

# Hybrid algorithms for solving Sudokus [Algoritmos híbridos para la resolución de Sudokus]

Soto R.

Galleguillos C.

Nino N.

Crawford B.

Paredes F.

The aim of the Sudoku puzzle is filling with digits from 1 to 9 into each cell of a square matrix with 9 rows and 9 columns, divided into 9  $3 \times 3$  regions, so that each column, row, and region contains have different values. This paper reports recent results for solving Sudokus achieved by combining metaheuristics and AC3 which is a filtering technique coming from the constraint programming domain. © 2015 AISTI.

AC3

metaheuristics

sudoku

Algorithms

Computer programming

Constraint theory

Heuristic algorithms

AC3

Constraint programming

Filtering technique

Hybrid algorithms

Meta heuristics

Square matrices

sudoku

Sudoku puzzles

Information systems