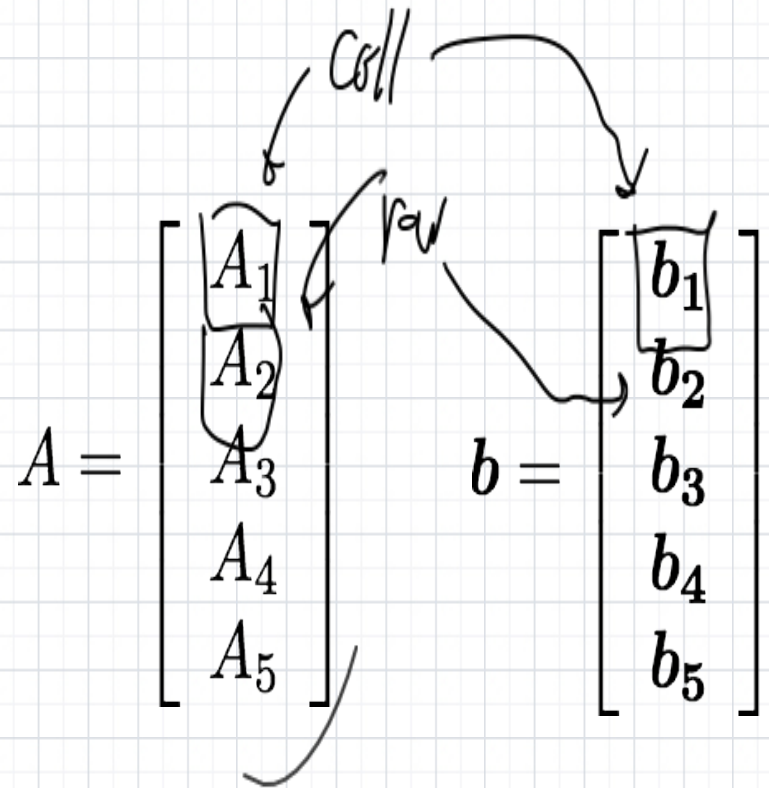


Define A and b s.t. $Ax = b$

- based on the 5 rules!

- Each Integer should only show up once

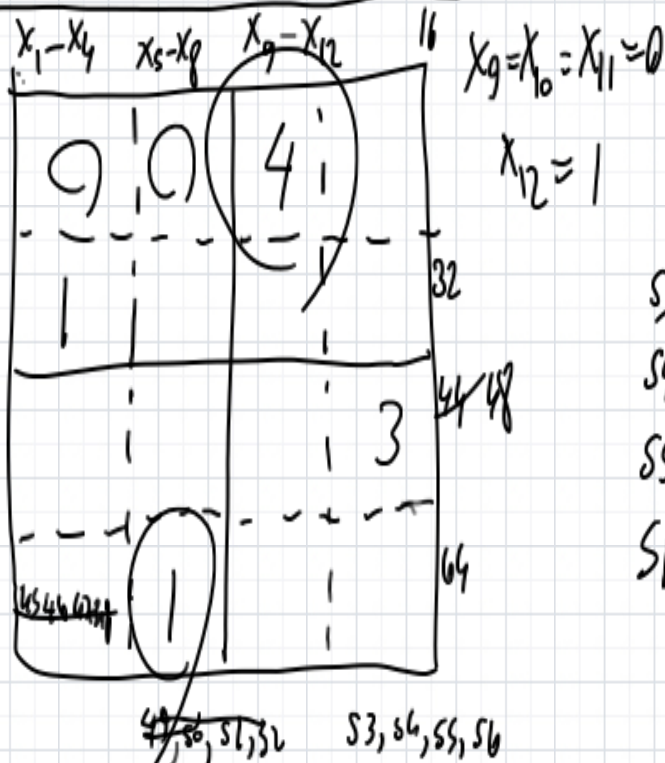
- 1.) in each 2x2 (or 3x3) cell
- 2.) in each row
- 3.) in each column
- 4.) in each space
- 5.) No Clue should be replaced



Define A_5 and b_5

- based Rule 5.)
 -- 5.) No Clue
 should be replaced

- Don't have a
 pattern like others!



$$\begin{matrix}
 & x_9 & x_{10} & x_{11} & x_{12} \\
 x_9 & \begin{bmatrix} 0^{8 \times 1} & 1 & 0 & 0 & 0 \\ 0^{8 \times 1} & 0 & 1 & 0 & 0 \end{bmatrix} & 0^{52 \times 1} \\
 x_{10} & \begin{bmatrix} 0^{8 \times 1} & 0 & 0 & 1 & 0 \\ 0^{8 \times 1} & 0 & 0 & 0 & 1 \end{bmatrix} & 0^{52 \times 1} \\
 x_{11} & \begin{bmatrix} 0^{16 \times 1} & 1 & 0 & 0 & 0 \\ 0^{16 \times 1} & 0 & 1 & 0 & 0 \end{bmatrix} & 0^{44 \times 1} \\
 x_{12} & \begin{bmatrix} 0^{16 \times 1} & 0 & 0 & 1 & 0 \\ 0^{16 \times 1} & 0 & 0 & 0 & 1 \end{bmatrix} & 0^{44 \times 1} \\
 & \begin{bmatrix} 0^{44 \times 1} & 0 & 0 & 1 & 0 \\ 0^{44 \times 1} & 0 & 0 & 1 & 0 \\ 0^{44 \times 1} & 0 & 0 & 1 & 0 \\ 0^{44 \times 1} & 0 & 0 & 1 & 0 \end{bmatrix} & 0^{16 \times 1} \\
 s_3 & \begin{bmatrix} 0^{52 \times 1} & 1 & 0 & 0 & 0 \\ 0^{52 \times 1} & 0 & 1 & 0 & 0 \end{bmatrix} & 0^{8 \times 1} \\
 s_4 & \begin{bmatrix} 0^{52 \times 1} & 0 & 0 & 1 & 0 \\ 0^{52 \times 1} & 0 & 0 & 0 & 1 \end{bmatrix} & 0^{8 \times 1} \\
 s_5 & \begin{bmatrix} 0^{52 \times 1} & 0 & 0 & 1 & 0 \\ 0^{52 \times 1} & 0 & 0 & 0 & 1 \end{bmatrix} & 0^{8 \times 1} \\
 s_6 & \begin{bmatrix} 0^{52 \times 1} & 0 & 0 & 0 & 1 \end{bmatrix} & 0^{8 \times 1}
 \end{matrix}$$

$$\begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_9 \\ x_{64} \end{bmatrix} =$$

$$\begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \\ 1 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$