SUDOKU SOLVING USING PATTERNS AND GRAPH THEORY.

1st Affiliation
Mrs.M.Durgadevi, M.Sc., MCA, M.Tech (CSE)
(Lecturer in Mathematics)
CH.S.D.St.Theresa's College for Women(A),
Eluru, Andhra Pradesh.
m.devi.mca.06@gmail.com

2nd Affiliation
Ms.K.Kowsalya, MSc(Mathematics)
(Pursuing)
CH.S.D.St.Theresa's College for Women(A),
Eluru, Andhra Pradesh.
kowsalyabhavanikagani@gmail.com

3rd Affiliation
Mrs.S.Nagadurga, M.Sc (Mathematics)
(Lecturer in Mathematics)
CH.S.D.St.Theresa's College for Women(A),
Eluru, Andhra Pradesh.
gs.nagadurga@gmail.com

ABSTRACT

An epic method for exceptionally quick Sudoku tackling utilizing acknowledgment of different examples like Naked Singles, Hidden Singles, Locked Candidates, and so forth is evaluated by directing investigations and plotting the perceptions. Assessment of the procedure in tackling arbitrary arrangement of Sudoku puzzles assortment show that the pace of settling can be extraordinarily improved. we set up the Sudoku chart by contemplating the connection among Sudoku and diagrams, diagram shading is likewise the best approach to perceive the easy method to address the Sudoku.

Keywords:

Sudoku, Naked Singles, Hidden Singles, Naked Pair, Graph Coloring, Graph Technique.

1. INTRODUCTION

Sudoku is a riddle that has delighted in overall prominence since 2005. To tackle a Sudoku puzzle, one requirement to utilize a mix of rationale and experimentation. More maths is included in the background: combinatory utilized in checking legitimate Sudoku frameworks, bunch hypothesis used to portray thoughts of when two lattices are same, and computational intricacy concerning settling Sudokus.

The standard adaptation of Sudoku comprises of a 9×9 square framework containing 81 cells. The lattice is partitioned into nine 3×3 squares. A portion of the 81 cells are filled in with numbers from the set {1,2,3,4,5,6,7,8,9}. These filled-in cells are called givens. The objective is to fill in the entire lattice utilizing the nine digits so that each line, every segment, and each square contains each number precisely once. We call this imperative on the lines, segments, and square the One Rule.

The above-portrayed riddle is known as a Sudoku of rank 3. A Sudoku of rank n is a $n^2 \times n^2$ square lattice, partitioned into n^2 blocks, every one of size n×n. The numbers used to fill the network in are 1, 2, 3, ..., n^2, and the One Rule actually applies.

			8					
4				1	5		3	
	2	9		4		5	1	8
	4					1	2	
			6		2			
	3	2					9	
6	9	3		5		8	7	
	5		4	8				1
					3			

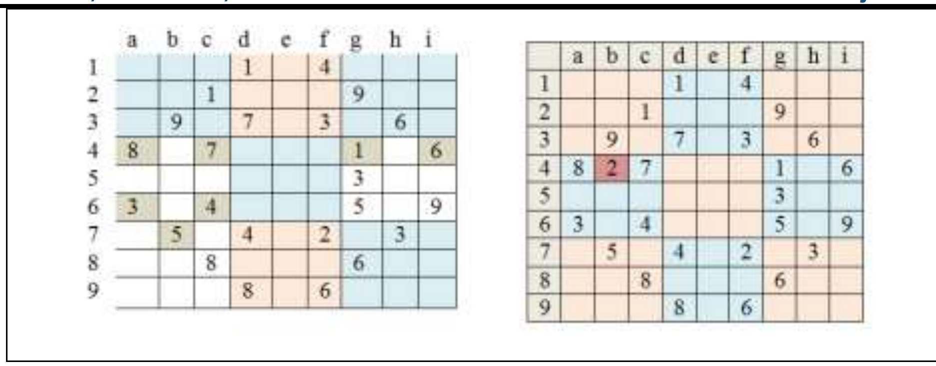
3	1	5	8	2	7	9	4	6
4	6	8	9	1	5	7	3	2
7	2	9	3	4	6	5	1	8
9	4	6	5	3	8	1	2	7
5	7	1	6	9	2	4	8	3
8	3	2	1	7	4	6	9	5
6	9	3	2	5	1	8	7	4
2	5	7	4	8	9	3	6	1
1	8	4	7	6	3	2	5	9

Here is an example of a Sudoku puzzle and its solution:

Presently, Sudoku puzzles are getting progressively famous among individuals everywhere on the world. The game has gotten main stream now in an enormous number of nations and numerous engineers have attempted to create considerably more muddled and additional fascinating riddles. Today, the game shows up in pretty much every paper, in books and in numerous sites.

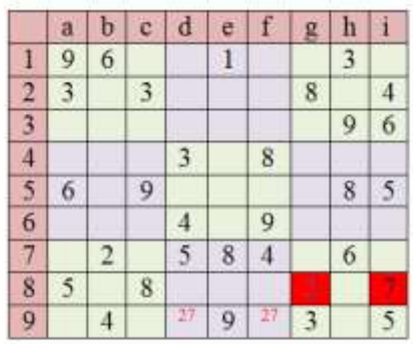
2. PENCIL-AND-PAPER ALGORITHM.

In this article we present a Sudoku Solver named as pencil-and-paper calculation utilizing basic standards to settle the riddles. The pencil-and-paper calculation is formed dependent on human procedures. This implies that the calculation is executed dependent on human insights. In this way the name of the solver is pencil-and-paper calculation. The Brute power calculation is then used to contrast with this calculation all together with assess the productivity of the proposed calculation. The savage power is an overall calculation than can be applied to any conceivable issue. This calculation creates any potential arrangements until the correct answer is found.



NAKED SINGLES

This technique is helpful when we track down a square that can just take one single worth, when the substance of different squares in a similar line, segment and box are thought of. Also, this is the point at which the line, section and box hold 8 unique numbers and one single number is left for that square appeared as



A description of the naked single method. In the left figure square 4b can hold just one possible number, which is 2 as it is inserted in the right figure.

As we find in figure 2, it is feasible to list every one of the applicants from 1 to 9 in each unfilled square, for example square 4b can just hold number 2 since it is the lone contender for this position. The main perspective is that when an up-and-comer is found for a specific position then it very well may be taken out from the rundown as a potential competitor in the line, section and box [7]. The explanation that it is known as the "exposed single" technique is that this sort of square contains just a single conceivable up-and-comer.

NAKED PAIRS & TRIPLETS

These strategies are very much like the exposed single procedure, yet in this strategy we track down similar two applicants in two squares. By utilizing this data we can track down a potential possibility to different squares. For instance in figure 4, squares 9d and 9f can just contain values 2 and 7. By having this information, clearly square 9d and 9f can't contain 1 or 6 so those applicants are taken out. The solitary applicants are 2 and 7 in squares 9d and 9f.

3. PENCIL-AND-PAPER SOLVER

There are a few strategies that are utilized by human players when playing Sudoku. Nonetheless, it could be difficult to execute every one of these techniques. It is tracked down that the secret single strategy or pair technique are hard to be applied in PC programming, since a human player has a superior outline over the entire Sudoku board than the PC programming does. This is because of the way that a human player can filter two lines or two sections to check whether a specific digit is permitted to be in an unfilled square in the container that should be topped off. Executing the above task in PC programming causes critical time utilization.

The strategies that are utilized in this calculation are the accompanying:

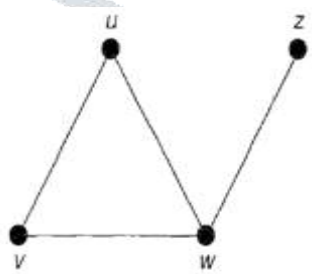
1. Unique missing candidate
2. Naked single method
3. Backtracking

4. THE RELATIONSHIP BETWEEN SUDOKU AND GRAPH

GRAPH

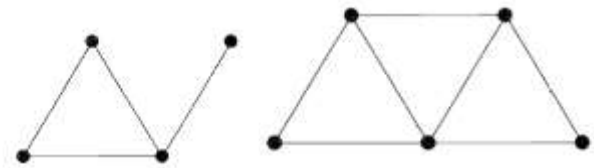
A graph G=(V, E) consists of a set of objects $V = \{v_1, v_2, \ldots..\}$ called vertices, and another set $E = \{e_1, e_2, \ldots..\}$ whose elements are called edges, such that each edge e_k is identified with an unordered pair (v_i, v_j) of vertices. The vertices v_i, v_j associated with edge e_k are called the end vertices of e_k.

For example, Figure 1 represents the graph G whose vertex set V (G) is {u, v,w, z}, and whose edge set E(G) consists of the edges uv, uw, vw and wz. The numbers of elements in V (G) and E(G) are denoted by |V (G)| and |E(G)| respectively.



SUB GRAPH

A graph g is said to be a subgraph of graph G if all the vertices and all the edges of g are in G, and each edge of g has the same end vertices in g as in G. Thus the graph in FIGURE 2 is a sub graph of the graph in FIGURE 3.

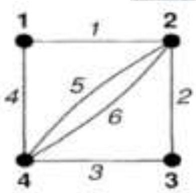


ADJACENT GRAPH :

In a graph, two vertices are said to be adjacent, if there is an edge between the two vertices. Let V= (V, E) be a graph with $V = \{v_1, v_2, \ldots. v_n\}$ $E = \{e_1, e_2, \ldots. e_n\}$ and without parallel edges. The adjacency matrix of G is an n x n Symmetrix binary matrix $\mathrm{X} = [\mathrm{x_{ij}}]$ defined over the ring of integers such that

$$\mathrm{x_{ij}} = \begin{cases} 1; if\ \mathrm{v_i v_j} \in \mathrm{E} \\ 0; otherwise \end{cases}$$

Figure 4 shows a labeled graph G with its adjacency matrix A and incidence matrix respectively.



$$A = \begin{bmatrix} 0 & 1 & 0 & 1 \\ 1 & 0 & 1 & 2 \\ 0 & 1 & 0 & 1 \\ 1 & 2 & 1 & 0 \end{bmatrix} \quad M = \begin{bmatrix} 1 & 0 & 0 & 1 & 0 & 0 \\ 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$

COMPLETE GRAPH

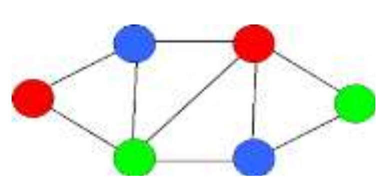
A simple graph G is said to be complete if every vertex in G is connected with every other vertex. i.e., if G contains exactly one edge between each pair of distinct vertices. A complete graph is usually denoted by K_n. It should be noted that K_n has exactly $\frac{n(n-1)}{2}$ edges. K3 and K4 are shown in FIGURE 5.

Filling the table with the numbers must follow these rules:

1. Numbers in rows are not repeated.
2. Numbers in columns are not repeated.
3. Numbers in 3 ×3 blocks are not repeated.
4. Order of the numbers when filling is not important.

GRAPH COLOURING:

Graph Coloring is the assignment of colors to vertices of a graph such that no two adjacent vertices have the same color.



5. CONVERTING SUDOKU TO GRAPH COLORING

1. The graph will have 81 vertices with each vertex corresponding to a cell in the grid.

2. Two distinct vertices will be adjacent if and only if the corresponding cells in the grid are either in the same row, or same column, or the same sub-grid.

3. Each completed Sudoku square then corresponds to a k-coloring of the graph.

Consider an $n_2 \times n_2$ grid, To each cell in the grid, we associate a vertex labeled *(i, j)* with $1 \leq i, j \leq n_2$.

We will say that *(i, j)* and *(i′, j′)* are *adjacent* if $i = i'$ or $j = j'$ or $\lceil i/n \rceil = \lceil i'/n \rceil$ *and* $\lceil j/n \rceil = \lceil j'/n \rceil$.
Graph is called *regular* if the degree of every vertex is the same.

Each vertex has degree 20, thus the number of edges is:| H |= 20 * 81 / 2 = 810

[1,1]	[1,2]	[1,3]	[1,4]
[2,1]	[2,2] **3**	[2,3]	[2,4]
[3,1] **1**	[3,2]	[3,3] **2**	[3,4]
[4,1]	[4,2]	[4,3]	[4,4] **4**

Theorem: An n x n Sudoku must have at least n - 1 starting colors.

Theorem:

Let G be a graph with its chromatic number X(G) and let C be a partial coloring of G using X(G) - 2 colors. If the partial coloring can be finished to a proper coloring of G, then there must be at least two different ways of completing the coloring.

Theorem:

Every planar graph is four-colorable

GRAPH COLORING TECHNIQUE

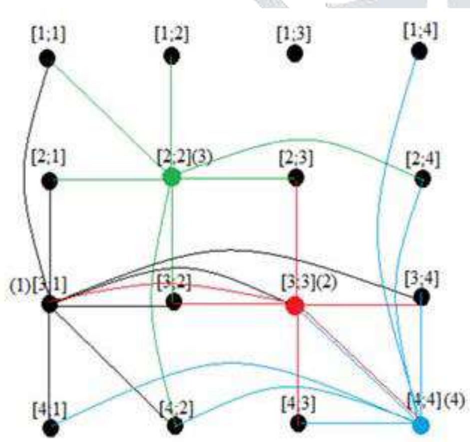
The whole algorithm can be divided into the following steps:

1. The vertex that is as of now hued is chosen and connected by edges of same tone with any remaining vertices of sets in which the vertex is found. These vertices can at this point don't be hued with a similar tone. This is rehashed for all the vertices for which clues are given.

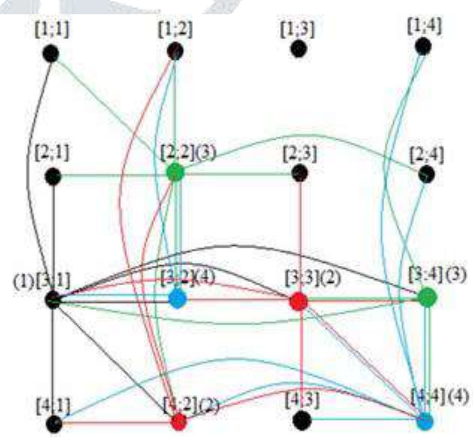
2. The vertices where the biggest number of shaded edges merge are discovered (all things considered, there will be just a single competitor).

3. If there are vertices among them that can be shaded exclusively by one tone, at that point they are hued with it and the strategy proceeds from the initial step (there is no compelling reason to bring those edges into the diagram that lead to a vertex where there is now another edge of a similar tone). In the event that there are no such vertices, the technique proceeds with the fourth step.

4. From the arrangement of those chose vertices, the one that is nearby the biggest number of uncolored vertices is picked and hued to the tone with the most minimal worth that isn't utilized for its neighbors. In the event that there are all the more such vertices one of them is chosen haphazardly. In the subsequent stage the technique proceeds from the initial step.



Sudoku graph after step one



Sudoku graph after step two

6. CONCLUSION

This study has shown that the pencil-and-paper algorithm is a feasible method to solve any Sudoku puzzles. The algorithm is also an appropriate method to find a solution faster and more efficient, graph coloring also an efficient method to recognize the techniques and solve the Sudoku in a simple manner.

7. REFERENCES

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