



# TP de Especificación

## Sudoku

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Algoritmos y Estructuras de Datos I

### Grupo 10

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# 1. Problemas

1. **proc** sudoku\_esTableroValido (**in**  $t: seq(seq(\mathbb{Z}))$ , **out** **result**: Bool) {  
 Pre {True}  
 Post {*tableroValido*( $t$ ) = **result**}  
 pred esMatrizNuevePorNueve ( $t: seq(seq(\mathbb{Z}))$ ) {  
    $length(t) = 9 \wedge$   
    $(\forall j : \mathbb{Z})(enRango(t, j) \rightarrow_L (length(t[j]) = 9))$   
 }  
 pred elementosDelCeroAlNueve ( $t: seq(seq(\mathbb{Z}))$ ) {  
    $(\forall i : \mathbb{Z})(\forall j : \mathbb{Z})(enRango(t, i) \wedge_L enRango(t[i], j) \rightarrow_L (0 \leq t[i][j] \leq 9))$   
 }  
 pred tableroValido ( $t: seq(seq(\mathbb{Z}))$ ) {  
   *esMatrizNuevePorNueve*( $t$ )  $\wedge$   
   elementosDelCeroAlNueve( $t$ )  
 }  
 }
2. **proc** sudoku\_esCeldaVacía (**in**  $t: seq(seq(\mathbb{Z}))$ , **in**  $f: \mathbb{Z}$ , **in**  $c: \mathbb{Z}$ , **out** **result**: Bool) {  
 Pre {*tableroValido*( $t$ )  $\wedge$  esFilaYColumnaValida( $f, c$ )}  
 Post {**result** = *celdaVacía*( $t, f, c$ )}  
 pred celdaVacía ( $t: seq(seq(\mathbb{Z}))$ ,  $i: \mathbb{Z}$ ,  $j: \mathbb{Z}$ ) { $s[i][j] = 0$ }  
 }
3. **proc** sudoku\_nroDeCeldasVacías (**in**  $t: seq(seq(\mathbb{Z}))$ , **out** **result** :  $\mathbb{Z}$ ) {  
 Pre {*tableroValido*( $t$ )}  
 Post {**result** = *nroCeldasVacías*( $t$ )}  
 fun nroCeldasVacías ( $s: seq(seq(\mathbb{Z}))$ ) :  $\mathbb{Z}$  =  
    $(\forall i : \mathbb{Z})(\forall j : \mathbb{Z}) enRango(s, i) \wedge_L enRango(s[i], j) \rightarrow_L$   
    $\sum \text{if } celdaVacía(s, i, j) \text{ then } 1 \text{ else } 0 \text{ fi};$   
 }
4. **proc** sudoku\_primeraCeldaVacíaFila (**in**  $t: seq(seq(\mathbb{Z}))$ , **out** **result** :  $\mathbb{Z}$ ) {  
 Pre {*tableroValido*( $t$ )}  
 Post {if *celdasVacías*( $t$ ) = 0 then - 1 else  $(\exists i : \mathbb{Z})(\exists j : \mathbb{Z}) \text{result} = i \wedge enRango(t, i) \wedge_L enRango(t[i], j) \wedge_L$   
   *celdaVacía*( $t, i, j$ )  $\wedge$  menorFilaVacía ( $t, i$ )  $\wedge$  menorColumnaDeLaFilaVacía( $t, i, j$ )  
 pred menorFilaVacía ( $t: seq(seq(\mathbb{Z}))$ ,  $i: \mathbb{Z}$ ) {  
    $(\forall f : \mathbb{Z})(\forall g : \mathbb{Z}) enRango(t, f) \wedge_L enRango(t[f], g)$   
    $\rightarrow_L celdaVacía(t, f, g) \wedge f \geq i$ }  
 pred menorColumnaDeLaFilaVacía ( $t: seq(seq(\mathbb{Z}))$ ,  $i: \mathbb{Z}$ ,  $j: \mathbb{Z}$ ) {  
    $(\forall g : \mathbb{Z}) enRango(t[i], g)$   
    $\rightarrow_L celdaVacía(t, i, g) \wedge g \geq j$ }  
 fi }  
 }
5. **proc** sudoku\_primeraCeldaVacíaColumna (**in**  $t: seq(seq(\mathbb{Z}))$ , **out** **result** :  $\mathbb{Z}$ ) {  
 Pre {*tableroValido*( $t$ )}  
 Post {if *celdasVacías*( $t$ ) = 0 then - 1 else  $(\exists i : \mathbb{Z})(\exists j : \mathbb{Z}) \text{result} = j \wedge enRango(t, i) \wedge_L enRango(t[i], j) \wedge_L$   
   *celdaVacía*( $t, i, j$ )  $\wedge$  menorFilaVacía ( $t, i$ )  $\wedge$  menorColumnaDeLaFilaVacía( $t, i, j$ ) fi }  
 }
6. **proc** sudoku\_valorEnCelda (**in**  $t: seq(seq(\mathbb{Z}))$ , **in**  $f: \mathbb{Z}$ , **in**  $c: \mathbb{Z}$ , **out** **result**:  $\mathbb{Z}$ ) {  
 Pre {*tableroValido*( $t$ )  $\wedge$   
   esFilaYColumnaValida( $f, c$ )  $\wedge$   
   *celdaVacía*( $t[f][c]$ ) = false  
 }  
 Post {**result** =  $t[f][c]$ }  
 }
7. **proc** sudoku\_llenarCelda (**inout**  $t: seq(seq(\mathbb{Z}))$  **in**  $f: \mathbb{Z}$ , **in**  $c: \mathbb{Z}$ , **in** **value**:  $\mathbb{Z}$ ) {  
 Pre {*tableroValido*( $t$ )  $\wedge$   
   esFilaYColumnaValida( $f, c$ )  $\wedge$

```

    1 ≤ value ≤ 9 ∧
    t = t0 ∧
    t0[f][c] = 0}
Post {t = SetAt(t0[f], c, value)}
}

8.  proc sudoku_vaciarCelda (inout t: seq⟨seq⟨ℤ⟩⟩, in f: ℤ, in c: ℤ, out result: Bool) {
Pre {tableroValido(t) ∧
    esFilaYColumnaValida(f,c) ∧
    t = t0}
Post {result = (t[f][c] ≠ 0) ∧
    t = SetAt(t0[f], c, 0)}

}

9.  proc sudoku_esTableroParcialmenteResuelto (in t: seq⟨seq⟨ℤ⟩⟩, out result: Bool) {
Pre {True}
Post {result = TableroParcialmenteResuelto(t)}
pred noHayRepetidos (s: seq⟨ℤ⟩) {
    (∀i: ℤ)(∀j: ℤ)((enRango(s, i) ∧ enRango(s, j) ∧ j ≠ i) →L ((s[i] = 0 ∧ s[j] = 0) ∨L s[i] ≠ s[j]))
}
pred TableroConElementosDelCeroalNueve (t: seq⟨seq⟨ℤ⟩⟩) {
    (∀i: ℤ)(∀j: ℤ)((enRango(t, i) ∧ enRango(t[i], j)) ∧L (0 ≤ t[i][j] ≤ 9))
}
pred FiladeTableroParcialmenteResuelto (t: seq⟨seq⟨ℤ⟩⟩) {
    TableroConElementosDelCeroalNueve(t) ∧
    (∀i: ℤ)(enRango(t, i) →L noHayRepetidos(t[i]))
}
pred ColumnadeTableroParcialmenteResuelto (t: seq⟨seq⟨ℤ⟩⟩) {
    TableroConElementosDelCeroalNueve(t) ∧
    (∀i: ℤ)(∀j: ℤ)(∀h: ℤ)((enRango(t, i) ∧ enRango(t, j) ∧ enRango(t[i], h) ∧ i ≠ j) →L (t[i][h] = t[j][h]) ∨L (t[i][h] ≠ t[j][h]))
}
pred regiondeTableroParcialmenteResuelto (t: seq⟨seq⟨ℤ⟩⟩) {
    (∀i: ℤ)(∀j: ℤ)((enRango(t, i) ∧ i mod 3 = 0) ∧L (enRango(t[i], j) ∧ j mod 3 = 0)
    →L (s = Concat(Concat(subseq(s[i], j, j+3), subseq(s[i+1], j, j+3)), subseq(s[i+2], j, j+3)) ∧
    noHayRepetidos(s))
}
pred TableroParcialmenteResuelto (t: seq⟨seq⟨ℤ⟩⟩) {
    TableroValido(t) ∧
    filadeTableroParcialmenteResuelto(t) ∧
    columnadeTableroParcialmenteResuelto(t) ∧
    regiondeTableroParcialmenteResuelto(t)
}

}

10. proc sudoku_esTableroTotalmenteResuelto (in t: seq⟨seq⟨ℤ⟩⟩, out result: Bool) {
Pre {tableroValido(t)}
Post {result = tableroTotalmenteResuelto(t)}
pred tableroTotalmenteResuelto (t: seq⟨seq⟨ℤ⟩⟩) {
    nroCeldasVacias(t) = 0 ∧
    tableroParcialmenteResuelto(t) }
}

11. proc sudoku_esSubTablero (in t0, t1: seq⟨seq⟨ℤ⟩⟩, out result: Bool){
Pre {tableroValido(t0), tableroValido(t1)}
Post {result = esSub(t0, t1)}
pred esSub (t0: seq⟨seq⟨ℤ⟩⟩, t1: seq⟨seq⟨ℤ⟩⟩){
    (∀i: ℤ)(∀j: ℤ)length(t0) = length(t1) ∧L
    enRango(t0, i) ∧L length(t0[i]) = length(t1[i]) ∧
    enRango(t0[i], j) →L t0[i][j] ≠ 0 ∧ t0[i][j] = t1[i][j]
}

```

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    }
}

12.  proc sudoku_tieneSolucion (in t: seq<seq<Z>>, out tienesolucion: Bool) {
    Pre {tableroValido(t)}
    Post {tienesolucion = (solucion(t) ≠ t)}
    fun solucion (t: seq<seq<Z>>) : seq<seq<Z>> =
        (∃x : seq<seq<Z>>) if esSub(t, x) ∧L tableroTotalmenteResuelto(x) then x else t fi }

13.  proc sudoku_resolver (inout t: seq<seq<Z>>, out tienesolucion: Bool) {
    Pre {t0 = t}
    Post {tienesolucion = (esTableroValido(t) ∧ (solucion(t0) ≠ t0)) ∧ t = solucion(t0)}
    ;
}

14.  proc sudoku_copiarTablero (in src: seq<seq<Z>>, out target: seq<seq<Z>>) {
    Pre {True}
    Post {src = target}
}

```

## 2. Predicados y Auxiliares generales

```

fun Aux (i: Z) : Bool = True;
pred esFilaYColumnaValida (i: Z, j: Z) {0 ≤ i, j ≤ 8}
pred enRango (t: seq<t>, i: Z) {
0 ≤ i < length(t)
}

```

## 3. Decisiones tomadas