

Slant is NP-Complete

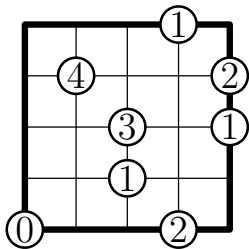
and Some Variations are in P

Jayson Lynch, Jack Spalding-Jamieson (Presenting)

July 2024

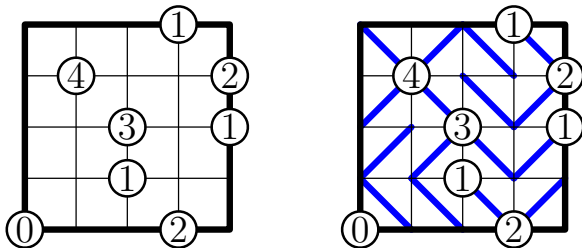
The puzzle “Slant” AKA “Gokigen Naname”

- ▶ Start with: Grid and numbers on vertices.



The puzzle “Slant” AKA “Gokigen Naname”

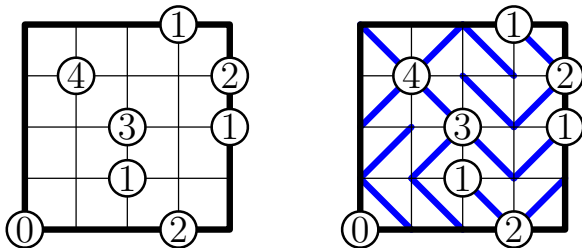
- ▶ Start with: Grid and numbers on vertices.



- ▶ Want: Diagonals filling cells, with constraints.
- ▶ Constraints:
 - ▶ Number label = incident diagonal count
 - ▶ No cycles

The puzzle “Slant” AKA “Gokigen Naname”

- ▶ Start with: Grid and numbers on vertices.



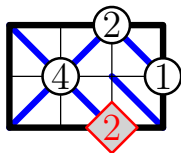
- ▶ Want: Diagonals filling cells, with constraints.
- ▶ Constraints:
 - ▶ Number label = incident diagonal count
 - ▶ No cycles

Time complexity of solving an $n \times n$ Slant puzzle?

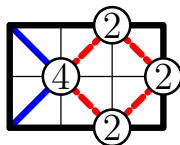
Terminology

- ▶ **Vertex constraints:** Number label = incident diagonal count
- ▶ **Cycle constraint:** No cycles

Invalid solutions:

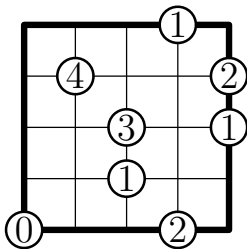


Degree 2 vertex constraint
unsatisfied.



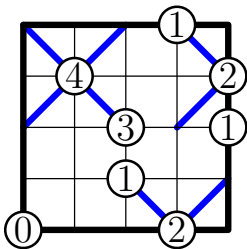
Red diagonals form a cycle.

Quick example



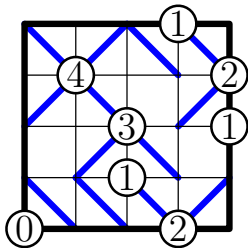
- ▶ Constraints:
 - ▶ Number label = incident diagonal count
 - ▶ No cycles

Quick example



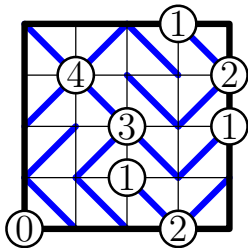
- Constraints:
 - Number label = incident diagonal count
 - No cycles

Quick example



- Constraints:
 - Number label = incident diagonal count
 - No cycles

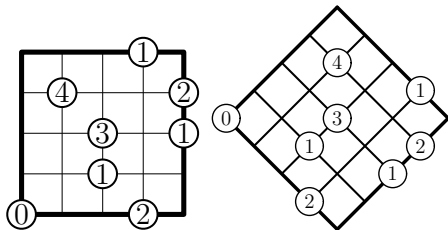
Quick example



- Constraints:
 - Number label = incident diagonal count
 - No cycles

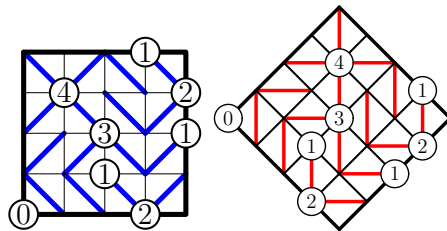
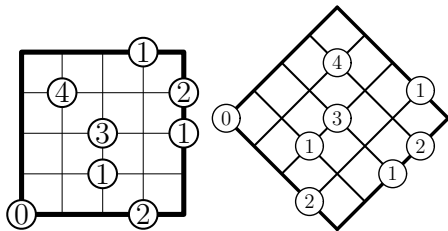
Orientation of the puzzle

Rotate slant puzzles 45° from now on.

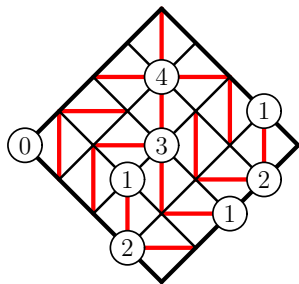
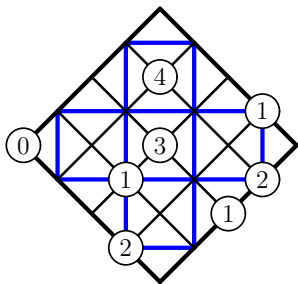
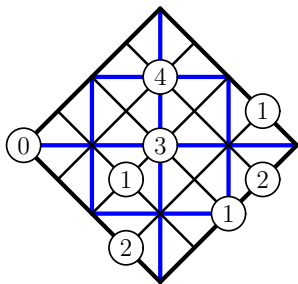


Orientation of the puzzle

Rotate slant puzzles 45° from now on.



The two grid graphs forming the solution space

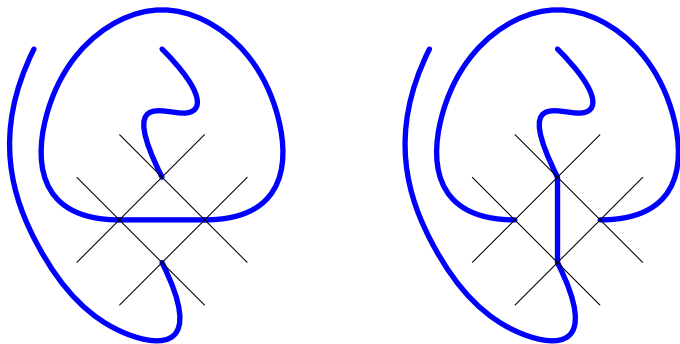


The diagonals become potential edges from two complementary (dual) grid graphs.

Extending partial solutions

Theorem

A partially-filled Slant board w/o vertex constraints and no cycles can be extended to a solution.



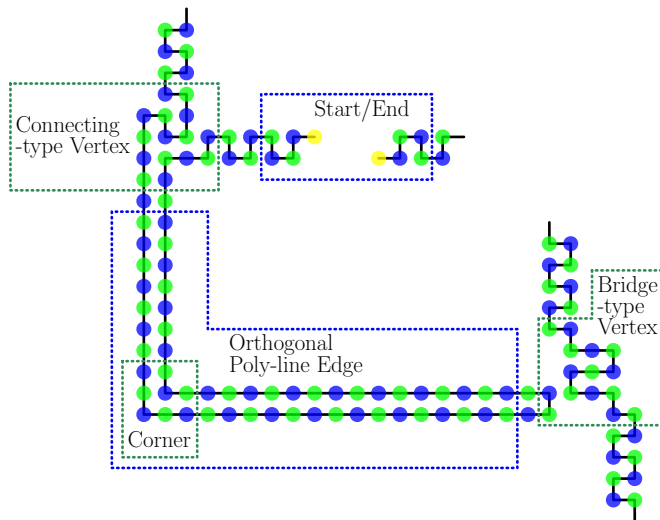
Greedy fill: If one choice for a cell induces a cycle, the other cannot.

NP-Hardness: Two-step reduction idea

Facts:

- ▶ Hamiltonian Cycle is NP-complete for planar, bipartite, 3-regular graphs.
- ▶ Hamiltonian Cycle is NP-complete for grid graphs. Reduction from planar, bipartite, 3-regular graphs.

Additional gadget: Forced edge



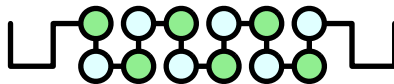
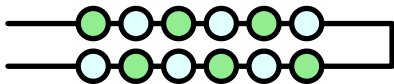
NP-Hardness: Backbone

Goal: Mimic behaviour of Hamiltonian Cycle in each gadget



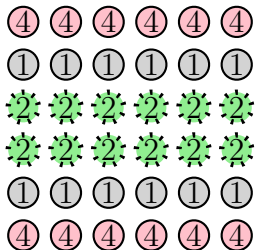
NP-Hardness: Backbone

Goal: Mimic behaviour of Hamiltonian Cycle in each gadget



NP-Hardness: Backbone

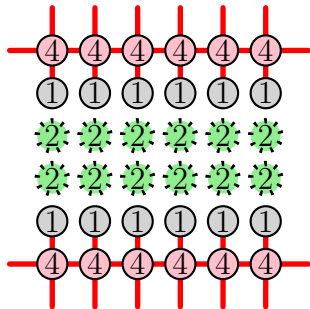
Goal: Mimic behaviour of Hamiltonian Cycle in each gadget



Green vertices will emulate the grid graph in the Hamiltonian Cycle problem.

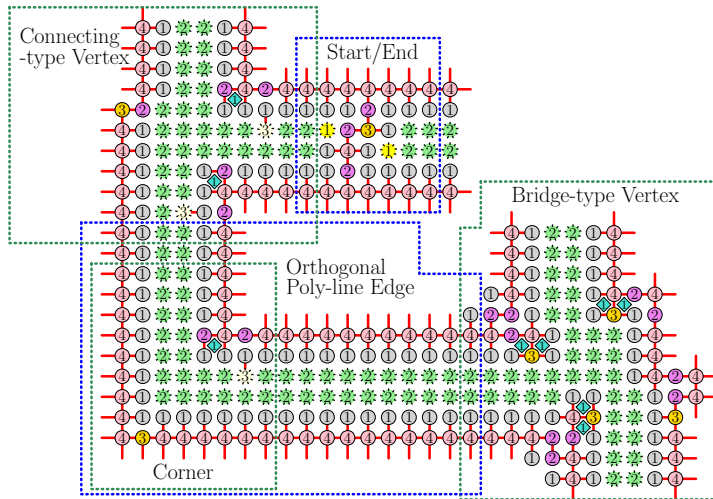
NP-Hardness: Backbone

Goal: Mimic behaviour of Hamiltonian Cycle in each gadget



Green vertices will emulate the grid graph in the Hamiltonian Cycle problem.

NP-Hardness: Emulating the gadgets

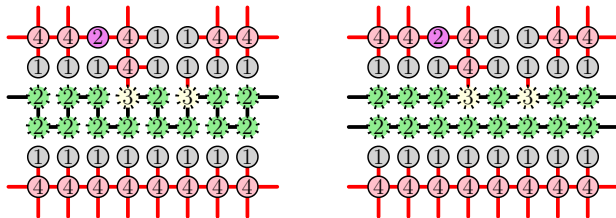


NP-Hardness: Filling the void

Problem 1: Backbone around a face would create a cycle

Problem 2: Vertices in face itself are not connected to rest of graph

Solution: One incision along each face + partial fill result.



Results not talked about here + Open questions

In the paper:

- ▶ The problem's complexity remains essentially the same for both dense and sparse representations.
- ▶ The constraints break into a specific 5-way matroid intersection—two partition matroid pairs representing b -matchings in the dual grid graphs, and one planar matroid.

Results not talked about here + Open questions

In the paper:

- ▶ The problem's complexity remains essentially the same for both dense and sparse representations.
- ▶ The constraints break into a specific 5-way matroid intersection—two partition matroid pairs representing b -matchings in the dual grid graphs, and one planar matroid.

Open problems:

- ▶ The NP-Hardness construction uses all 5 of these matroids. Is the problem still hard with only 4 of them?
- ▶ Is the problem ASP-hard? $\#P$ -hard?
- ▶ Complexity of other puzzle variations involving non-grid graphs, via duality representation?

Results not talked about here + Open questions

In the paper:

- ▶ The problem's complexity remains essentially the same for both dense and sparse representations.
- ▶ The constraints break into a specific 5-way matroid intersection—two partition matroid pairs representing b -matchings in the dual grid graphs, and one planar matroid.

Open problems:

- ▶ The NP-Hardness construction uses all 5 of these matroids. Is the problem still hard with only 4 of them?
- ▶ Is the problem ASP-hard? $\#P$ -hard?
- ▶ Complexity of other puzzle variations involving non-grid graphs, via duality representation?

Fin.