

Sudoku Slayer

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Abstract—The use of Constraint Satisfaction Problems(CSP) for modeling and solving Sudoku Puzzles is a natural implementation of CSP techniques. Genetic Algorithms(GA) offer a much broader approach to the search space, but are not traditionally employed to solve Sudoku puzzles due to the puzzles structure naturally lending itself to other algorithms. The size of a Sudoku's search space is considerable and because of this, we decided to compare the use of CSP and GA's for solving Sudoku puzzles.

I. INTRODUCTION

II. LITERATURE REVIEW

III. METHODOLOGY

IV. RESULTS

V. DISCUSSION

VI. CONCLUSION

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