COMS3008: Parallel Computing Assignment

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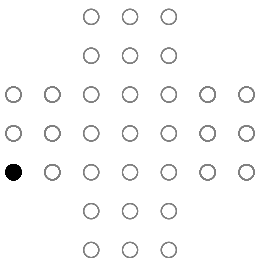
October 19, 2017

Introduction

The game of peg solitaire is a one player game that involves jumping pegs over other pegs, in a manner similiar to checkers but on a cross shaped board. The rules are as follows:

1. A move consists of jumping a peg over an orthoganal neighbour pegs into an empty space. The peg that was jumped over is then removed from the board.
2. Pegs can only jump onto an empty space.
3. The game is won if the final peg is in the centre space.
4. If no pegs can legally move or the final peg is not in the centre the game is lost.



Algorithmic Analysis

Serial Algorithm

Recursive backtracking using depth first search was chosen as the method for state space exploration. The standard depth first algorithm would be as follows:

Parallel Algorithm

Results

input : An initial, valid board state
output: A sequence of moves to get from the initial state to the winning state

result ← Empty list to store moves from the initial state to the winning state *legalMoves* ← A list of all the legal moves for the current board;
state ← The current state;
foreach *m in legalMoves* **do**
    state ← The state achieved by performing m;
    if *state is winning state* **then**
        return *move*;
    else if *state has no legal moves* **then**
        return *Null*;
    else
        return BacktrackingDFS(state);
    end
end

Algorithm 1: A standard recursive backtracking using DFS