

**LAPORAN TUGAS KECIL 1 IF2211 STRATEGI ALGORITMA  
SEMESTER II 2021/2022**

Penyelesaian *Word Search Puzzle* Menggunakan Algoritma *Brute Force*



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### 1. Deskripsi Singkat

*Word search puzzle* merupakan sebuah permainan kata yang memiliki objektif “mencari kata-kata yang tersedia pada susunan huruf-huruf acak berbentuk segiempat”. Kata-kata dapat ditemukan dalam delapan arah, yaitu atas, bawah, kiri, kanan, kiri atas, kanan atas, kiri bawah, dan kanan bawah.

### 2. Penjelasan Algoritma Brute Force

Berikut langkah-langkah implementasi algoritma *brute force* pada program ini.

- a. Program meminta *input* susunan huruf-huruf acak (yang selanjutnya akan disebut *puzzle*) dan daftar kata yang akan dicari
- b. Ambil kata di daftar yang paling atas
- c. Cek satu per satu pada *puzzle* sampai menemukan huruf pertama pada kata yang ingin dicari
- d. Cek apakah panjang kata yang dicari cukup agar memungkinkan ditemukan kata ke arah atas, bawah, kiri, atau kanan. Jika ada arah yang tidak mungkin, maka dua arah diagonal dari arah tersebut juga tidak mungkin ditemukan. Contohnya, jika tidak mungkin kata ditemukan ke arah atas, maka kata juga tidak akan ditemukan ke arah atas kanan dan atas kiri.
- e. Jika panjang kata mencukupi pada arah tertentu, cocokkan huruf keduanya. Lakukan pencocokkan sampai ditemukan huruf yang tidak cocok atau semua huruf pada kata telah dicocokkan.
- f. Jika semua hurufnya cocok, maka posisi kata pada *puzzle* akan ditampilkan. Kemudian, kata akan dihapus dalam list dan kembali ke b sampai daftar kata habis. Jika ada huruf yang tidak cocok, cari arah lain sehingga ditemukan kata yang sesuai atau semua arah telah diperiksa.
- g. Jika semua arah telah diperiksa, kembali ke c sampai menemukan kata yang sesuai.
- h. Jika daftar kata sudah kosong, kita selesai.

Kasus terburuk dari algoritma ini ialah ketika banyak huruf-huruf yang cocok ketika dibandingkan, namun kata yang cocok terdapat pada ujung *puzzle*, sehingga kompleksitas dari algoritma ini ialah  $O(NRCL)$ , dengan N merupakan banyaknya kata, R merupakan banyak baris, C merupakan banyak kolom, dan L merupakan panjang kata terpanjang.

### 3. Source code

Program dibuat menggunakan bahasa C++. Hanya terdapat satu buah program bernama **main.cpp**. Isi dari **main.cpp** ialah sebagai berikut.

```
#include<iostream>
#include<vector>
#include<queue>
#include<string>
#include<ostream>
#include<fstream>
#include<chrono>

using namespace std;

const string vertical_direction[3] = {" ATAS", "", " BAWAH"};
const string horizontal_direction[3] = {" KIRI" , "", " KANAN"};
int n,m;
int total_count = 0;
```

```

typedef struct {
    int i;
    int j;
    short direct_i;
    short direct_j;
} ans;
queue<string> words;
vector<vector<char>> puzzle;
fstream puzzle_stream;
vector<vector<char>> solution;

void readPuzzle(){
    char tmp;
    bool wordinput = false;
    string input;

    cout << "Input file name : " << flush;
    cin >> input;

    puzzle_stream.open("../test/" + input, ios::in);
    if(puzzle_stream.is_open()){
        while(!wordinput && getline(puzzle_stream, input)){
            vector<char> line;
            for(int i=0; i<input.size(); i++){
                if(input[i] != ' '){
                    line.push_back(input[i]);
                }
            }

            if(line.empty()) wordinput = true;
            else puzzle.push_back(line);
        }

        while(getline(puzzle_stream, input)){
            words.push(input);
        }
        puzzle_stream.close();
    }else{
        cout << "File name is not valid\n";
    }
}

void initializeSolution(){
    solution.clear();
    for(int i=0; i<puzzle.size(); i++){
        vector<char> sol;
        for(int j=0; j<puzzle[0].size(); j++){
            sol.push_back('-');
        }
        solution.push_back(sol);
    }
}

```

```

    }
}

void showSolution(ans cur, int len){
    int solution_idx = 0;
    int i_ = cur.i;
    int j_ = cur.j;
    short direct_i = cur.direct_i;
    short direct_j = cur.direct_j;

    initializeSolution();
    while(solution_idx < len){
        solution[i_][j_] = puzzle[i_][j_];
        i_ += direct_i;
        j_ += direct_j;
        solution_idx++;
    }

    for(int i=0; i<solution.size(); i++){
        for(int j=0; j<solution[i].size(); j++){
            std::cout << solution[i][j] << " ";
        }
        std::cout << endl;
    }
}

void solvePuzzle(int ver, int hor){
    /*
    Proses Menyelesaikan Puzzle
    Ide : Ambil satu kata, cek tiap huruf sampai menemukan huruf
    pertama dari kata tersebut,
           periksa empat arah apakah mungkin menemukan kata tersebut,
    cek huruf kedua dari arah-arrah yang mungkin,
           periksa huruf-huruf selanjutnya dari arah tersebut jika
    huruf keduanya cocok, lakukan sampai ditemukan
    */

    auto start = chrono::high_resolution_clock::now();
    while(!words.empty()){
        string word = words.front();

        std::cout << "Processing word: " << word << "...\\r" <<
flush;

        auto start_word = chrono::high_resolution_clock::now();
        int i=0;
        int j=0;
        int count = 0;
        bool found = false;
        ans current_answer;
        while(!found && i<ver){
            count++;

```

```

if(puzzle[i][j] == word[0]){
    current_answer = {i,j,-1,-1};
    bool vertical_check[3] = {
        word.length()<=i+1,
        true,
        word.length()<=ver-i,
    };
    bool horizontal_check[3] = {
        word.length()<=j+1,
        true,
        word.length()<=hor-j
    };

    while(!found && current_answer.direct_i<=1){
        int i_ = current_answer.i;
        int j_ = current_answer.j;
        short direct_i = current_answer.direct_i;
        short direct_j = current_answer.direct_j;
        if(horizontal_check[direct_j+1] &&
vertical_check[direct_i+1] && !(direct_i==0 && direct_j==0)){
            count++;
            i_ += direct_i;
            j_ += direct_j;
            int word_cocok = 1;
            while(word_cocok<word.length() &&
word[word_cocok]==puzzle[i_][j_]){
                count++;
                word_cocok++;
                i_ += direct_i;
                j_ += direct_j;
            }

            if(word_cocok == word.length()) found =
true;

        }

        if(!found){
            current_answer.direct_j++;
            if(current_answer.direct_j>1){
                current_answer.direct_i++;
                current_answer.direct_j = -1;
            }
        }
    }

    j++;
    if(j>=hor){
        i++;
        j%=hor;
    }
}

```

```

    }
}

    if(found){
        auto end_word = chrono::high_resolution_clock::now();
        auto time_word =
chrono::duration_cast<chrono::milliseconds>(end_word-start_word);
        std::cout << "Found " << words.front() << " at (" <<
current_answer.i << "," << current_answer.j << ") with direction" <<
vertical_direction[current_answer.direct_i+1] <<
horizontal_direction[current_answer.direct_j+1] << "\nComparison
count : " << count << endl;
        showSolution(current_answer, word.length());
        std::cout << endl;

    }else{
        std::cout << "The word " << word << " is not found." <<
endl;
    }
    words.pop();
    total_count += count;
}

    auto end = chrono::high_resolution_clock::now();
    auto time = chrono::duration_cast<chrono::milliseconds>(end-
start);
    std::cout << "Operation took " << time.count() << "ms\nTotal
comparison : " << total_count << endl;
}

int main(){
    readPuzzle();
    if(!puzzle.empty()) solvePuzzle(puzzle.size(),
puzzle[0].size());
}

```

#### 4. Alamat kode program

Program dapat diakses dengan tautan berikut.

[https://github.com/DeeGeeDow/Tucil1\\_13520152](https://github.com/DeeGeeDow/Tucil1_13520152)

#### 5. Keberjalanan Program

Berikut merupakan tangkapan layar saat program dijalankan.

##### a. Masukan nama file

```

PS D:\FAHMI\KULIAH\SEMESTER 4\IF2211 STRATEGI ALGORITMA\Tucil\TUCIL 1 -
WORD SEARCH PUZZLE\Tucil1_13520152\Tucil1_13520152\bin> ./main
Input file name : medium1.txt

```

##### b. Luaran program dengan file input **small1.txt**

File **small1.txt** berisi *puzzle* berukuran 14x16 dengan 14 kata. Berikut merupakan hasil tangkapan layar ketika program ini dijalankan.



```
Found PRANCE at (7,12) with direction ATAS
Comparison count : 155
- - - - -
- - - - -
- - - - - E - - -
- - - - - C - - -
- - - - - N - - -
- - - - - A - - -
- - - - - R - - -
- - - - - P - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
```

[illegible][illegible]

- c. Luaran program dengan *file input* **small2.txt**  
*File small2.txt* berisi *puzzle* berukuran 14x16 dengan 14 kata. Berikut merupakan hasil tangkapan layar ketika program ini dijalankan.








— A N O C N A —



LEESA



ENI  
PHARMAC

[illegible]

D  
N  
A  
L  
L  
O  
H

A 10x10 grid of dots. The letters are placed at the following intersections (row, column) starting from the top-left:

- J at (5, 6)
- A at (6, 6)
- V at (6, 7)
- A at (7, 7)

```
Found LEGHORN at (12,5) with direction ATAS KANAN
Comparison count : 220
```

```
Found MALAY at (5,2) with direction KANAN
Comparison count : 100
```

```
Found MARANS at (8,13) with direction ATAS
Comparison count : 169
```

```
Found PHOENIX at (0,2) with direction KANAN
Comparison count : 10
```

```
Found SULTAN at (3,2) with direction BAWAH KANAN
Comparison count : 66
```

```
Found SUMATRA at (6,0) with direction ATAS
Comparison count : 118
```

```
Found SUSSEX at (14,5) with direction ATAS KANAN
Comparison count : 281
```

```
Operation took 26ms
Total comparison : 2386
```

- e. Luaran program dengan *file input* **medium1.txt**  
*File medium1.txt* berisi *puzzle* berukuran 20x22 dengan 20 kata. Berikut merupakan hasil tangkapan layar ketika program ini dijalankan.

A 10x10 grid of dots with a vertical line on the left. The letters A, B, S, and H are placed on the grid. A is at (7, 7), B is at (7, 8), S is at (8, 8), and H is at (8, 9).

```
A S S E R T I N G - - - - -
```

AMHTSA

S U I S L E C

A 20x20 grid of dots. The word "DECEMBER" is written vertically in the first column, and the word "SUSPENSE" is written horizontally in the first row. The letters are formed by the absence of dots at specific grid intersections.





```
Found WARPED at (13,11) with direction BAWAH KANAN
Comparison count : 402
```

```
Operation took 55ms
Total comparison : 6681
```

- File ini berisi *puzzle* berukuran 20x22 dengan 20 kata. Berikut merupakan hasil tangkapan layar dari luaran program ini.

```
Found BLASPHEMER at (4,3) with direction KANAN  
Comparison count : 102
```

A large rectangular area filled with a grid of horizontal dashes (-). The grid consists of approximately 28 rows and 60 columns of dashes.





```
Found GENTLEFOLK at (6,8) with direction KANAN
Comparison count : 173
```

```
Found GUILLOTINE at (0,0) with direction BAWAH KANAN
Comparison count : 13
```

```
Found HAYFEVER at (0,1) with direction KANAN
Comparison count : 10
```

```
Found HAZINESS at (19,4) with direction KANAN
Comparison count : 513
```

```
Found MORAL at (14,16) with direction ATAS KIRI
Comparison count : 415
```

```
Found PAVILION at (7,12) with direction KIRI
Comparison count : 195
```



File ini berisi *puzzle* berukuran 20x22 dengan 20 kata. Berikut merupakan hasil tangkapan layar dari luaran program ini ketika dijalankan.

[illegible][illegible][illegible][illegible][illegible][illegible]



Found PRESCRIBED at (10,0) with direction KANAN  
Comparison count : 259

PRESCRIBED

Found RECOVER at (1,21) with direction BAWAH  
Comparison count : 80

RECOVER

Found SACKING at (18,19) with direction KIRI  
Comparison count : 522

SACKING

Found SHOWER at (15,9) with direction KIRI  
Comparison count : 416

SHOWER

Found SOLID at (3,9) with direction KANAN  
Comparison count : 82

SOLID

Found SPATULA at (16,14) with direction ATAS  
Comparison count : 464

SPATULA

```
Found URUGUAY at (12,1) with direction KANAN
Comparison count : 336
```

- [illegible]







```
Found BIFOCAL at (7,16) with direction BAWAH
Comparison count : 320
```

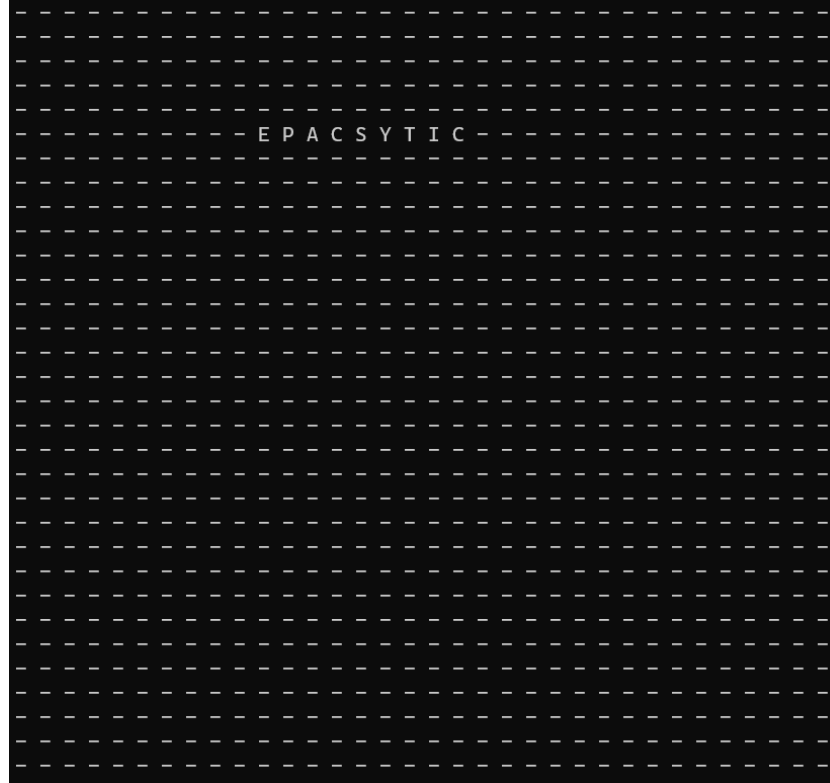
B  
I  
F  
O  
C  
A  
L

```
Found BUREAUCRAT at (13,24) with direction ATAS KANAN
Comparison count : 565
```

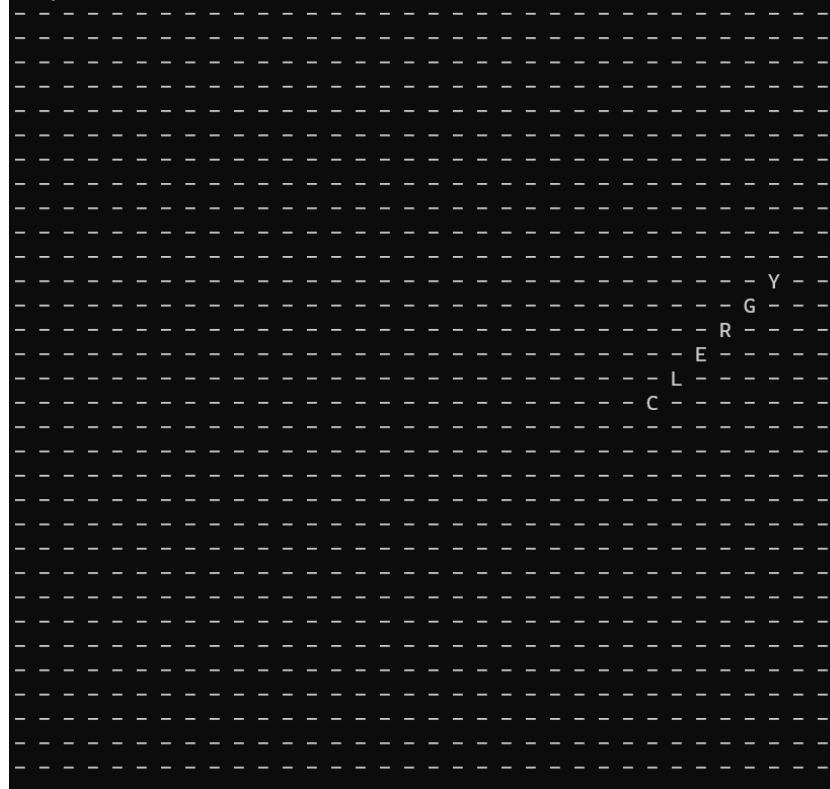
A 20x20 grid of dots. The words 'BUREAU', 'EUREKA', 'CURE', 'RAC', and 'TAC' are arranged diagonally from bottom-left to top-right. 'BUREAU' is at the bottom-left, 'EUREKA' is above it, 'CURE' is above that, 'RAC' is above that, and 'TAC' is at the top-right.



Found CITYSCAPE at (5,18) with direction KIRI  
Comparison count : 243



Found CLERGY at (16,26) with direction ATAS KANAN  
Comparison count : 758





Found DESPAIRED at (17,17) with direction ATAS  
Comparison count : 753

D  
E  
R  
I  
A  
P  
S  
E  
D

Found DOORKNOB at (13,10) with direction BAWAH  
Comparison count : 572

D  
O  
O  
R  
K  
N  
O  
B

Found DRAMATIZING at (30,23) with direction KIRI  
Comparison count : 1245

- G N I Z I T A M A R D -

Found DRAT at (2,5) with direction BAWAH KIRI  
Comparison count : 91

- D -  
- R -  
- A -  
- T -

```
Found EXACERBATE at (20,24) with direction ATAS KANAN
Comparison count : 1020
```

```
Found EXCEEDING at (16,18) with direction ATAS
Comparison count : 816
```

GNIDECECXE



```
Found EXERTING at (7,14) with direction BAWAH KIRI
Comparison count : 321
```

A 20x20 grid of dots on a black background. The letters G, N, I, T, R, E, X, and E are placed on the grid, forming the word 'GENERAL' in a staggered, upward-sloping arrangement from bottom-left to top-right.

```
Found FEATURE at (1,18) with direction KIRI
Comparison count : 60
```

ERUTAEF

Found FEEBLY at (6,18) with direction KANAN  
Comparison count : 281

- F E E B L Y -

Found FONDLING at (29,2) with direction ATAS  
Comparison count : 1207

G  
N  
I  
L  
D  
N  
O  
F







Found MEMENTO at (20,25) with direction KIRI  
Comparison count : 842

- O T N E M -

Found MISTY at (4,21) with direction KIRI  
Comparison count : 190

- Y T S I M -

EVISSEBOO





Found PUNISHING at (16,1) with direction KANAN  
Comparison count : 692

- P U N I S H I N G -

Found REFINER at (16,27) with direction BAWAH KANAN  
Comparison count : 754

R  
E  
F  
I  
N  
E  
R

[illegible]

A large grid of small dashes (hyphens) arranged in a rectangular pattern. In the center of the grid, the word "SCAPEGOAT" is formed by slightly larger or more prominent dashes, creating a subtle watermark effect. The dashes are small and uniform in size, except for the central word which is slightly more defined.

Found SINCERITY at (23,20) with direction KANAN  
Comparison count : 1019

S I N C E R I T Y

Found SPARTAN at (23,9) with direction BAWAH  
Comparison count : 1006

S  
P  
A  
R  
T  
A  
N

SSAPRUS



SYNCHRONIZE

Found TURPENTINE at (29,29) with direction ATAS  
Comparison count : 1290

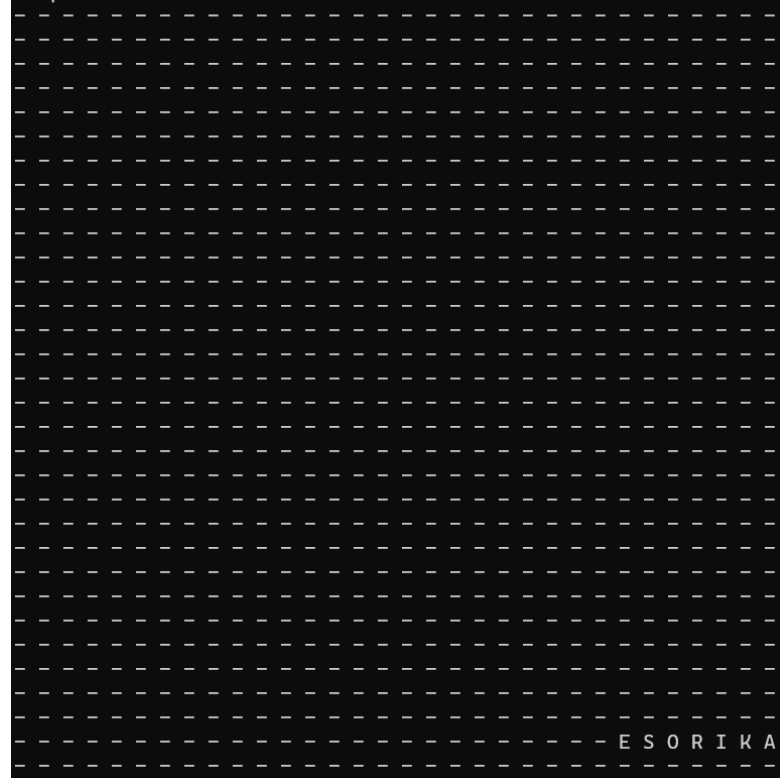
E  
N  
I  
T  
N  
E  
P  
R  
U  
T

Found WAKING at (22,26) with direction ATAS KANAN  
Comparison count : 954

G  
N  
I  
K  
A  
W



```
Found AKIROSE at (30,31) with direction KIRI
Comparison count : 1449
```



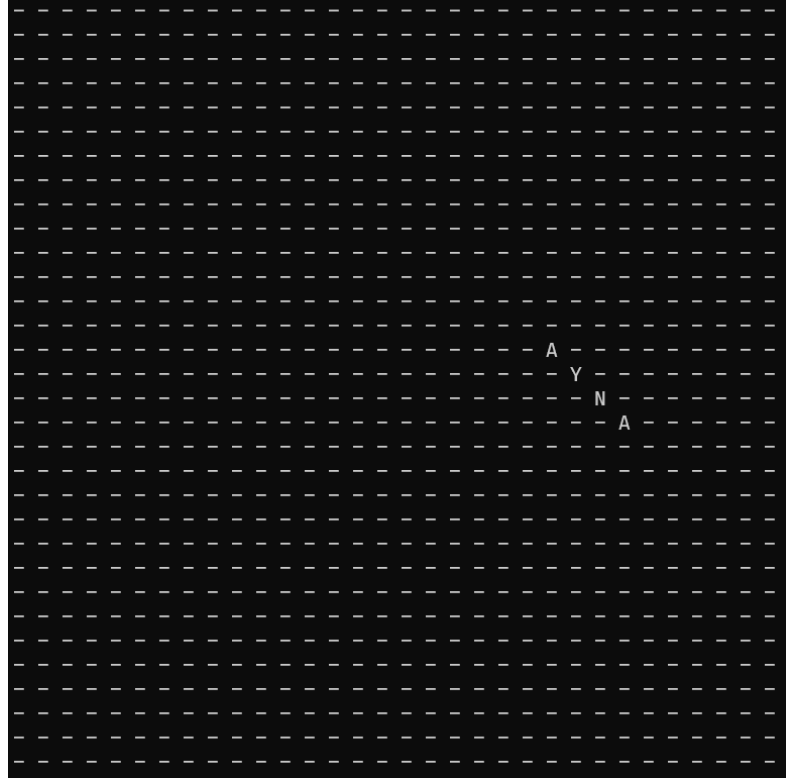
ESORIKA

```
Found AMELIA at (22,7) with direction KANAN
Comparison count : 1086
```

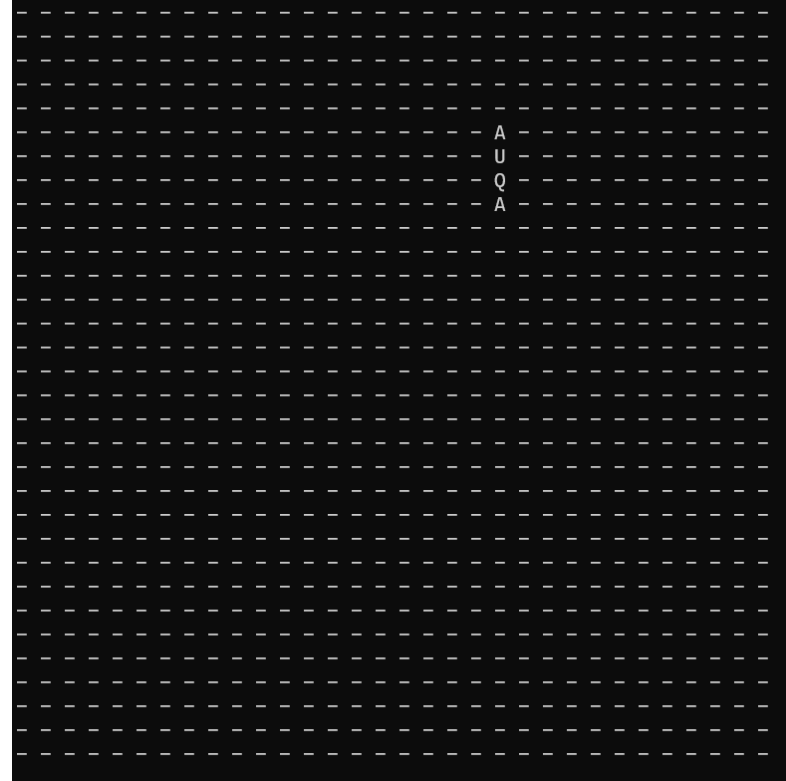
AMELIA



Found ANYA at (17,25) with direction ATAS KIRI  
Comparison count : 854



Found AQUA at (8,20) with direction ATAS  
Comparison count : 395



```
Found AYAME at (16,14) with direction KANAN
Comparison count : 787
```

A Y A M E

```
Found AZKI at (18,22) with direction ATAS
Comparison count : 890
```

I  
K  
Z  
A

Found BOTAN at (16,19) with direction BAWAH  
Comparison count : 667

B  
O  
T  
A  
N

Found CALLI at (4,8) with direction BAWAH KIRI  
Comparison count : 169

C  
A  
L  
L  
I

A 20x20 grid of dots. The word "CHELOE" is written vertically in the center of the grid, with each letter occupying one row and one column. The letters are: C (row 10, column 10), H (row 11, column 11), E (row 12, column 12), L (row 13, column 13), O (row 14, column 14), and E (row 15, column 15).

Found COCO at (13,2) with direction KANAN  
Comparison count : 535



Found FAUNA at (28,30) with direction ATAS  
Comparison count : 1175





A large grid of small white dashes on a black background. In the lower-left corner, the letters 'A', 'R', 'U', and 'G' are arranged vertically, each centered within a small cluster of dashes.





A 20x20 grid of dots. The letters are placed at the following coordinates (row, column) starting from (0,0) at the top-left:

- I at (10, 15)
- O at (11, 15)
- F at (12, 15)
- I at (13, 15)

The image features a dark gray background with a light gray grid of small squares. The word "IROHA" is written in a white, sans-serif, all-caps font, centered horizontally and positioned in the upper third of the image. The letters are spaced out, with thin gaps between them. The grid pattern is consistent across the entire image, creating a textured, architectural feel.

I R O H A

Found IRYS at (11,3) with direction KIRI  
Comparison count : 506

S Y R I

Found KANATA at (21,21) with direction BAWAH KIRI  
Comparison count : 953

K

A

N

A

T

A



Found KOYORI at (24,26) with direction ATAS  
Comparison count : 1084

I  
R  
O  
Y  
O  
K

Found KRONII at (11,5) with direction ATAS KANAN  
Comparison count : 469

I  
I  
N  
O  
R  
K

L A M Y

S U L P A L

A 20x20 grid of dots. In the top-left corner, the letter 'U' is positioned at the intersection of the 3rd column and 18th row, and the letter 'I' is positioned at the intersection of the 3rd column and 19th row.

MARINE

M  
A  
T  
S  
U  
R  
I

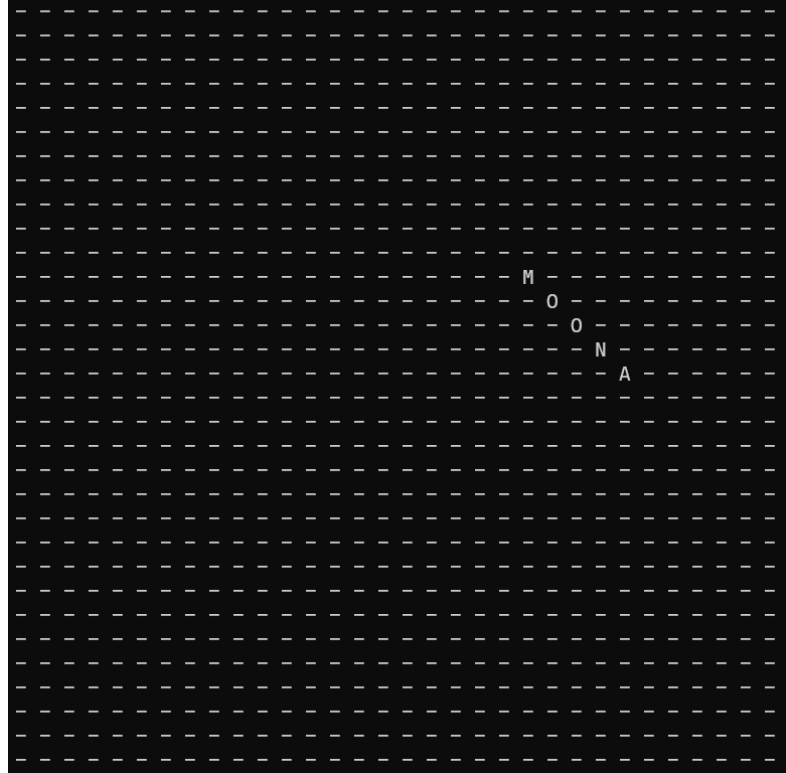




Found MIO at (4,27) with direction BAWAH KANAN  
Comparison count : 235



Found MOONA at (11,21) with direction BAWAH KANAN  
Comparison count : 536



Found MUMEI at (25,5) with direction KANAN  
Comparison count : 1088

M U M E I

Found NENE at (6,1) with direction BAWAH KANAN  
Comparison count : 237

N  
- E  
- N  
- E







Found RISU at (17,16) with direction BAWAH  
Comparison count : 707

R  
I  
S  
U

Found ROBOCO at (16,28) with direction ATAS KIRI  
Comparison count : 653

O  
C  
O  
B  
O  
R







Found SUBARU at (10,31) with direction BAWAH  
Comparison count : 478

S  
U  
B  
A  
R  
U

Found SUISEI at (10,22) with direction KANAN  
Comparison count : 452

S U I S E I

```
Found TOWA at (10,0) with direction ATAS
Comparison count : 392
```

```
Found WATAME at (17,13) with direction ATAS KIRI
Comparison count : 710
```

```
Operation took 227ms
Total comparison : 31567
```

#### 6. Tabel Keberjalanan Program

Poin	Ya	Tidak
1. Program berhasil dikompilasi tanpa kesalahan (No syntax error)	√	
2. Program berhasil running	√	
3. Program dapat membaca file masukan dan menuliskan luaran	√	
4. Program berhasil menemukan semua kata dalam puzzle	√	

#### 7. Kesimpulan

Algoritma *brute force* dapat digunakan untuk menyelesaikan *word search puzzle*. Semakin besar *puzzle* dan semakin banyak kata-kata yang akan dicari membuat *runtime* program semakin lama. Akan tetapi, kompleksitas dari algoritma ini masih cukup besar, sehingga mungkin saja ada algoritma yang lebih efisien daripada algoritma ini.