|  |  |  | 3 |  |  |  | 4 |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 5 |  | 6 |  |  |  |  |  |  |
|  |  |  |  | 2 |  |  |  | 7 |
| 8 |  |  |  |  | 7 |  |  |  |
|  |  | 5 |  | 6 |  | 9 |  | 3 |
| 2 | 2 | 9 |  |  |  | 8 |  |  |
|  | 3 |  |  | 7 |  |  |  | 5 |
| 9 |  |  | 4 |  | 1 |  | 7 |  |
|  |  | 2 |  |  |  | 6 |  |  |

# Sudoku Championship Tuesday, November 17 ${ }^{\text {th }}$, 2009 

## LeConte 412

## - 6:30pm: A talk by USC Prof. Cooper:

## How to Choose a Random Sudoku Board

- A Sudoku board is a 9 by 9 matrix, each cell of which is filled with a number from 1 to 9 so that:
- no number repeats in any row
- no number repeats in any column
- no number repeats in any of nine 3 by 3 blocks.
- How would one generate a uniformly random Sudoku board?
- One strategy is simply list out every possible board, and then choose one at random from the list. However, this requires an exorbitant amount of memory and generalizes poorly.
- We investigate another solution: MCMC, or Markov Chain Monte Carlo.
- While only approximate, this extremely useful selection algorithm can be made as close to uniform as desired and applies to a multitude of similar questions.
- We discuss how to use MCMC to choose a random Sudoku board and what kinds of difficulties one might encounter in implementation.
- Open questions will be posed that could be research topics for students.
- 7:30pm: $3^{\text {rd }}$ Annual Sudoku Championship


## Prizes for the overall winners.

## Door prizes and snacks throughout.

For more information visit: www.math.sc.edu/~pme

