



PROJECT

Creating an AI Agent to solve Sudoku

A part of the Artificial Intelligence Nanodegree and Specializations Program

PROJECT REVIEW

CODE REVIEW 4

NOTES

► README.md 2

▼ solution.py 2

```

1 assignments = []
2
3 def assign_value(values, box, value):
4     """
5     Please use this function to update your values dictionary!
6     Assigns a value to a given box. If it updates the board record it.
7     """
8
9     # Don't waste memory appending actions that don't actually change any values
10    if values[box] == value:
11        return values
12
13    values[box] = value
14    if len(value) == 1:
15        assignments.append(values.copy())
16    return values
17
18 def naked_twins(values):
19     """Eliminate values using the naked twins strategy.
20     Args:
21         values(dict): a dictionary of the form {'box_name': '123456789', ...}
22
23     Returns:
24         the values dictionary with the naked twins eliminated from peers.
25     """
26
27     # Find all instances of naked twins
28     # Eliminate the naked twins as possibilities for their peers
29     for unit in unitlist:
30         reversed_shorted_values = dict()
31         for box in unit:
32             if len(values[box]) == 2:
33                 if values[box] in reversed_shorted_values.keys():
34                     reversed_shorted_values[values[box]].append(box)
35                 else:
36                     reversed_shorted_values[values[box]] = [box]
37         for two_digit in reversed_shorted_values.keys():
38             if len(reversed_shorted_values[two_digit]) > 1:
39                 #only the first two found are twins, existence or more indicate puzzle will go to false case very soon
40                 keep0 = reversed_shorted_values[two_digit][0]
41                 keep1 = reversed_shorted_values[two_digit][1]
42                 for box in unit:
43                     if box != keep0 and box != keep1:
44                         assign_value(values, box, values[box].replace(two_digit[0], ''))
45                         assign_value(values, box, values[box].replace(two_digit[1], ''))
46     return values
47
48 rows, cols = 'ABCDEFGHI', '123456789'
49 size = 9
50 def cross(A, B):
51     "Cross product of elements in A and elements in B."
52     return [a+b for a in A for b in B]
53
54 boxes = cross(rows, cols)
55 diagonal_units = [[rows[i]+cols[i] for i in range(size)], [rows[i]+cols[-i-1] for i in range(size)]]
56 row_units = [cross(rows[i], cols) for i in range(size)]
57 column_units = [cross(rows, cols[i]) for i in range(size)]
58 square_units = [cross(rs, cs) for rs in ('ABC', 'DEF', 'GHI') for cs in ('123', '456', '789')]
59 unitlist = diagonal_units+row_units + column_units + square_units
60 units = dict((box, [unit for unit in unitlist if box in unit]) for box in boxes)
61 peers = dict((box, set(sum(units[box], [])) - set([box])) for box in boxes)

```

```

63 def grid_values(grid):
64     """
65     Convert grid into a dict of {square: char} with '123456789' for empties.
66     Args:
67         grid(string) - A grid in string form.
68     Returns:
69         A grid in dictionary form
70             Keys: The boxes, e.g., 'A1'
71             Values: The value in each box, e.g., '8'. If the box has no value, then the value will be '123456789'.
72     """
73     grid_choice = ['123456789' if value == '.' else value for value in grid]
74     return dict(zip(boxes, grid_choice))
75
76 def display(values):
77     """
78     Display the values as a 2-D grid.
79     Args:
80         values(dict): The sudoku in dictionary form
81     """
82     width = 1 + max(len(values[box]) for box in boxes)
83     line = '+' + '.'.join(['-'*(width*3)]*3)
84     for row in rows:
85         print(''.join(values[row+col].center(width)+('|' if col in '36' else ' '))
86               for col in cols))
87         if row in 'CF': print(line)
88     return
89
90 def eliminate(values):

```

REQUIRED

Provide your method with a docstring that helps in understanding the functioning of the method, provide a docstring to every method you define in the code.

```

91     solved_values = [box for box in values.keys() if len(values[box]) == 1]
92     for box in solved_values:
93         digit = values[box]
94         for peer in peers[box]:
95             assign_value(values, peer, values[peer].replace(digit,''))
96     return values
97
98 def only_choice(values):
99     for unit in unitlist:
100         for digit in '123456789':
101             hits = [box for box in unit if digit in values[box]]
102             if len(hits) == 1:
103                 assign_value(values, hits[0], digit)
104     return values
105
106 def reduce_puzzle(values):
107     stalled = False
108     while not stalled:
109         solved_values_before = len([box for box in values.keys() if len(values[box]) == 1])
110         values = eliminate(values)
111         values = only_choice(values)

```

REQUIRED

Add some inline comments throughout the code.

```

112     values = naked_twins(values)
113     solved_values_after = len([box for box in values.keys() if len(values[box]) == 1])
114     stalled = solved_values_before == solved_values_after
115     if len([box for box in values.keys() if len(values[box]) == 0]):
116         return False
117     return values
118
119 def search(values):
120     "Using depth-first search and propagation, create a search tree and solve the sudoku."
121     # First, reduce the puzzle using the previous function
122     values = reduce_puzzle(values)
123     if values is False:
124         return False ## Failed earlier
125     if all(len(values[s]) == 1 for s in boxes):
126         return values ## Solved!
127     # Choose one of the unfilled squares with the fewest possibilities
128     tolerance, box = min((len(values[s]), s) for s in boxes if len(values[s]) > 1)
129     # Now use recursion to solve each one of the resulting sudokus, and if one returns a value (not False), return that answer!
130     for i in range(tolerance):
131         new_values = values.copy()
132         new_values[box] = values[box][i]
133         attempt = search(new_values)
134         if attempt:
135             return attempt
136     return False
137     # If you're stuck, see the solution.py tab!
138
139 def solve(grid):
140     """
141     Find the solution to a Sudoku grid.
142     Args:
143         grid(string): a string representing a sudoku grid.
144             Example: '2.....62....1....7...6..8...3...9...7...6..4...4....8....52.....3'
145     Returns:

```

```
146         The dictionary representation of the final sudoku grid. False if no solution exists.
147         """
148         return search(grid_values(grid))
149
150 if __name__ == '__main__':
151     diag_sudoku_grid = '2.....62....1....7...6..8...3...9...7...6..4...4...8....52.....3'
152     display(solve(diag_sudoku_grid))
153
154     try:
155         from visualize import visualize_assignments
156         visualize_assignments(assignments)
157
158     except SystemExit:
159         pass
160     except:
161         print('We could not visualize your board due to a pygame issue. Not a problem! It is not a requirement.')
162
```

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