

L18 Sudoku Solver

Monday, January 16, 2023 12:56 AM

Write a program to solve a Sudoku puzzle by filling the empty cells.

A sudoku solution must satisfy **all of the following rules**:

1. Each of the digits 1-9 must occur exactly once in each row.
2. Each of the digits 1-9 must occur exactly once in each column.
3. Each of the digits 1-9 must occur exactly once in each of the 9 3x3 sub-boxes of the grid.

The '.' character indicates empty cells.

Example 1:

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

↳ This problem is the **standard** based on the **Recursion and Backtracking**

Input: board =

```
[[["5","3",".", ".", "7",".", ".", ".", "."],["6",".", ".", "1","9","5",".", ".", "."],["8",".", ".", "6",".", ".", "3"],["4",".", ".", "8",".", "3"],["7",".", ".", "2",".", ".", "6"],[".", "6",".", ".", "2","8",".", "."],[".", "4","1","9",".", "5"],[".", "8",".", "7","9"]]]
```

Output:

```
[[["5","3","4","6","7","8","9","1","2"],["6","7","2","1","9","5","3","4","8"],["1","9","8","3","4","2","5","6","7"],["8","5","9","7","6","1","4","2","3"],["4","2","6","8","5","3","7","9","1"],["7","1","3","9","2","4","8","5","6"],["9","6","1","5","3","7","2","8","4"],["2","8","7","4","1","9","6","3","5"],["3","4","5","2","8","6","1","7","9"]]]
```

Explanation: The input board is shown above and the only valid solution is shown below:

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

↳ Sudoku Solver is the **9x9 Matrix** and we placed the Number in **3x3 Matrix** 1 to 9 without Repetition



We have some **Standard Rule** that we Follow to solve this problem

- The digit 1 to 9 only appears once at any row
- The digit 1 to 9 only appears once at any column
- The digit 1 to 9 all elements appear at once time in any particular 3x3 Matrix



→ That is the same set of Rule that we Remembered during to Solve this problem

Let's understand

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

→ As we can see in 3x3 Matrix every Number 1 to 9 only appears at once time

← Every Column every element 1 to 9 appears at once



↑ Every Row have 1 to 9 only one time appears

That is the **fundamental** of the Sudoku Solver

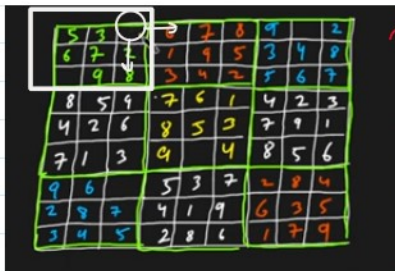
Every Row have 1 to 9
only one time appearance
one Value

3 4 5 2 8 6 1 7 9

That is the fundamental of the Sudoku Solver

Thought Process

→ The first Approach that comes into the my mind Try every possible way (Recursion)



Now what can I do is I will find the first empty block and try to apply every Rule on that



Now try to apply every 3 Rules

if 9 put 1

- Not any 1 present into that Column
- Not any 1 present into the that Row
- Not any 1 present into the 3x3 grid Matrix



→ All 3 Condition are true So we placed 1 in the cell



→ Basically Our Thought Process is try to find the empty cell and apply every 3 Rules if all those Rules are Valid then put the element into the box

→ Try all possible way (1 to 9) digit of the Number

Recursion Tree

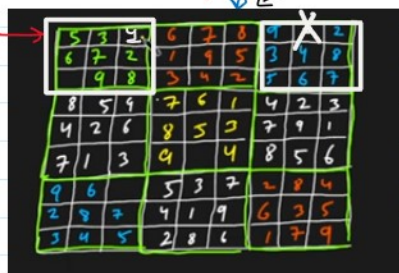
Answer

Now we cannot
check last step
to 9 element

→ Column Condition
↓ Row Condition
3x3 Matrix Condition

Because the Question says only one Valid
Sudoku Grid is there

if Question says All the Valid Sudoku then
Check All the Combination
(1 to 9)



X

→ That means if 9 placed 1
into the 3x3 Matrix
then we cannot placed
any further element into
the that Row



True



any free element into
one that row

→ Check whether it is not a
Valid Sudoku **Return false**

True

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

True

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

True

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

True

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

That is the new Valid Sudoku and
Return True



Time Complexity: $O(9(n^2))$, in the worst case, for each cell in the n^2 board, we have 9 possible numbers.

Space Complexity: $O(1)$, since we are refilling the given board itself, there is no extra space required, so constant space complexity.

Time Complexity = $O(9(n^2))$
Space Complexity = $O(1)$



```

class Solution:

    def isValid(self, board, row, coll, ele):

        # my all 3 conditions
        for i in range(9):

            # for coll condition
            if board[i][coll] == ele:
                return False

            # for row condition
            if board[row][i] == ele:
                return False

            # for 3X3 matrix Condition
            if board[3 * (row // 3) + i // 3][3 * (coll // 3) + i % 3] == ele:
                return False

        return True

    def solved(self, board):

        # traverse in the matrix
        for i in range(len(board)):
            for j in range(len(board[0])):

                # finding the empty place
                if board[i][j] == '.':

                    for ele in range(1, 10):

                        # try to put the 1 to 9 all the combination for finding the valid Sudoku
                        if self.isValid(board, i, j, str(ele)):
                            board[i][j] = str(ele)

                            if self.solved(board) == True:
                                return True
                            else:
                                # if false so backtrack and removed previous element
                                board[i][j] = "."

                    # for invalid sudoka
                    return False

        # if any empty position is not found
        return True

    def solveSudoku(self, board):

        self.solved(board)

```

my base case

→ 9 possible formula for 3x3 Matrix

→ to check all the digit if present or not

→ Backtracking



```

public class L18_Sudoku_Solver {

    public static void main(String[] args) {
        System.out.println("L18_Sudoku_Solver");
    }
}

class Solution12 {

    public static boolean solved(char[][] board) {
        for (int i = 0; i < 9; i++) {
            for (int j = 0; j < 9; j++) {
                if (board[i][j] == '.') {

                    for (char c = '1'; c <= '9'; c++) {
                        if (isValid(board, i, j, c)) {
                            board[i][j] = c;

                            if (solved(board))
                                return true;
                            else
                                board[i][j] = '.';
                        }
                    }

                    return false;
                }
            }
        }

        return true;
    }

    public static boolean isValid(char[][] board, int row, int col, char c) {
        for (int i = 0; i < 9; i++) {
            if (board[i][col] == c)
                return false;

            if (board[row][i] == c)
                return false;

            if (board[3 * (row / 3) + i / 3][3 * (col / 3) + i % 3] == c)
                return false;
        }

        return true;
    }

    public void solveSudoku(char[][] board) {
        solved(board);
    }
}

```

