# Final-project

Different Programming technics to solve sudokus

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March 11, 2022

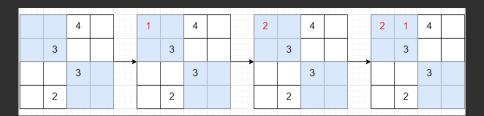
# Summary

Recursive backtracking

2 Logical Algorithm

3 Using Neural Networks

# The algorithm



#### Results

- relative easy to implement
- can solve every possible puzzle
- very slow (5min 39s for 10 puzzles)
- needs 1000 20000 guesses of single cells

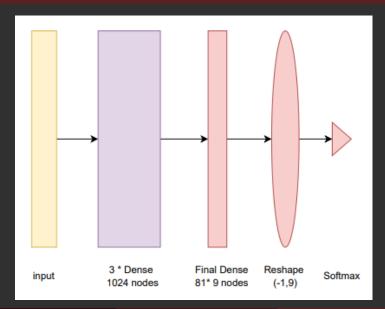
# Logic algorithm

- fast solving of the puzzles (2min 36s for 100 puzzles)
- 100% accuracy if algorithm works
- fails if a new trick will be needed
- high effort for implementations
- (https://www.sudokuwiki.org listed 38 different tricks and can fail without Recursive Backtracking)

## First remarks before modeling

- multi-label classification problem
- puzzle and solution have to be label decoded (solution:0-8)
- works better if input is normalized

## Dense Neural Network

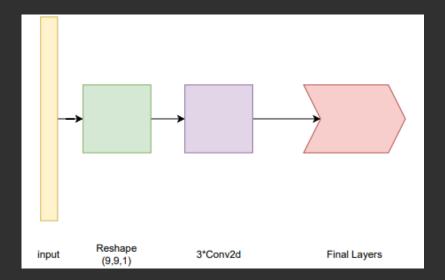


#### Dense Neural Network: Results

- model.evaluate computed accuracy: 45%
- accuracy of solved puzzles: 0

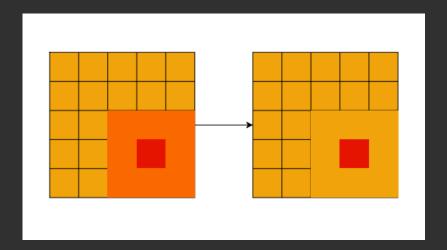
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### Convolution Neural Network



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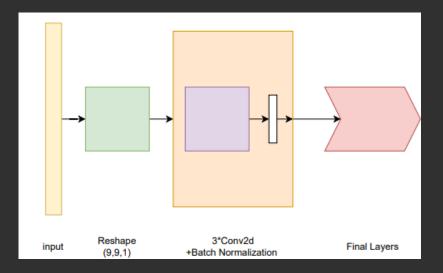
# Convolution Layer



#### Convolution Neural Network: Results

- model.evaluate computed accuracy: 82%
- accuracy of solved puzzles: 0
- trick: place empty digits one by one
- accuracy of solved puzzles: 93%
- time: 2 min 51s for 100 puzzles
- adding a new layer results in a worse result

### Advanced Convolution Neural Network



#### Convolution Neural Network: Results

- model.evaluate computed accuracy: 84%
- accuracy of solved puzzles: 100%
- time: 2 min 55s for 100 puzzles

#### Conclusions of Neural Network

- implenting them includes try and error
- slower as the self made algorithm
- needs a lot of data for modeling (1000000 different puzzles)
- but can solve harder puzzles (test:18% accuracy)
- does not need knowledge about solving sudokus
- existing of the possibility of become faster than the algorithm

## Conclusion for other problems

- Als: greate tool for solve problems
- its possible to beat the AI by using clever assumptions
- also see: IronKaggle, SpeedRunner against RacingAl
- better use combination of both approaches