



COMPACTION GAMES

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Anika Rounds

Amazon

Giovanni Viglietta

JAIST



Trash Cubes designed by Mary Bogdan, 2008. Brooklyn Art Project.























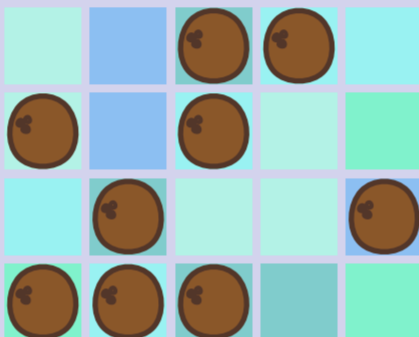


GRID COMPACTION

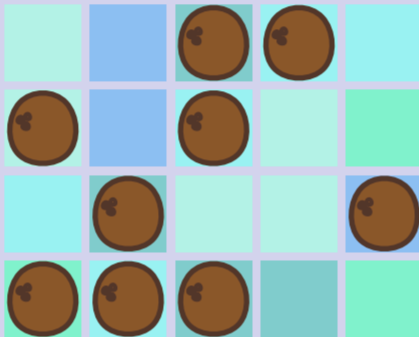


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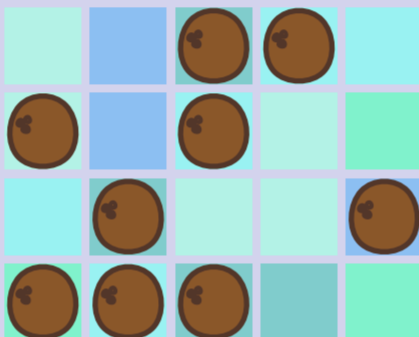
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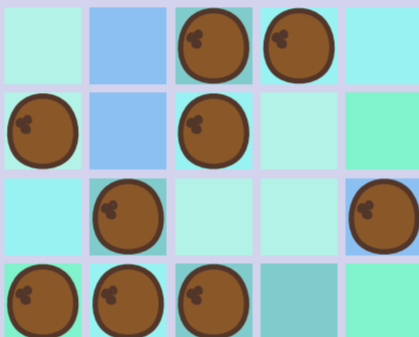
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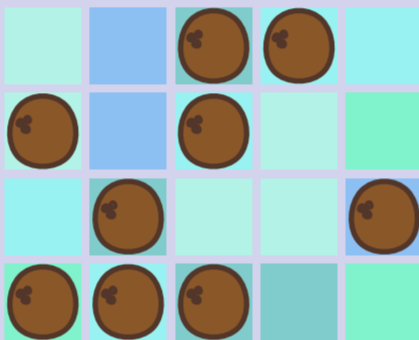
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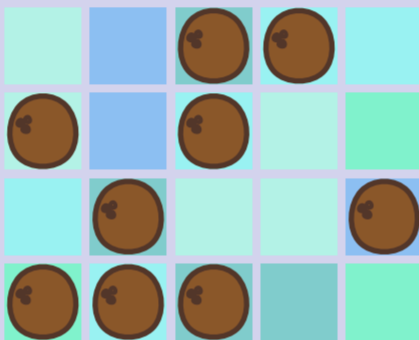
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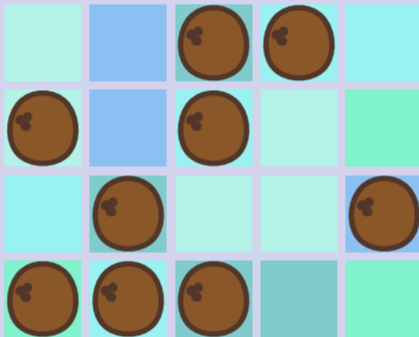
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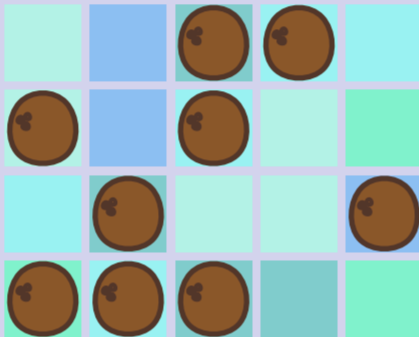
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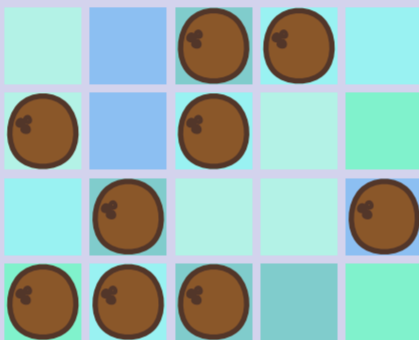
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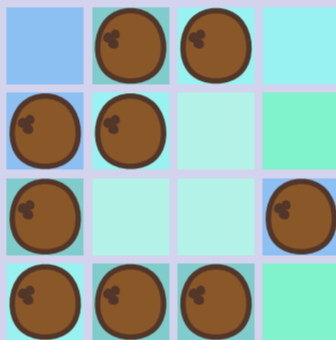
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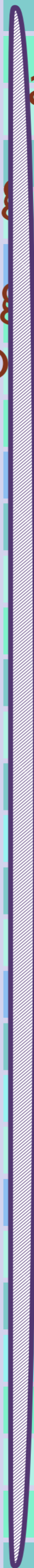
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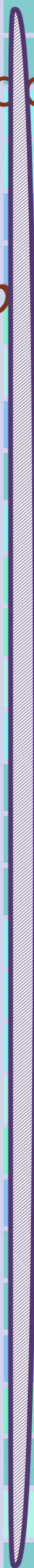
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Any sequence of such coconut pushes leads to a *reconfiguration* of the coconuts.

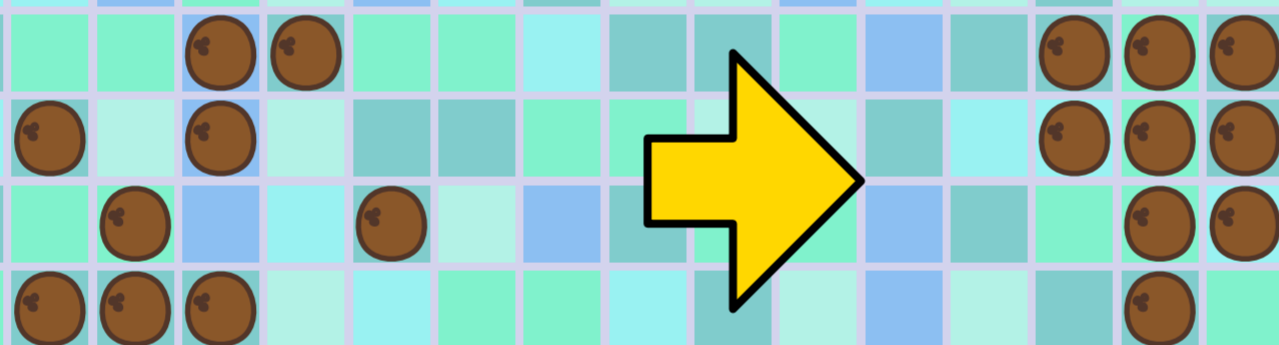


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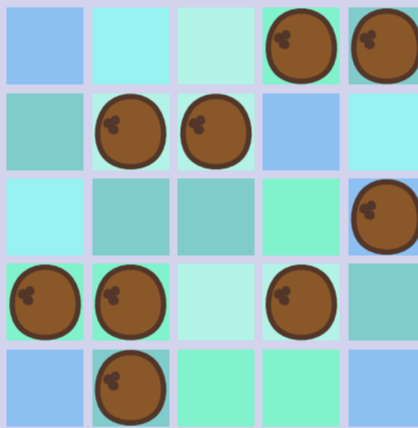
KNOWN RESULTS

Question

Can we always push our coconuts into tidy rectangles?

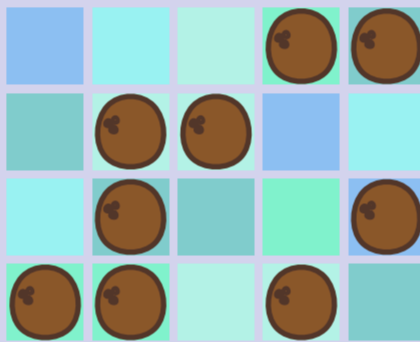
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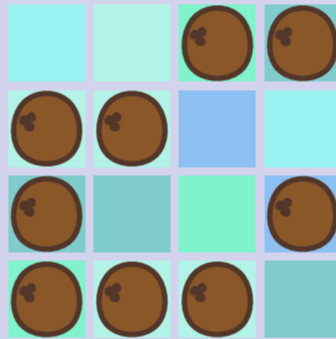
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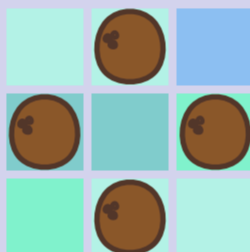


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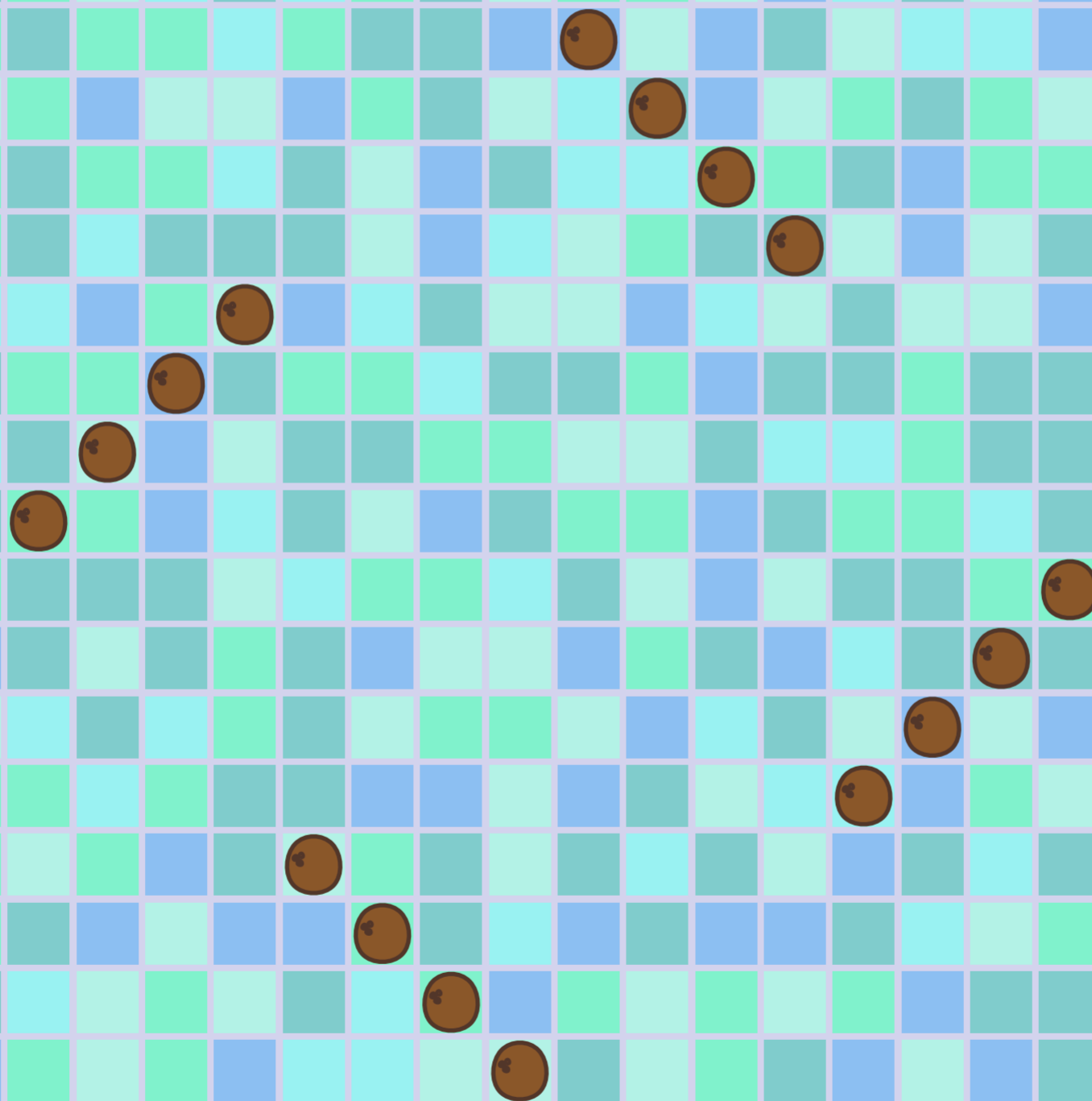
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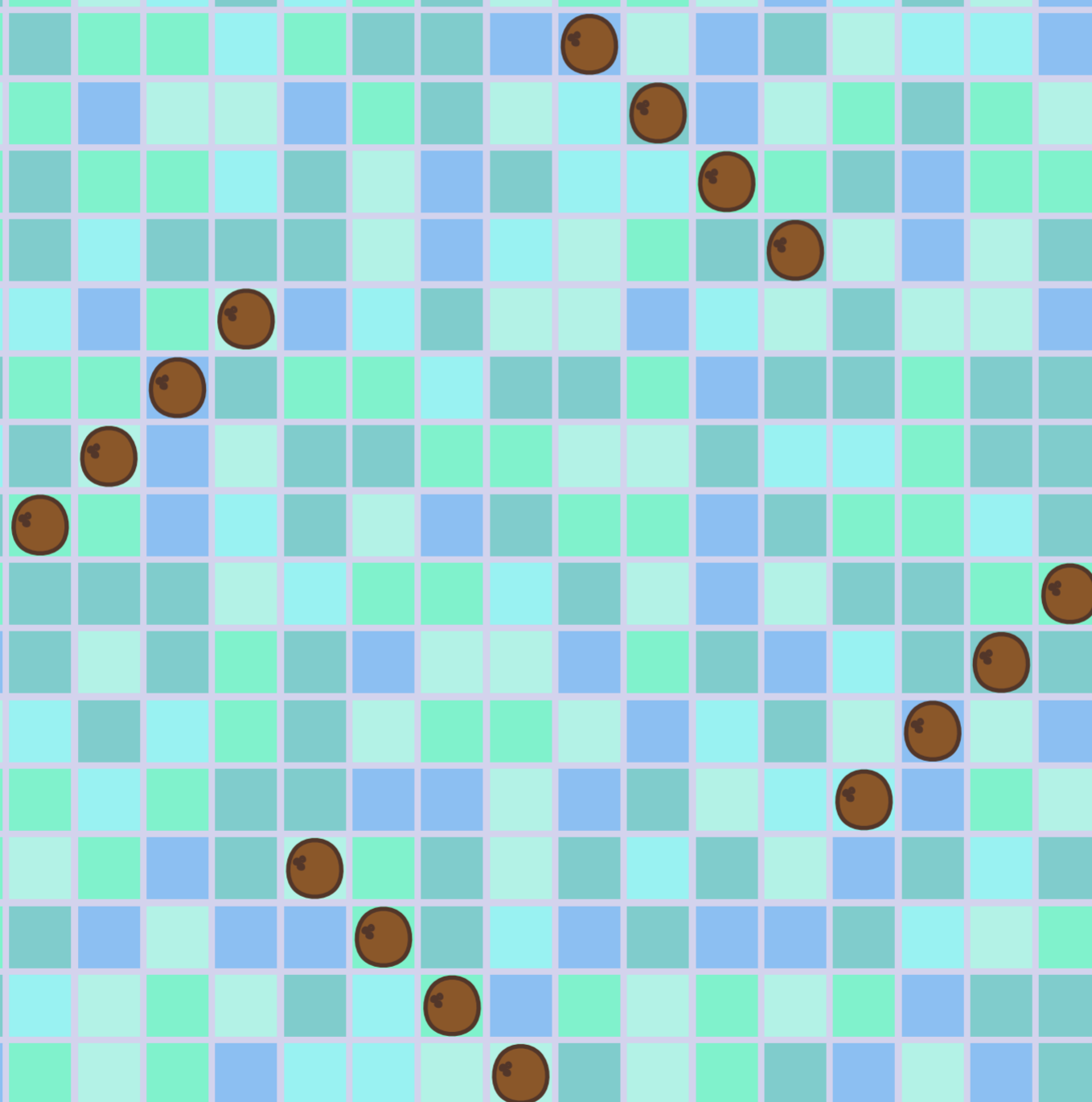
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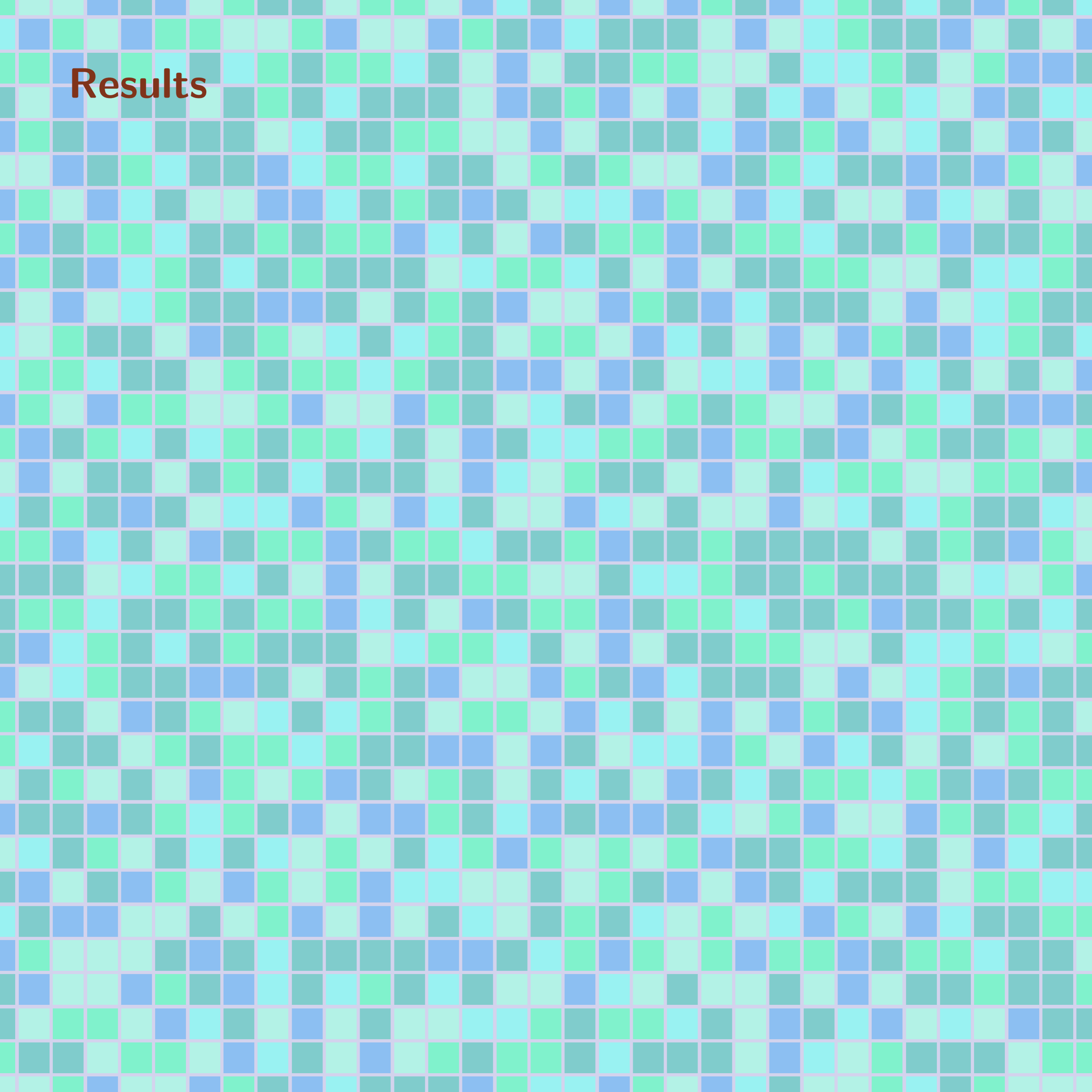
But is it always possible?

No!



...and *some* aspect ratios are not even possible if we start with at most one coconut per row and column.

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[Akitaya, Aloupis, Löffler, Rounds, 2016]



GAMES

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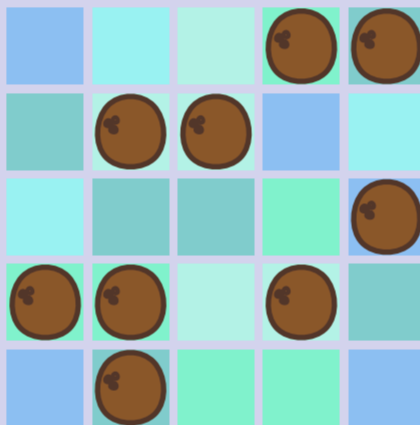


In compaction *games*, players take turns pushing.

We will consider 2-player games, *red* against *blue*.

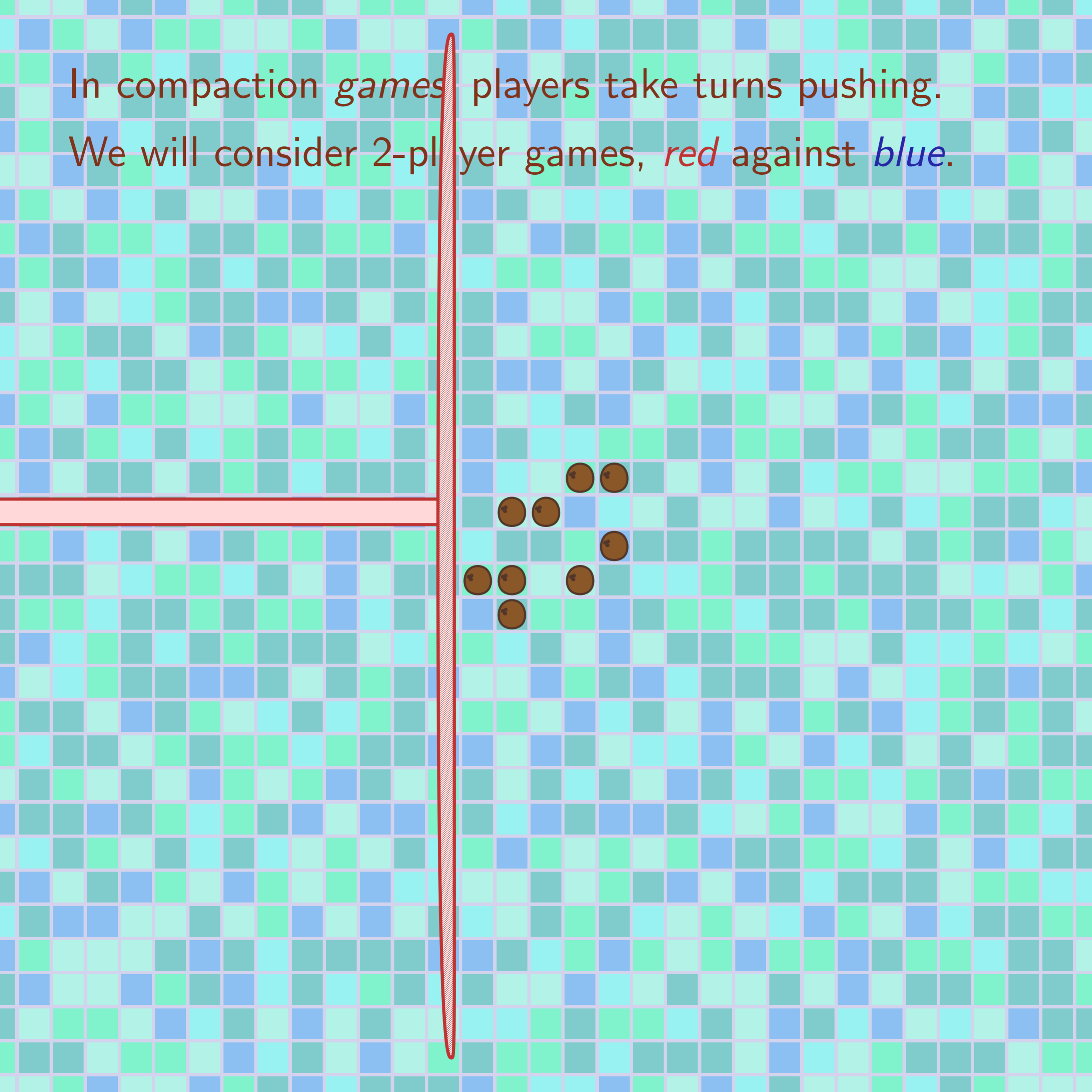
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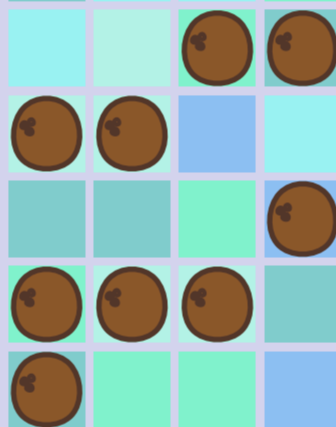
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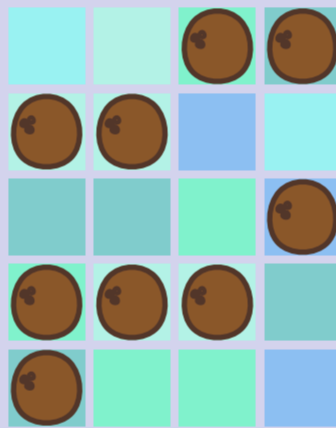
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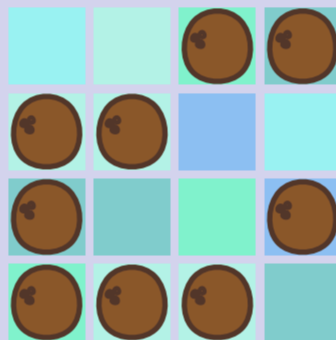
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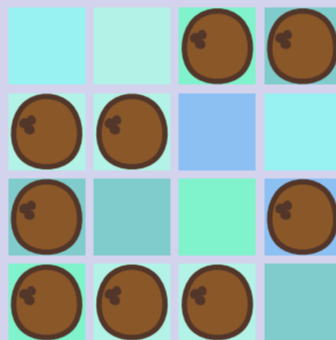
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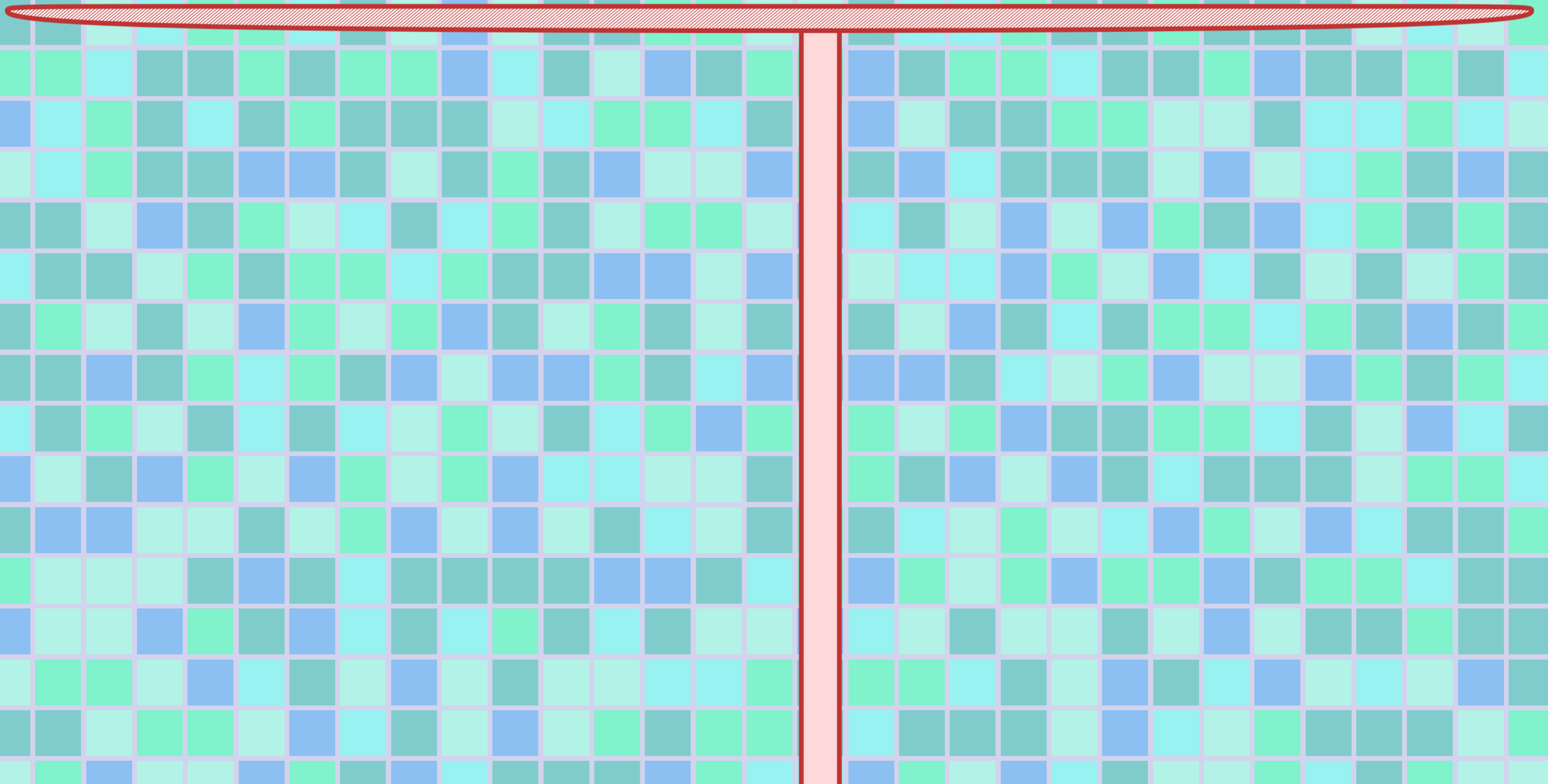
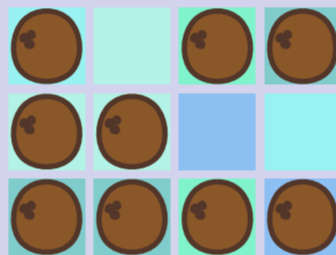
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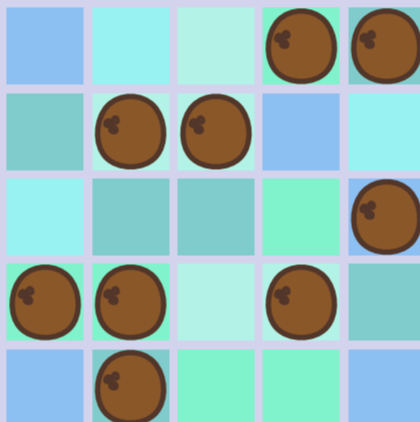
GAME 1

LAST MOVE WINS

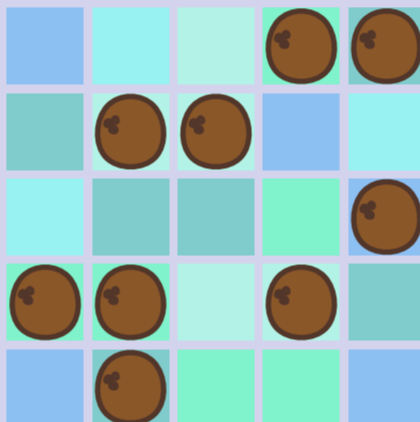
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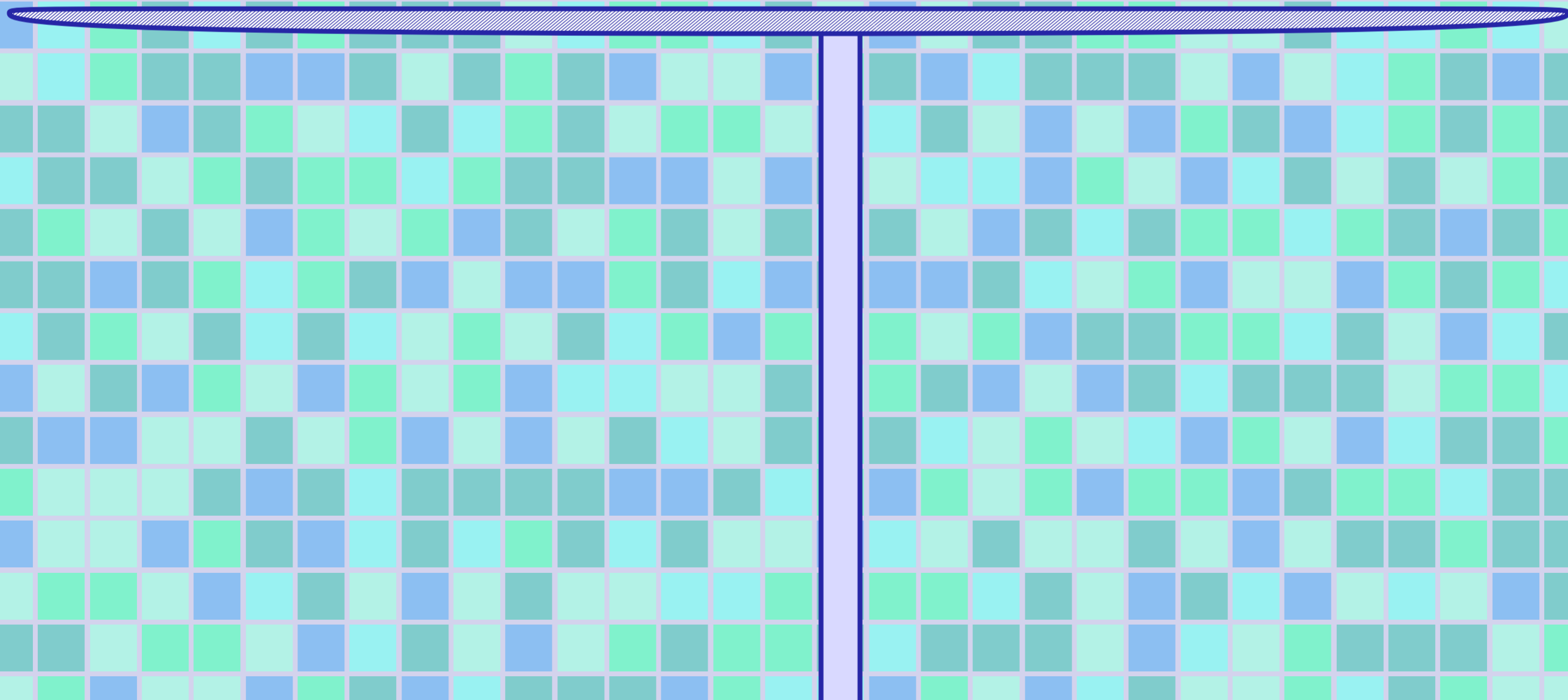
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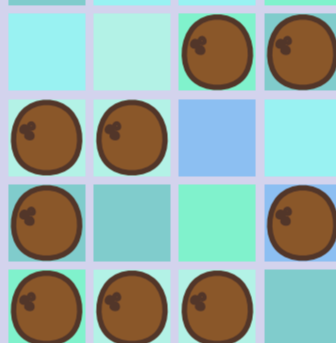
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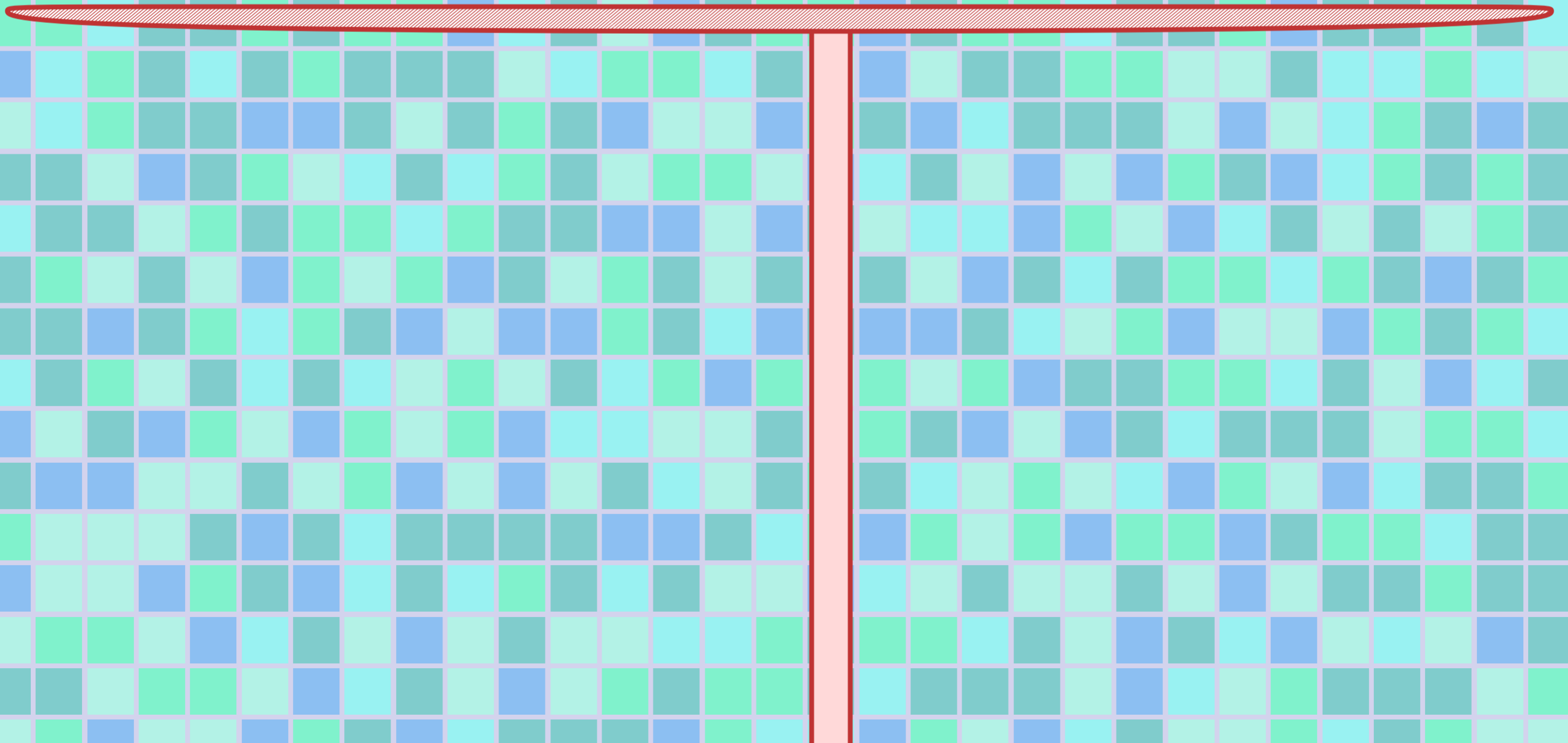
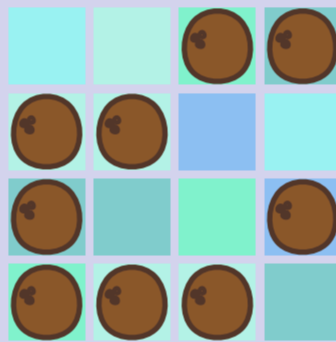
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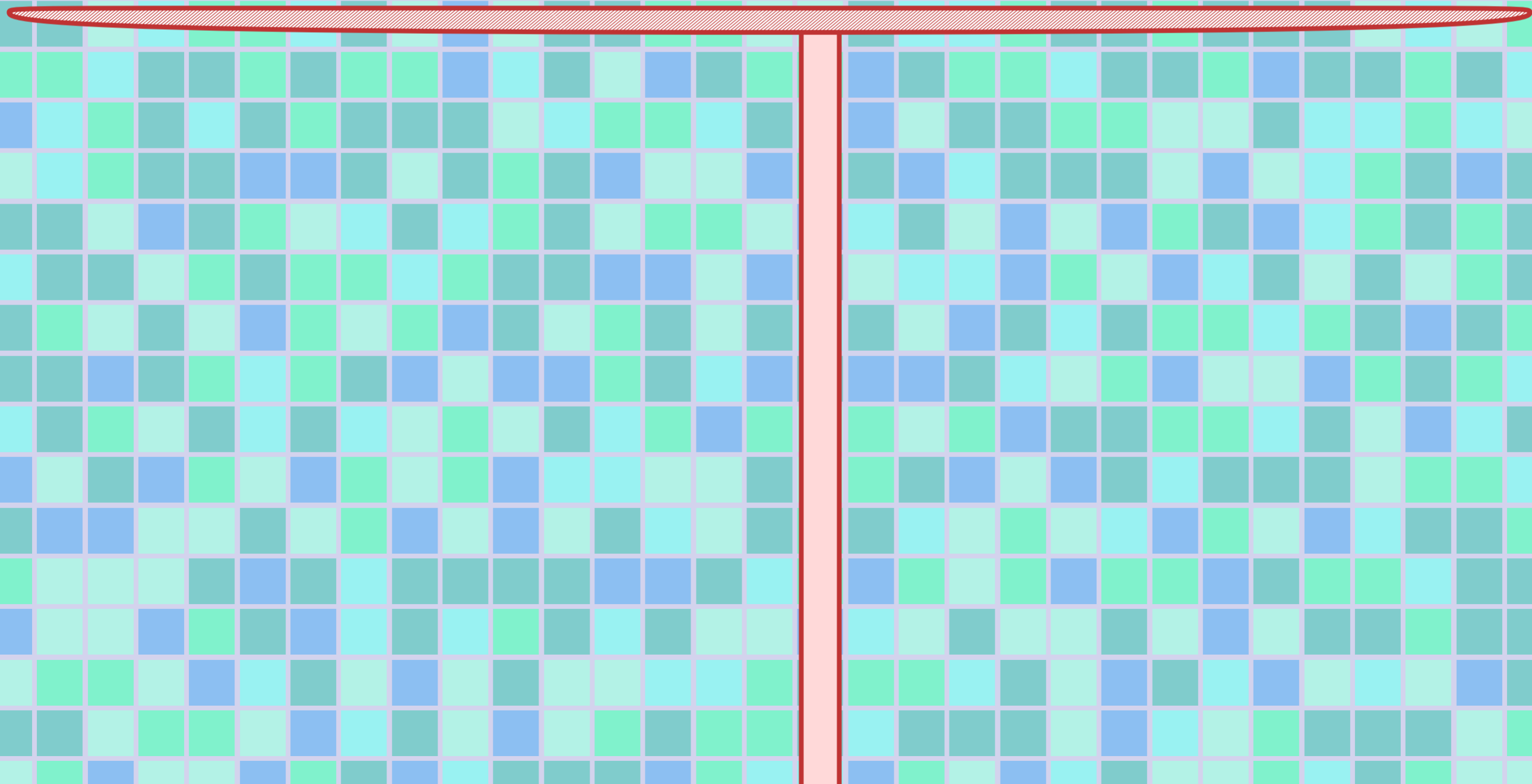
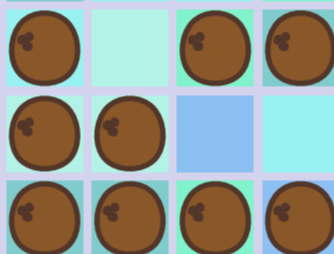
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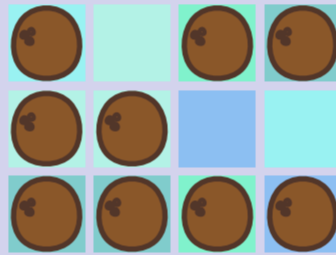


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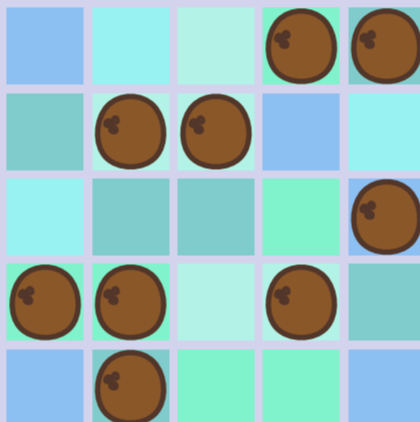


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RED WINS!



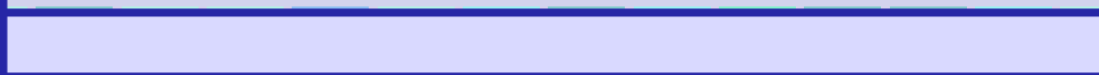
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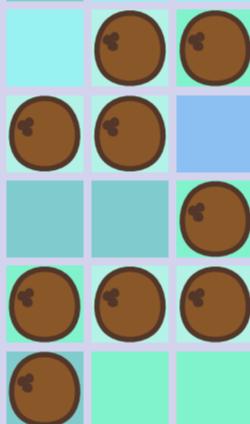
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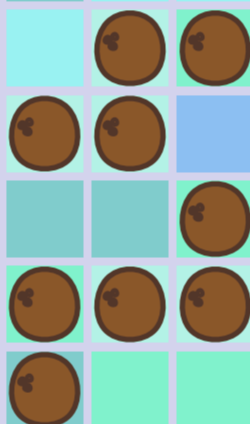
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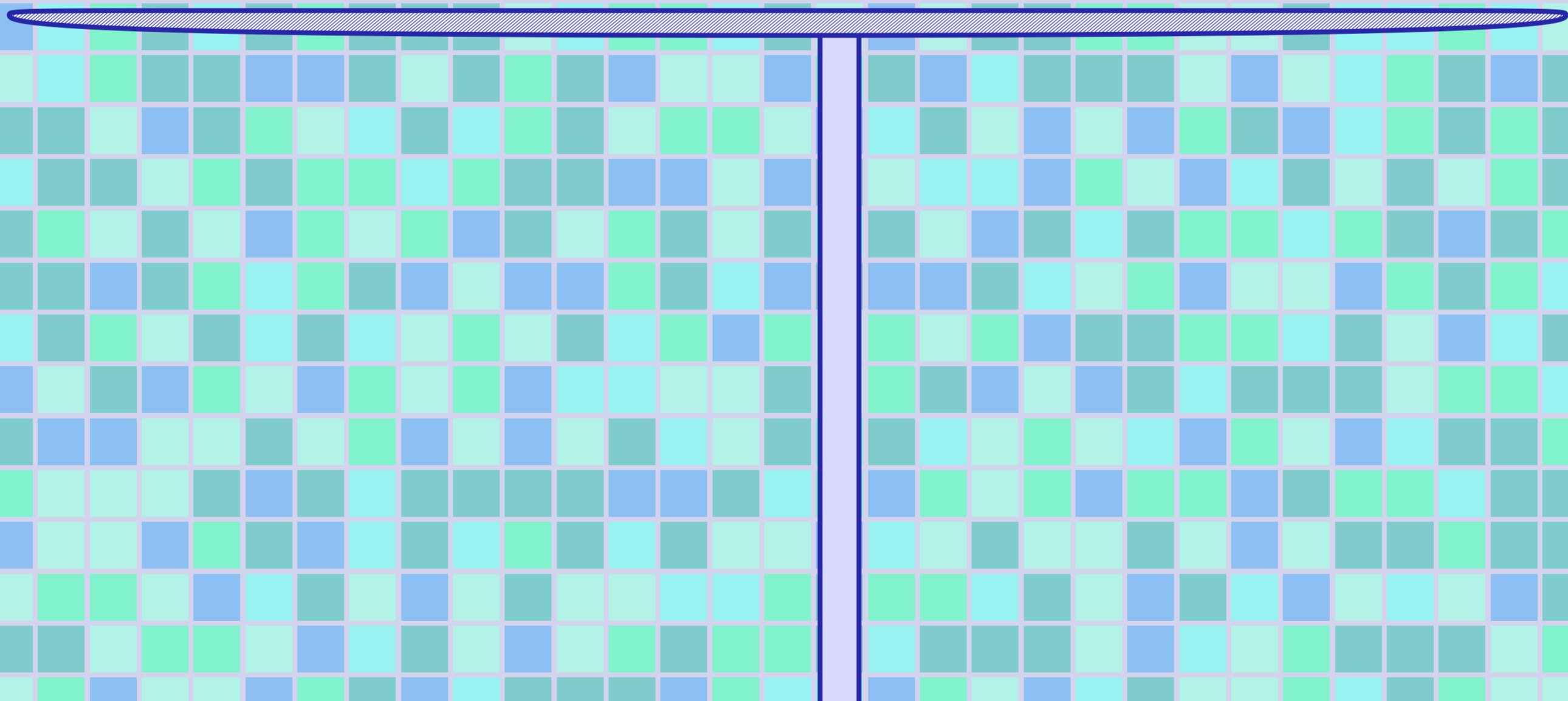
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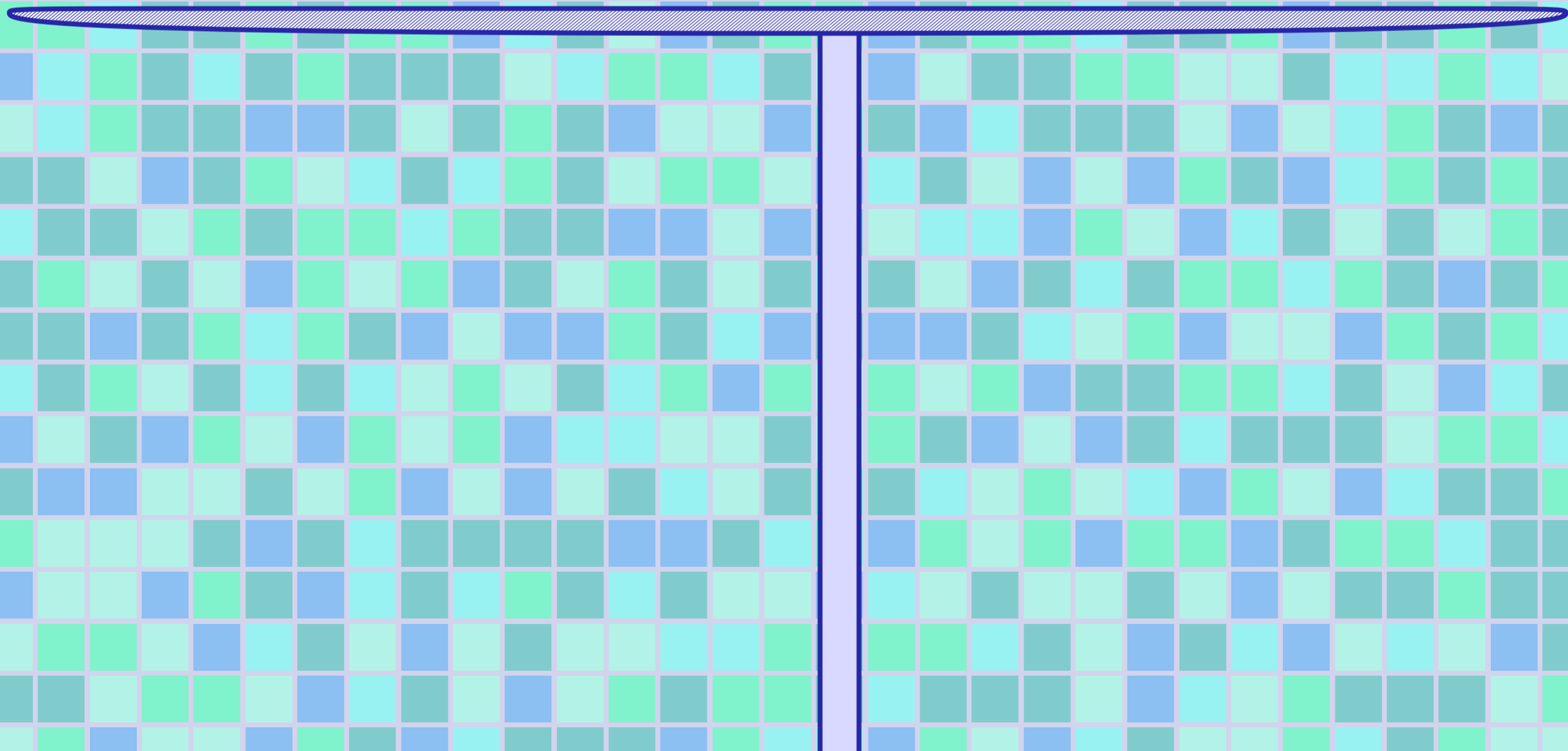
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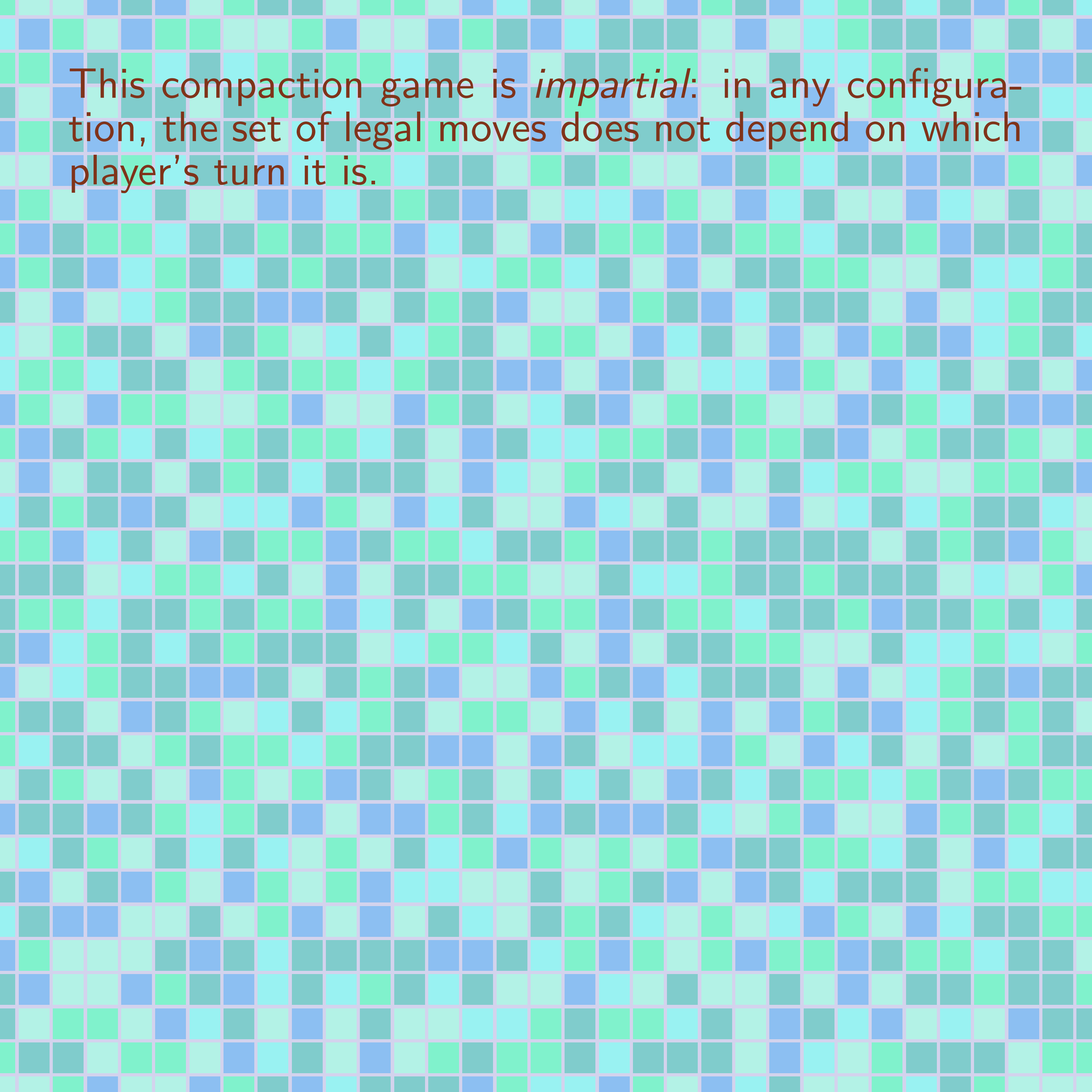
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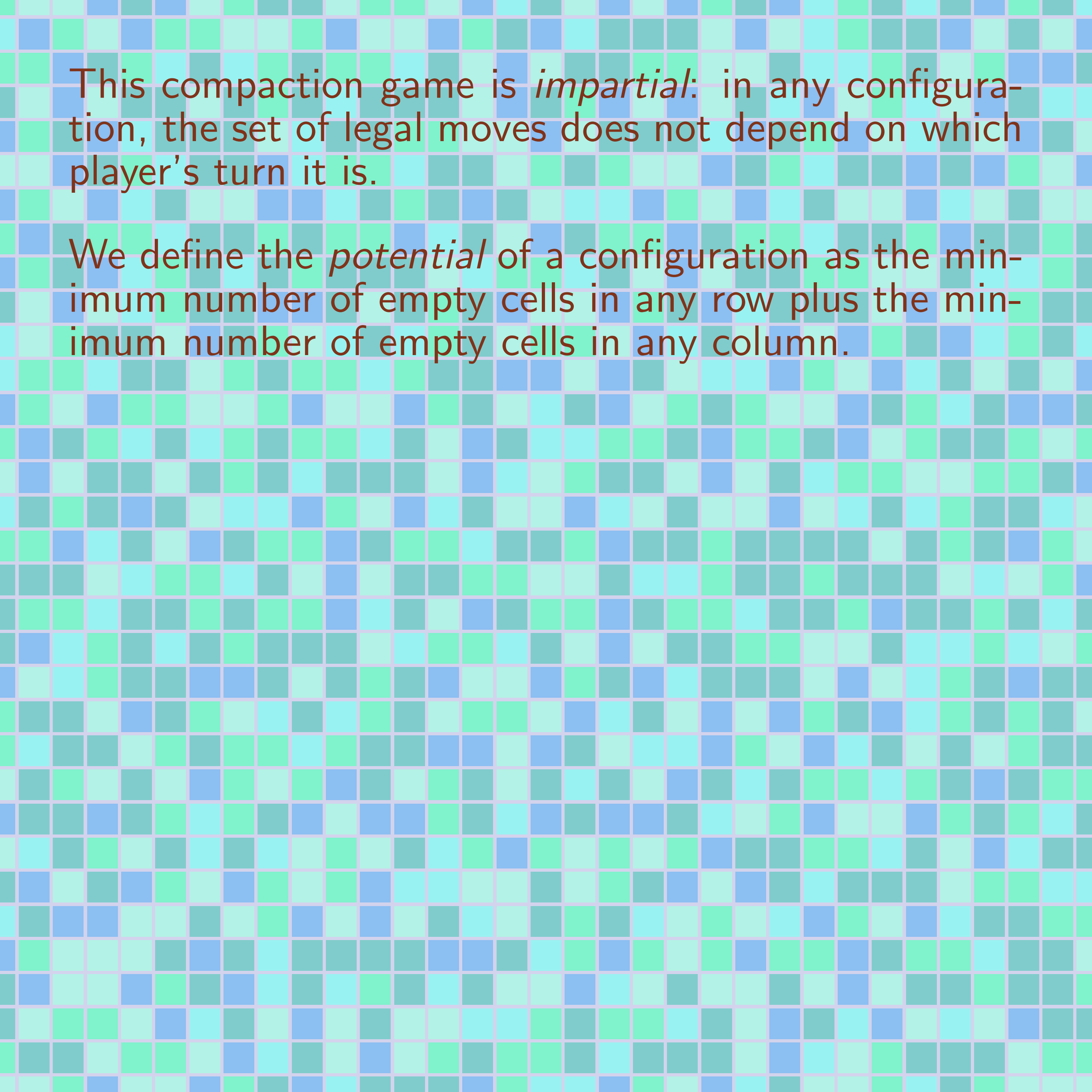
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BLUE WINS!





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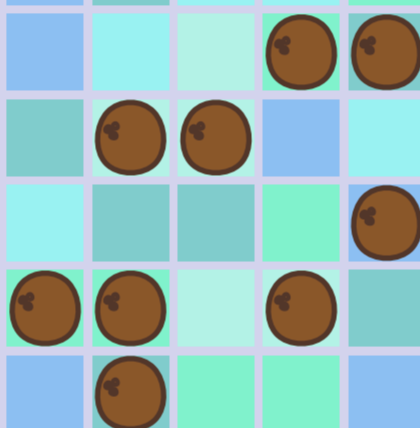


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We define the *potential* of a configuration as the minimum number of empty cells in any row plus the minimum number of empty cells in any column.

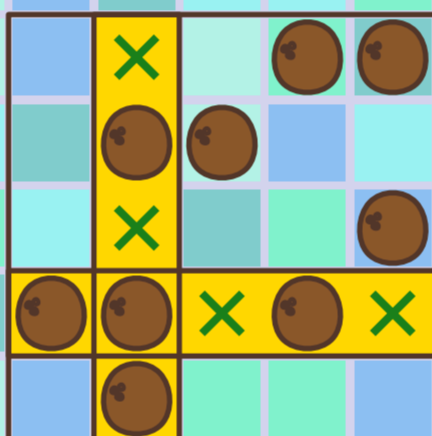
This compaction game is *impartial*: in any configuration, the set of legal moves does not depend on which player's turn it is.

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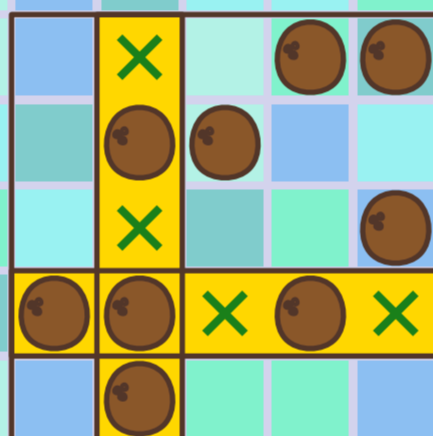
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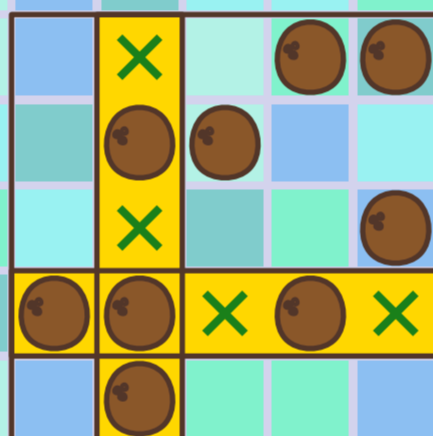


Observation

Every move decreases the potential by at least 1.

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Every move decreases the potential by at least 1.

But it can decrease arbitrarily!

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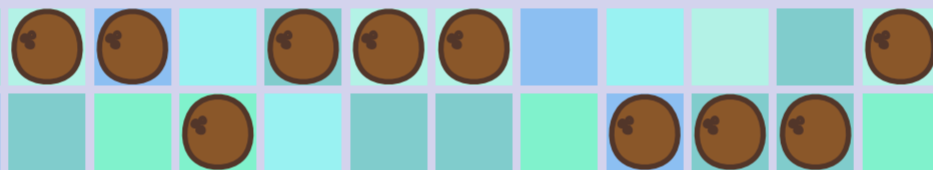
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Observation

Every move decreases the potential by at least 1.

But it can decrease arbitrarily!

Controlling the potential is non-trivial.

Idea

The winning condition is reaching a configuration with potential 0. Maybe it is a good idea to make the potential *even* when possible?

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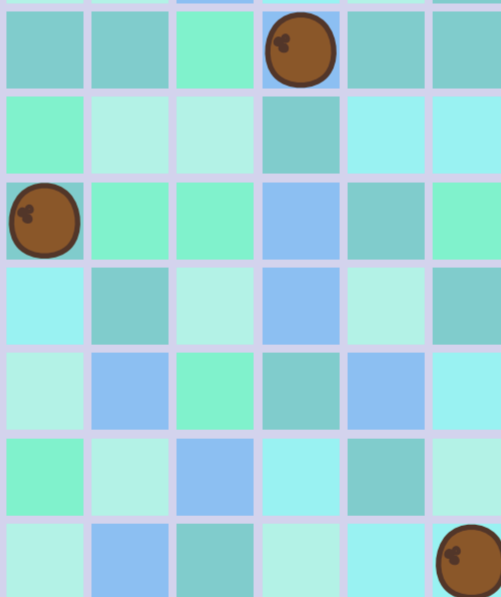
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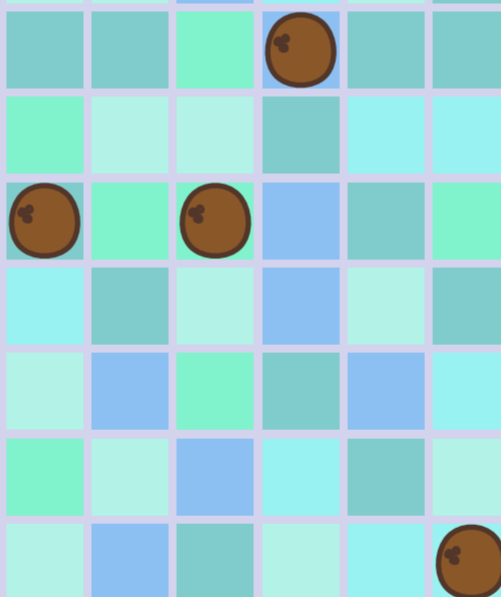
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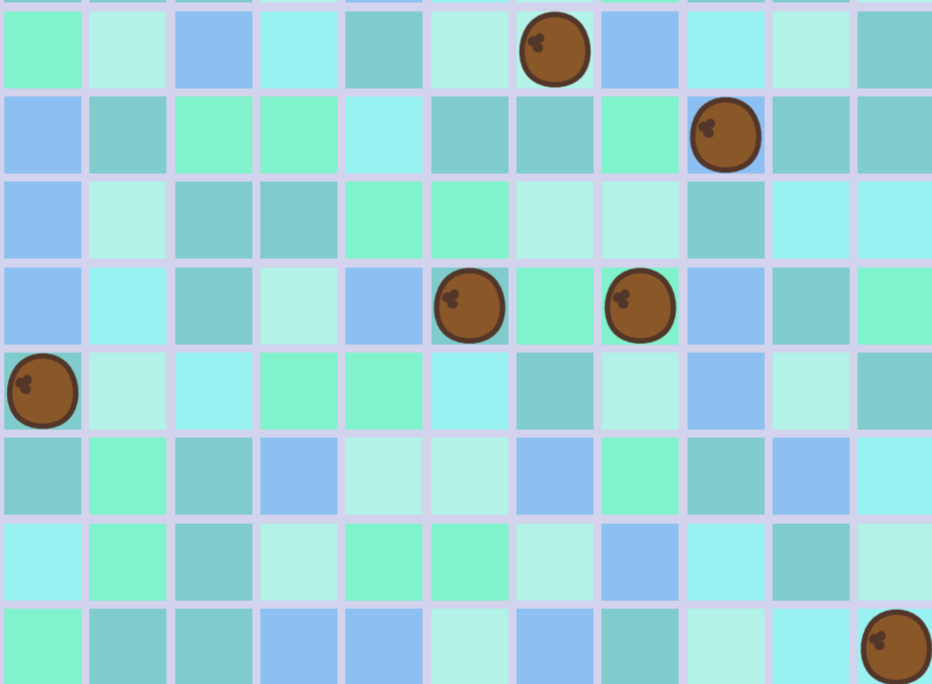
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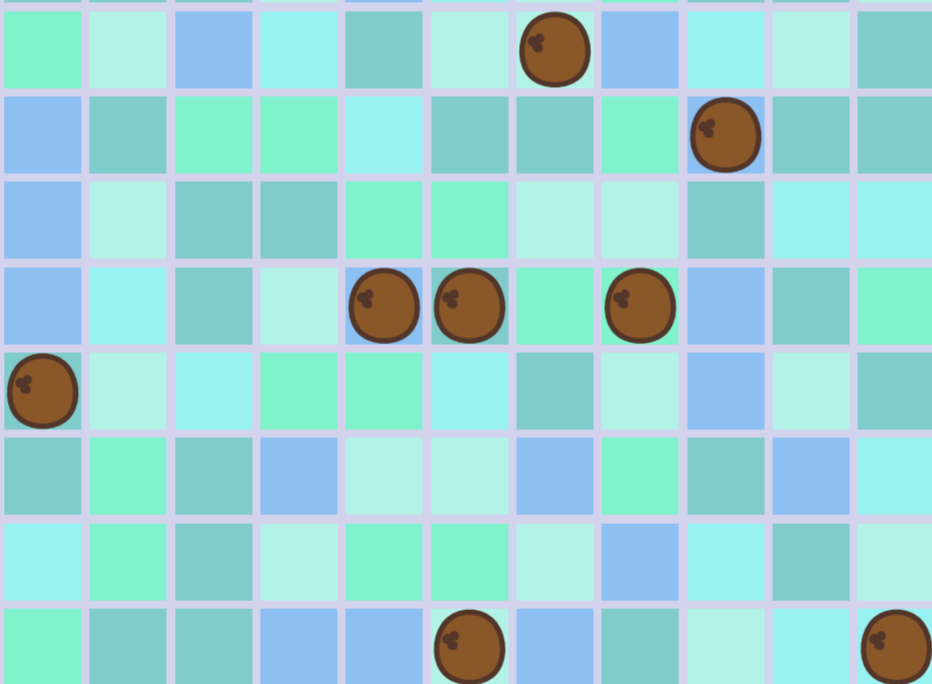
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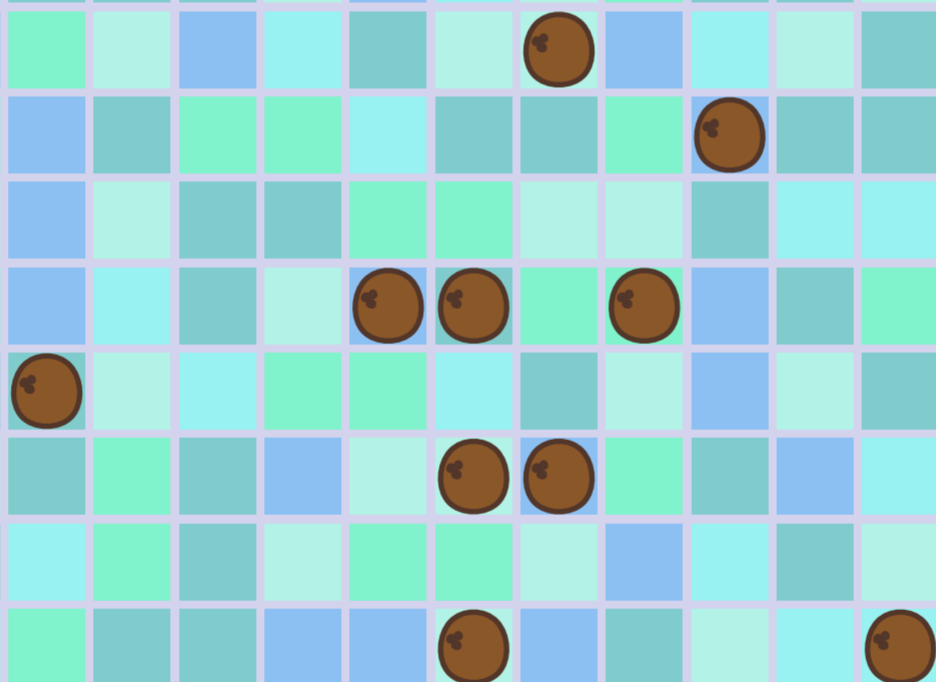
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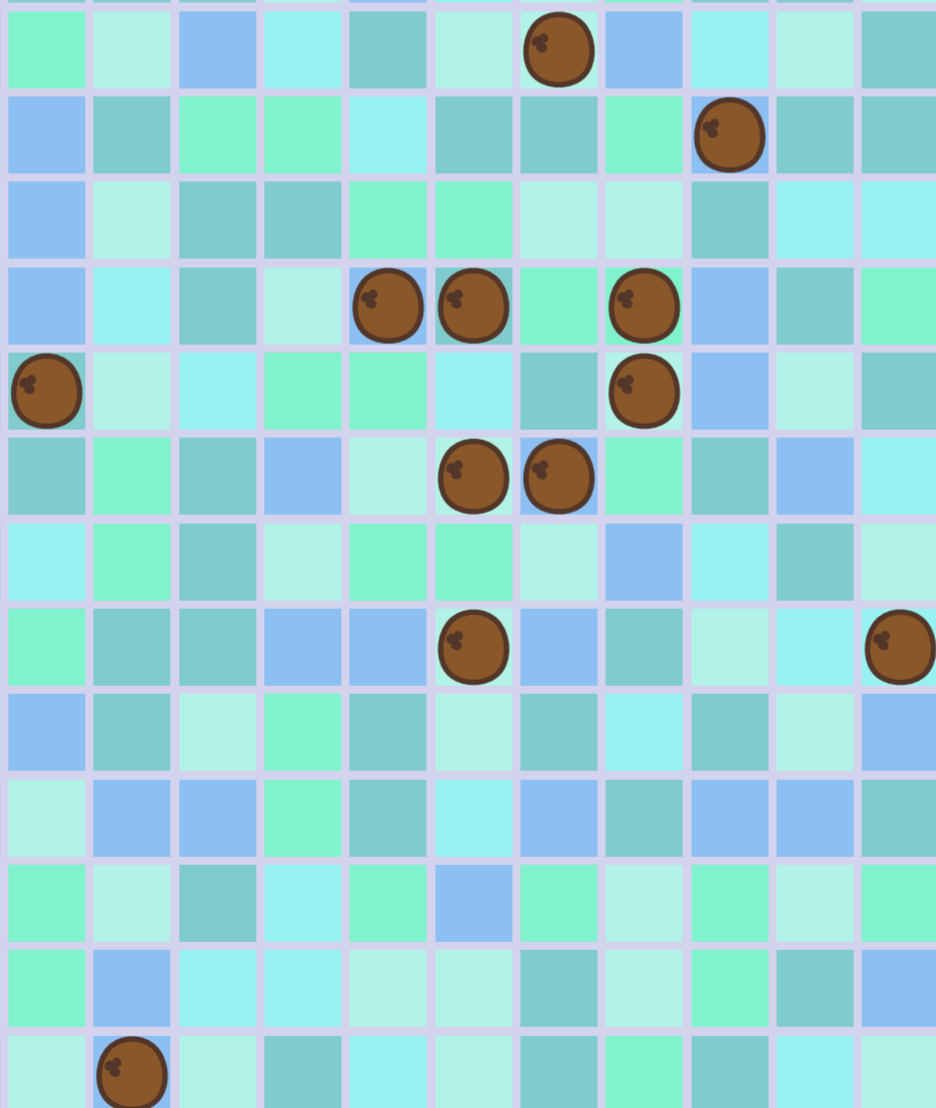
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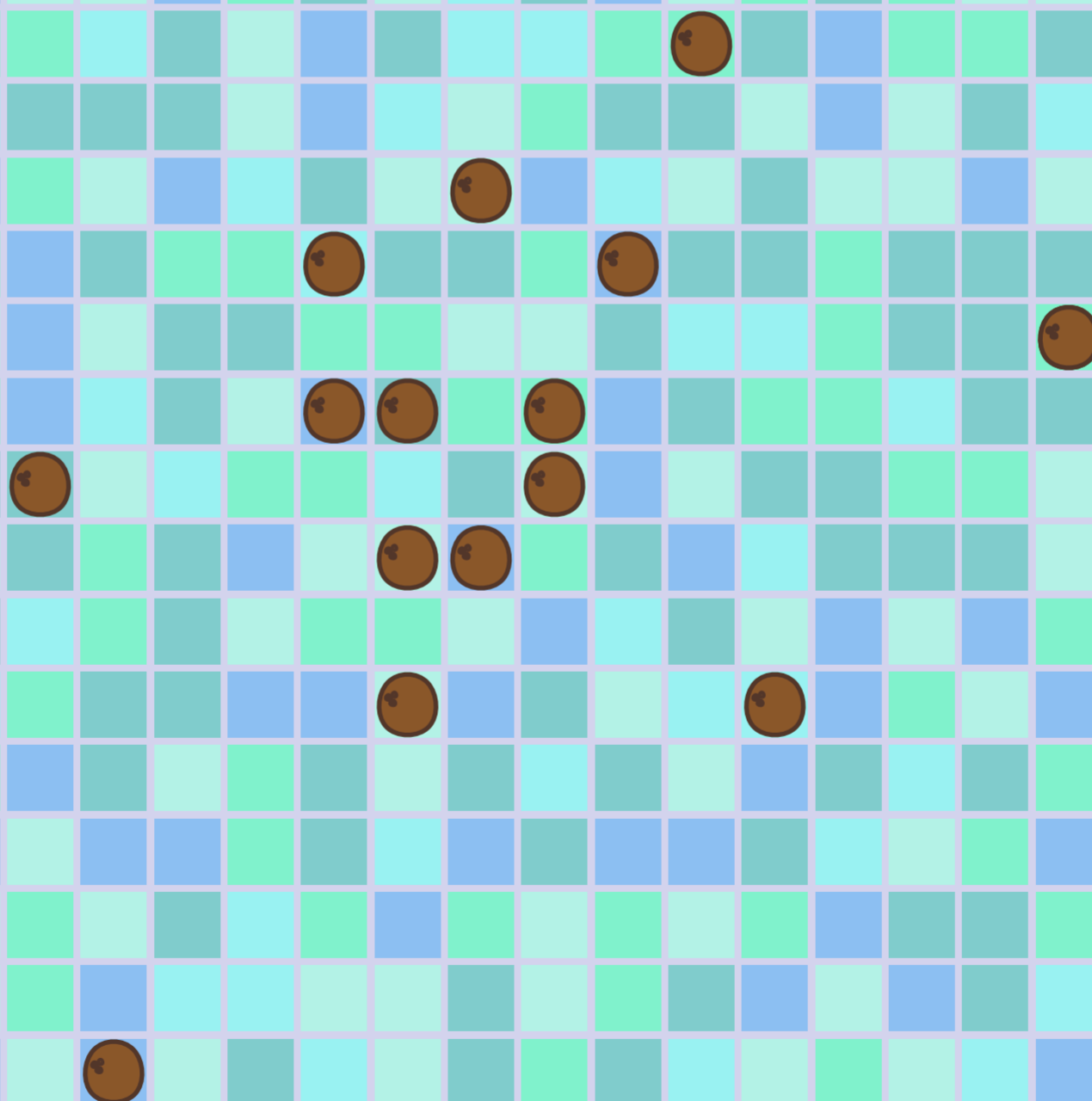
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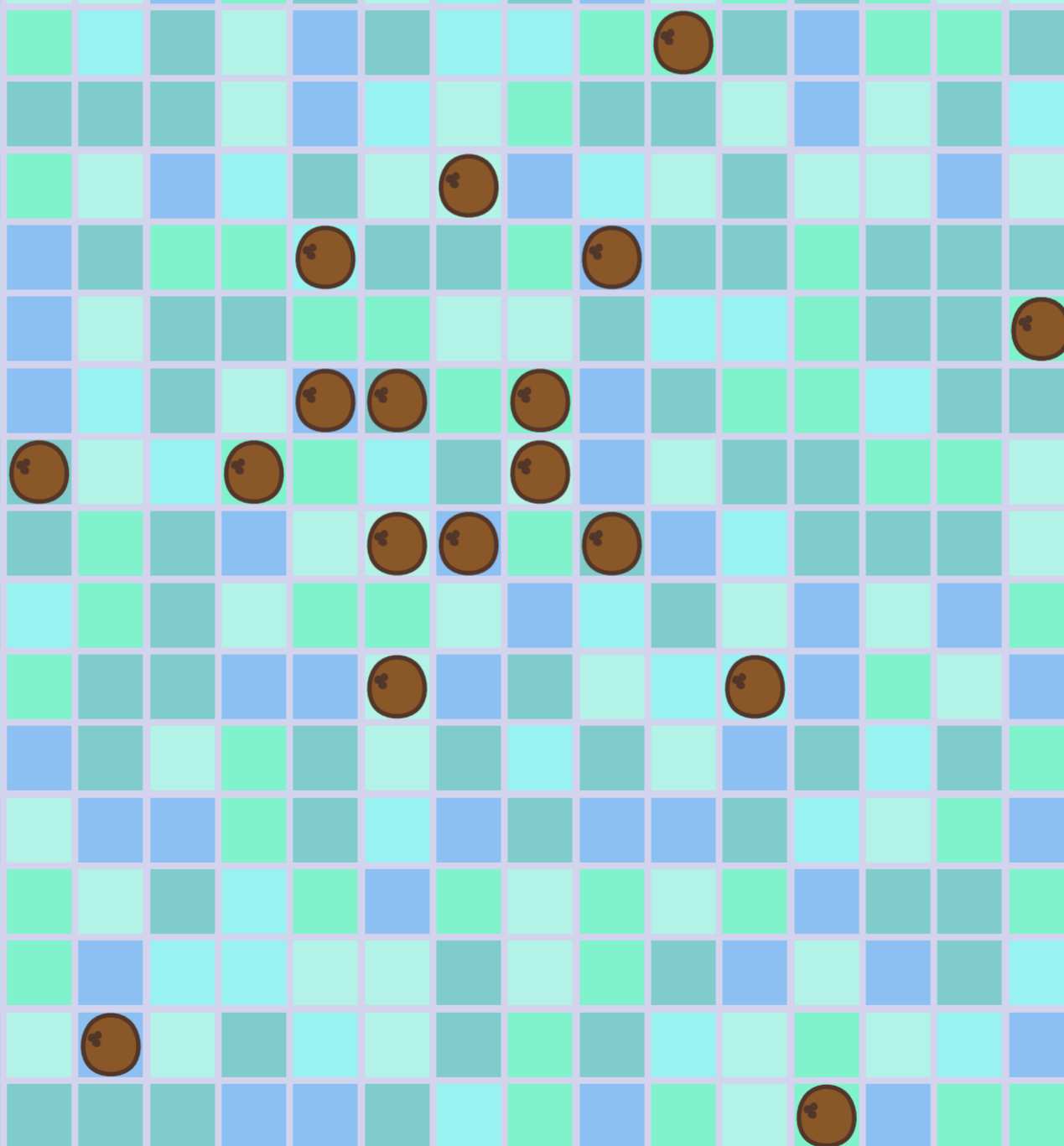
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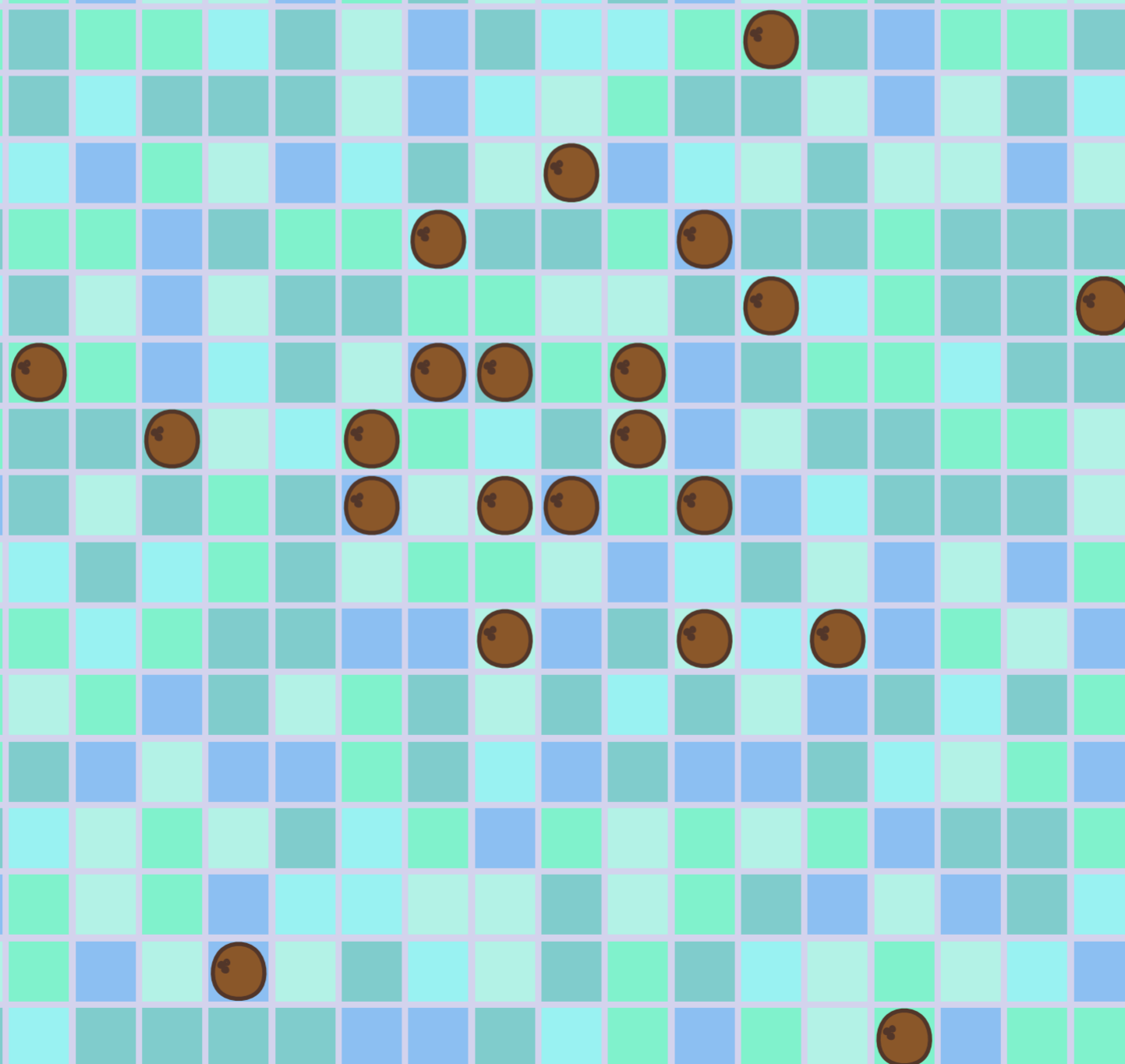
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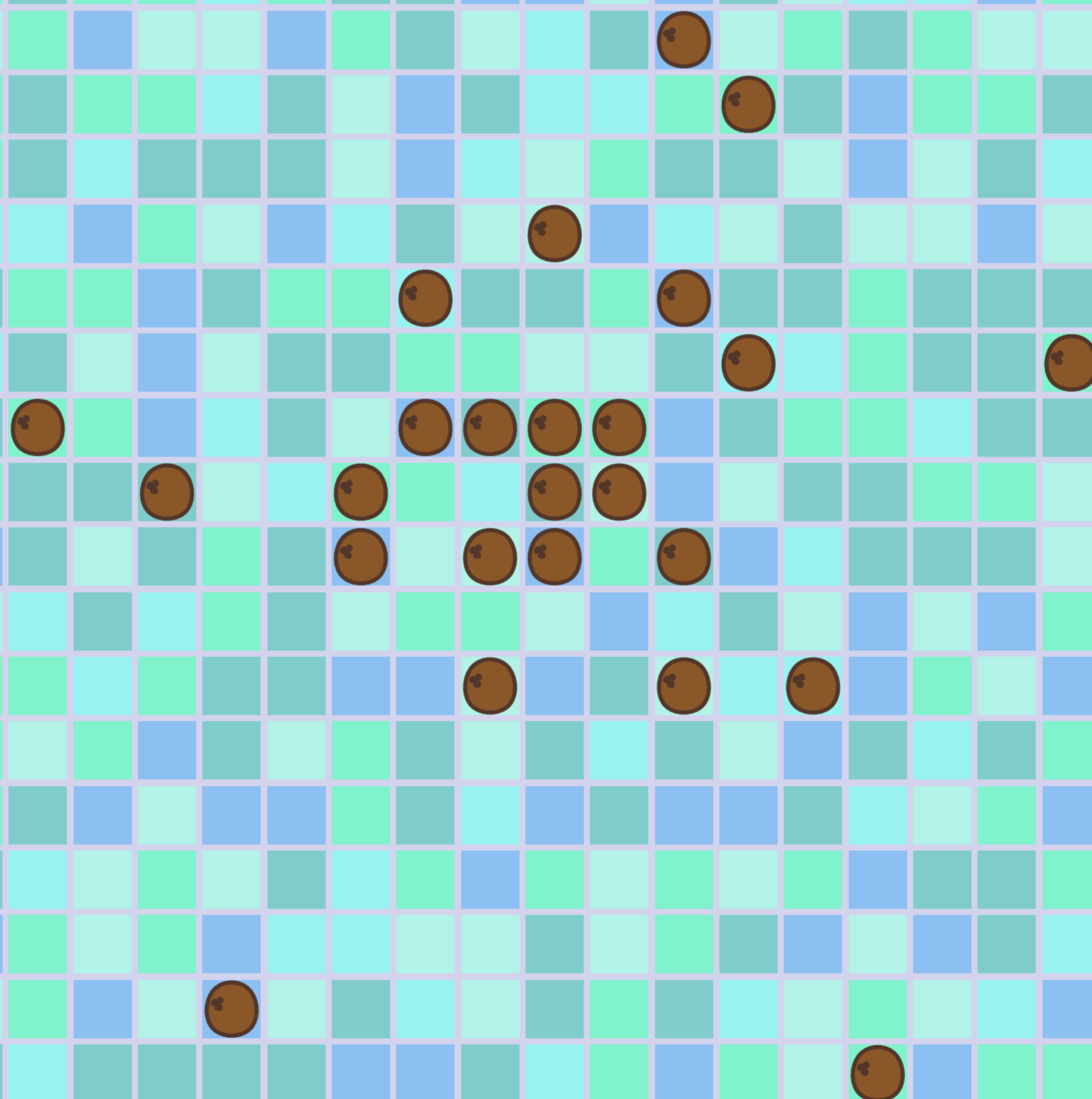
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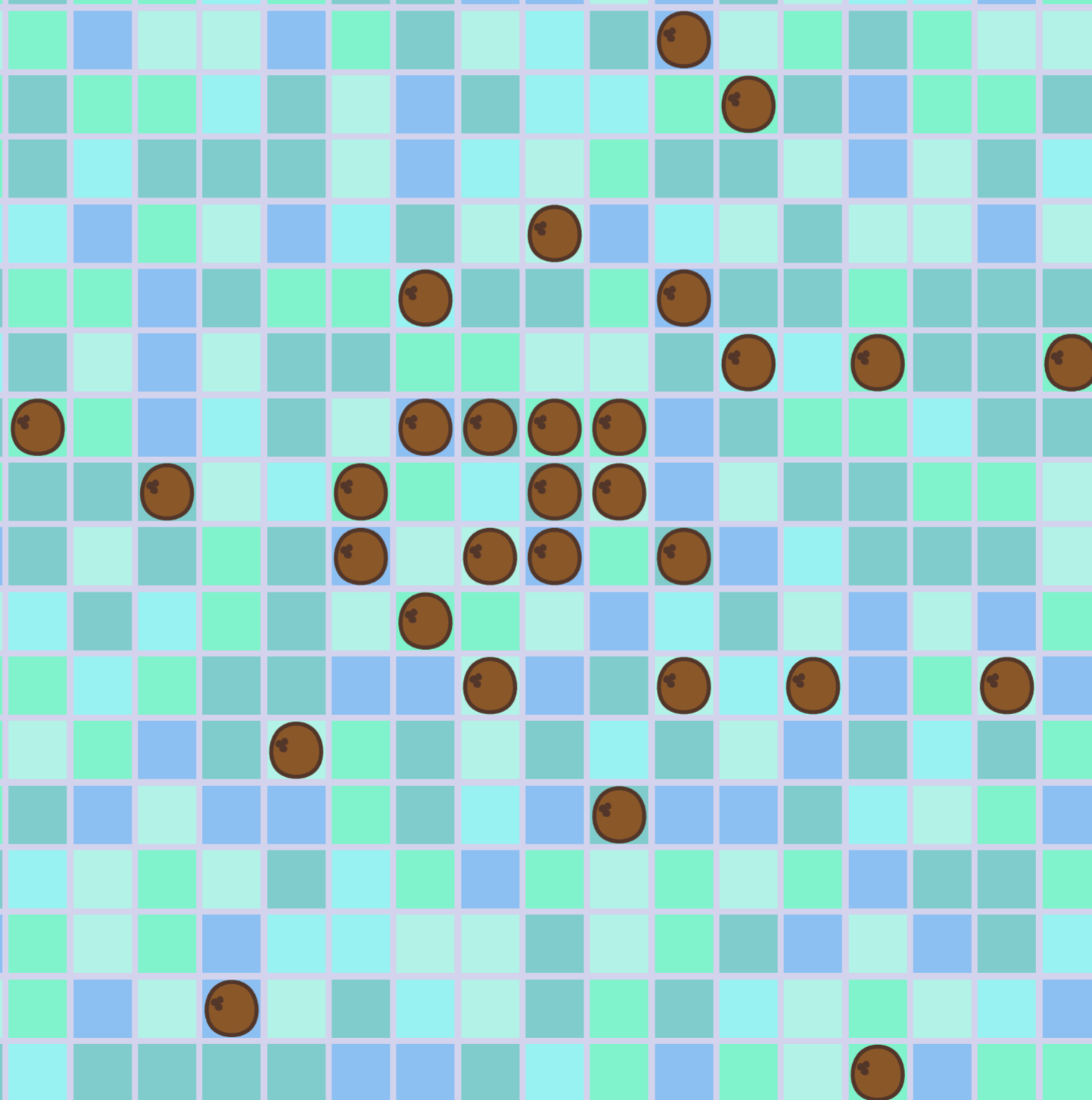
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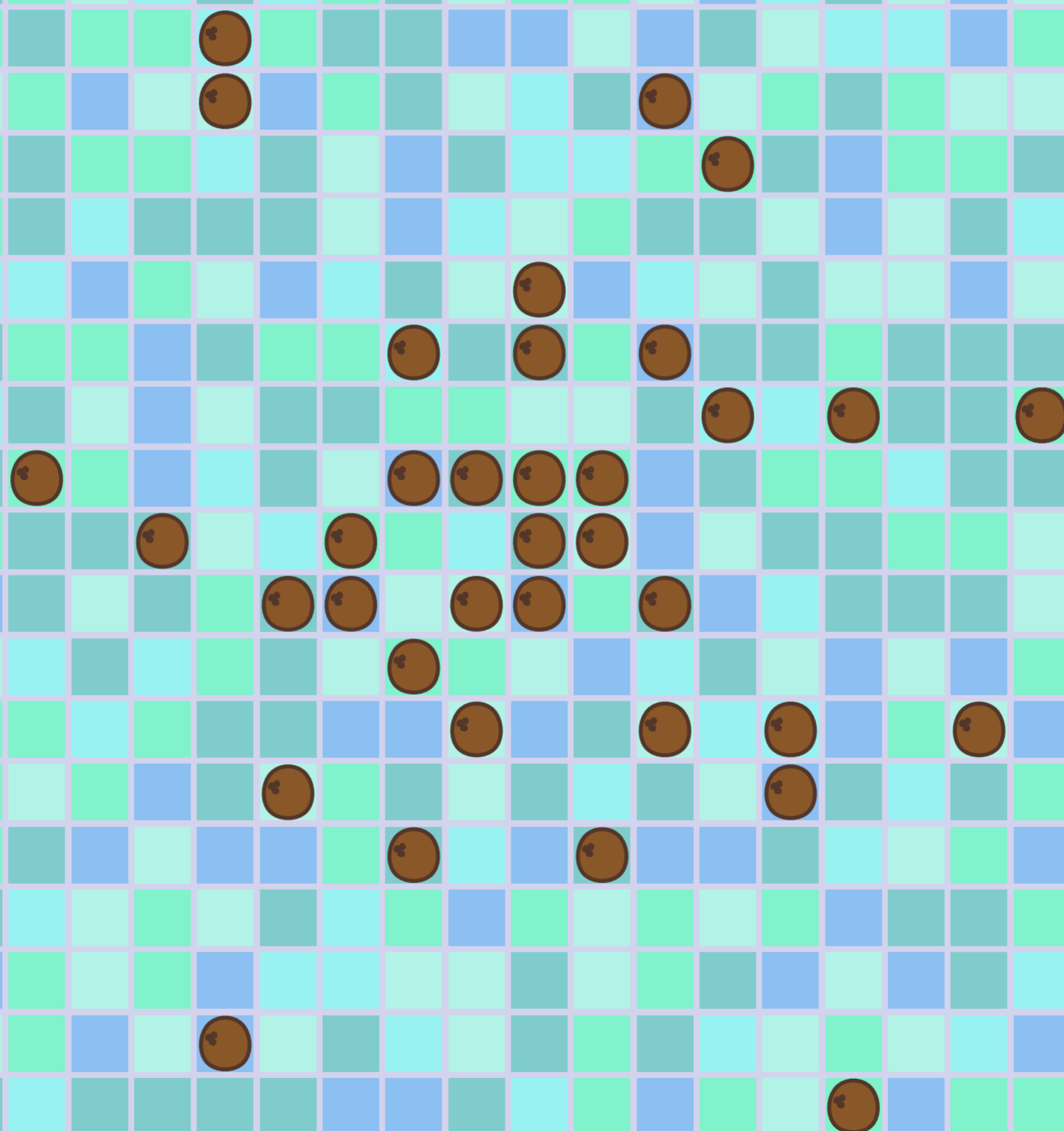
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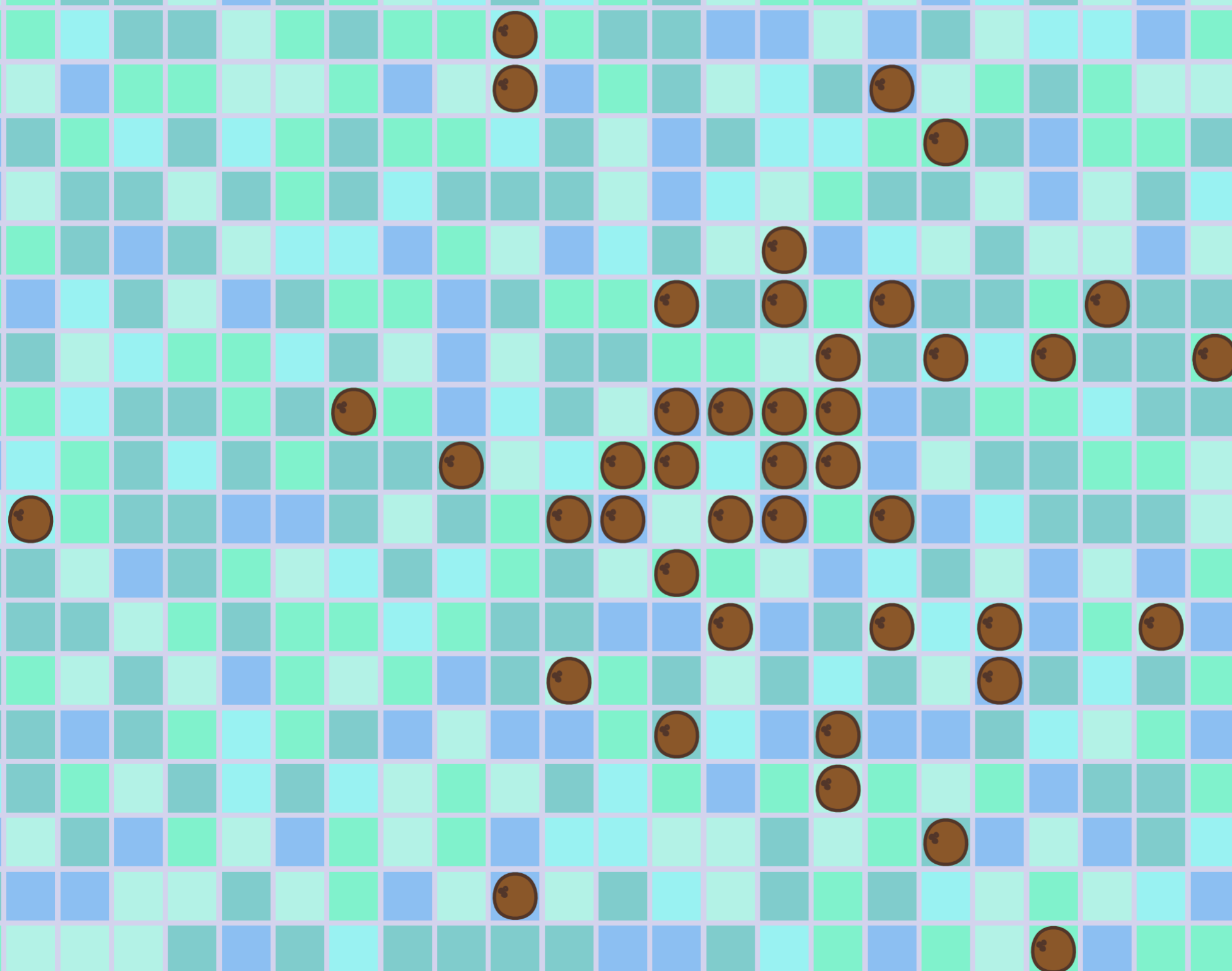
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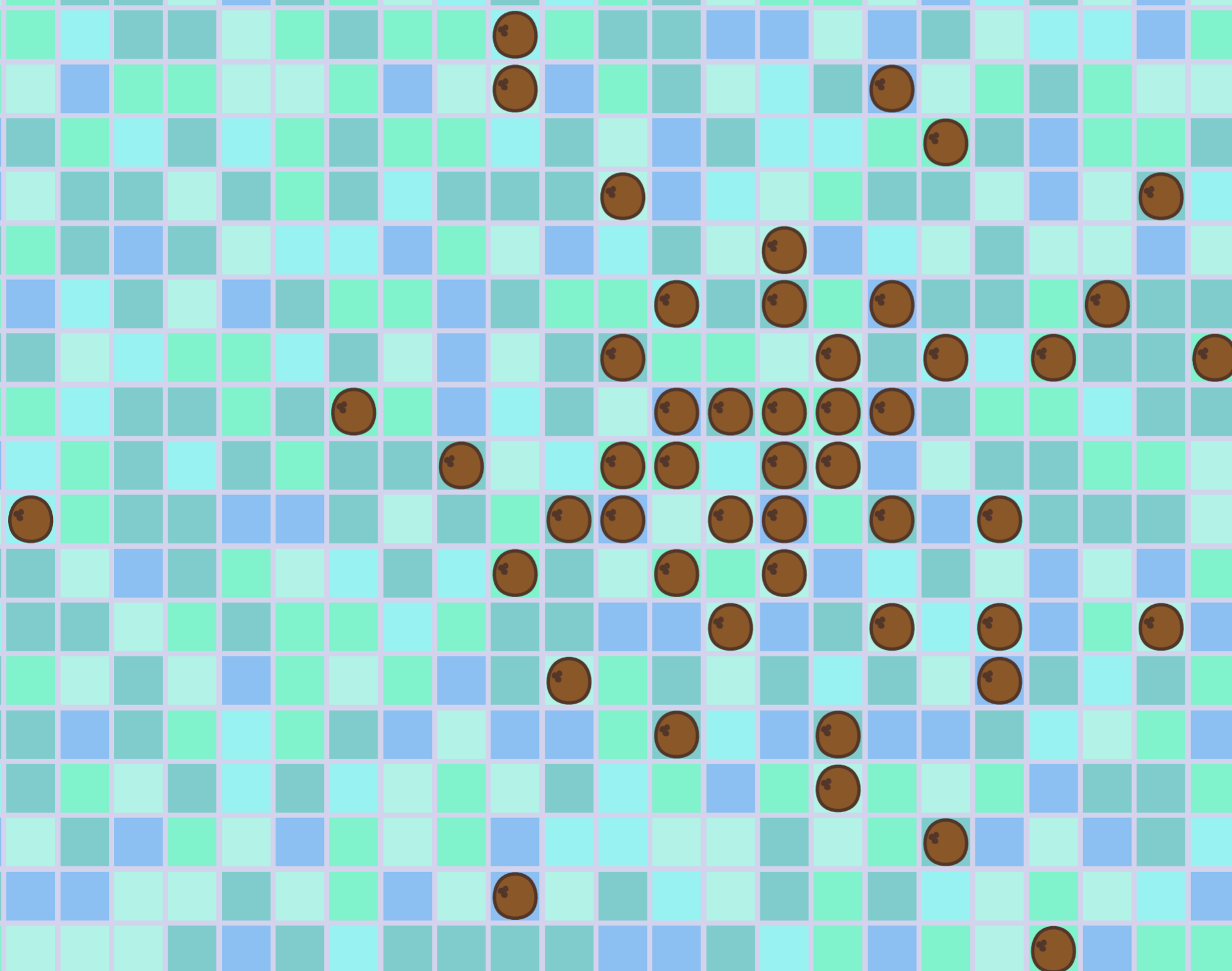
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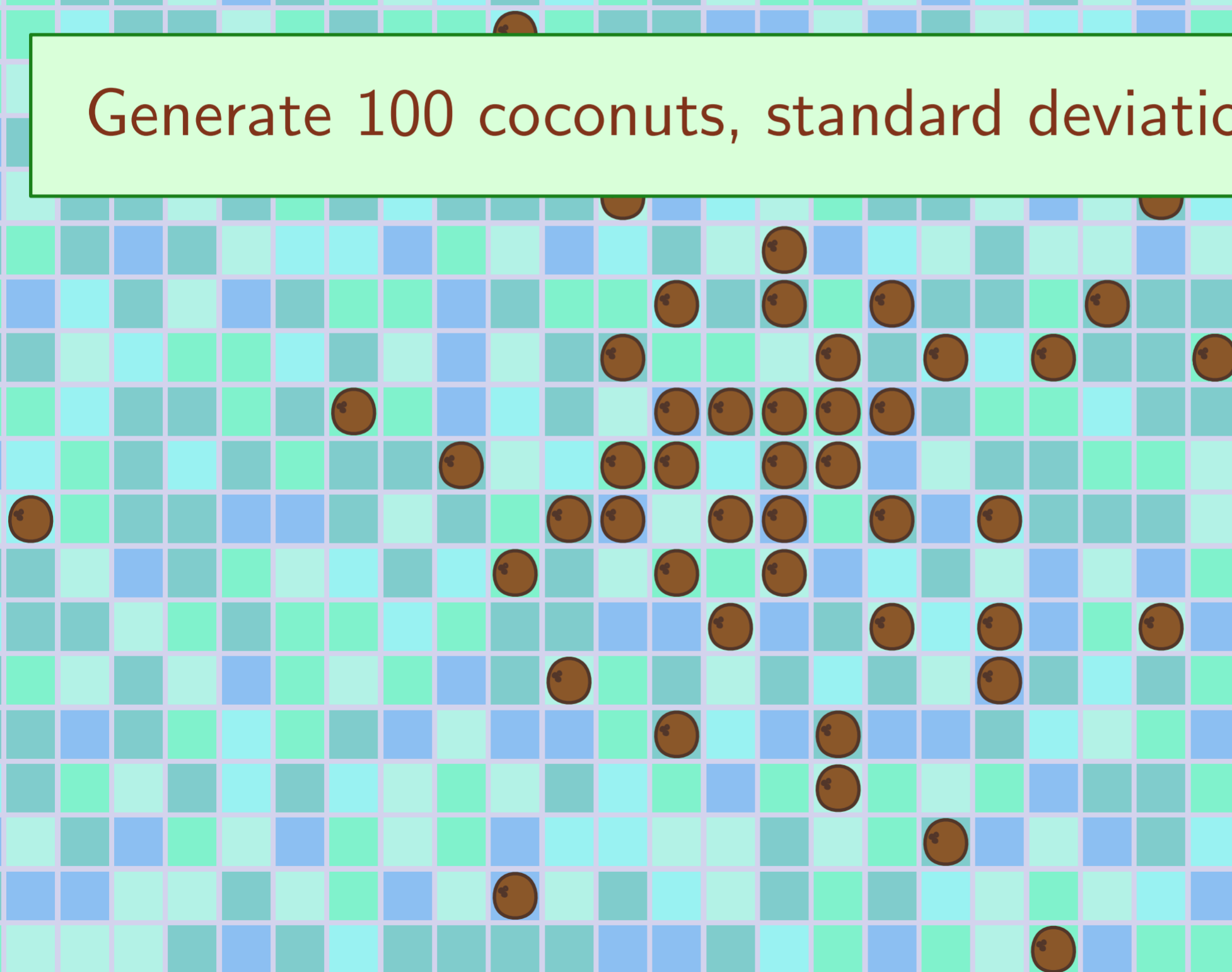


Idea

The winning condition is reaching a configuration with potential 0. Maybe it is a good idea to make the potential *even* when possible?

We did some experiments on random inputs.

Generate 100 coconuts, standard deviation 5.



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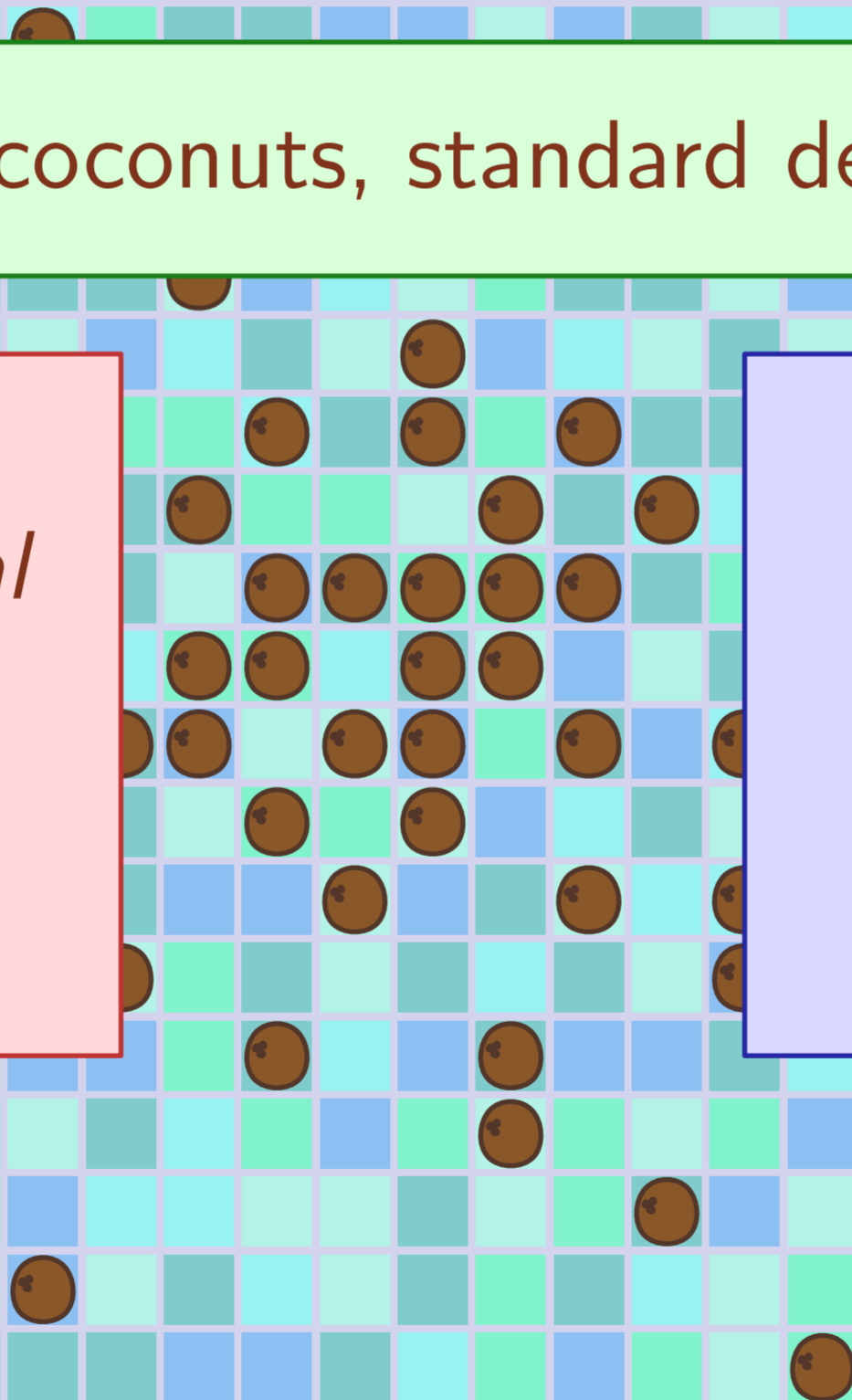
Generate 100 coconuts, standard deviation 5.

Player 1

Make potential even when possible. Otherwise random.

Player 2

Just play randomly.



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The winning condition is reaching a configuration with potential 0. Maybe it is a good idea to make the potential *even* when possible?

We did some experiments on random inputs.

Generate 100 coconuts, standard deviation 5.

Player 1

*Make potential even when possible.
Otherwise random.*

Player 2
Just play randomly.

Player 1 wins $\approx 70\%$ of the games!

Open Question

Is there a better measure of the state of the game than the potential?

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Open Question

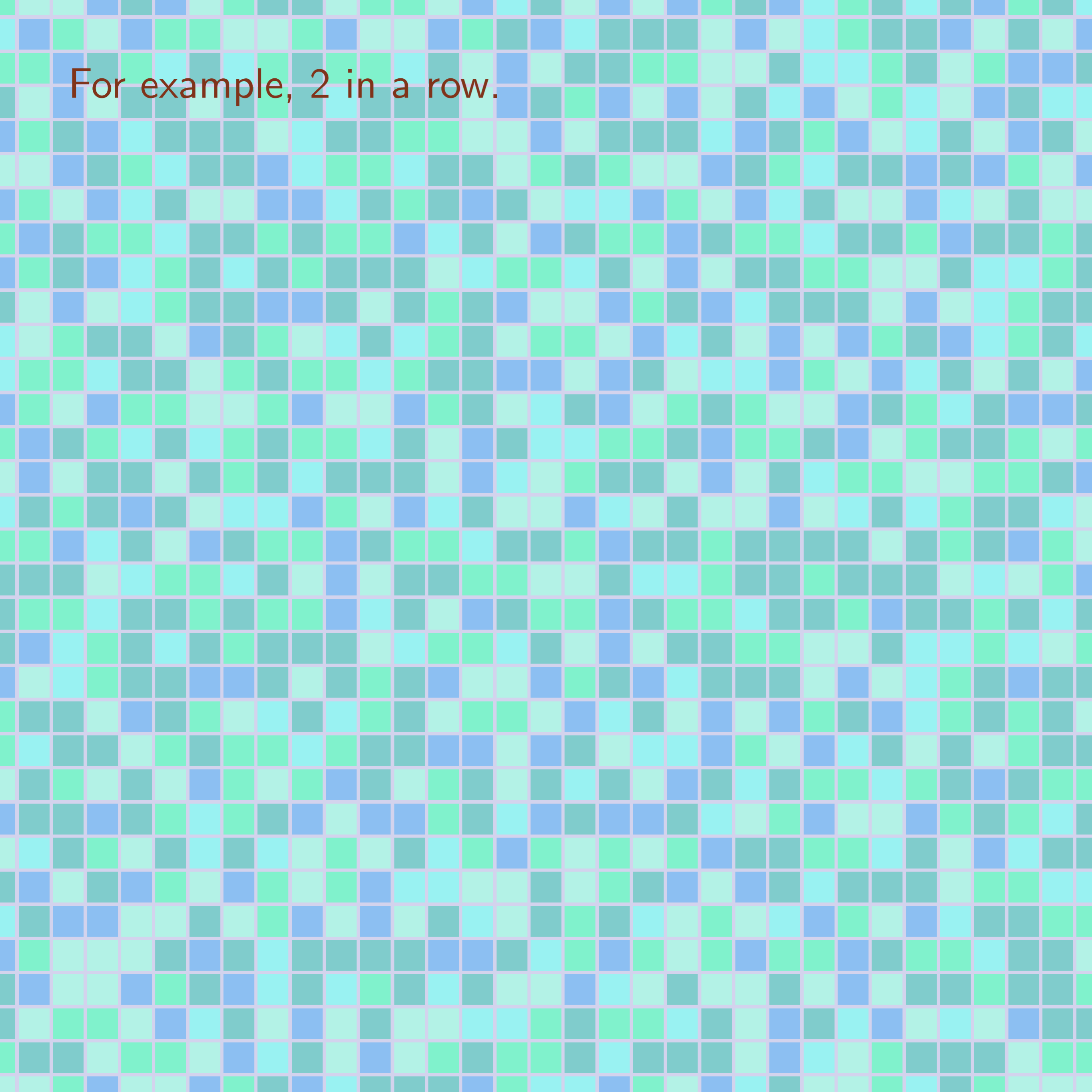
*Is LAST MOVE WINS *hard*?*



GAME 2

K IN A ROW

For example, 2 in a row.



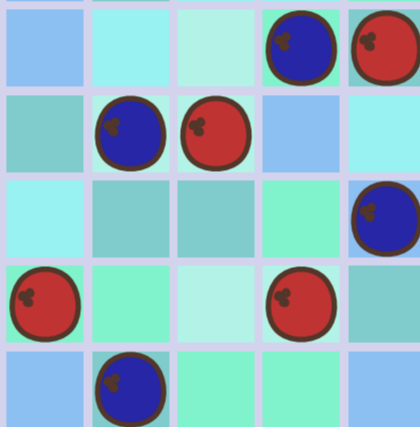


For example, 2 in a row.

In this game, the coconuts are also red or blue.

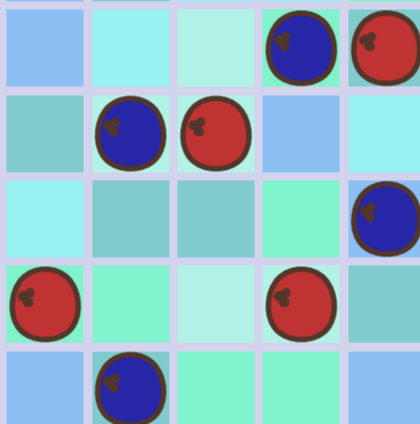
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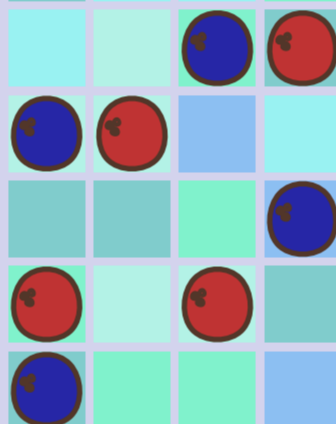
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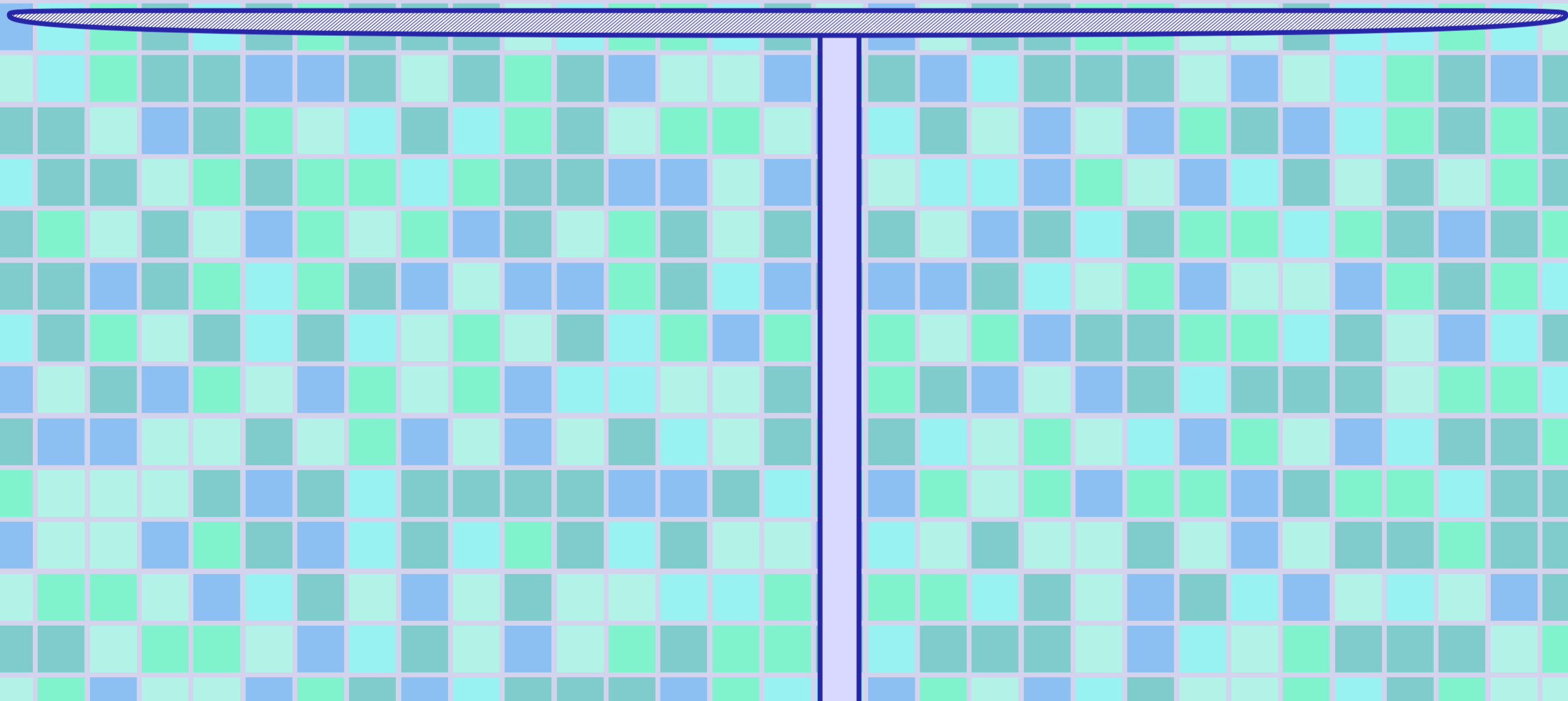
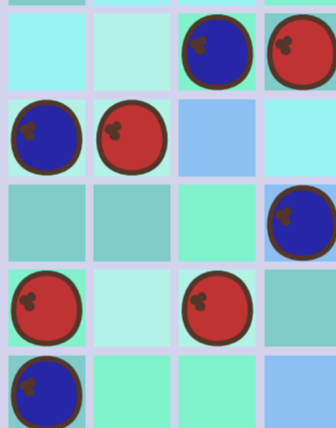
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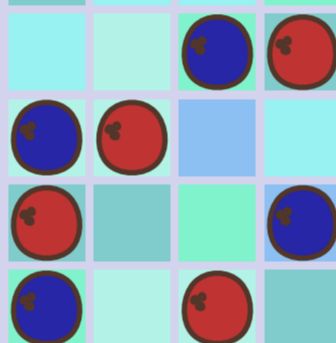
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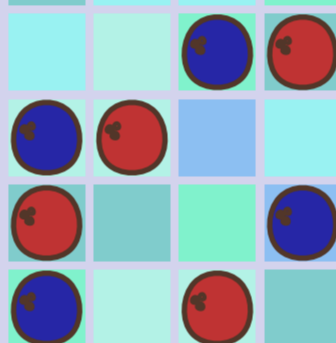
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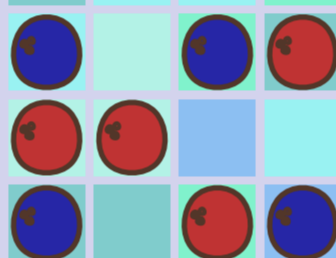
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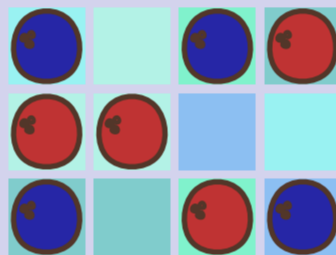
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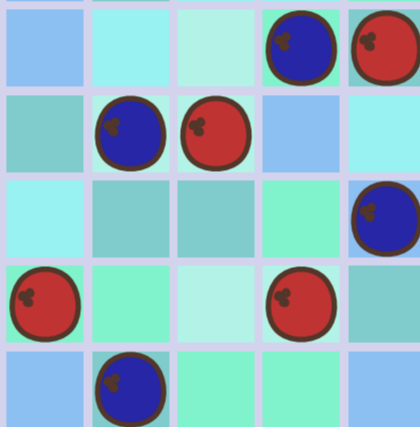
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RED WINS!



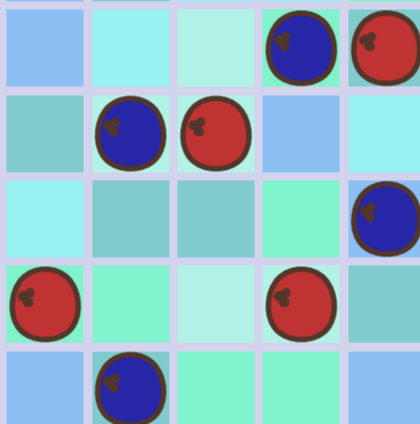
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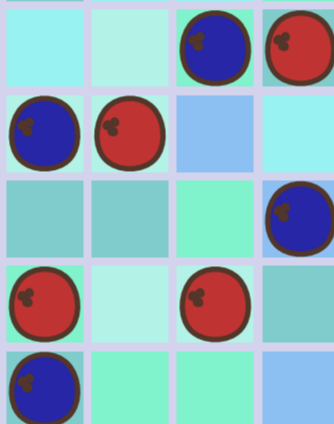
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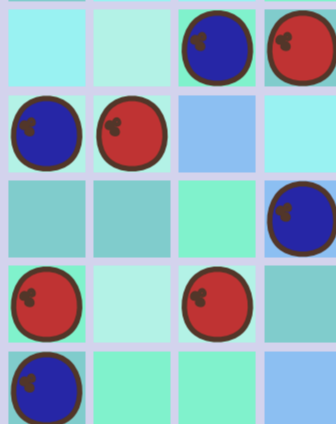
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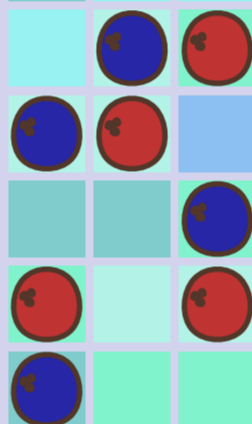
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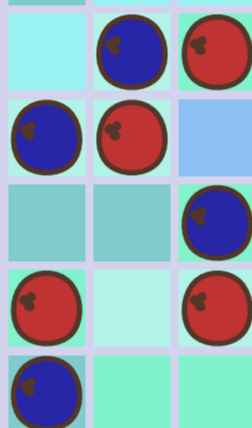
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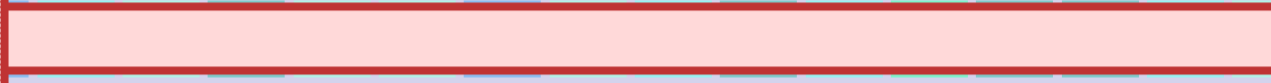
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For example, 2 in a row.

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DRAW!



Question

Does this game always terminate?

Question

Does this game always terminate?

No!

Question

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No!



Question

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No!



Question

Does this game always terminate?

No!



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Does this game always terminate?

No!



Question

Does this game always terminate?

No!



Question

Does this game always terminate?

No!

Open Question

Is it possible to get into a cycle of more than 2 states?



Question

Does this game always terminate?

No!

Open Question

Is it possible to get into a cycle of more than 2 states?



Open Question

Is 2-IN-A-ROW hard?



QUESTIONS?