

## Practice: Solving Sudoku with Evolutionary Computation

The problem consists into solving a sudoku using Evolutionary Computation  
What is the size of the search space?

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

### REPRESENTATION

Phenotype (9x9 matrix)

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

Genotype (missing values permutations)

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

### FITNESS

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

Fitness = Number of cells

Fitness (example) = 6

**TERMINATION CONDITION:** Until we find an individual with fitness equal to the number of missing values.

**PARENT SELECTION:** Binary tournament, for selecting each parent: randomly choose two individuals from the population and select the one with the best fitness.

## CROSSOVER (OR RECOMBINATION): One point crossover

Parent 1	Parent 2	Offspring
1, 2, 4, 6, 8, 9	8, 9, 2, 4, 1, 6	1, 2, 4, 6, 8, 9
2, 3, 4, 7, 8	7, 3, 2, 4, 8	2, 3, 4, 7, 8
1, 2, 3, 4, 5, 7	5, 4, 3, 7, 1, 2	1, 2, 3, 4, 5, 7
1, 2, 4, 5, 7, 9	9, 5, 7, 2, 4, 1	1, 2, 4, 5, 7, 9
2, 5, 6, 7, 9	6, 2, 5, 9, 7	6, 2, 5, 9, 7
1, 3, 4, 5, 8, 9	1, 8, 9, 4, 3, 5	1, 8, 9, 4, 3, 5
1, 3, 4, 5, 7, 9	7, 5, 4, 1, 3, 9	7, 5, 4, 1, 3, 9
2, 3, 6, 7, 8	8, 6, 2, 7, 3	8, 6, 2, 7, 3
1, 2, 3, 4, 5, 6	5, 4, 1, 6, 2, 3	5, 4, 1, 6, 2, 3

## MUTATION: Random Swap

Original	Mutated
1, 2, 4, 6, 8, 9	1, 2, 4, 6, 8, 9
2, 3, 4, 7, 8	2, 8, 4, 7, 3
1, 2, 3, 4, 5, 7	1, 2, 3, 4, 5, 7
1, 2, 4, 5, 7, 9	1, 2, 4, 5, 7, 9
2, 5, 6, 7, 9	2, 5, 6, 7, 9
1, 3, 4, 5, 8, 9	1, 3, 4, 5, 8, 9
1, 3, 4, 5, 7, 9	1, 3, 4, 5, 7, 9
2, 3, 6, 7, 8	2, 3, 6, 7, 8
1, 2, 3, 4, 5, 6	1, 2, 3, 4, 5, 6

## SURVIVAL SELECTION: Save only the best individuals from the parents and children.

### PSEUDOCODE:

Parameters:

N: population size

$P_{\text{crossover}}$ : Crossover probability

$P_{\text{mutation}}$ : Mutation probability

1. Calculate the missing values
2.  $P_0 \leftarrow$  Generate the initial population as random permutation of the missing values
3.  $F_0 \leftarrow$  Fitness of individuals in  $P_0$
4. Elite  $\leftarrow$  The best individual of  $P_0$
5.  $k = 0$
6. While termination condition is not met:
  7.  $k = k + 1$
  8. For each new individual in  $P_k$ :
    9. If  $\text{random}() \leq P_{\text{crossover}}$ :
      10. Select two parents with binary tournament
      11. Create a new offspring as the parents recombination
    12. Else:
      13. Select one parent with binary tournament
      14. Create a new offspring as the copy of the parent
    15. If  $\text{random}() \leq P_{\text{mutation}}$ :
      16. Mutate the offspring with random swap
  17.  $F_k \leftarrow$  Fitness of individuals in  $P_k$
  18. Update Elite
  19.  $P_k \leftarrow$  The best individuals from  $P_{k-1}$  and  $P_k$
20. Return Elite