## Sudoku Solver

Chiarelli Matthew (ID: 150798950) Dr. Safaa Bedawi CP212 29 July 2019

The following program attempts to solve any given sudoku problem. To accomplish this an algorithm utilizing the AC-3 method where arc-consistency is enforced in accordance with the rules of Sudoku. Each sudoku board is constrained to a limited list of possible states. A typical Sudoku puzzle contains a 9x9 grid of which there are 81 possible variables. An initial placement of values create the starting constraints. Values range from 1-9. Each given Sudoku puzzle is modeled as the following.

$$\begin{split} X &= S_{00} \;,\, S_{01} \;,\, S_{02} \; \dots \; S_{08} \\ S_{10} \;,\, S_{11} \;,\, S_{12} \; \dots \; S_{18} \\ & \cdot \qquad \cdot \qquad \cdot \\ & \cdot \qquad \cdot \qquad \cdot \\ & \cdot \qquad \cdot \qquad \cdot \\ S_{80} \;,\, S_{81} \;,\, S_{82} \; \dots \; S_{88} \end{split}$$

$$D = \{1, 2, 3, 4, 5, 6, 7, 8, 9\} = Possible values$$

C = All rows and columns must not have a repeating value respectively. All 3x3 blocks must also not hold a repeating value.

The program utilizes VBA and Excel. There is an option to load a Sudoku puzzle from a database if desired. Sudoku puzzles must be in the following format as a string:

046379502

780006100

035000647

200730060

400692700

001005009

007060951

509123000

804007030

0's functionally act as an empty space. The AC-3 algorithm will subsequently remove values from the total list of possible values (the domain values) until the constraints are satisfied. A remaining domain value is then selected to take the 0's space. This process is repeated until the puzzle is solved. It is possible for the algorithm to back itself into a corner, thus creating a dead end scenario.

The program also supports reporting the results of the puzzle into a word document.

The above puzzle once attempted by the algorithm resulted in the following output:

146 379 582
782 546 193
935 218 647
298 731 465
453 692 718
671 485 329
327 864 951
569 123 874
814 957 236