

Use Of Jigsaw Puzzle Solving Algorithms In The Real World

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1 Abstract

The jigsaw puzzle problem has been in the eye of computer scientists for a while, and some clever solutions have already been found. These algorithms are made to work with a “digital” jigsaw puzzle [Figure 1], there aren’t papers (at least not popular enough to be searchable) that try to apply the solution to a “real world” (insert reference here) jigsaw puzzle.

The problem has been tackled by some small projects. But, as said earlier, the process and eventual challenges has never been documented by a paper, this wants to be the first.

As a Bonus the paper will also cover the creation of a user friendly app that will be open source and free to use.

2 Introduction

2.1 Classification

This paper will focus on type 2 puzzles. A type 2 puzzle is a puzzle where the position, and the orientation of each piece is unknown.

2.2 Digital vs Real-World Jigsaw Puzzles

There is another important distinction between different types of puzzles. They can be divided into “digital” and “real world” jigsaw puzzles.

Figure 1: An example of a “digital” puzzle



