# RECREAȚII MATEMATICE 

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

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## CORESPONDENTE

## A Group-Permutation Algorithm to Solve the Generalized SUDOKU ${ }^{1}$ <br> Florentin SMARANDACHE ${ }^{2}$


#### Abstract

Sudoku can be generalized to squares whose dimensions are $n^{2} \times n^{2}$, where $n \geq 2$, 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.

Keywords: 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 $3 \times 3$, 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 $n \geq 2$, 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

$$
S=\left\{s_{1}, s_{2}, \ldots, s_{n}, s_{n+1}, \ldots, s_{2 n}, \ldots, s_{n^{2}}\right\}
$$

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

Row 1: all elements in ascending order

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

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

Row 2:

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

[^0]Row 3:

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

Row $n$ :

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

Now we start permutations of the elements of row $\mathrm{n}+1$ considering again groups of $n$ elements.

Row $n+1$ :

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

Row $n+2$ :

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

Row 2n:

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

Row $2 n+1$ :

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

and so on.
Replacing the set $S$ by any permutation of its symbols, which we'll note by $S^{\prime}$, 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.

| A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| E | F | G | H | I | J | K | L | M | N | O | P | A | B | C | D |
| I | J | K | L | M | N | O | P | A | B | C | D | E | F | G | H |
| M | N | O | P | A | B | C | D | E | F | G | H | I | J | K | L |
| B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | A |
| F | G | H | I | J | K | L | M | N | O | P | A | B | C | D | E |
| J | K | L | M | N | O | P | A | B | C | D | E | F | G | H | I |
| N | O | P | A | B | C | D | E | F | G | H | I | J | K | L | M |
| C | D | E | F | G | H | I | J | K | L | M | N | O | P | A | B |
| G | H | I | J | K | L | M | N | O | P | A | B | C | D | E | F |
| K | L | M | N | O | P | A | B | C | D | E | F | G | H | I | J |
| O | P | A | B | C | D | E | F | G | H | I | J | K | L | M | N |
| D | E | F | G | H | I | J | K | L | M | N | O | P | A | B | C |
| H | I | J | K | L | M | N | O | P | A | B | C | D | E | F | G |
| L | M | N | O | P | A | B | C | D | E | F | G | H | I | J | K |
| P | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O |

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