

Sudoku via Optimization

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2019 October 21

INFORMS
Seattle WA

<http://www.princeton.edu/~rvdb>

NY Times, Hard Puzzle, Oct. 11 2019

		9	7					3
			9			1		
			3		6			8
9		6		4				
2		3			5			6
							5	7
	3				2		8	5
8								
1								

Rules:

1. Each row must contain the numbers $1, 2, \dots, 9$.
2. Each column must contain the numbers $1, 2, \dots, 9$.
3. Each 3×3 block must contain the numbers $1, 2, \dots, 9$.

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		9	7					3
			9			1		
			3		6			8
9		6		4				
2		3			5			6
							5	7
	3				2		8	5
8								
1								

⇒

6	2	9	7	8	1	5	4	3
3	8	7	9	5	4	1	6	2
5	4	1	3	2	6	9	7	8
9	5	6	2	4	7	8	3	1
2	7	3	8	1	5	4	9	6
4	1	8	6	3	9	2	5	7
7	3	4	1	9	2	6	8	5
8	9	2	5	6	3	7	1	4
1	6	5	4	7	8	3	2	9

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An Optimization Approach

Variables: $x_{i,j,k} = \begin{cases} 1 & \text{if number } k \text{ is in row } i, \text{ column } j, \\ 0 & \text{otherwise.} \end{cases}$

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Constraints:

- Each cell must contain a number:

$$\sum_k x_{i,j,k} = 1 \quad \text{for } i = 1, \dots, 9, \quad j = 1, \dots, 9$$

- Each row must contain each number:

$$\sum_j x_{i,j,k} = 1 \quad \text{for } i = 1, \dots, 9, \quad k = 1, \dots, 9$$

- Each column must contain each number:

$$\sum_i x_{i,j,k} = 1 \quad \text{for } j = 1, \dots, 9, \quad k = 1, \dots, 9$$

- Each 3×3 block must contain each number:

$$\sum_{i=3i_0-2}^{3i_0} \sum_{j=3j_0-2}^{3j_0} x_{i,j,k} = 1 \quad \text{for } i_0 = 1, \dots, 3, \quad j_0 = 1, \dots, 3$$

An Optimization Approach – Continued

The *gray* cells have given values that we're not allowed to change. Let's denote those values by $P_{i,j}$.

One Last Constraint Set:

- For each “gray” cell:

$$x_{i,j,P_{i,j}} = 1$$

An Optimization Approach – Continued

The *gray* cells have given values that we're not allowed to change. Let's denote those values by $P_{i,j}$.

One Last Constraint Set:

- For each “gray” cell:

$$x_{i,j,P_{i,j}} = 1$$

Objective Function:

- We don't need an objective function. Any feasible solution will do.

AMPL Model

Here's the code written in AMPL:

```
param P{1..9,1..9} default 0, integer, >= 0, <= 9;

var x {i in 1..9, j in 1..9, k in 1..9} >= 0, <= 1, integer;

minimize zero: 0;

s.t. val_sum {i in 1..9, j in 1..9}: sum {k in 1..9} x[i,j,k] = 1;
s.t. row_sum {i in 1..9, k in 1..9}: sum {j in 1..9} x[i,j,k] = 1;
s.t. col_sum {j in 1..9, k in 1..9}: sum {i in 1..9} x[i,j,k] = 1;
s.t. box_sum {i0 in 1..3, j0 in 1..3, k in 1..9}:
    sum {i in 3*i0-2..3*i0, j in 3*j0-2..3*j0} x[i,j,k] = 1;

s.t. fixed_vals {i in 1..9, j in 1..9: P[i,j] <> 0}: x[i,j,P[i,j]] = 1;
```

AMPL Data and Solve

```
param P:  1  2  3  4  5  6  7  8  9 :=
```

```
1      .  .  9  7  .  .  .  .  3
```

```
2      .  .  .  9  .  .  1  .  .
```

```
3      .  .  .  3  .  6  .  .  8
```

```
4      9  .  6  .  4  .  .  .  .
```

```
5      2  .  3  .  .  5  .  .  6
```

```
6      .  .  .  .  .  .  .  5  7
```

```
7      .  3  .  .  .  2  .  8  5
```

```
8      8  .  .  .  .  .  .  .  .
```

```
9      1  .  .  .  .  .  .  .  . ;
```

```
solve;
```

```
printf "\n";
```

```
for {i in 1..9} {
```

```
    if (i mod 3) = 1 then {printf "\n "}; else {printf " "};
```

```
    for {j in 1..9} {
```

```
        if (j mod 3) = 1 then {printf "  "}; else {printf " "};
```

```
        printf " %1d", round(sum {k in 1..9} k*x[i,j,k]);
```

```
    }
```

```
    printf "\n";
```

```
}
```

```
printf "\n";
```

AMPL Output

LOQO 7.03:

ignoring integrality of 198 variables

variables: non-neg	0,	free	0,	bdd	198,	total	198
constraints: eq	212,	ineq	0,	ranged	0,	total	212
nonzeros: A	792,	Q	0				

OPTIMAL SOLUTION FOUND

Times (seconds):

Input = 0.000791

Solve = 0.00512

Output = 0.000257

LOQO 7.03: optimal solution (15 iterations}

primal objective 0

dual objective -2.288607166e-08

6 2 9 7 8 1 5 4 3

3 8 7 9 5 4 1 6 2

5 4 1 3 2 6 9 7 8

9 5 6 2 4 7 8 3 1

2 7 3 8 1 5 4 9 6

4 1 8 6 3 9 2 5 7

7 3 4 1 9 2 6 8 5

8 9 2 5 6 3 7 1 4

1 6 5 4 7 8 3 2 9

Integer vs. Linear

Note that the solver used was LOQO.

This solver ignores *integer* constraints.

The solver found the correct answer.

Why?

Because the problem has a unique integer solution.

And that implies that the linear relaxation has the same unique solution.

For creators of sudoku problems, the problem must have a unique solution.

Hence, it is always possible to solve sudoku problems as linear optimization problems.

Creating Sudoku Problems

- Put the nine numbers $1, 2, \dots, 9$ at nine randomly chosen cells in the grid. Declare these cells as *fixed*.
- Solve the sudoku problem enforcing the integrality of the $x_{i,j,k}$'s and using a random objective function:

$$\text{minimize } \sum_{i=1}^9 \sum_{j=1}^9 \sum_{k=1}^9 c_{i,j,k} x_{i,j,k}$$

where the $c_{i,j,k}$'s are i.i.d. random variables.

- Solve the sudoku problem again enforcing the integrality of the $x_{i,j,k}$'s but using the “opposite” of the above random objective function:

$$\text{maximize } \sum_{i=1}^9 \sum_{j=1}^9 \sum_{k=1}^9 c_{i,j,k} x_{i,j,k}$$

- If the two solutions are the same, then we are *done*.
- If the two solutions differ, then pick one of the not-yet-fixed cells where the two solutions differ and fix the value to that given by the first (or second) solution.
- While not done, repeat the previous four steps.