

37. Sudoku Solver

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📉 Difficulty	Hard
☰ LC Url	https://leetcode.com/problems/sudoku-solver/
📉 Importance	****
⋮ Tag	Backtrack DFS
☰ Video	https://www.lintcode.com/problem/802/solution/16753

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

```

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"]]
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

Constraints:

- `board.length == 9`
- `board[i].length == 9`
- `board[i][j]` is a digit or `'.'`.
- It is **guaranteed** that the input board has only one solution.

Solution

- 对于这道题目来说，我们要明确几点
 - 目标(base case)：填满每个格子。
 - 选择列表(choice list)：每个空的格子可以填入 1-9 这九个数字。
 - 约束条件(constrain)：1-9 在每一行、每一列和每个3x3的大格中都只能出现一次。
 - 选择路径(path)：由于我们是inplace操作，`board` 就存储了已经做过的选择。
- 我们在这里设置 `backtrack` 函数的返回类型为 `bool`，这样一来，当程序找到可行解后就能终止递归。

```
class Solution:
    def solveSudoku(self, board: List[List[str]]) -> None:
```

```

"""
Do not return anything, modify board in-place instead.
"""

used = self.initial_used(board)
self.dfs(board, 0, used)

def initial_used(self, board):
    """
    Initialize flags for rows, columns, and boxes.
    """
    used = {
        'row': [set() for _ in range(9)],
        'col': [set() for _ in range(9)],
        'box': [set() for _ in range(9)],
    }

    for r in range(9):
        for c in range(9):
            cur = board[r][c]
            if cur == '.':
                continue
            used['row'][r].add(cur)
            used['col'][c].add(cur)
            used['box'][r // 3 * 3 + c // 3].add(cur)
    return used

def dfs(self, board, index, used):
    # return True after reaching the last element
    if index == 81:
        return True

    # find the global row and column index
    r, c = index // 9, index % 9
    if board[r][c] != '.':
        return self.dfs(board, index + 1, used)

    # try for different numbers
    for val in range(1, 10):
        # Note if the value is an int or string
        val = str(val)
        if not self.is_valid(r, c, val, used):
            continue

        # backtrack
        board[r][c] = val
        used['row'][r].add(val)
        used['col'][c].add(val)
        used['box'][r // 3 * 3 + c // 3].add(val)

        if self.dfs(board, index + 1, used):
            return True

        used['box'][r // 3 * 3 + c // 3].remove(val)
        used['col'][c].remove(val)

```

```
        used['row'][r].remove(val)
        board[r][c] = '.'

    return False

def is_valid(self, r, c, val, used):
    """
    Check whether the val can be put in the board
    """
    if val in used['row'][r]:
        return False
    if val in used['col'][c]:
        return False
    if val in used['box'][r // 3 * 3 + c // 3]:
        return False
    return True
```

Ref: 37 算法班2020 37.4 数独问题的暴力搜索解法_1