

# FLOOD-IT

## THE COLOURFUL GAME OF BOARD DOMINATION

Bristol Algorithms Day, 15–16 Feb 2009

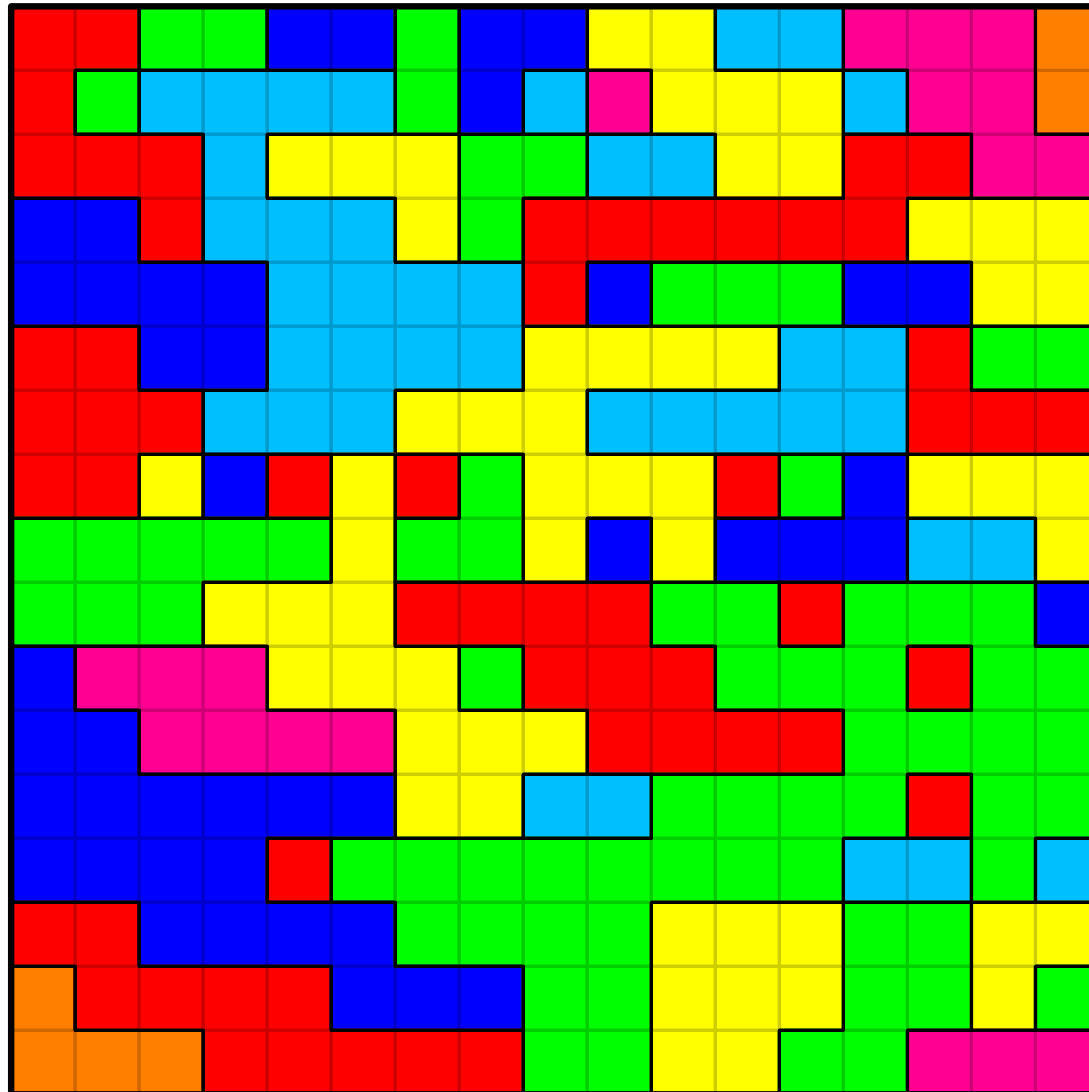
David Arthur, Raphaël Clifford, Markus Jalsenius,  
Ashley Montanaro and Benjamin Sach

Department of Computer Science

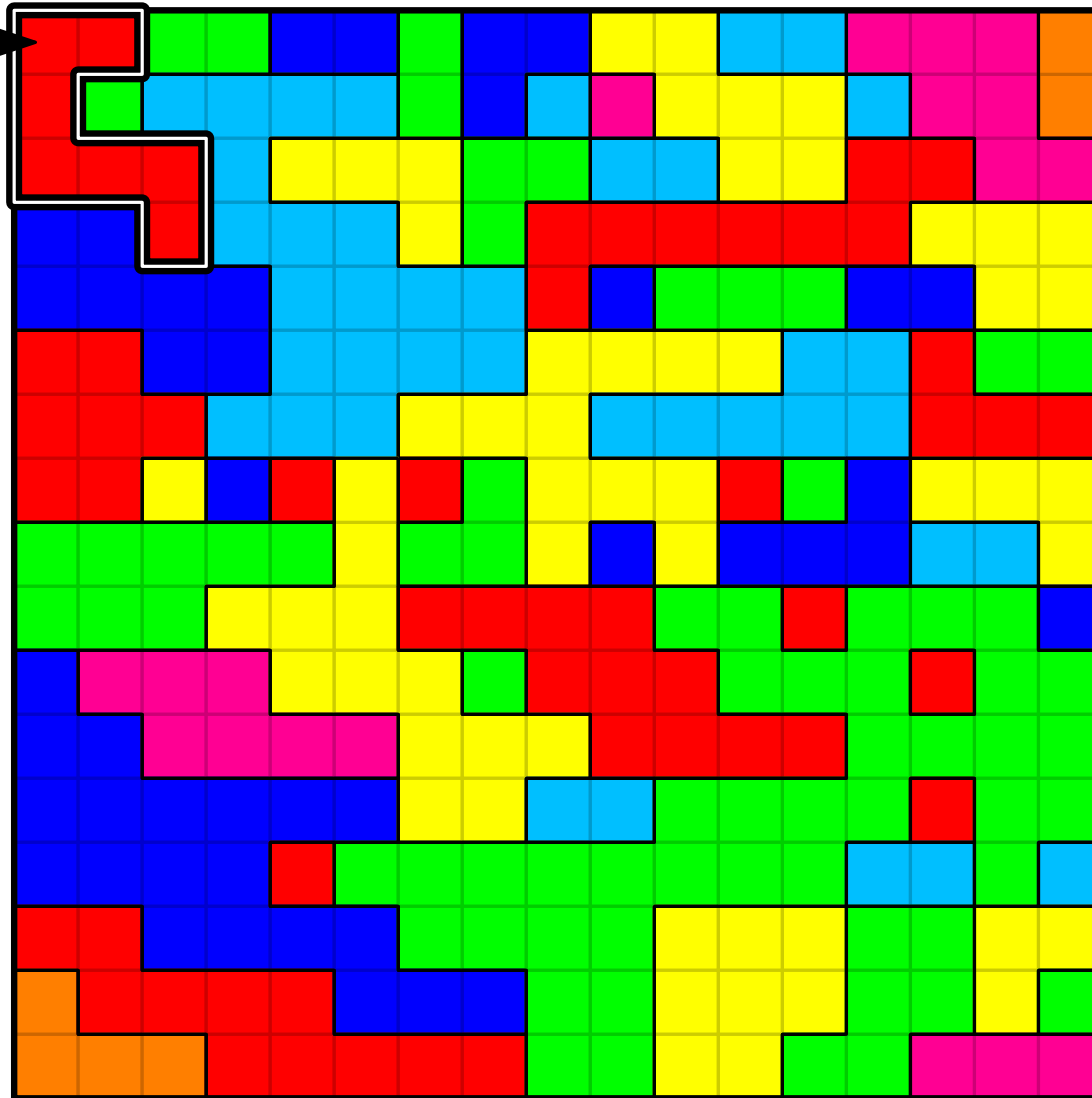




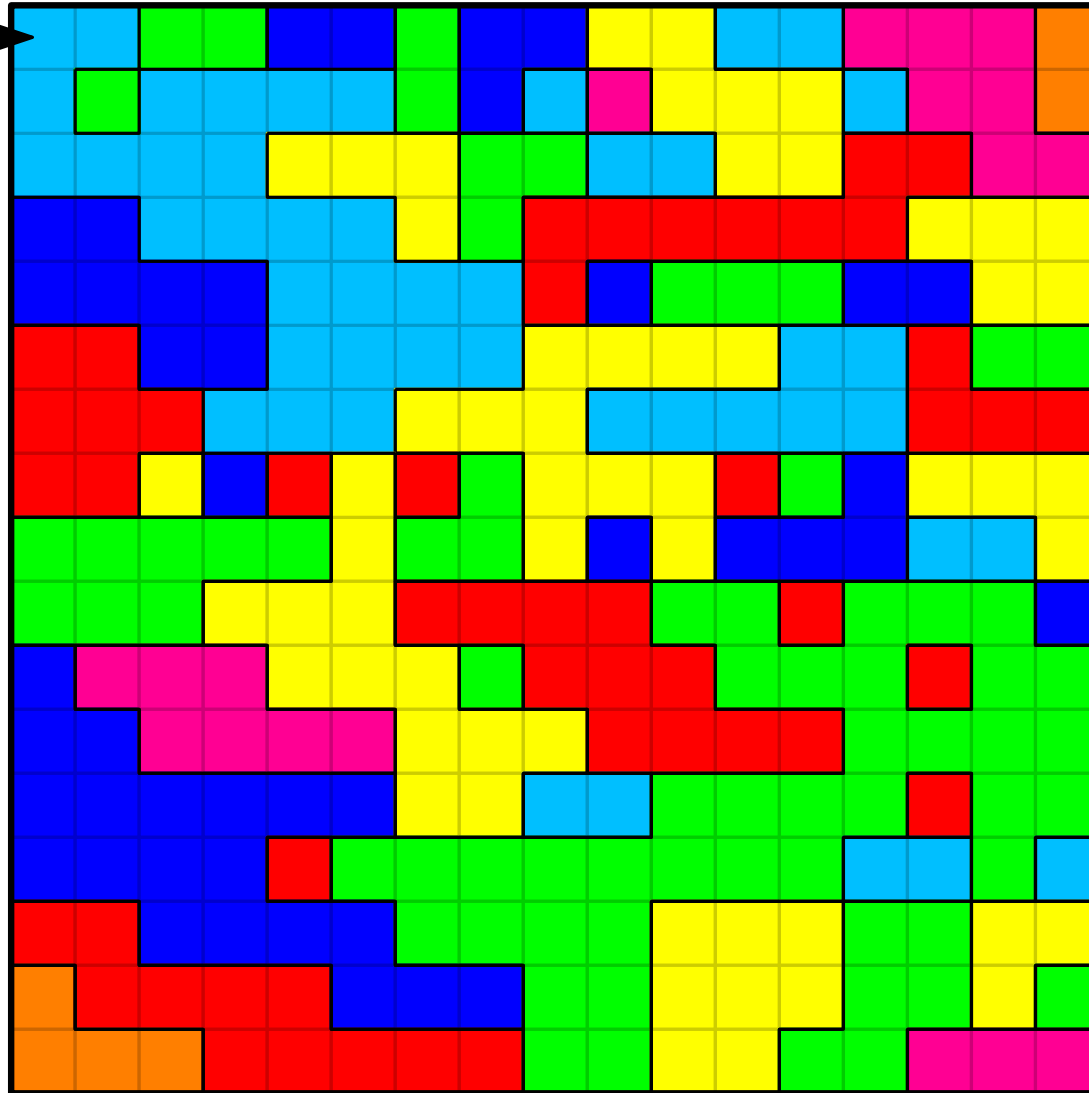
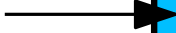
# The Game



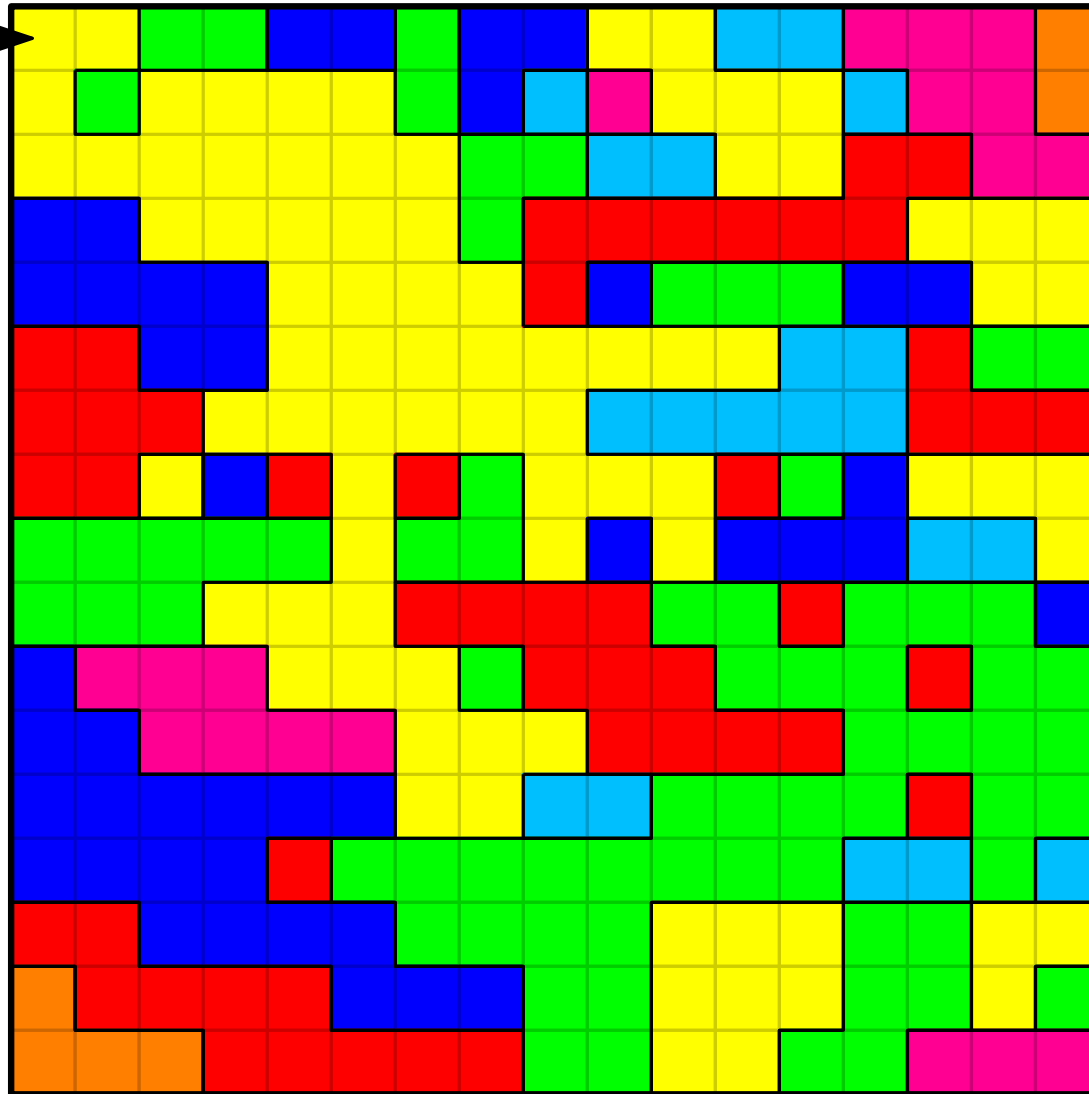
# The Game



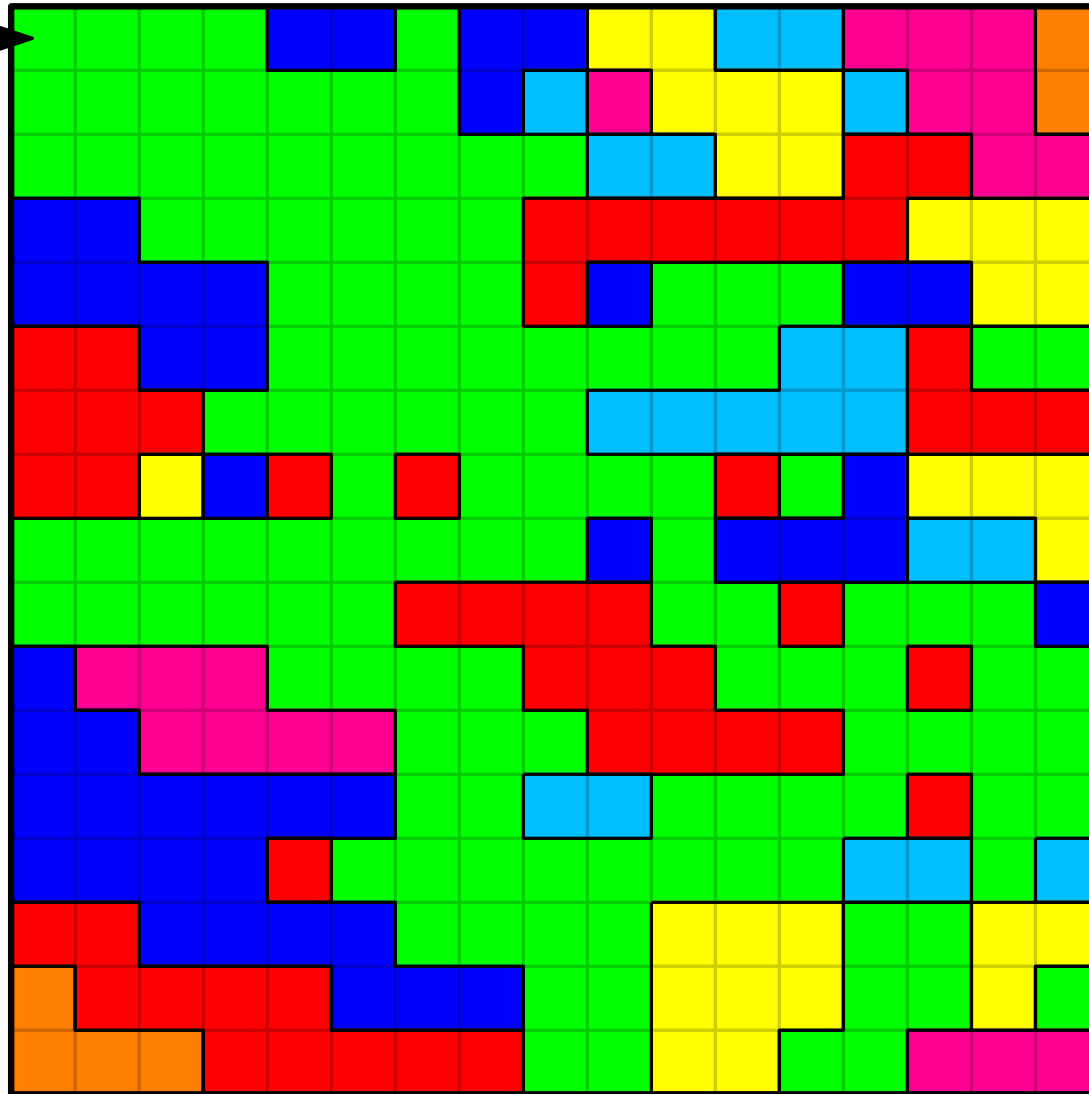
# The Game



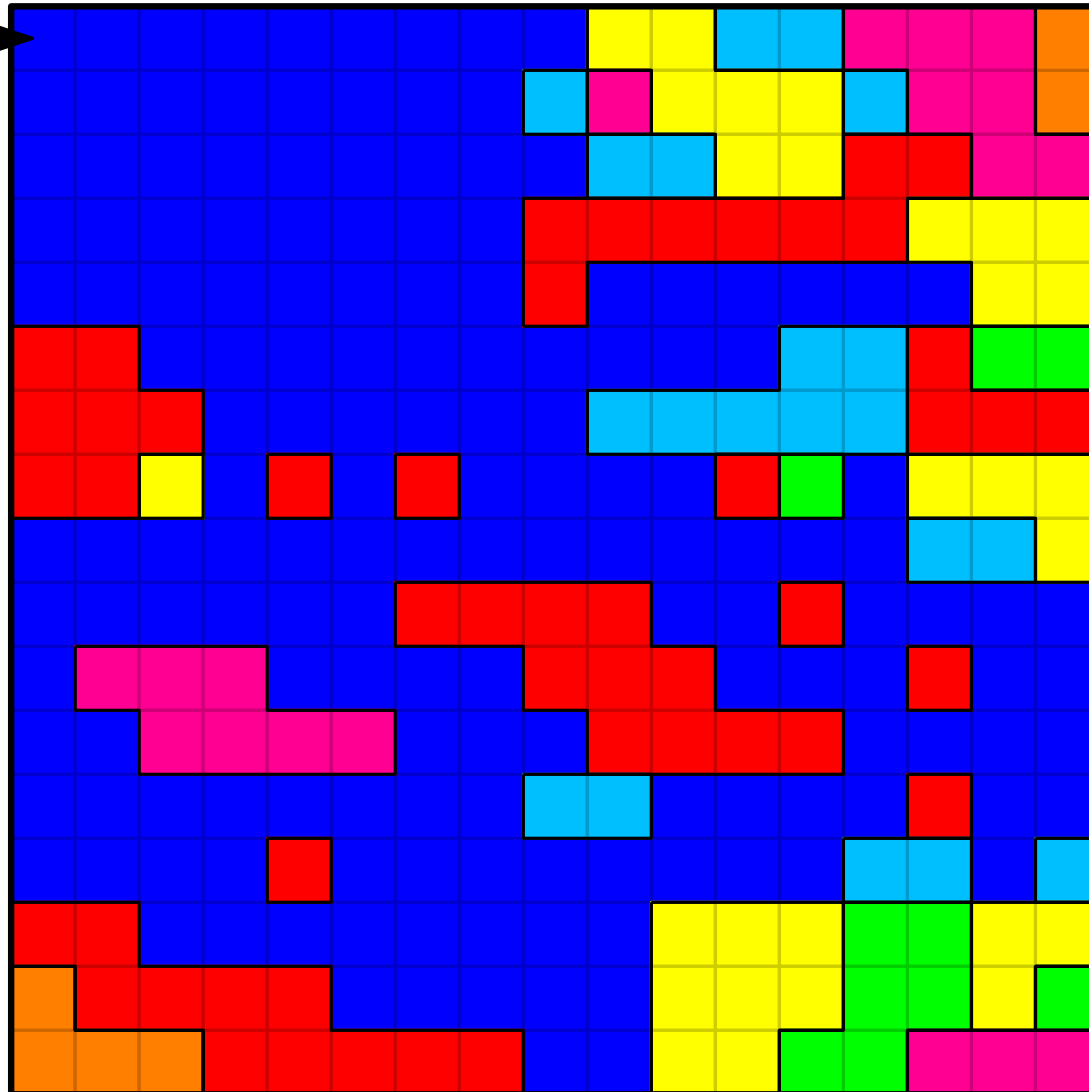
# The Game



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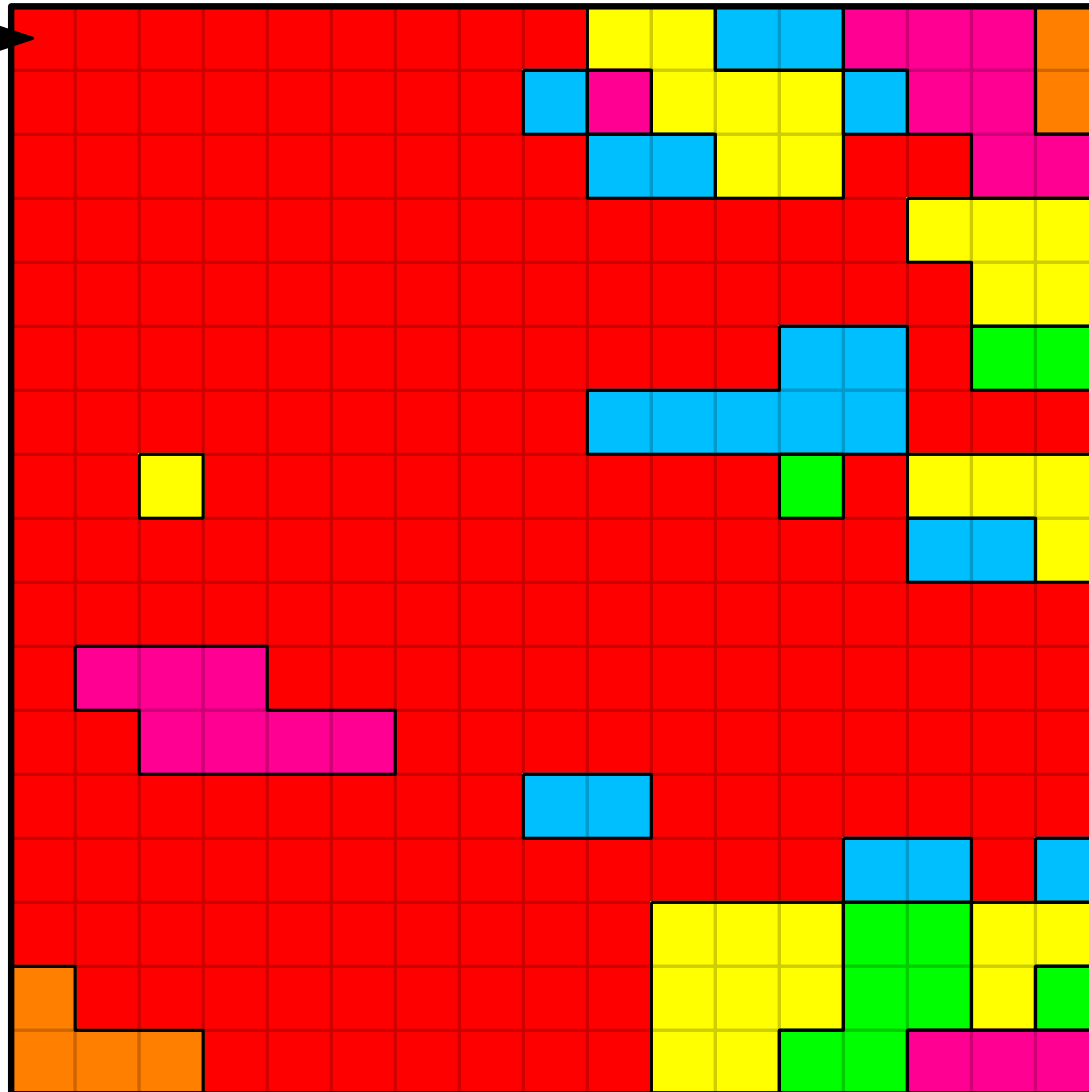


# The Game

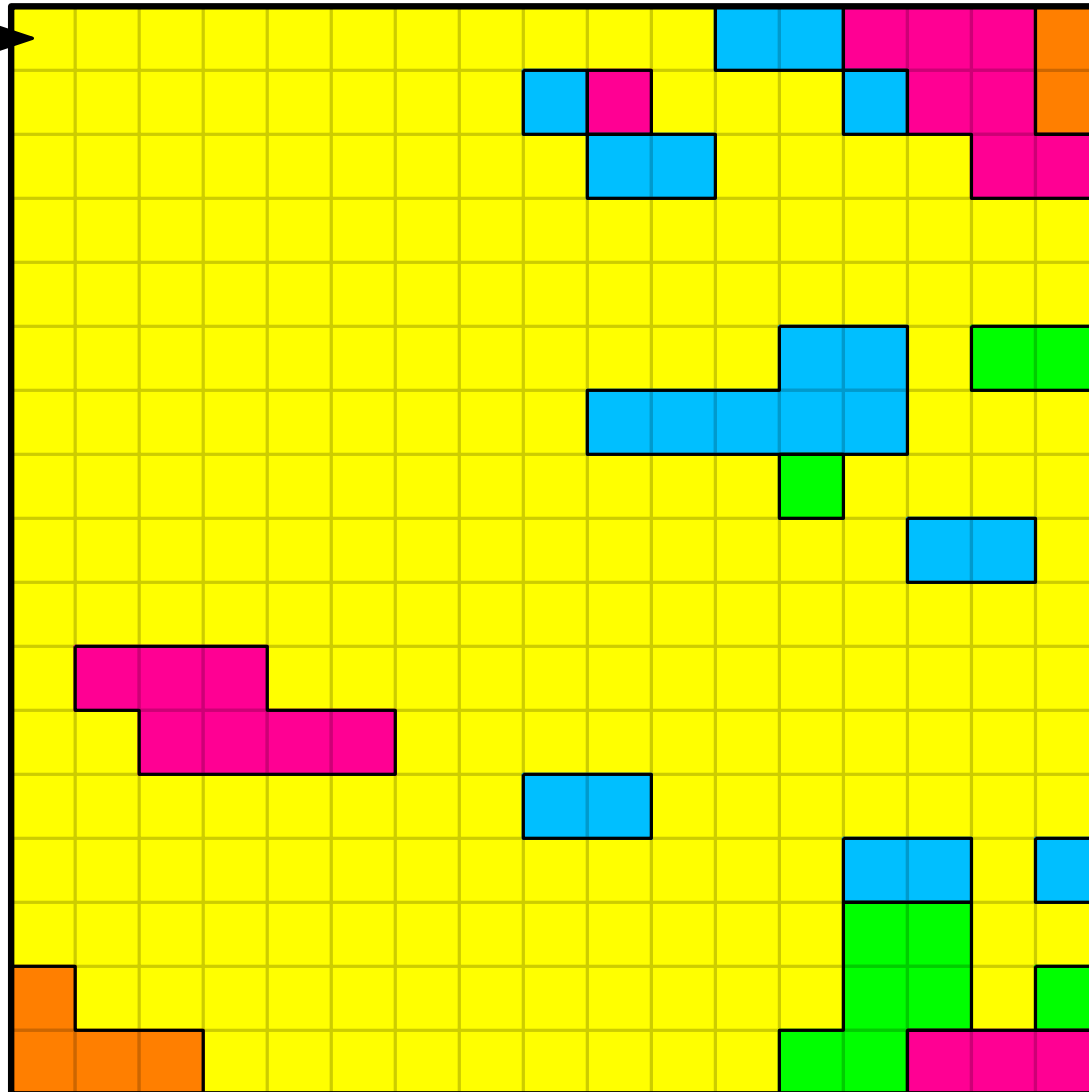




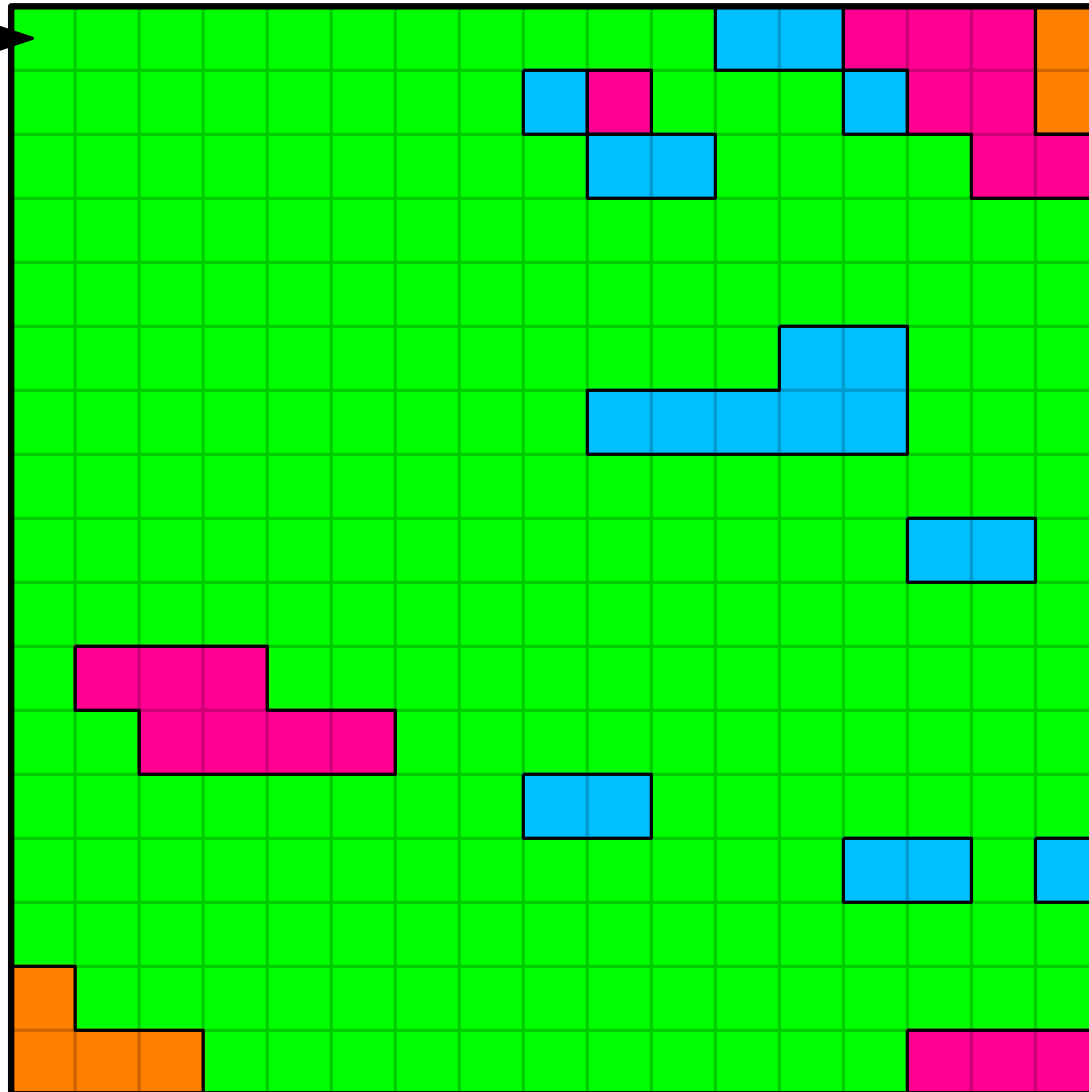
# The Game



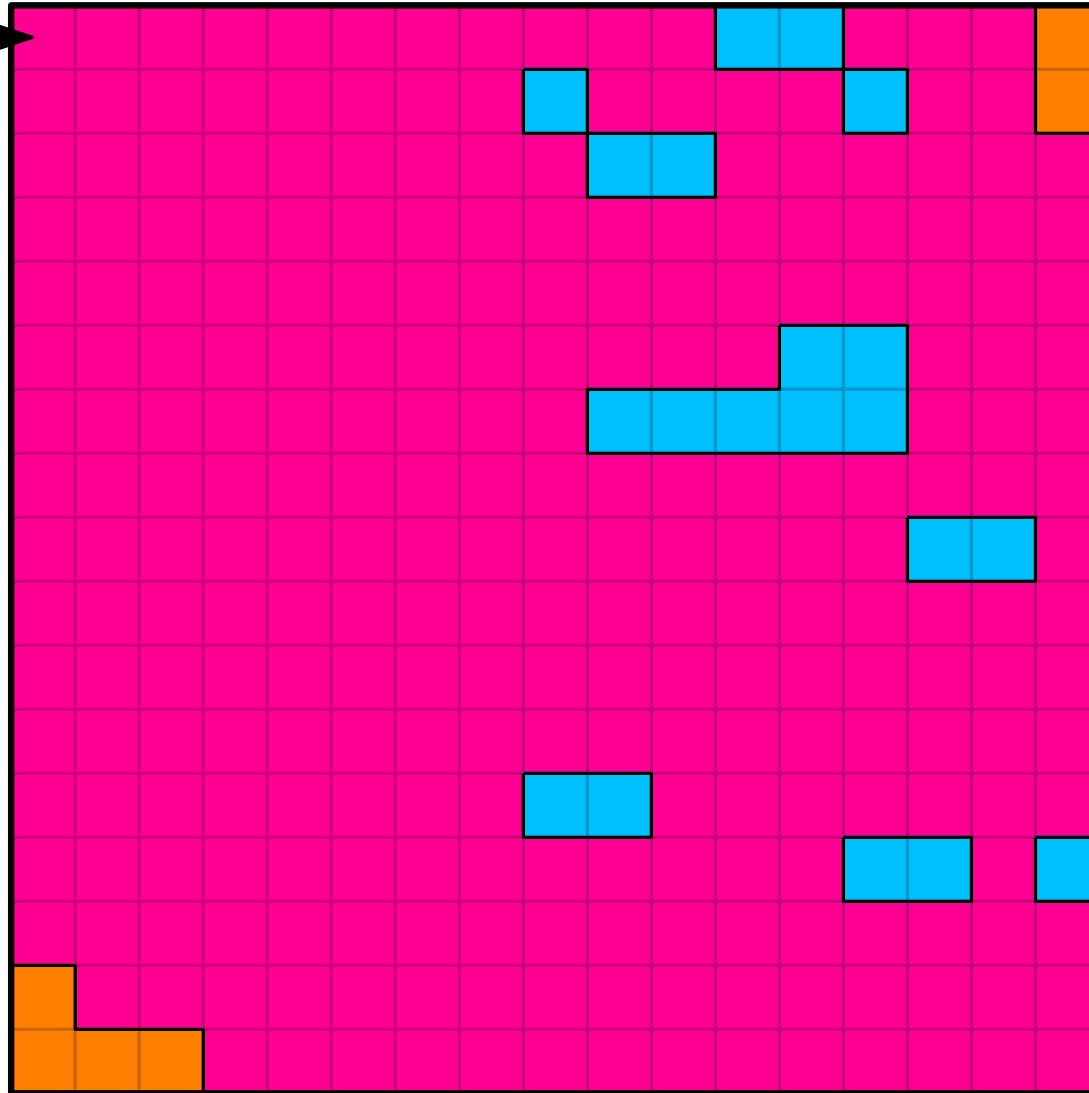
# The Game



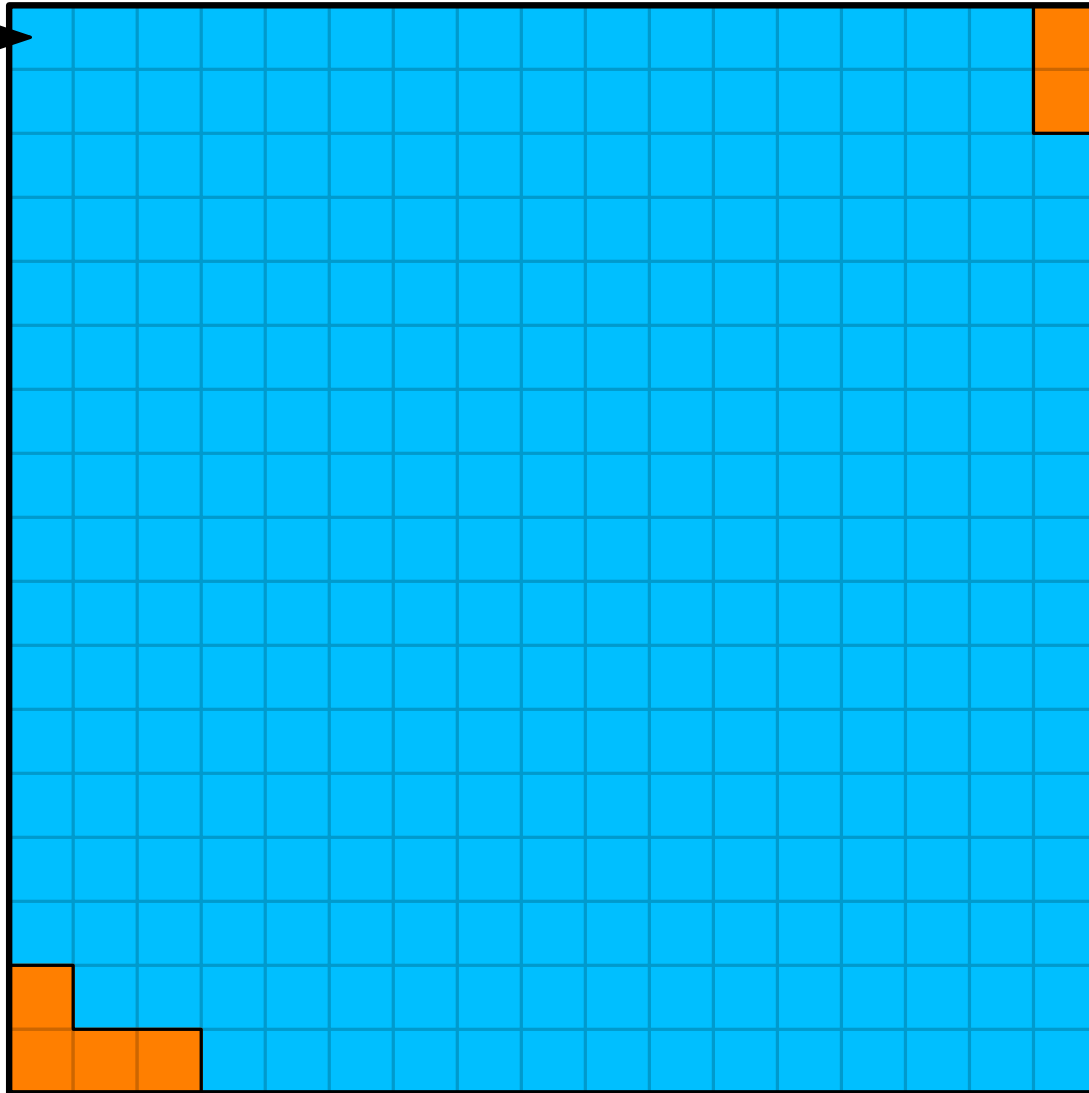
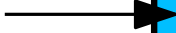
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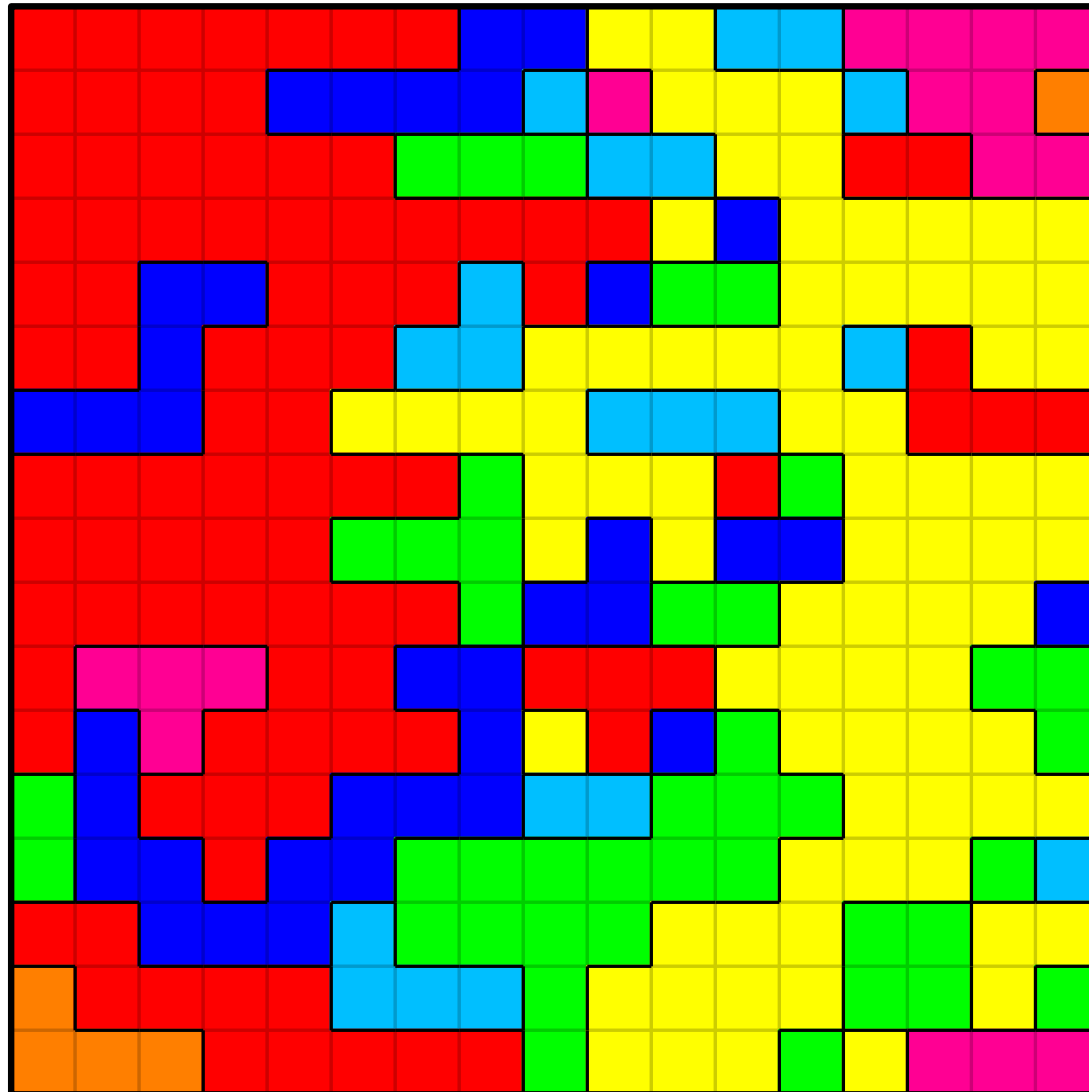


# The Game

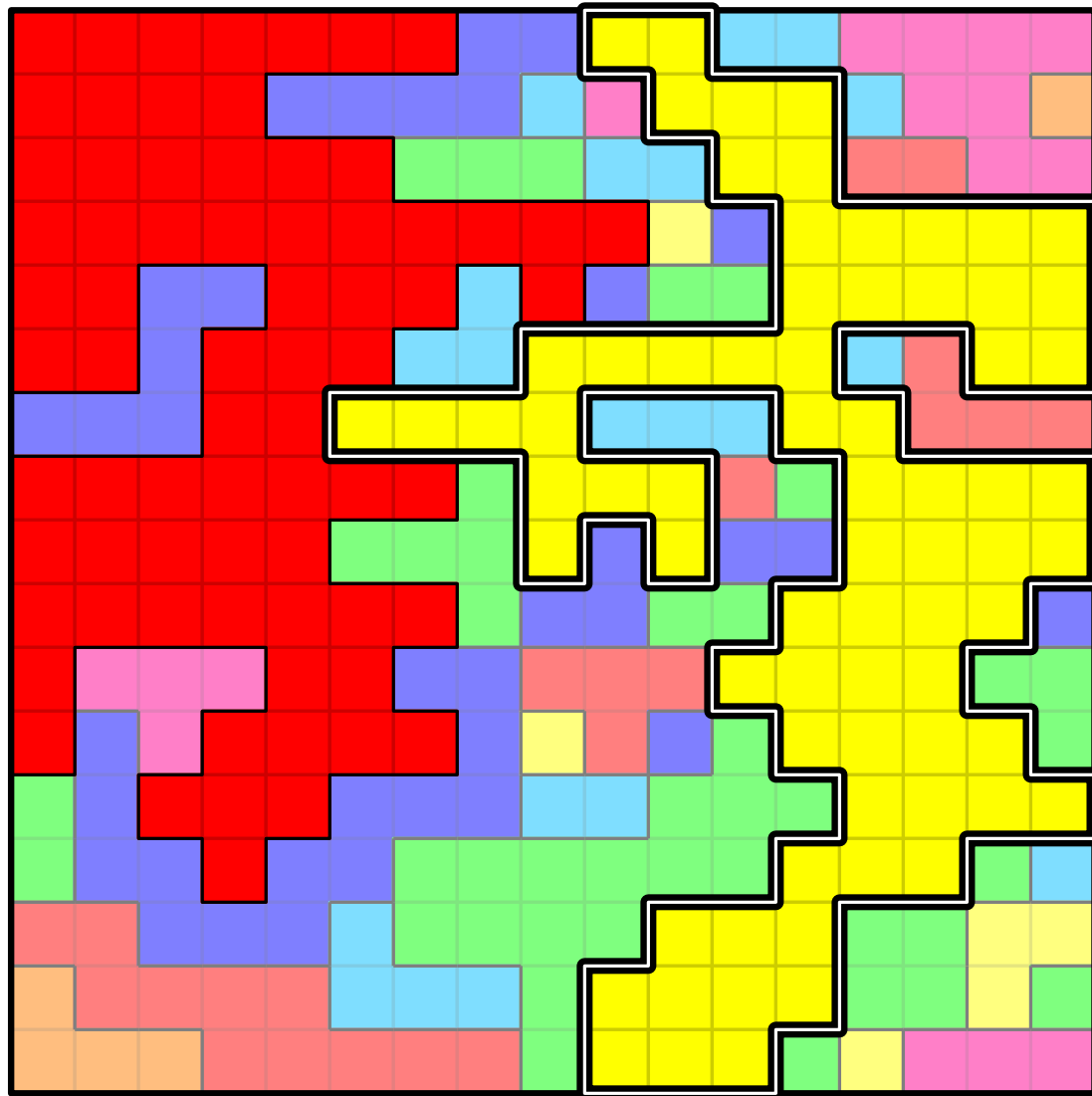
Done!

10 moves

# Greedy

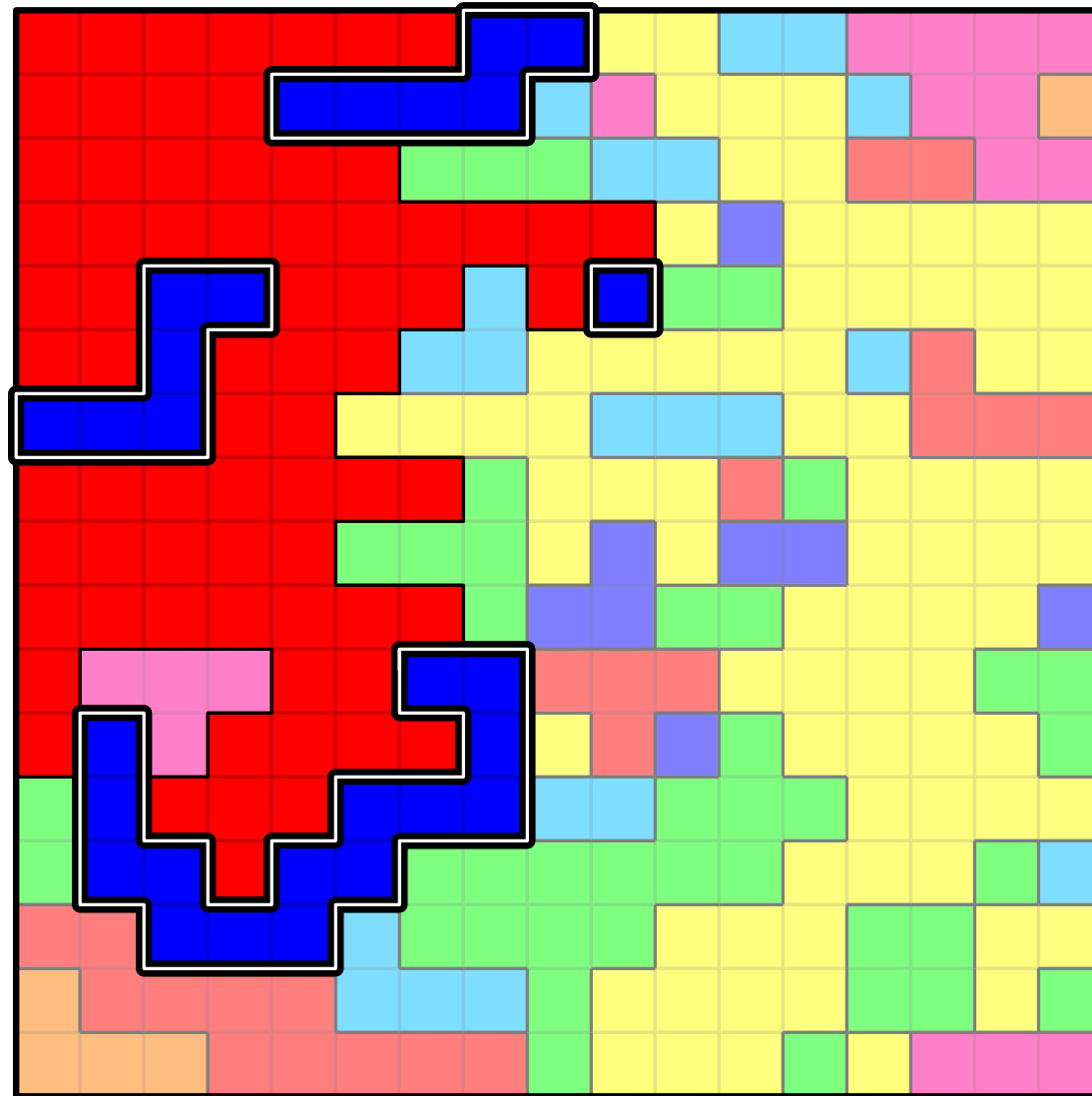


# Greedy

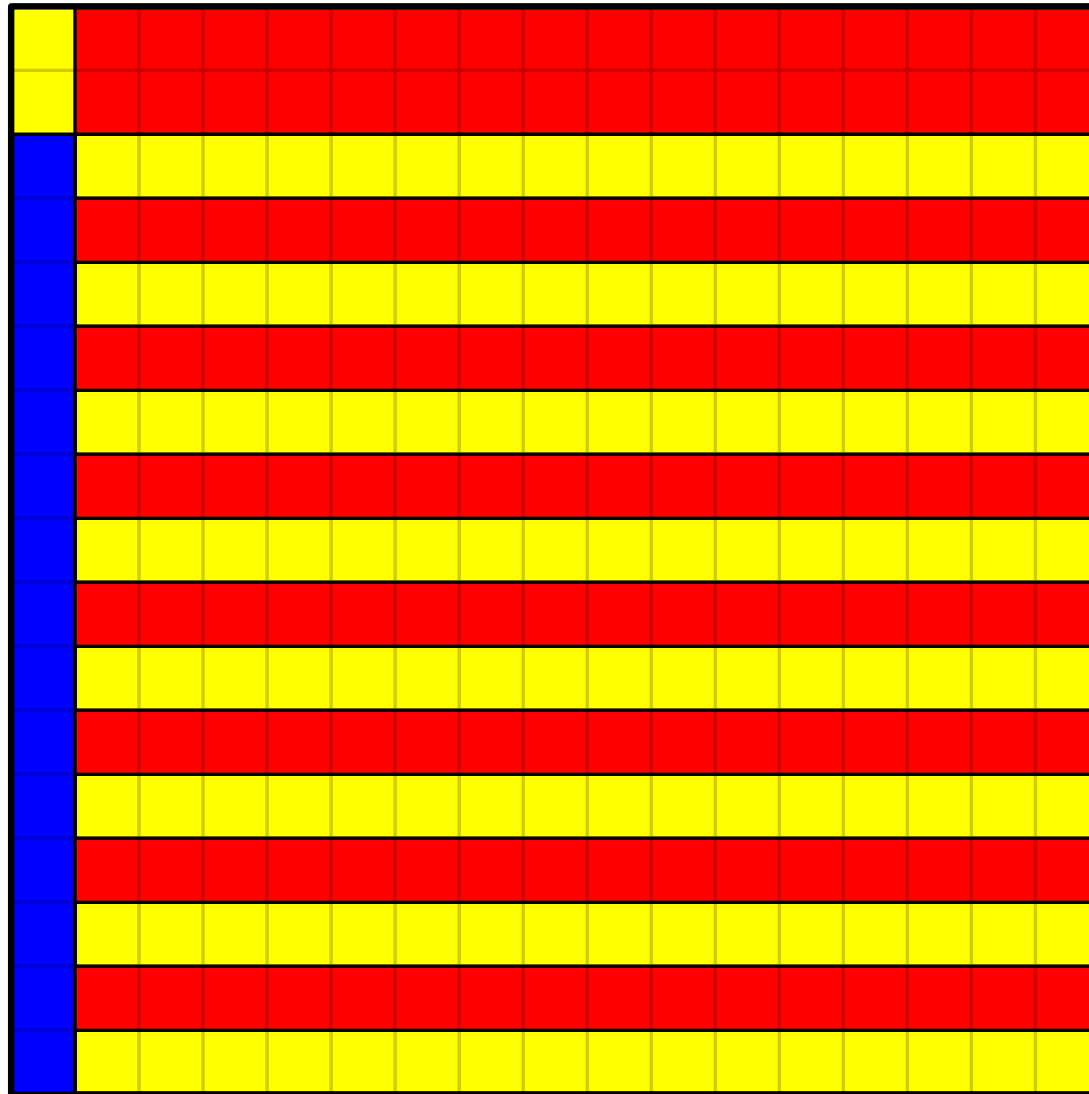




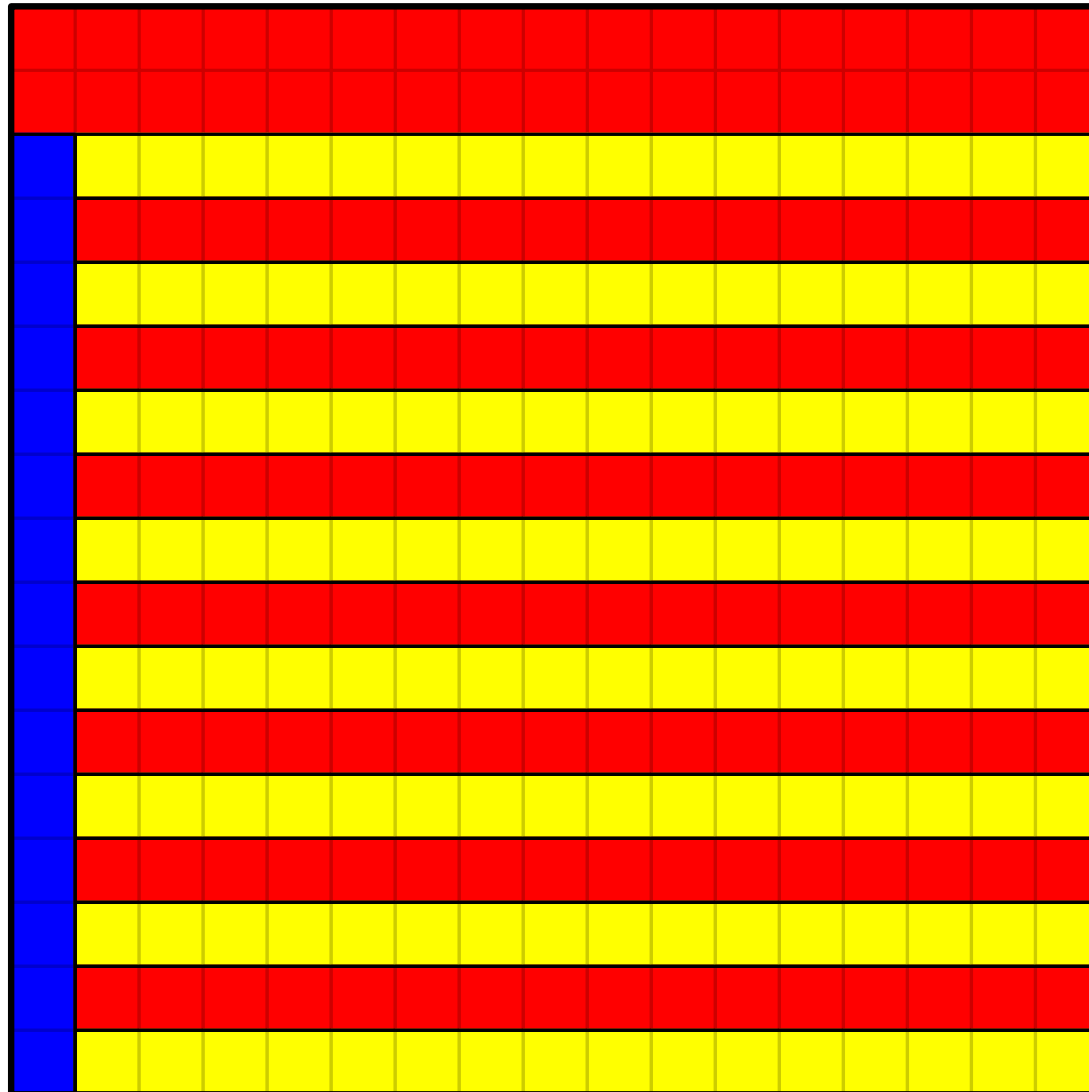
# Greedy



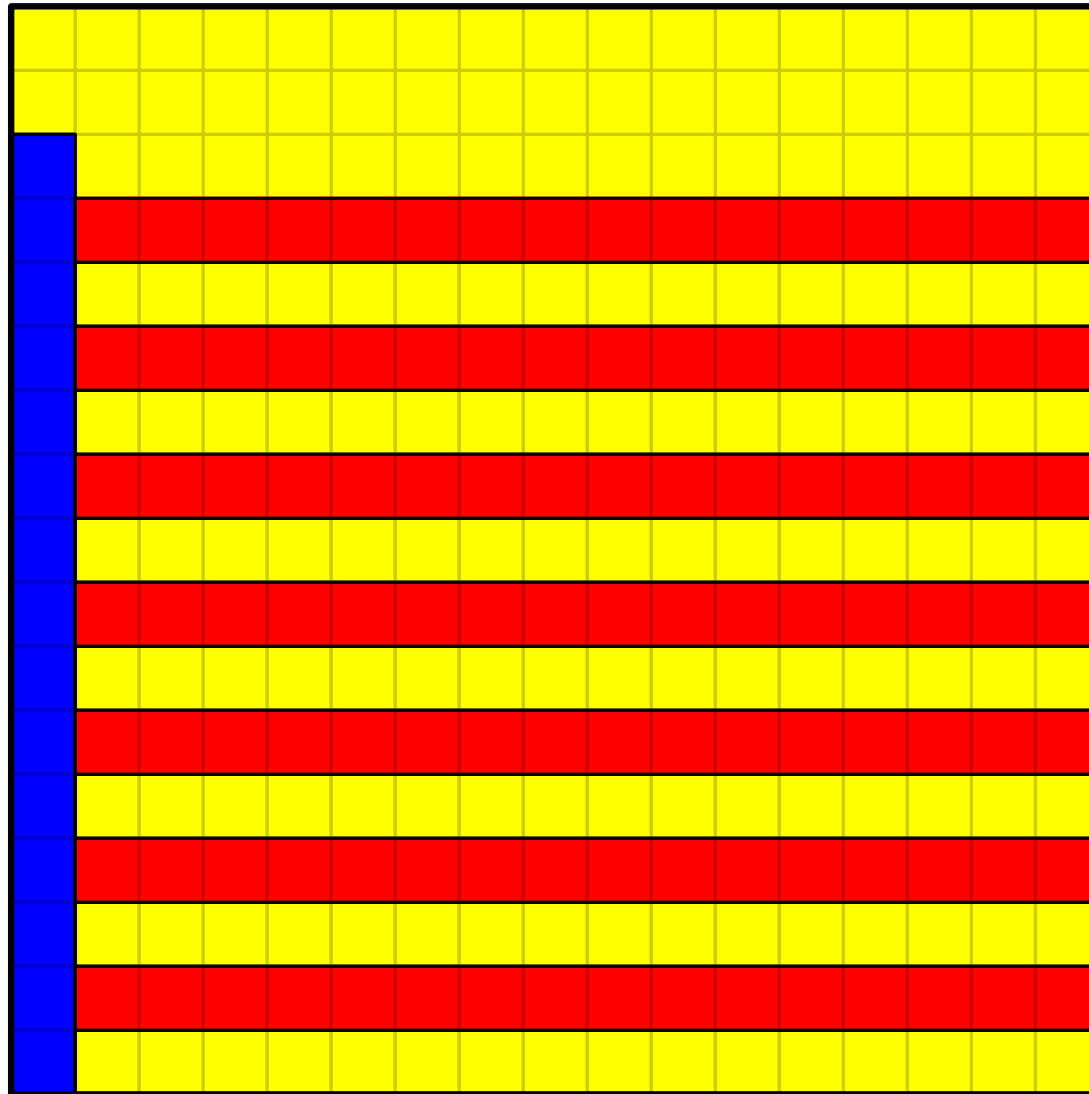
# Greedy



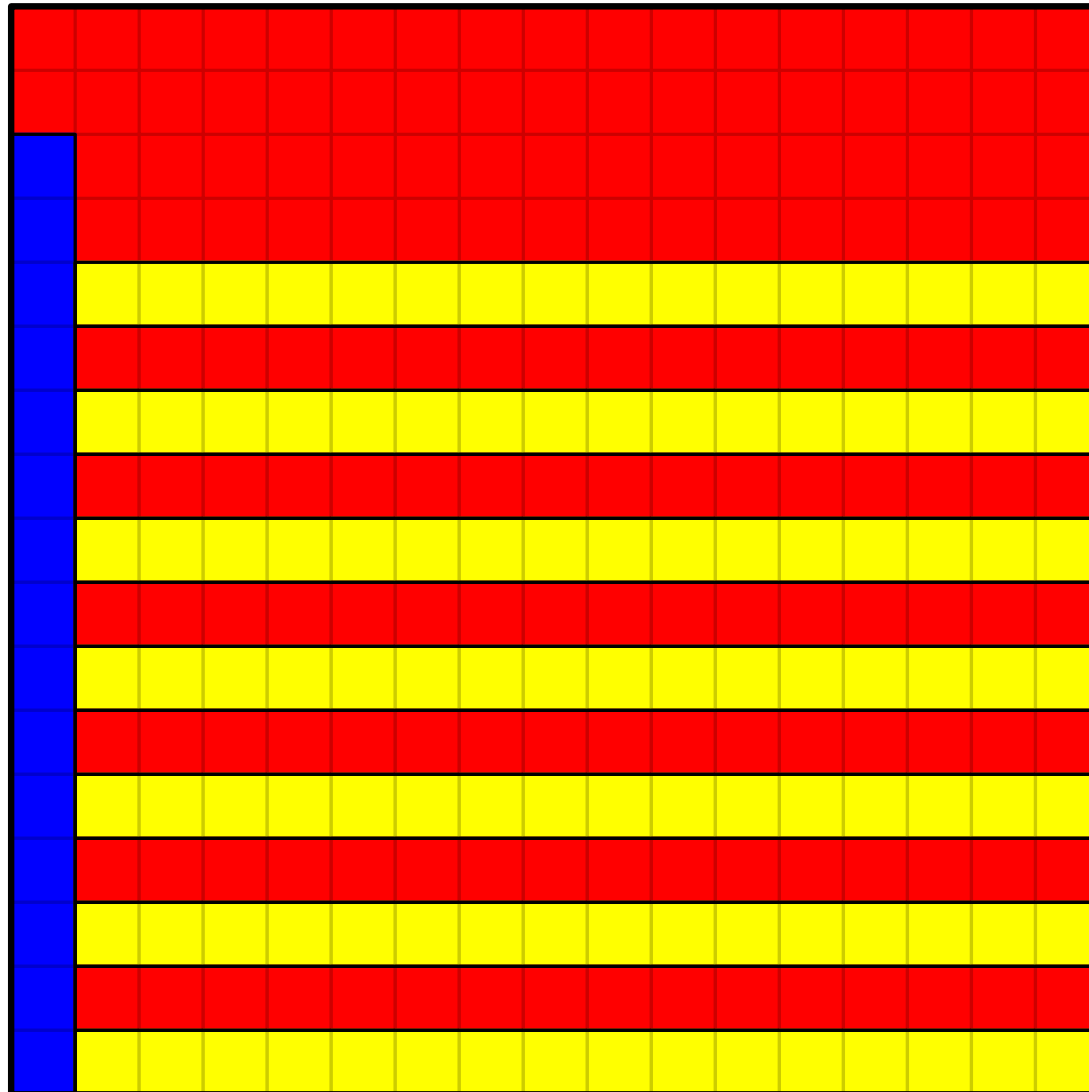
# Greedy



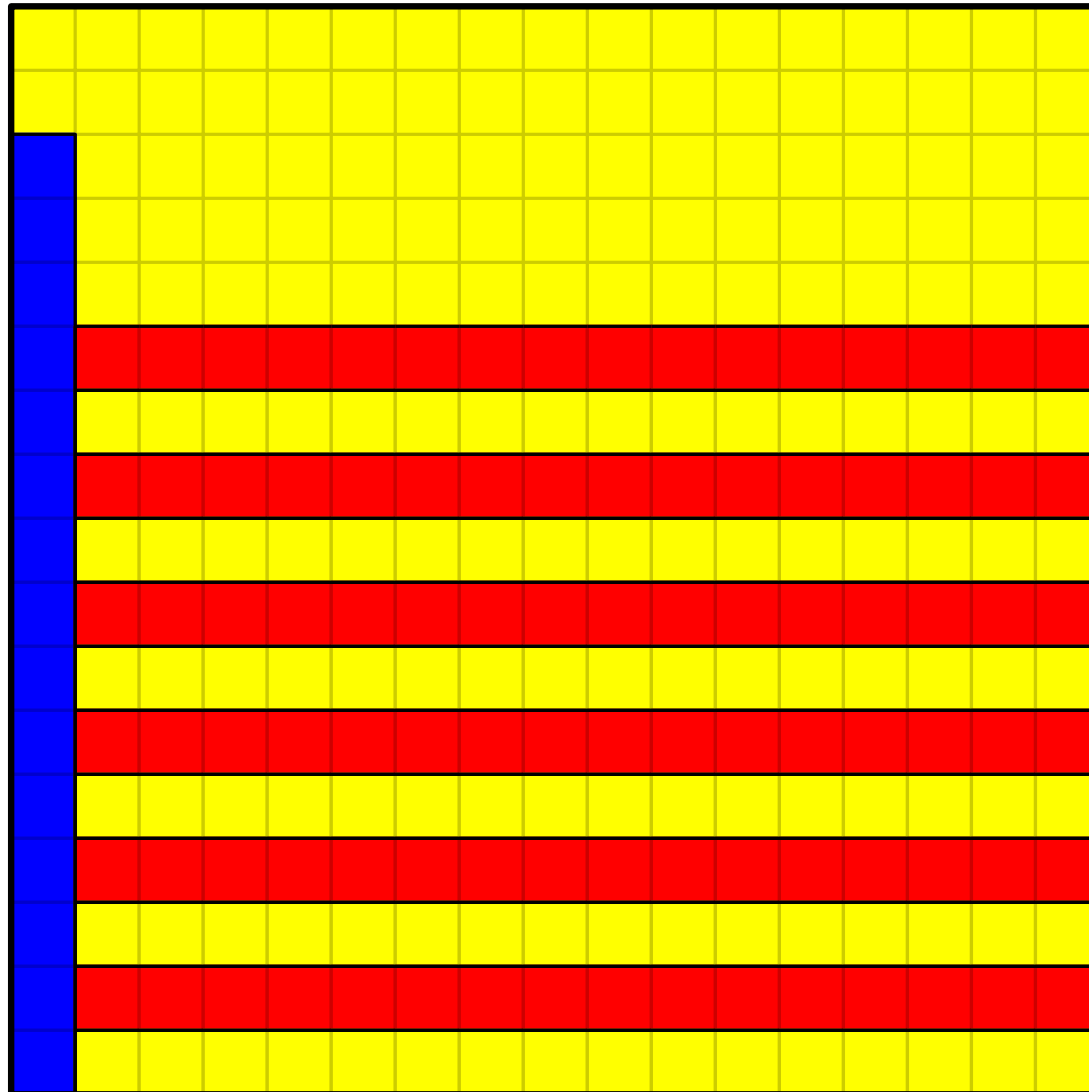
# Greedy



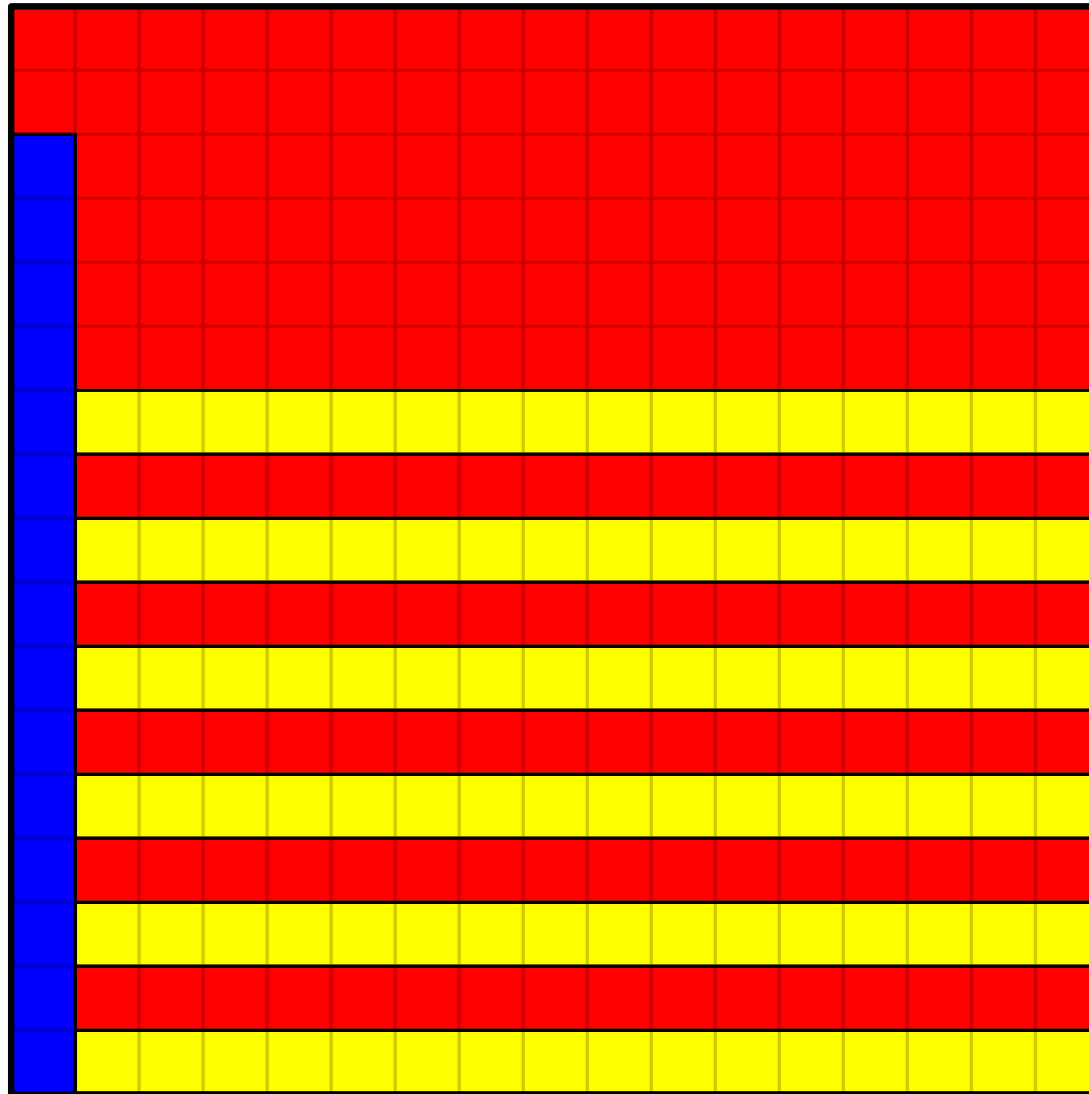
# Greedy



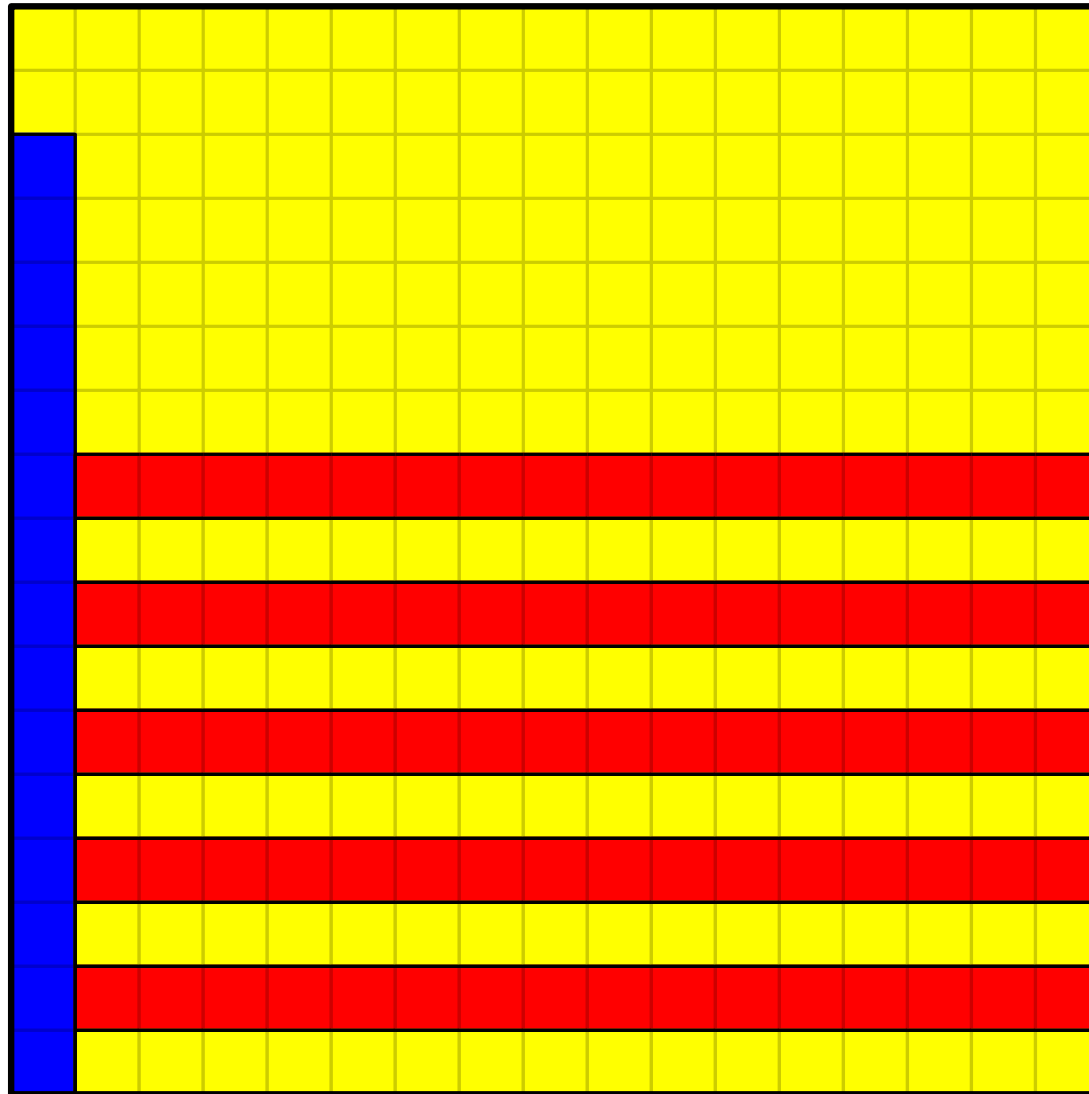
# Greedy



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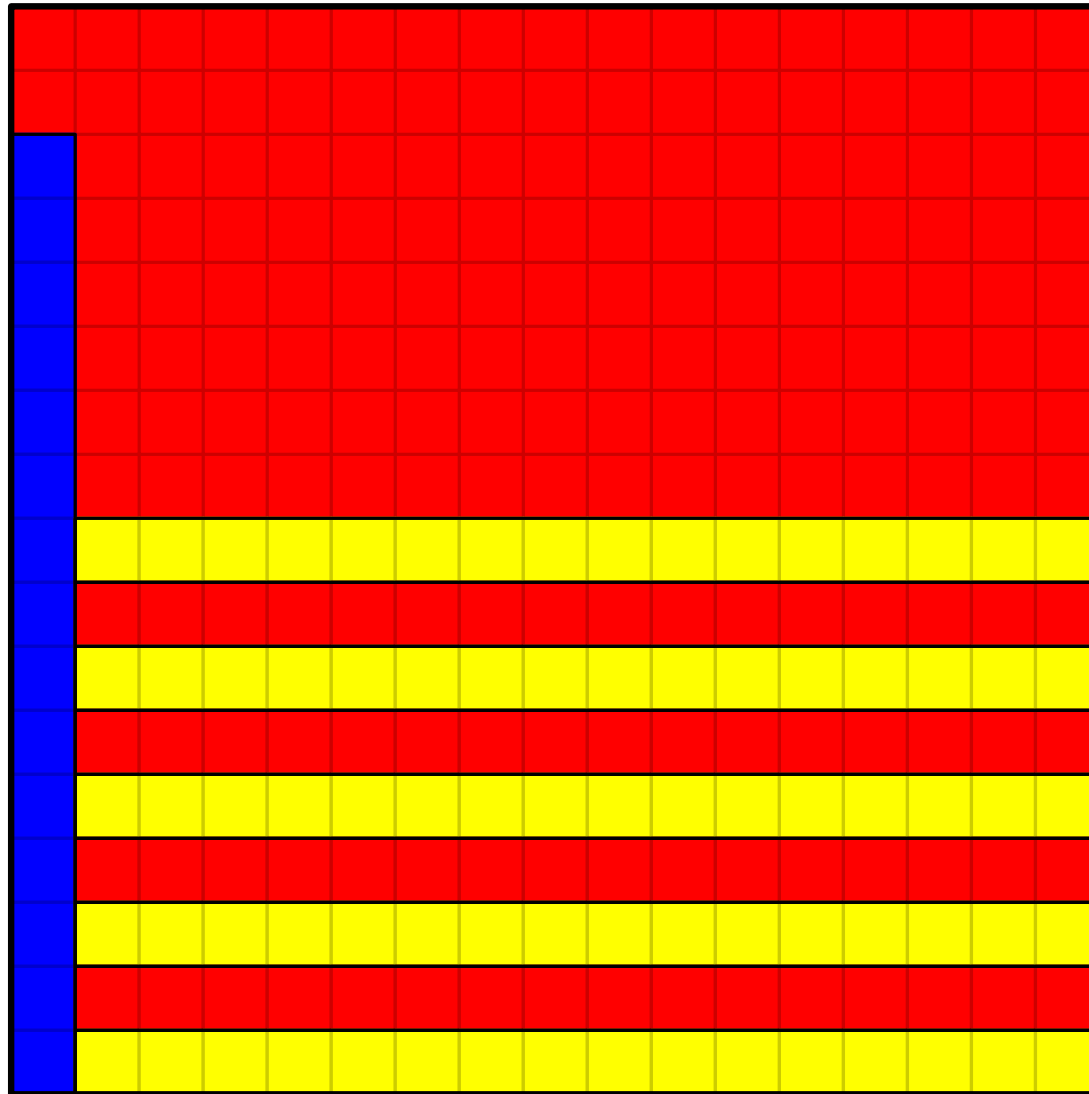


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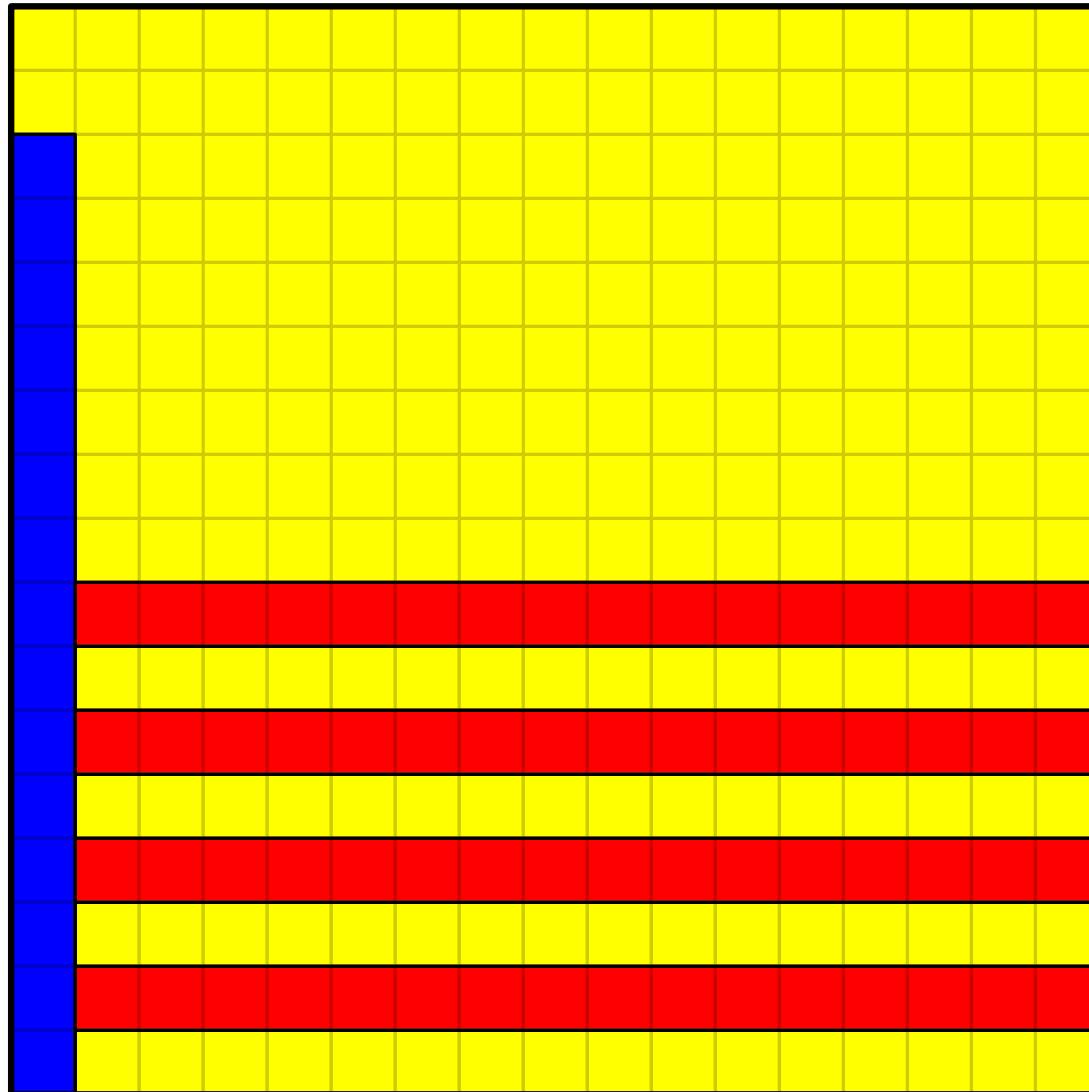




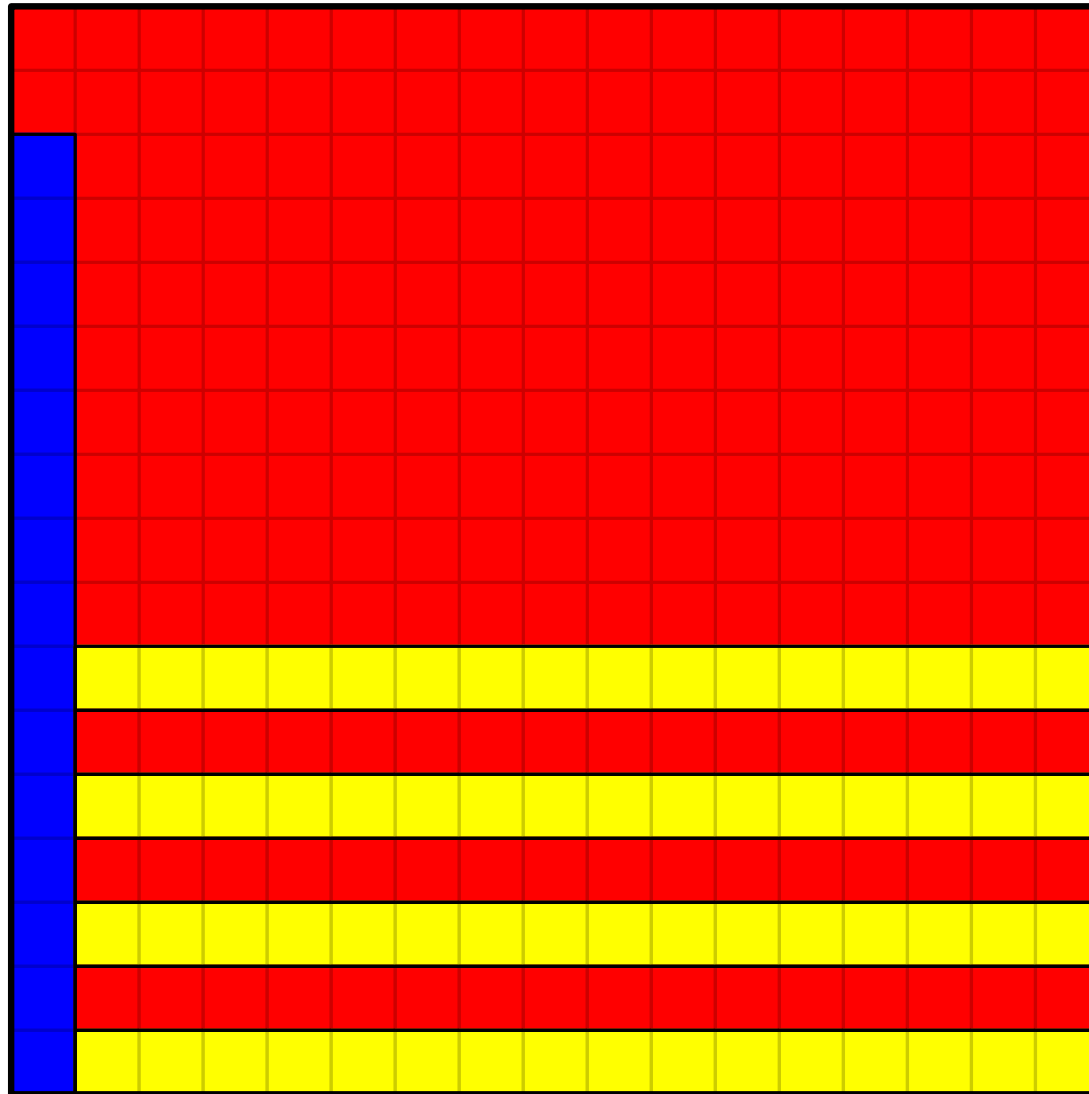
# Greedy



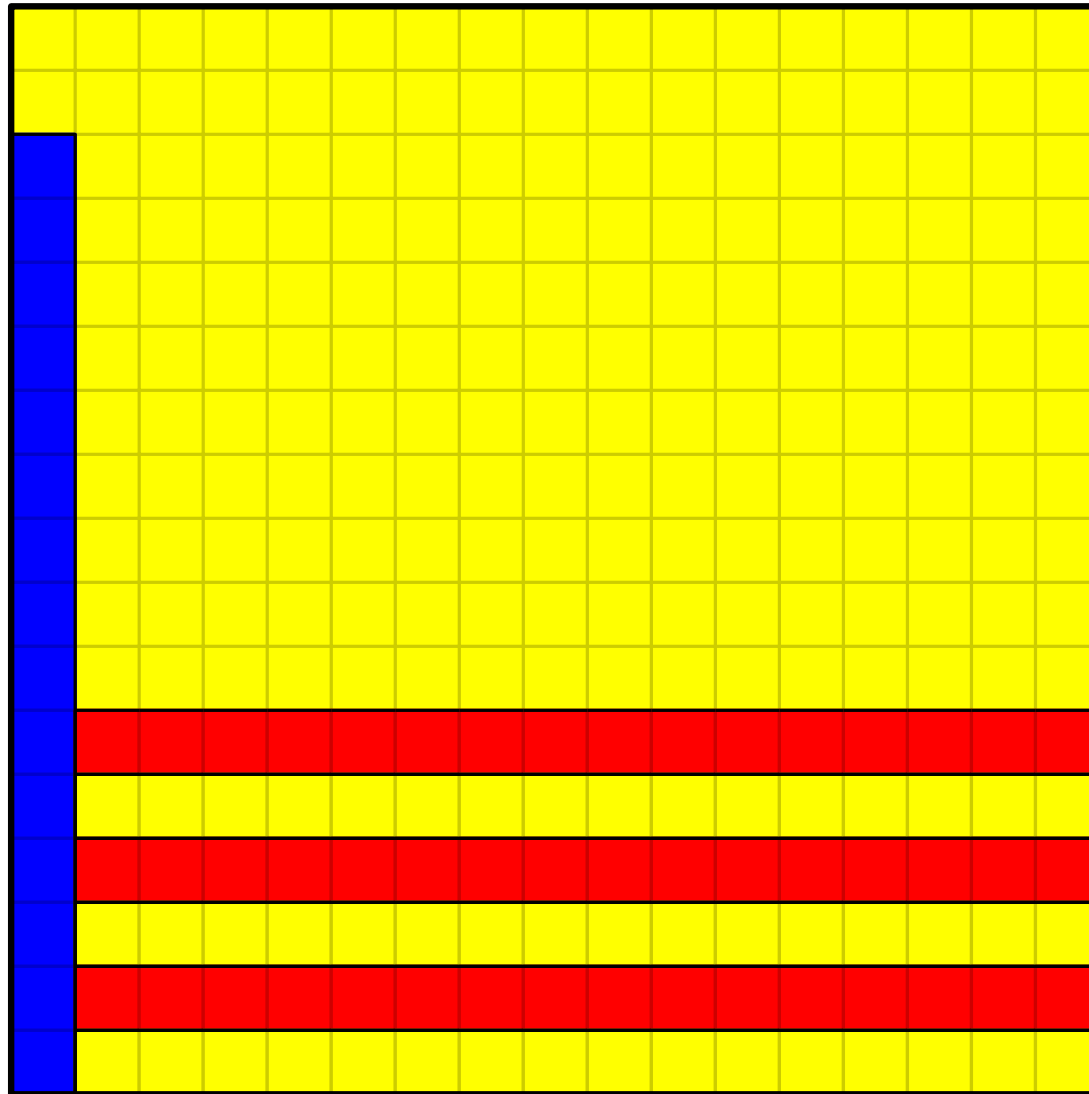
# Greedy



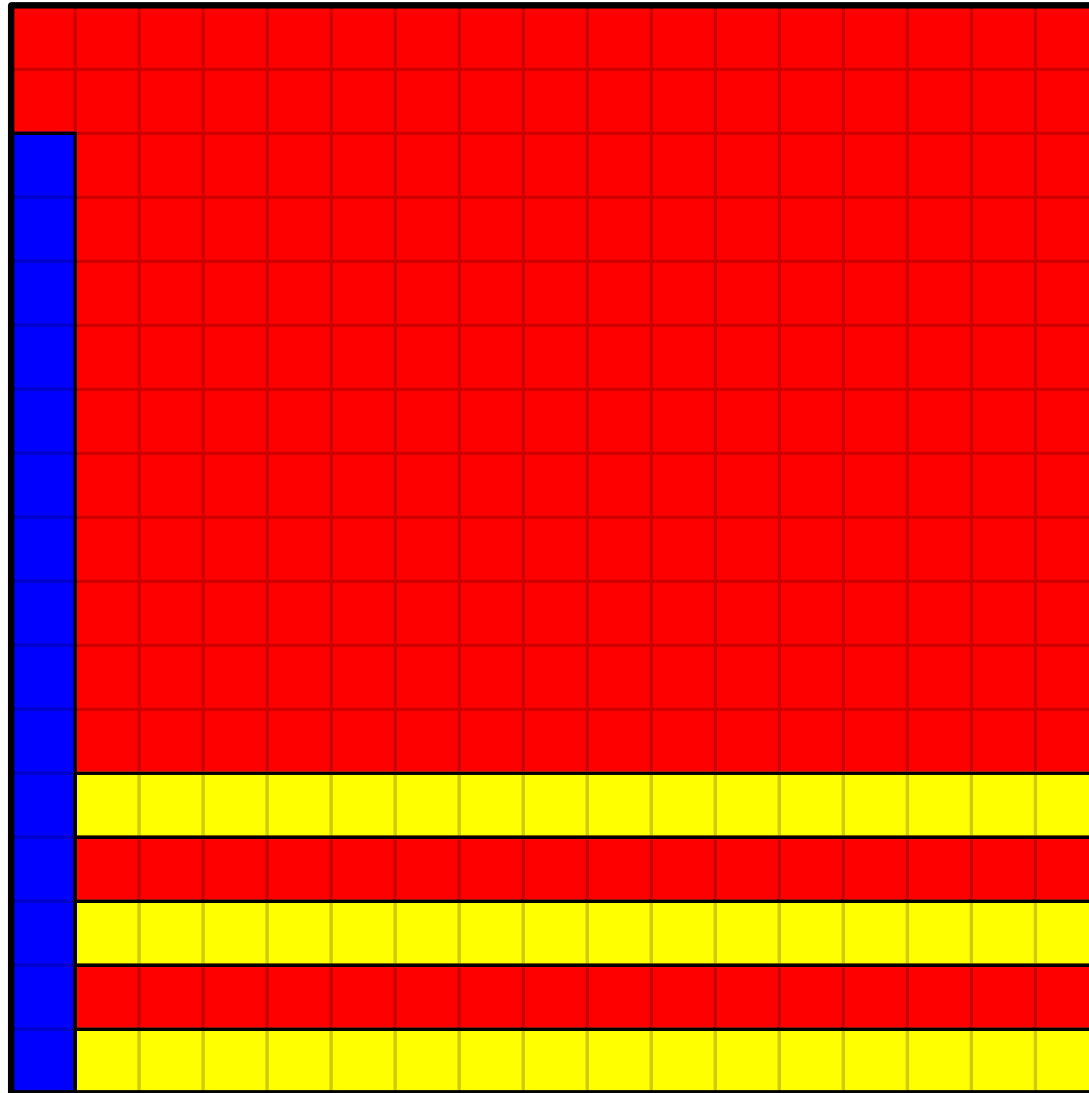
# Greedy



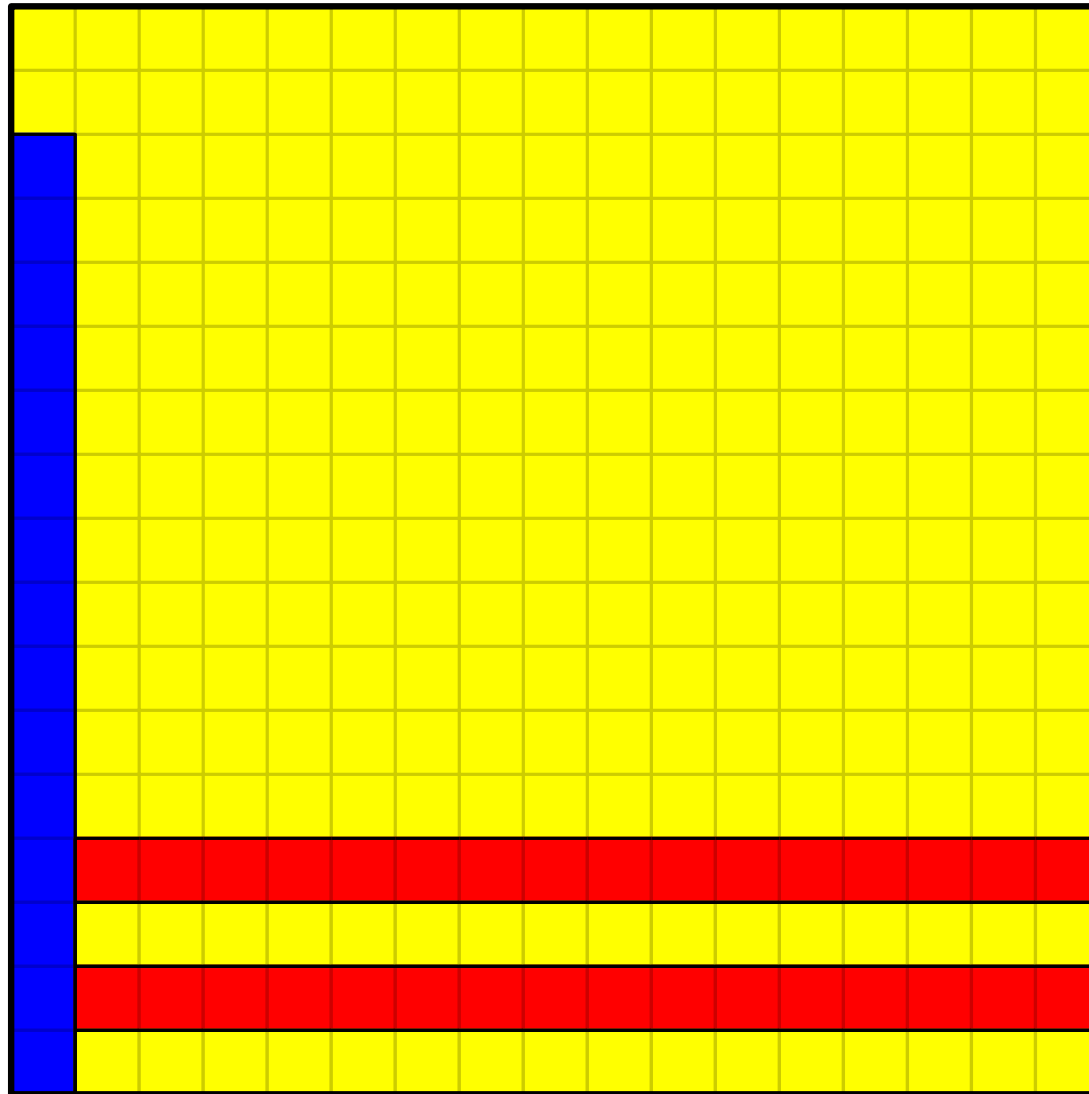
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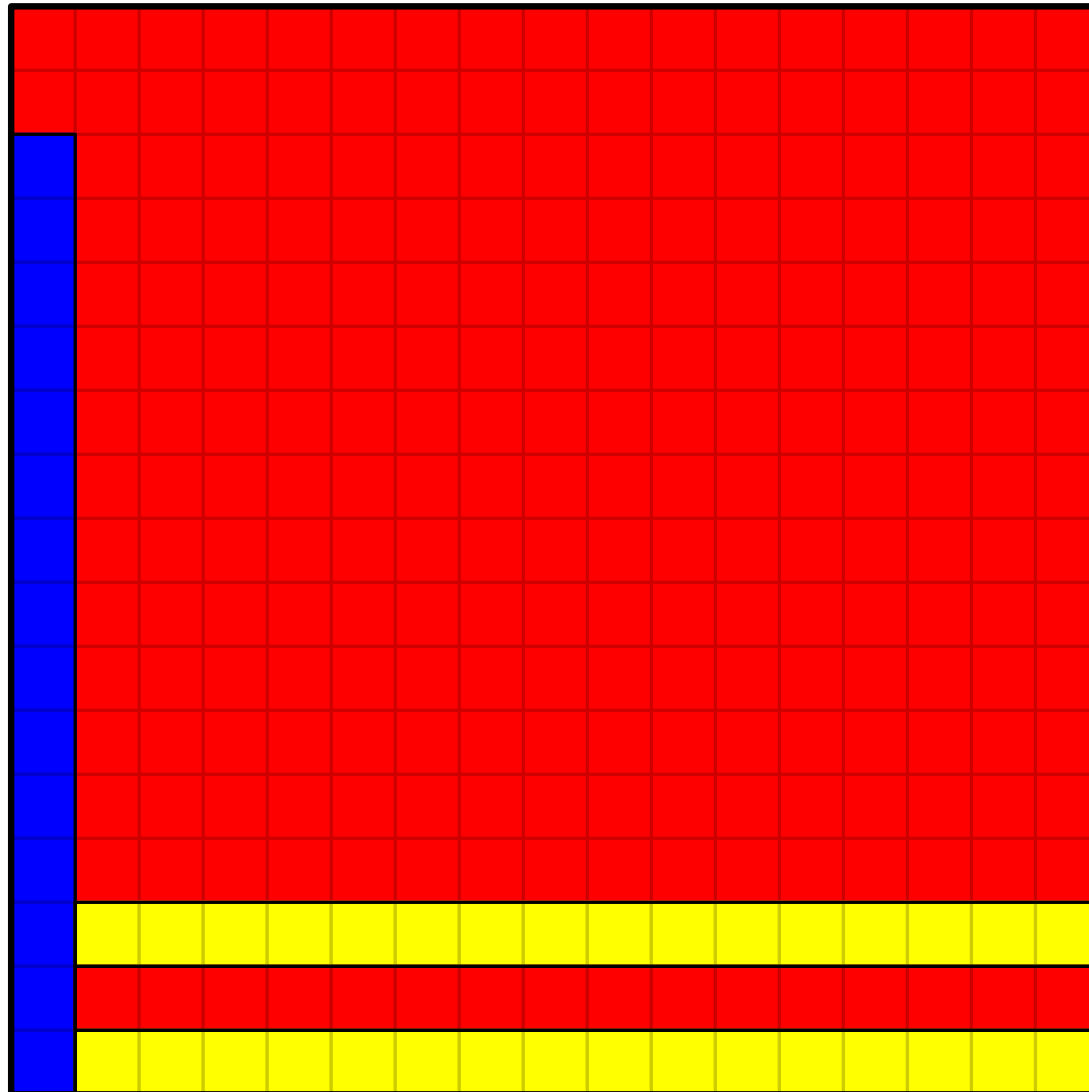
# Greedy



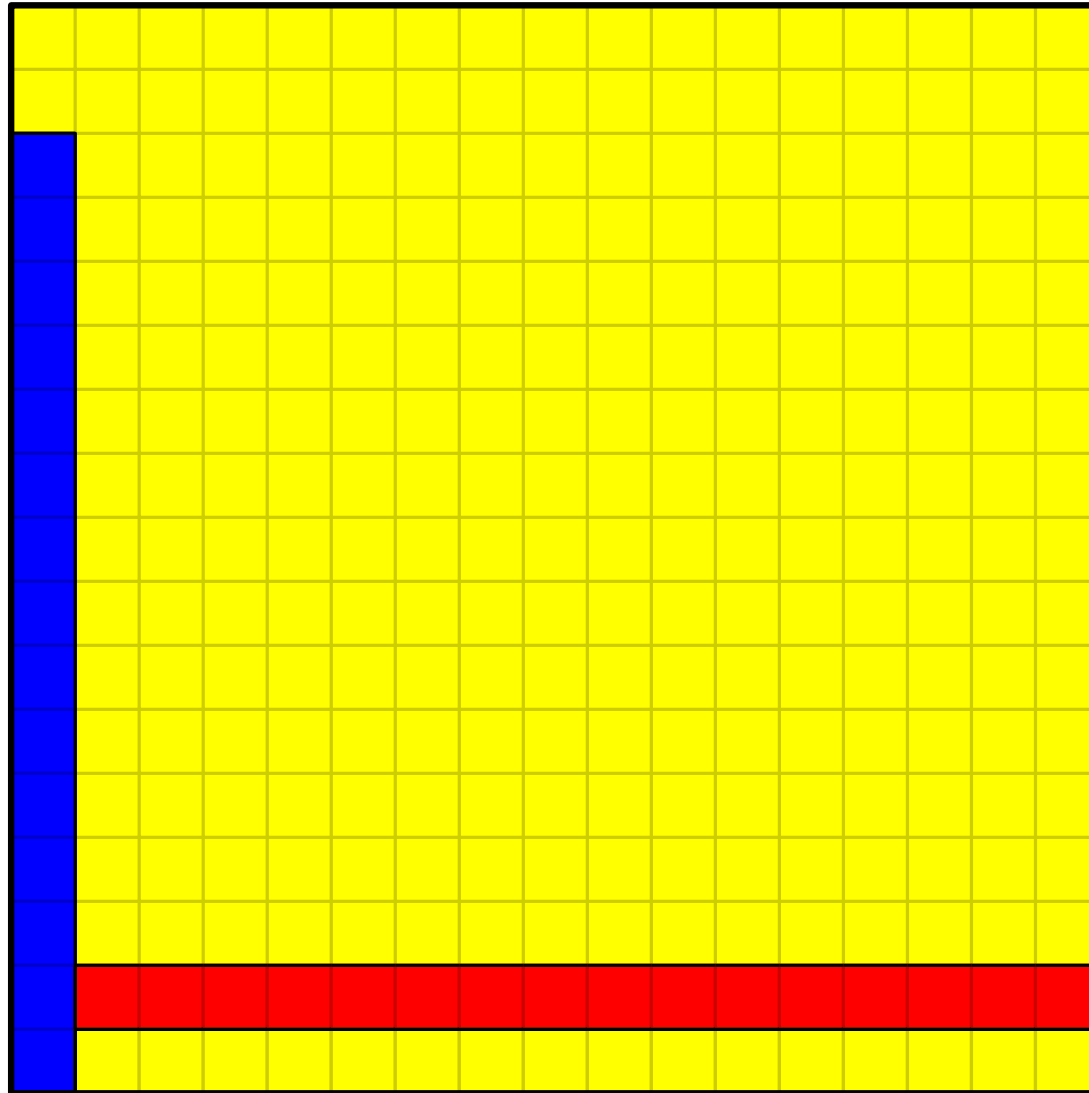
# Greedy



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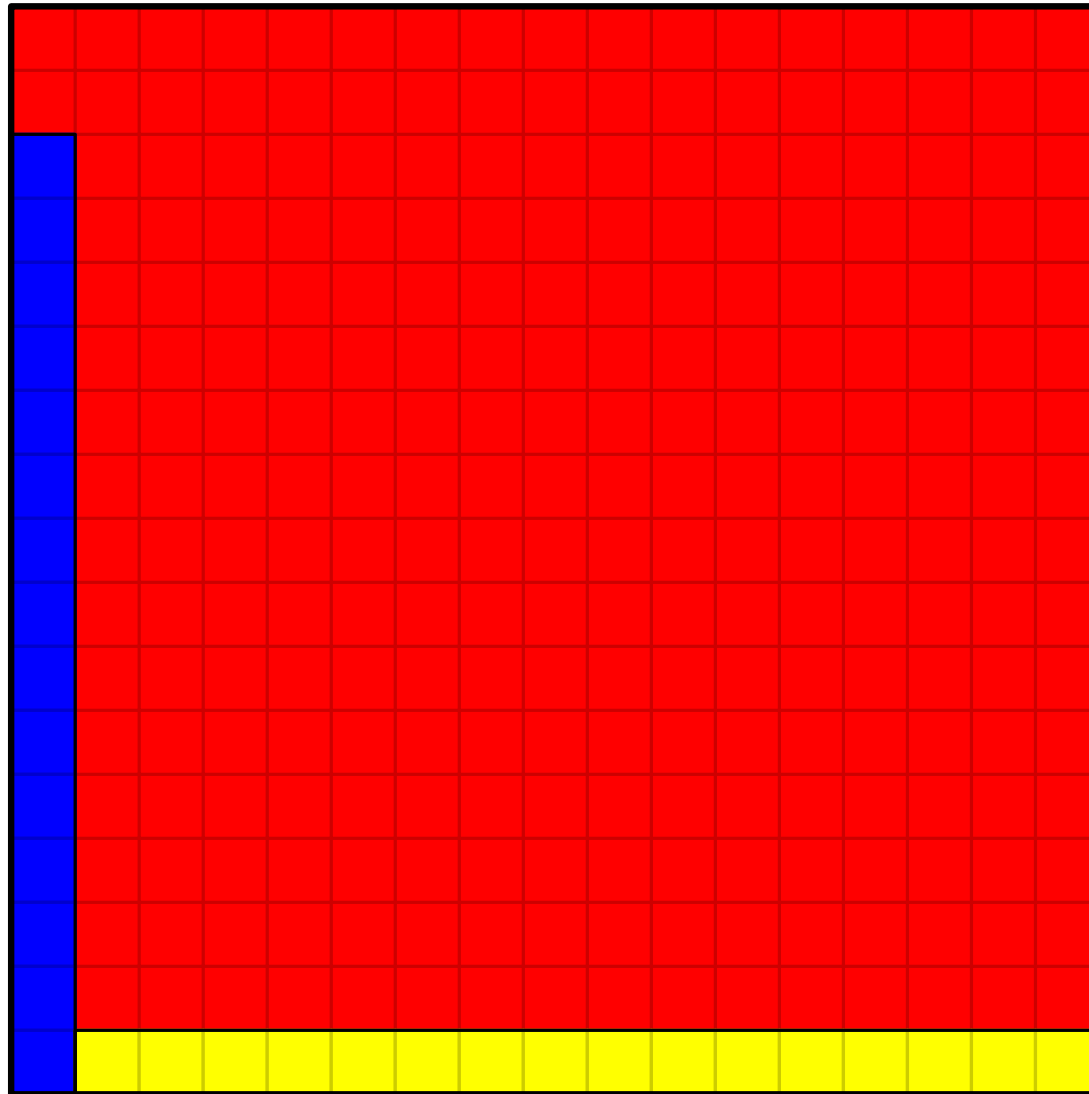


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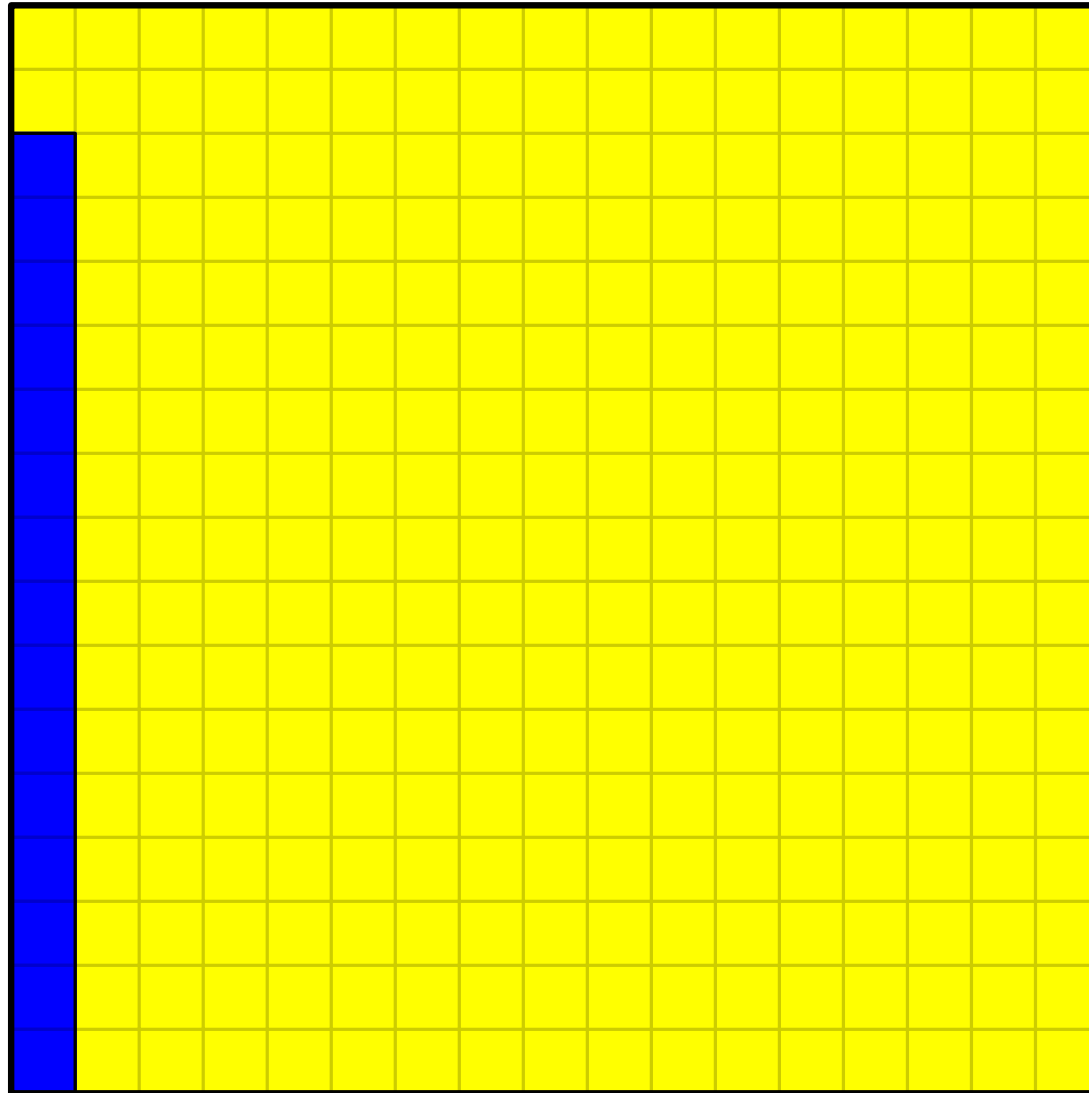




# Greedy



# Greedy

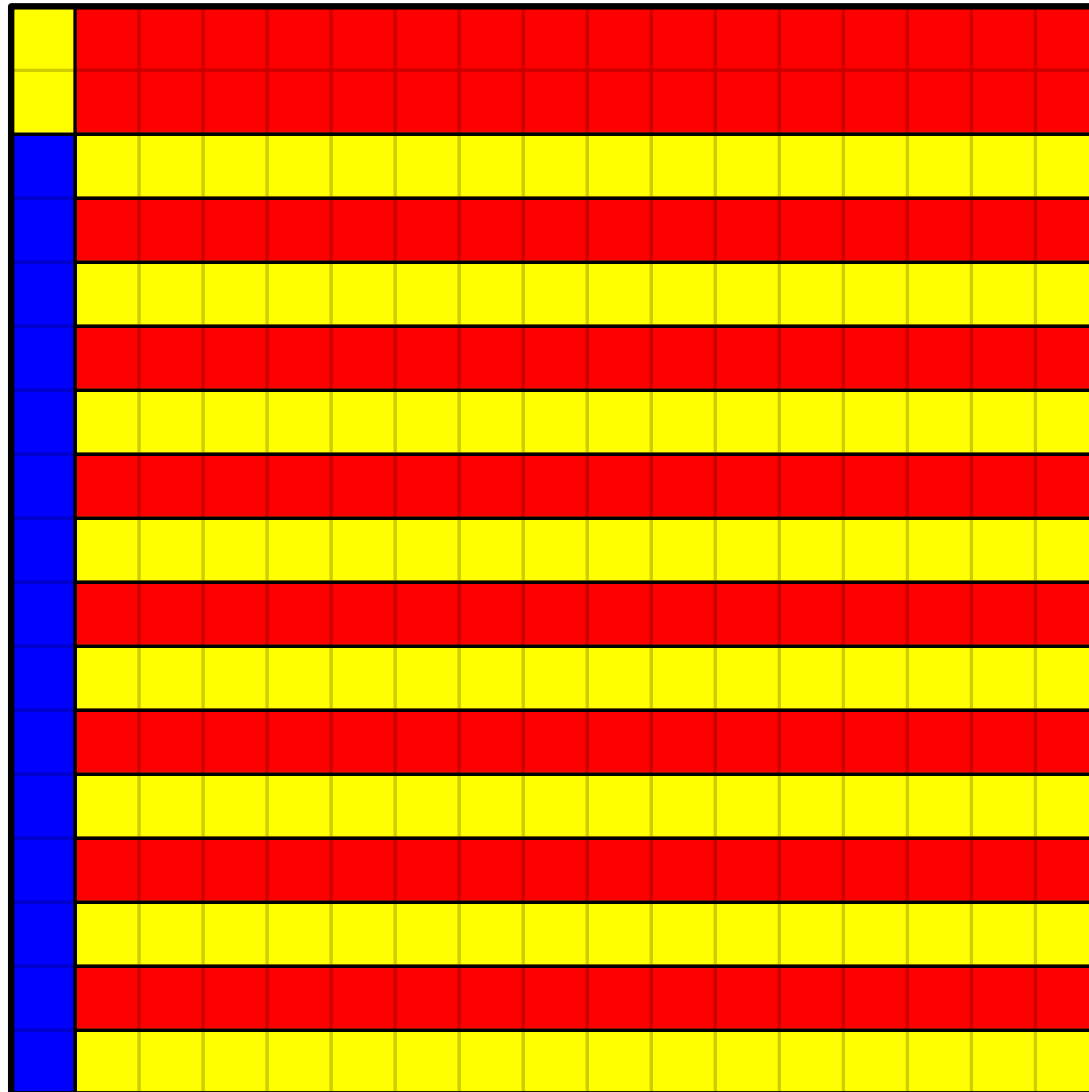


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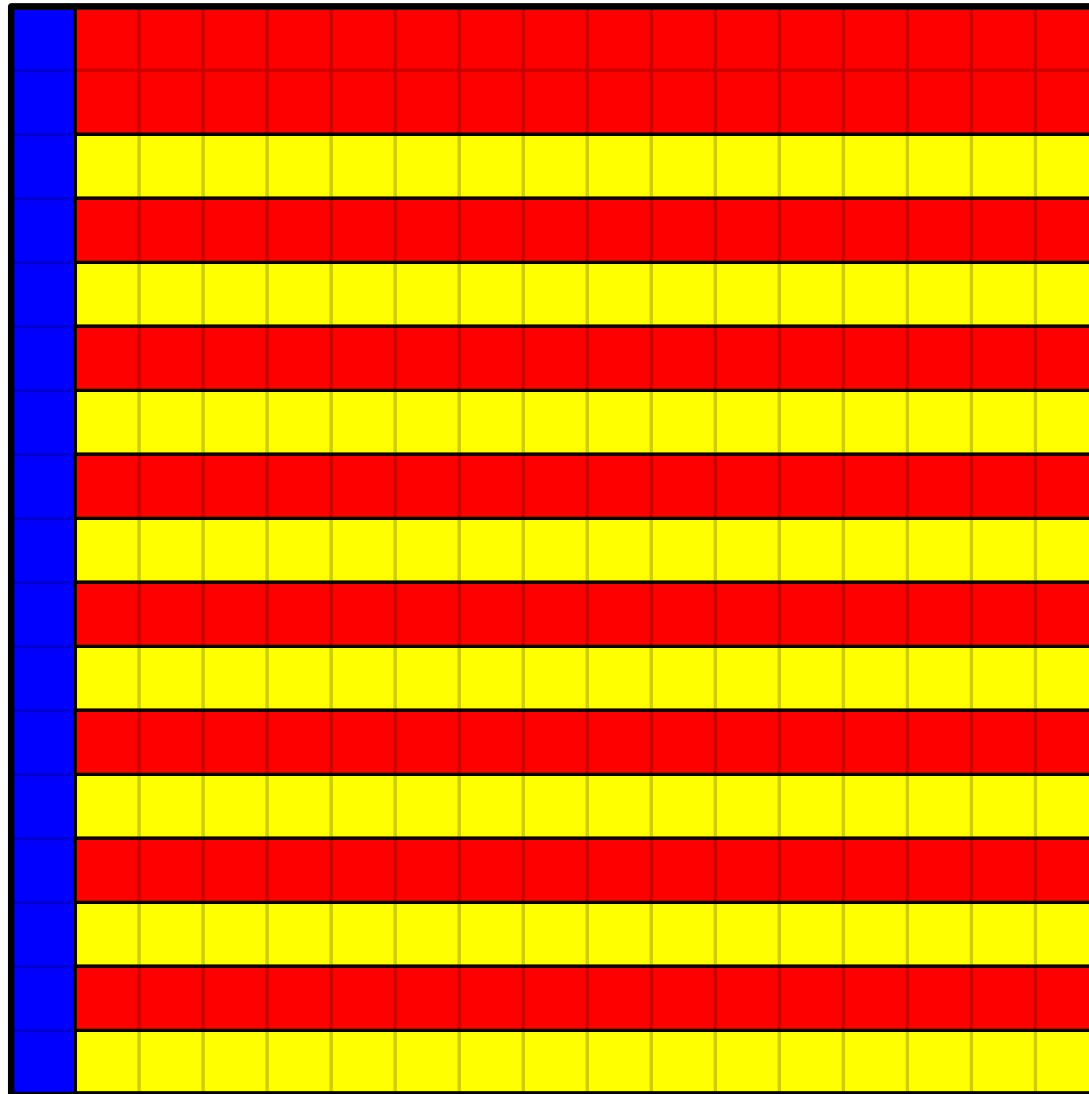
“Well done”

$n$  moves

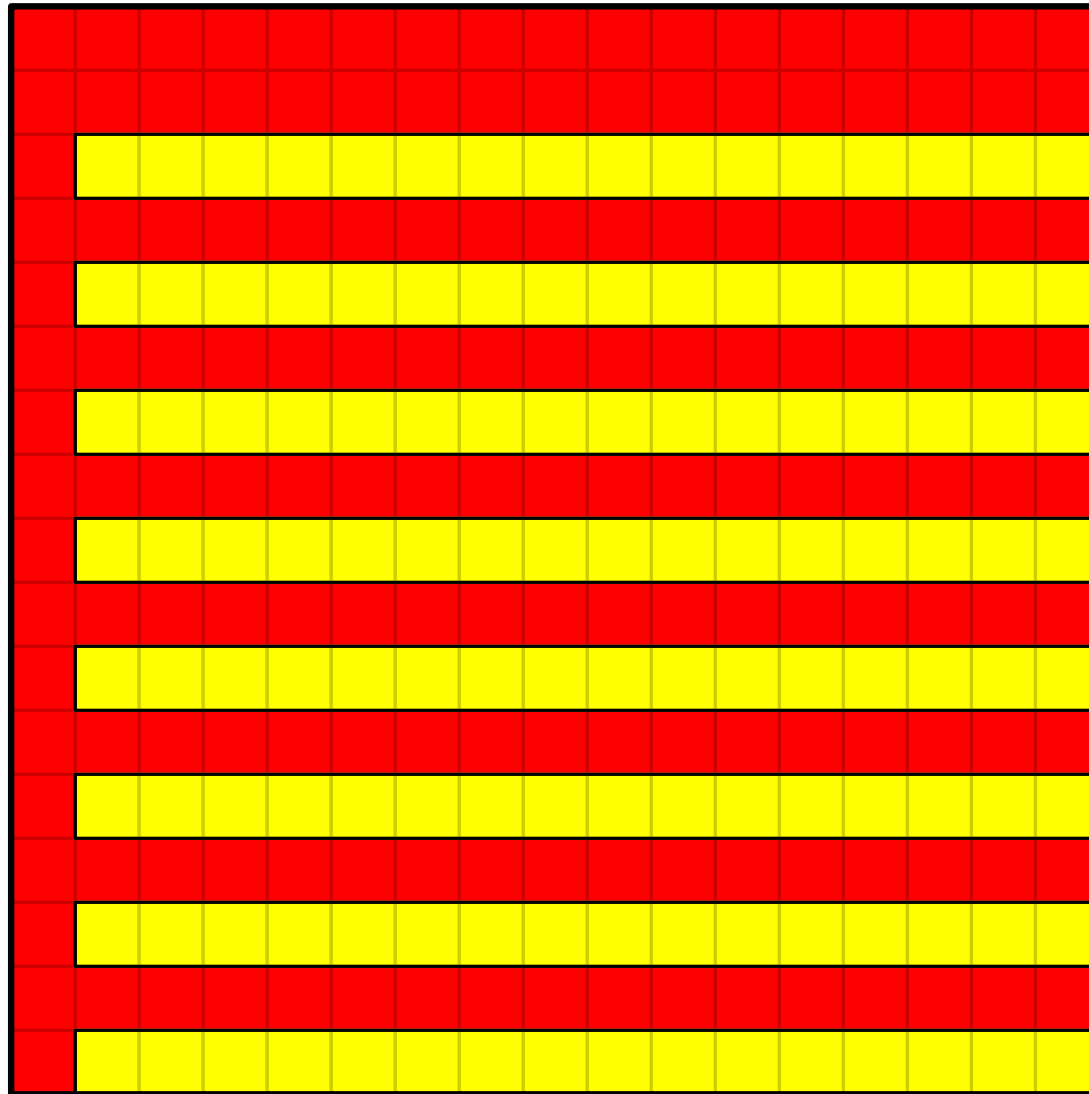
# Greedy



# Greedy



# Greedy

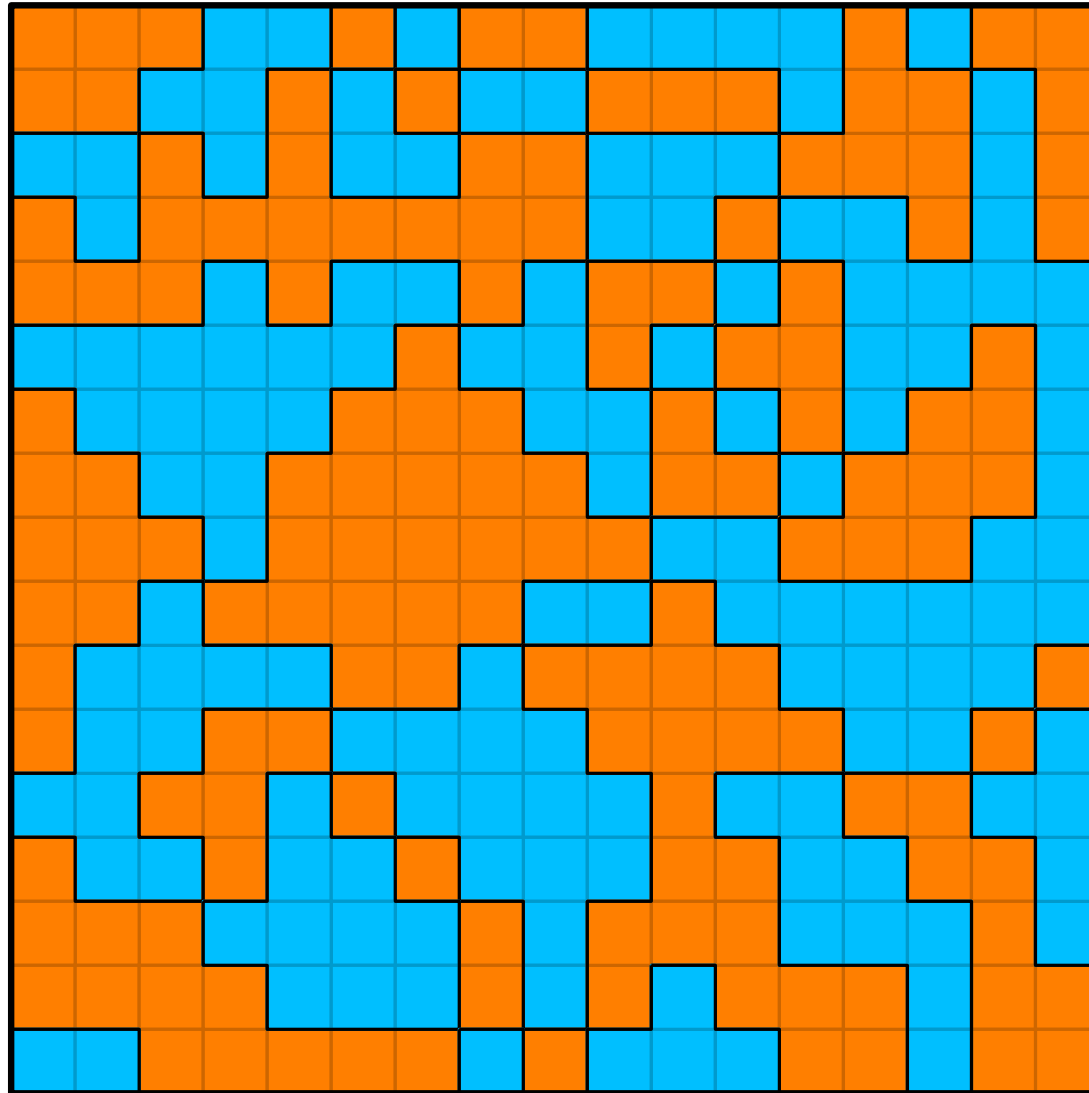


# Greedy

Much better!

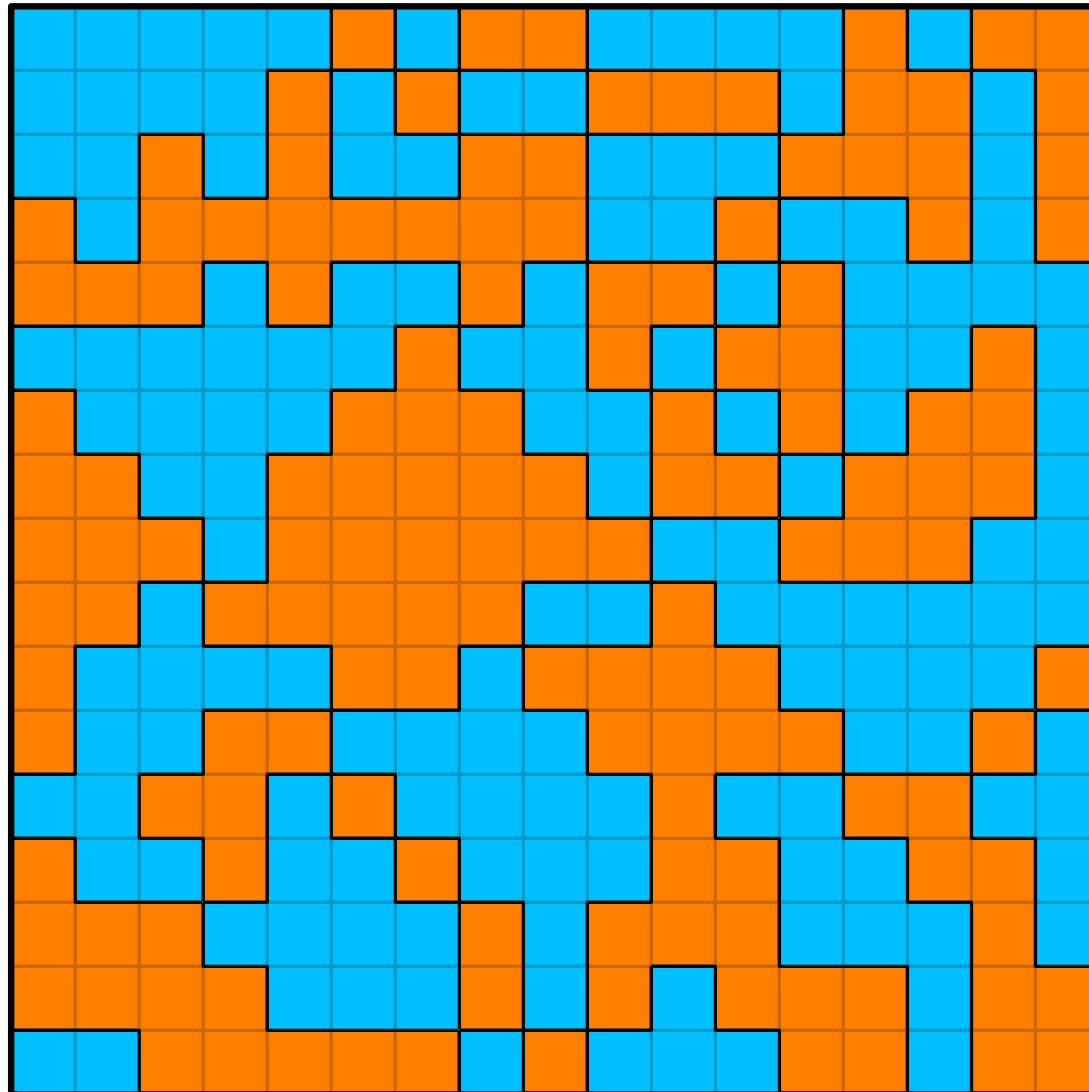
3 moves

## 2 Colours

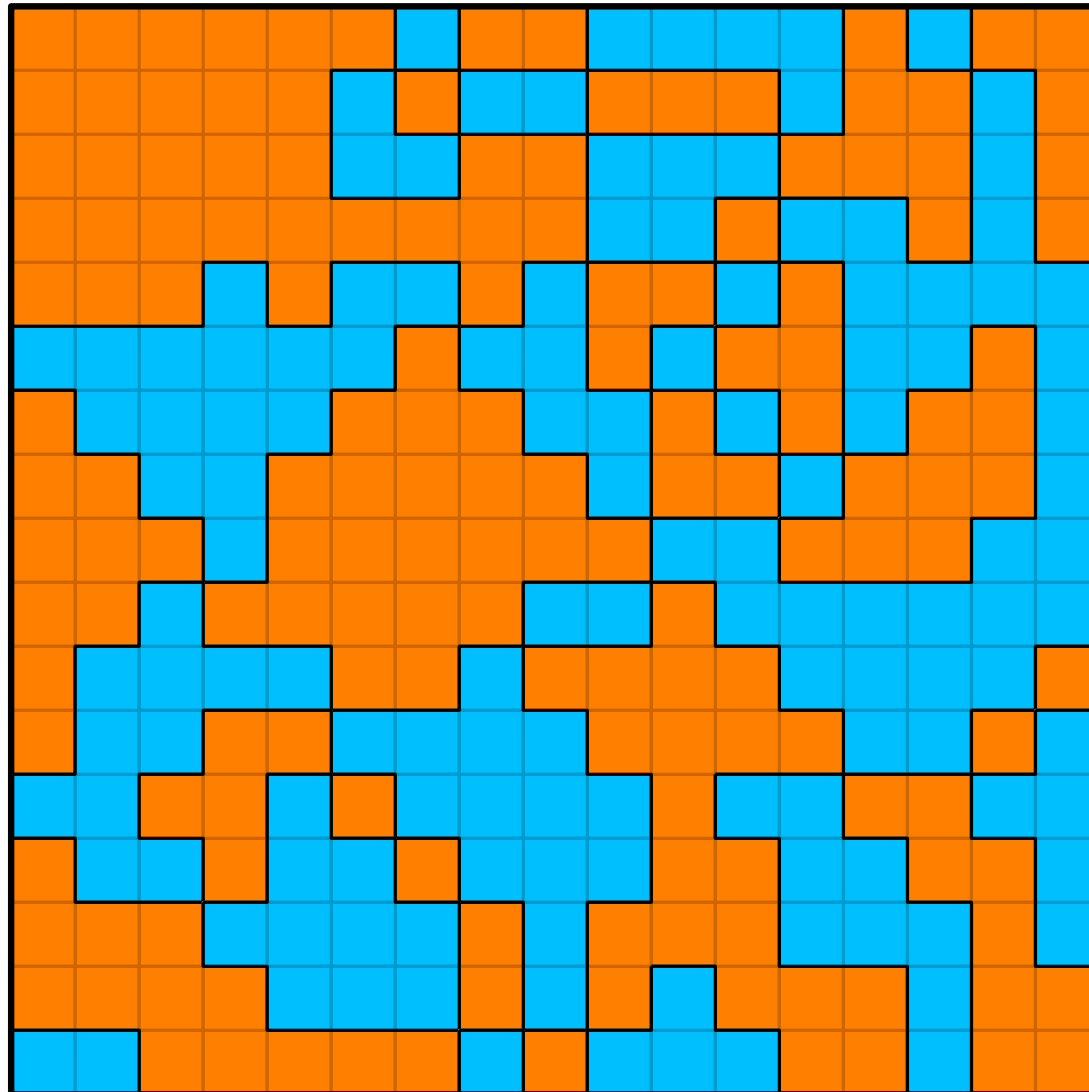




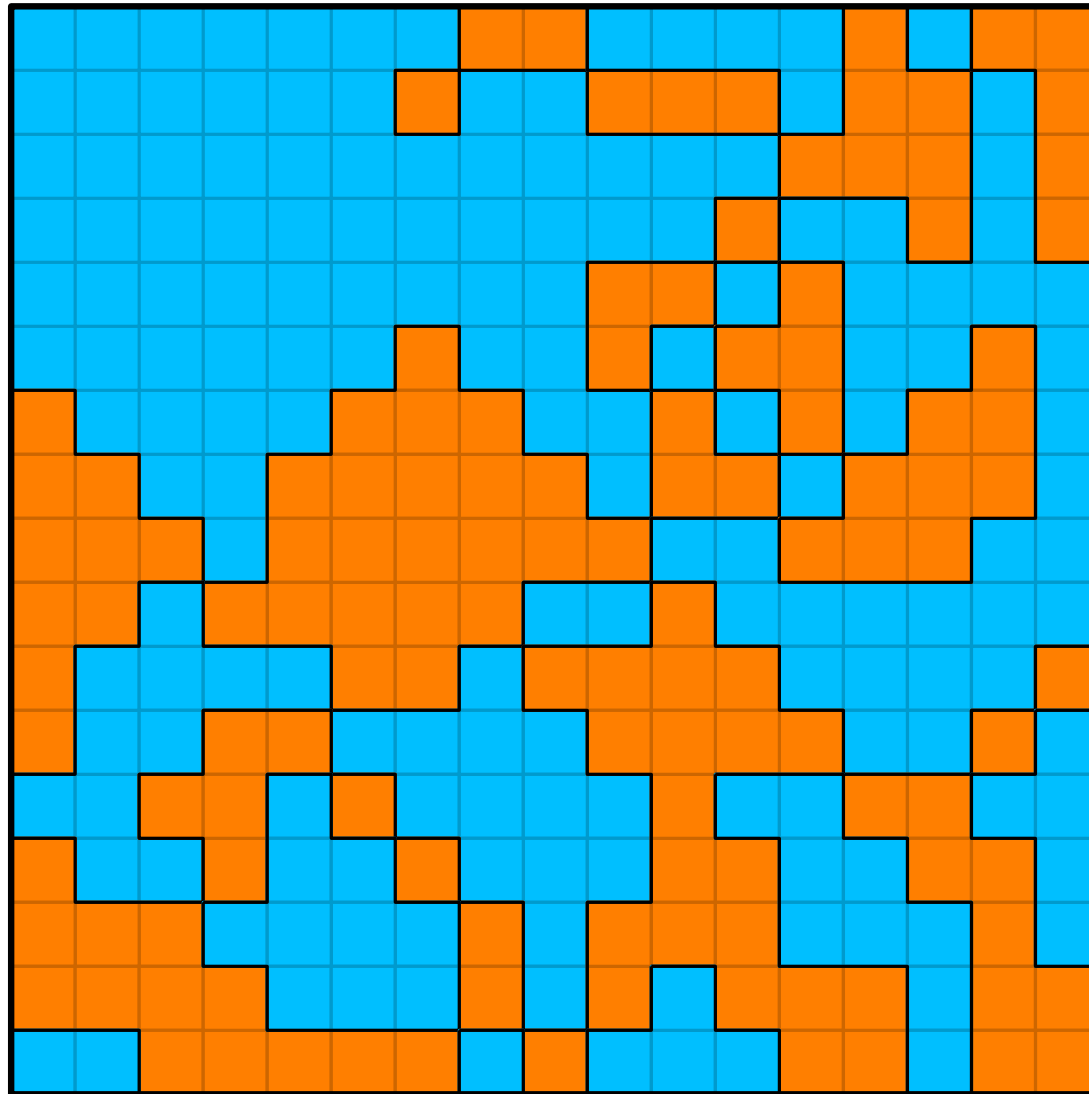
## 2 Colours



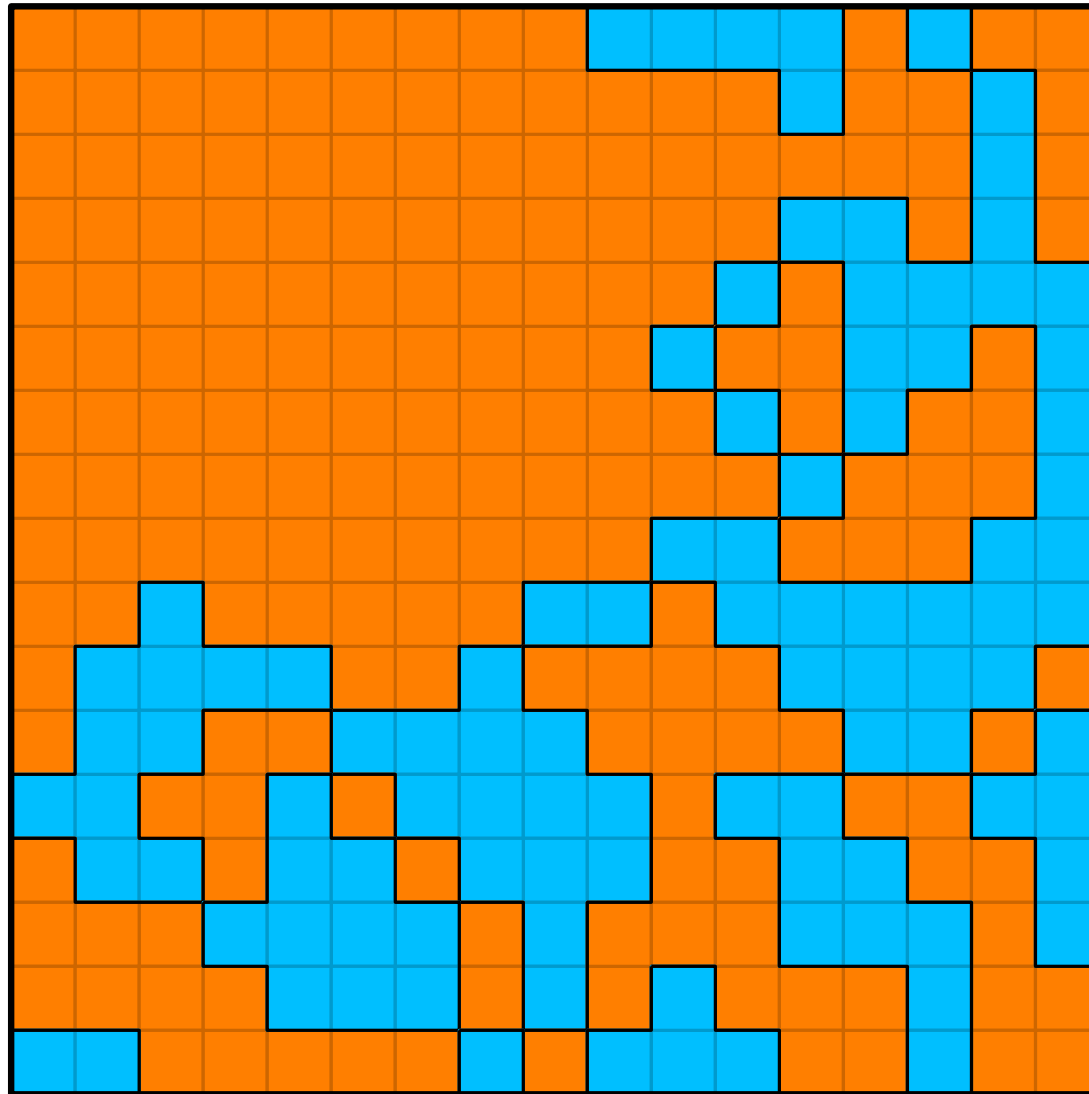
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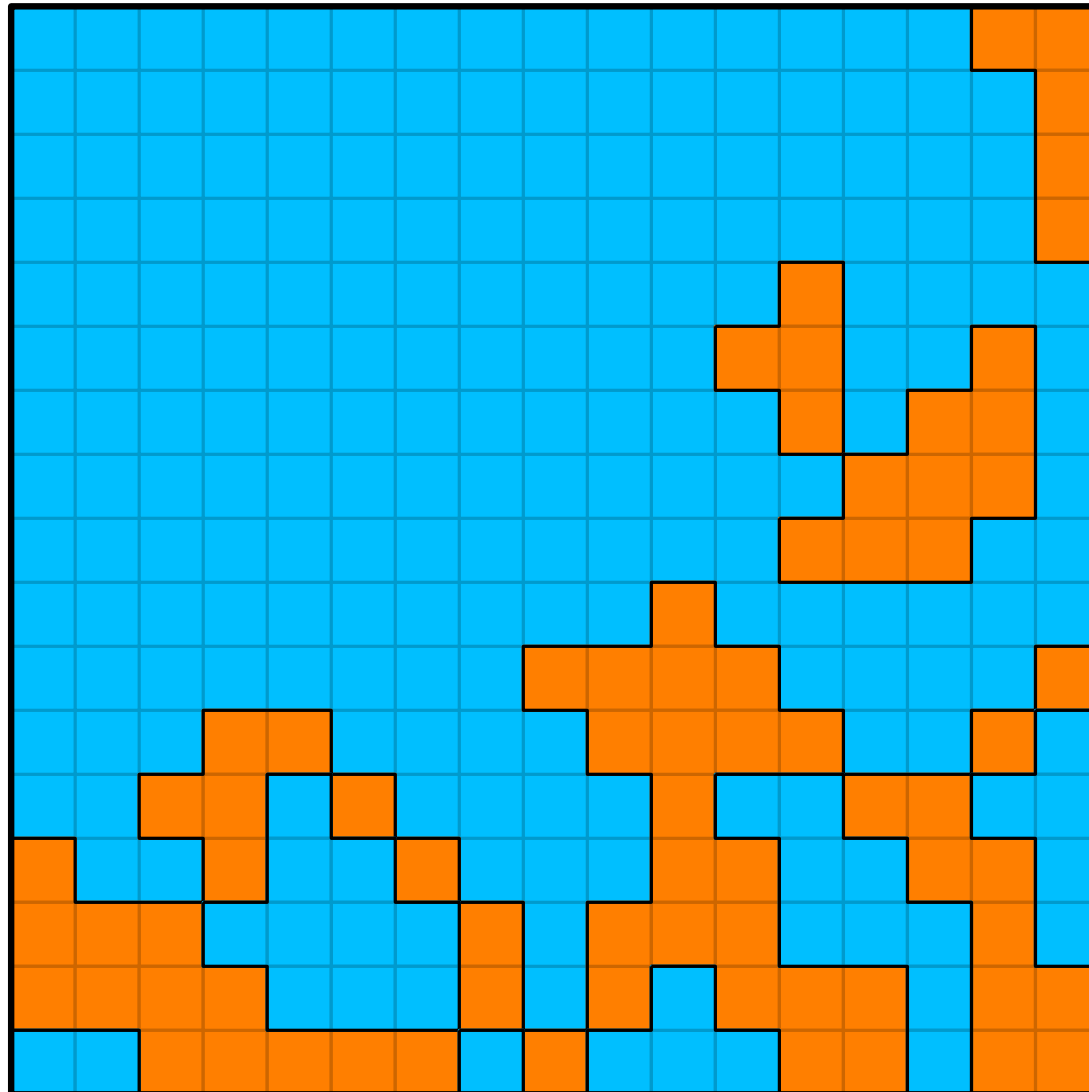
## 2 Colours



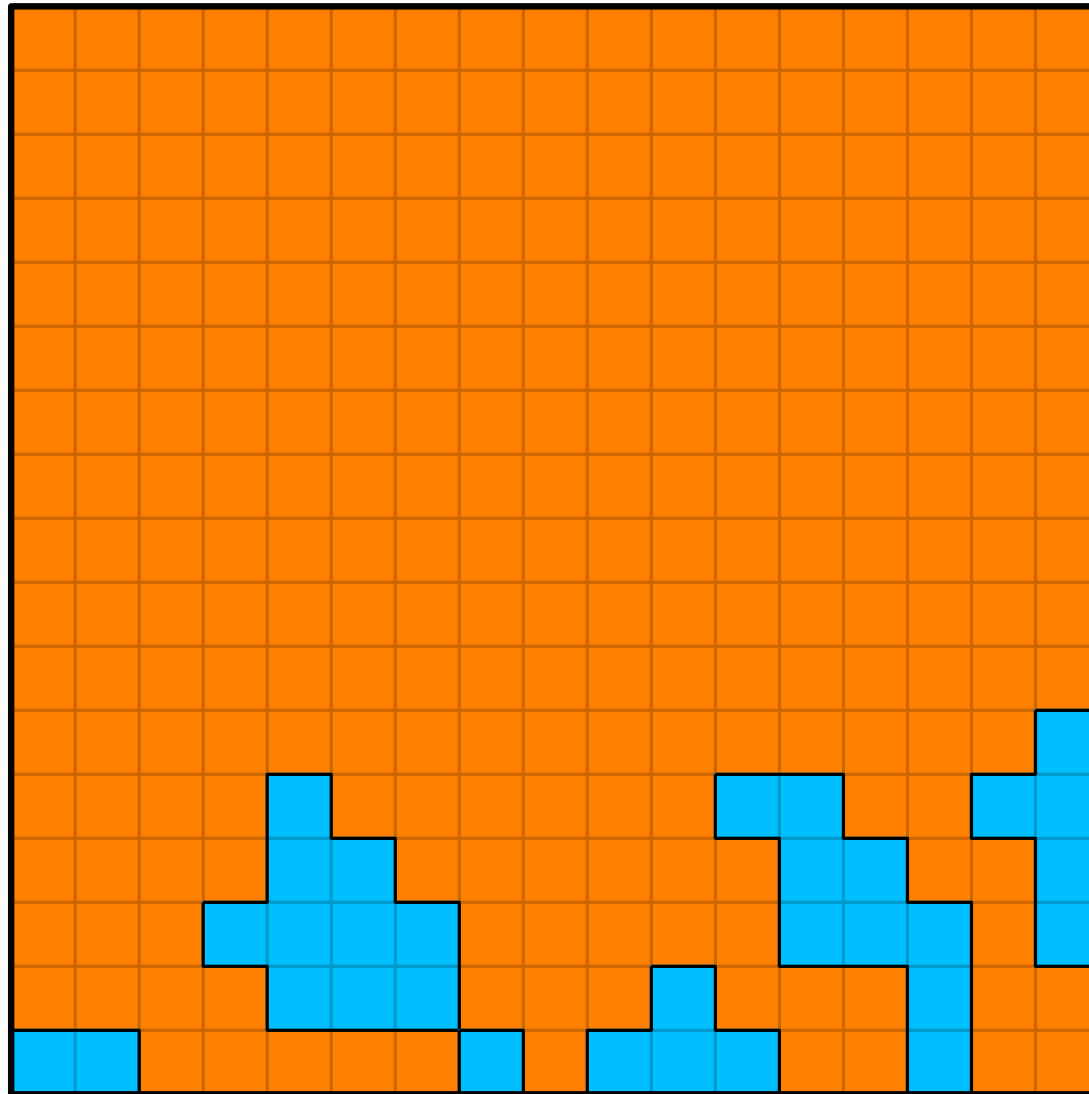
## 2 Colours



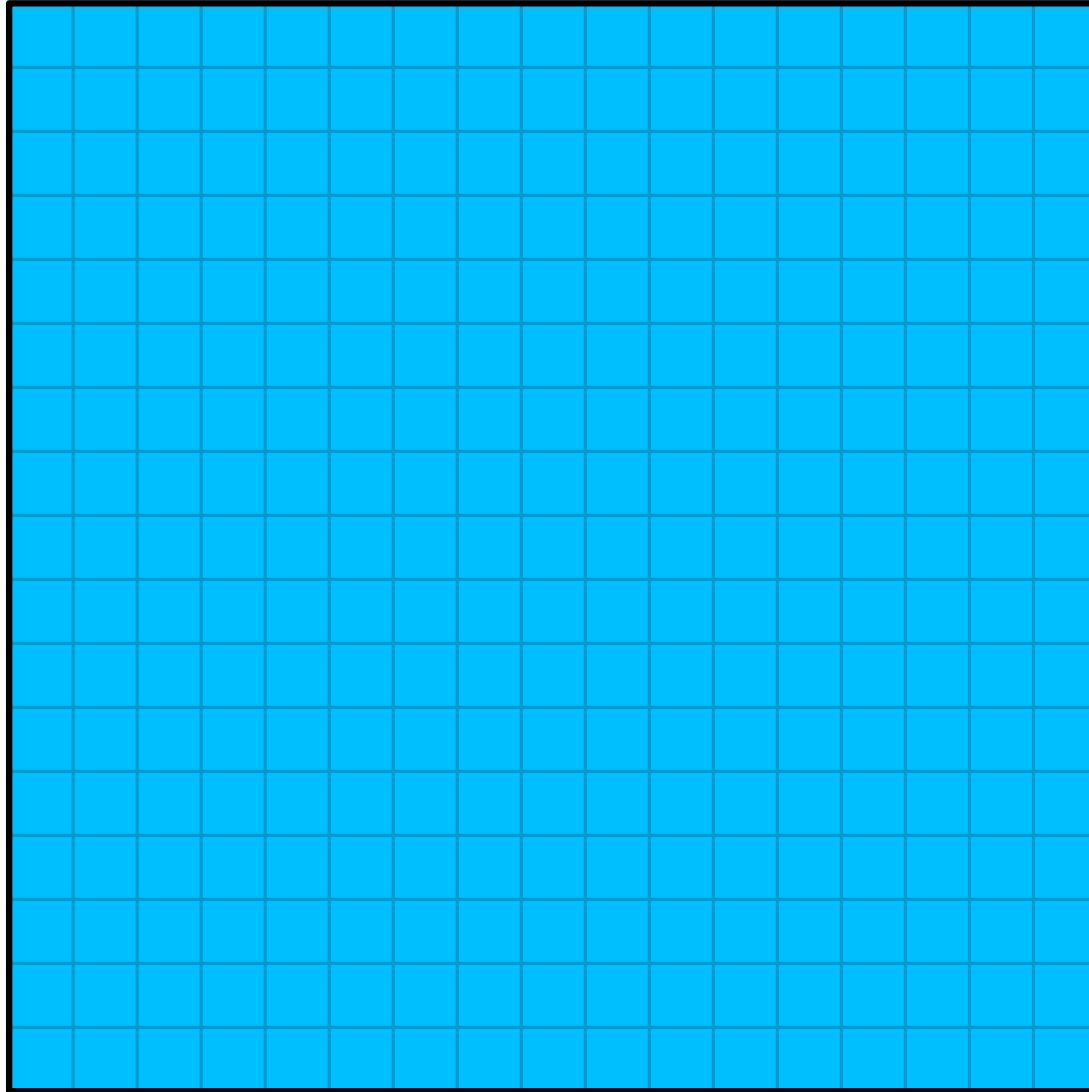
## 2 Colours



## 2 Colours



## 2 Colours



# Shortest Common Supersequence

1.  $a a b a c d c$
2.  $c a b b a$
3.  $b a d d d c a$
4.  $a d d c a b$
5.  $b a d c c d a a$
6.  $d c a a b d c$
7.  $c a b a d$
8.  $b c d a a b c$



# Shortest Common Supersequence

1.  $a\ a\ b\ a\ c\ d\ c$
2.  $c\ a\ b\ b\ a$
3.  $b\ a\ d\ d\ d\ c\ a$
4.  $a\ d\ d\ c\ a\ b$
5.  $b\ a\ d\ c\ c\ d\ a\ a$
6.  $d\ c\ a\ a\ b\ d\ c$
7.  $c\ a\ b\ a\ d$
8.  $b\ c\ d\ a\ a\ b\ c$

$a\ a\ b\ c\ a\ d\ c\ a\ d\ a\ c\ b\ c\ a\ b\ d\ c\ a\ a$

# Shortest Common Supersequence

1.  $a a b a c d c$

2.  $c a b b a$

3.  $b a d d d c a$

4.  $a d d c a b$

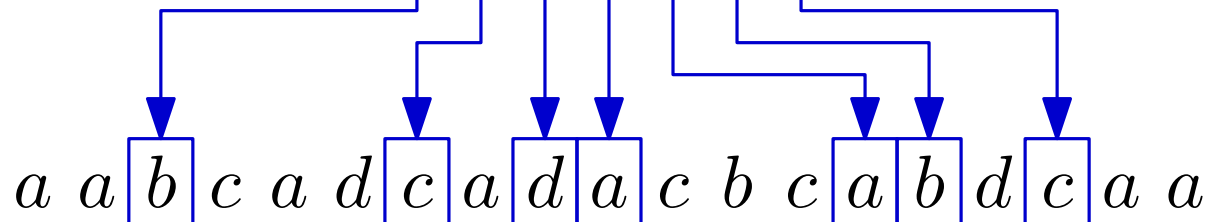
5.  $b a d c c d a a$

6.  $d c a a b d c$

7.  $c a b a d$

8. 

|     |     |     |     |     |     |     |
|-----|-----|-----|-----|-----|-----|-----|
| $b$ | $c$ | $d$ | $a$ | $a$ | $b$ | $c$ |
|-----|-----|-----|-----|-----|-----|-----|



# Shortest Common Supersequence

1.  $a a b a c d c$

2.  $c a b b a$

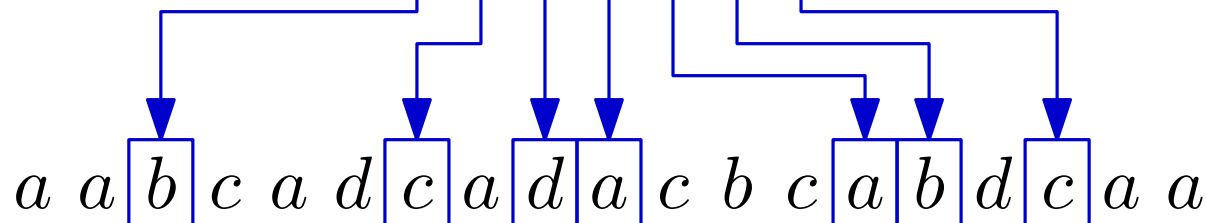
- **NP**-hard, even with a binary alphabet,
- no polynomial-time constant factor approximation algorithm, unless **P** = **NP**.

6.  $d c a a b d c$

7.  $c a b a d$

8. 

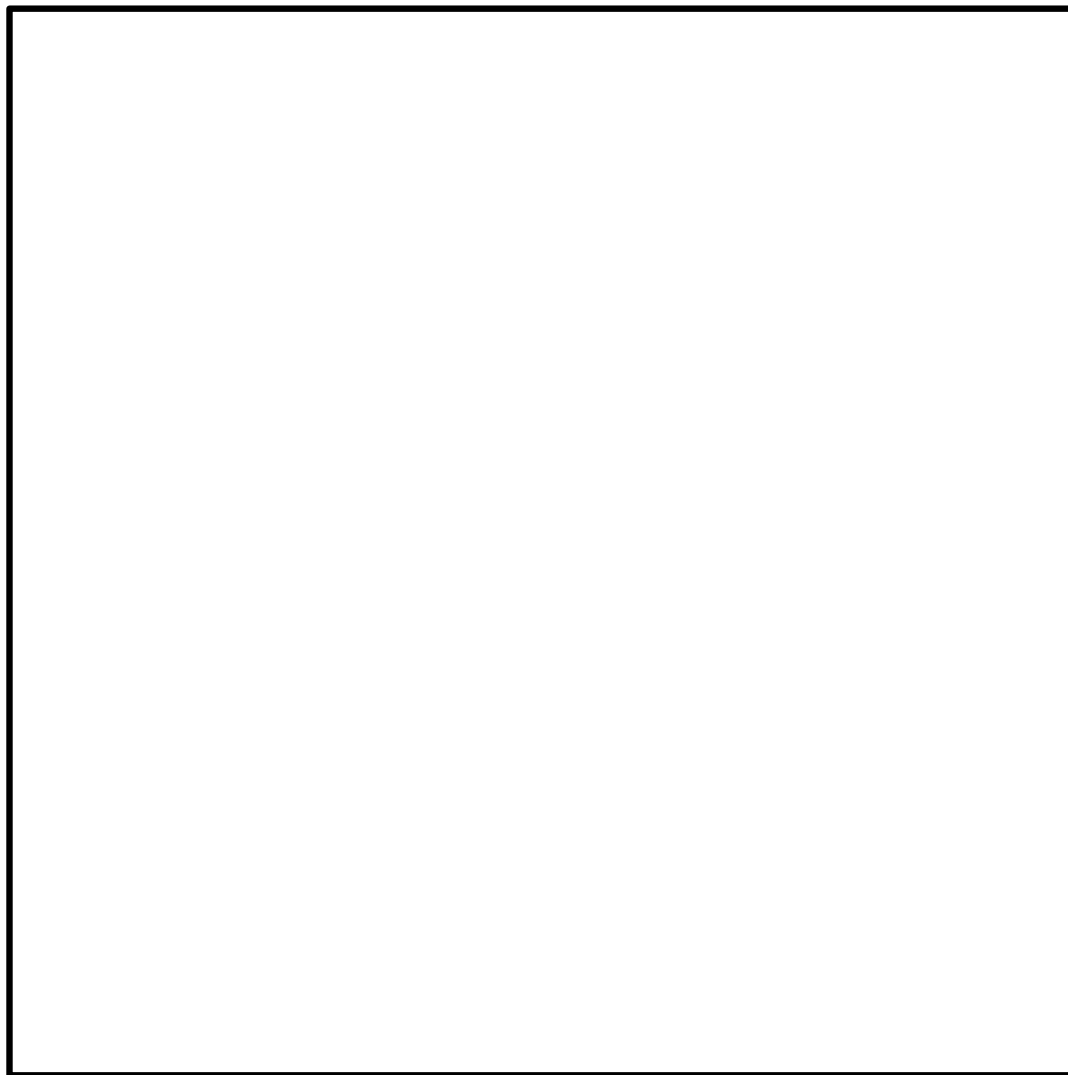
|     |     |     |     |     |     |     |
|-----|-----|-----|-----|-----|-----|-----|
| $b$ | $c$ | $d$ | $a$ | $a$ | $b$ | $c$ |
|-----|-----|-----|-----|-----|-----|-----|



# 4 or More Colours

$a$   $b$   $b$   $a$

$a$   $b$



# 4 or More Colours

*a*

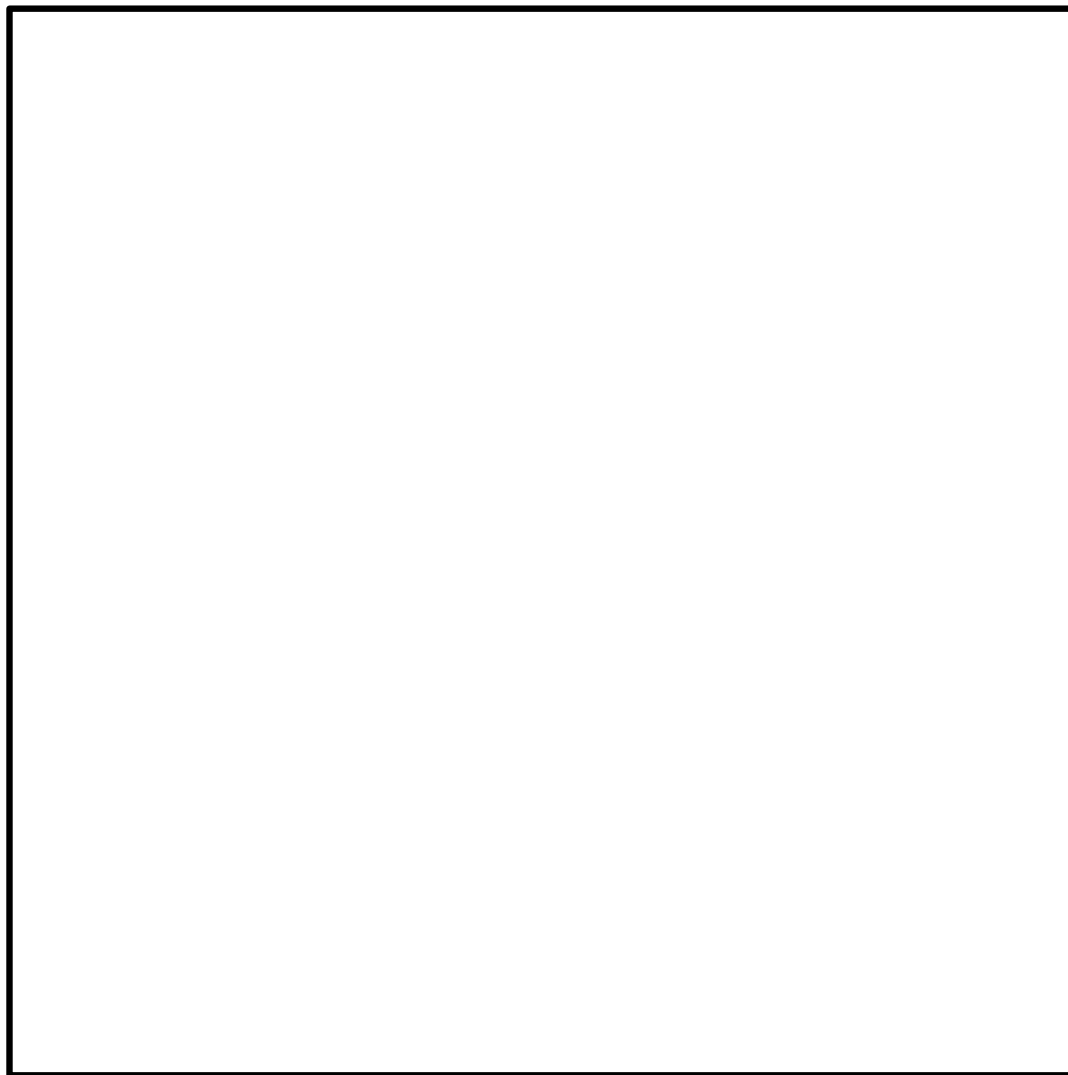
*b*

*b*

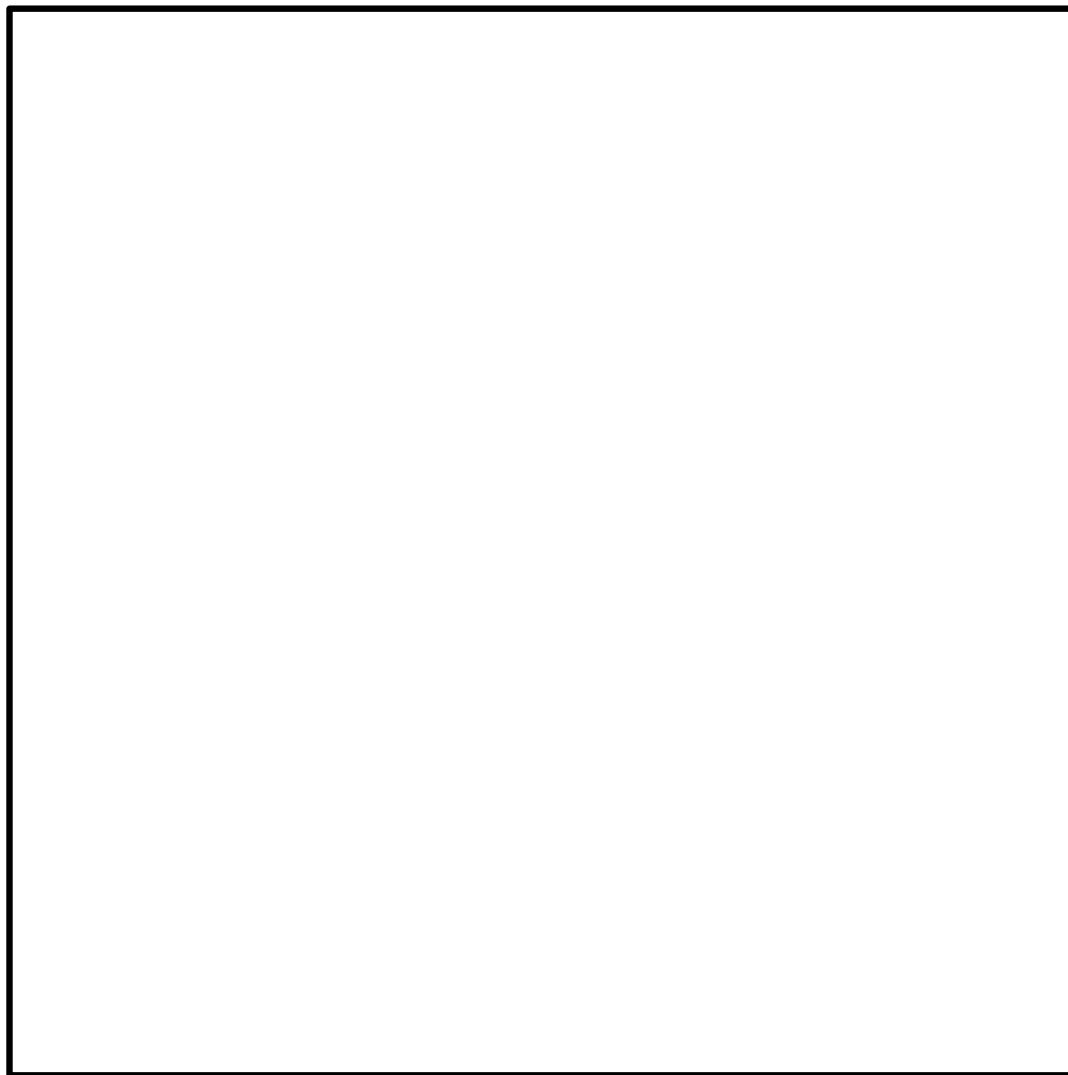
*a*

*a*

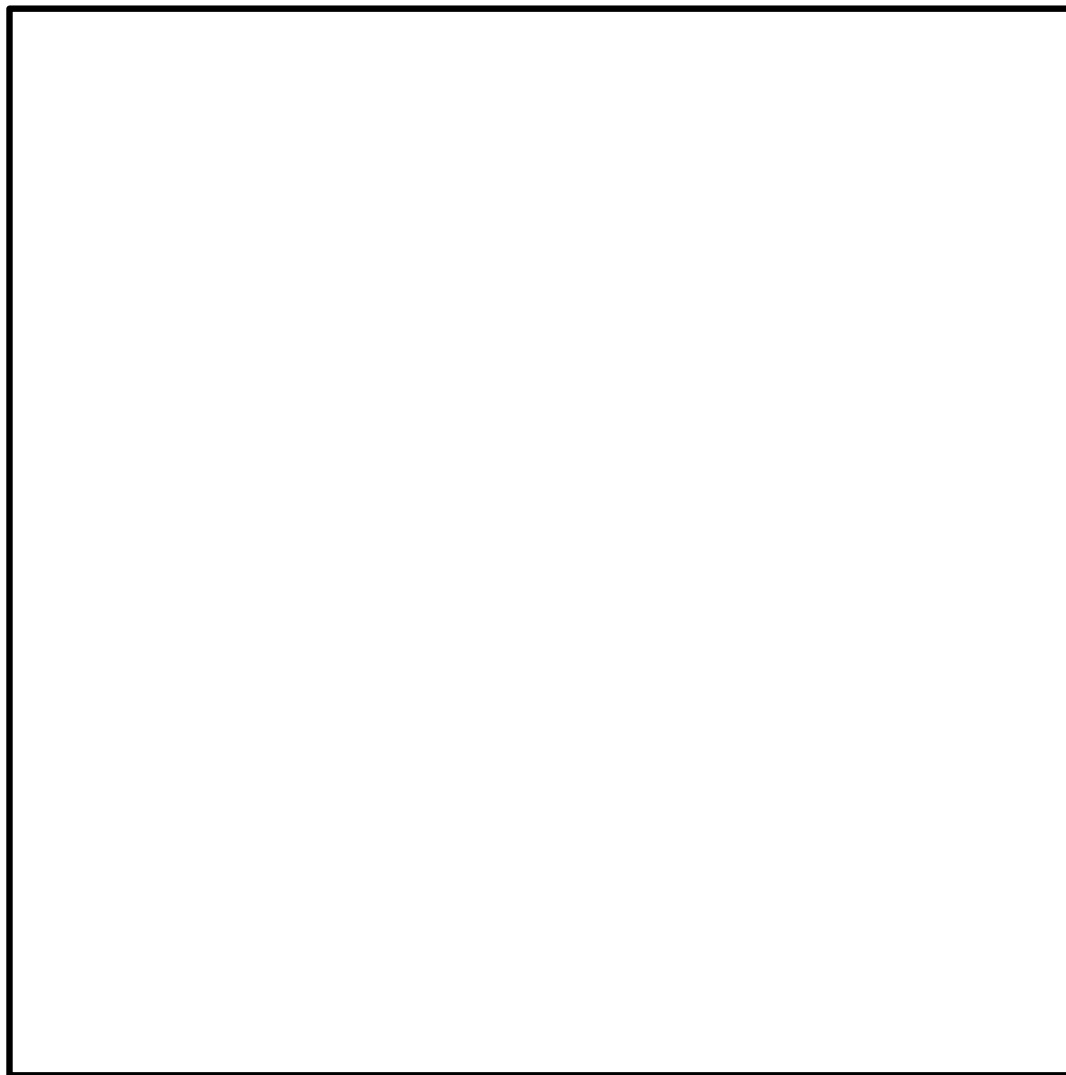
*b*



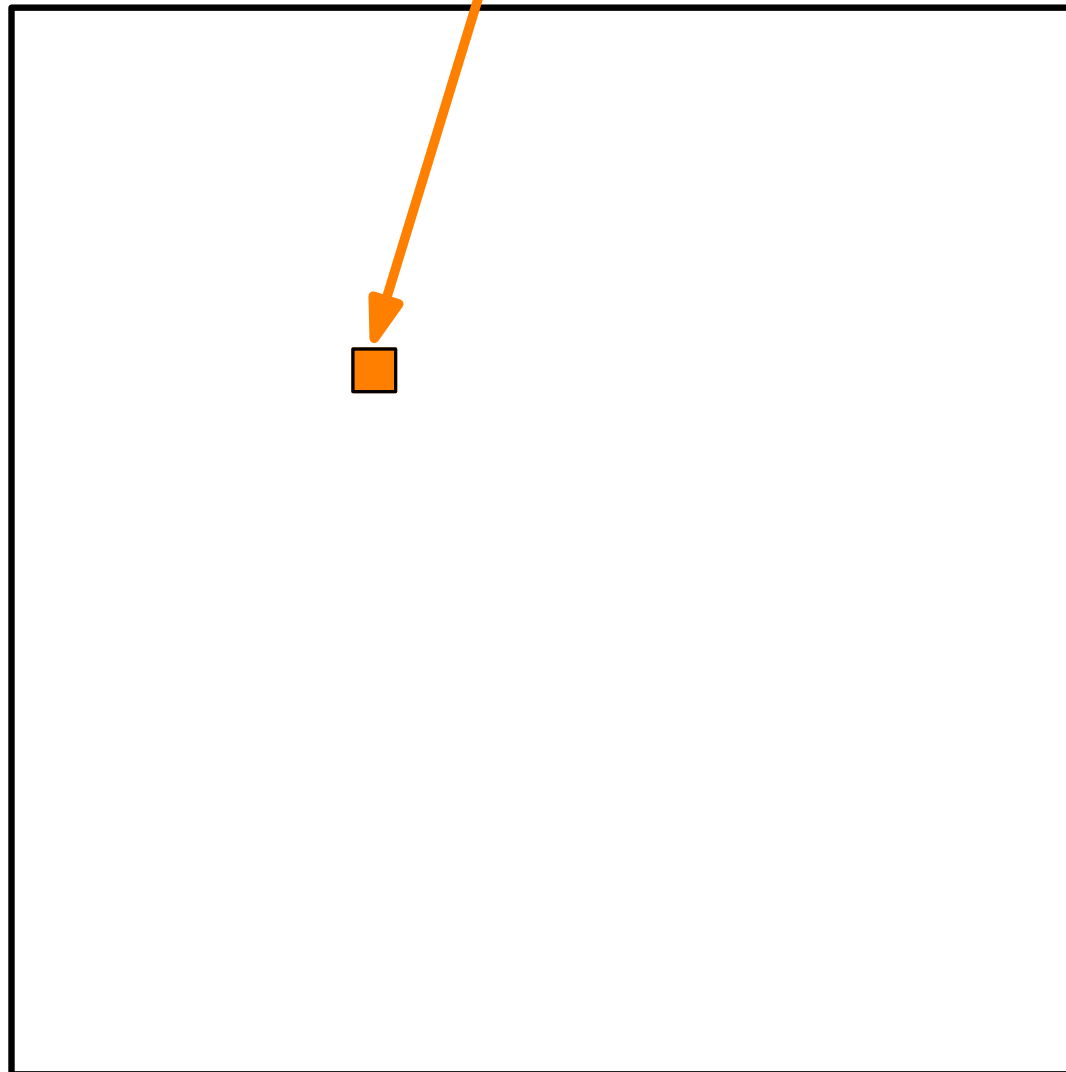
# 4 or More Colours



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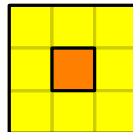


# 4 or More Colours

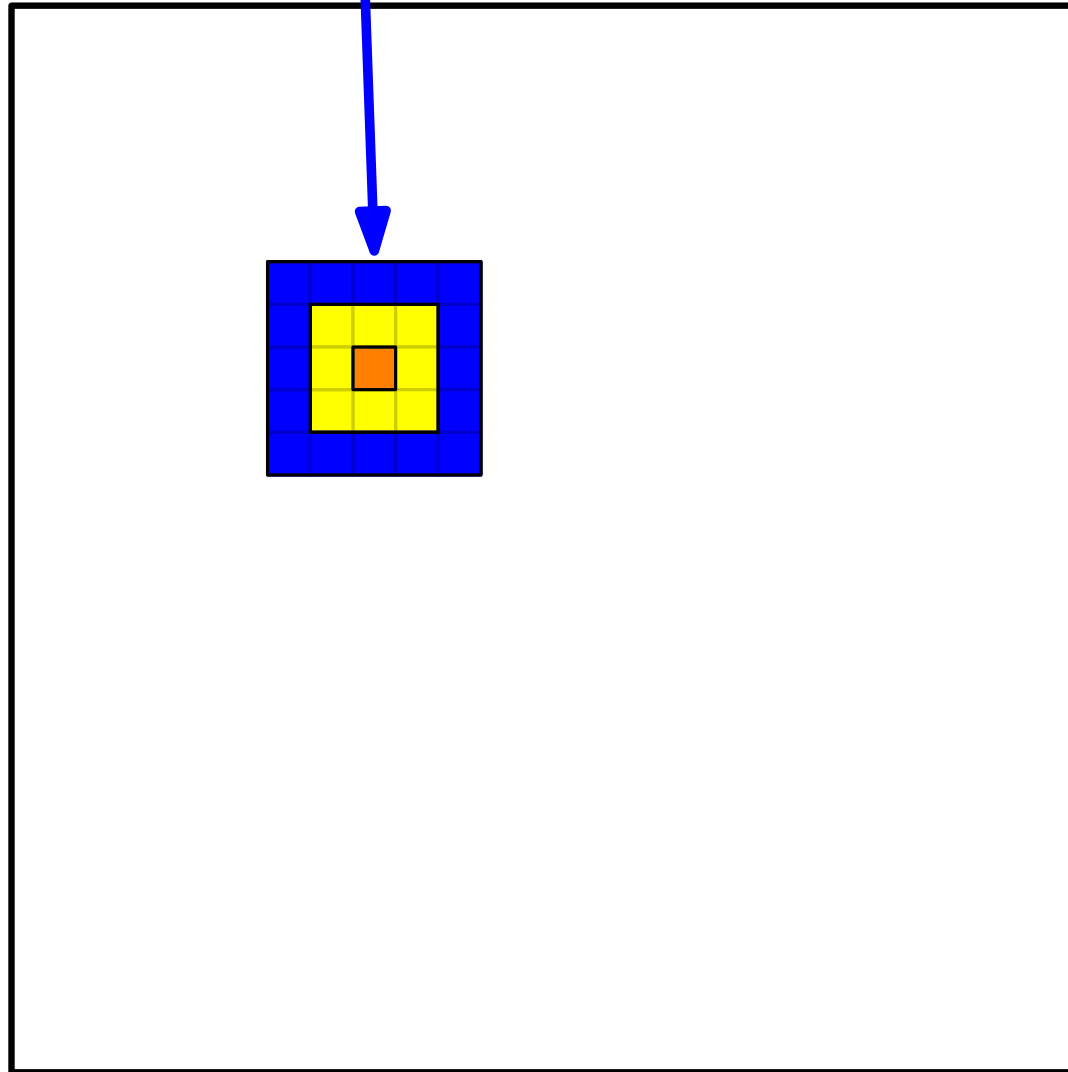




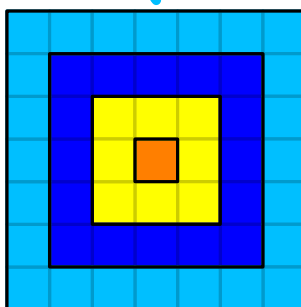
# 4 or More Colours



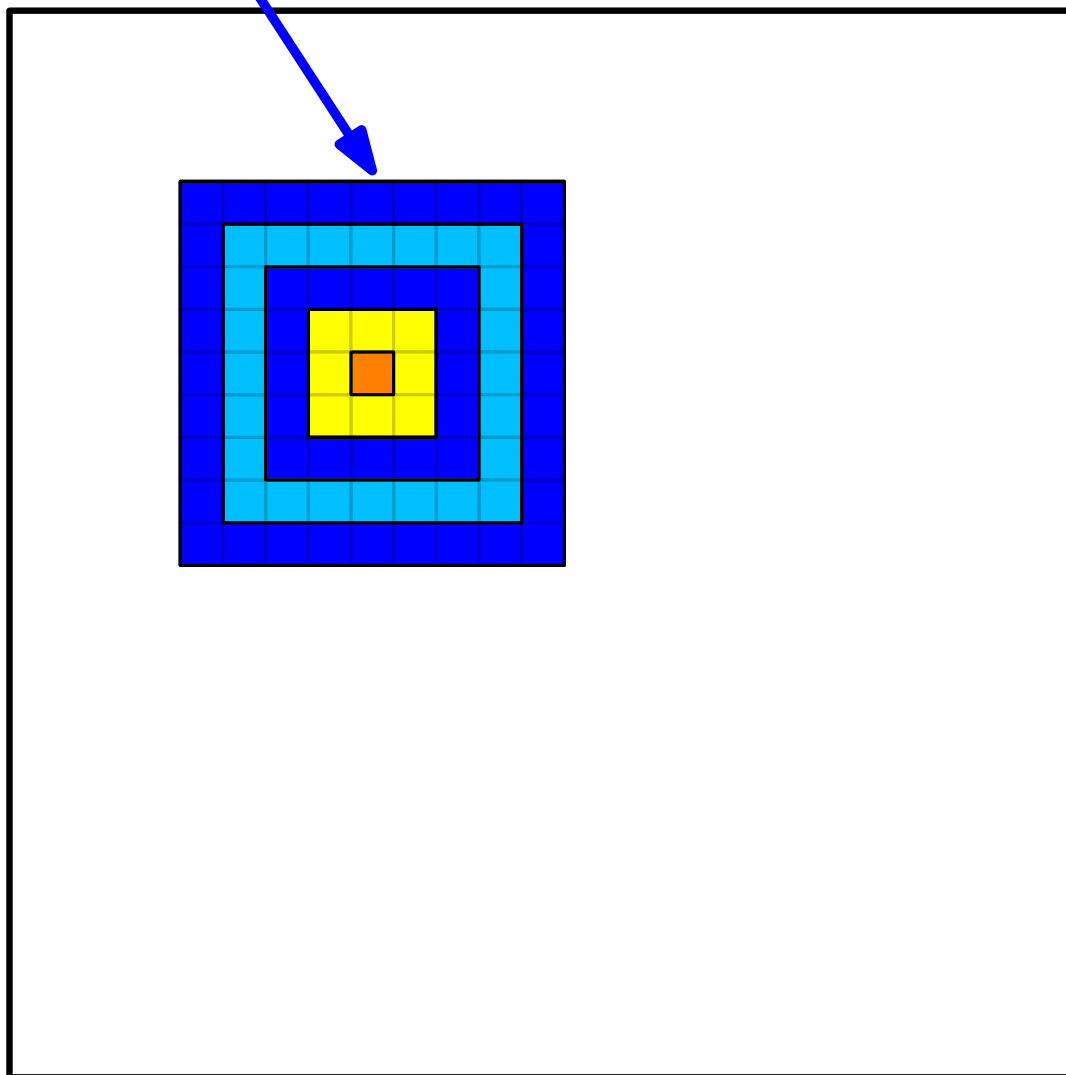
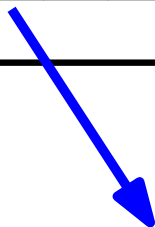
# 4 or More Colours



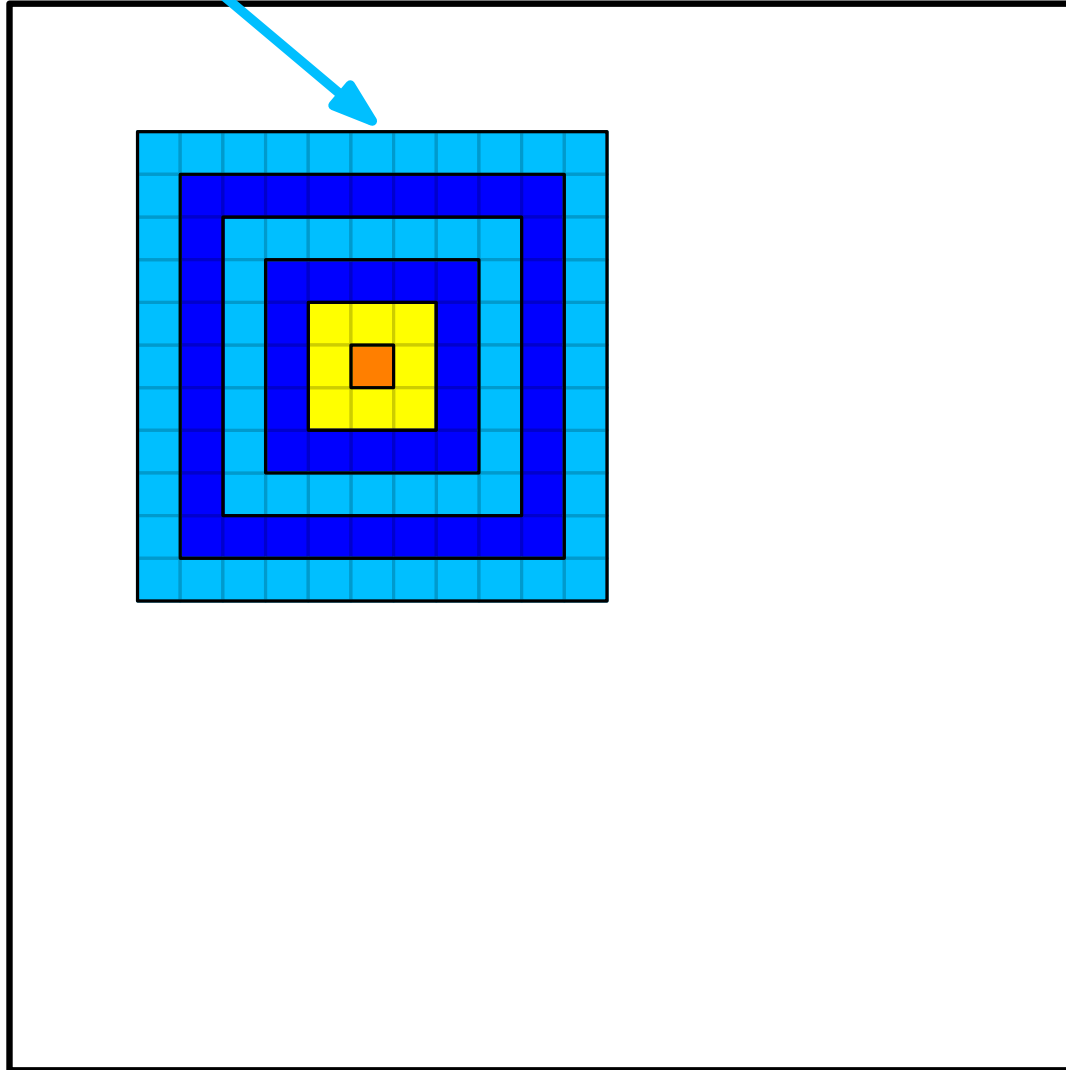
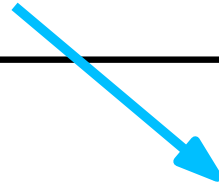
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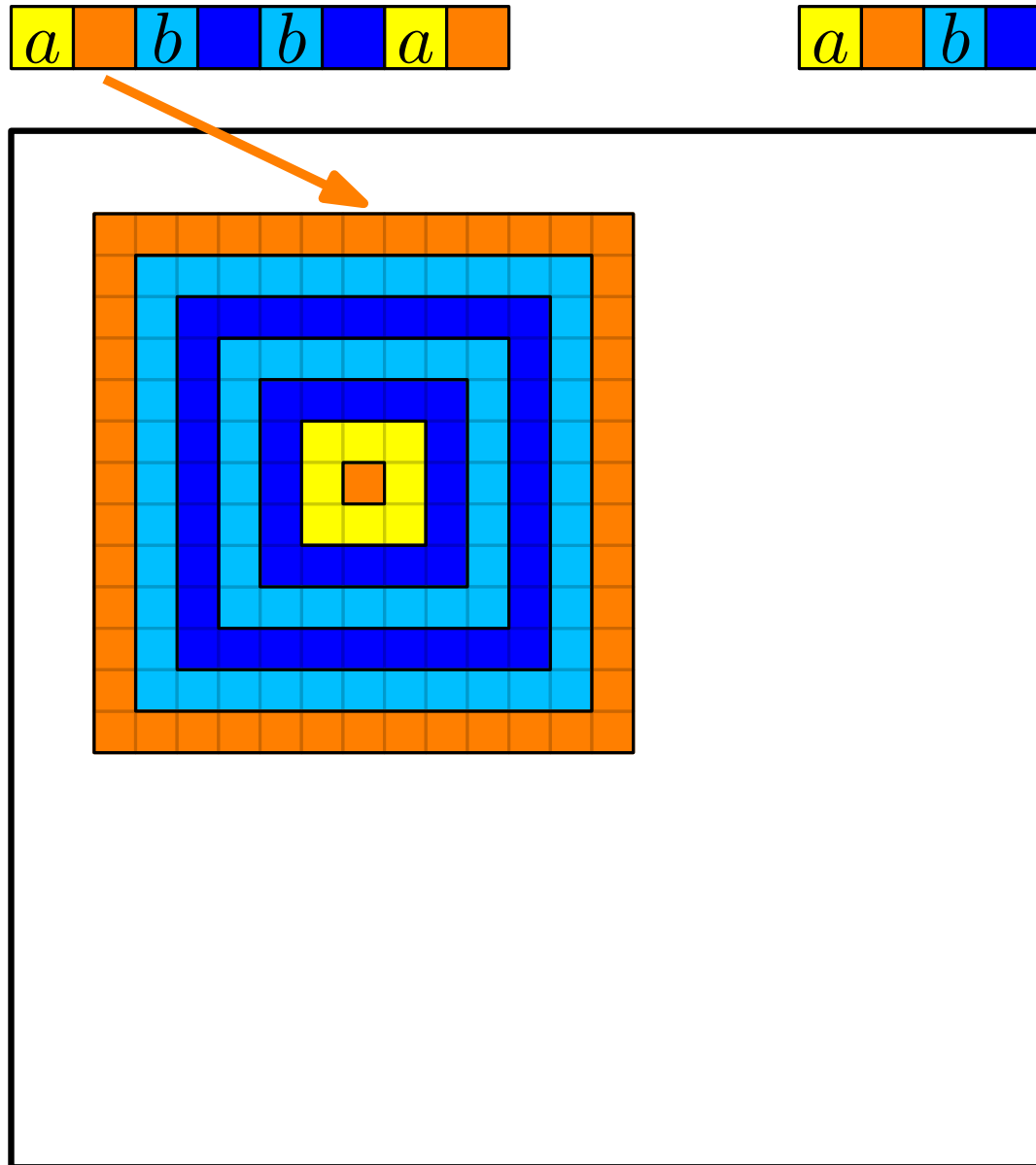
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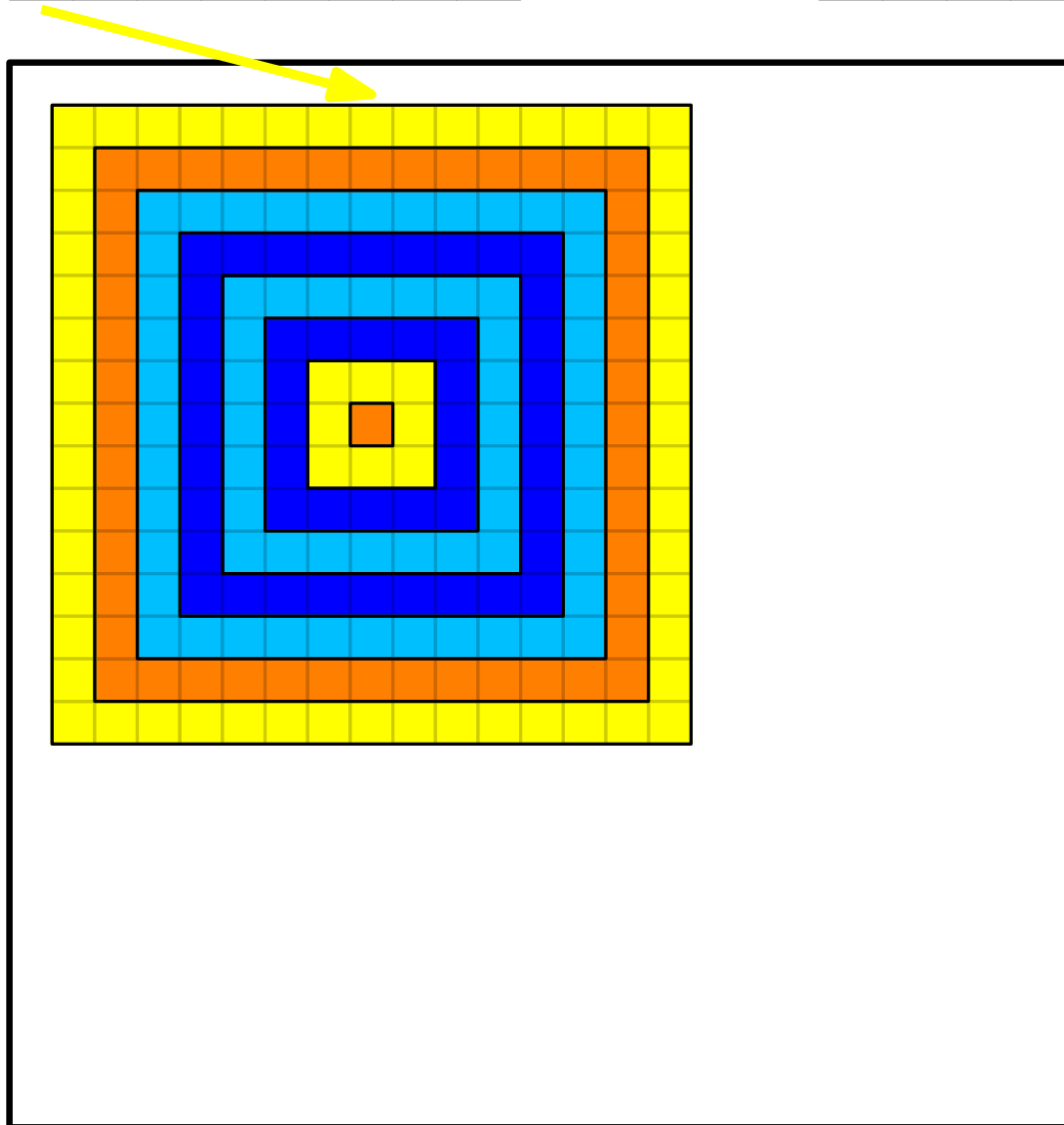
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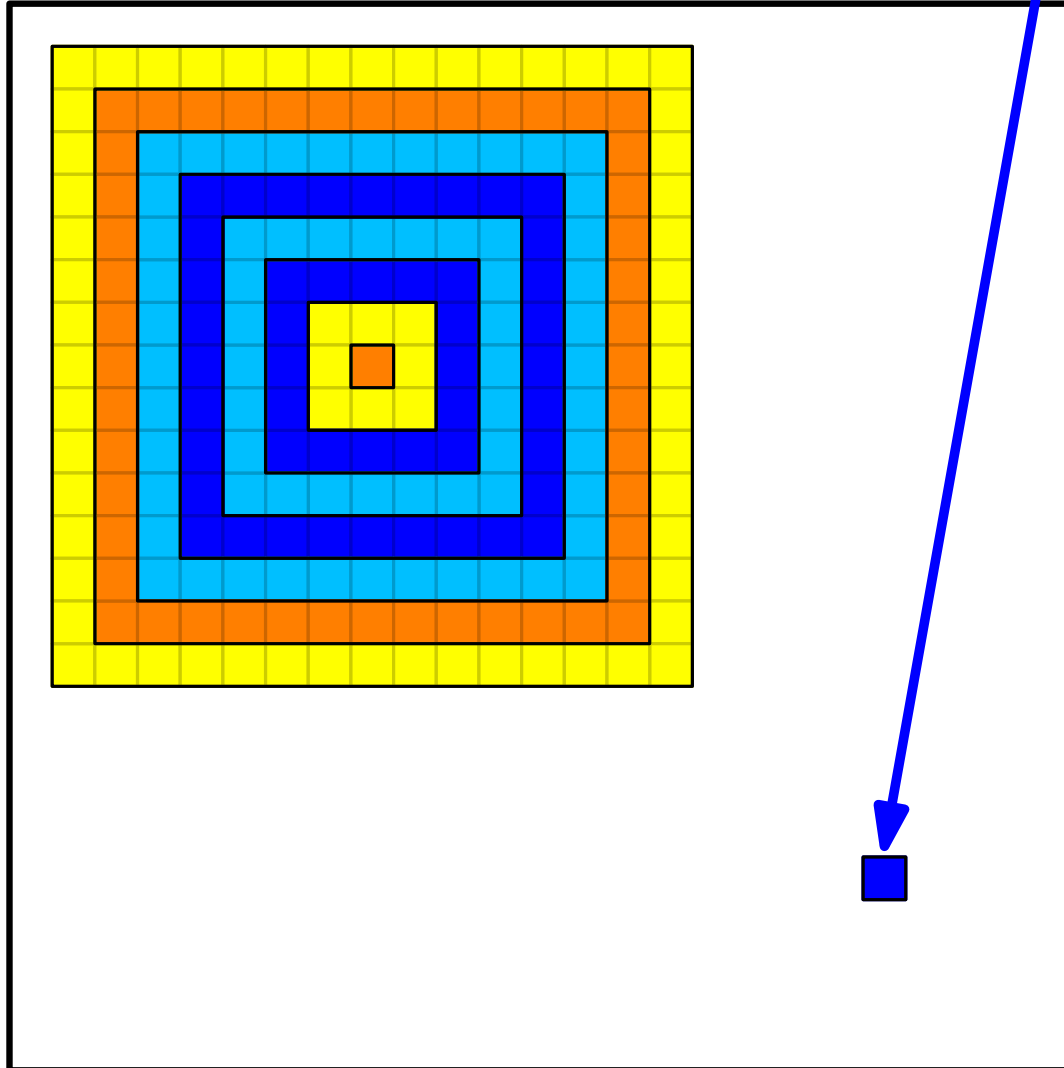
## 4 or More Colours



# 4 or More Colours

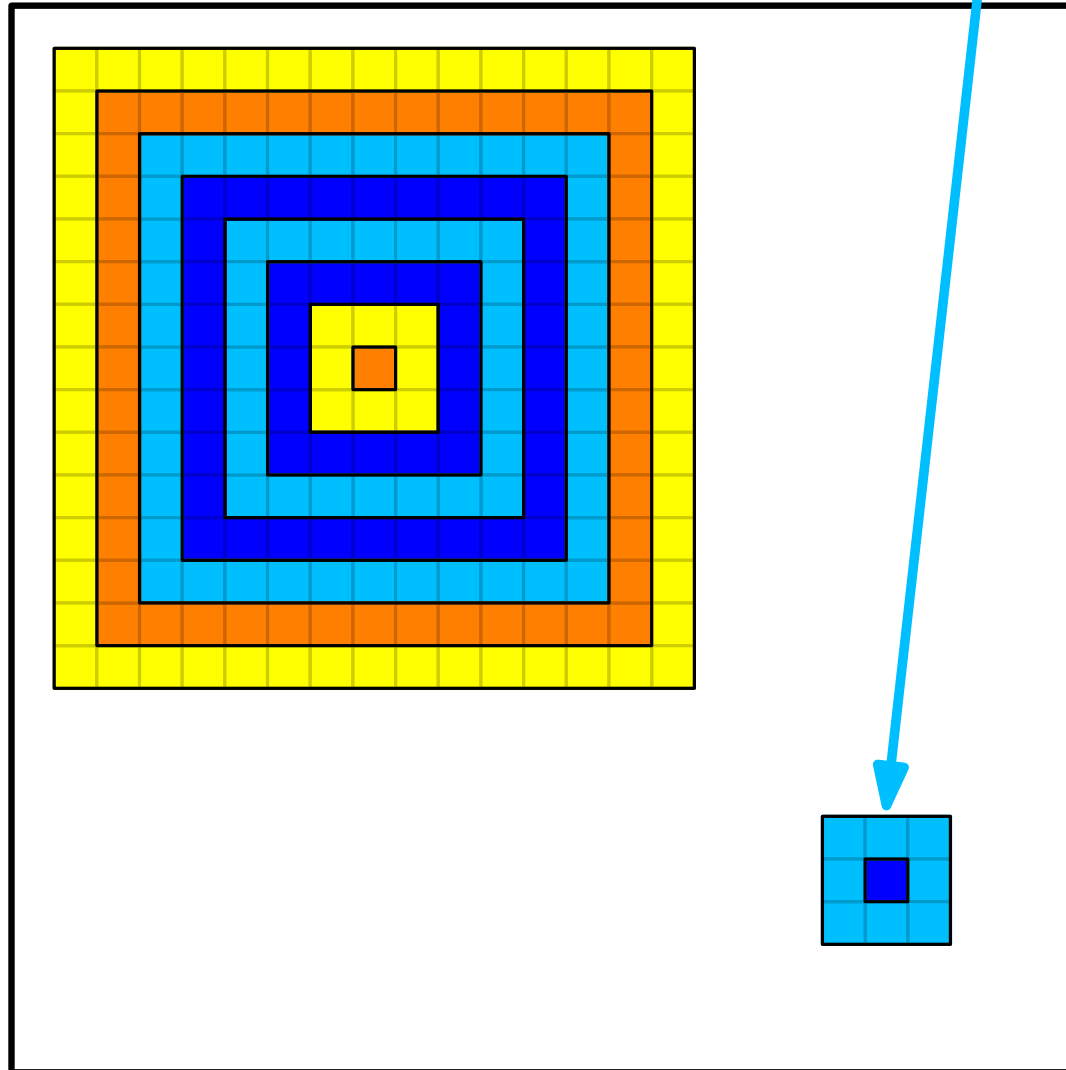


# 4 or More Colours

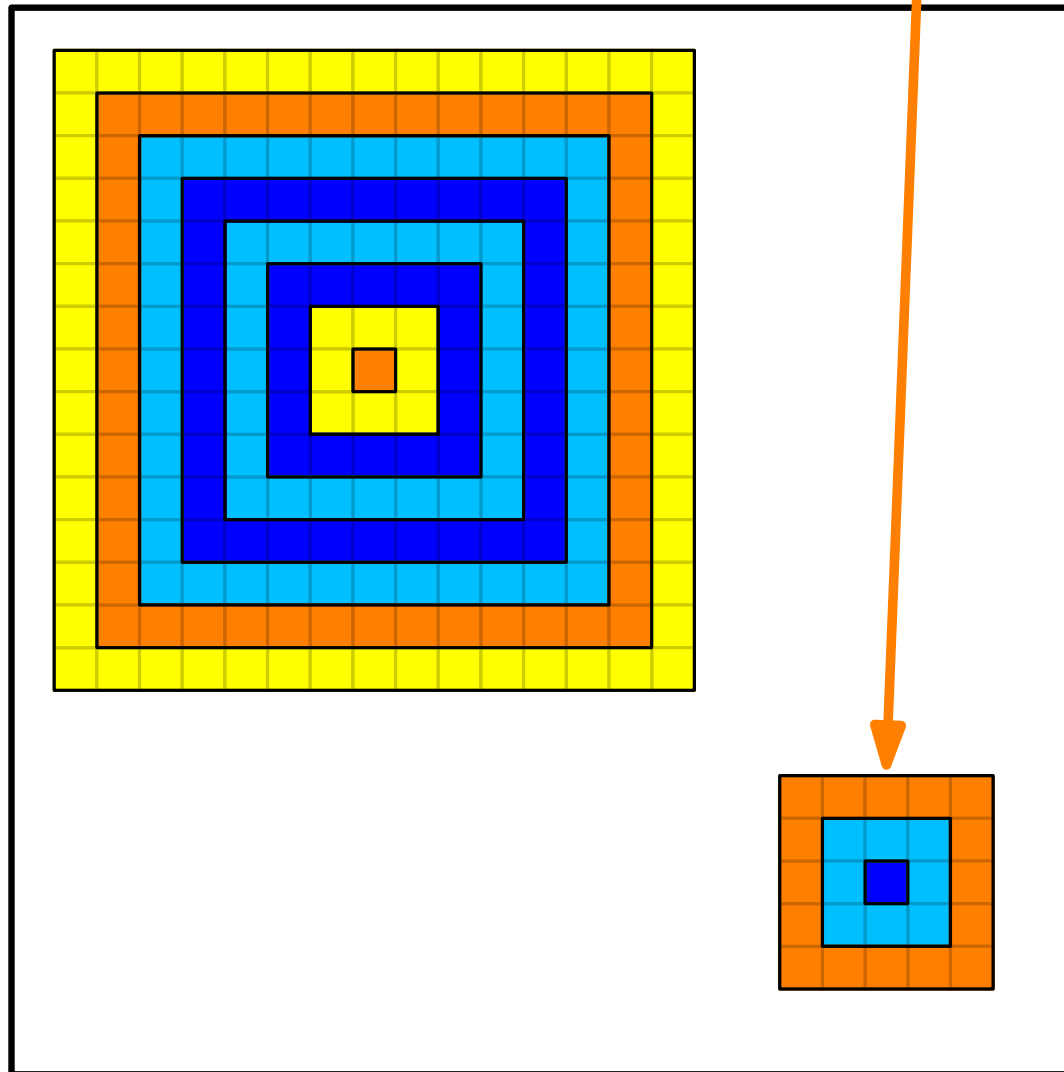




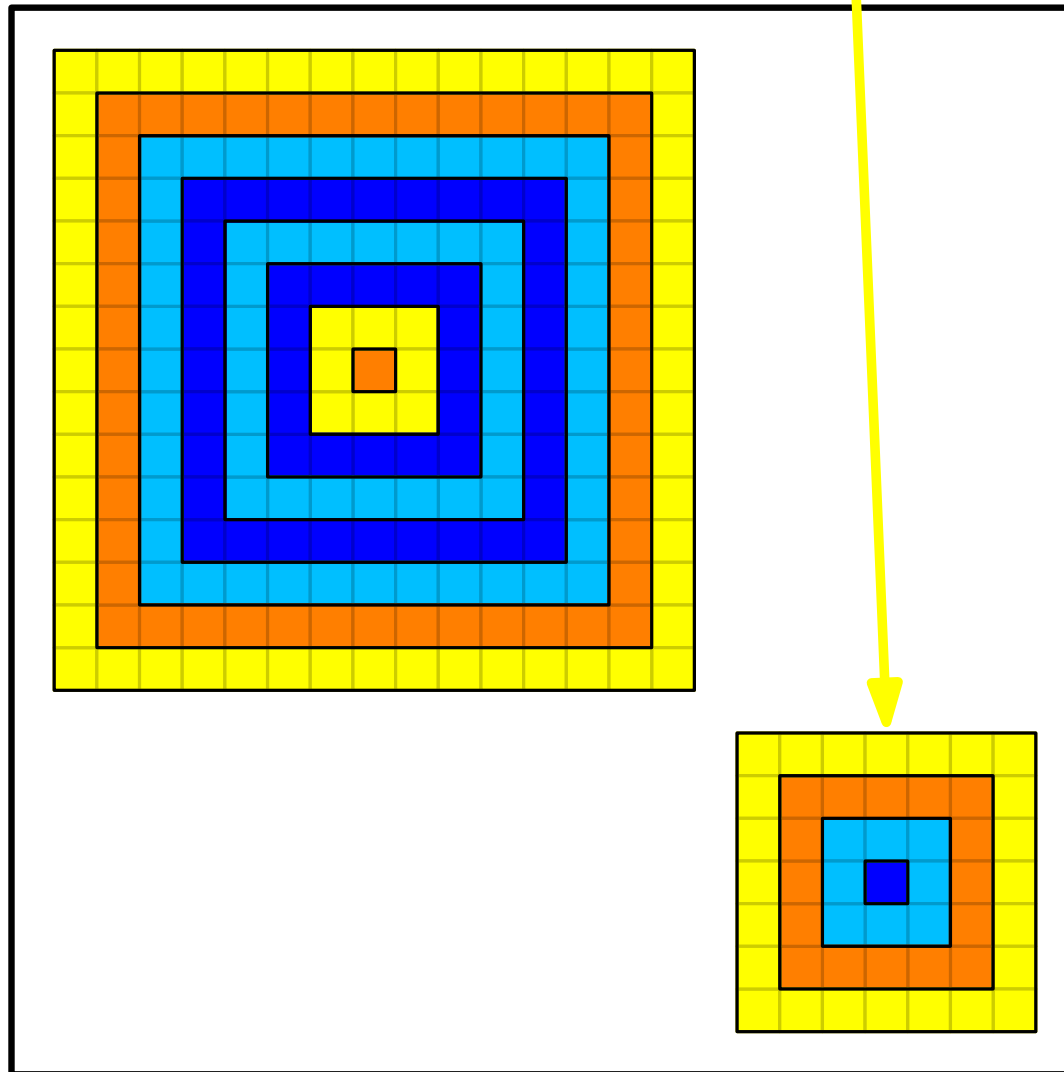
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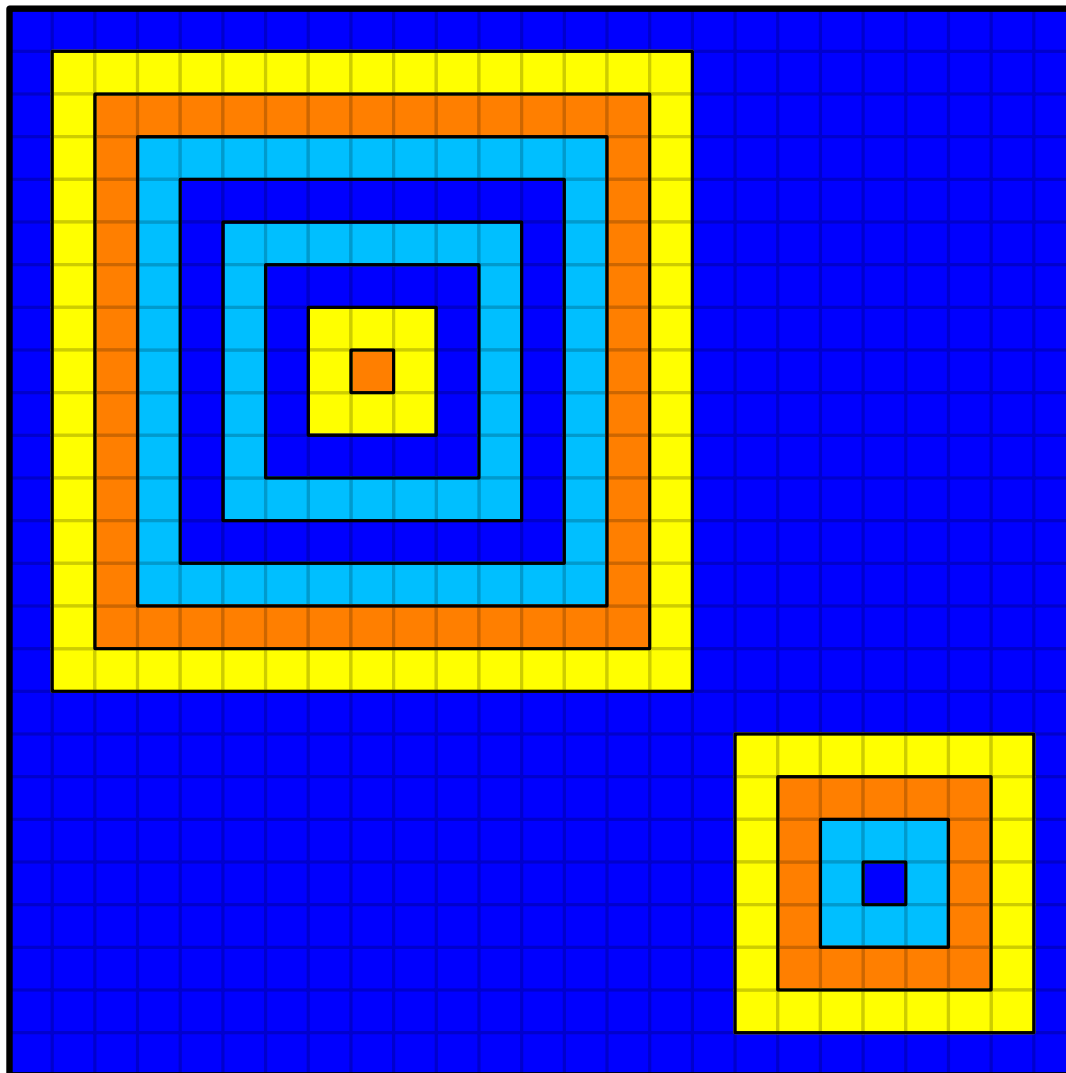
# 4 or More Colours



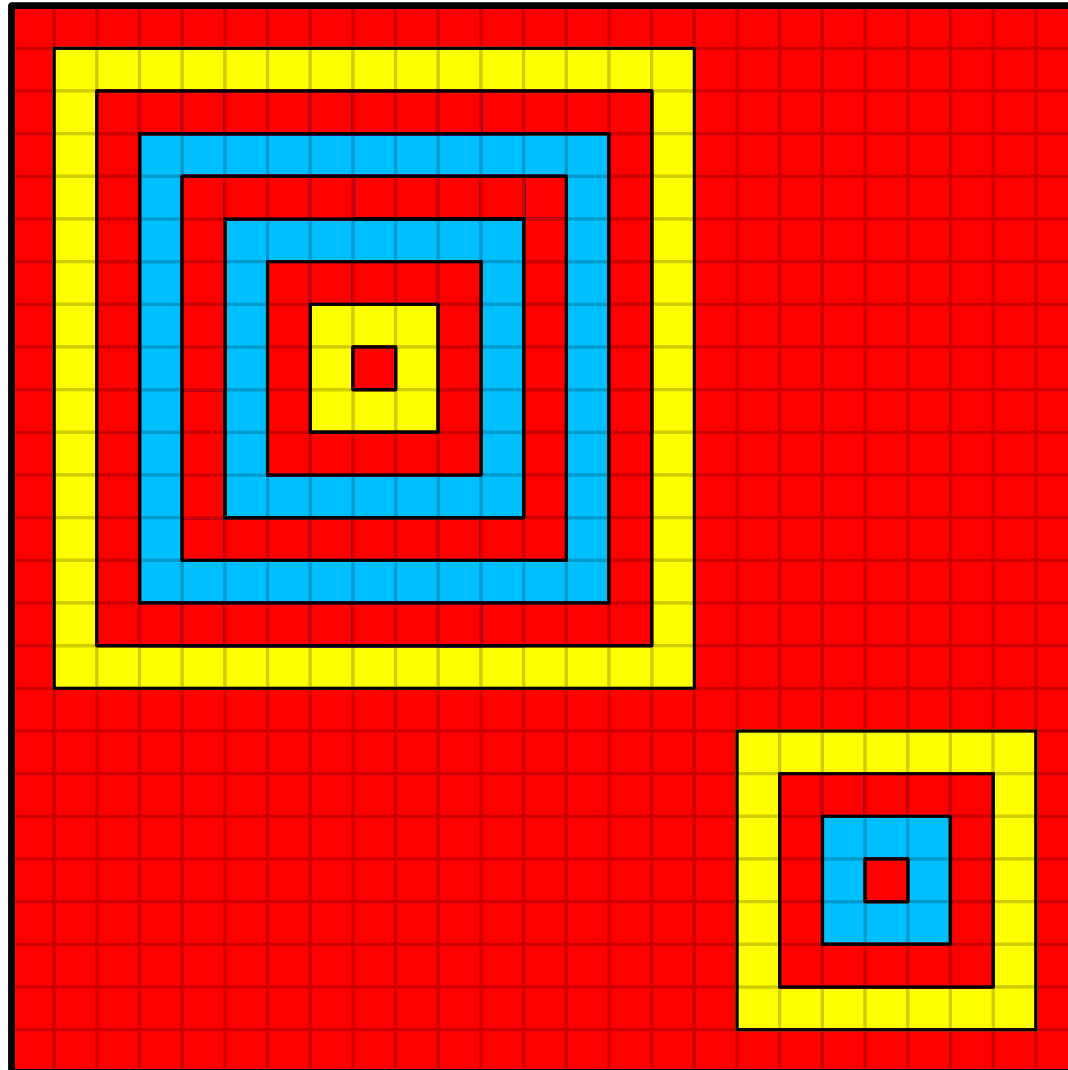
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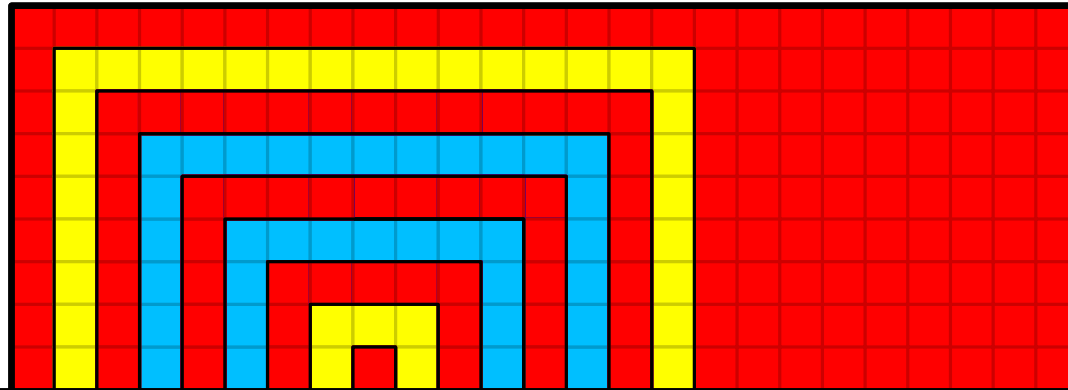
# 3 Colours



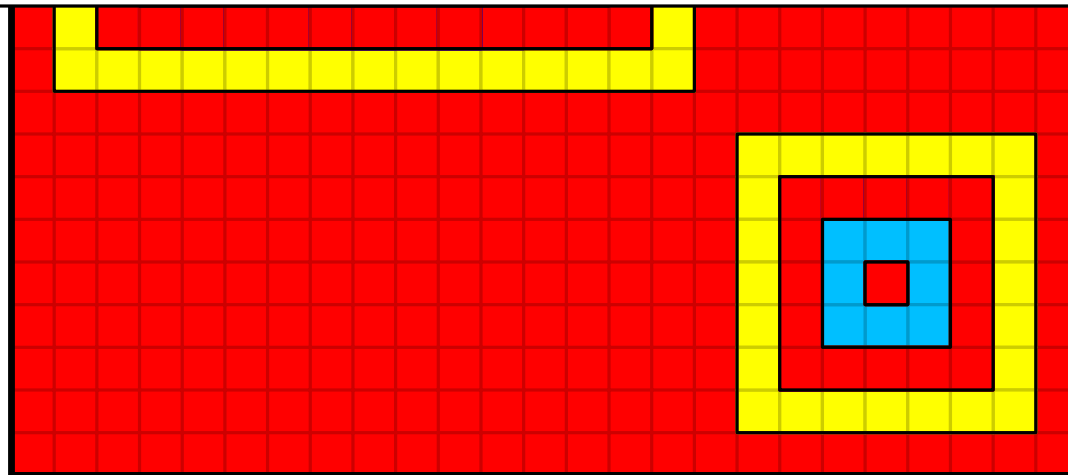
# 3 Colours

$a$   $b$   $b$   $a$

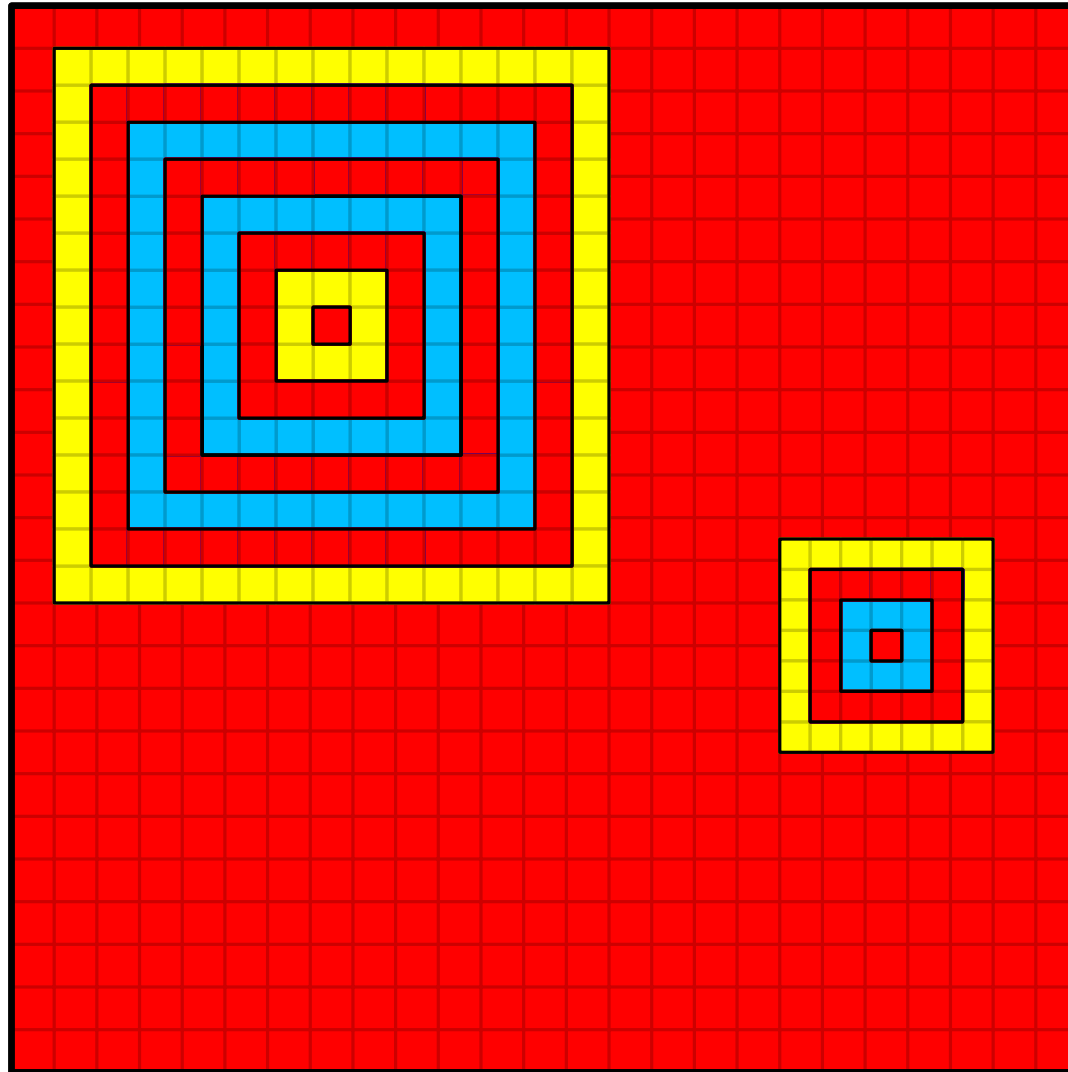
$a$   $b$



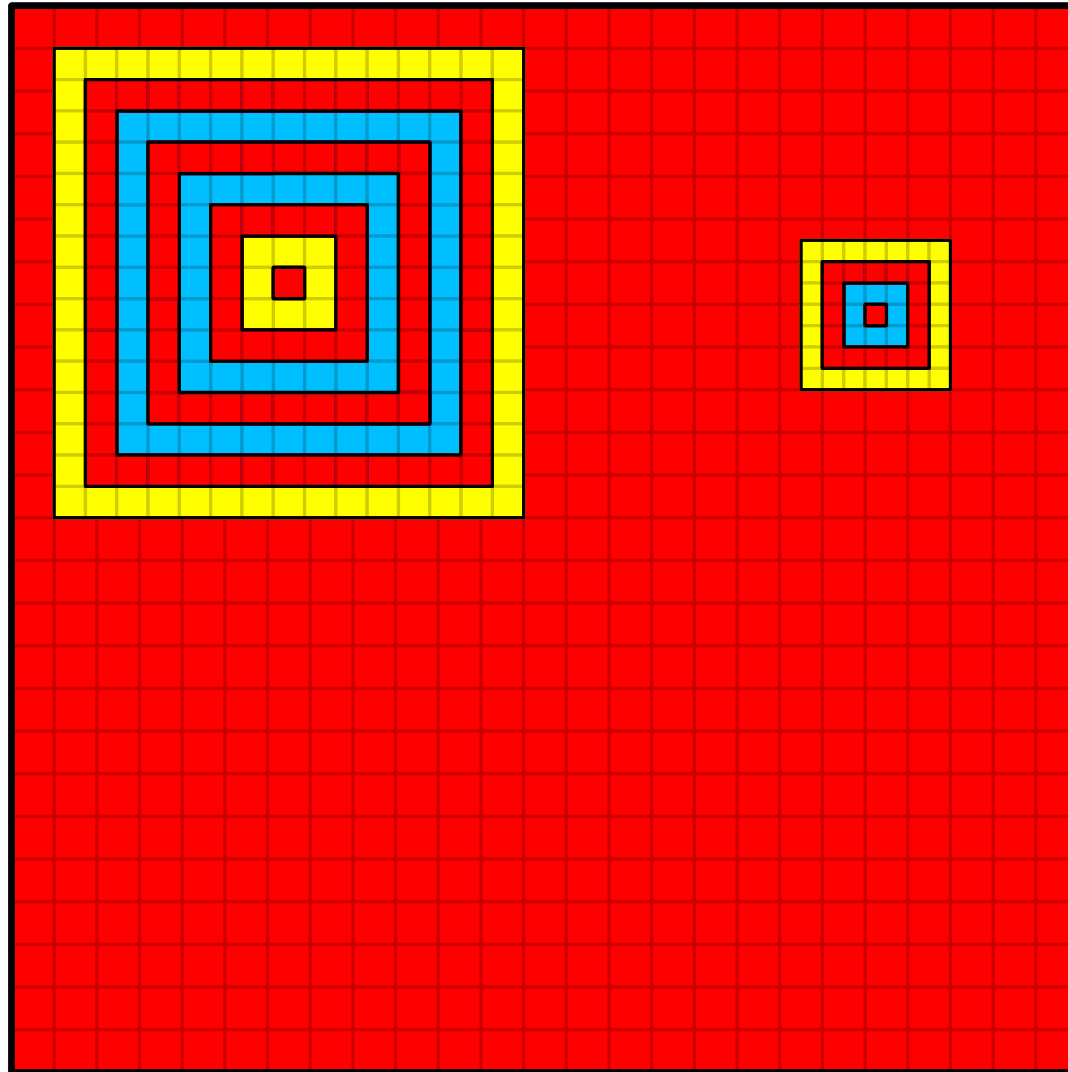
Is there a common supersequence of length at most 4?



# 3 Colours

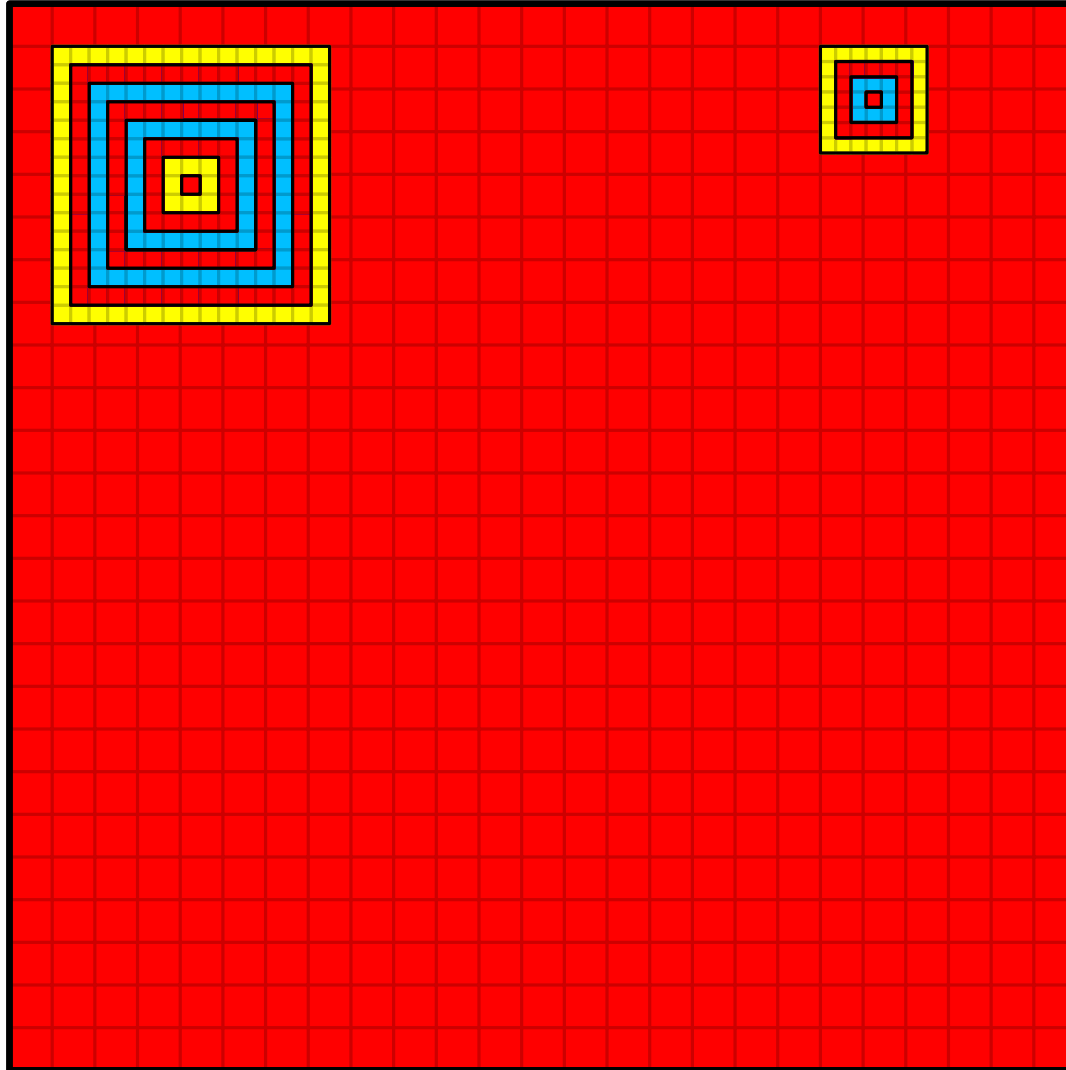


# 3 Colours

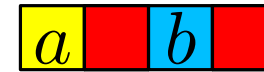




# 3 Colours

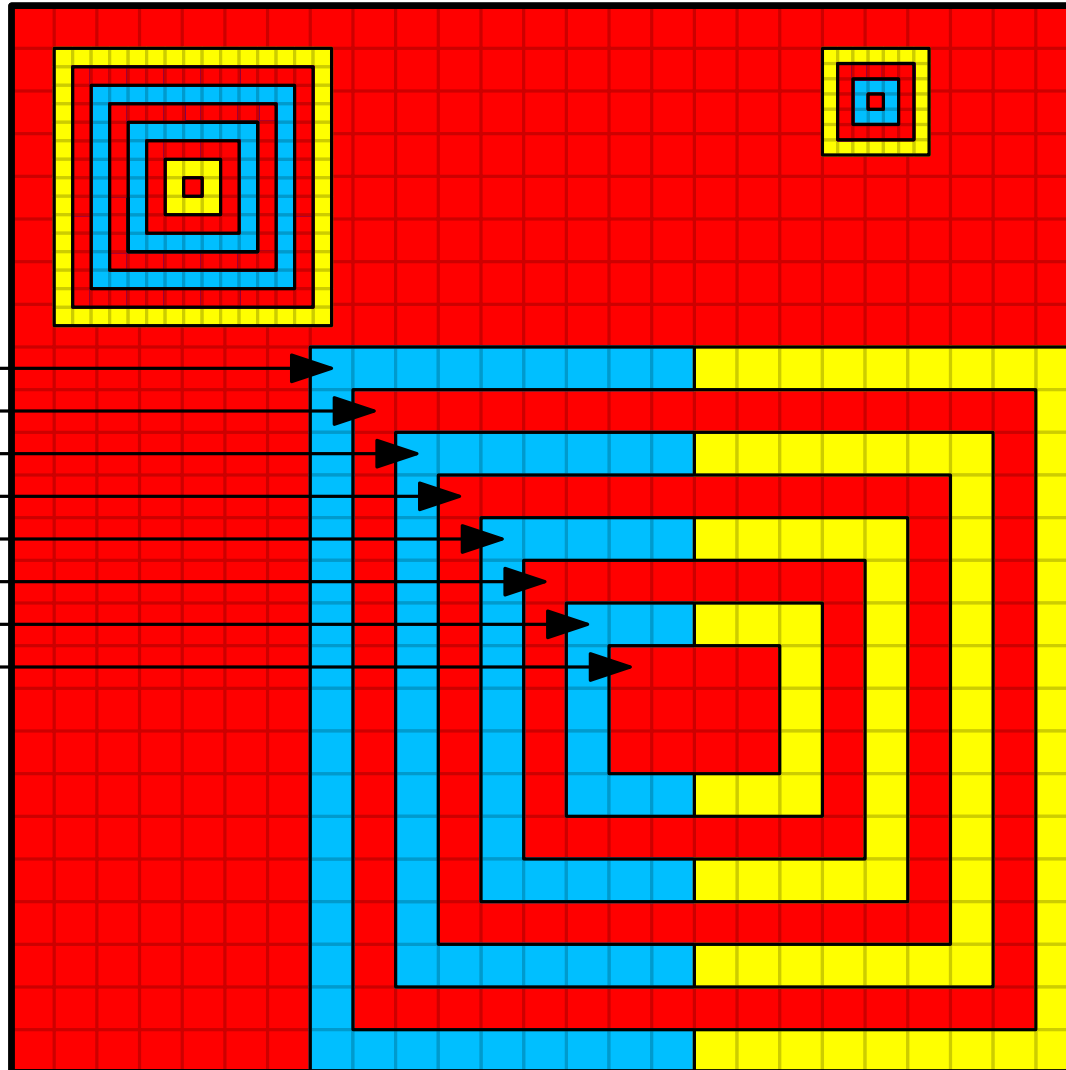


# 3 Colours

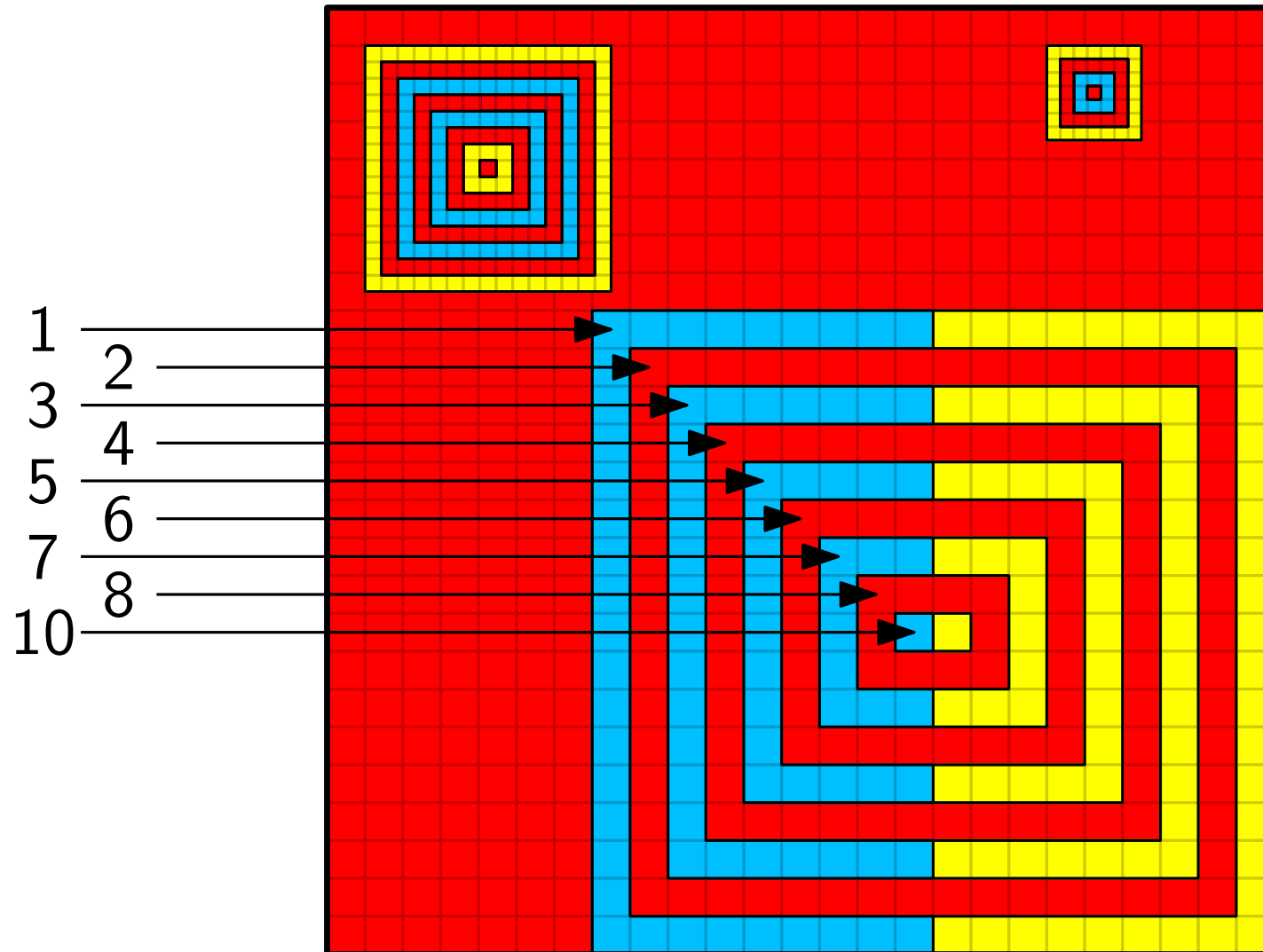
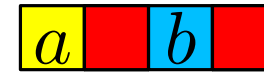


1  
3  
5  
7

2  
4  
6  
8



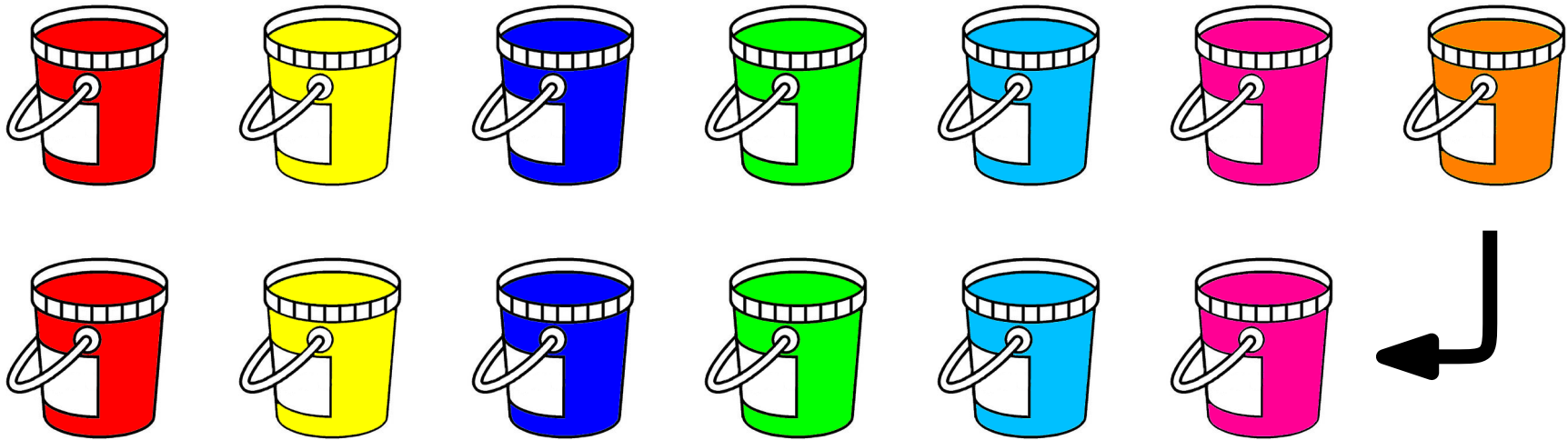
# 3 Colours



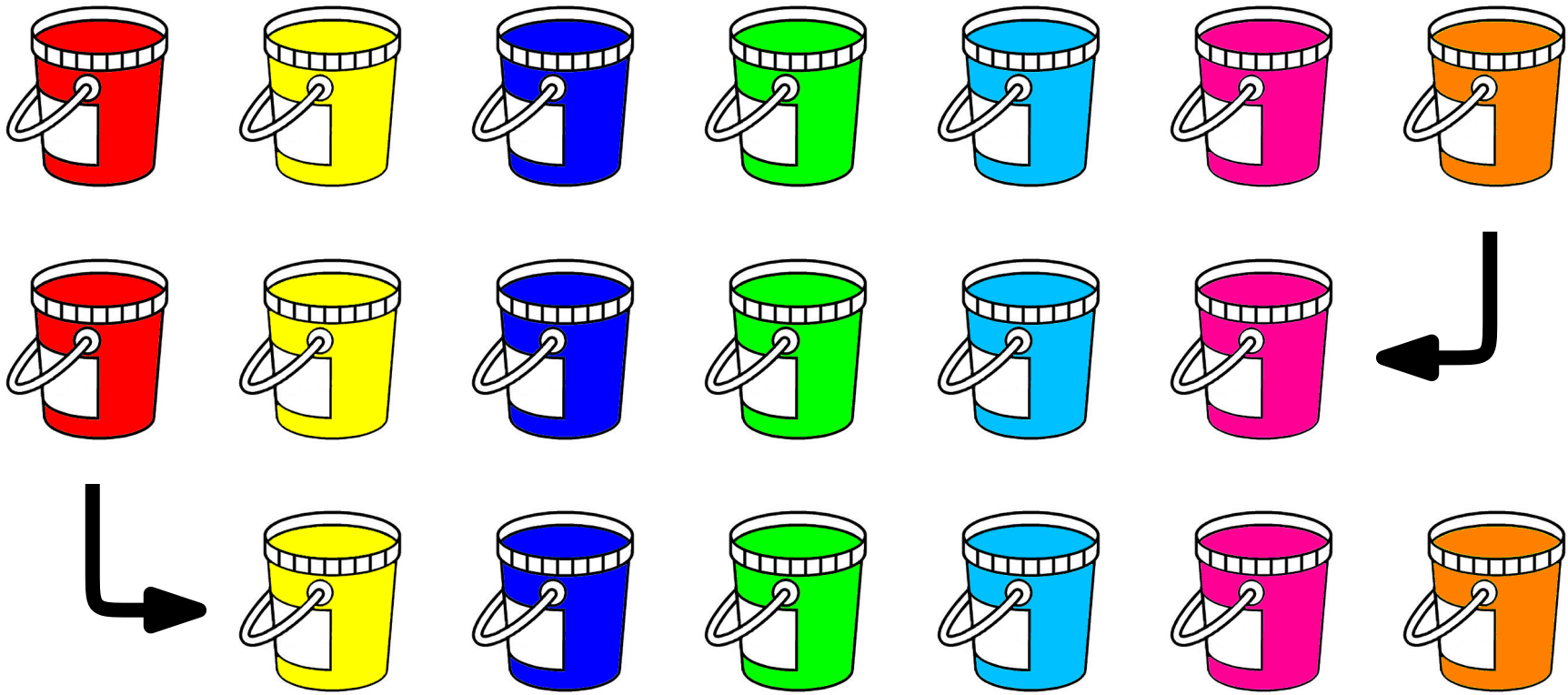
# Approximation



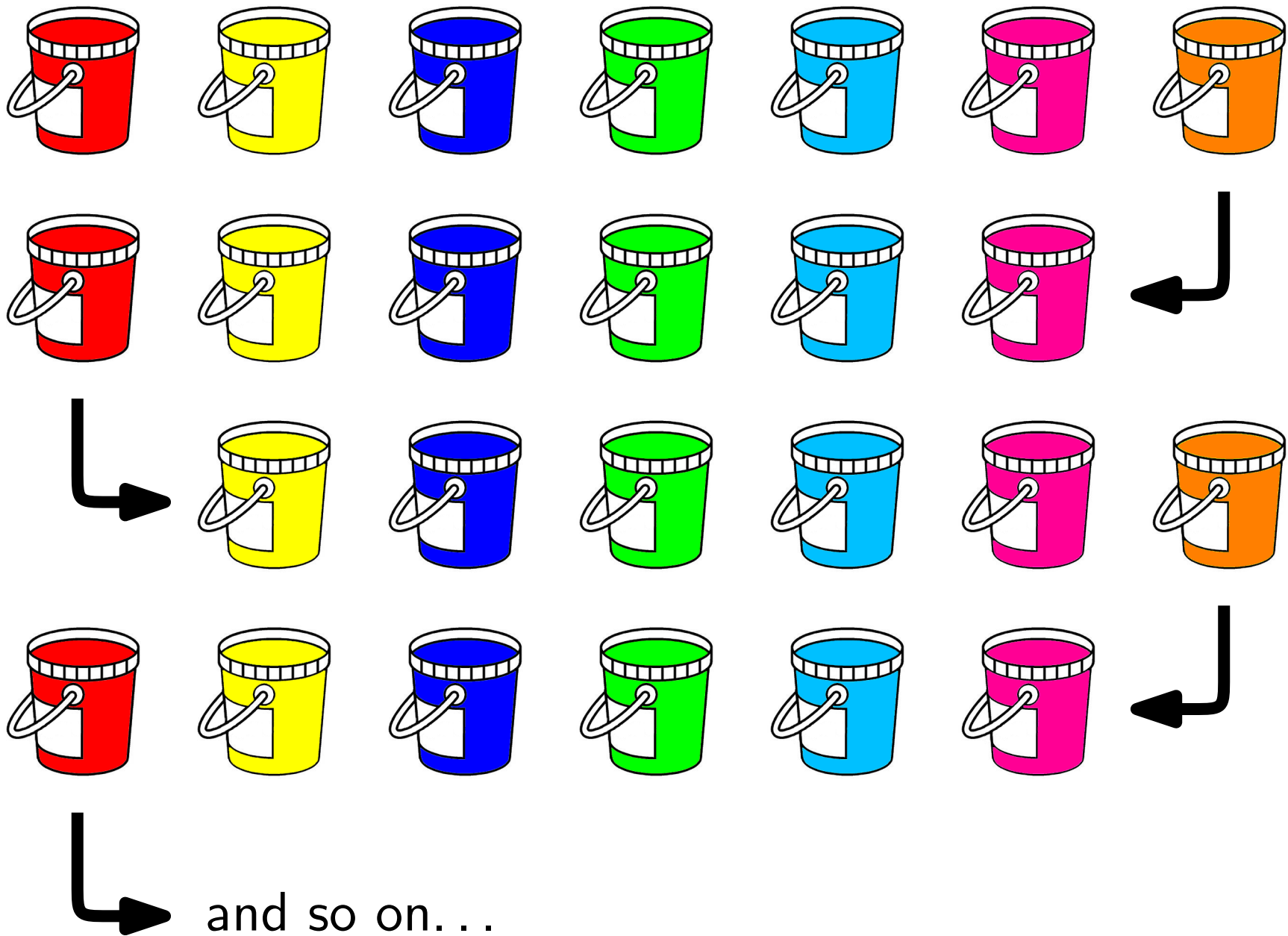
# Approximation



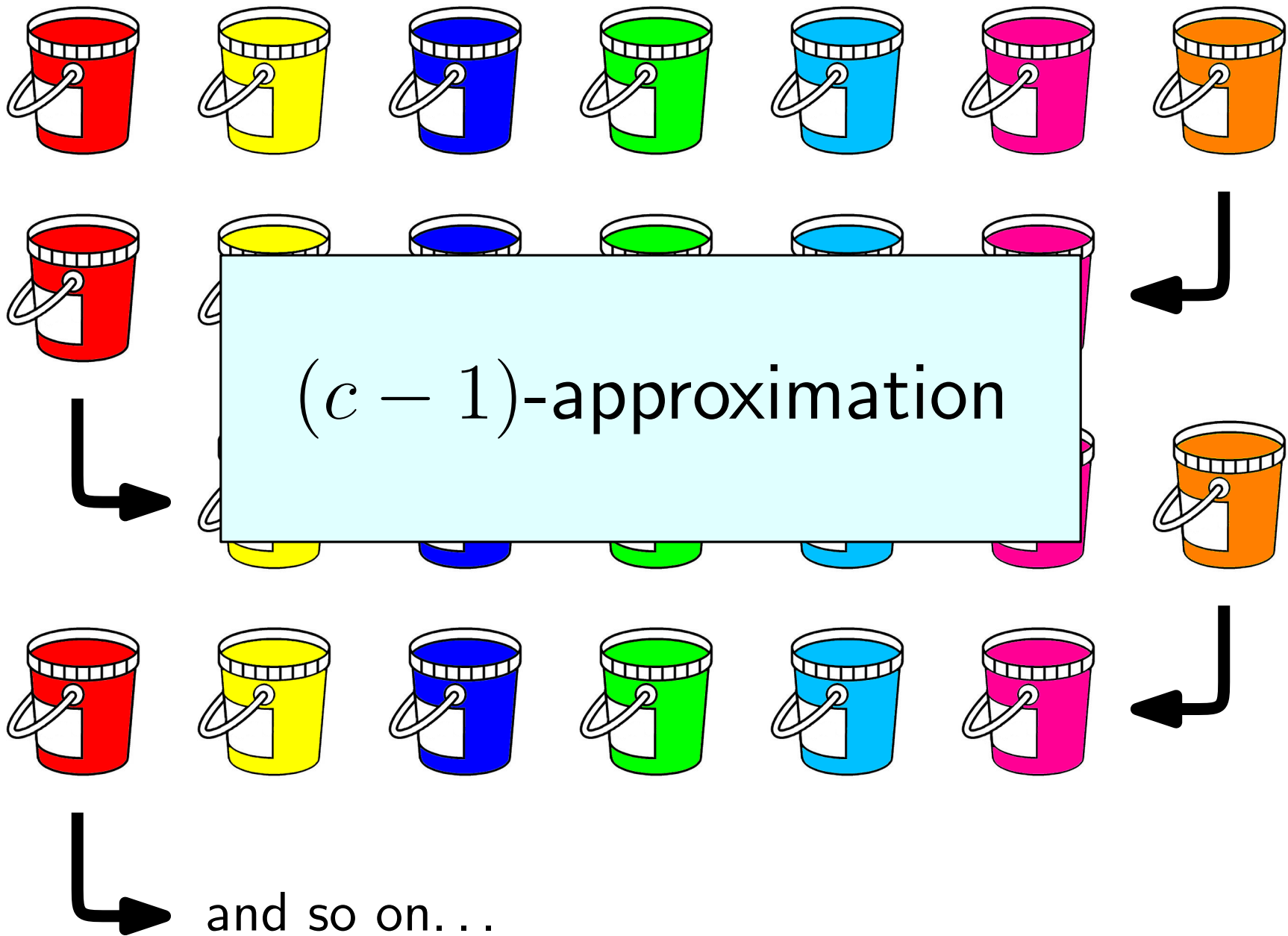
# Approximation



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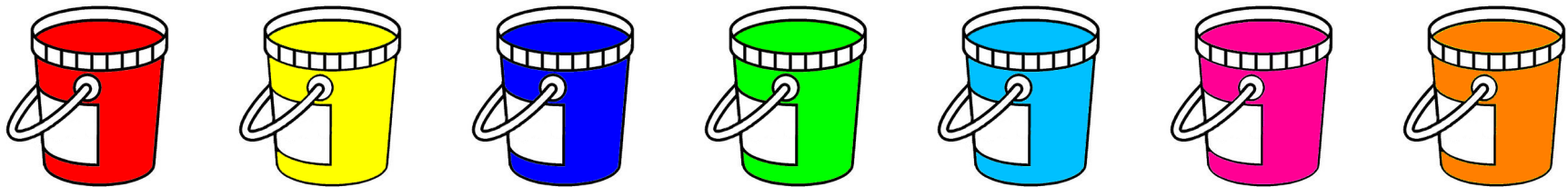
# Approximation





# Randomised Approximation

Flooding sequence:



# Randomised Approximation

Flooding sequence:



Shuffle

# Randomised Approximation

Flooding sequence:



Shuffle



# Randomised Approximation

Flooding sequence:



Probability  $\frac{1}{2}$

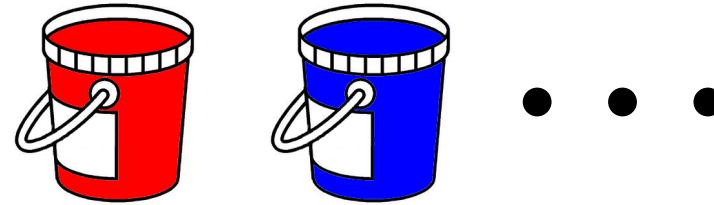


Shuffle

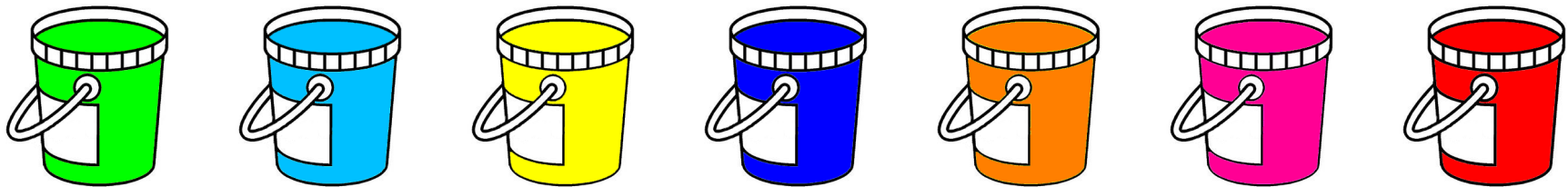


# Randomised Approximation

Flooding sequence:



Probability  $\frac{1}{2}$



Shuffle

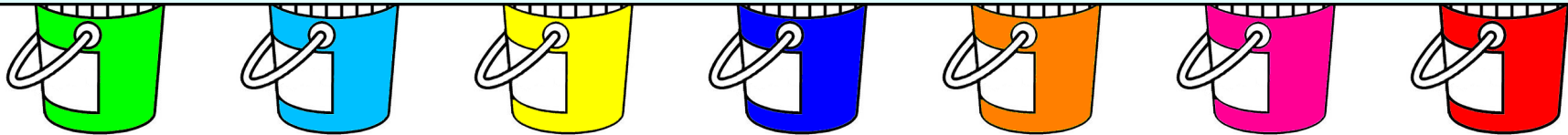


# Randomised Approximation

Flooding sequence:



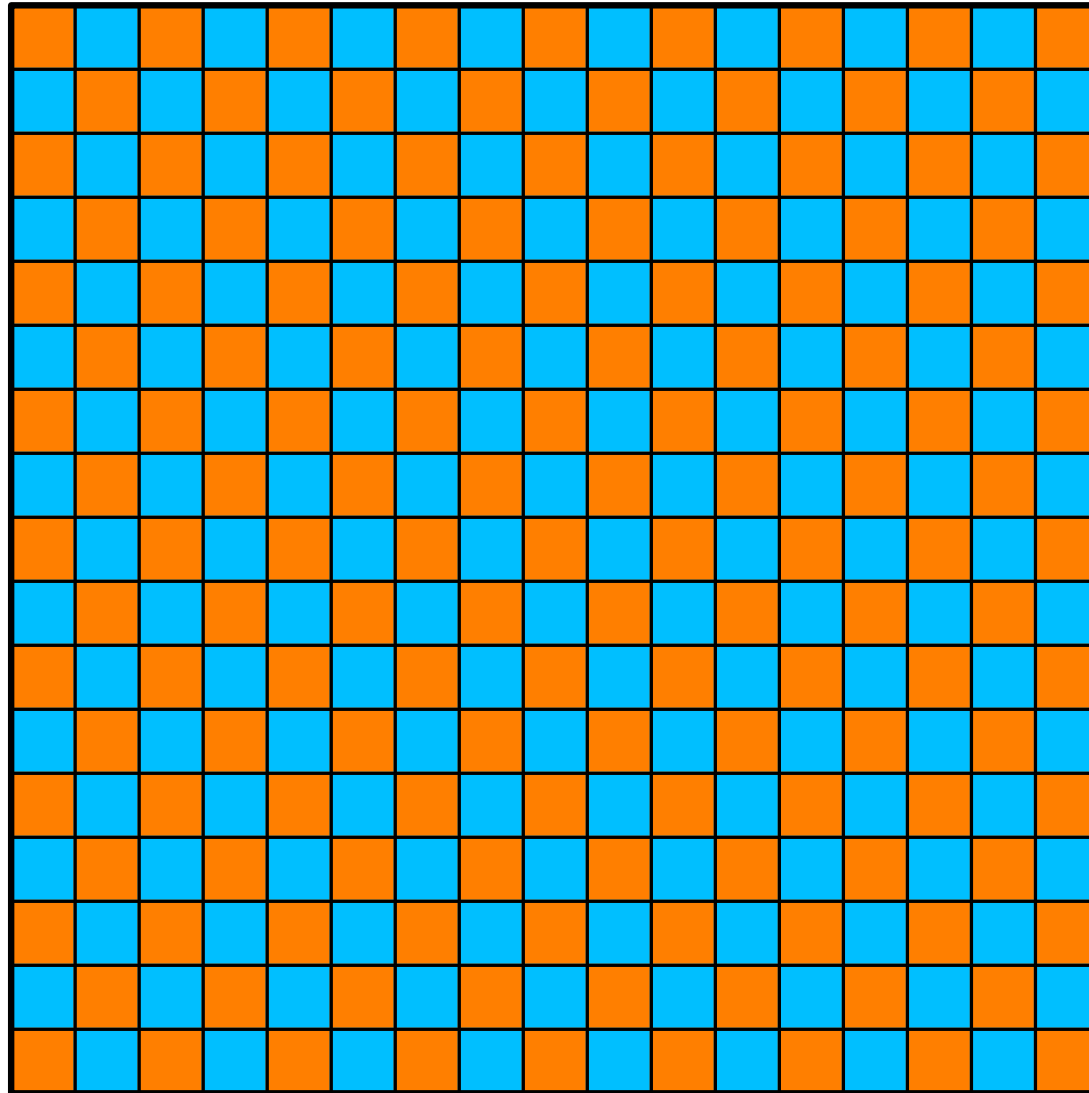
Randomised  $(2c/3)$ -approximation



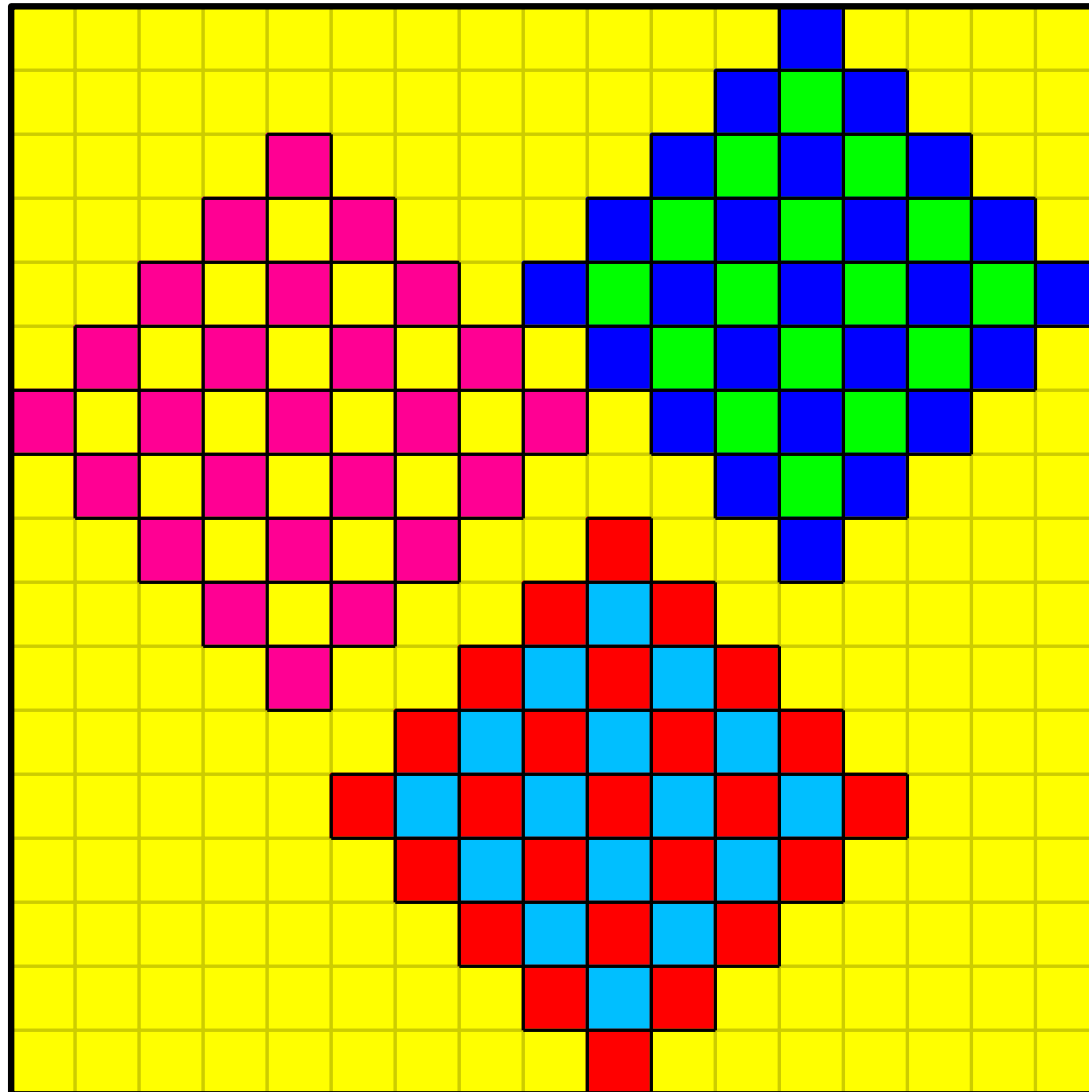
Shuffle



# Bad Boards

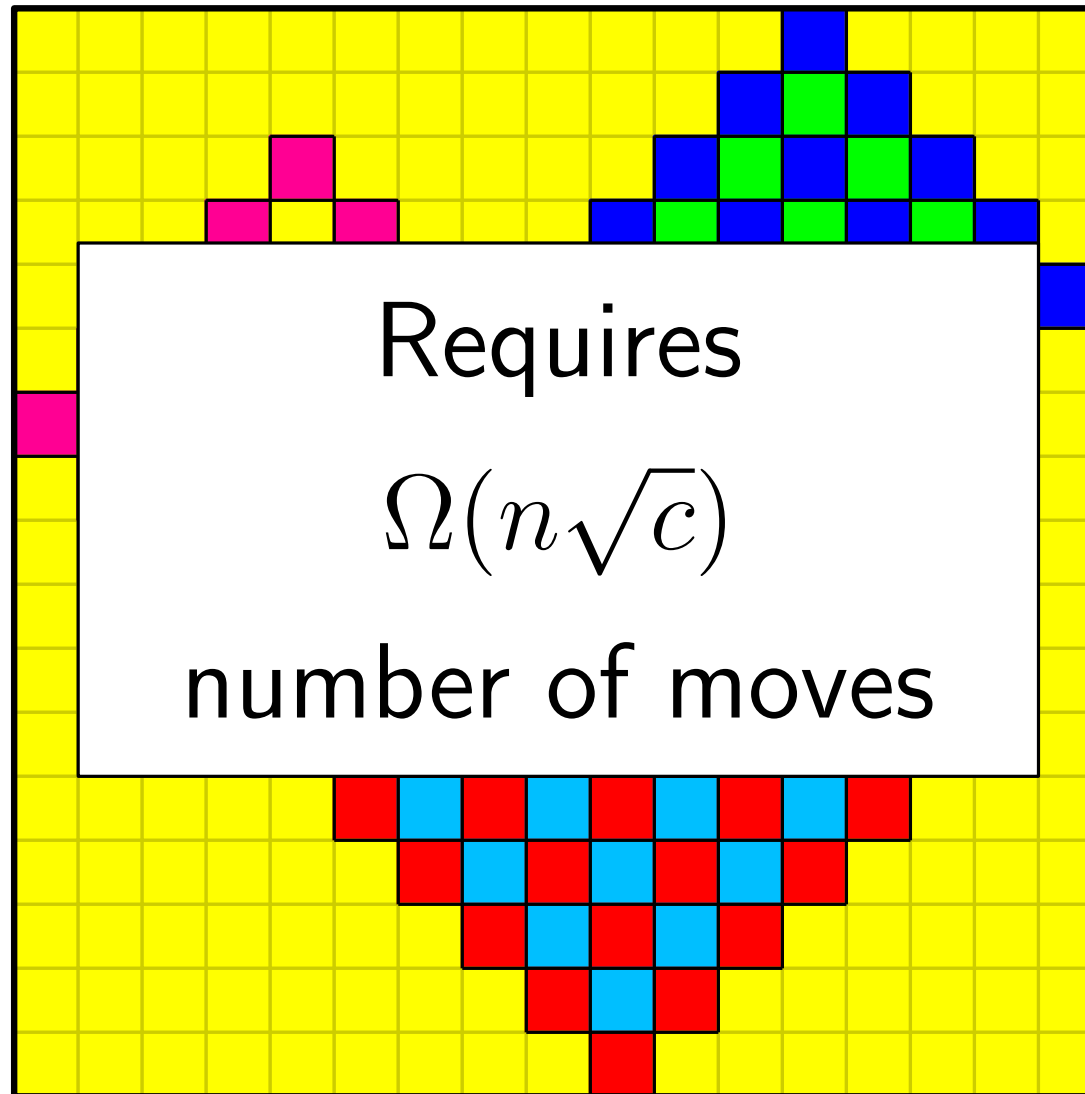


# Bad Boards

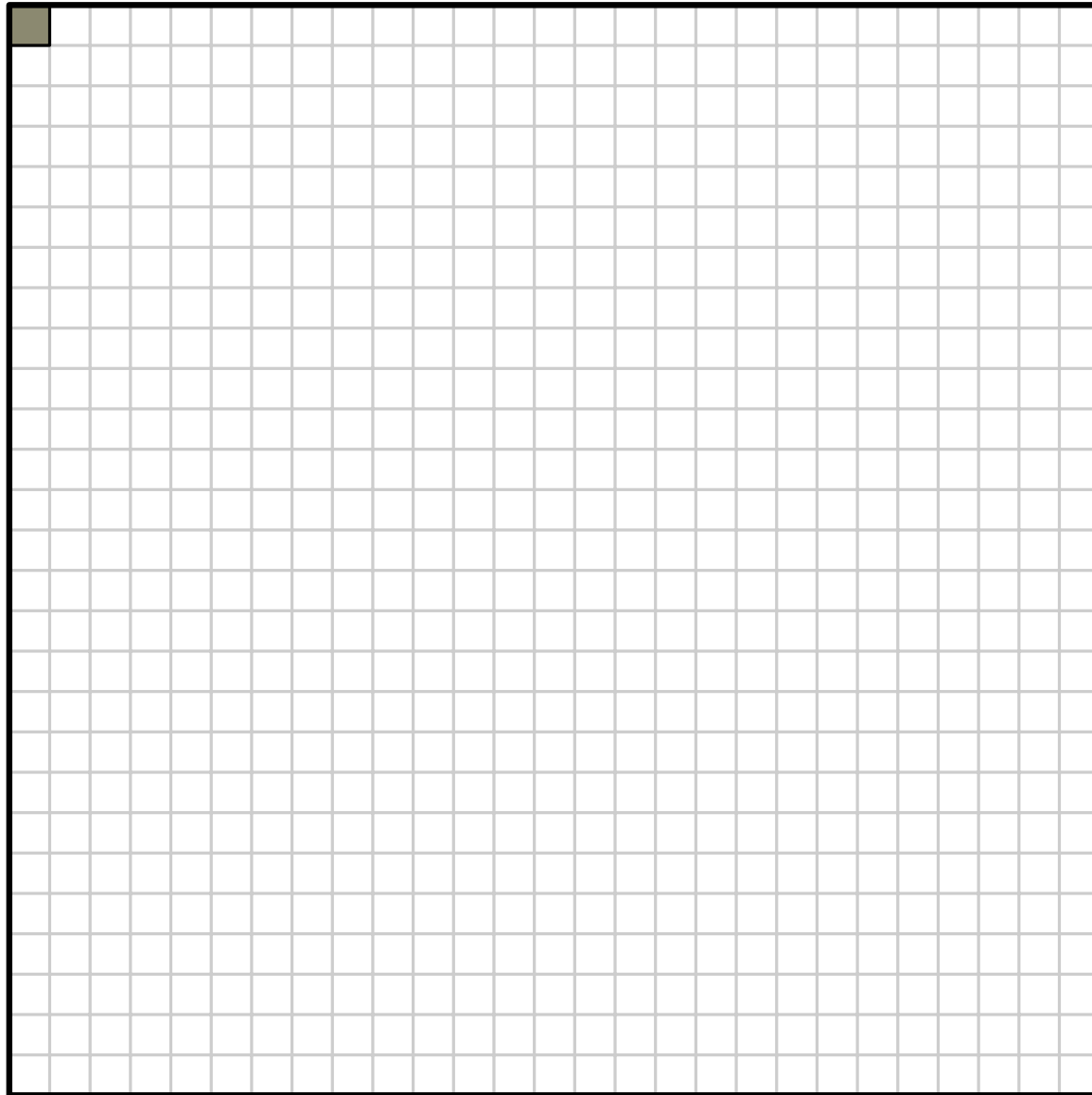




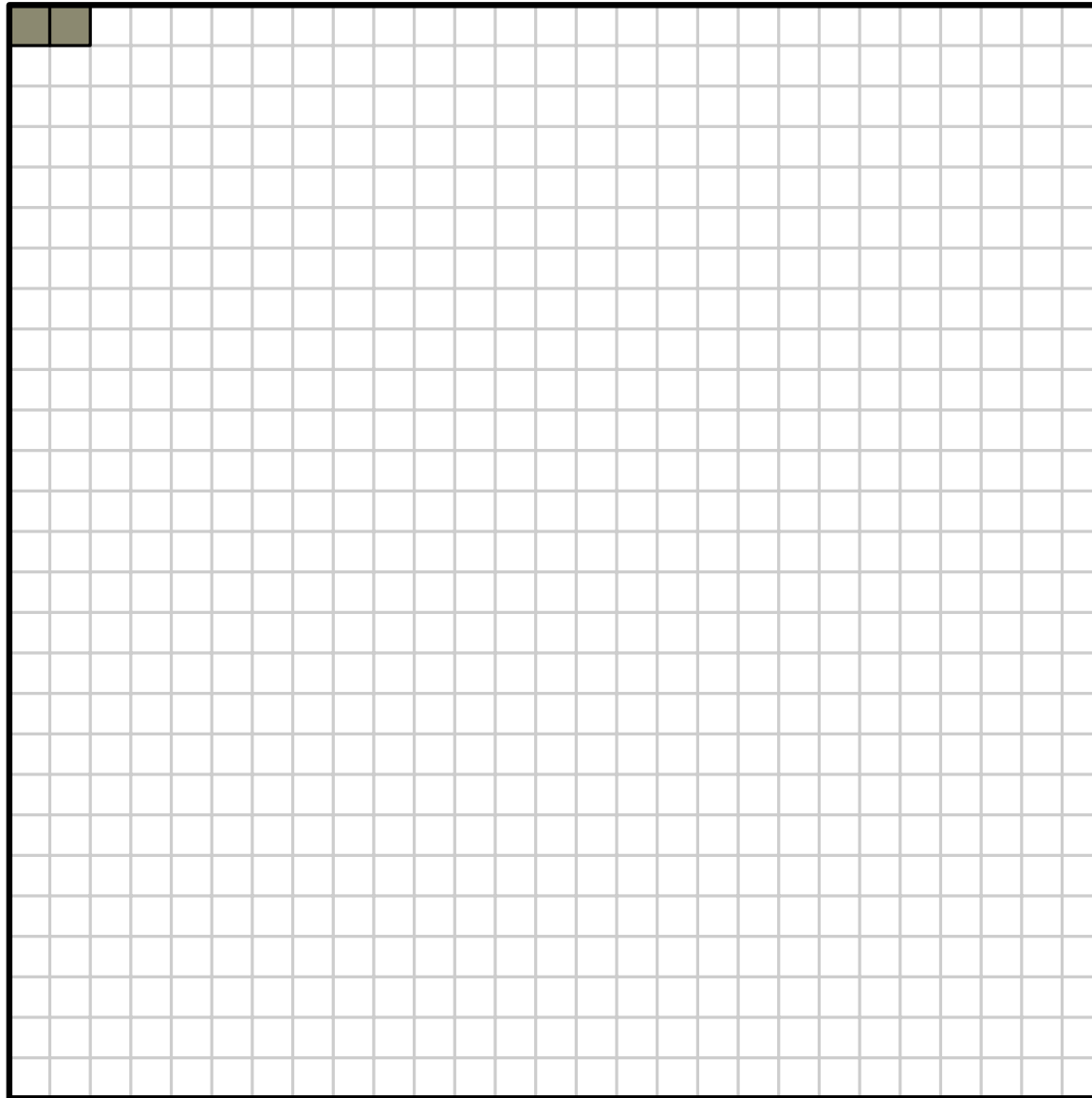
# Bad Boards



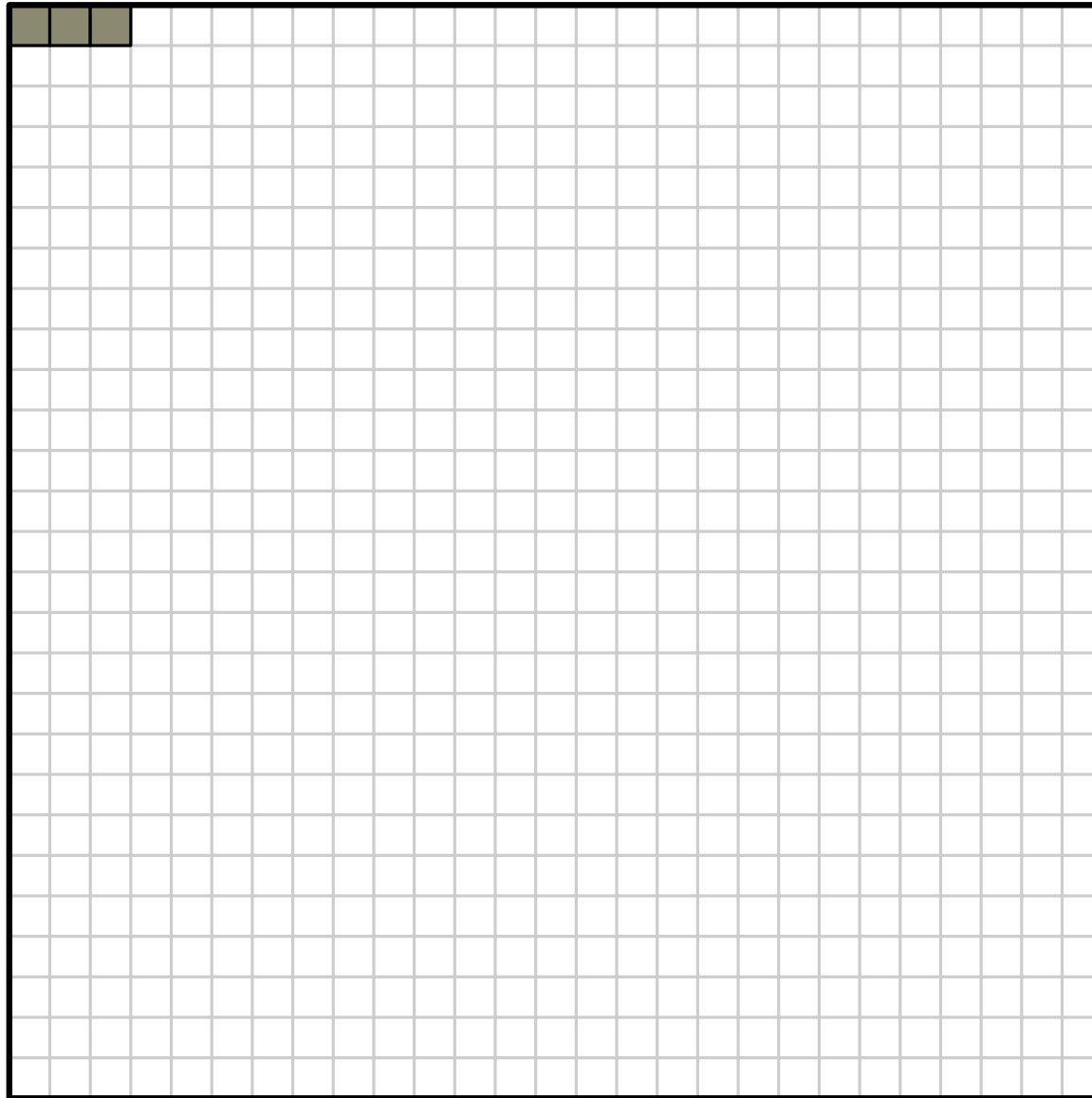
# Upper Bound



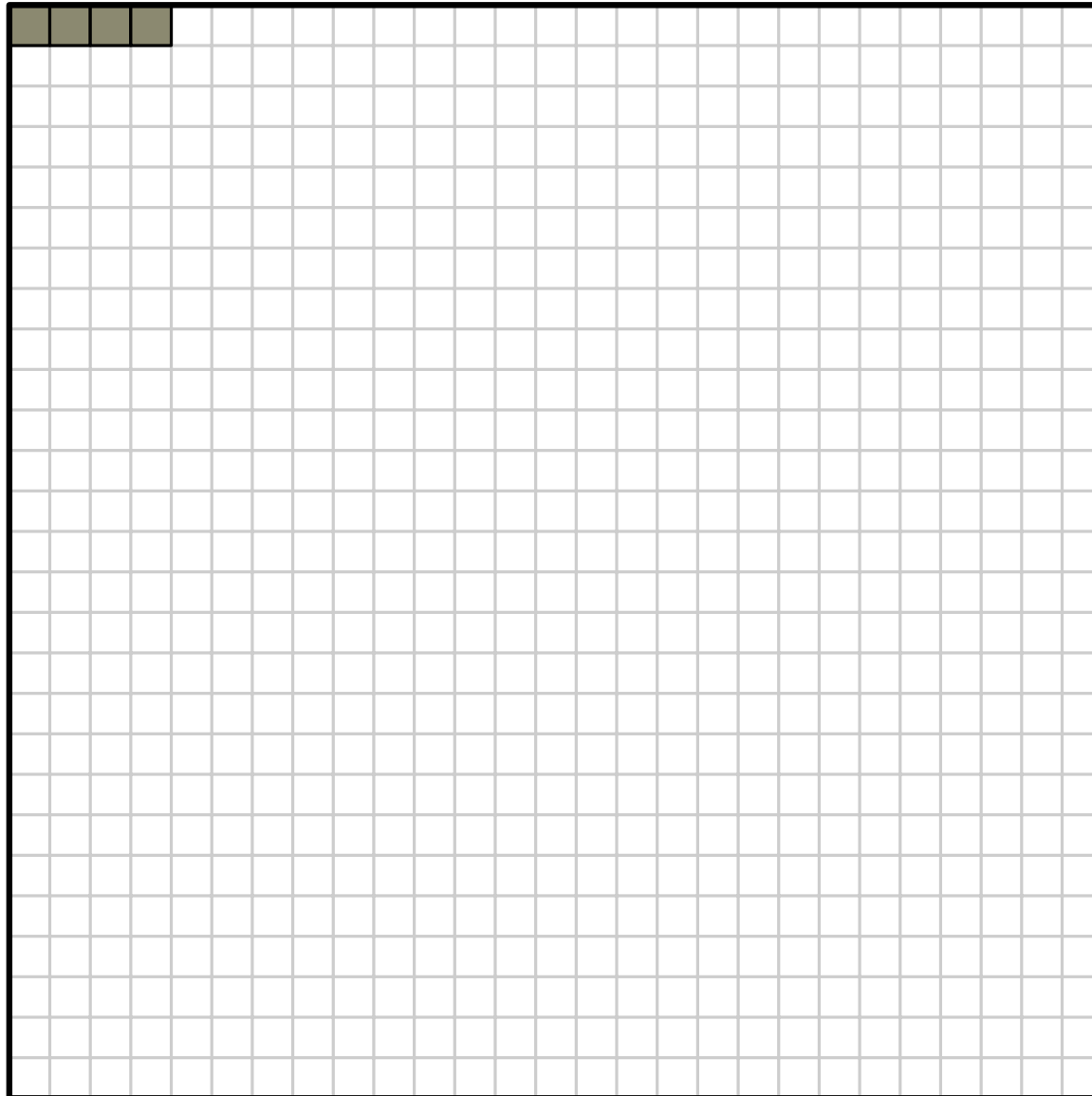
# Upper Bound



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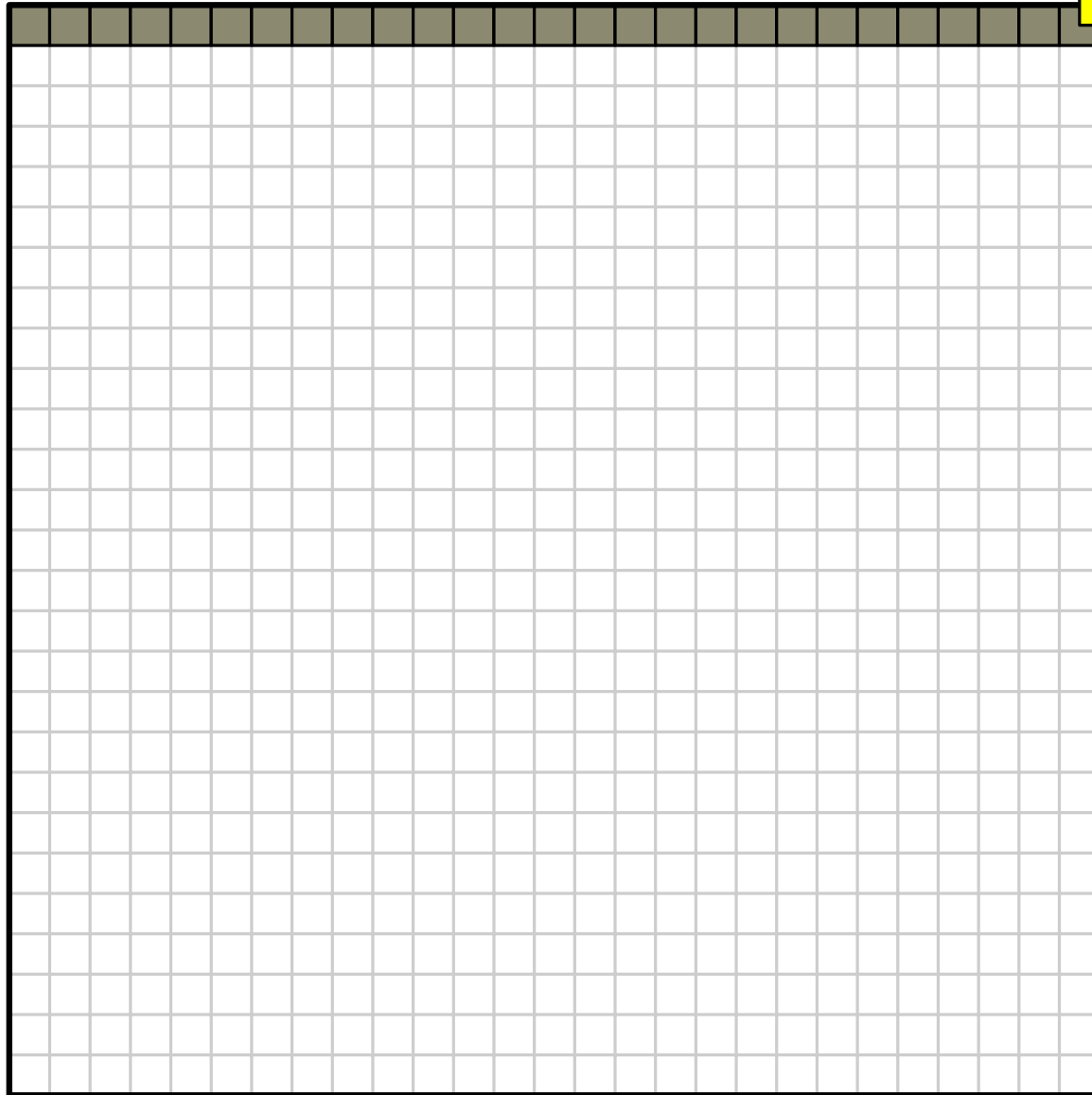


# Upper Bound



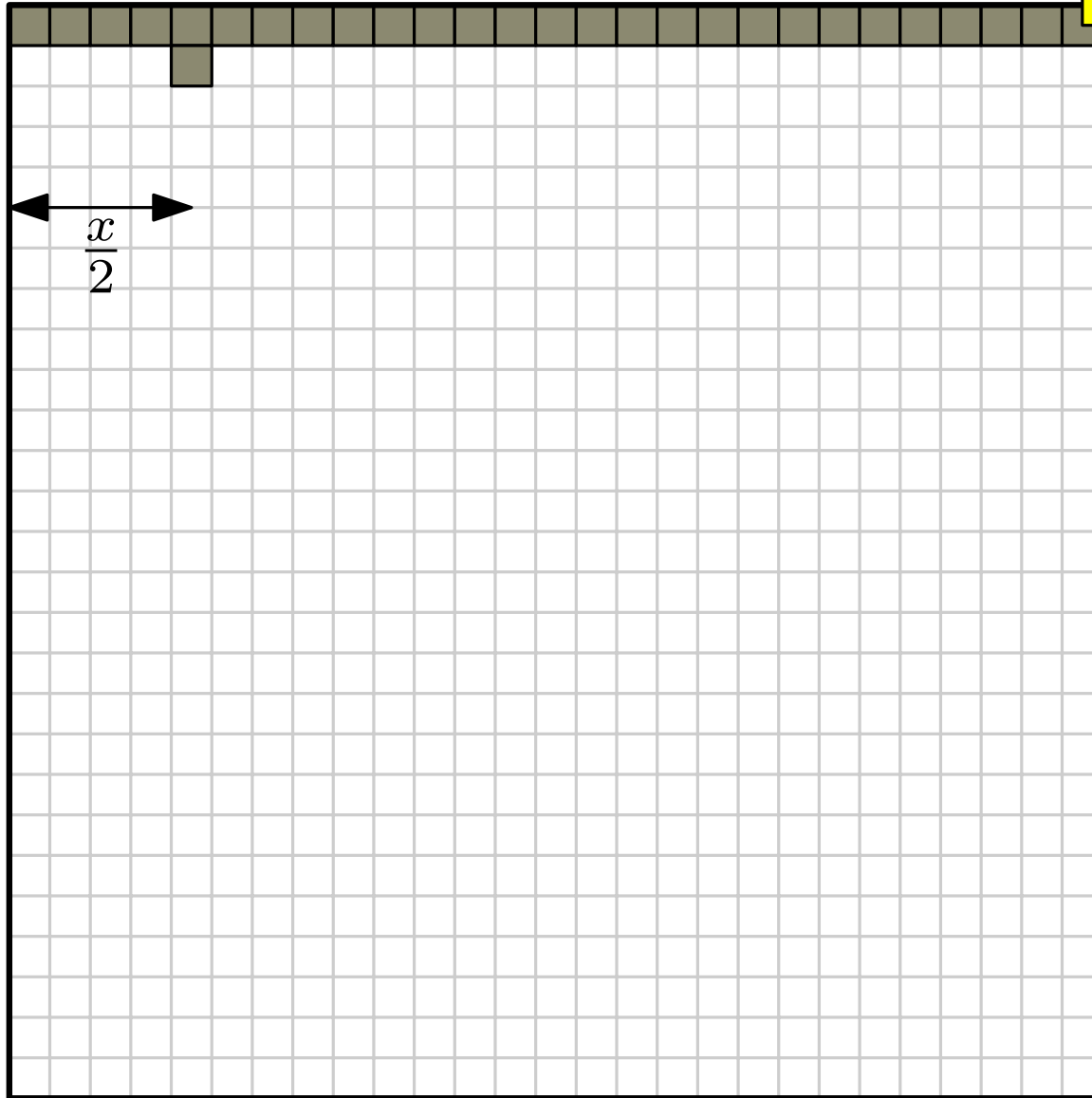
# Upper Bound

$$n - 1$$



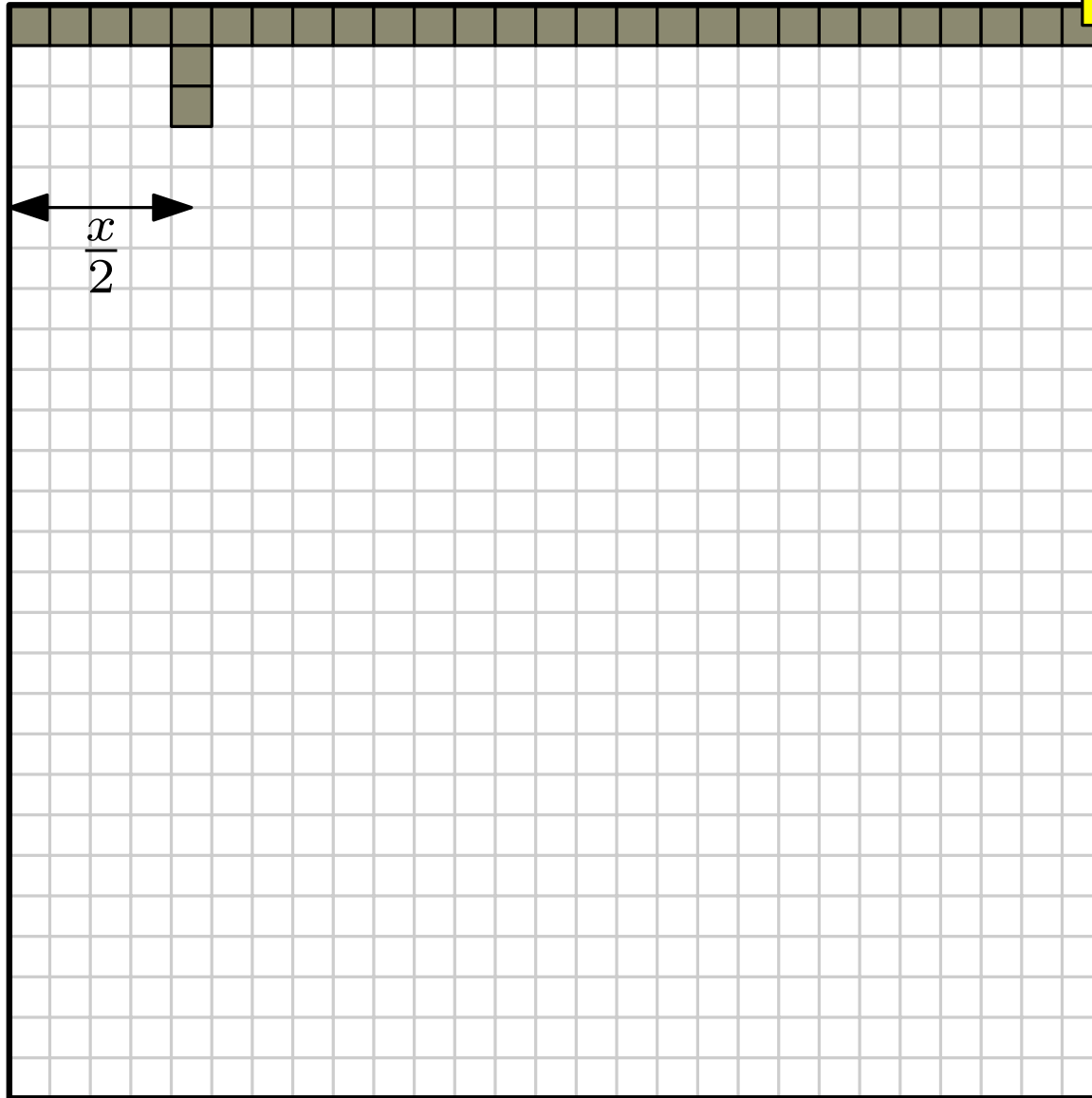
# Upper Bound

$$n - 1$$



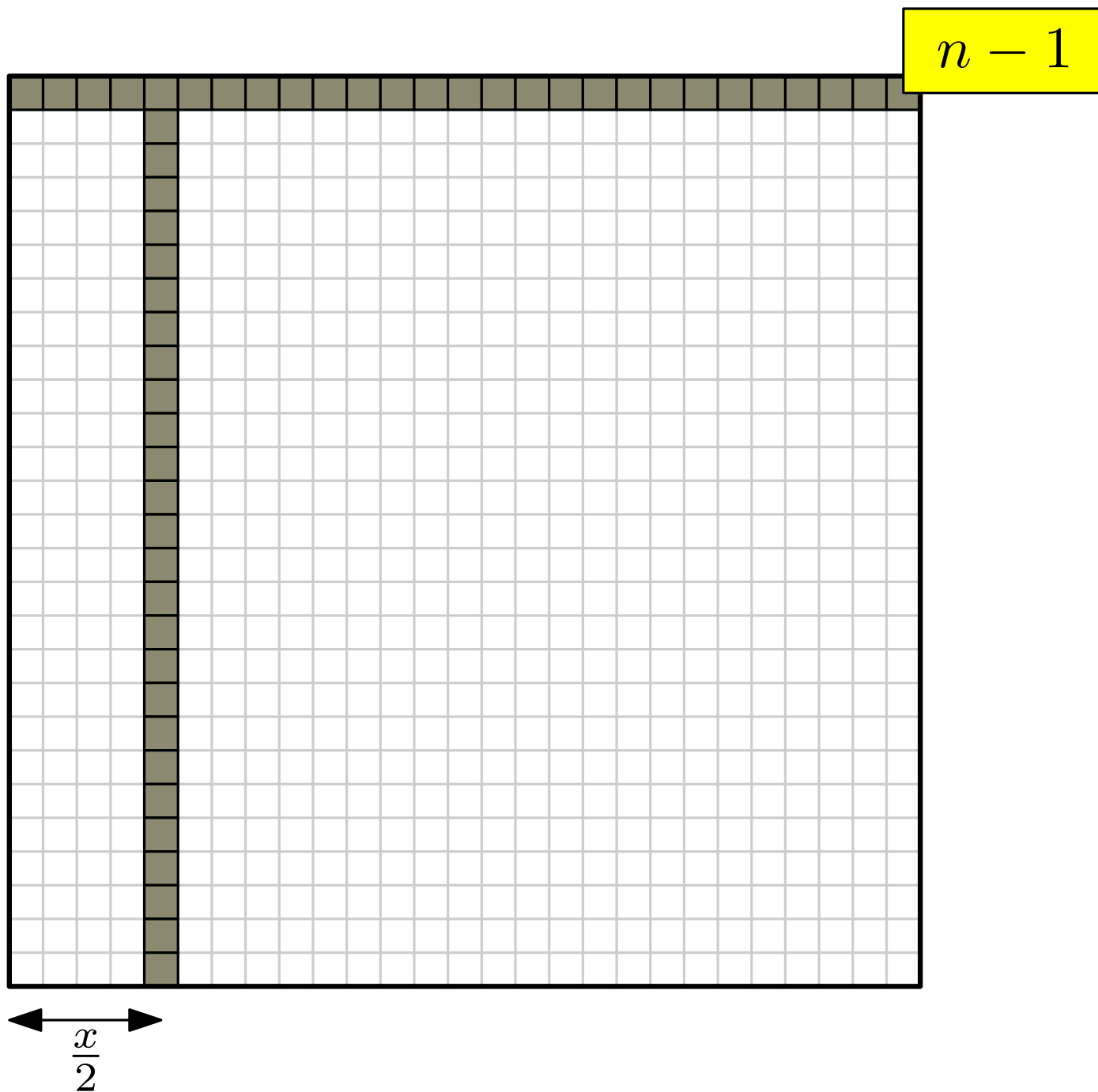
# Upper Bound

$$n - 1$$

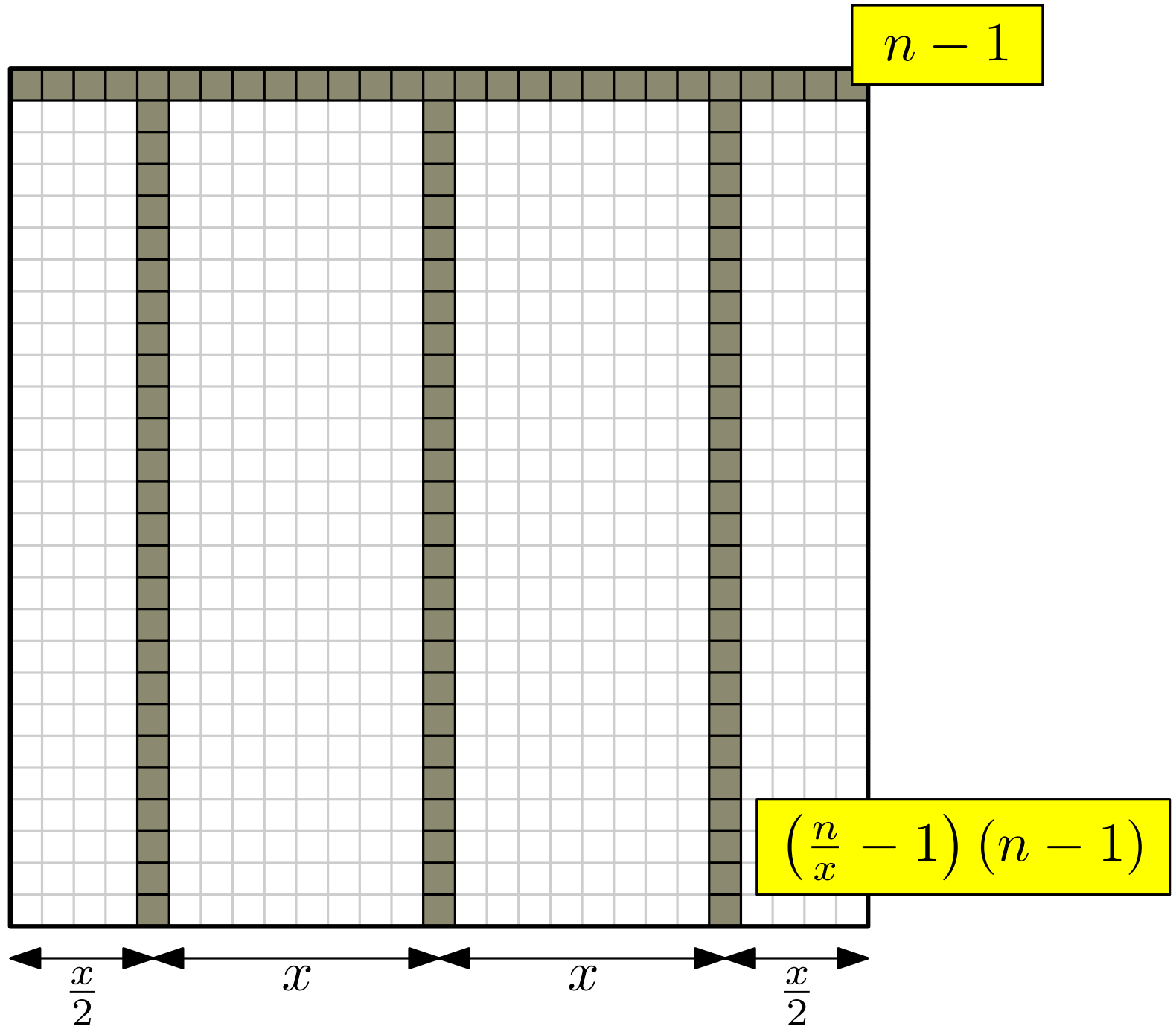




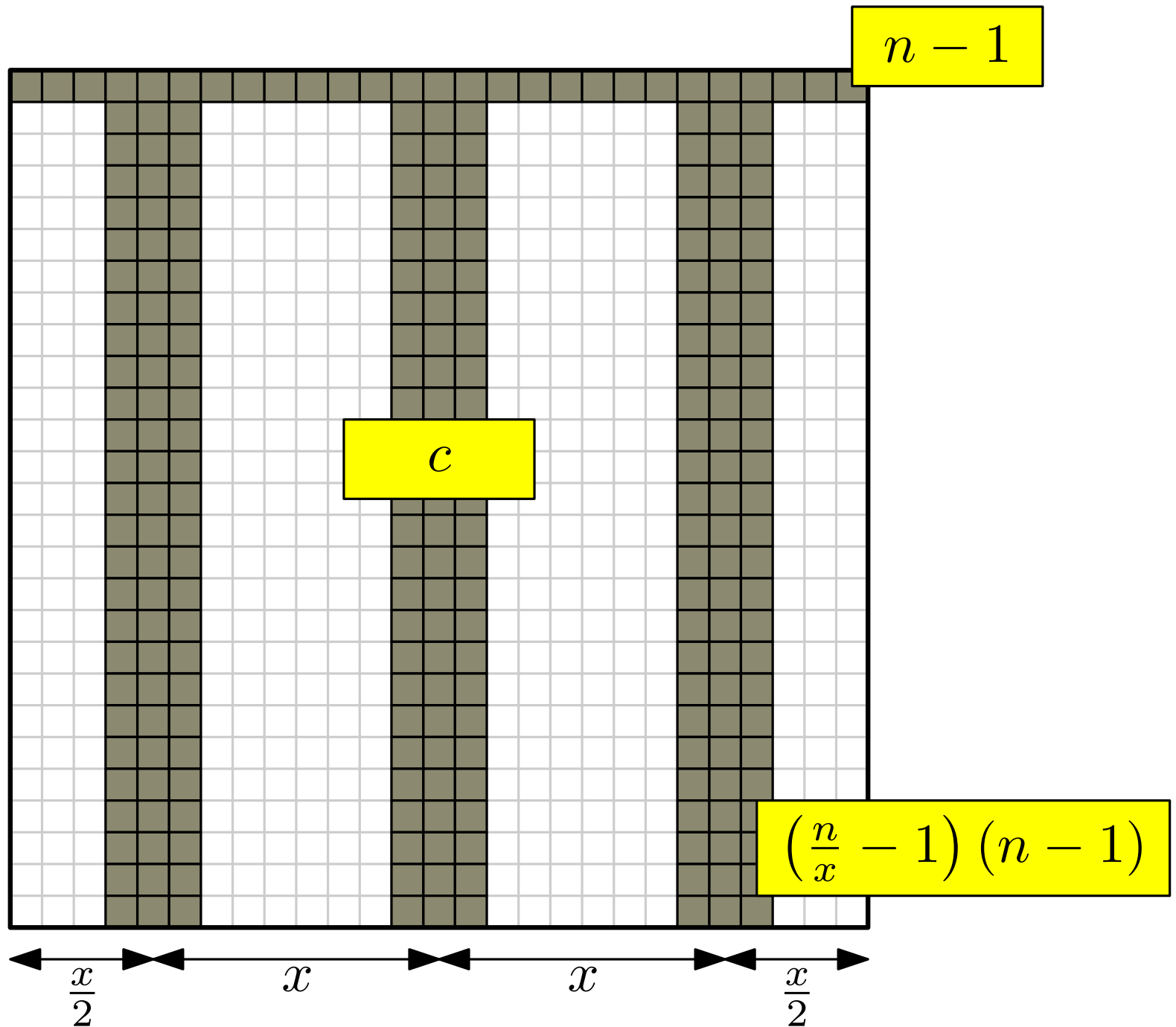
# Upper Bound



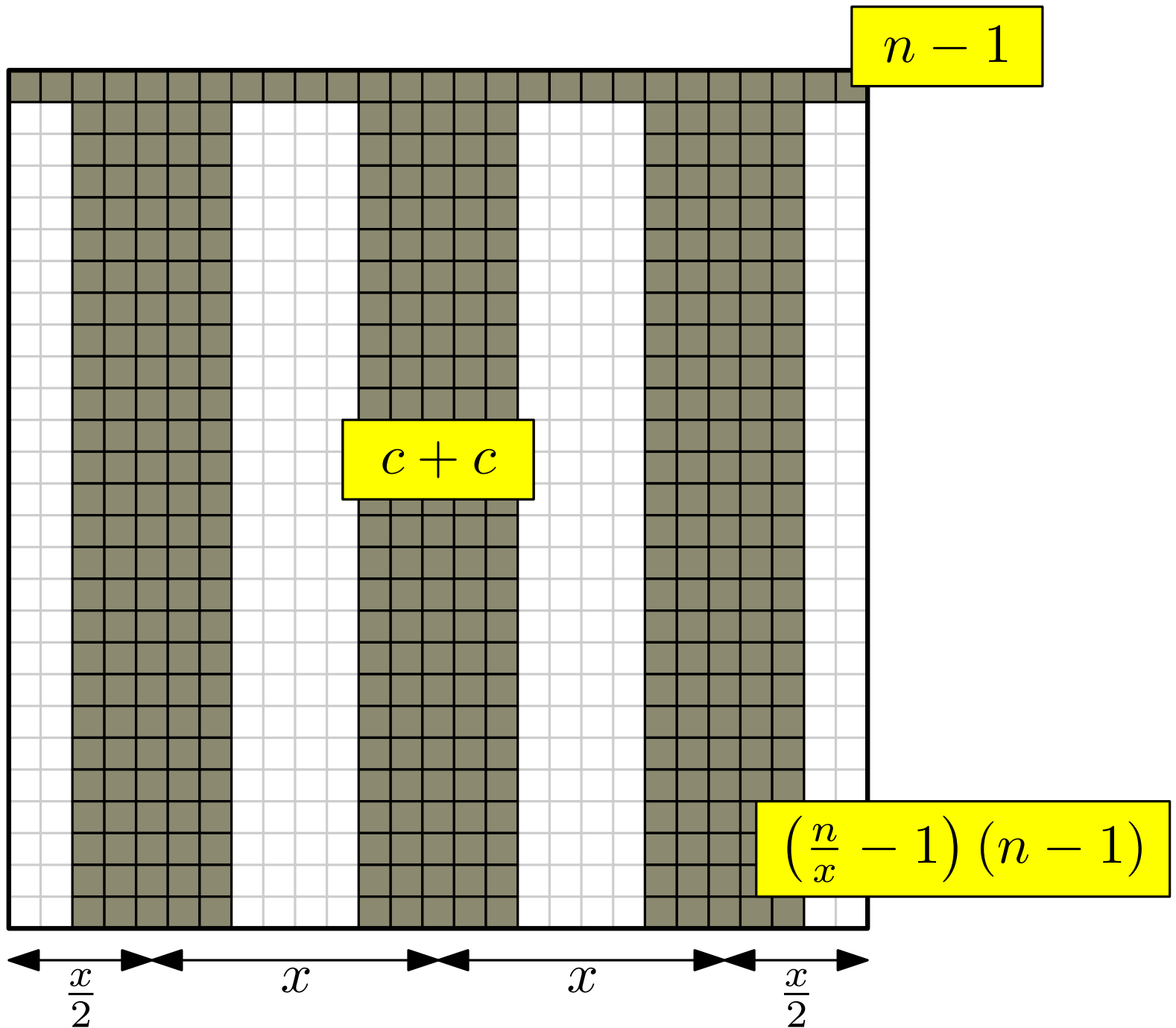
# Upper Bound



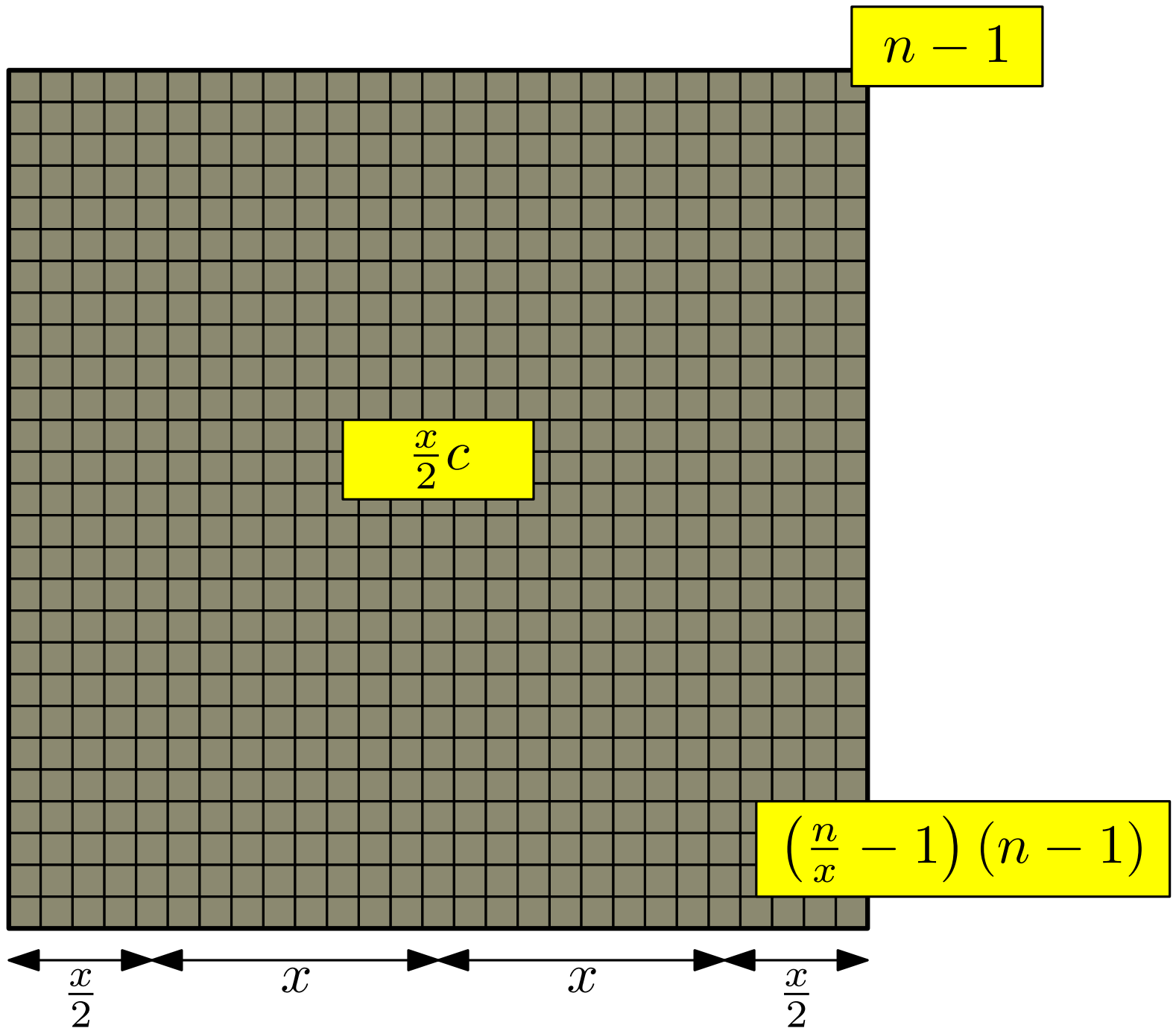
# Upper Bound



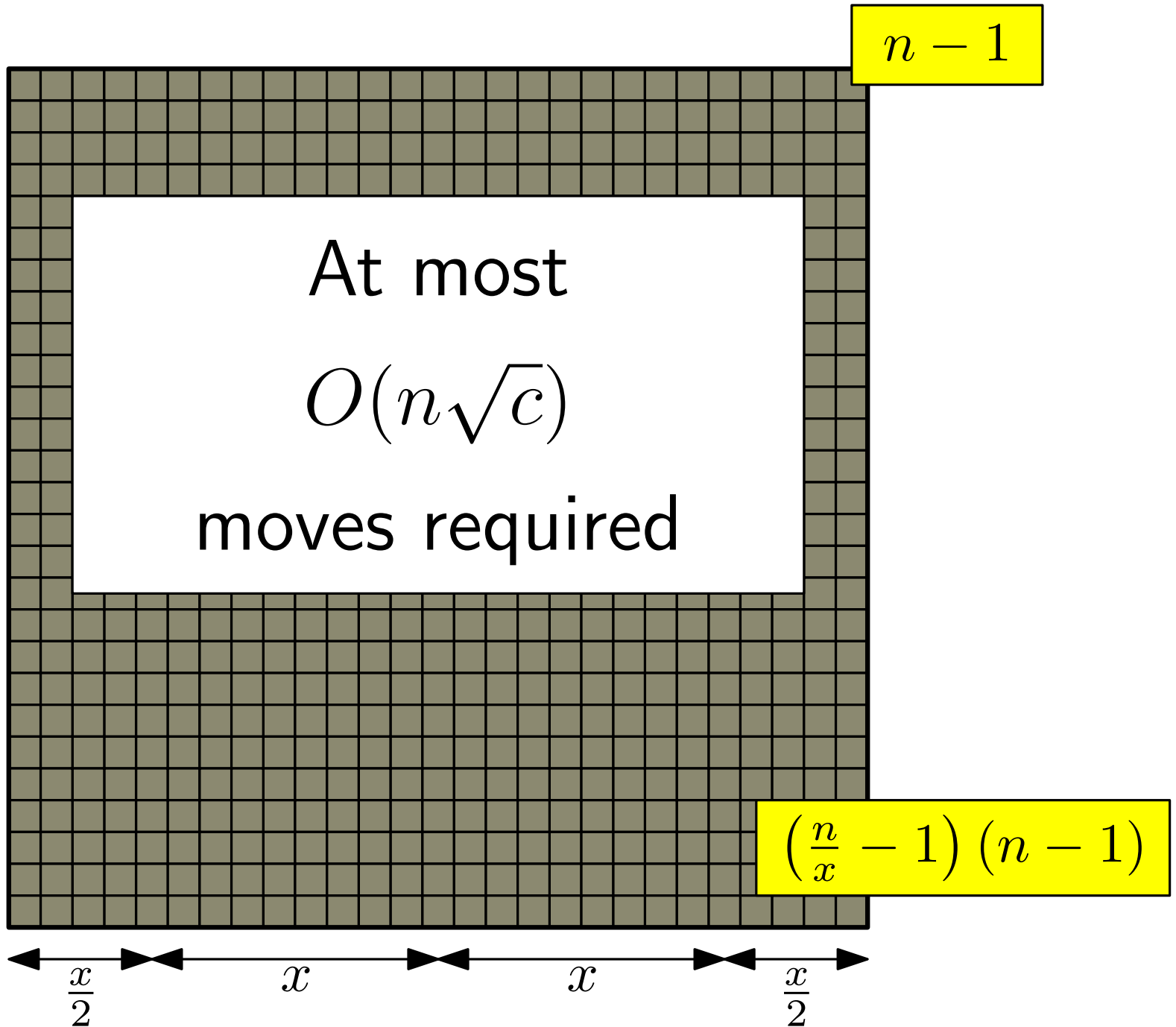
# Upper Bound



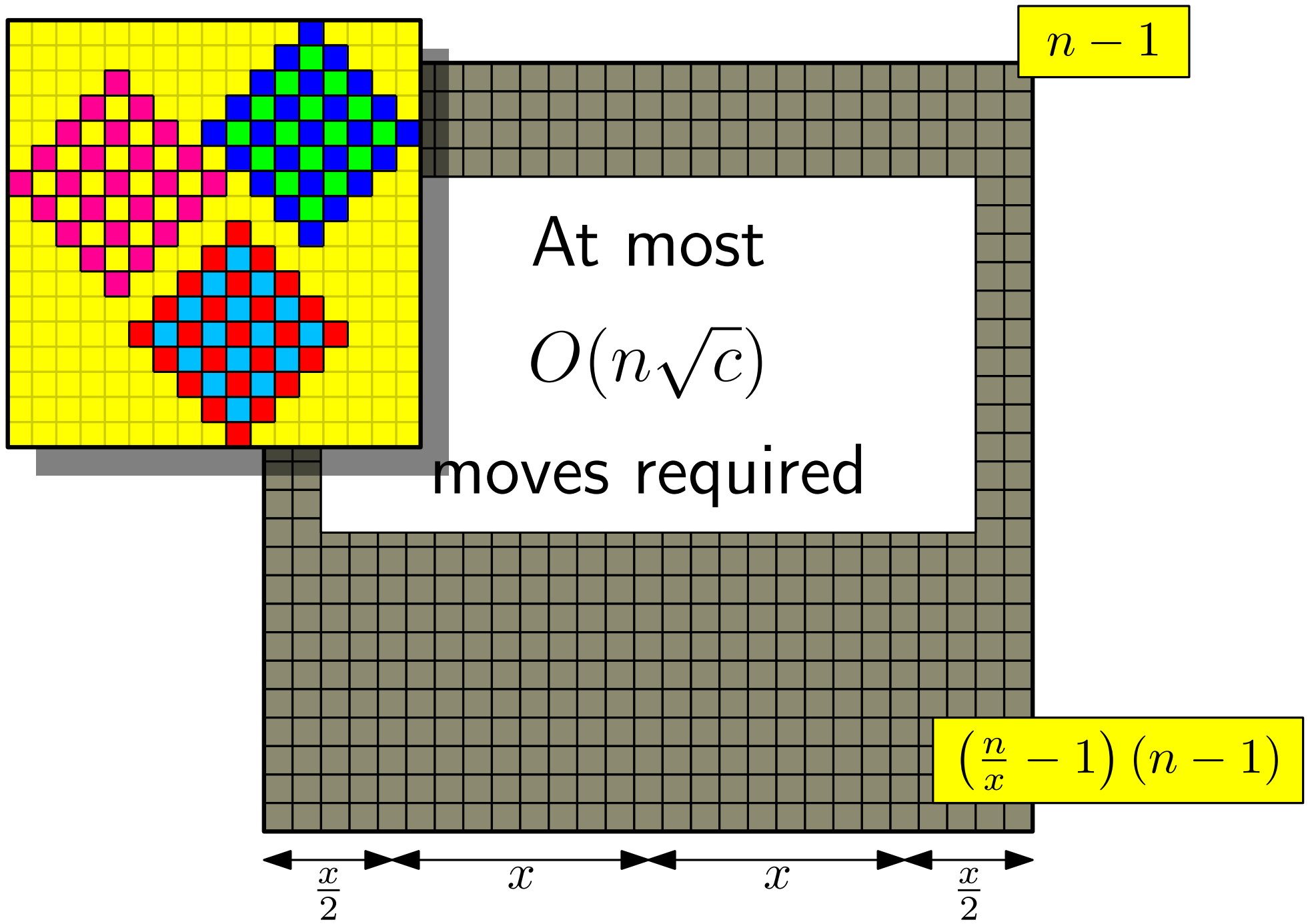
# Upper Bound



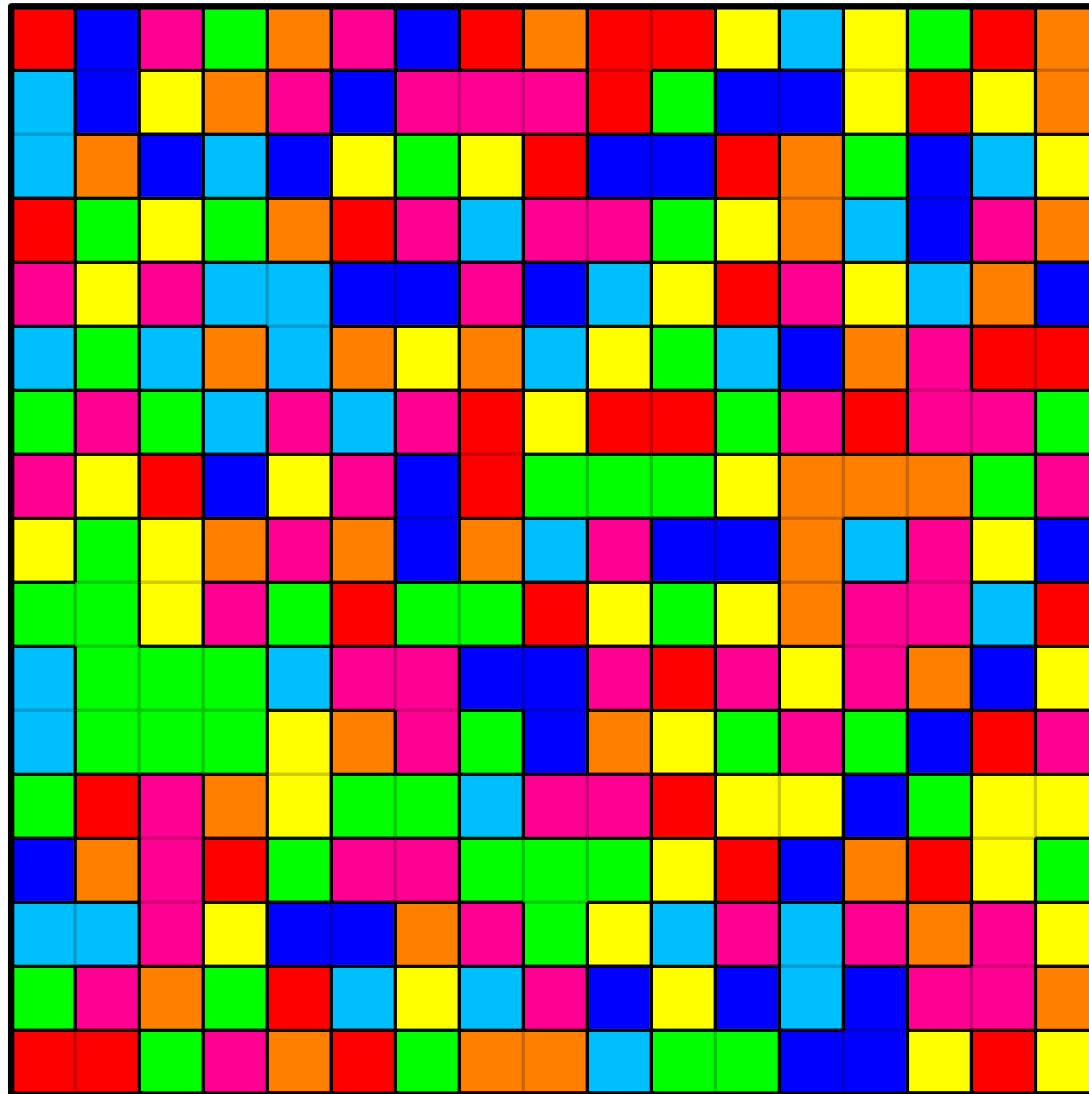
# Upper Bound



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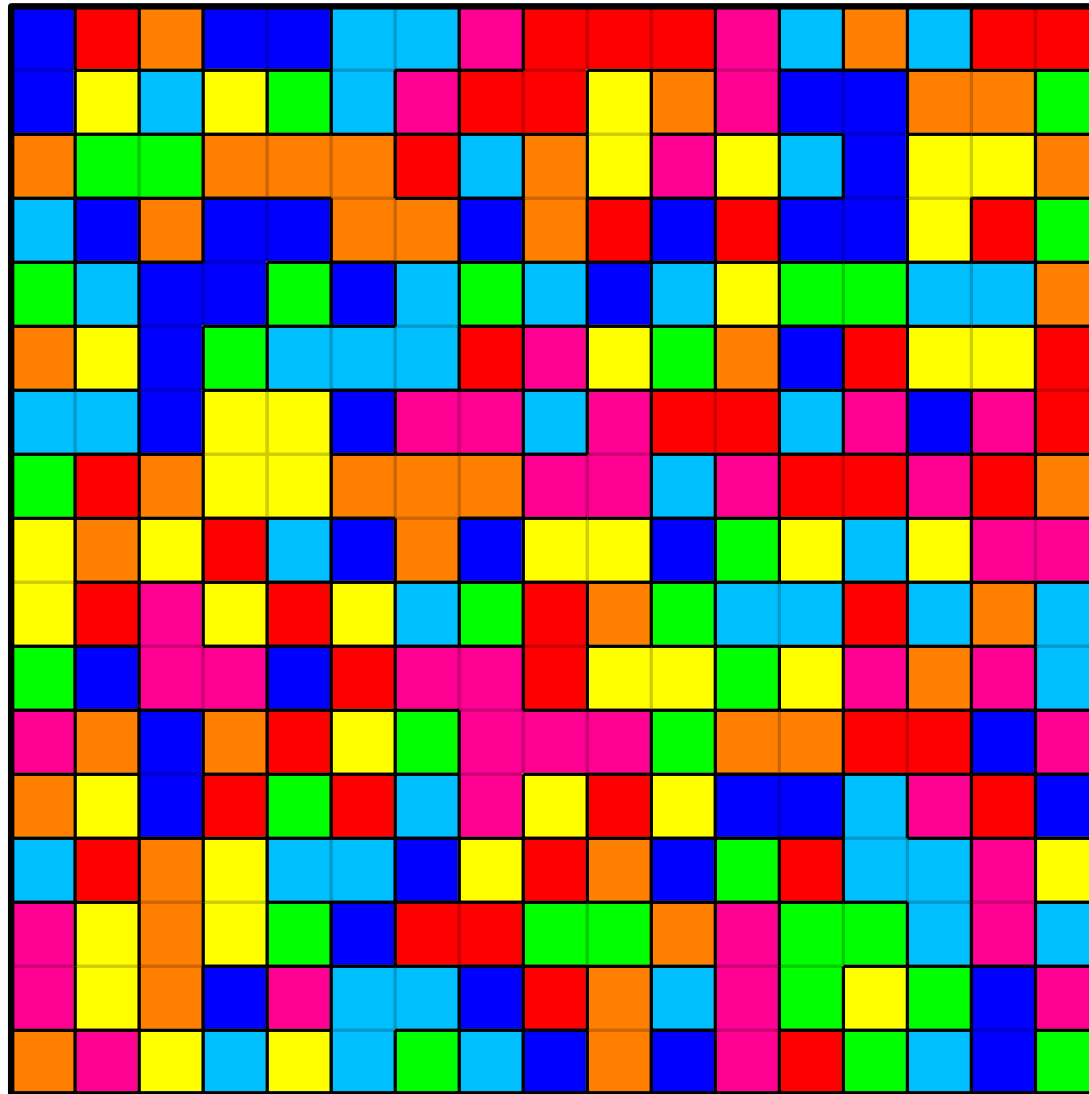


# Random Boards

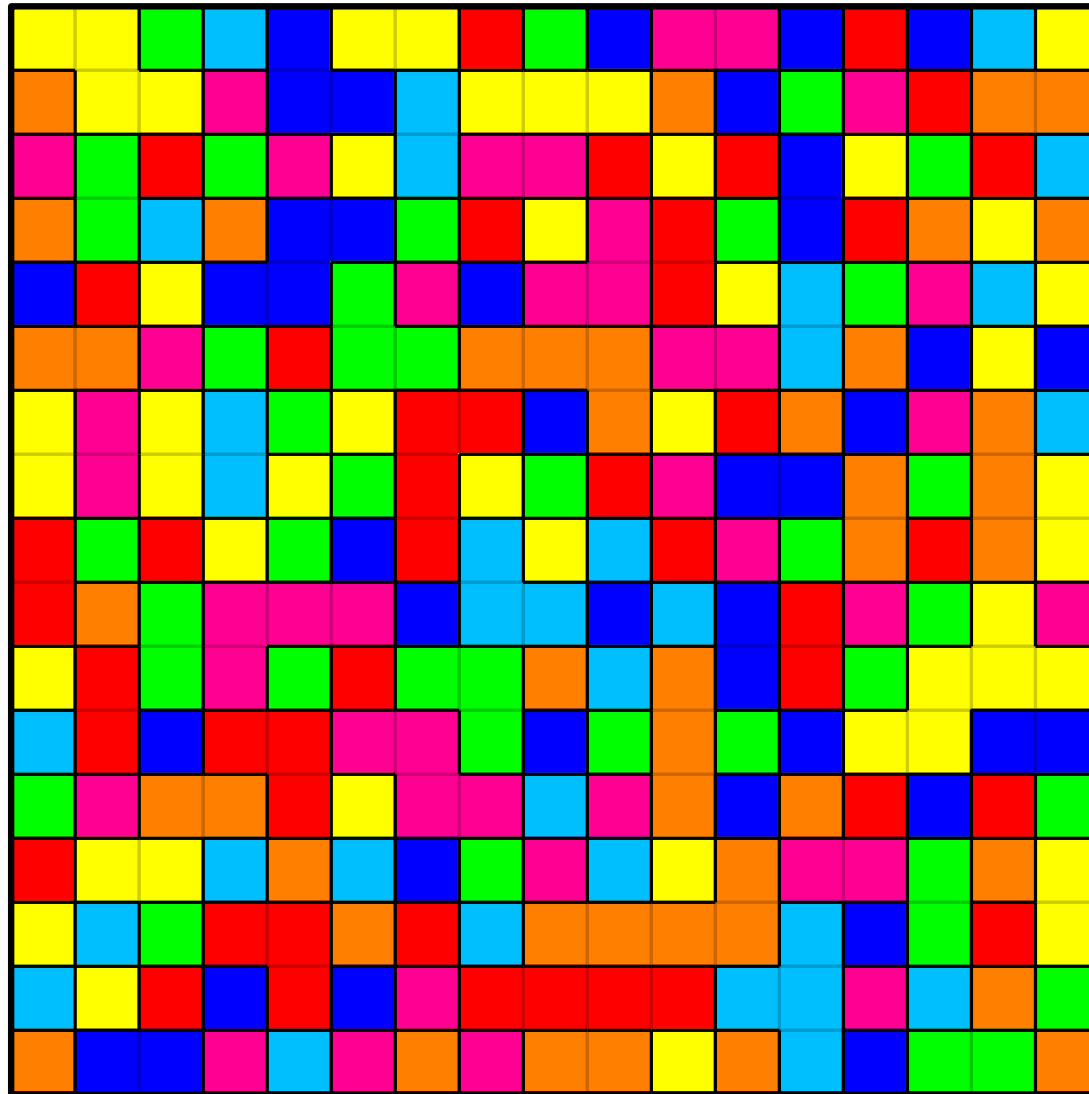




# Random Boards

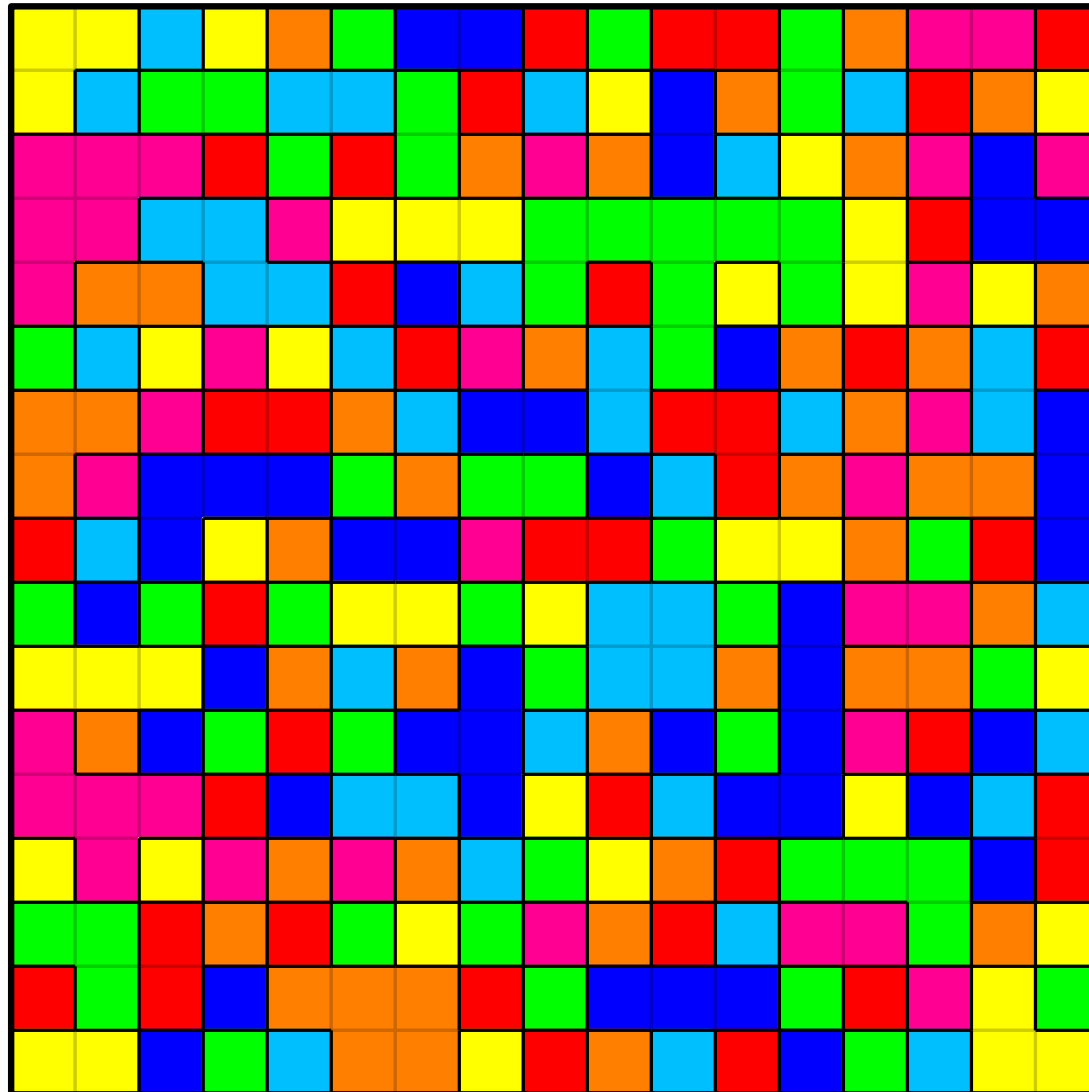


# Random Boards



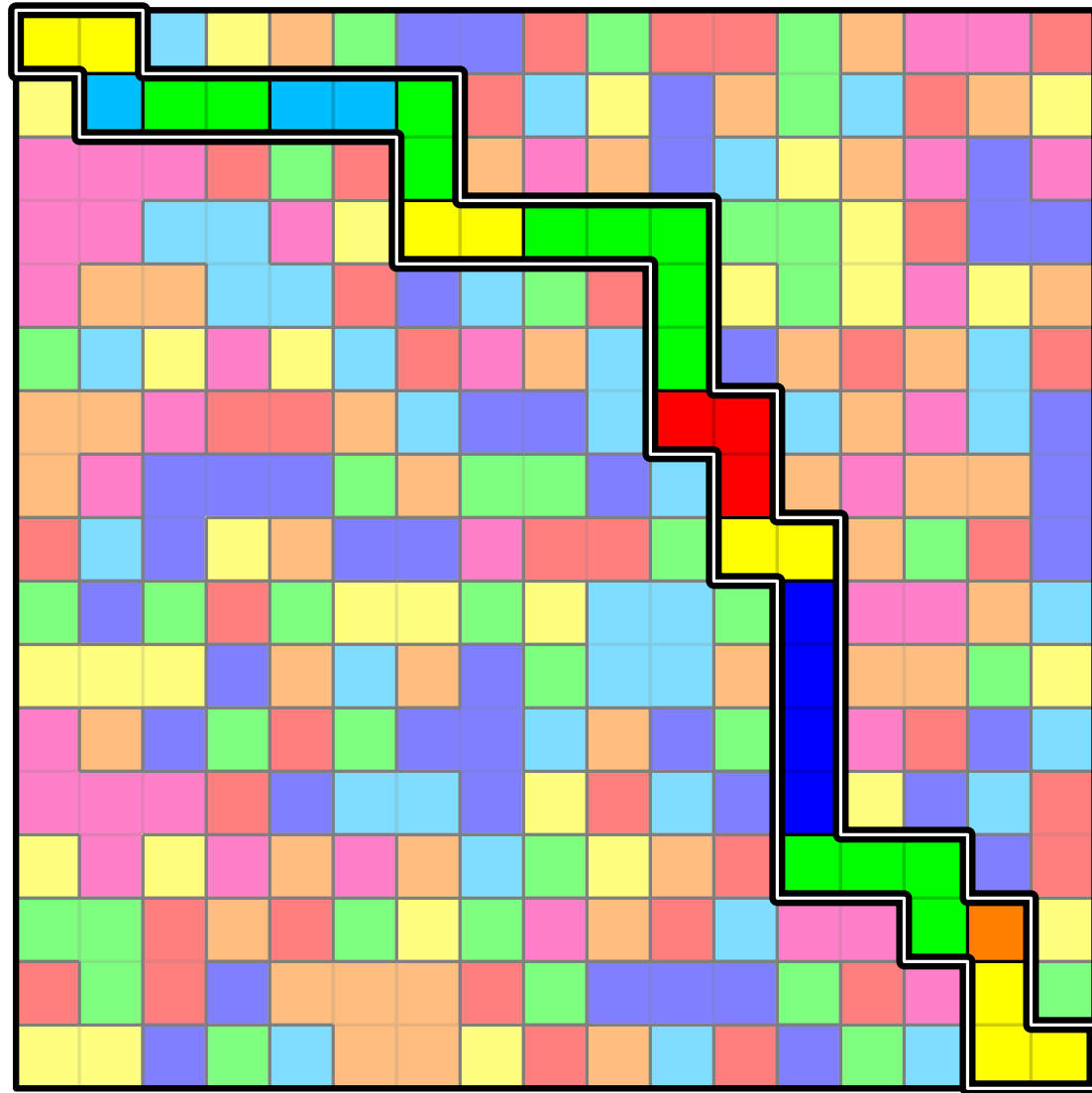
# Random Boards

$m$  moves to flood the board



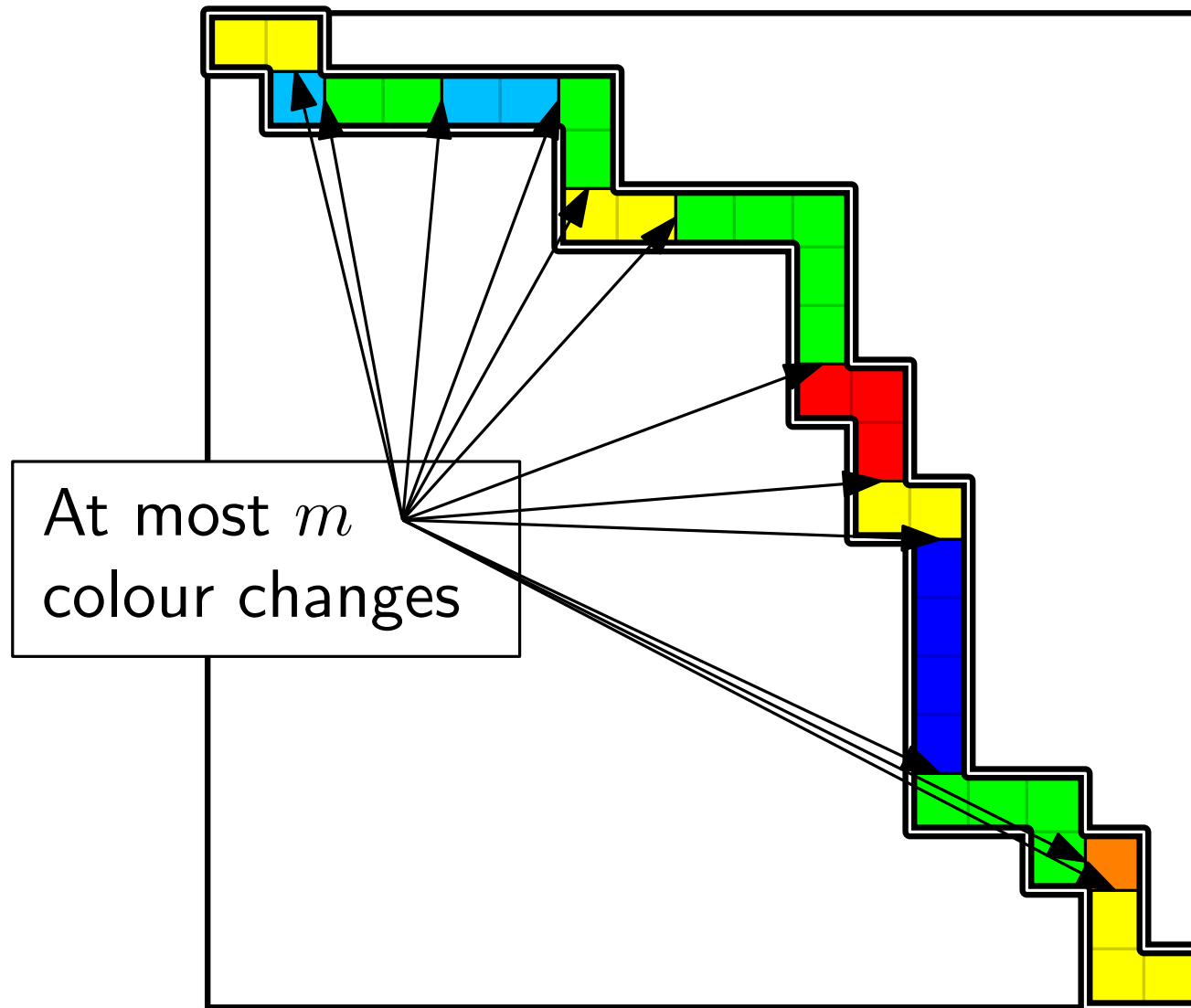
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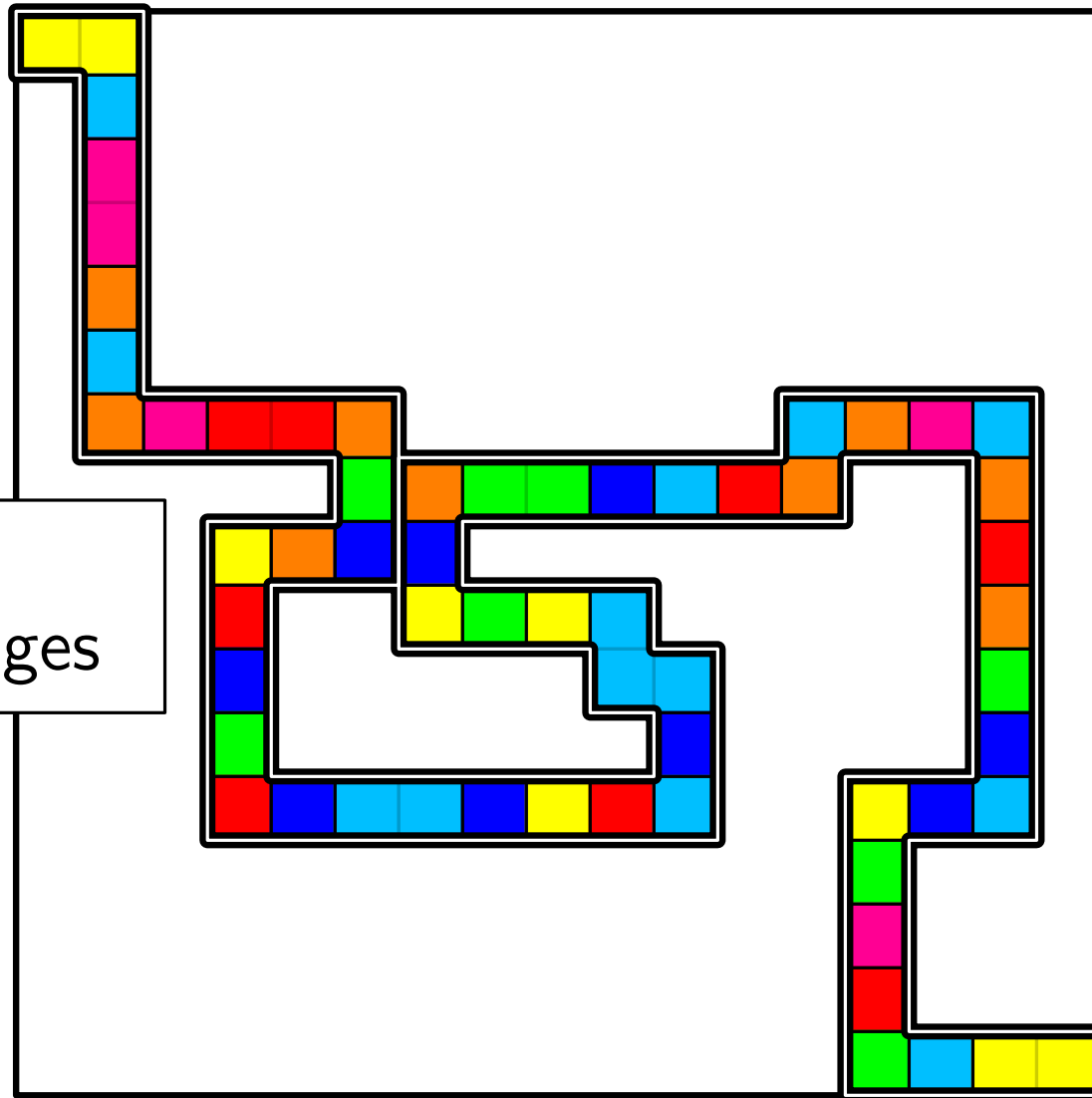
$m$  moves to flood the board



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$m$  moves to flood the board

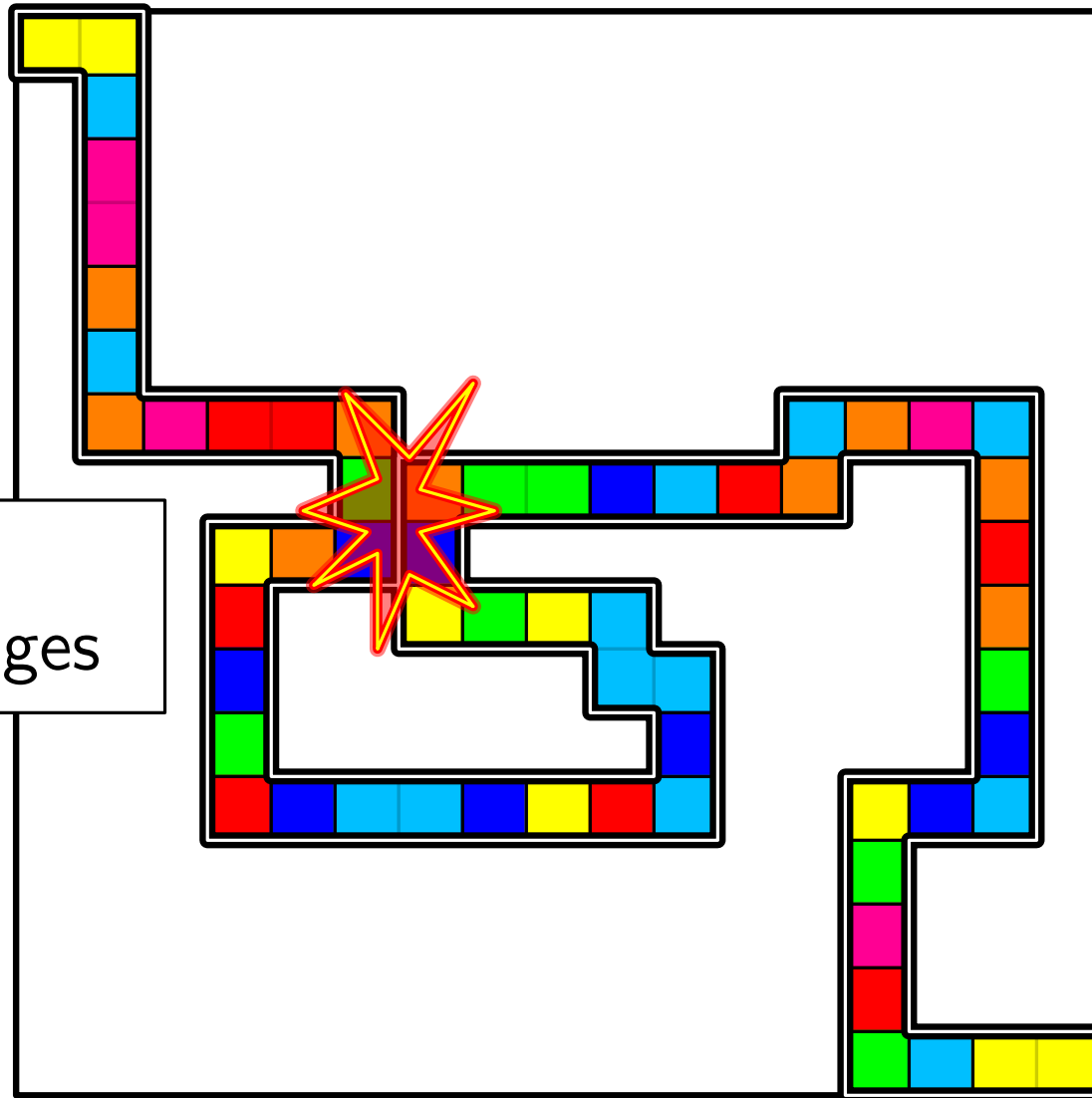
At most  $m$   
colour changes



# Random Boards

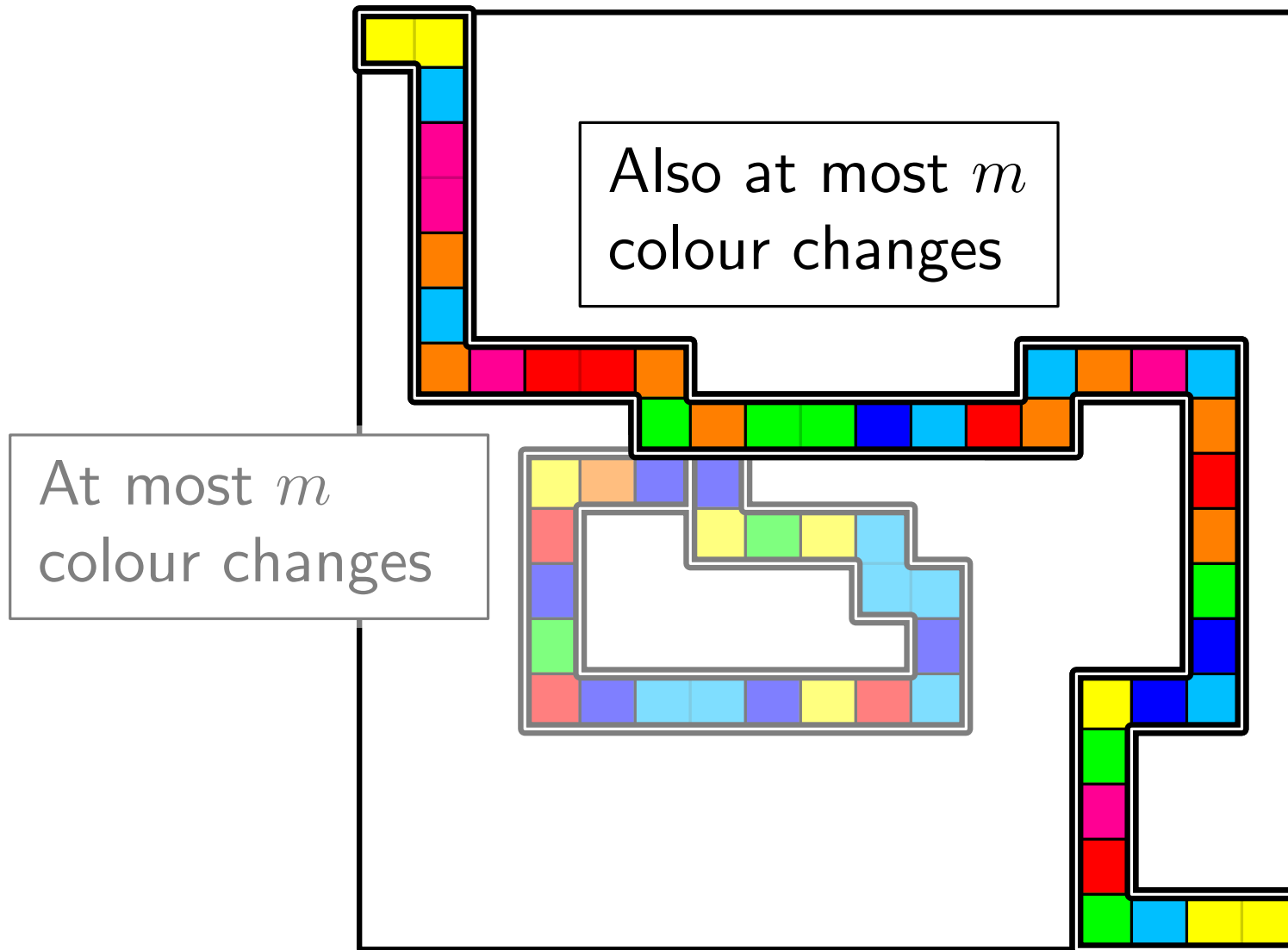
$m$  moves to flood the board

At most  $m$   
colour changes



# Random Boards

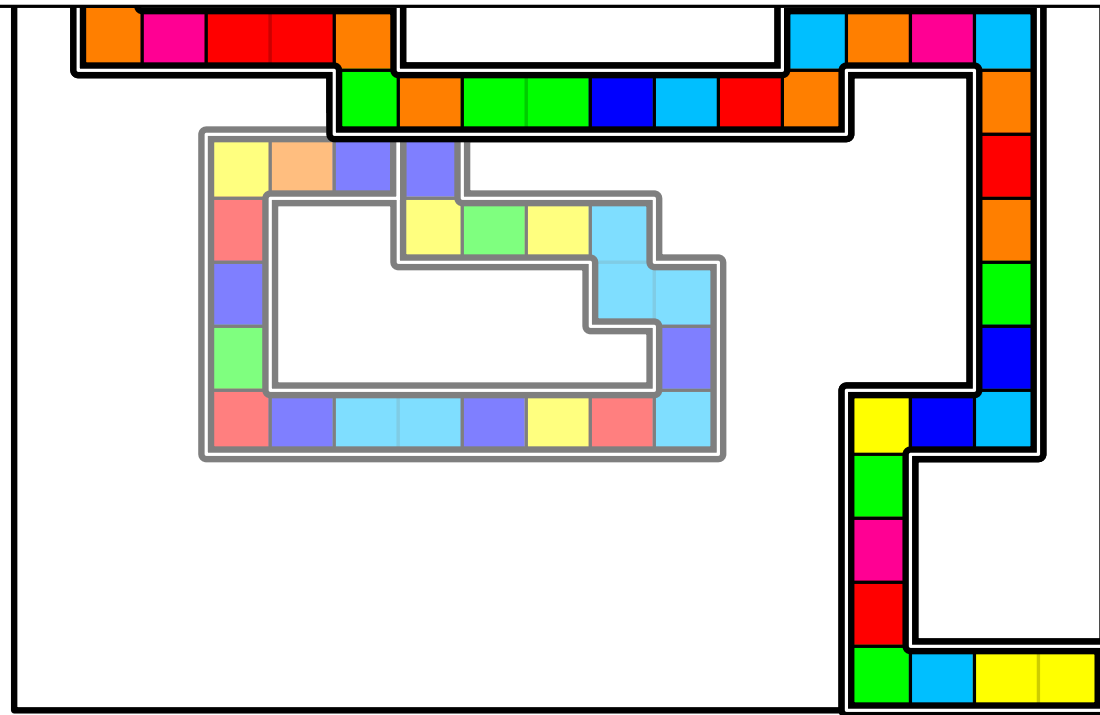
$m$  moves to flood the board





# Random Boards

We derive an upper bound on the probability that an arbitrary non-touching path from the top left to the bottom right tile has at most  $k$  colours changes. The bound depends on  $k$ , number of colours  $c$  and the length of the path.



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The probability that there exists *any* non-touching path from the top left to the bottom right tile with at most  $k$  colour changes is upper bounded by the union bound over *all* non-touching paths from the top left to the bottom right tile.



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This union bound is an upper bound on the probability that the board is flooded within  $k$  moves.

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Probability less than  $e^{-\Omega(n)}$   
(for 3 or more colours)

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## Conclusion

The number of moves required to flood a random board is  $\Omega(n)$  with high probability.

the bottom right tile.

Probability less than  $e^{-\Omega(n)}$   
(for 3 or more colours)

This union bound is an upper bound on the probability that the board is flooded within  $k$  moves.

# Thank You!

Don't forget our website:

<http://floodit.cs.bris.ac.uk/>

Play

Replays

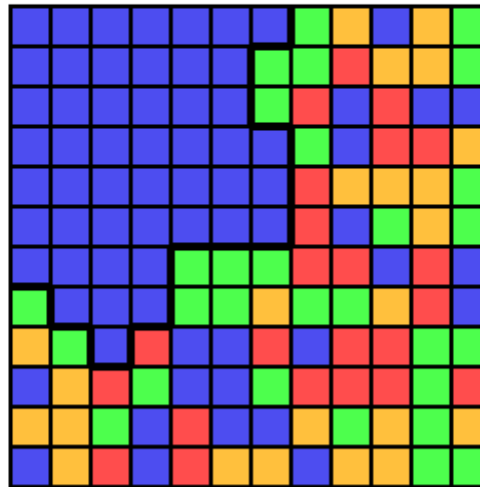
[help](#) | [paper](#)

Size: 12x12 ▾ Colours: 4 ▾ Board: 1 ▾ 

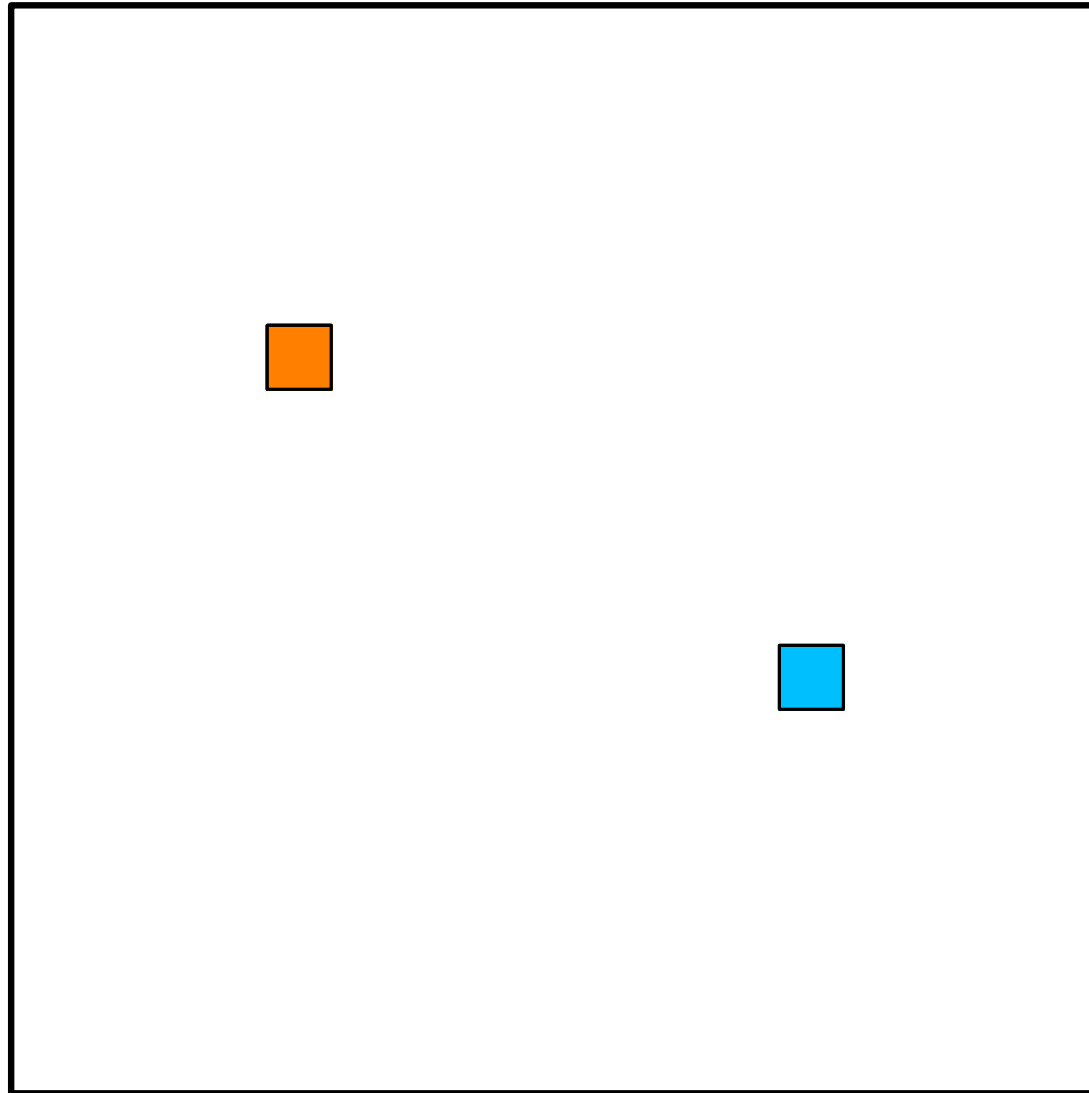
Play

Special Boards: [3 Colour NPC](#) | [4 Colour NPC](#) ([what are these?](#))

Move: 10 [Par: 18](#)

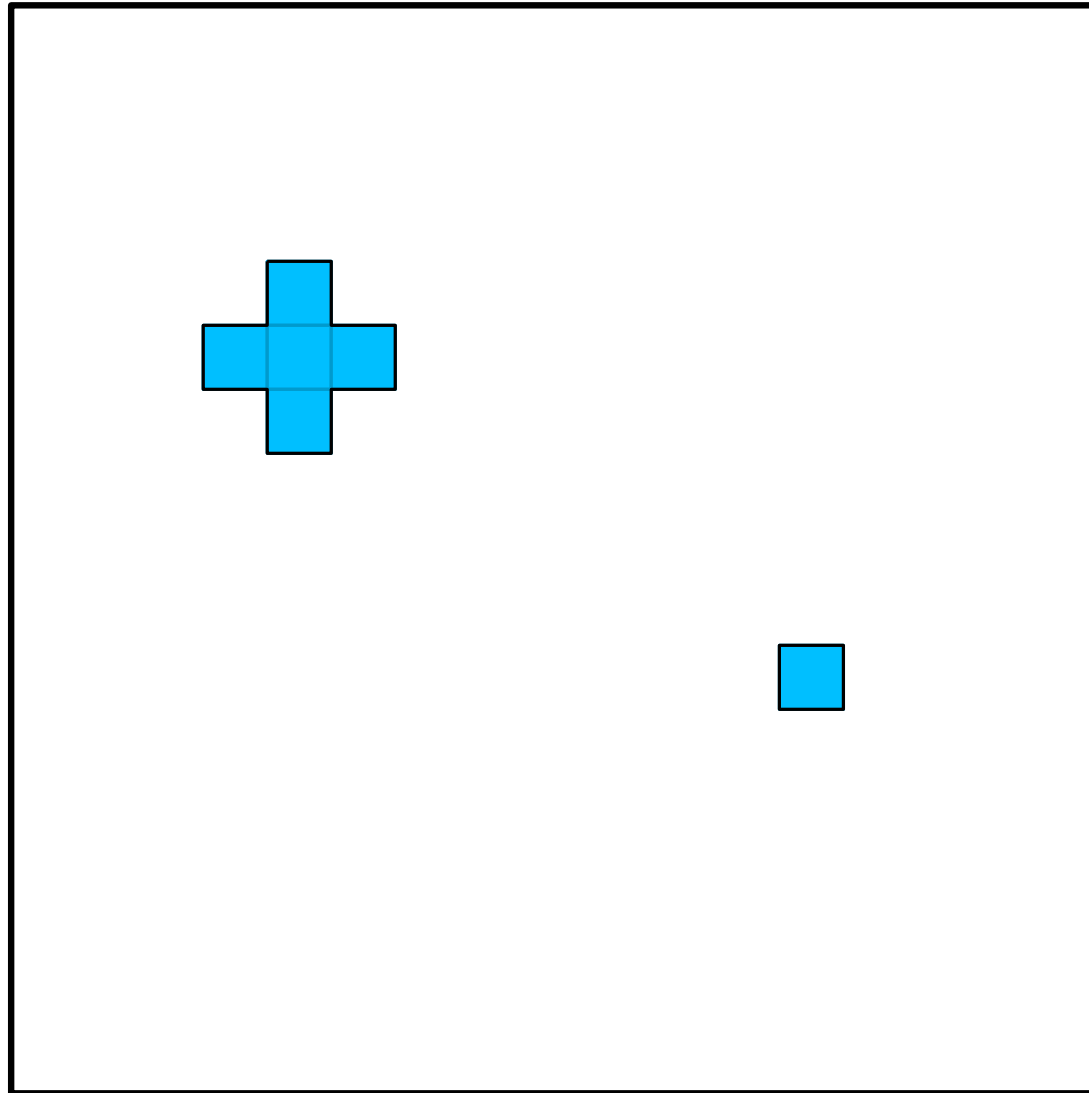


## 2 Colours (Free)

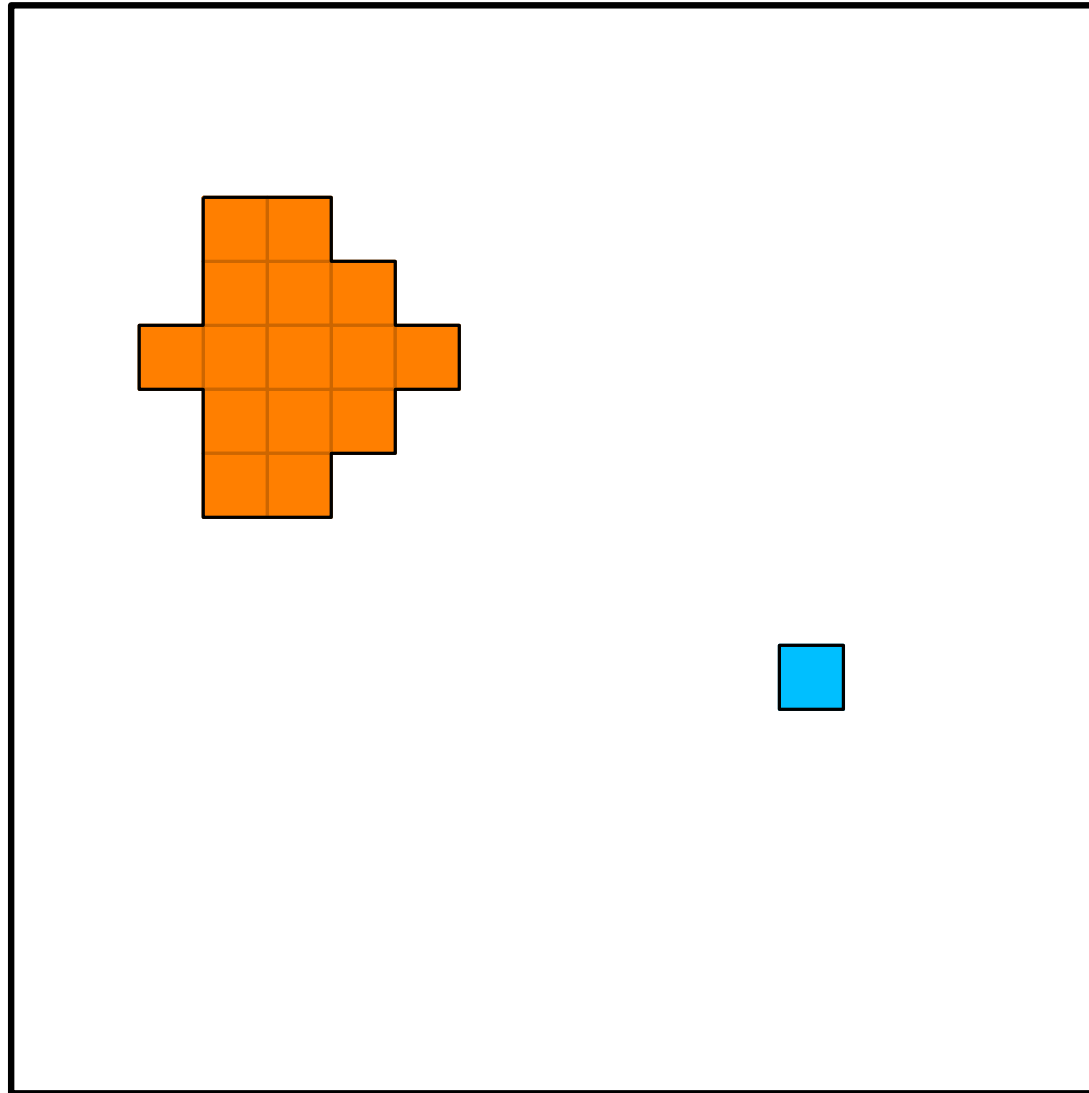




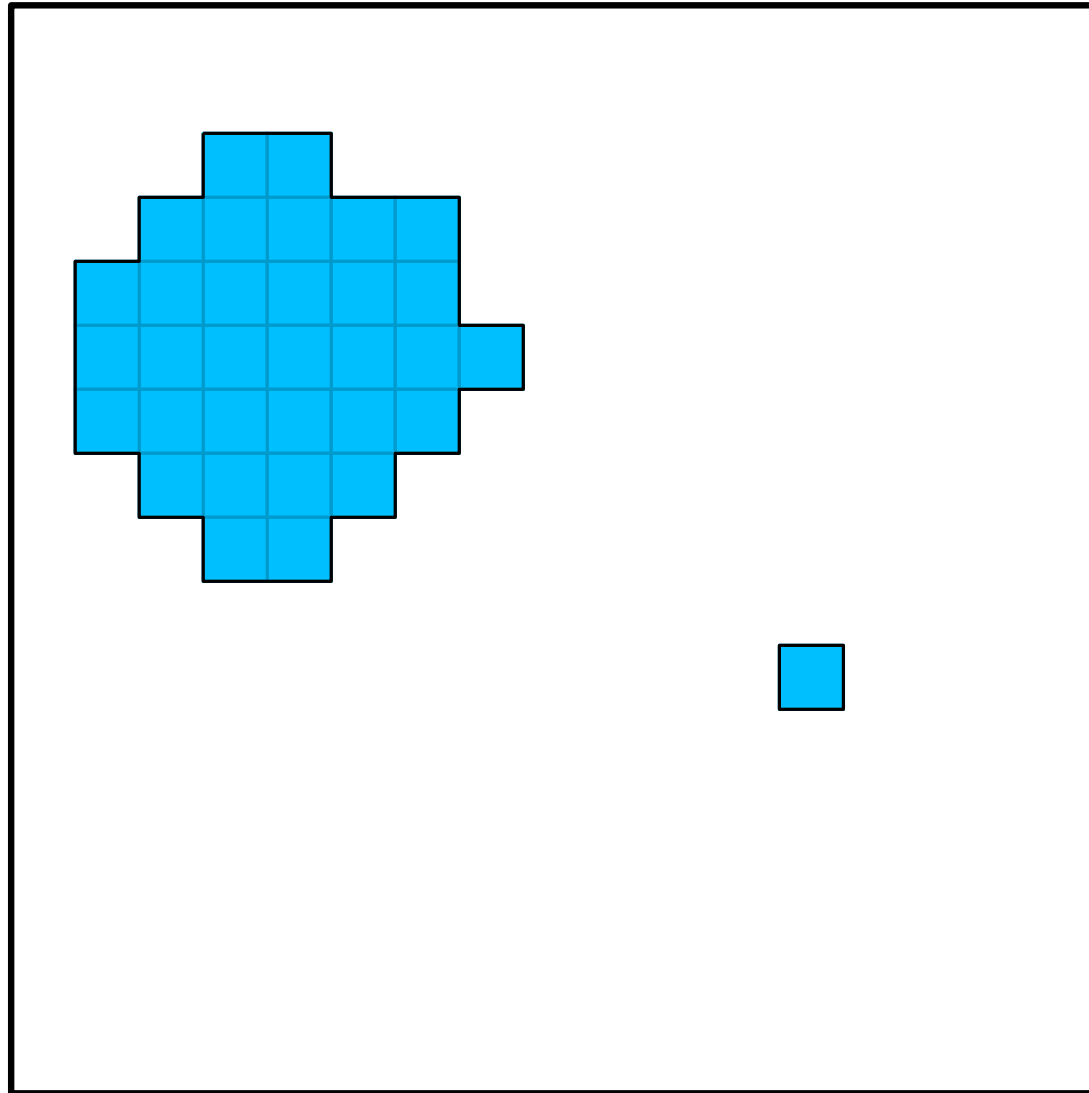
## 2 Colours (Free)



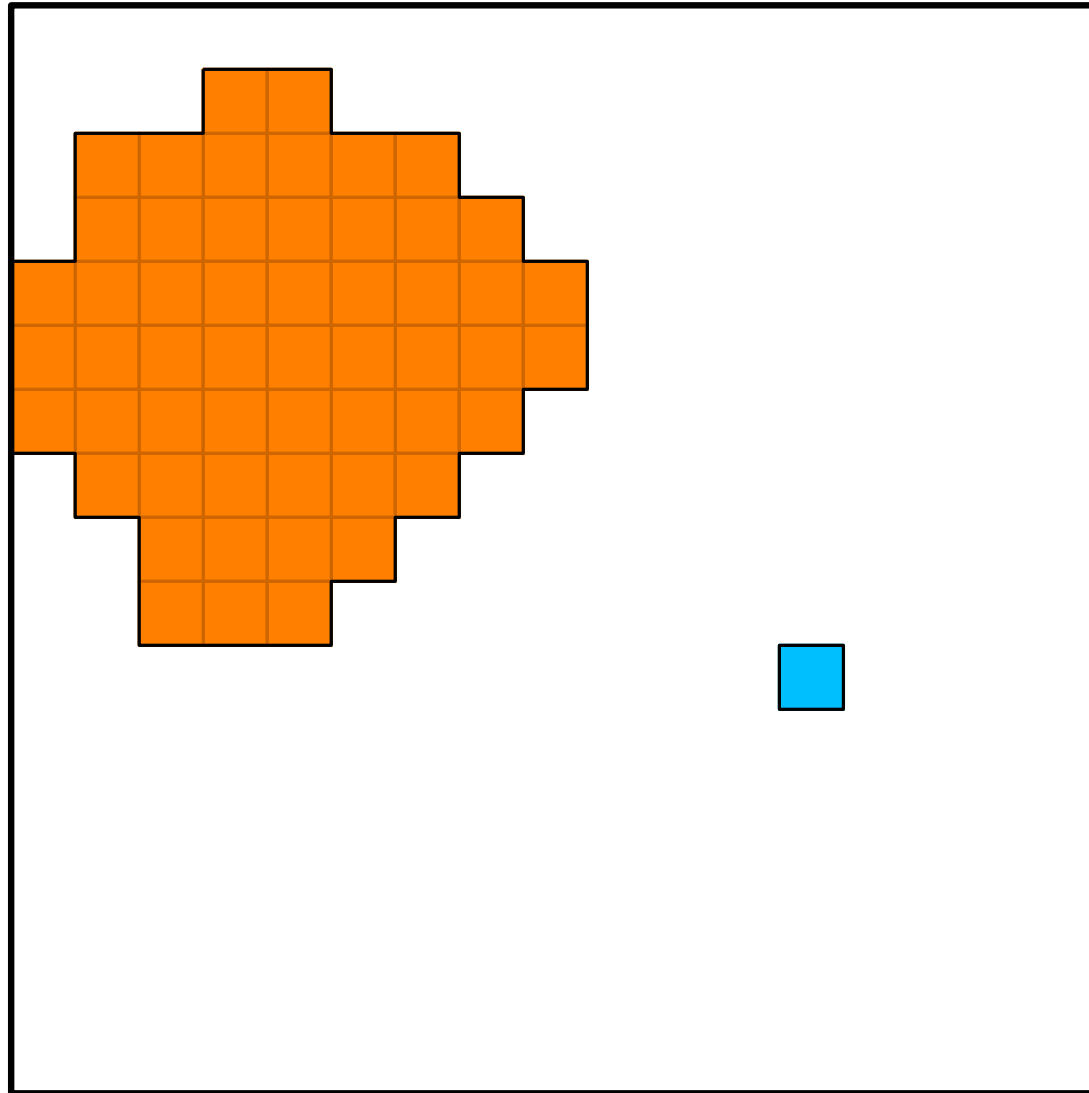
## 2 Colours (Free)



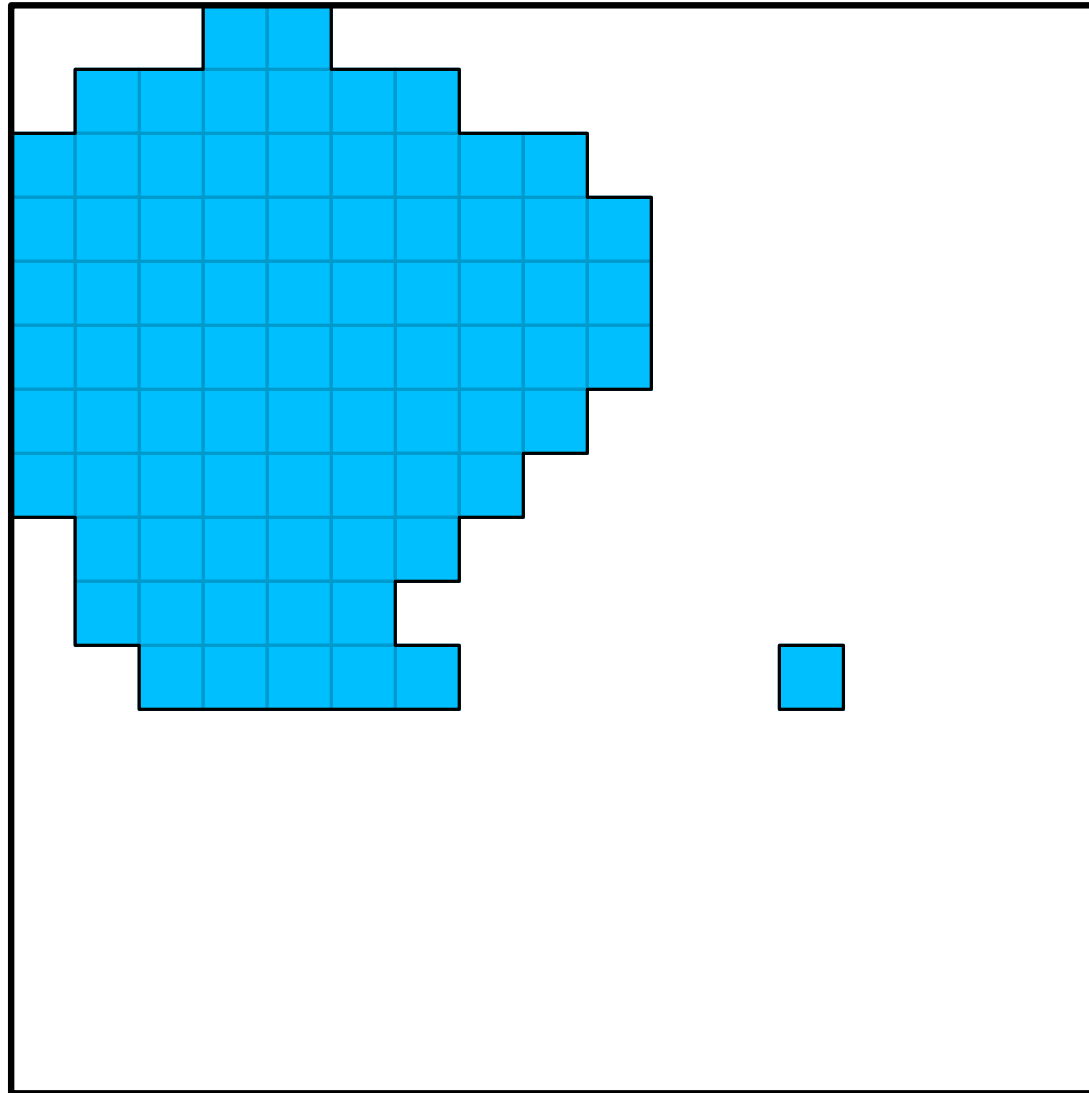
## 2 Colours (Free)



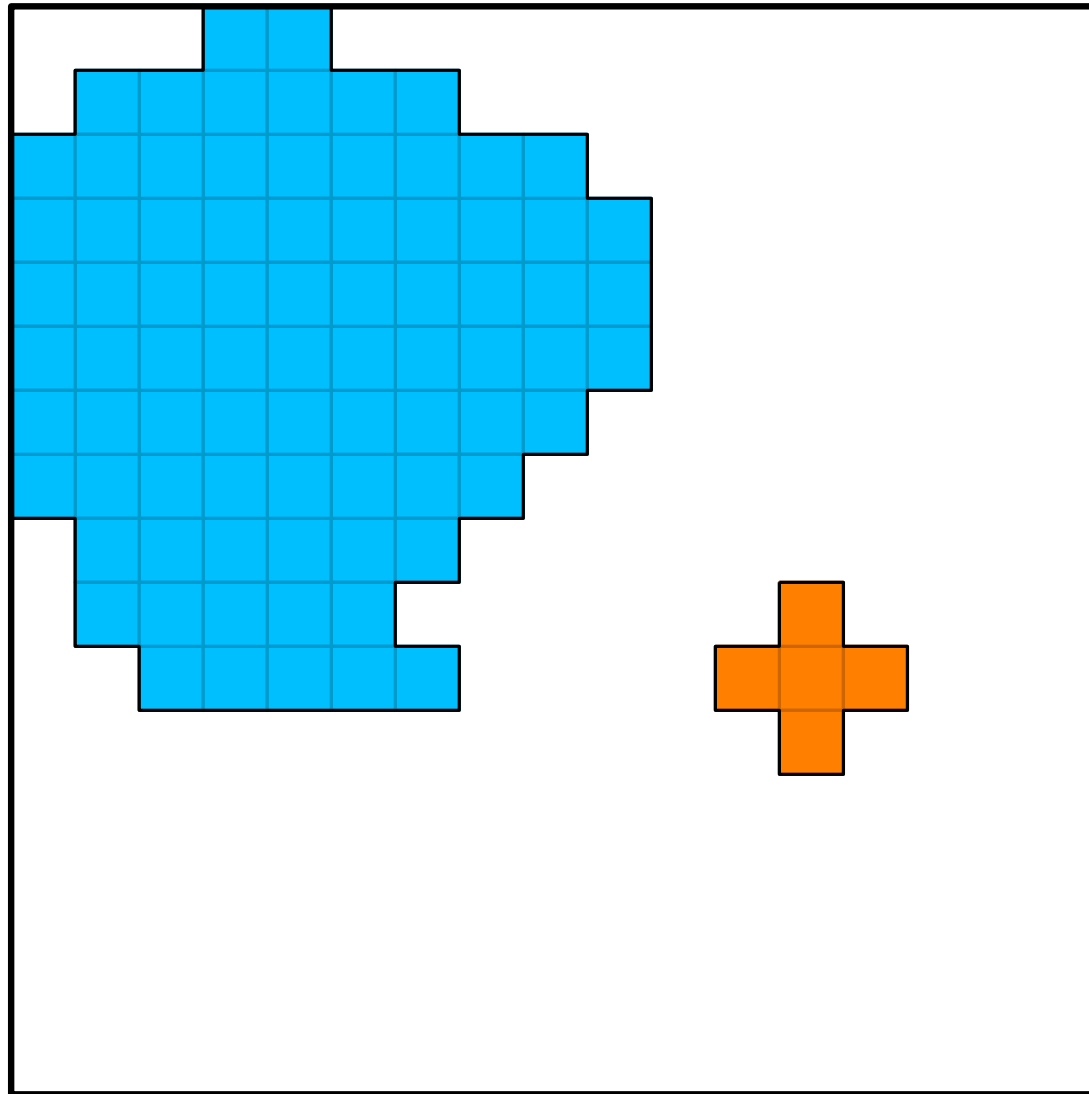
## 2 Colours (Free)



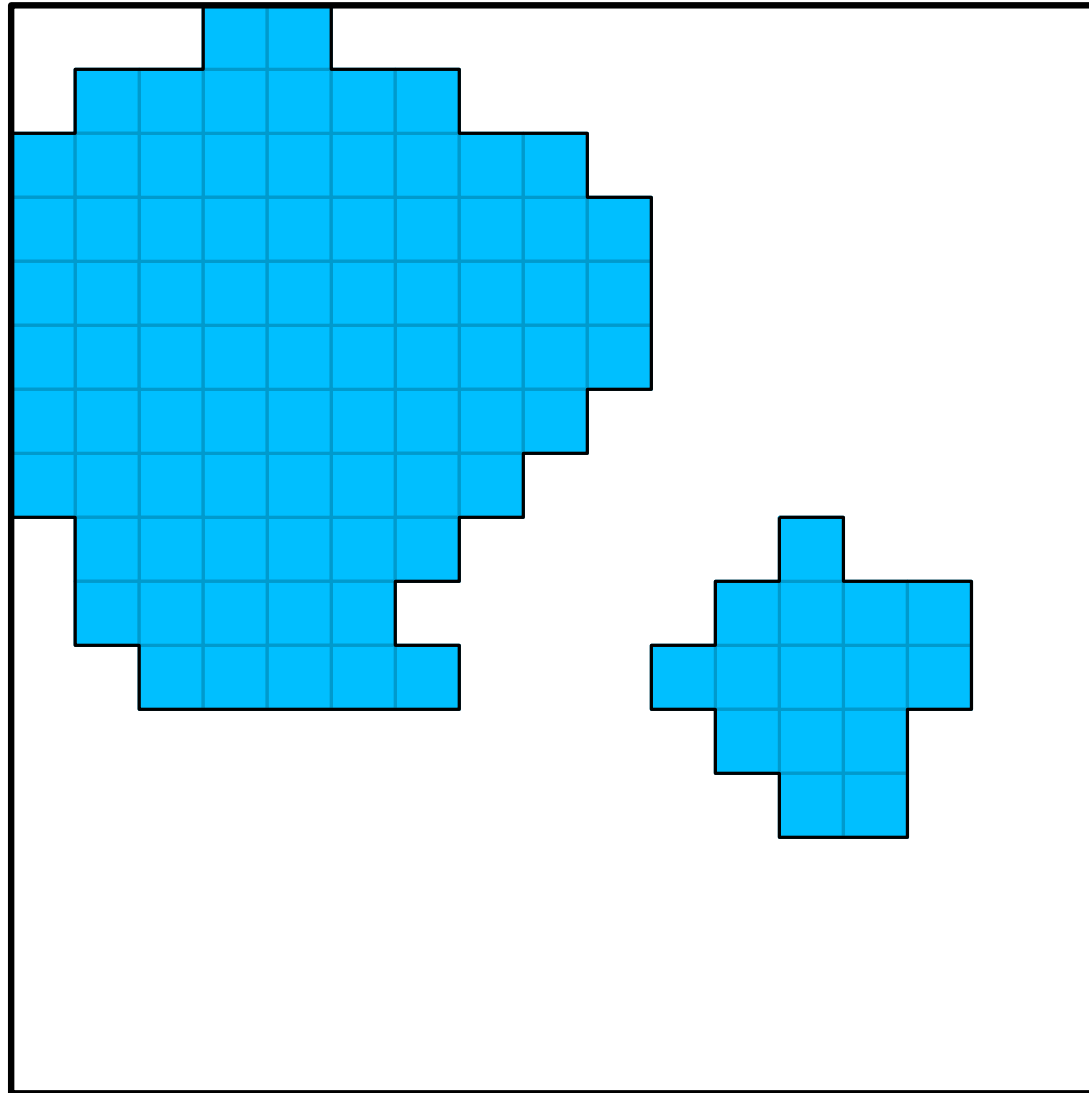
## 2 Colours (Free)



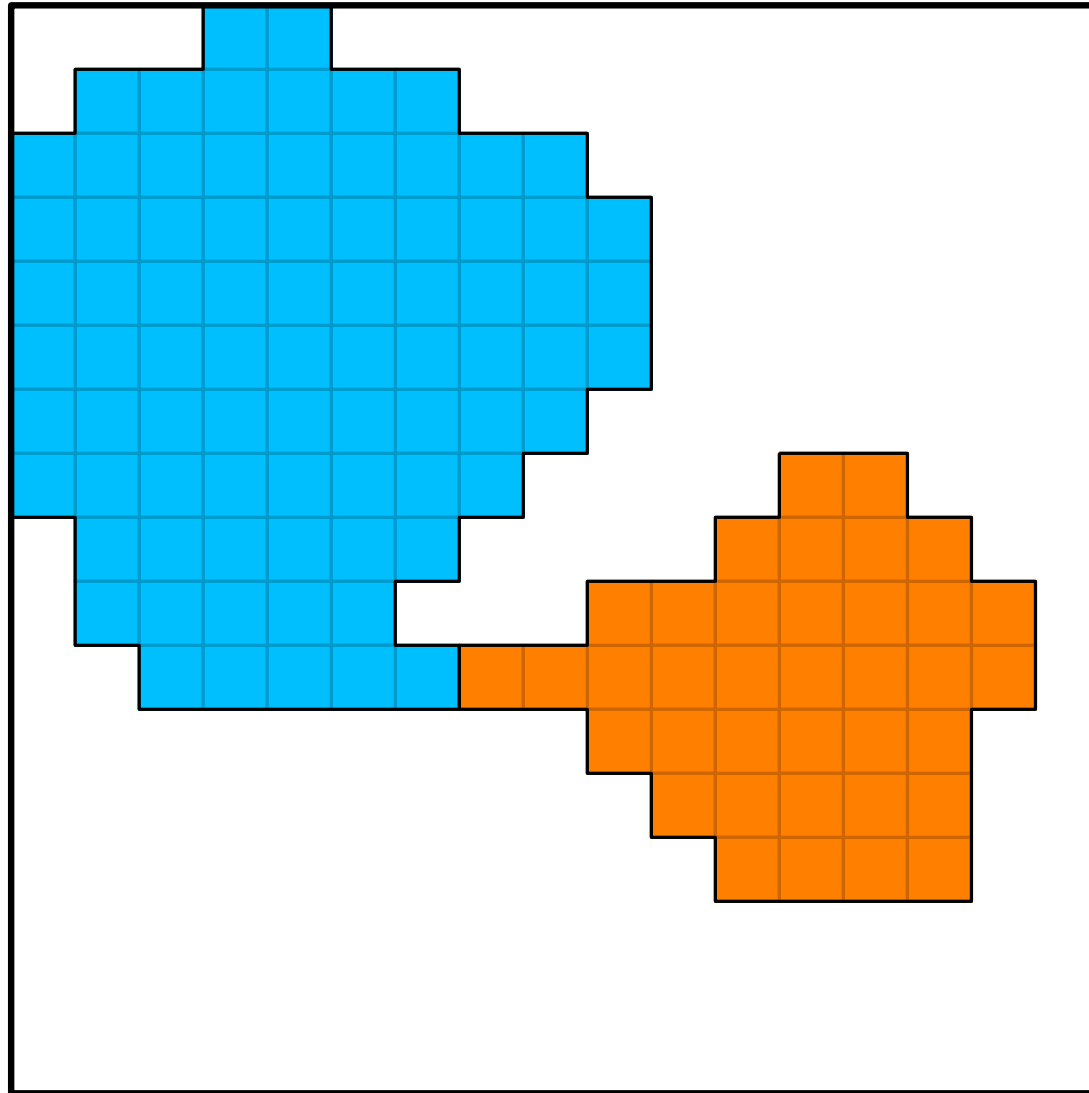
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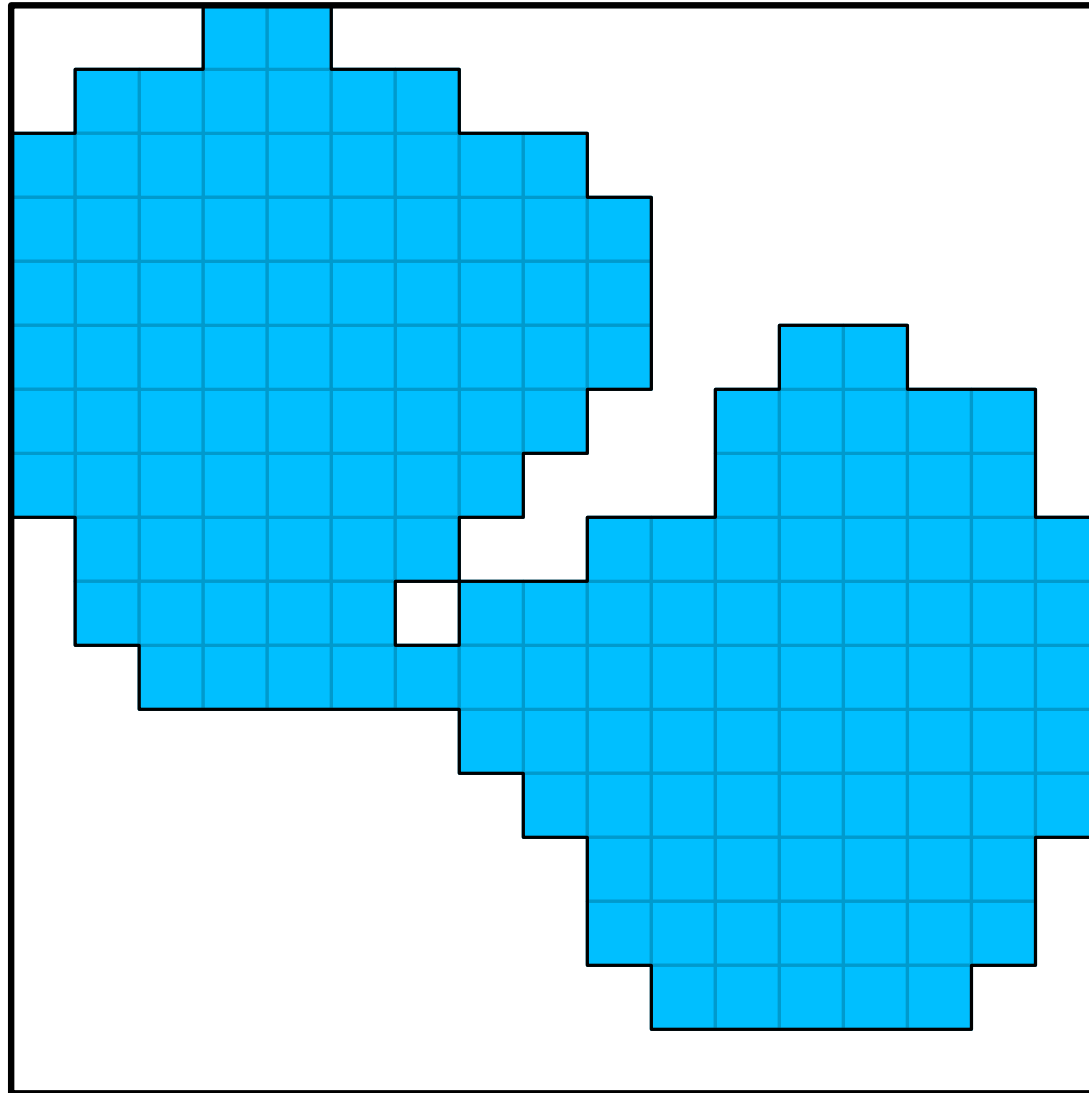


## 2 Colours (Free)

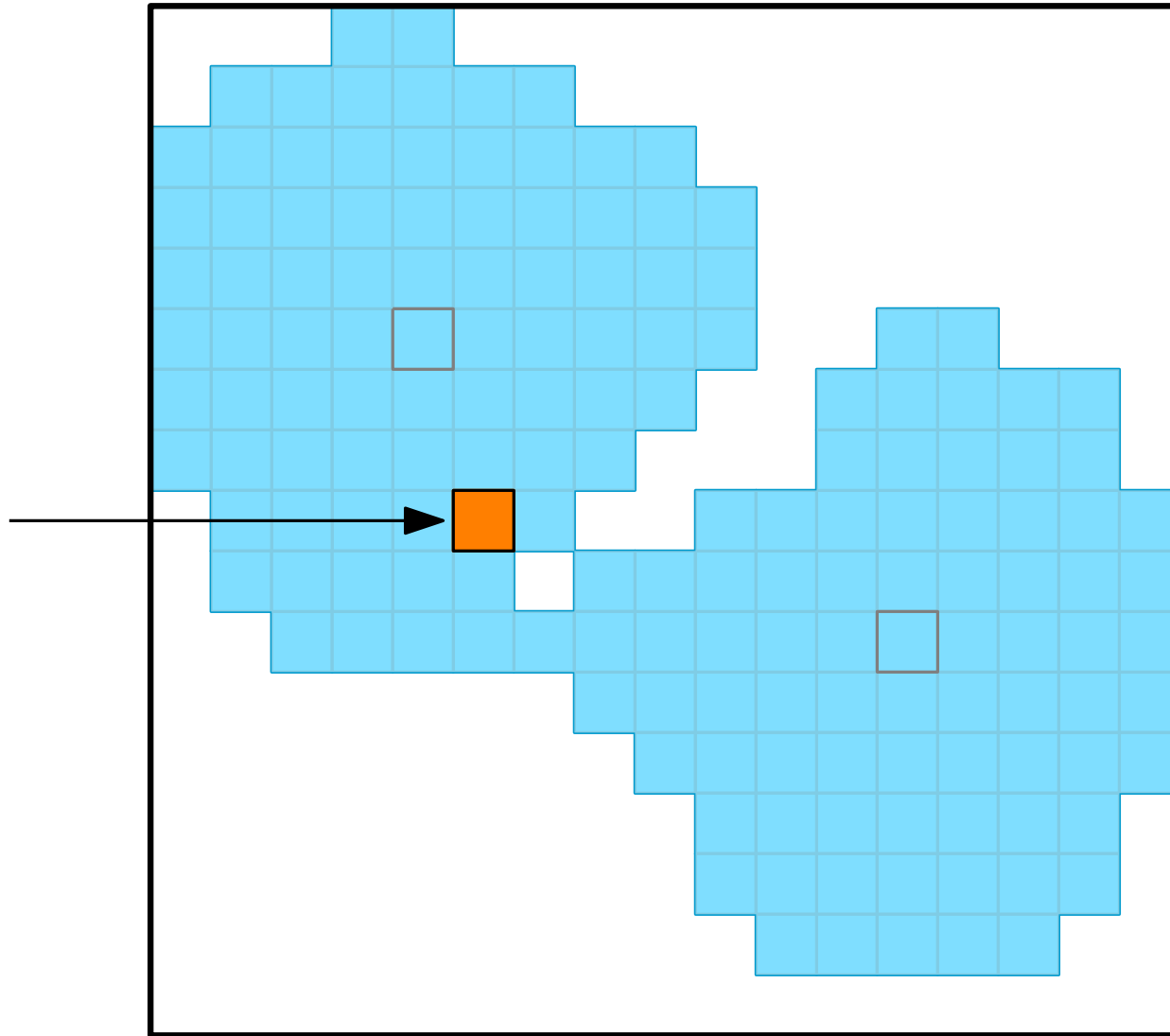




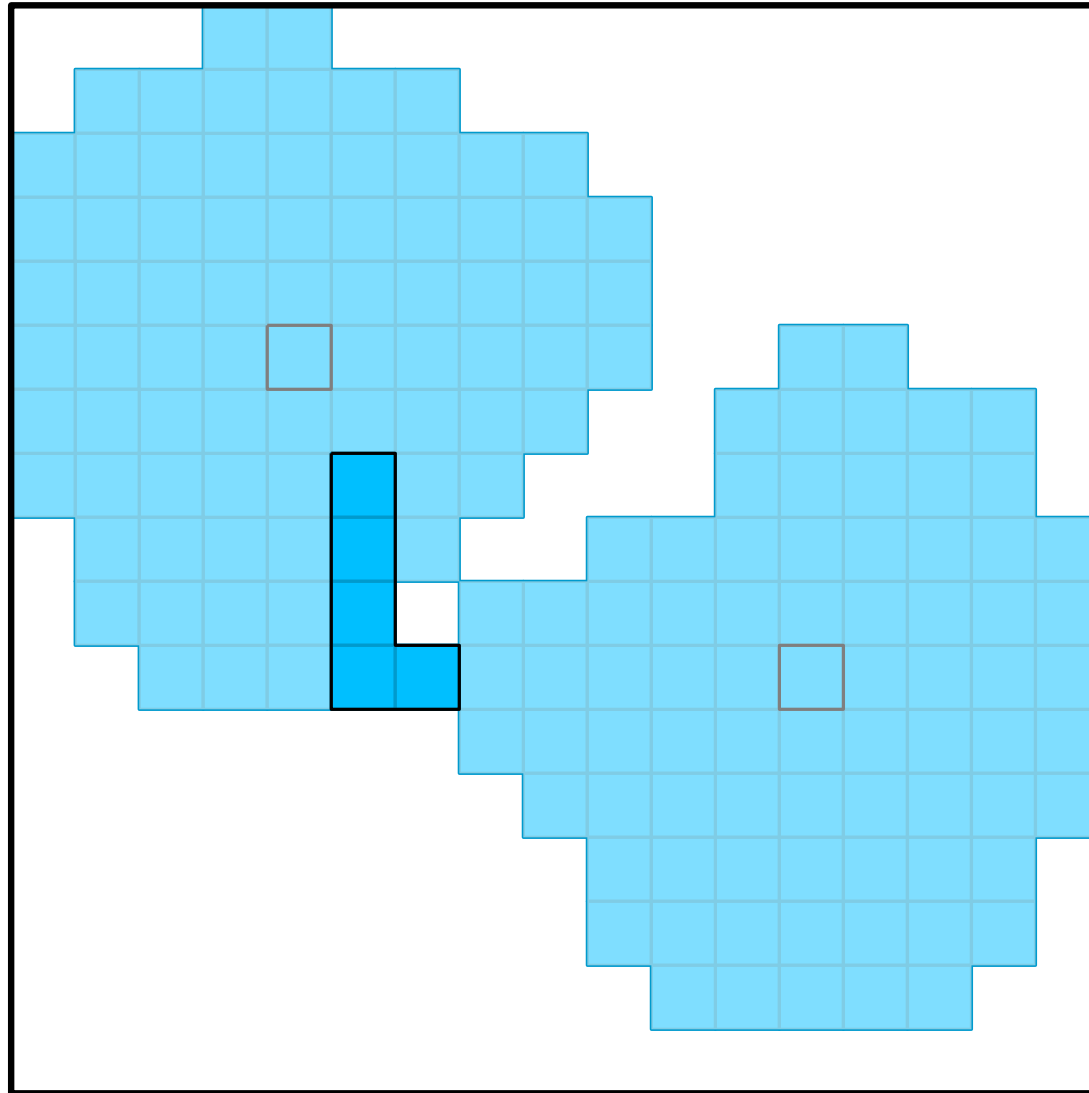
## 2 Colours (Free)



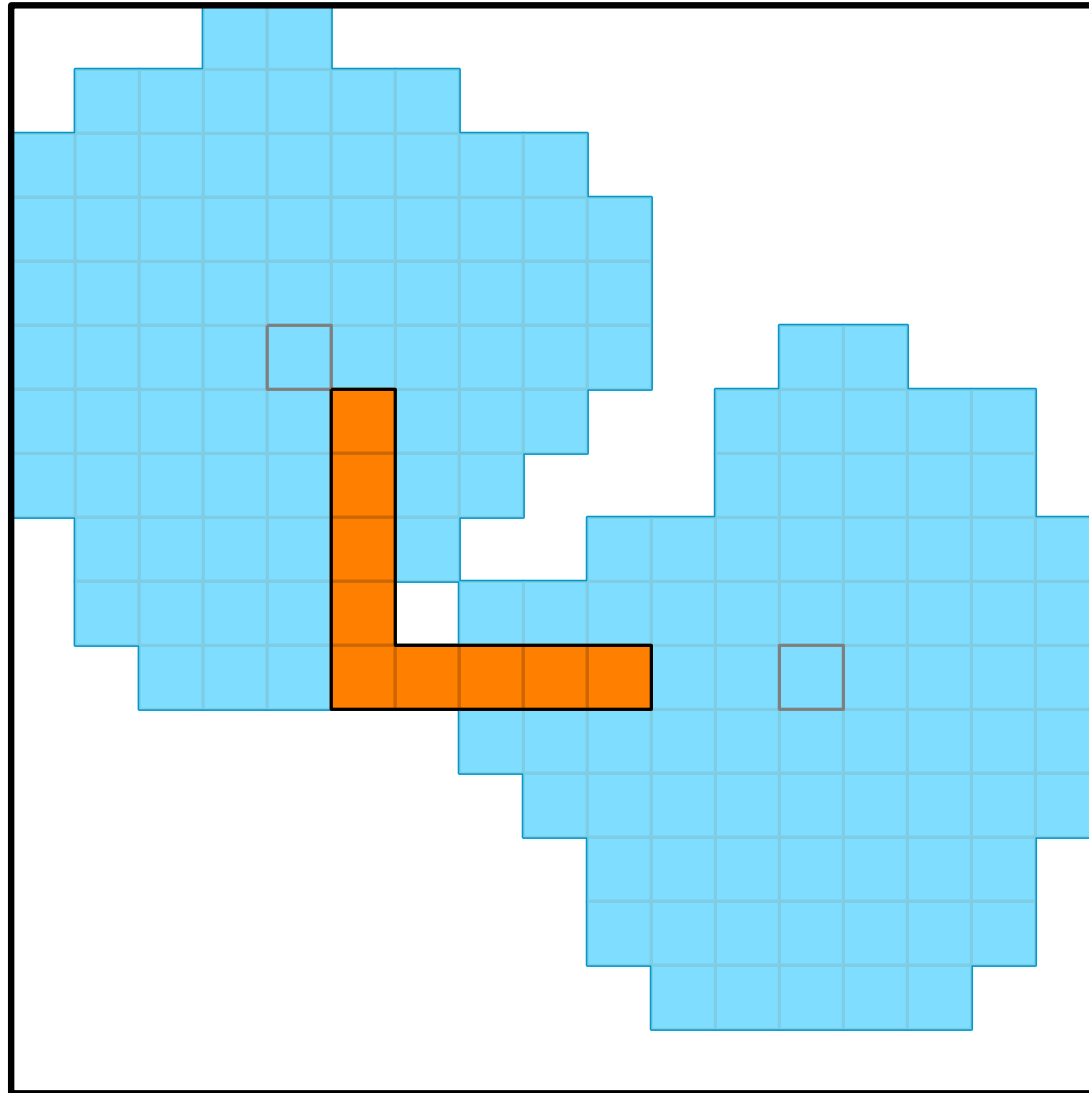
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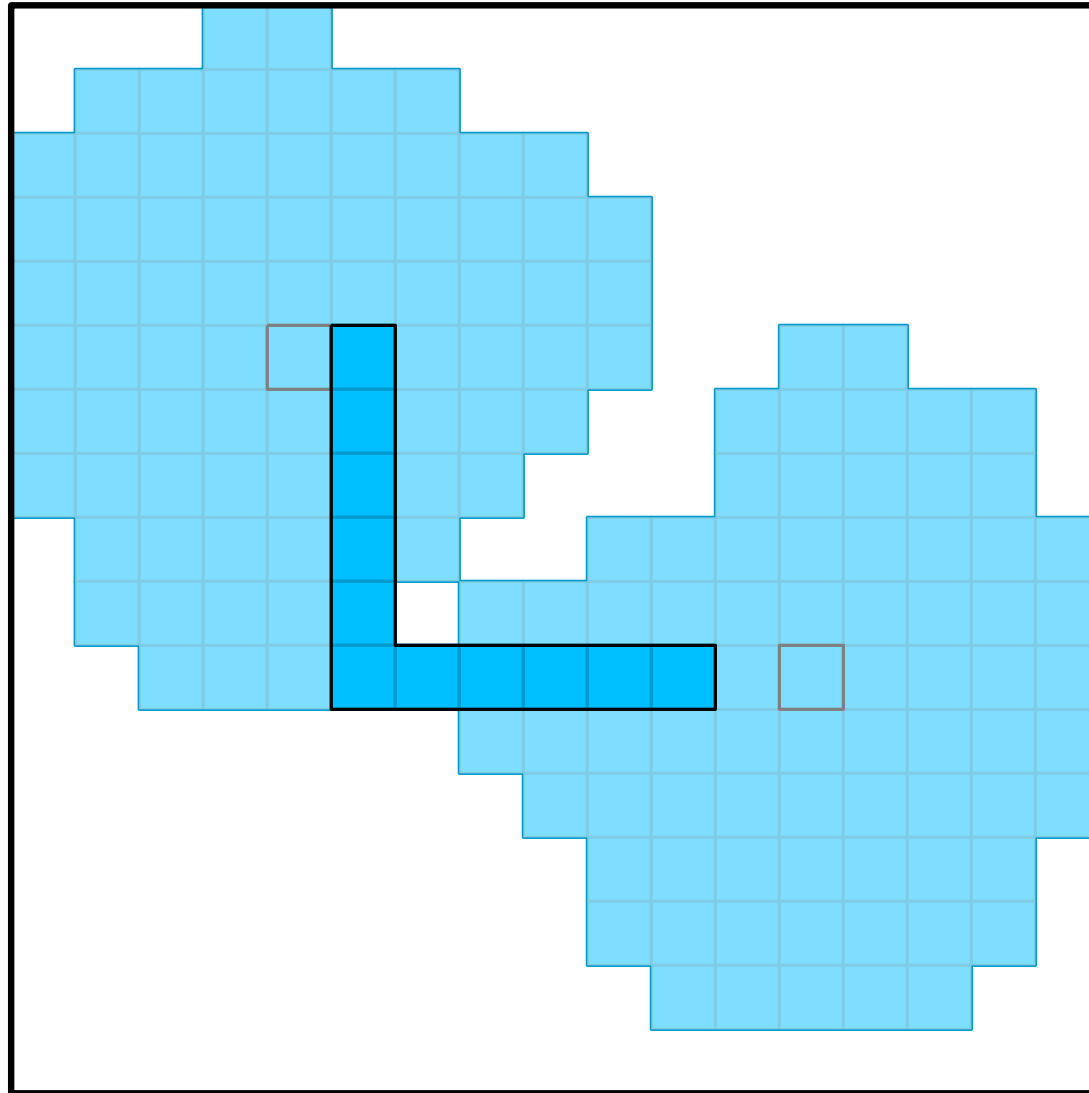
## 2 Colours (Free)



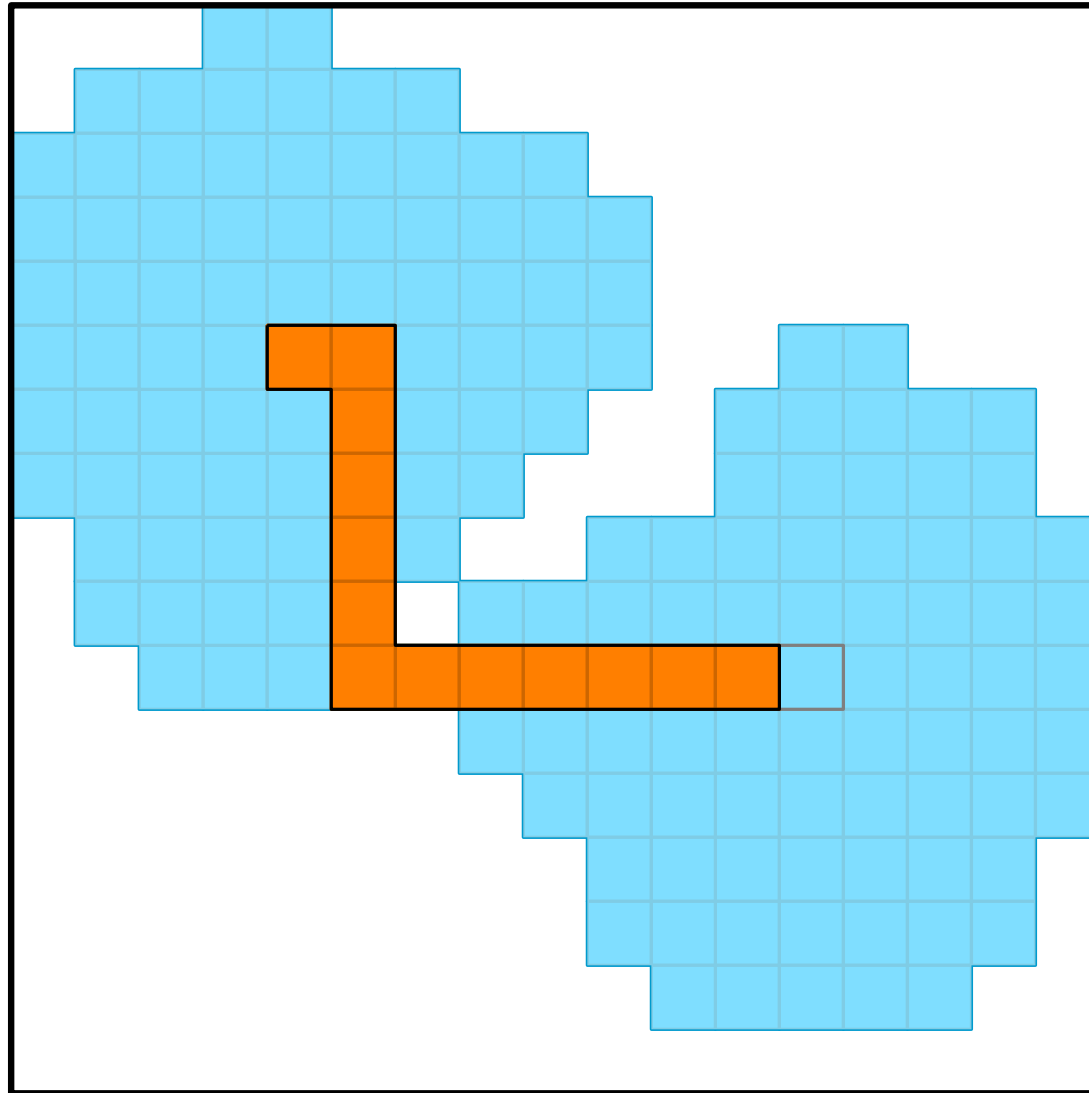
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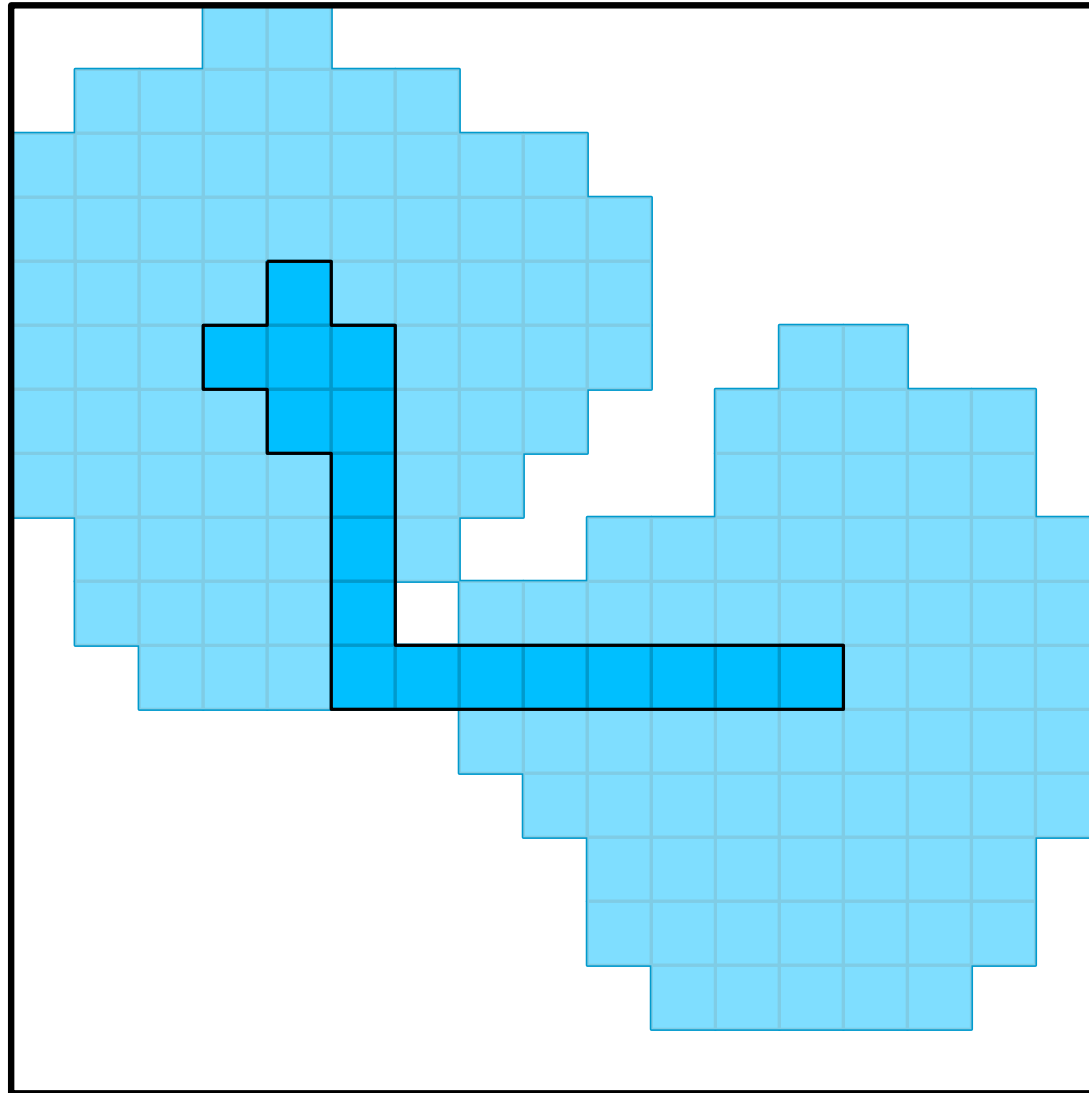
## 2 Colours (Free)



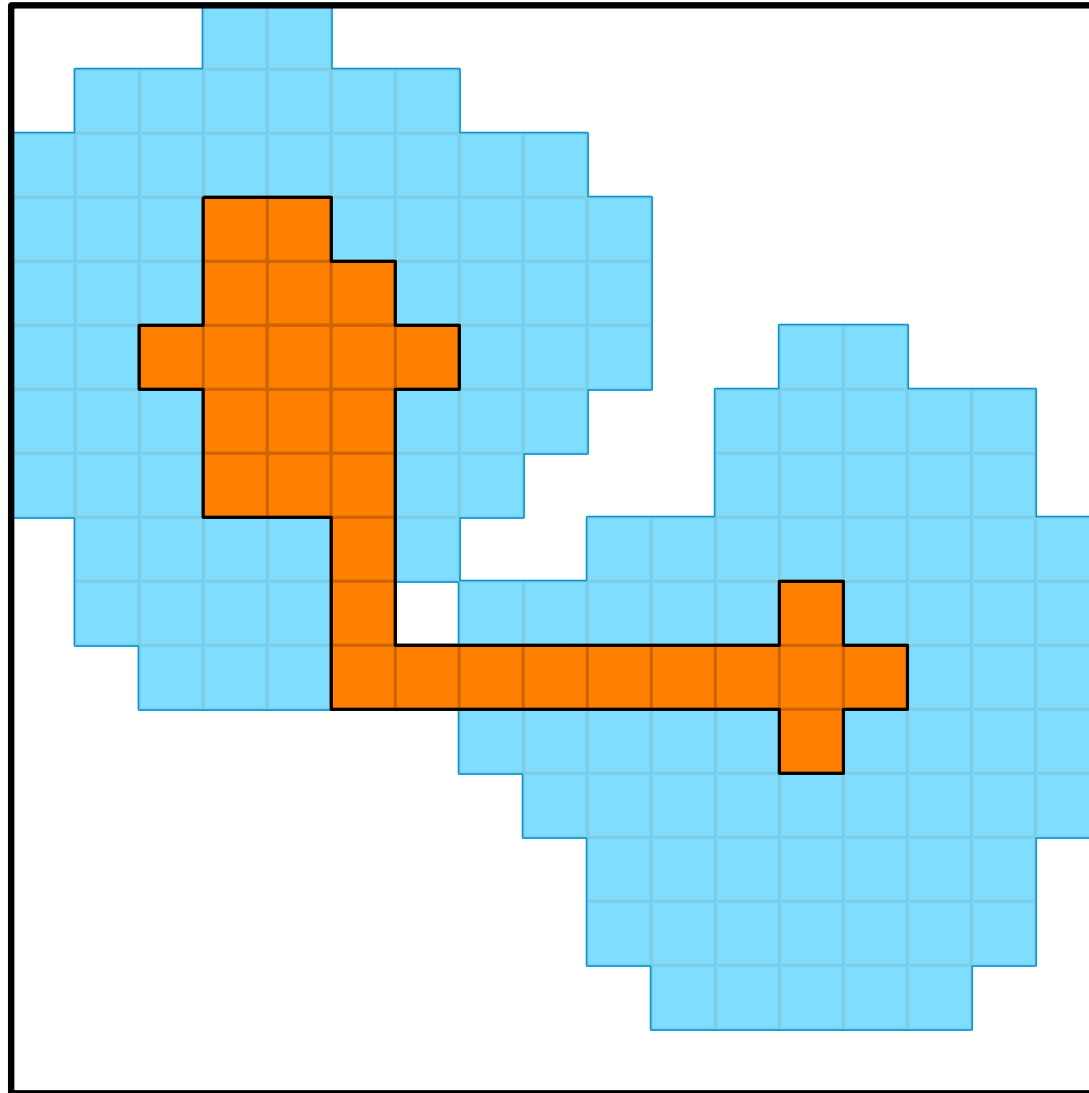
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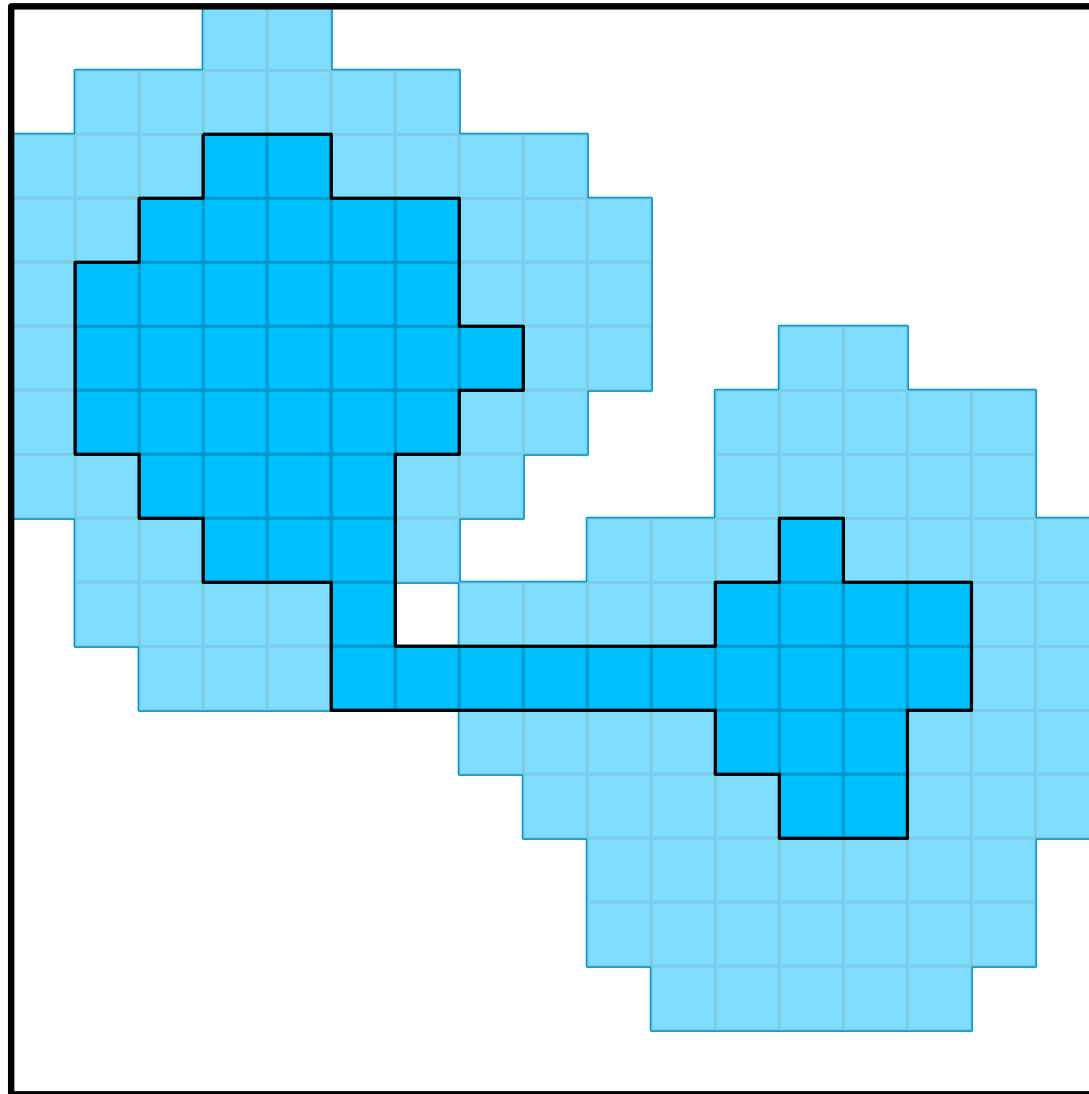


## 2 Colours (Free)

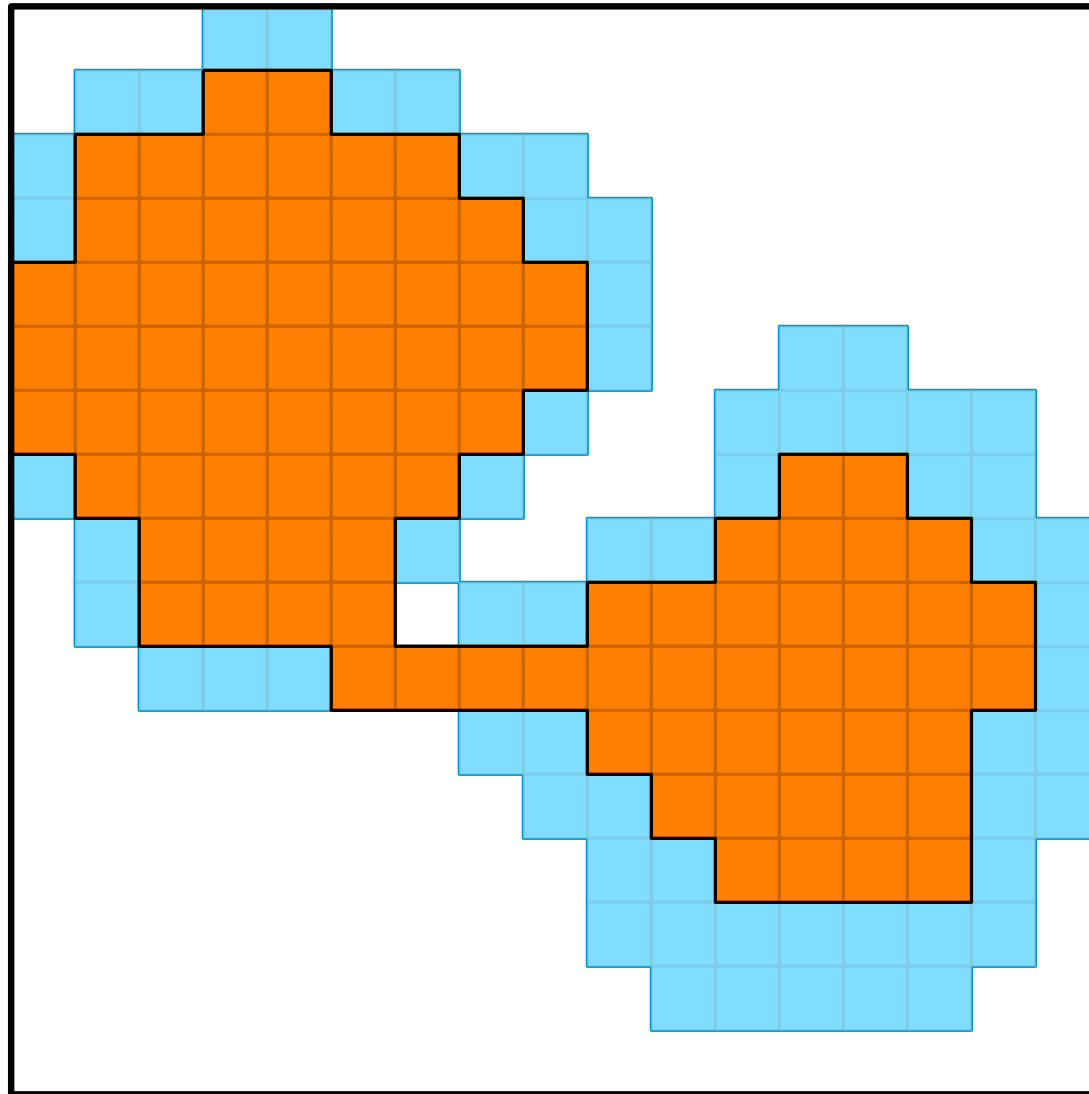




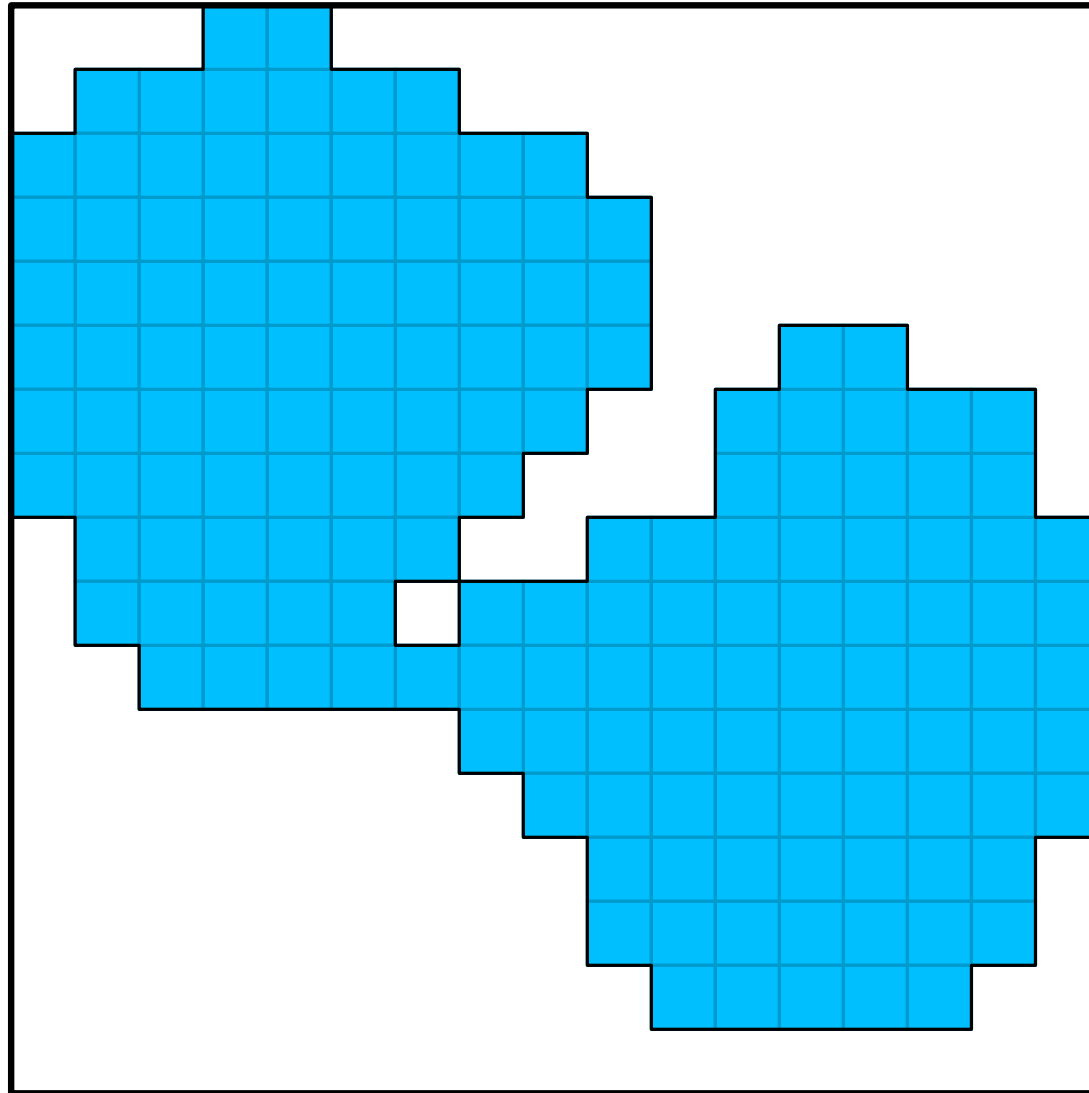
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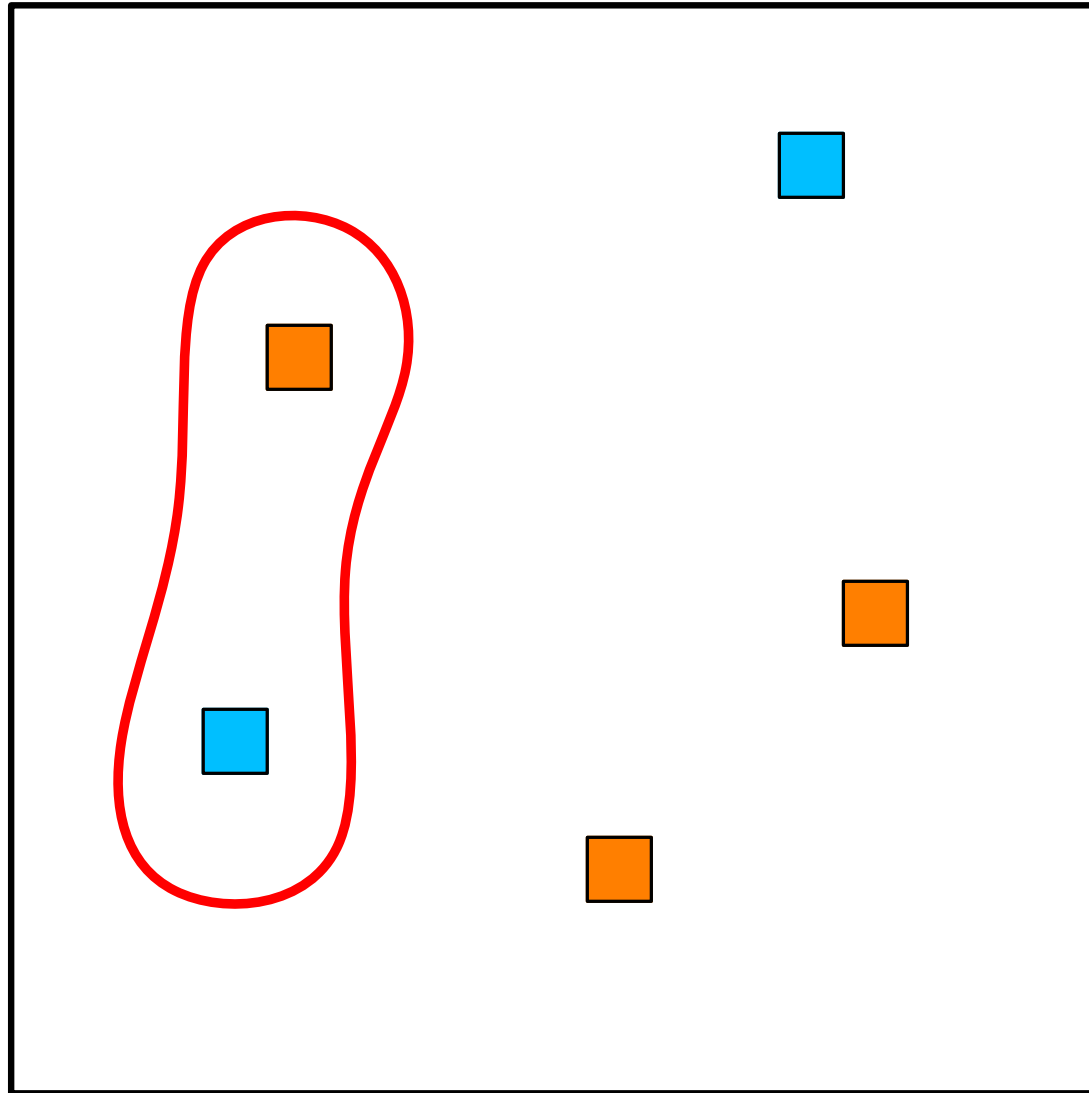
## 2 Colours (Free)



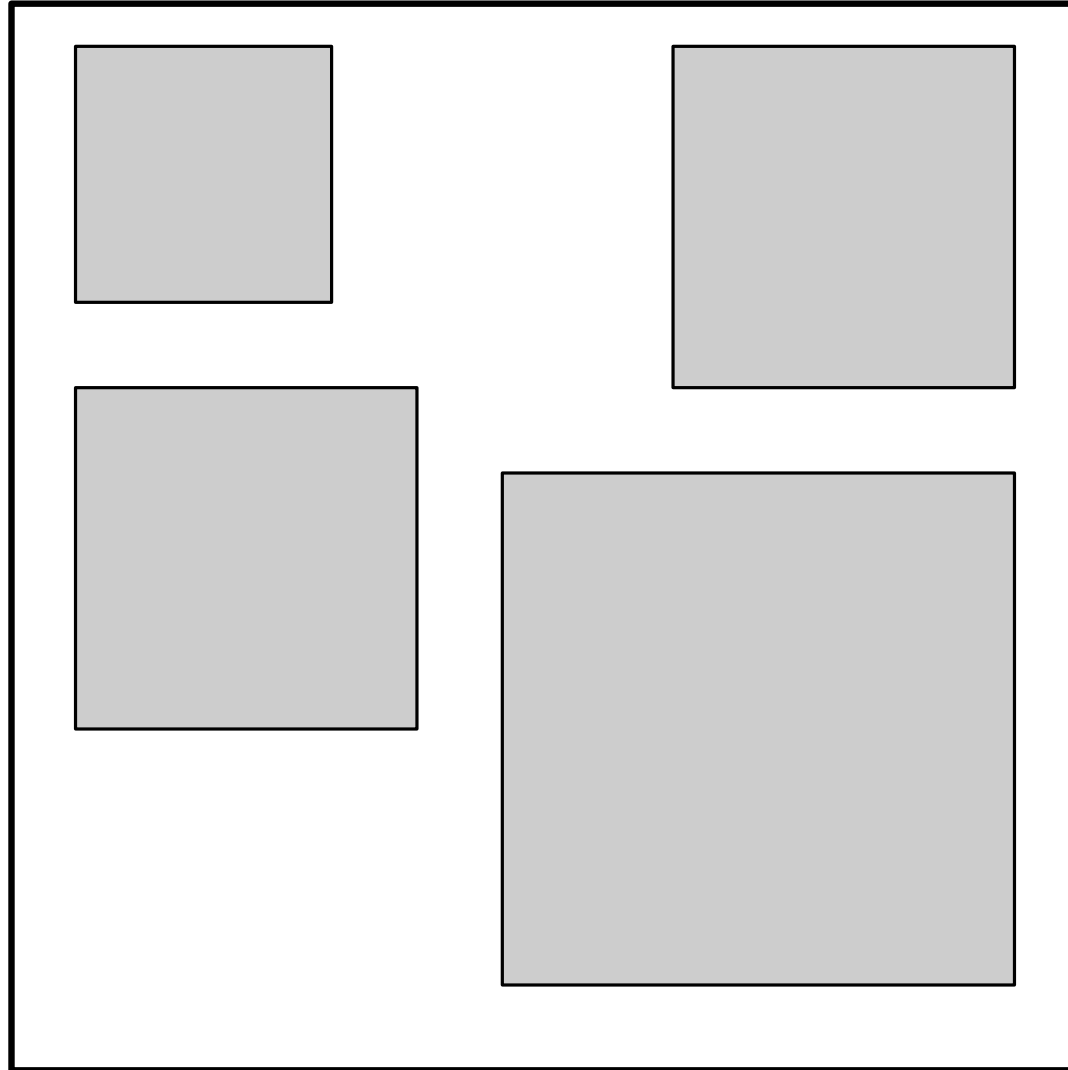
## 2 Colours (Free)



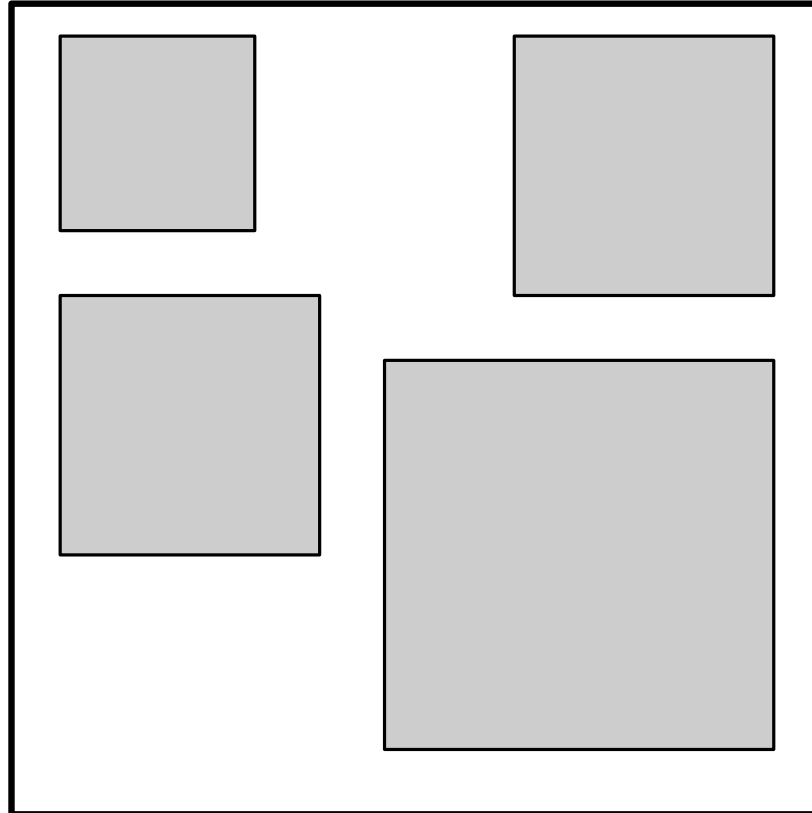
## 2 Colours (Free)



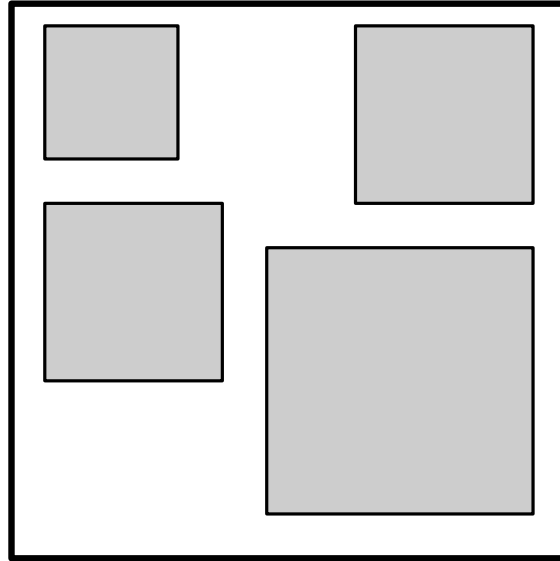
# 3 or More Colours (Free)



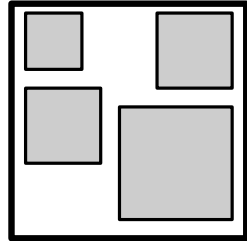
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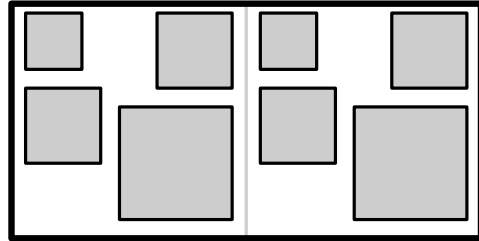


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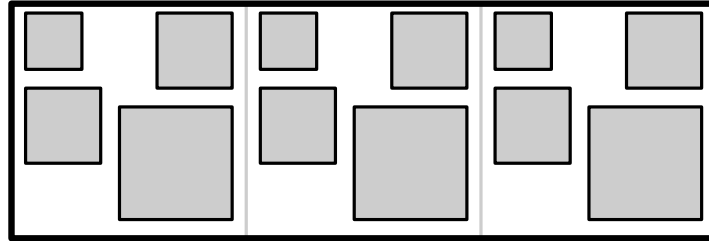




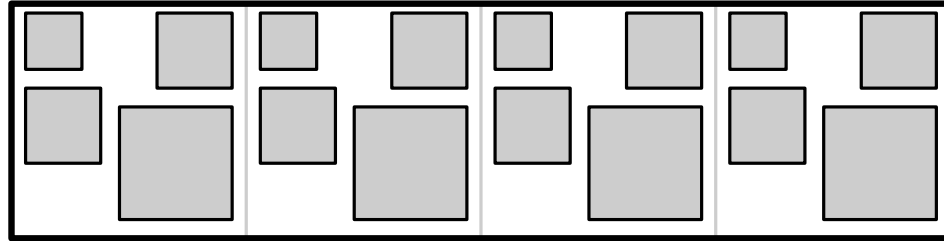
# 3 or More Colours (Free)



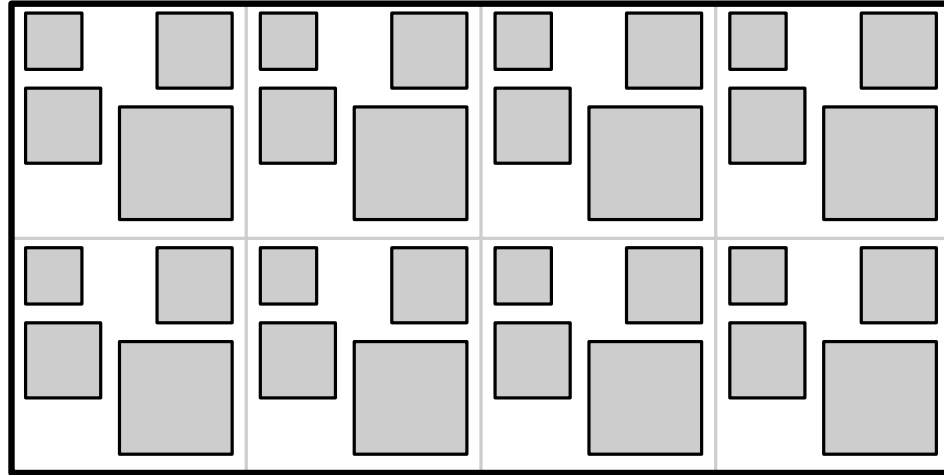
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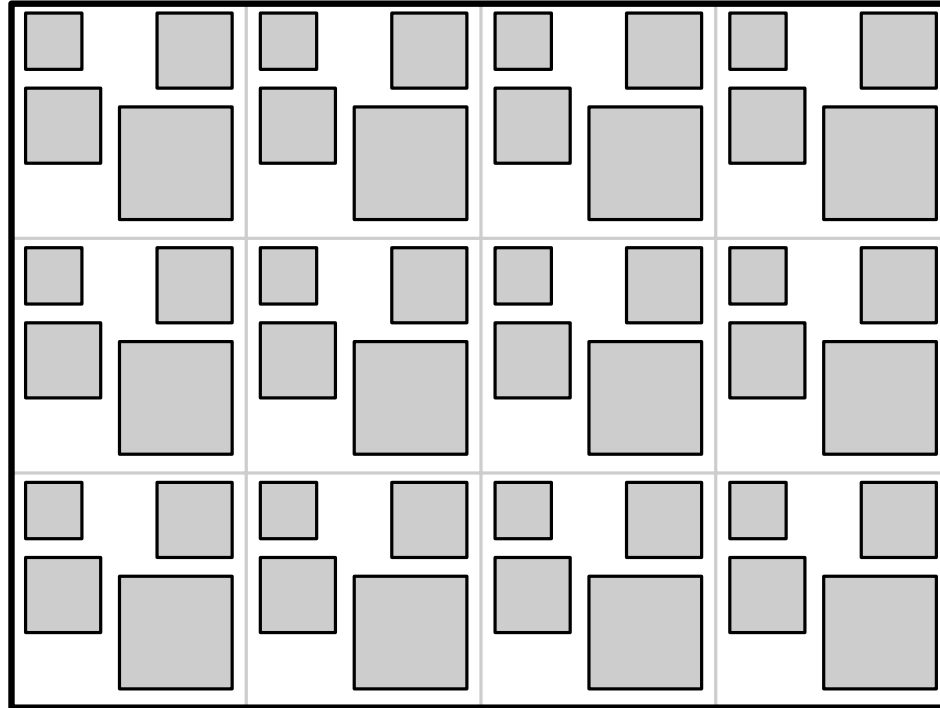
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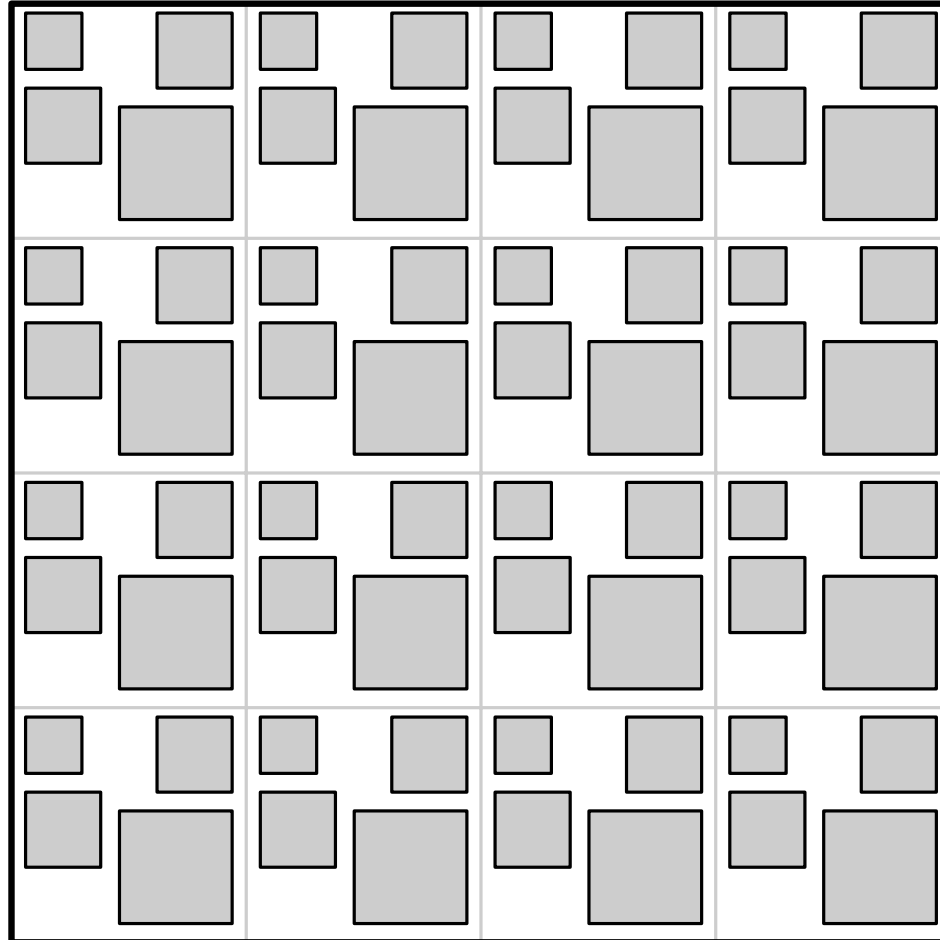
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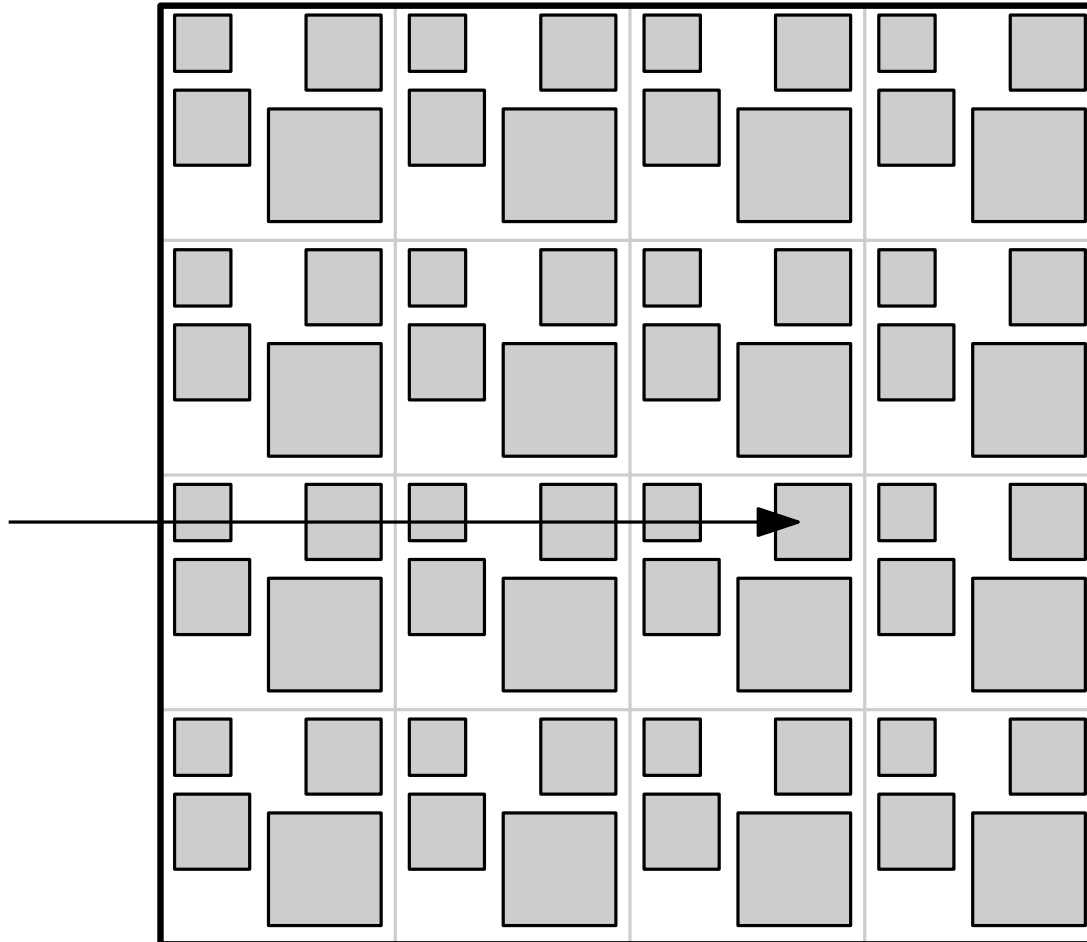
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