

The hardest sudokus (new thread)

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Re: The hardest sudokus (new thread)

by tarek » Mon Jul 20, 2020 3:57 pm


“QUOTE

mith wrote:
And one hard one by q2

I'm glad somebody still has interest in these quicker rating tools.

It was my responsibility to rate puzzles according to q1, q2 and suxratt but now we have a huge list of SE rated puzzles that haven't been screened to update the list in the head post. I'm hoping to update that soon

Tarek



tarek

Posts: 3759
Joined: 05 January 2006

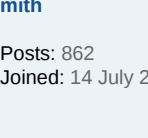
Re: The hardest sudokus (new thread)

by mith » Mon Jul 20, 2020 4:18 pm

“QUOTE

I've been using q2 as a filter before running SE, so I have those ratings for my puzzles at least (as well as for some of the database puzzles in minlex form); edited in for the other two. I'm hoping to incorporate suexratt eventually as well.

I've got about 50 new ones requiring at least D*FC+MFC; I'll post that group at some point, once the current run isn't generating them so regularly.



mith

Posts: 862
Joined: 14 July 2020

Re: The hardest sudokus (new thread)

by champagne » Mon Jul 20, 2020 5:41 pm

“QUOTE

mith wrote:
A couple 11.7s I found today:

CODE: SELECT ALL

.....1..2..3.....4..2..5..6.....6...5..7..2..1..8...9.....40.....5...67..9.....3... q2=98904 FNBP C21.m/M2..3..56862 ED=11.7/11.7/2..6
.....1..2.....3...4...56...7.....2...1..5..7...8..7...4.....69.....7..8.....3..5...9...6... q2=98842 FNBP C22.m/M2..3..34992 ED=11.7/1.2/1.2


Should be new in the database, unless I have massively screwed something up in my checking (which is entirely possible).

And one hard one by q2:

CODE: SELECT ALL

.....1..2.....3...4...56...7.....2..3...5...8...9...4...1..6...1.....87...6...5...7...6... q2=99385 FNBP C22.m/M3..608..874 ED=11.4/11.4/4..2

sorry, these are morphs of old puzzles from eleven



champagne

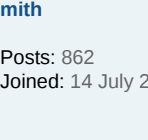
2017 Supporter
Posts: 7269
Joined: 02 August 2007
Location: France Brittany

Re: The hardest sudokus (new thread)

by mith » Mon Jul 20, 2020 5:44 pm

“QUOTE

Hm. Would you mind sending me which ones so I can figure out why I didn't catch them? (I'm using ph_1910; I actually don't see a single puzzle with ED of 4.2, so I'm especially confused about that one.)



mith

Posts: 862
Joined: 14 July 2020

Re: The hardest sudokus (new thread)

by champagne » Tue Jul 21, 2020 4:28 am

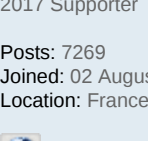
“QUOTE

mith wrote:
Hm. Would you mind sending me which ones so I can figure out why I didn't catch them? (I'm using ph_1910; I actually don't see a single puzzle with ED of 4.2, so I'm especially confused about that one.)

...56.8...71...6....4.....85...3.....29...4..6..1.7.....2.....38...9..5.. 11.7 11.7 2.6 21 elev 30
...34..8.5...9...6...3...12..6...3.....59...8...4...2.7...7...3...16....7 11.5 1.2 1.2 22 elev 80
2.4....4...89.....7..4..1..86...7...8.3..6.5..6.....1...5...3.9.8...7 11.4 11.4 6.6 22 elev H12

these are SE ratings. With SE ratings

The 0.2 deviation on ER for the second is not common , but a 0.1 has been often seen in the games
I can not explain the deviation on the last puzzle. skfr ED is also 6.6 for you morph



champagne

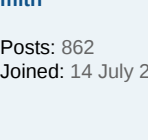
2017 Supporter
Posts: 7269
Joined: 02 August 2007
Location: France Brittany

Re: The hardest sudokus (new thread)

by mith » Tue Jul 21, 2020 1:20 pm

“QUOTE

Aha, the minlex program I was using apparently had a bug. Thanks! (The rating difference is just from using SukakuE without 1.2.1 mode, apparently. I'll run the puzzles I post in 1.2.1 mode as well for consistency.)



mith

Posts: 862
Joined: 14 July 2020

Re: The hardest sudokus (new thread)


by tarek » Tue Jul 21, 2020 1:57 pm

“QUOTE

mith wrote:
Aha, the minlex program I was using apparently had a bug. Thanks! (The rating difference is just from using SukakuE without 1.2.1 mode, apparently. I'll run the puzzles I post in 1.2.1 mode as well for consistency.)

skfr is another screening tool mith as it is the closest thing to a non-java Sudoku Explainer. Champagne is keeping the list on the ratings of v1.2.1 similar to what is done in the Patterns game. There will be a degree of disparity between the ratings of the current Suakau Explainer v1.17.7 compared to v1.2.1 mode due to the addition of resolutions rules (Even more when choosing the new rating system)

tarek



tarek

Posts: 3759
Joined: 05 January 2006

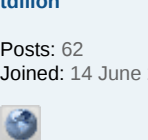
Re: The hardest sudokus (new thread)

by tdillon » Wed Jul 22, 2020 4:36 am

“QUOTE

Hi champagne,

Here's a little island of puzzles to add to the database. These came up during searches for minisat-hard puzzles, which I'll post about separately.




tdillon

Posts: 62
Joined: 14 June 2019

Ratings using: serate 1.4.1 (Sudoku Explainer) 2019-09-22

CODE: SELECT ALL

5..2.....1.8..6..9...3...3..5.....2...9.....6.4...7...1..74.....5.6..7...8... 11.8/11.8/10.8
5..2.....1.8..6..9...3...3..5.....2...9.....6.4...7...1..74.....9.6..7...8... 11.8/11.8/10.8
5..2.....1.8..6..9...3...3..5.....2...9.....6.4...7...1..74.....5...7...18... 11.7/11.7/11.2
5..2.....1.8..6..9...3...3..5.....2...9.....6.4...7...1..74.....9...7...18... 11.7/11.7/11.2
5..2.....4.8..6..9...3...3..5.....2.9.....8.6...7...1..74.....5.6..7...8... 11.7/11.7/10.8
5..2.....4.8..6..9...3...3..5.....2.9.....8.6...7...1..74.....9.6..7...8... 11.7/11.7/10.8
5..2.....4.8..6..9...3...3...5.....2.9.....8.6...7...1..74.....5...7...18... 11.6/11.6/11.1
5..2.....4.8..6..9...3...3...5.....2.9.....8.6...7...1..74.....5...7...81... 11.6/11.6/11.1
5..2.....4.8..6..9...3...3...5.....2.9.....8.6...7...1..74.....9...7...18... 11.6/11.6/11.1
5..2.....4.8..6..9...3...3...5.....2.9.....8.6...7...1..74.....9...7...81... 11.6/11.6/11.1
5...3.....4.8..6...9.2...3...3...5.....2.9.....6.4...7...1..74.....5.6..7...8... 11.6/11.6/3.4



champagne

2017 Supporter
Posts: 7269
Joined: 02 August 2007
Location: France Brittany

Re: The hardest sudokus (new thread)


by champagne » Wed Jul 22, 2020 5:04 am

“QUOTE

tdillon wrote:
Hi champagne,

Here's a little island of puzzles to add to the database. These came up during searches for minisat-hard puzzles, which I'll post about separately.

Ratings using: serate 1.4.1 (Sudoku Explainer) 2019-09-22



champagne

2017 Supporter
Posts: 7269
Joined: 02 August 2007
Location: France Brittany

a) Sorry again they all are already in the data base
b) All puzzles of the data base with ER>=11 have been rated using serate (Sudoku Explainer used in the games)to have an homogeneous set of rating. This is a rule that I think good to keep. Only the lowest part of the data base has been loaded with some SKFR ratings.
I don't have free cycles to redo the rating, so I wold like to receive files with the appropriate rating. ,

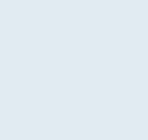
Here below, the very old puzzles of the data base

CODE: SELECT ALL

1.....2.3.4...5...6...7...5.8.3.....74.....9...8.7...6...9...8.3...2.....1 11.6 11.6 11.1 21 tax jpf-04/14/02
1.....2.3.4...5...6...7...5.8.3.....74.....95..8.7...6...9...8.3...2.....1 11.7 11.7 10.8 21 tax jpf-04/08
1.....2.9.4...5...6...7...5.3.4.....98.....8.4...2...6...3...9.8.7.....1 11.7 11.7 11.2 21 tax coloin-04-10
1.....2.9.4...5...6...7...5.3.4.....6.....58.4...2...6...3...9.8.7.....1 11.8 11.8 10.8 21 tax coloin-04-10
1.....8...6...12...2..6.5...15..9..8...3...4...7...3...8...21...6.7.4...1 11.6 11.6 3.4 21 col HS
3.....8.7.5...1...6...4...9.2.1...4.....97...2.4...3...5...2.7...8...6 11.6 11.6 11.1 21 tax tarek-ultra-8313

EDIT only six puzzles, your file contains puzzles with the same canonical form

Last edited by champagne on Wed Jul 22, 2020 5:55 am, edited 1 time in total.



champagne

2017 Supporter
Posts: 7269
Joined: 02 August 2007
Location: France Brittany

Re: The hardest sudokus (new thread)

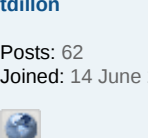
by tdillon » Wed Jul 22, 2020 5:44 am

“QUOTE

Sorry for wasting time ... I guess I've misunderstood the requirements for canonicalization.

I wasn't sure what form is used for the puzzles in ph_1910.zip, but I was under the incorrect impression that fss2--solrowminlex produces a canonical form. So I solrowminlex'd the puzzles in 01_file1.txt, and the "new" puzzles, and checked for any overlap. (actually I didn't recheck this after adding the last puzzle, and I see there "is" overlap for this one).

What tool produces the canonical form you use?



tdillon

Posts: 62
Joined: 14 June 2019

Re: The hardest sudokus (new thread)

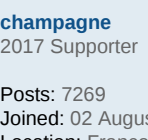
by champagne » Wed Jul 22, 2020 6:18 am

“QUOTE

tdillon wrote:
Sorry for wasting time ... I guess I've misunderstood the requirements for canonicalization.

I wasn't sure what form is used for the puzzles in ph_1910.zip, but I was under the incorrect impression that fss2--solrowminlex produces a canonical form. So I solrowminlex'd the puzzles in 01_file1.txt, and the "new" puzzles, and checked for any overlap. (actually I didn't recheck this after adding the last puzzle, and I see there "is" overlap for this one).

What tool produces the canonical form you use?



champagne

2017 Supporter
Posts: 7269
Joined: 02 August 2007
Location: France Brittany

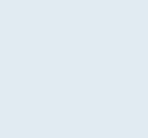
For specific reasons, I use a "max lexical form", but the code is derived from the old gs's min lexical code, as far as I remember, this code is used in gridchecker in the original form.
Using any "valid" canonical form works. If you don't have it, I can load somewhere the original code from gs's (C++ license as below)

CODE: SELECT ALL

* This software is part of the ast package *
* Copyright (c) 2005-2009 AT&T Intellectual Property *
* and is licensed under the *
* Common Public License, Version 1.0 *
* by AT&T Intellectual Property *

What I do to keep the original code and avoid redundancy is the following :

I add the canonical form to the puzzle
I load both in a data base, checking for redundancy on the canonical form



champagne

2017 Supporter
Posts: 2225
Joined: 05 May 2005
Location: Devon

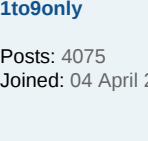
Re: The hardest sudokus (new thread)

by 1toOnly » Wed Jul 22, 2020 8:34 am

“QUOTE

champagne wrote:
the original code from gsf

rjamil already posted here: <http://forum.enjoysudoku.com/gsf-s-software-t6284.html#p249786> in multi parts archive files.



1toOnly

Posts: 4075
Joined: 04 April 2018

Re: The hardest sudokus (new thread)

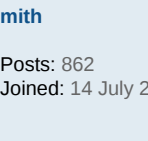
by mith » Sat Aug 01, 2020 6:23 pm

“QUOTE

Ok, now that I've resolved a couple bugs in my scripts, these should actually be new (compared to ph_1910):

CODE: SELECT ALL

.....1.....2.34..3.5.6.....6..7...7..8...9...1.4..8.5...3.1...9.4...3..2 ED=11.7/11.7/8.0 (DLFC+DFC) q2=97177
.....1.....1.1..2...34...5...36.....574...8...2...46...7..7.5...6.9...6.1.. ED=11.7/11.7/2.6 (DCFC+DFC) q2=98198
.....1.....2.3.....4.5.6..6.5...4.51...7...8..2.....6.8...8..7..1.6..9...3... ED=11.6/11.6/8.0 (DCFC+DFC) q2=98089



mith

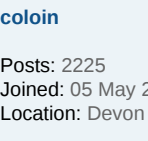
Posts: 862
Joined: 14 July 2020

Re: The hardest sudokus (new thread)

by coloin » Sat Aug 01, 2020 11:11 pm

“QUOTE

mith wrote:
CODE: SELECT ALL
.....1.....2.34..3.5.6.....6..7...7..8...9...1.4..8.5...3.1...9.4...3..2 ED=11.7/11.7/8.0 (DLFC+DFC) q2=97177
.....1.....1.1..2...34...5...36.....574...8...2...46...7..7.5...6.9...6.1.. ED=11.7/11.7/2.6 (DCFC+DFC) q2=98198
.....1.....2.3.....4.5.6..6.5...4.51...7..8..2.....6.8...8..7..1.6..9...3... ED=11.6/11.6/8.0 (DCFC+DFC) q2=98089




coloin

Posts: 2225
Joined: 05 May 2005
Location: Devon

yes these are new and they are distinct from
these ones posted by sxxssxs which also are not [yet] in database

CODE: SELECT ALL

12.3...6..8...7..1...4..5...3...4...6..2..3...8...9...9...8.7..3..6.....25... ED=11.7/1.2/1.2
12.3...34..1.....5..6...2...5...1....2...7..8..9...5..6.7...3..4.....79... ED=11.7/11.7/2.6



mith

Posts: 862
Joined: 14 July 2020

Re: The hardest sudokus (new thread)

by mith » Mon Aug 03, 2020 4:17 pm

“QUOTE

Here's a 21 clue:

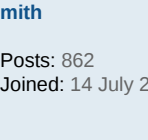
CODE: SELECT ALL

.....1.....2.3...4.5.6.7...2.8...7..6...59.....16...4...5...1.7...8..3..... ED=11.7/11.7/2.6 (DCFC+DFC) q2=97905

And my highest by q2:

CODE: SELECT ALL

.....1..2..3.4..4...5.6.....4.7...41...38...9...17...2.5..6...9...8... ED=11.5/11.5/10.0 (DCFC+MFC) q2=99490



mith

Posts: 862
Joined: 14 July 2020

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