

Sudoku

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Contents

There are two directories in the zipped file:

- `automated_solver` - Contains a shell script and a small C++ program to ease the automation of the whole process of compilation, instance inclusion and solution visualization. Within this folder, there is another directory, `instances`, where the problem instances are located.
- `plain_prolog` - Contains the Prolog program and necessary Makefile to manually compile and execute the solver.

Automated solver

The automated script allows us to either execute the solver using the symbolic output flag:

```
./sudoku_solve.sh -s symbolic.out instance.pl
```

or actually solving a given instance:

```
./sudoku_solve.sh instance.pl
```

NOTE: the Prolog program does not halt itself - an EOF has to be sent using `ctrl-d` to stop its execution.