The hardest sudokus (new thread)

Quote

by **tarek** » Fri Jan 16, 2009 2:44 am

The ordering of fields in the database shouldn't be a problem.

The database is actually should be suitable voting on forums but should be posted as a single file on a free hosting website (the numbers are manageable now but that may change).

If anybody has links or updates to puzzles rating 11.6 according to SE12!. These should go the database.

SE12 rated puzzles of 11.2+ are candidates as the version change to 121 brought with it a 2 to: 4 addition to the ratings.

Thanks to Champagne for his efforts to crack these puzzles using new techniques.

The puzzles in the database are based on rating programs that are freely available and therefore should stay unless a decision was made to exclude a rating program from what is currently being used.

tarek

tarek
Site Admin
Posts: 3769
Joined: 05 January 2006

Quote

by **champagne** » Fri Jan 16, 2009 3:30 am

> **tarek wrote:**
> The puzzles in the database are based on rating programs that are freely available and therefore should stay unless a decision was made to exclude a rating program from what is currently being used.
>
> tarek

I would just react on that point.

The first puzzle on the list is not requiring any sophisticated or new method. Just ALS/AC's and AIC's nets, not so big compared to others.

Let us assume a "vivisto" looking for a challenging puzzle see that thread "hardest puzzle" and understand the most difficult are at the top.

He tries the first and solves it "easily" in one or 2 hours.

First possible reaction

He guys! am the best less than one day to solve the hardest known puzzle

Second possible reaction

This is not serious I have nothing to do here

Third possible reaction

Is it necessary to exclude an agreed "rating program" just because he does not integrate a new technic

Is it realistic to build such a data base ignoring the "best practices"

I will not suggest to use my solver an an additional ranking tool. It is for sure free, but I should prepare a stable version. For the time being, it is far to be the case.

champagne

champagne
2007 Supporter
Posts: 7269
Joined: 22 August 2007
Location: France Brittany

Quote

by **rank** » Fri Jan 16, 2009 10:43 pm

OR triple

> **tarek wrote:**
> **rank wrote:**
> To make more relevant fields stay on-screen for human readers, would you please make [edit: PuzzleC] the last field
>
> BTW IIRC, if you replaced hyphens with underscores, your Pearly6000 entries wouldn't line wrap.
>
> I sense that there is a display problem which isn't present in IE7 ... because I used the [size] tags I managed to shrink the text to enablish 1 record per line (that is true even with 1024*768 display).

Thanks, I obviously have a setup problem. Things haven't been the same since my NEC Multisync died recently (FWIW I'm using IE7, a 19" LCD monitor with 1680x1050 native resolution configured for "fill aspect ratio", and video card configured for 1280x960. Didn't know if when I purchased the LCD monitor, but the high native resolution is useless when it comes to CanRing the net. Most of the sites I frequent don't let scale the text with [View][Text Size], because many fonts are defined absolutely, e.g., "20px". As a result, a lot of text is unreadable using 1400x1050.

[edit: If anyone has a helpful hint, please consider using a pm. **hobbean**, thanks for yours; it works well.]

> **tarek wrote:**
> **rank wrote:**
> BTW7 I applaud your use of "_" instead of "0." for empty fields.
>
> is that sarcasm , I'll continue with it regardless

Just implying I would've done the same; no sarcasm intended

[edit 2: added link]

Last edited by rank on Sat Jun 17, 2009 7:37 pm, edited 2 times in total.

rank
2010 Supporter
Posts: 2754
Joined: 05 September 2005
Location: Southeastern USA

Quote

by **tarek** » Thu Mar 12, 2009 12:10 am

> **I on 16 Jan 09 wrote:**
> If anybody has links or updates to puzzles rating 11.6 according to SE12!. These should go the database.
>
> SE12 rated puzzles of 11.2+ are candidates as the version change to 121 brought with it a 2 to: 4 addition to the ratings.

ZeroZeroNull responses to date

tarek

tarek
Site Admin
Posts: 3769
Joined: 05 January 2006

Re: The hardest sudokus (new thread)

Quote

by **champagne** » Thu May 07, 2010 9:15 am

Hi,

An attempt to re activate the thread on hardest puzzles.

I intend to publish several files giving the list of these puzzles included in my database having specific properties.

I have still some work to do.

Meantime, I come back to the "Silver Plate" pattern that was discussed in the missing posts.

Cololon made a lot of search on that pattern and here is the list of puzzles with a SE rating over 10.5 already in my database

```
CODE: SELECT ALL
```

```
1000000000007500030002700000400100000000000000000000000000000000000000000000 tarekdb  Silver_Plate  ED=11.5/11.5/10.1
0000000000000100000000000000000000000000000000000000000000000000000000000000 colin00  MSLS   ED=11.1/1.2/1.2
0000000000000000000000000000000000000000000000000000000000000000000000000000 colin00  MSLS   ED=11.1/1.2/1.2
0000000000000000000000000000000000000000000000000000000000000000000000000000 colin01  sudoku
```