

Individual Project 1

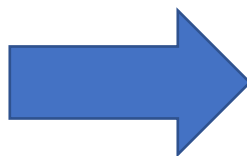
- **Deliverable:** Solving the Sudoku puzzle using Depth First Search (DFS). You will submit a java file (in plain text) which implements an interface to solve it.
- **Due date:**
3/3/2022
(11:59pm)

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

Sudoku Puzzle Rules

- A 9x9 grid of numbers must be filled in
- Each number from 1 to 9 must appear exactly once in each row, in each column, and in each 3 x 3 “box”

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



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

Solve a number puzzle

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

Row

Game Rule: every row, every column and every box needs to contain each of the numbers from 1-9 **exactly once**

Solve a number puzzle

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

Column

Game Rule: every row, every column and every box needs to contain each of the numbers from 1-9 **exactly once**

Solve a number puzzle

Box

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

Game Rule: every row, every column and every box needs to contain each of the numbers from 1-9 **exactly once**

Solve a number puzzle

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

Game Rule: every row, every column and every box needs to contain each of the numbers from 1-9 **exactly once**

Solve a number puzzle

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

Solve a number puzzle

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

Solve a number puzzle

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

Solve a number puzzle

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

Solve a number puzzle

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

Solve a number puzzle

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

Solve a number puzzle

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

Solve a number puzzle

⁴⁻⁹ 3	²⁻⁹ 1	⁶⁻⁹ 5	7	⁵⁻⁹ 4		8	9	
		2			1	3		4
	7		2	8				
9	4				5			1
1	3	8				7	5	9
5			1				8	3
				7	2		4	
7		9	6			2		
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Solve a number puzzle

⁴⁻⁹ 3	²⁻⁹ 1	⁶⁻⁹ 5	7	⁵⁻⁹ 4	⁷⁻⁹ 6	8	9	
		2			1	3		4
	7		2	8				
9	4				5			1
1	3	8				7	5	9
5			1				8	3
				7	2		4	
7		9	6			2		
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Solve a number puzzle

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

Solve a number puzzle

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

Solve a number puzzle

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

Solve a number puzzle

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

Solve a number puzzle

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

Solve a number puzzle

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

Solve a number puzzle

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

Solve a number puzzle

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

Solve a number puzzle

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

Complexity of the solution

- Branching factor $b=9$
- Solution Depth $m=81$
- Complexity $O(b^m)$

Code Template

- SudokuSolver.java
- SudokuUtil.java
- SudokuRunner.java: main program to run the solver

Code Template

- SudokuSolver.java: an **interface** that defines the main methods you need to **implement** including
 - solve_dfs: use depth first search to solve the puzzle
 - check_move: to check whether the current move is legal

Your main task is to implement this interface!

You only need to submit this to the Blackboard as a plain text file !

If you don't know what a java interface is, please check this tutorial:
<https://www.programiz.com/java-programming/interfaces>

Code Template

- SudokuUtil.java: define the main utility functions that you can use to help load, check and print the puzzle
 - load_problem: to load a starting board configuration
 - Write_matrix: to output a board configuration
 - check_solution: to verify whether the solution is correct.
- You should not need to change this file

Code Template

- SudokuRunner.java: define how you can run the program in the main method
 - What you need to do:
 - (a) Implement your own `SudokuSolver_YourName` class which implements the interface `SudokuSolver`.
 - (b) In `SudokuRunner.java`, change the file path to where test input puzzles are. Change `SudokuSolver_XXX` to `SudokuSolver_[your own name]`.

Code Template

Replace this with your name

```
public class SudokuSolver_YourName implements SudokuSolver {  
  
    public int[][] solve_dfs(int i, int j, int[][] cells) {  
        // TODO  
    }  
  
    public boolean check_move(int i, int j, int val, int[][] cells) {  
        // TODO  
    }  
  
}
```

Put this in a new file, `SudokuSolver_YourName.java` (replace YourName with your own name).

I recommend that you implement DFS as **backtracking search**, rather than explicitly implementing the frontier queue.

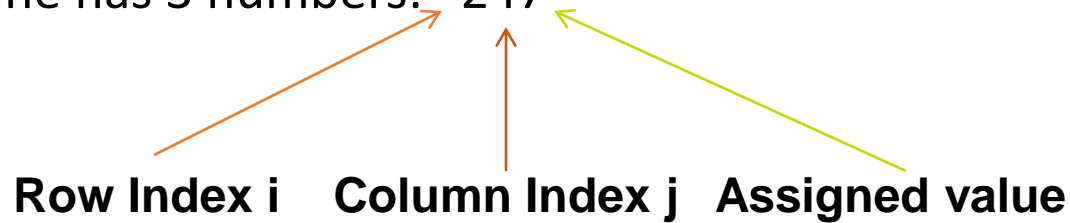
Sample Puzzles

- **3 puzzle samples will be provided**

- Test your solver using all of them

- **Input Format:**

Each line has 3 numbers: 247



- Assessment: correctness at solving the 3 sample puzzles, and one new puzzle (equal weight).