COMS3008: Parallel Computing Assignment

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1.1   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. At each turn a peg must jump orthoganally over neighbouring pegs, thus removing that peg from the board.

2. Pegs can only jump onto an empty space.

3. A peg cannot jump if it has no orthoganal neighbours.

4. The game is "won" if the final peg is in the centre point.

5. If no pegs can legally move or the final peg is not in the centre the game is lost.

Below is an example of a valid sequence of moves:

1.2   Algorithmic Analysis

1.2.1   Serial Algorithm

1.2.2   Parallel Algorithm

1.3   Results