

15. LC 37 Sudoku Solver

37. Sudoku Solver

Hard 5735 164 Add to List Share

Write a program to solve a Sudoku puzzle by filling the empty cells.

A sudoku solution must satisfy **all of the following rules**:

1. Each of the digits 1-9 must occur exactly once in each row.
2. Each of the digits 1-9 must occur exactly once in each column.
3. Each of the digits 1-9 must occur exactly once in each of the 9 3x3 sub-boxes of the grid.

The '.' character indicates empty cells.

Example 1:

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	

Explanation: The input board is shown above and the only valid solution is shown below:

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

```
Input: board = [["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"]]
Output: [["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"]]
```

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

9 x 9

- 1) The digit 1-9 \rightarrow once in every row
 - 2) The digit 1-9 \rightarrow once in every Col
 - 3) The digit 1-9 \rightarrow once in every 3x3
- Rules

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

F

T

False

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

False

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

T

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

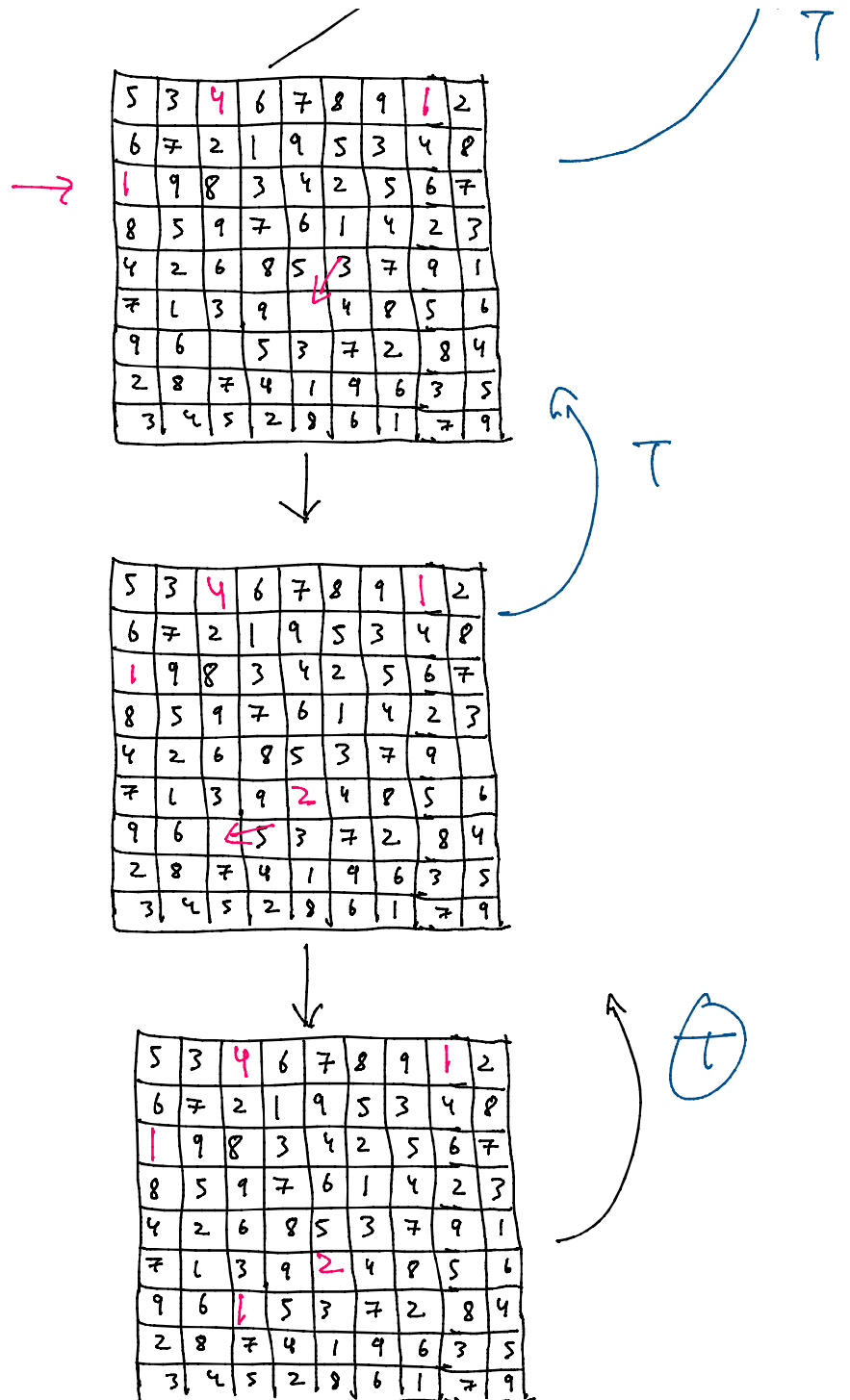
cannot fill anything

so return false

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

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

T



Approach :

- 1) Traverse the matrix and find the empty place
- 2) Once we find the empty place then we tried all the nos from 1 to 9 and check that it's a valid nos. or not by checking the rules.

- 3) And, we find the correct nos for that place than we find for the second empty place in 9x9 matrix.
- 4) For second empty place we repeat the same process and if we doesn't get any nos, so we return false.
- 5) After getting false from solve(board) function we make all the places empty that we have filled than try for other number for first empty cell.
- 6) one after all the recursive calls, we go - ie, we have stop over there only and no need to care for the solution

```

i C++ • Autocomplete
1 class Solution {
2 public:
3     void solveSudoku(vector<vector<char>>& board) {
4         solve(board);
5     }
6
7     bool solve(vector<vector<char>>& board){
8         // finding the first empty so we traverse
9         for(int i = 0; i < board.size(); i++){
10            for(int j = 0; j < board[0].size(); j++){
11
12                // if it empty
13                if(board[i][j] == '.'){
14                    //try out every possibility from 1 to 9
15                    for(char c = '1'; c <= '9'; c++){
16                        if(isValid(board, i, j, c)){
17                            board[i][j] = c;
18
19                            if(solve(board) == true)
20                                return true;
21                            else
22                                board[i][j] = '.'; //remove it if false
23
24                        }
25                    }
26                }
27            }
28        }
29    }
30 }

```

```

45         if(board[3 * (row / 3) + i / 3][3 * (col / 3) + i % 3] == c)
46             return false;
47     }
48     return true;
49 }
50 };

```

T.C $\Rightarrow O(9^{n^2})$ worst case

S.C $\Rightarrow O(1)$