# LET'S PLAY SOME WATER (NOT SO) FUN GAME!

### **Problem:**

We study a simple game consisting in a grid of tiles, separated or not by walls, forming different groups of tiles. Numbers figure on the end of some lines/columns. They correspond to a number of flood tiles in this column/line. The goal of the game is to find a solution, consisting of a combination of tiles flooded satisfying the number on each end of line/column and natural rules of physic.

#### R\_side\_numbers:

- -Each line/column must contain the exact number of flooded tiles indicated on the end of the said line/column.
- -Water must follow the following rules:

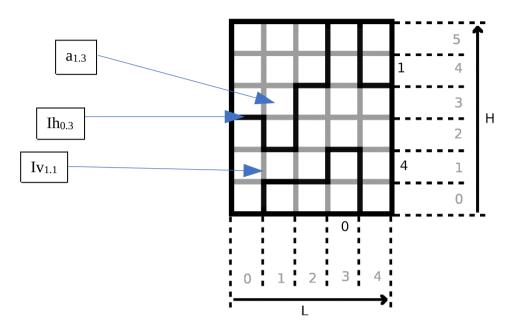
#### R water down:

A tile without water cannot be under a tile of water if there is no wall to stop said water.

#### R water level:

In the same group of tiles, if the group contains water, the level must be the same in all the group even if it is U shaped (or n shaped, for "simplicity").

## **Modelling:**

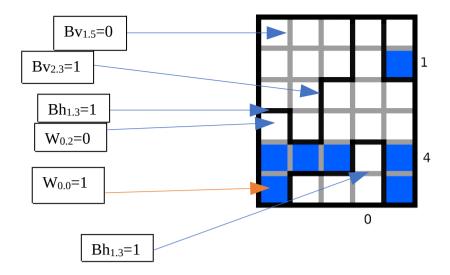


#### **Definitions:**

Let L being the length (horizontal size) of the grid. Let H being the height (vertical size) of the grid.

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\forall 0 \leq i < L, 0 \leq j < H we name a_{i,j} the tile of coordinates i,j \forall 0 < i < L, 0 \leq j < H we name Iv_{i,j} the (vertical) intersection of the tiles a_{i,j} and a_{i-1,j} \forall 0 \leq i < L, 0 < j < H we name Ih_{i,j} the (horizontal) intersection of the tiles a_{i,j} and a_{i,j-1} \forall 0 \leq i < L we name Zc_i the number aside to the column i. \forall 0 < j < H we name Zl_i the number aside to the line j.
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\forall i,j,\ W_{i,j}=1 <=> water in a_{i,j}. \forall i,j,\ Bh_{i,j}=1 <=> horizontal barrier at Ih_{i,j} \forall i,j,\ Bv_{i,j}=1 <=> vertical barrier at Iv_{i,j}
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#### Modelling the "water's physics":

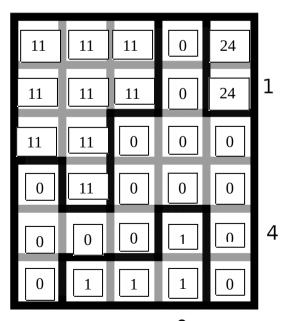
We attribute a number to each tile such that each tile inside a same group of tiles have the same value, in order to be able to say if two tiles are in the same group (i.e. if there's a path between these tiles). For each tile  $a_{i,j}$ , we can access this number at  $a_{i,j}$ .val.

To attribute such values, a way to proceed is to initialize the values as the following:  $\forall i,j \ a_{i,j}.val=j*h+i$ 

And then use the following rule to get the same values in each group:

 $\forall i,j \ \neg Bh_{i,j} => a_{i,j}.val = min( a_{i,j}.val ; a_{i,j-1}.val )$ 

 $\forall i,j \neg Bv_{i,j} => a_{i,j}.val = min(a_{i,j}.val; a_{i-1,j}.val)$ 

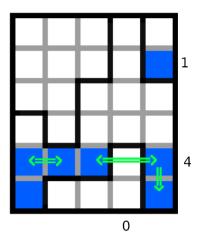


Once a<sub>i,j</sub>.val is defined, the following rules model the fact that water must follow the rules of physics:

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R_water_down: \forall i \text{ in } \{0,...,L-1\}, j \text{ in } \{0,...,H-1\}: \\ (ai,j.val=ai,j-1.val) \Rightarrow (Wi,j\Rightarrow Wi,j-1)
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#### R water level

$$\forall i 1, i 2 \text{ in } \{0,...,L-1\}, j \text{ in } \{0,...,H-1\}: \\ (ai 1, j.val = ai 2, j.val) \Rightarrow (Wi 1, j \Leftrightarrow Wi 2, j)$$



## Modelling the fact that $Zc_i$ and $Zl_j$ represents the number of tiles of water on the line or column (application of R\_side\_numbers):

Let's start with the lines, by picking an integer i such that  $0 \le i < H$ : Since we want exactly  $Zl_i$  tiles to be filled of water, a way to model it is by making a disjunction of each model, but transforming it to a conjunction normal form by developing is long and tidious.

Instead, we can model the fact that any assignment with at least  $Zl_i+1$  tiles filled of water should be unsatisfiable, and that any assignment with at most  $Zl_i-1$  tiles filled of water should be unsatisfiable.

To model the fact that any assignment with at most  $ZI_{i-1}$  tiles filled of water should be unsatisfiable, we do a conjunction of all possible clauses containing exactly L- $(ZI_{i-1})$  elements of the form  $Wz_i$ . (like this, by assigning at most  $ZI_{i-1}$  elements as true, we have at least a clause that we can't validate).

If  $ZI_i = 0$ , no need to add a formula for this rule. Otherwise, the formula is the following:

$$\prod_{x_0=0}^{Zl_i-1} \left( \prod_{x_1=x_0}^{Zl_i} \prod_{x_2=x_1}^{Zl_i+1} \dots \prod_{x_{L-Zl}=x_{L-Zl-1}}^{L-1} \left( \sum_{j \in \{x_0, \dots, x_{L-Z}\}} W_{j,i} \right) \right)$$

(The product symbolizes a succession of conjunctions, the sum symbolizes a succession of disjunctions.)

To model the fact that any assignment with at least  $ZI_i+1$  tiles filled of water should be unsatisfiable, it is the same reasoning, but with a conjunction of all possible clauses containing exactly  $ZI_i+1$  elements of the form  $\neg W_{j,i}$  (note the negation, and so it is the same as verifying that at most L- $ZI_i$  elements of the form  $Wz_i$  are false, which is directly equivalent to saying that there is at most  $ZI_i$  tiles filled) If  $ZI_i = L$ , no need to add a formula for this rule. Otherwise, the formula is the following:

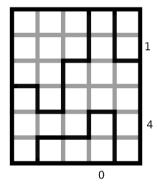
$$\prod_{x_0=0}^{L-Zl_i-1} \left( \prod_{x_1=x_0}^{L-Zl_i} \prod_{x_2=x_1}^{L-Zl_i+1} \dots \prod_{x_{Zl_i}=x_{Zl_i-1}}^{L-1} \left( \sum_{i \in \{x_0,\dots,x_{Zl_i}\}} \neg W_{j,i} \right) \right)$$

And so, the conjunction of these two formulas models the fact that exactly  $ZI_i$  of the  $W_{j,i}$  are true, and the other false.

For the columns, it is the same formulae by interchanging L and H, and by replacing  $Zl_i$  by  $Zc_i$ ,  $W_{i,i}$  by  $W_{i,j}$ .

## **Example:**

Here we take the following grid:



In this example we need a model satisfying all the above-mentioned rules:

R water down:

 $(\neg W_{0.5} V W_{0.4}) \Lambda (\neg W_{0.4} V W_{0.3}) \Lambda (\neg W_{0.2} V W_{0.1}) \Lambda (\neg W_{0.1} V W_{0.0})$ 

 $\Lambda(\neg W_{1.5} V W_{1.4})\Lambda(\neg W_{1.4} V W_{1.3})\Lambda(\neg W_{1.3} V W_{1.2})$ 

 $\Lambda(\neg W_{2.5} V W_{2.4})\Lambda(\neg W_{2.3} V W_{2.2})\Lambda(\neg W_{2.2} V W_{2.1})$ 

 $\Lambda(\neg W_{3.5} V W_{3.4})\Lambda(\neg W_{3.4} V W_{3.3})\Lambda(\neg W_{3.3} V W_{3.2})\Lambda(\neg W_{3.1} V W_{3.0})$ 

 $\Lambda(\neg W_{4.5} V W_{4.4})\Lambda(\neg W_{4.3} V W_{4.2})\Lambda(\neg W_{4.2} V W_{4.1})\Lambda(\neg W_{4.1} V W_{4.0})$ 

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R water level:
(\neg W_{0.5} \ V \ W_{1.5}) \land (W_{0.5} \ V \ \neg W_{1.5}) \land (\neg W_{1.5} \ V \ W_{2.5}) \land (W_{1.5} \ V \ \neg W_{2.5})
\Lambda( \neg W_{0.4} \ V \ W_{1.4}) \Lambda(W_{0.4} \ V \ \neg W_{1.4}) \Lambda( \neg W_{1.4} \ V \ W_{2.4}) \Lambda(W_{1.4} \ V \ \neg W_{2.4})
\neg W_{4.3})
\Lambda(\neg W_{2.2} \ V \ W_{3.2})\Lambda(W_{2.2} \ V \ \neg W_{3.2})\Lambda(\neg W_{3.2} \ V \ W_{4.2})\Lambda(W_{3.2} \ V \ \neg W_{4.2})
\Lambda(\neg W_{0.1} \ V \ W_{1.1})\Lambda(W_{0.1} \ V \ \neg W_{1.1})\Lambda(\neg W_{1.1} \ V \ W_{2.1})\Lambda(W_{1.1} \ V \ \neg W_{2.1})
\Lambda( \neg W_{1.0} \ V \ W_{2.0}) \Lambda(W_{1.0} \ V \ \neg W_{2.0}) \Lambda( \neg W_{2.0} \ V \ W_{3.0}) \Lambda(W_{2.0} \ V \ \neg W_{3.0})
R side numbers:
For the line 1 (Zl_1 = 4):
S = 6, Z = Zl_1 = 4, N = 5
N-Z = 1
(W_{0,1} \vee W_{1,1}) \wedge (W_{0,1} \vee W_{2,1}) \wedge (W_{0,1} \vee W_{3,1}) \wedge (W_{0,1} \vee W_{4,1})
\Lambda(W_{1,1} \vee W_{2,1})\Lambda(W_{1,1} \vee W_{3,1})\Lambda(W_{1,1} \vee W_{4,1})
\Lambda(W_{2,1} \vee W_{3,1})\Lambda(W_{2,1} \vee W_{4,1})
\Lambda(W_{3.1}V W_{4.1})
\Lambda (\neg W_{0,1} \lor \neg W_{1,1} \lor \neg W_{2,1} \lor \neg W_{3,1} \lor \neg W_{4,1})
For the line 4 (Zl_4 = 1):
S = 6, Z = Zl_4 = 1, N = 5
N-Z=4
(W_{0,4} \vee W_{1,4} \vee W_{2,4} \vee W_{3,4} \vee W_{4,4})
\Lambda(\neg W_{0,4} \lor \neg W_{1,4})\Lambda(\neg W_{0,1} \lor \neg W_{2,4}) \Lambda(\neg W_{0,1} \lor \neg W_{3,4}) \Lambda(\neg W_{0,1} \lor \neg W_{4,4})
\Lambda(\neg W_{1,4} \lor \neg W_{2,4}) \Lambda(\neg W_{1,1} \lor \neg W_{3,4}) \Lambda(\neg W_{1,1} \lor \neg W_{4,4})
\Lambda(\neg W_{2,4} \lor \neg W_{3,4}) \land (\neg W_{2,1} \lor \neg W_{4,4})
\Lambda(\neg W_{3,4} \vee \neg W_{4,4})
For the column 3 (Zc_3 = 0):
S = 5, Z = Zc_3 = 0, N = 6
N-Z = 6
 \neg W_{3,0} \land \neg W_{3,1} \land \neg W_{3,2} \land \neg W_{3,3} \land \neg W_{3,4} \land \neg W_{3,5}
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