

# Résolution de niveaux du Sokoban

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Le jeu du Sokoban

Principe de résolution

Réduction de l'espace de recherche

- Analyse statique

- Analyse dynamique

Recherche dirigée par une heuristique

Optimisations

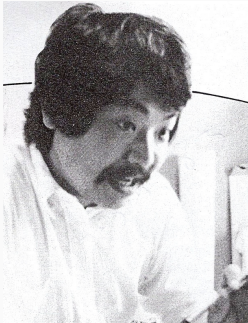
Résultats

Annexe

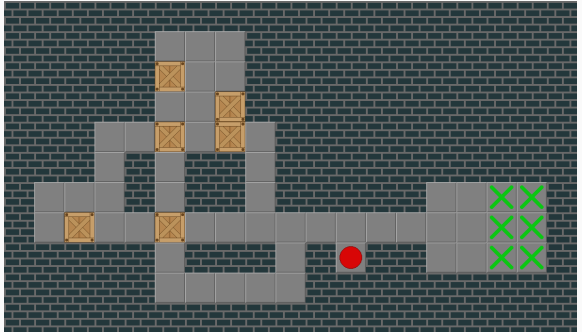
# Le jeu du Sokoban

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# Le jeu du Sokoban



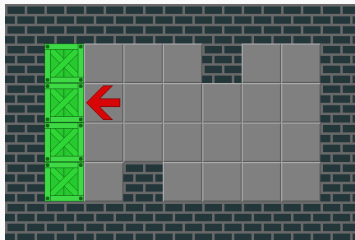
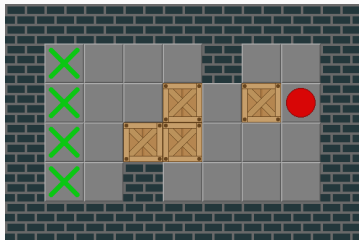
Hiroyuki Imabayashi

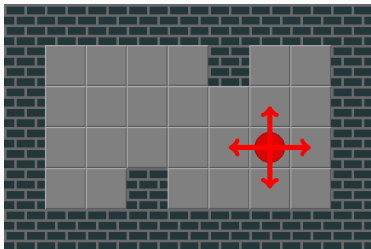


*X Sokoban*

# But du jeu

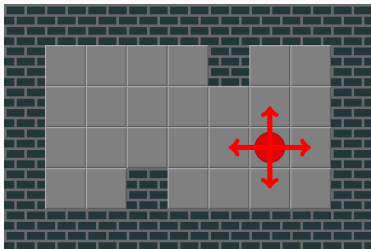
Déplacements



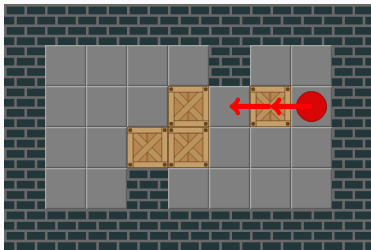


Déplacements autorisés

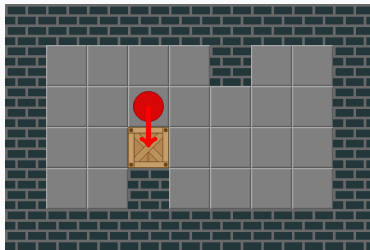
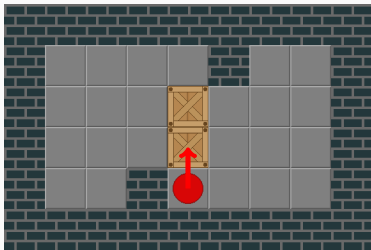
# Règles



Déplacements autorisés

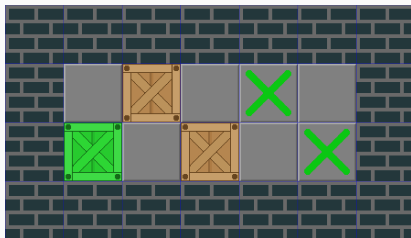


# Règles





# Tuiles



Mur



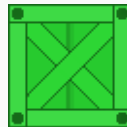
Sol



Caisse

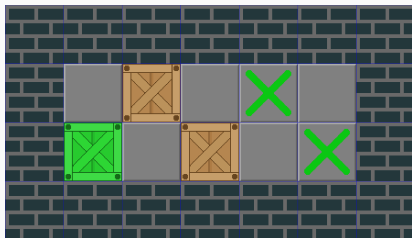


Cible



Caisse sur une cible

# Tuiles



Mur



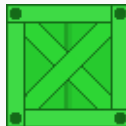
Sol



Caisse



Cible



Caisse sur une cible

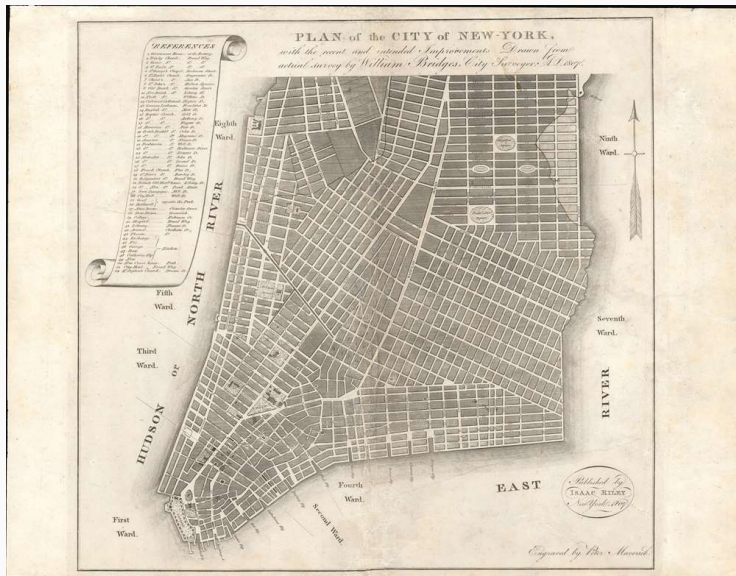
```
enum Tile {WALL, FLOOR, CRATE, TARGET, CRATE_ON_TARGET};
```

```
Tile[] [] map = new Tile[height][width];
```

## Lien avec le thème de l'année



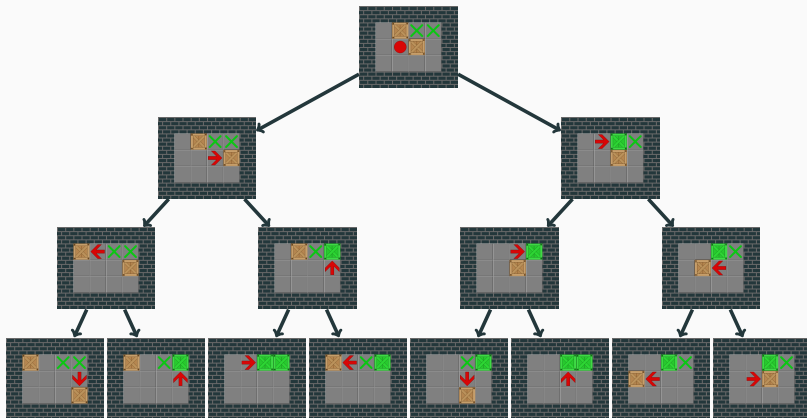
# Lien avec le thème de l'année



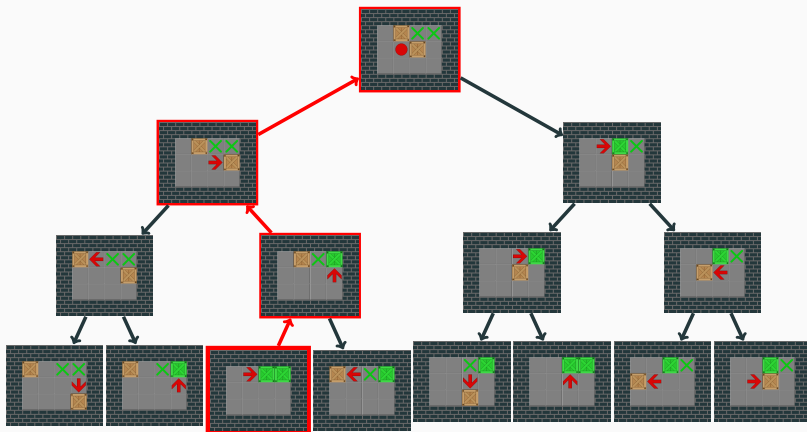
# Principe de résolution

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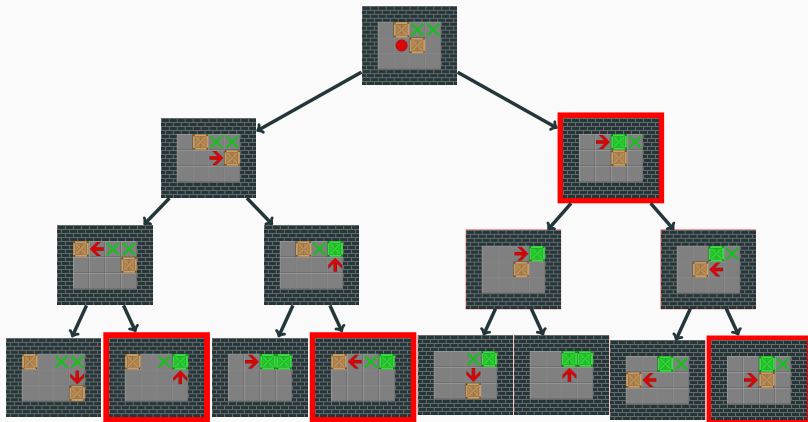
# Arbre des états



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## Calcul du *hash* d'un état - Hash de Zobrist

Initialisation :

$$T = \begin{array}{ccc} & \text{caisse} & \text{joueur} & \text{case} \\ \left( \begin{array}{cc} 6357 & 5742 \\ -1378 & 42 \\ \vdots & \vdots \\ 93268 & -278 \end{array} \right) & & \begin{array}{c} 0 \\ 1 \\ \vdots \\ wh - 1 \end{array} \end{array}$$

Usage :  $(c_1, \dots, c_n)$   $n$  caisses et  $p$  position du joueur :

$$h = \mathbf{XOR}_{i=0}^n T[c_i][0] \mathbf{XOR} T[p][1]$$

Passer d'une configuration à une autre :  $c_i \rightarrow c'_i, p \rightarrow p'$

$$h = h \mathbf{XOR} T[c_i][0] \mathbf{XOR} T[c'_i][0] \mathbf{XOR} T[p][1] \mathbf{XOR} T[p'][1]$$

## Réduction de l'espace de recherche

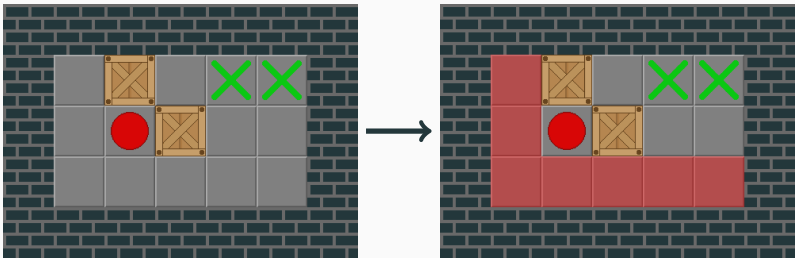
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# Réduction de l'espace de recherche

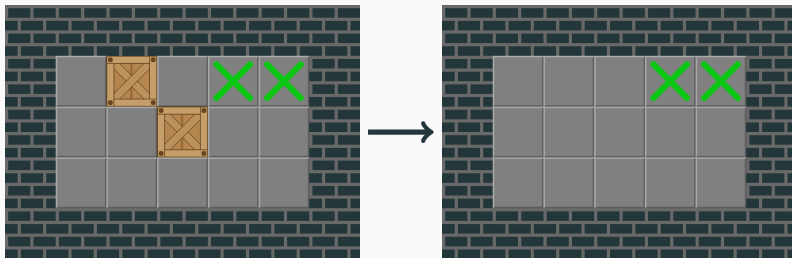


Analyse statique

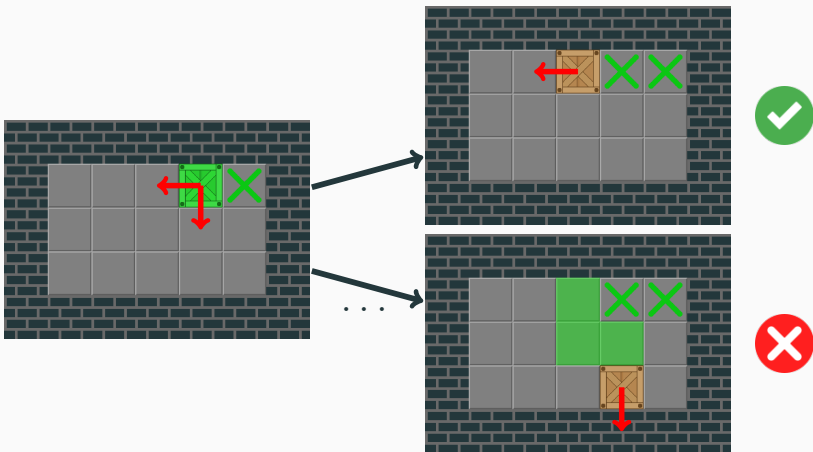
## Détection des positions mortes (*dead positions*)



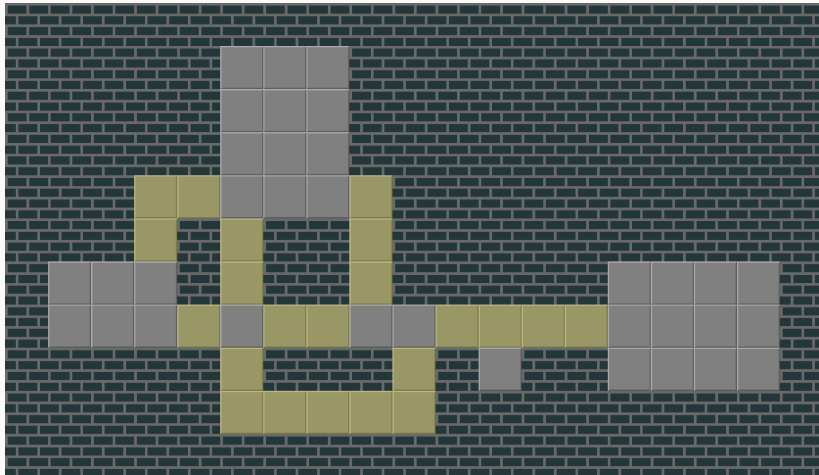
## Détection des positions mortes (*dead positions*)



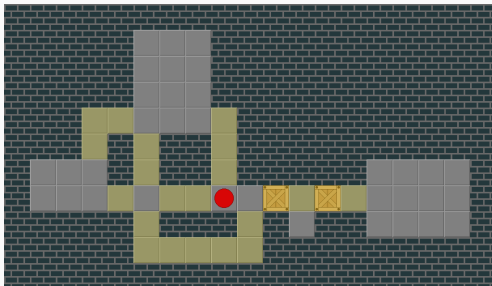
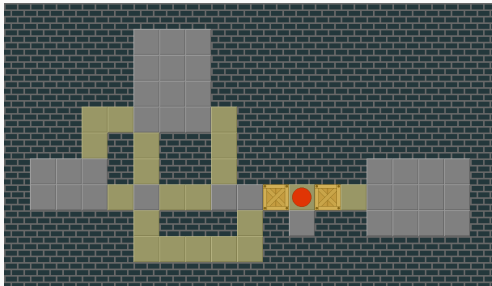
## Détection des positions mortes (*dead positions*)



# Détection de tunnels

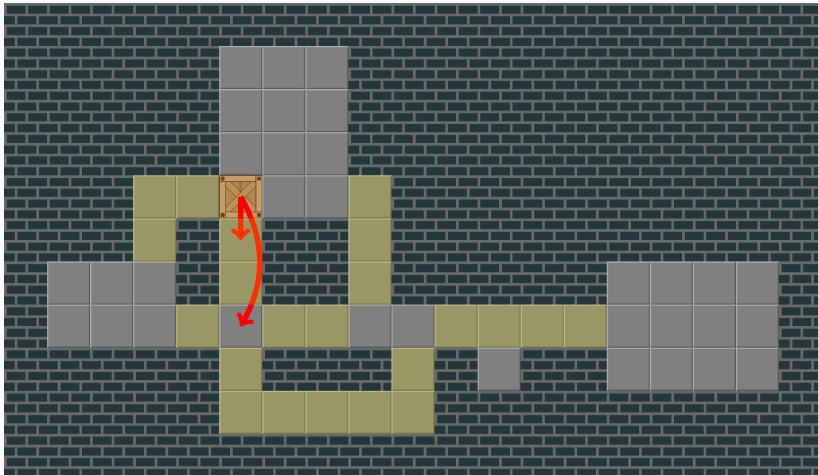


# Détection de tunnels

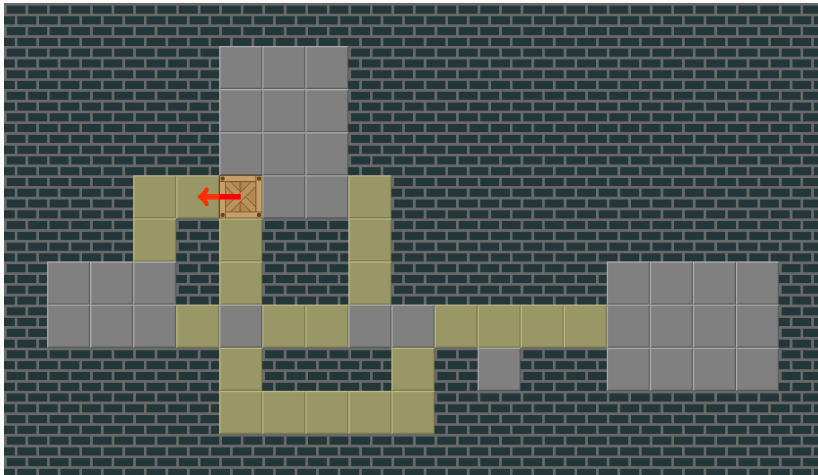




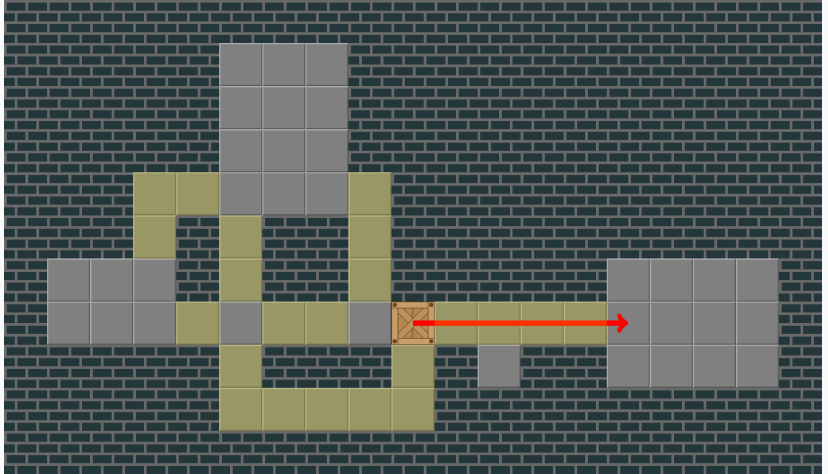
# Détection de tunnels



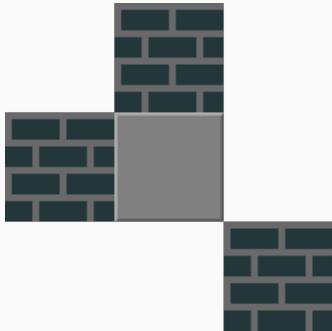
# Détection de tunnels



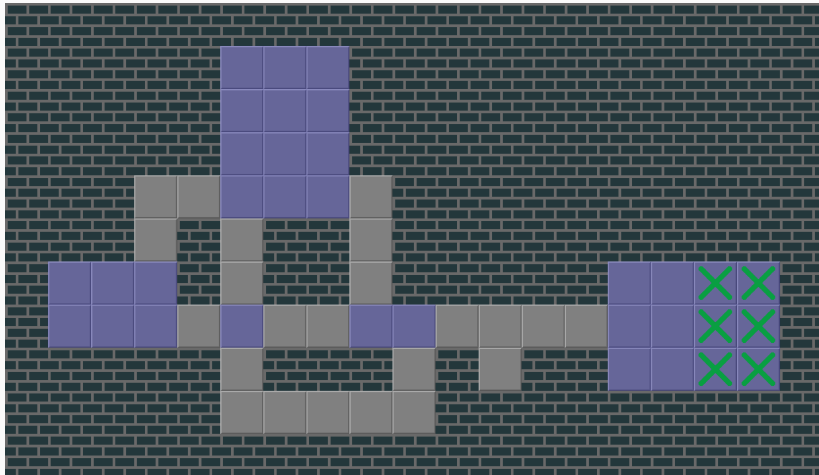
## Détection de tunnels



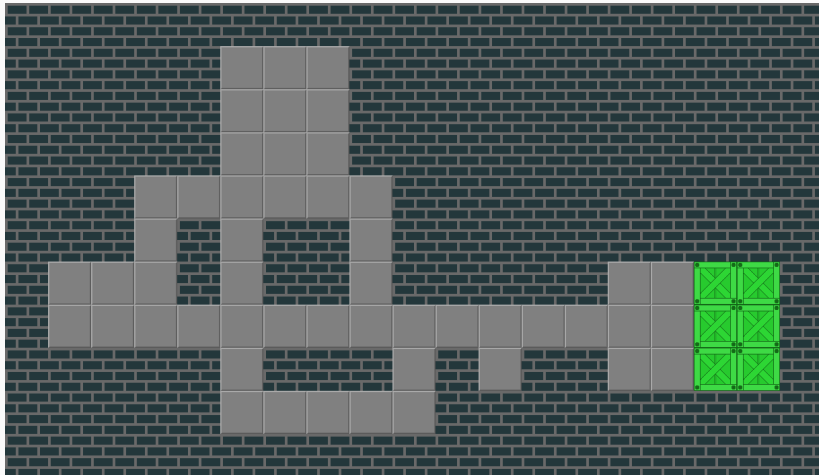
# Détection de tunnels



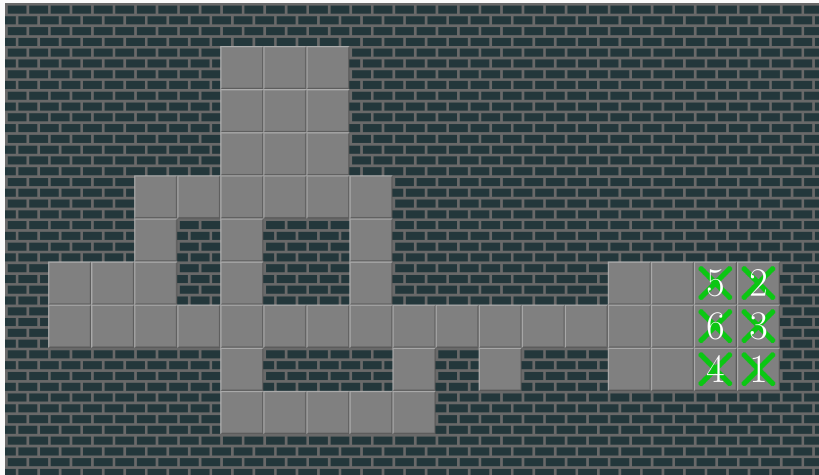
## Salles et ordre de rangement (*packing order*)



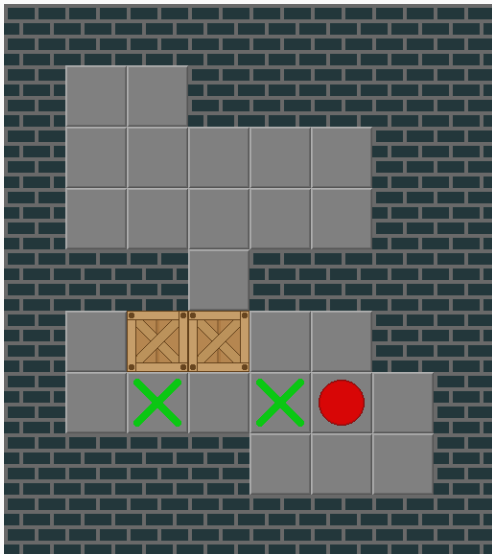
## Salles et ordre de rangement (*packing order*)



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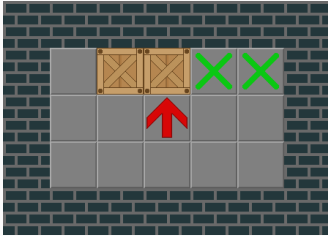


# Réduction de l'espace de recherche

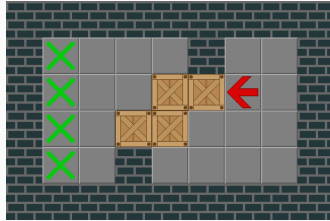


Analyse dynamique

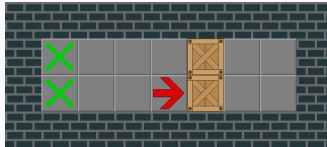
# Détection d'impasses (*deadlocks*)



(a) *Freeze deadlock n°1*



(b) *Freeze deadlock n°2*

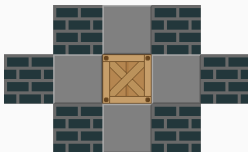


(c) *PI Corral deadlock*

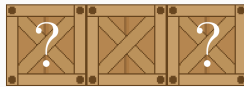
# Détection de *freeze deadlocks*



(a) Règle n°1

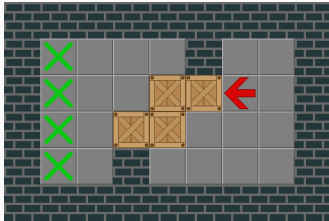


(b) Règle n°2

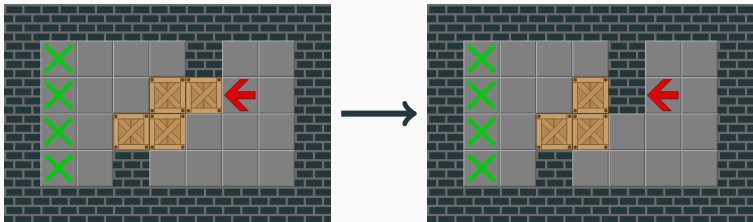


(c) Règle n°3

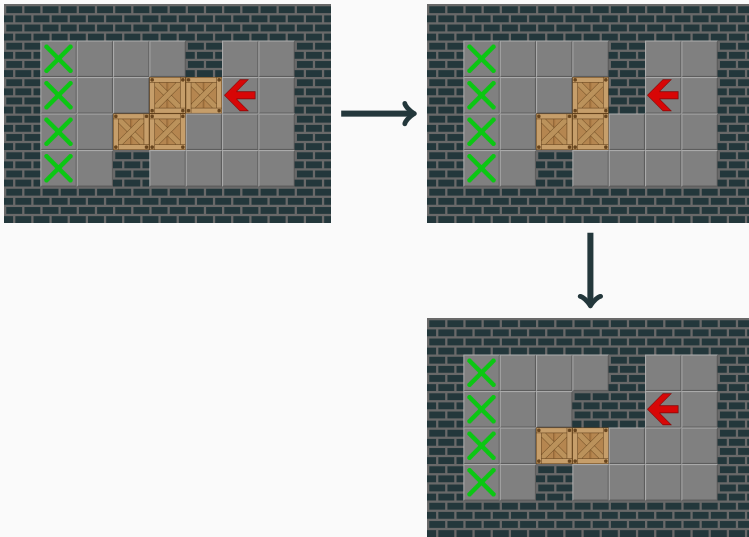
## Détection de *freeze deadlocks*



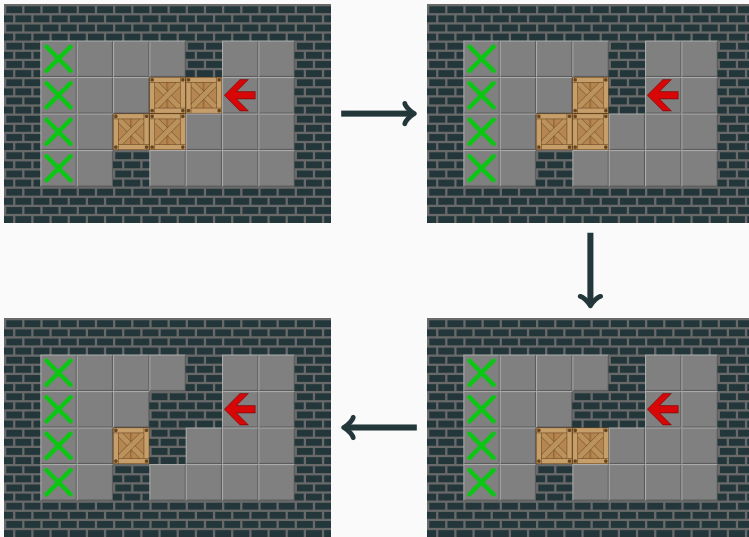
## Détection de *freeze deadlocks*



## Détection de *freeze deadlocks*

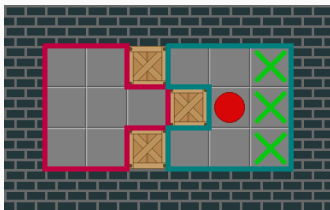


## Détection de *freeze deadlocks*

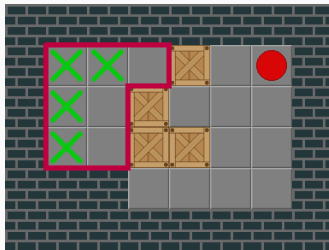


Gelée!

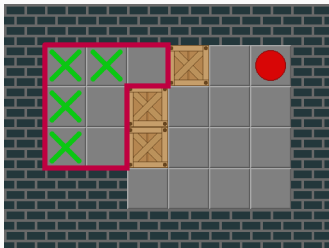
## Détection de *PI Corral* deadlocks



(a) *Corral*



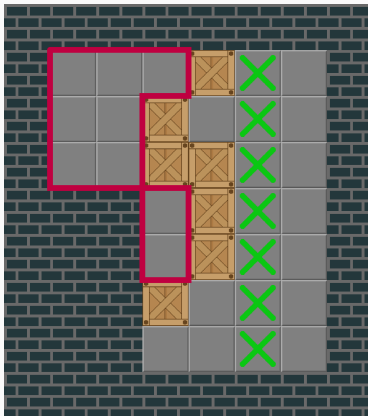
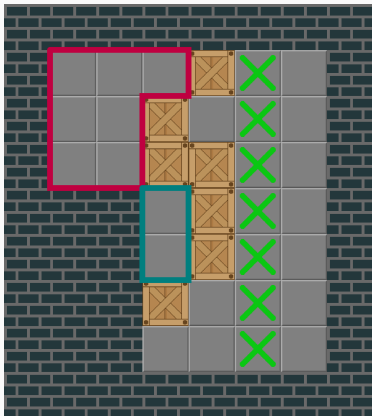
(b) *I Corral*



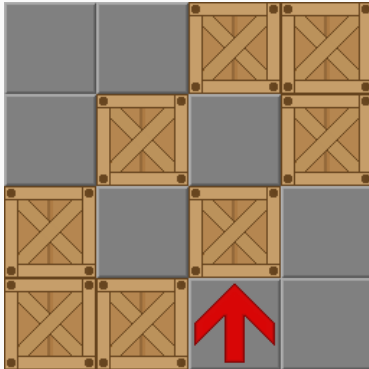
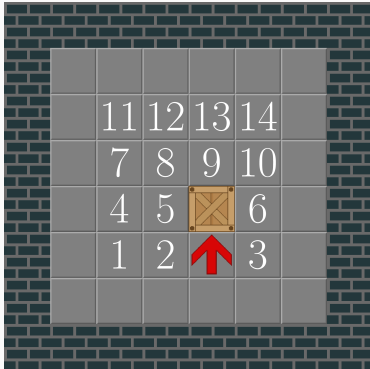
(c) *PI Corral*



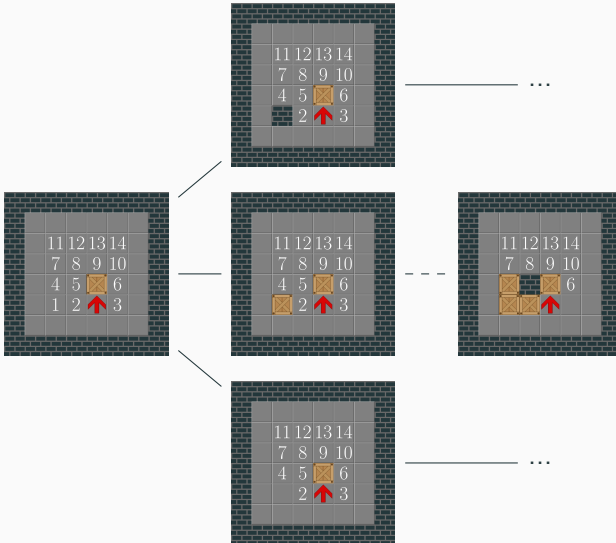
## Détection de *PI Corral* deadlocks



## Table de *deadlocks*



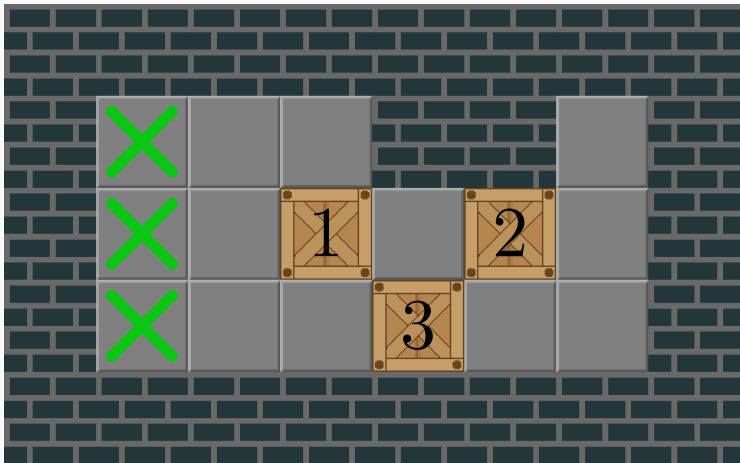
## Table de *deadlocks*



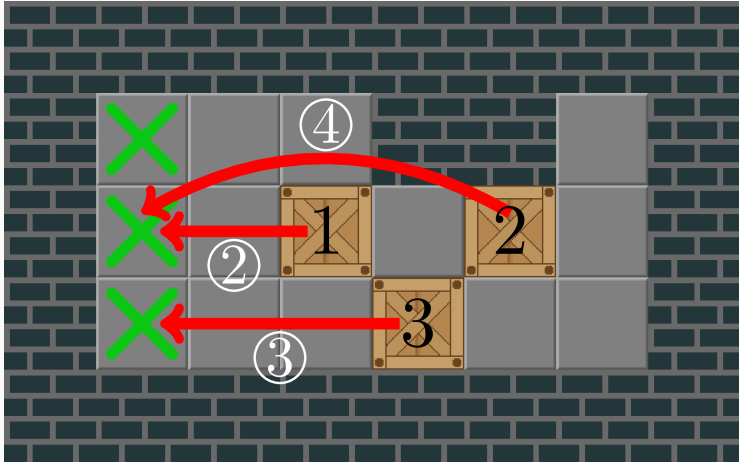
## Recherche dirigée par une heuristique



## Heuristique simple (*Simple Lower Bound*)

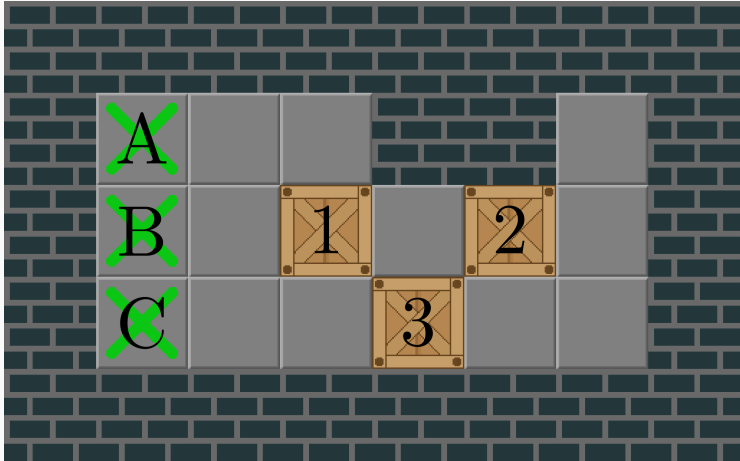


## Heuristique simple (*Simple Lower Bound*)

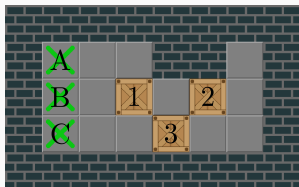


$$2 + 4 + 3 = 9$$

## Heuristique gloutonne (*Greedy Lower Bound*)



# Heuristique gloutonne (*Greedy Lower Bound*)



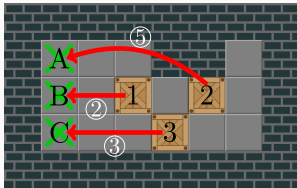
$1 \rightarrow A$	3
$1 \rightarrow B$	2
$1 \rightarrow C$	3
$2 \rightarrow A$	4
$2 \rightarrow B$	4
$2 \rightarrow C$	5
$3 \rightarrow A$	5
$3 \rightarrow B$	4
$3 \rightarrow C$	3



<b><math>1 \rightarrow B</math></b>	<b>2</b>
$1 \rightarrow A$	3
$1 \rightarrow C$	3
<b><math>3 \rightarrow C</math></b>	<b>3</b>
$2 \rightarrow B$	4
$3 \rightarrow B$	4
$2 \rightarrow A$	5
$2 \rightarrow C$	5
<b><math>3 \rightarrow A</math></b>	<b>5</b>



# Heuristique gloutonne (*Greedy Lower Bound*)



$$2 + 3 + 5 = 10$$

$1 \rightarrow A$	3
$1 \rightarrow B$	2
$1 \rightarrow C$	3
$2 \rightarrow A$	4
$2 \rightarrow B$	4
$2 \rightarrow C$	5
$3 \rightarrow A$	5
$3 \rightarrow B$	4
$3 \rightarrow C$	3

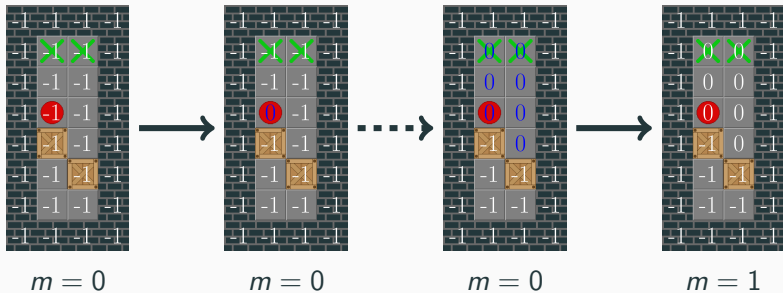


<b><math>1 \rightarrow B</math></b>	<b>2</b>
$1 \rightarrow A$	3
$1 \rightarrow C$	3
<b><math>3 \rightarrow C</math></b>	<b>3</b>
$2 \rightarrow B$	4
$3 \rightarrow B$	4
$2 \rightarrow A$	5
$2 \rightarrow C$	5
<b><math>3 \rightarrow A</math></b>	<b>5</b>

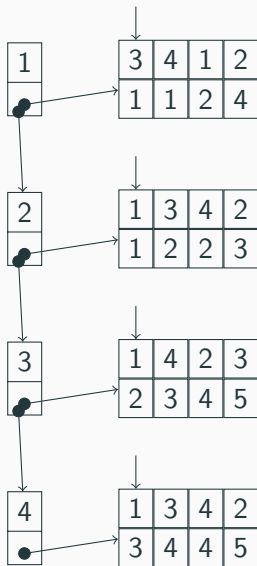
# Optimisations

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## Parcours de graphes : démarquer tous les noeuds en $\mathcal{O}(1)$

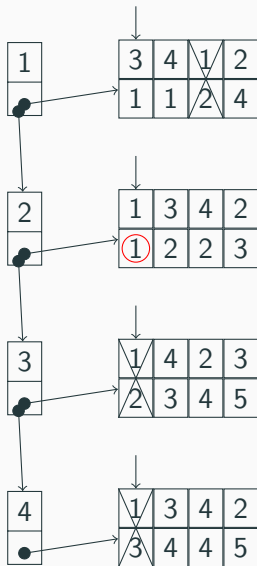


## Greedy Lower Bound en $\mathcal{O}(n^2)$



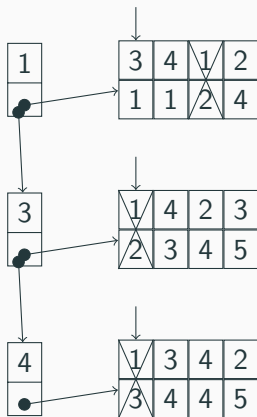
$h =$

## Greedy Lower Bound en $\mathcal{O}(n^2)$



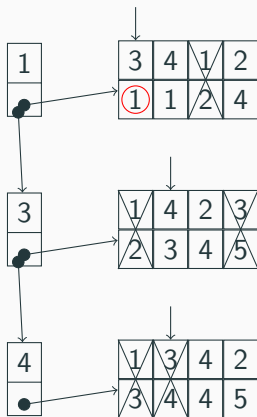
$$h = 1 +$$

## Greedy Lower Bound en $\mathcal{O}(n^2)$



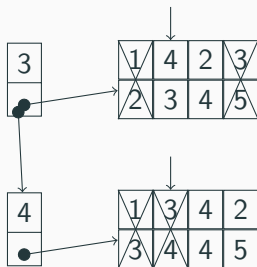
$$h = 1 +$$

## Greedy Lower Bound en $\mathcal{O}(n^2)$



$$h = 1 + 1 +$$

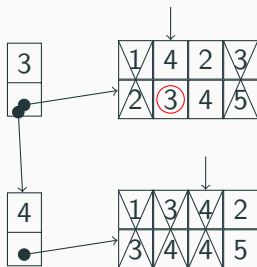
## Greedy Lower Bound en $\mathcal{O}(n^2)$



$$h = 1 + 1 +$$

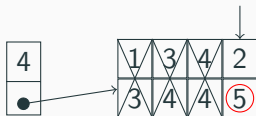


## Greedy Lower Bound en $\mathcal{O}(n^2)$



$$h = 1 + 1 + 3 +$$

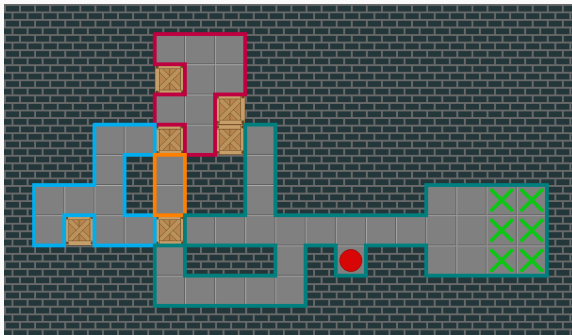
## Greedy Lower Bound en $\mathcal{O}(n^2)$



$$h = 1 + 1 + 3 + 5 = 10$$

## Calcul des *corrals* en $\mathcal{O}(wh)$

Utilisation de *Union-Find* : partition de  $\llbracket 0; wh - 1 \rrbracket$ .



## Calcul des *corrals* en $\mathcal{O}(wh)$

---

```
1: procedure CORRAL( $x, y$ )
2:   if not solid( $x, y$ ) then
3:     createSingleton( $x, y$ )
4:   else
5:     if solid( $x-1, y$ ) and solid( $x, y-1$ ) then
6:       createSingleton( $x, y$ )
7:     else if not solid( $x-1, y$ ) and solid( $x, y-1$ ) then
8:       addToCorral( $x-1, y, x, y$ )
9:     else if solid( $x-1, y$ ) and not solid( $x, y-1$ ) then
10:      addToCorral( $x, y-1, x, y$ )
11:    else
12:      addToCorral( $x-1, y, x, y$ )
13:      union( $x, y-1, x, y$ )
14:    end if
15:  end if
```

## Résultats



## Annexe



# Tableau des complexités