as shown in Figure 1. The connector is on the bottom side of the board.

Connect the large connector of the USB cable to your PC or laptop USB port.

The board will power on and the power LED will be on as shown in Figure 2 below.

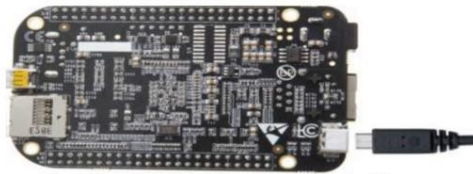


Figure 1. USB Connection to the Board

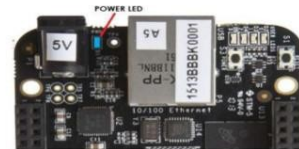


Figure 2. Board Power LED

Apply Power: The next step is to plug in the DC power supply to the DC power jack as shown in Figure 4 below.

Booting the Board: As soon as the power is applied to the board, it will start the booting up process. When the board starts to boot the LEDs will come on in sequence as shown in Figure 5 below. It will take a few seconds for the status LEDs to come on, so be patient. The LEDs will be flashing in an erratic manner as it boots the Linux kernel.



Figure 4. External DC Power

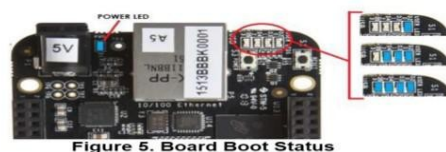


Figure 5. Board Boot Status

7.3 Steps to run program in Beaglebone Black

1. In red hat terminal we need to type following command for accessing the beagle bone terminal. `ssh 192.168.7.2`
2. Open another redhat terminal for copying the python program from redhat to beagle bone by using command: `scp lename.py root@192.168.7.2:`
3. Now open beagle bone terminal to check whether program is copied or not by using command `ls`.
4. To run the program write following command in beagle bone terminal. `python lename.py`

8 Program Listing

```
# 8 queen . py

from xml . dom . minidom import p a r s e
import xml . dom . minidom

board = []
size = 8

def danger (row , col):
    for (i , j) in board:
        if row == i: return True
        if col == j: return True

        if abs (row - i) == abs (col - j): return True
    return False

def placequeen (row):
    if row > size:
        print board
    else:
        #move right (column increment)
        for col in range (1 , size + 1):
            #skip the row in which queen was placed initially
            if row == x and col == y:
                placequeen (row + 1)
            if not danger (row , col):
                board . append ((row , col))
                #move down (row increment)
                placequeen (row + 1)
                board . remove ((row , col))

#start here
if __name__ == " __main__ ":
    # Open XML document using minidom parser
    DOMTree = xml . dom . minidom . parse ("input . xml")
    dt = DOMTree . documentElement

    # Get all the elements of name position in collection
    position = dt . getElementsByTagName ("position")

    #fetch x and y coordinate of queen and store the elements in variables
    x = int (position [0] . getElementsByTagName ('x') [0] . childNodes [0] . data)
    y = int (position [0] . getElementsByTagName ('y') [0] . childNodes [0] . data)

    #place first queen on board
    board . append ((x , y))
    placequeen (1)
```

```
#input.xml
```

```
<collectioninput="PositionoffirstQueen">
<positiontype="constants">
    <x>1</x>
    <y>2</y>
</position></
collection>
```

9 Output

```
pict@localhost:~ $ cd Desktop / pict@localhost:~/ Desktop$ cd
DAA/ pict@localhost:~/ Desktop /DAA$ cd 04 8 q u e e n /
pict@localhost:~/ Desktop /DAA/04 8 q u e e n $ python 8 queen . py [(1,2),(2,4),
(3,6),(4,8),(5,3),(6,1),(7,7),(8,5)][(1,2),(2,5),(3,7),(4,1),
(5,3),(6,8),(7,6),(8,4)][(1,2),(2,5),(3,7),(4,4),(5,1),(6,8),
(7,6),(8,3)][(1,2),(2,6),(3,1),(4,7),(5,4),(6,8),(7,3),(8,5)][
(1,2),(2,6),(3,8),(4,3),(5,1),(6,4),(7,7),(8,5)][(1,2),(2,7),(3,3),
(4,6),(5,8),(6,5),(7,1),(8,4)][(1,2),(2,7),(3,5),(4,8),(5,1),(6,4),
(7,6),(8,3)][(1,2),(2,8),(3,6),(4,1),(5,3),(6,5),(7,7),(8,4)] pict@localhost:~/
Desktop /DAA/04 8 q u e e n $
```

10 TESTING :

10.1 Black Box Testing

Black-box testing is a method of software testing that examines the function- ability of an application without peering into its internal structures or workings.

This method of test can be applied to virtually every level of software testing:unit, integration, system and acceptance

Typical Input Data: Position of rst queen

Expected Output: Possible positions of remaining 7 queens to satisfy the 8 - Queen Problem

Example:

Input:

X = 4; Y = 4

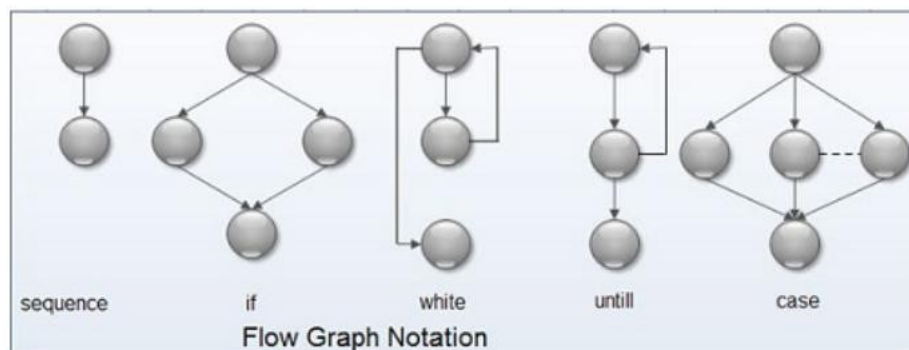
Output:

```
[2; 0; 6; 4; 7; 1; 3; 5]
[2; 5; 1; 4; 7; 0; 6; 3]
[3; 1; 6; 4; 0; 7; 5; 2]
[3; 1; 7; 4; 6; 0; 2; 5]
```

[3; 5; 0; 4; 1; 7; 2; 6]
 [3; 7; 0; 4; 6; 1; 5; 2]
 [5; 3; 0; 4; 7; 1; 6; 2]
 [6; 3; 1; 4; 7; 0; 2; 5]

10.2 White Box Testing

White-box testing (also known as clear box testing, glass box testing, transparent box testing, and structural testing) is a method of testing software that tests internal structures or workings of an application, as opposed to its functionality (i.e. black-box testing). While developing test cases for white box testing it is understood that complete testing is impossible. In White Box testing we checkup to which extent the code is being executed, i.e. Covered. There are different kinds of coverage like, statement coverage, path coverage, etc. We will use one of the most popular technique i.e. Statement coverage. Statement coverage is a white box testing technique, which involves the execution of all the statements at least once in the source code. It is a metric, which is used to calculate and measure the number of statements in the source code which have been executed. For this, we will use Flow Graphs. Flow graphs are, Syntactic abstraction of source code Resembling to classical flow charts Forms the basis for white box test case generation principles. Conventions of flow graph notation, Sample Input: For integer array `int A[] = 1,2,3,4,5,6,7,8,9,10;` Function is passed following arguments: `Binary Search(A, 1, 10, 7);`
 Output obtained: Entered second Entered third Entered first 6
 The underlined nodes are the ones being tested. The above output shows that every test region is covered for given input.



Sample Input:
 Given coordinates (X,Y) = 4,4
 Output obtained:

V alidCase : [0; 4; 7; 5; 2; 6; 1; 3]
 V alidCase : [0; 5; 7; 2; 6; 3; 1; 4]
 V alidCase : [0; 6; 3; 5; 7; 1; 4; 2]

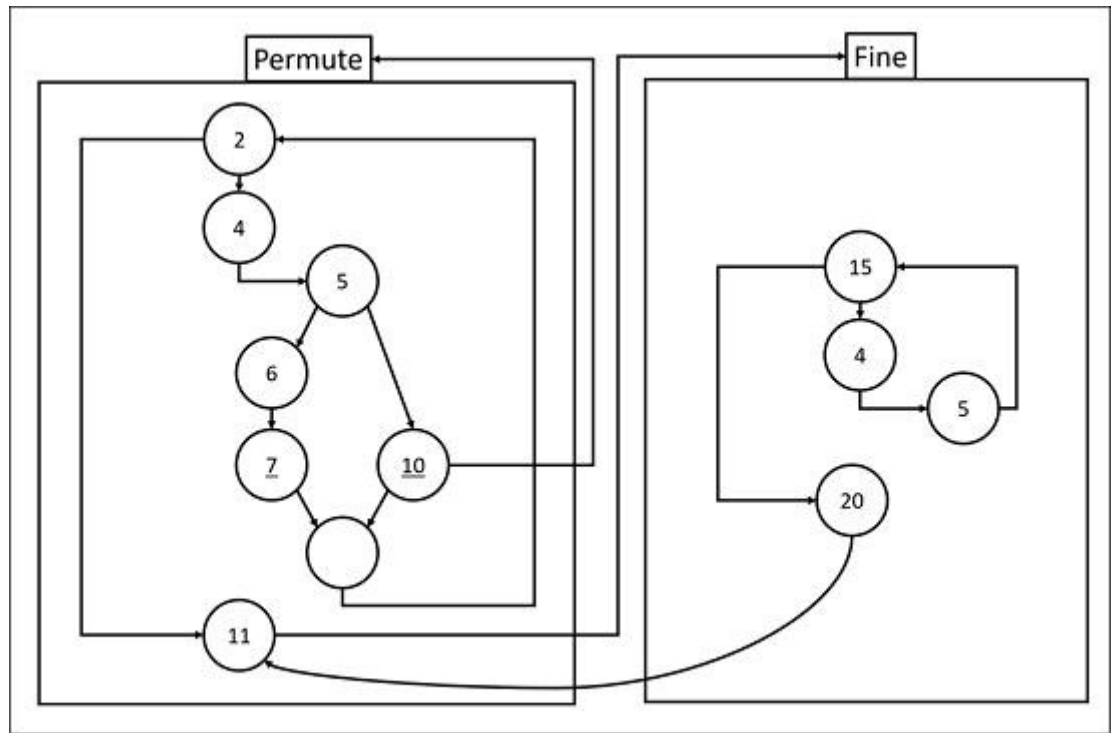

```

1- def Permute(queens, row):
2-     for i in range(8):
3-         queens[row] = i
4-         if Fine(queens, row):
5-             if row == 7:
6-                 if queens[x-1] == y:
7-                     print(queens)
8-                     globals()["solutions"] = globals()["solutions"] + 1
9-             else:
10-                 Permute(queens, row+1)
11
12- def Fine(queens, row):
13-     c = 0
14-     derga = True
15-     for i in range(row):
16-         c, cur, oth = c+1, queens[row], queens[row-i-1]
17-         if (cur == oth) or (cur-c == oth) or (cur+c == oth):
18-             derga = False
19-             break
20-     return(derga)
21

```

Function

V alidCase : [0; 6; 4; 7; 1; 3; 5; 2]
 V alidCase : [1; 3; 5; 7; 2; 0; 6; 4]
 V alidCase : [1; 4; 6; 0; 2; 7; 5; 3]
 V alidCase : [1; 4; 6; 3; 0; 7; 5; 2]
 V alidCase : [1; 5; 0; 6; 3; 7; 2; 4]
 V alidCase : [1; 5; 7; 2; 0; 3; 6; 4]
 V alidCase : [1; 6; 2; 5; 7; 4; 0; 3]
 V alidCase : [1; 6; 4; 7; 0; 3; 5; 2]
 V alidCase : [1; 7; 5; 0; 2; 4; 6; 3]
 SolutionCase : [2; 0; 6; 4; 7; 1; 3; 5]
 V alidCase : [2; 0; 6; 4; 7; 1; 3; 5]
 V alidCase : [2; 4; 1; 7; 0; 6; 3; 5]
 V alidCase : [2; 4; 1; 7; 5; 3; 6; 0]
 V alidCase : [2; 4; 6; 0; 3; 1; 7; 5]
 V alidCase : [2; 4; 7; 3; 0; 6; 1; 5]
 SolutionCase : [2; 5; 1; 4; 7; 0; 6; 3]
 V alidCase : [2; 5; 1; 4; 7; 0; 6; 3]
 V alidCase : [2; 5; 1; 6; 0; 3; 7; 4]
 V alidCase : [2; 5; 1; 6; 4; 0; 7; 3]
 V alidCase : [2; 5; 3; 0; 7; 4; 6; 1]
 V alidCase : [2; 5; 3; 1; 7; 4; 6; 0]
 V alidCase : [2; 5; 7; 0; 3; 6; 4; 1]
 V alidCase : [2; 5; 7; 0; 4; 6; 1; 3]
 V alidCase : [2; 5; 7; 1; 3; 0; 6; 4]
 V alidCase : [2; 6; 1; 7; 4; 0; 3; 5]



Flow Graph Notation

V alidCase : [2; 6; 1; 7; 5; 3; 0; 4]
 V alidCase : [2; 7; 3; 6; 0; 5; 1; 4]
 V alidCase : [3; 0; 4; 7; 1; 6; 2; 5]
 V alidCase : [3; 0; 4; 7; 5; 2; 6; 1]
 V alidCase : [3; 1; 4; 7; 5; 0; 2; 6]
 V alidCase : [3; 1; 6; 2; 5; 7; 0; 4]
 V alidCase : [3; 1; 6; 2; 5; 7; 4; 0]
 SolutionCase : [3; 1; 6; 4; 0; 7; 5; 2]
 V alidCase : [3; 1; 6; 4; 0; 7; 5; 2]
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 V alidCase : [4; 6; 1; 5; 2; 0; 3; 7]
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 V alidCase : [6; 4; 2; 0; 5; 7; 1; 3]
 V alidCase : [7; 1; 3; 0; 6; 4; 2; 5]
 V alidCase : [7; 1; 4; 2; 0; 6; 3; 5]
 V alidCase : [7; 2; 0; 5; 1; 4; 6; 3]
 V alidCase : [7; 3; 0; 2; 5; 1; 6; 4]

10.3 Positive Negative Testing

Positive Testing :

If proper position is entered then all solutions are found.

Negative Testing :

if unknown position is entered the program must fail to produce outputs

10.4 Advanced Testing Technique

Google Testing Framework can be used in future for testing the code

11 CONCLUSION :

We have studied 8 - Queens problem and have successfully implemented it in python.