- (a) Similar to the tic-tac-toe formulation, define variable (bijd) as a binary variable representing whether cell (i, j) contains digit d. There are (for 2×2 sudoku) 4 rows, 4 columns, and 4 digits, thus there are $4^3 = 64$ such variables
- (b) If there are 64 variables, then there are 264 models.

 Observe that a model maps each variable to 80,13.

 We thus have two choices per variable, i.e. 2:...2 = 264 models.
- (c) Suppose we had n=2 variables: EA, B3. A truth table over 2 variables has four rows (models):

and there are 22 = 16 truth tables of this form, namely:

A B	A B	AB	A B
A B 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	A.000-	A B 000-0	A 8 000 1
A B 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	A 6 00-01	A B	A B 000
A B 00-000	A B	A B	A B
A B 1 1000	A B	A 8	A B

More generally, we can create 2" truth tables over m models.

model 1 ? < 2 choices: 0 or 1

model m? <- 2 chaices: O or 1

? <- 2 chaices: O or 1

? choices

Since there are $m=2^n$ models over n variables, therefore there are 2^n truth tables over n variables.

For our variable set for (a), n=64. Thus there are 26th truth tables, which is approximately equal to "a lot", or "a whole bunch"