RECREAȚII Matematice

REVISTĂ DE MATEMATICĂ PENTRU ELEVI ȘI PROFESORI

$$e^{i\pi} = -1$$

Asociația "Recreații Matematice" IAȘI - 2011

CORESPONDENTE

A Group-Permutation Algorithm to Solve the Generalized SUDOKU¹ Florentin SMARANDACHE²

Abstract. Sudoku can be generalized to squares whose dimensions are $n^2 \times n^2$, where $n \ge 2$, using various symbols (numbers, letters, mathematical symbols, etc.), written just one time on each row and on each column; and the large square is divided into n^2 small squares with the side $n \times n$ and each will contain all n^2 symbols written only once. In this paper we present an elementary solution for the generalized sudoku based on a group-permutation algorithm.

 ${\bf Keywords:} \ {\rm permoutation, \ group, \ sudoku.}$

MSC 2000: 00A08, 97A20.

Sudoku is a game with numbers, formed by a square with the side of 9, and on each row and column are placed the digits 1, 2, 3, 4, 5, 6, 7, 8, 9, written only one time; the square is subdivided in 9 smaller squares with the side of 3×3 , which, also, must satisfy the same condition, i.e. each square to contain all digits from 1 to 9 written only once.

The Japanese company Nikoli has popularized this game in 1986 under the name of *sudoku*, meaning "single number".

Sudoku can be generalized to squares whose dimensions are $n^2 \times n^2$, where $n \ge 2$, using various symbols (numbers, letters, mathematical symbols, etc.), written just one time on each row and on each column; and the large square is divided into n^2 small squares with the side $n \times n$ and each will contain all n^2 symbols written only once.

An *elementary solution* of one of these *generalized Sudokus*, with elements (symbols) from the set

$$S = \{s_1, s_2, \dots, s_n, s_{n+1}, \dots, s_{2n}, \dots, s_{n^2}\}$$

(supposing that their placement represents the relation of total order on the set of elements S), is:

Row 1: all elements in ascending order

$$s_1, s_2, \ldots, s_n, s_{n+1}, \ldots, s_{2n}, \ldots, s_{n^2}$$

On the next rows we will use circular permutations, considering groups of n elements from the first row as follows:

Row 2:

 $s_{n+1}, s_{n+2}, \ldots, s_{2n}; s_{2n+1}, \ldots, s_{3n}; \ldots, s_{n^2}; s_1, s_2, \ldots, s_n$

¹Articolul a fost publicat de autor în cartea sa *Frate cu meridianele și paralelele*, vol. IV, pp. 201-202, Offsetcolor, Rm. Vâlcea, 2008. Autorul are acordul editurii de republicare a articolului în revista *Recreații Matematice*.

²University of New Mexico, Gallup Campus, USA

Row 3:

```
s_{2n+1},\ldots,s_{3n};\ldots,s_{n^2};s_1,s_2,\ldots,s_n;s_{n+1},s_{n+2},\ldots,s_{2n},
```

Down on

Row n:

 $s_{n^2-n+1}, \ldots, s_{n^2}; s_1, \ldots, s_n; s_{n+1}, s_{n+2}, \ldots, s_{2n}; \ldots, s_{3n}; \ldots, s_{n^2-n}.$

Now we start permutations of the elements of row n +1 considering again groups of n elements.

Row n + 1:

 $s_2, \ldots, s_n, s_{n+1}; s_{n+2}, \ldots, s_{2n}, s_{2n+1}; \ldots; s_{n^2-n+2}, \ldots, s_{n^2}, s_1$

Row n + 2:

 $s_{n+2}, \ldots, s_{2n}, s_{2n+1}; \ldots; s_{n^2-n+2}, \ldots, s_{n^2}, s_1; s_2, \ldots, s_n, s_{n+1}$

.....

Row 2n:

 $s_{n^2-n+2}, \ldots, s_{n^2}, s_1; s_2, \ldots, s_n, s_{n+1}; s_{n+2}, \ldots, s_{2n}, s_{2n+1}; \ldots$

Row 2n + 1:

 $s_3, \ldots, s_{n+2}; s_{n+3}, \ldots, s_{2n+2}; \ldots; s_{n^2+3}, \ldots, s_{n^2}, s_1, s_2$

and so on.

Replacing the set S by any *permutation* of its symbols, which we'll note by S', and applying the same procedure as above, we will obtain a new solution.

The *classical Sudoku* is obtained for n = 3.

Below is an example of this group-permutation algorithm for the classical case:

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

For a $4^2 \times 4^2$ square we use the following 16 symbols:

 $\{A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P\}$

and use the same group-permutation algorithm to solve this Sudoku.

From one solution to the generalized Sudoku we can get *more solutions* by simply doing permutations of columns or/and of rows of the first solution.

Α	В	С	D	Е	F	G	Н	Ι	J	Κ	L	Μ	N	0	Р
Е	F	G	Н	Ι	J	Κ	L	Μ	Ν	0	Р	Α	В	С	D
Ι	J	Κ	L	М	Ν	0	Р	Α	В	С	D	Е	F	G	Н
Μ	N	0	Р	Α	В	С	D	Е	F	G	Η	Ι	J	K	L
В	С	D	Е	F	G	Η	Ι	J	Κ	L	М	Ν	0	Р	Α
F	G	Η	Ι	J	Κ	L	М	Ν	0	Р	Α	В	С	D	Е
J	Κ	L	М	Ν	0	Р	Α	В	С	D	Е	F	G	Н	Ι
Ν	0	Р	Α	В	С	D	Е	F	G	Η	Ι	J	K	L	М
С	D	Е	F	G	Н	Ι	J	Κ	L	М	Ν	0	Р	A	В
G	Н	Ι	J	Κ	L	М	Ν	0	Р	Α	В	С	D	Е	F
Κ	L	М	Ν	0	Р	Α	В	С	D	Е	F	G	Н	Ι	J
0	Р	Α	В	С	D	Е	F	G	Н	Ι	J	Κ	L	М	Ν
D	Е	F	G	Η	Ι	J	Κ	L	М	Ν	0	Р	A	В	С
Η	Ι	J	Κ	L	М	Ν	0	Р	Α	В	С	D	Е	F	G
L	M	Ν	0	Р	Α	В	С	D	Е	F	G	Η	Ι	J	Κ
Р	A	В	С	D	Е	F	G	Η	Ι	J	Κ	L	M	N	0

Bibliografie

- 1. Z. Pitkow Sudoku: Medium to Hard, Chronicle Books, 2006.
- 2. F. Longo Absolutely Nasty Sudoku Level 4 (Mensa), Puzzlewright, 2007.
- 3. P. Gordon, F. Longo Mensa Guide to Solving Sudoku: Hundreds of Puzzles Plus Technique to Help You Crack Them All, Sterling, 2006.