

# Package ‘SudokuDesigns’

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**Type** Package

**Title** Sudoku as an Experimental Design

**Version** 1.2.0

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## Description

Sudoku designs (Bailey et al., 2008<[doi:10.1080/00029890.2008.11920542](https://doi.org/10.1080/00029890.2008.11920542)>) can be used as experimental designs which tackle one extra source of variation than conventional Latin square designs. Although Sudoku designs are similar to Latin square designs, only addition is the region concept. Some very important functions related to row-column designs as well as block designs along with basic functions are included in this package.

**License** GPL (>= 2)

**Encoding** UTF-8

**RoxygenNote** 7.3.2

**NeedsCompilation** no

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Check_IBD	<i>Check properties of an incomplete block design (IBD)</i>
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### Description

Check properties of an incomplete block design (IBD)

### Usage

Check\_IBD(Design)

### Arguments

Design          Provide an IBD in matrix format

### Value

Provides C matrix (Information matrix), eigenvalues(EVs) and canonical efficiency factor (CEF) of a given IBD

### Examples

```
library(SudokuDesigns)
Design<-matrix(c(1,2,3,2,5,3,2,4,6),nrow=3,byrow=TRUE)
Check_IBD(Design)
```

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Check_IRC	<i>Check properties of an incomplete row-column design (IRC)</i>
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### Description

Check properties of an incomplete row-column design (IRC)

### Usage

Check\_IRC(Design)

### Arguments

Design          Provide an IRC in matrix format

**Value**

Provides C matrix (Information matrix), eigenvalues(EVs) and canonical efficiency factor (CEF) of a given IRC.

**Examples**

```
library(SudokuDesigns)
Design<-matrix(c(1,2,3,2,5,3,2,4,6),nrow=3,byrow=TRUE)
Check_IRC(Design)
```

---

Check\_MP\_Inverse      *Moore Penrose Inverse*

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**Description**

Moore Penrose Inverse

**Usage**

```
Check_MP_Inverse(matrix)
```

**Arguments**

matrix      Any matrix

**Value**

Provides Moore Penrose inverse of a given matrix

**Examples**

```
library(SudokuDesigns)
mat<-matrix(c(1,2,3,2,5,3,2,4,6),nrow=3,byrow=TRUE)
Check_MP_Inverse(mat)
```

---

Check\_Obsn\_vs\_Col\_Matrix      *Observations Vs Columns Incidence Matrix*

---

**Description**

Observations Vs Columns Incidence Matrix

**Usage**

```
Check_Obsn_vs_Col_Matrix(Matrix)
```

**Arguments**

Matrix            Any matrix

**Value**

Generates observations vs columns incidence matrix of a given design

**Examples**

```
library(SudokuDesigns)
mat1<-matrix(c(1,2,3,4,1,3,6,2,8,1,8,3),nrow=4,byrow=TRUE)
mat1
Check_Obsn_vs_Col_Matrix(mat1)
```

---

Check\_Obsn\_vs\_Reg\_Matrix

*Observations Vs Regions Incidence Matrix*

---

**Description**

Observations Vs Regions Incidence Matrix

**Usage**

```
Check_Obsn_vs_Reg_Matrix(Design, Region)
```

**Arguments**

Design            A Sudoku design in matrix format  
Region            A matrix of regions according to the Sudoku design

**Value**

Observations vs regions incidence matrix for a given Sudoku design and region matrix

**Examples**

```
library(SudokuDesigns)
design<-matrix(c(1,2,3,4,3,4,1,2,2,1,4,3,4,3,2,1),nrow=4,ncol=4,byrow=TRUE)
region<-matrix(c(1,1,2,2,1,1,2,2,3,3,4,4,3,3,4,4),nrow=4,ncol=4,byrow=TRUE)
Check_Obsn_vs_Reg_Matrix(design, region)
```

---

`Check_Obsn_vs_Rows_Matrix`*Observations Vs Rows Incidence Matrix*

---

**Description**

Observations Vs Rows Incidence Matrix

**Usage**

```
Check_Obsn_vs_Rows_Matrix(Matrix)
```

**Arguments**

Matrix            Any matrix

**Value**

Generates observations vs rows matrix for a given design

**Examples**

```
library(SudokuDesigns)
mat1<-matrix(c(1,2,3,4,1,3,6,2,8,1,8,3),nrow=4,byrow=TRUE)
mat1
Check_Obsn_vs_Rows_Matrix(mat1)
```

---

`Check_Obsn_vs_Trtr_Matrix`*Observations Vs Treatments Incidence Matrix*

---

**Description**

Observations Vs Treatments Incidence Matrix

**Usage**

```
Check_Obsn_vs_Trtr_Matrix(Matrix)
```

**Arguments**

Matrix            Any matrix

**Value**

Generates observations Vs treatments matrix

**Examples**

```
library(SudokuDesigns)
mat1<-matrix(c(1,2,3,4,1,3,6,2,8,1,8,3),nrow=4,byrow=TRUE)
mat1
Check_Obsn_vs_Trtr_Matrix(mat1)
```

---

Check_Rank	<i>Checking Rank of a Matrix</i>
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**Description**

Checking Rank of a Matrix

**Usage**

```
Check_Rank(matrix)
```

**Arguments**

matrix            Any matrix

**Value**

Print the rank of the given matrix

**Examples**

```
library(SudokuDesigns)
mat<-matrix(c(1,2,3,2,4,6,5,2,3),nrow=3,byrow=TRUE)
Check_Rank(mat)
```

---

Check_Replications	<i>Replications for each treatments</i>
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**Description**

Replications for each treatments

**Usage**

```
Check_Replications(matrix)
```

**Arguments**

matrix            Any matrix

**Value**

Returns a matrix of replications for each treatment.

**Examples**

```
library(SudokuDesigns)
mat11<-matrix(c(1,2,3,4,1,3,6,2,8,1,8,3),nrow=4,byrow=TRUE)
mat11
Check_Replications(mat11)
```

---

Check\_Sudoku\_Design    *Check Properties of Sudoku Designs*

---

**Description**

Check Properties of Sudoku Designs

**Usage**

```
Check_Sudoku_Design(Design, Region)
```

**Arguments**

Design	Give the Sudoku design in a matrix format
Region	Provide a Region matrix corresponding to Sudoku design

**Value**

Design along with design parameters, C matrix (Information matrix), eigenvalues(EVs) and canonical efficiency factor (CEF) of a given Sudoku design

**Examples**

```
library(SudokuDesigns)
design<-matrix(c(1,2,3,4,3,4,1,2,2,1,4,3,4,3,2,1),nrow=4,ncol=4,byrow=TRUE)
region<-matrix(c(1,1,2,2,1,1,2,2,3,3,4,4,3,3,4,4),nrow=4,ncol=4,byrow=TRUE)
Check_Sudoku_Design(design,region)
```

---

Check\_Tuple                      *Find tuple occurrences in a given matrix rows*

---

**Description**

Find tuple occurrences in a given matrix rows

**Usage**

```
Check_Tuple(matrix, tuple)
```

**Arguments**

matrix	Any matrix
tuple	A vector of numbers

**Value**

Number of times a tuple occurs within the rows of a given matrix

**Examples**

```
mat1<-matrix(c(1,2,3,4,1,3,6,2,8,1,8,3),nrow=4,byrow=TRUE)
mat1
Check_Tuple(mat1,c(1,2))
```

---

Get\_Sudoku\_I                      *Complete/Incomplete Sudoku Designs for Even Number, v*

---

**Description**

To obtain complete as well as incomplete Sudoku designs for an even number one can use this function. The generated designs are a new series of Sudoku designs.

**Usage**

```
Get_Sudoku_I(v, type = "complete")
```

**Arguments**

v	Please enter an number, v
type	Please choose type as "complete" or "incomplete". Default is "complete".

**Value**

For a given v, this function will provide the Sudoku design and its parameters, Region matrix, C matrix, eigenvalues (EVs) and canonical efficiency factor (CEF).



**Examples**

```
library(SudokuDesigns)
Get_Sudoku_I(10)
```

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Get_Sudoku_II	<i>Incomplete Sudoku designs for <math>v = nC2</math> where <math>n (&gt;=5)</math> is an odd number</i>
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**Description**

Generated designs with less number of regions with quite high canonical efficiency factors.

**Usage**

```
Get_Sudoku_II(v)
```

**Arguments**

v                    Provide  $v = nC2$  where  $n (>=5)$  is an odd number

**Value**

It returns an incomplete Gerechte design along with its parameters, region matrix, C matrix, eigenvalues (EVs) and canonical efficiency factor (CEF).

**Examples**

```
library(SudokuDesigns)
Get_Sudoku_II(10)
```

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