

CS531 Programming Assignment 3: SuDoKu

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Abstract

In this assignment we design, implement and discuss constraint propagation and backtracking search algorithms in order to solve a specific constraint satisfaction problem, SuDoKu.

1 Introduction

SuDoKu is a puzzle and constraint satisfaction problem in which every unit (i.e. row, column or box) is an all-diff constraint. Each of the 81 squares can be represented as a variable on a domain of $\{1, 2, 3, \dots, 9\}$. SuDoKu may be solved by backtracking search with constraint propagation.

2 Algorithm

Algorithm here.

3 Experiments

Experiments here.

4 Discussion

Discussion here.