Abstract

The 9 X 9 board game of Sudoku is intriguing and brain tasking. There are various Sudoku solving methods. This research work is focused on comparing three Sudoku solvers: Pencil and paper method, backtracking and the method of alternating projections. This comparison is carried out by counting the number of iterations taken to solve 40 puzzles of various levels of difficulty, using php implementations of the solver algorithms.

References


Index Terms

Computer Science

Algorithms

Keywords

Iterations, sudoku, pencil and paper, backtracking & alternating projections