Punch Out Model Synthesis

A Stochastic Algorithm for Constraint Based Tiling Generation

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Punch Out Model Synthesis

A Constraint Based Tiling
Generation algorithm

- Contradiction resilience
- Works on large grids
- Minimal setup requirements

Pill Mortal Tile Set
64x64 cells, 190 tile count

Introduction

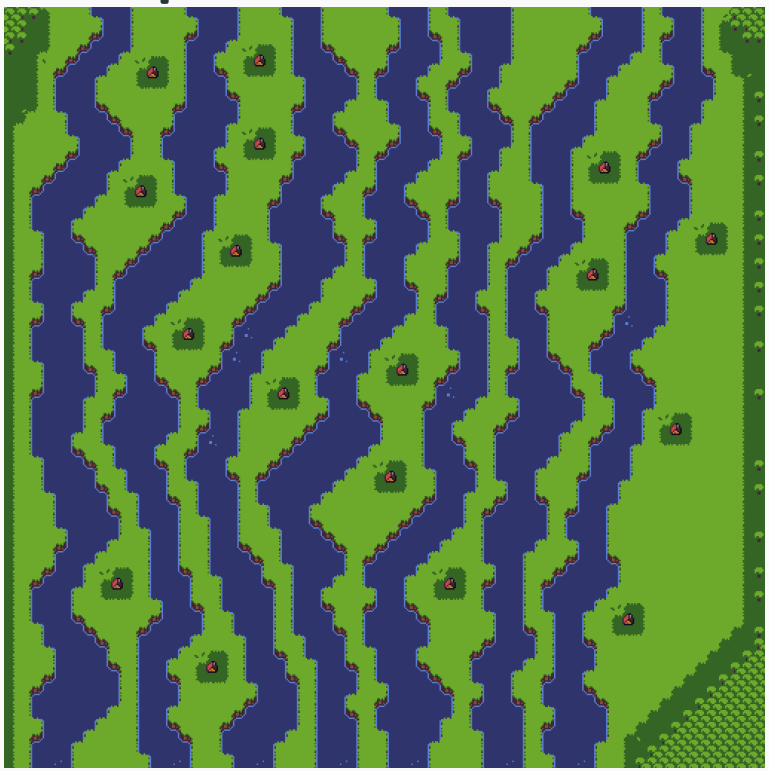
Constraint Based Tiling Generation (*CBTG*) Problem

Find a valid grid realization

A *realization* is a single *tile* placement at each *cell* respecting *constraints*.

(*Cells* hold array of *tiles*)

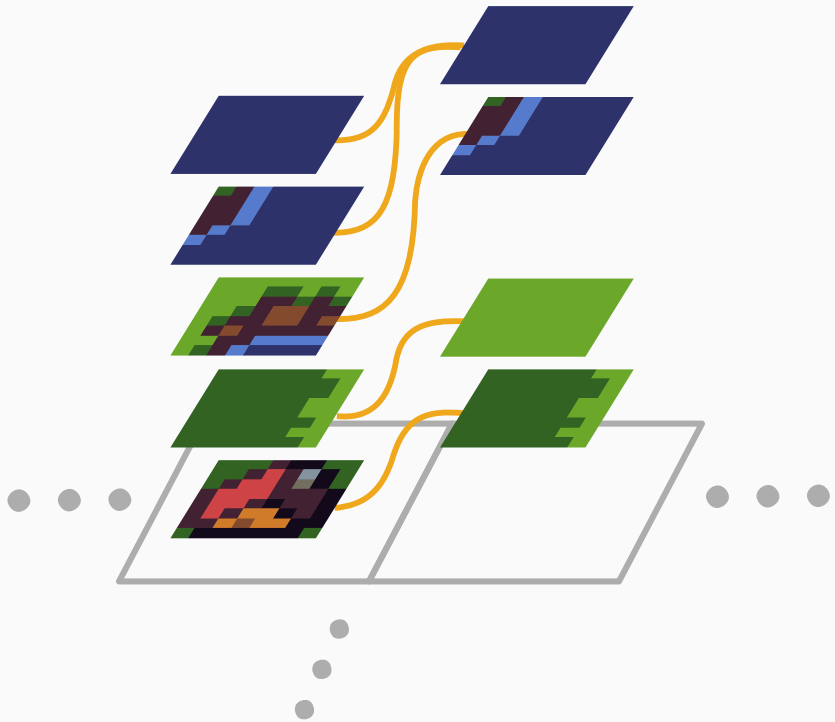
Example



64x64 cells, 159 tile count

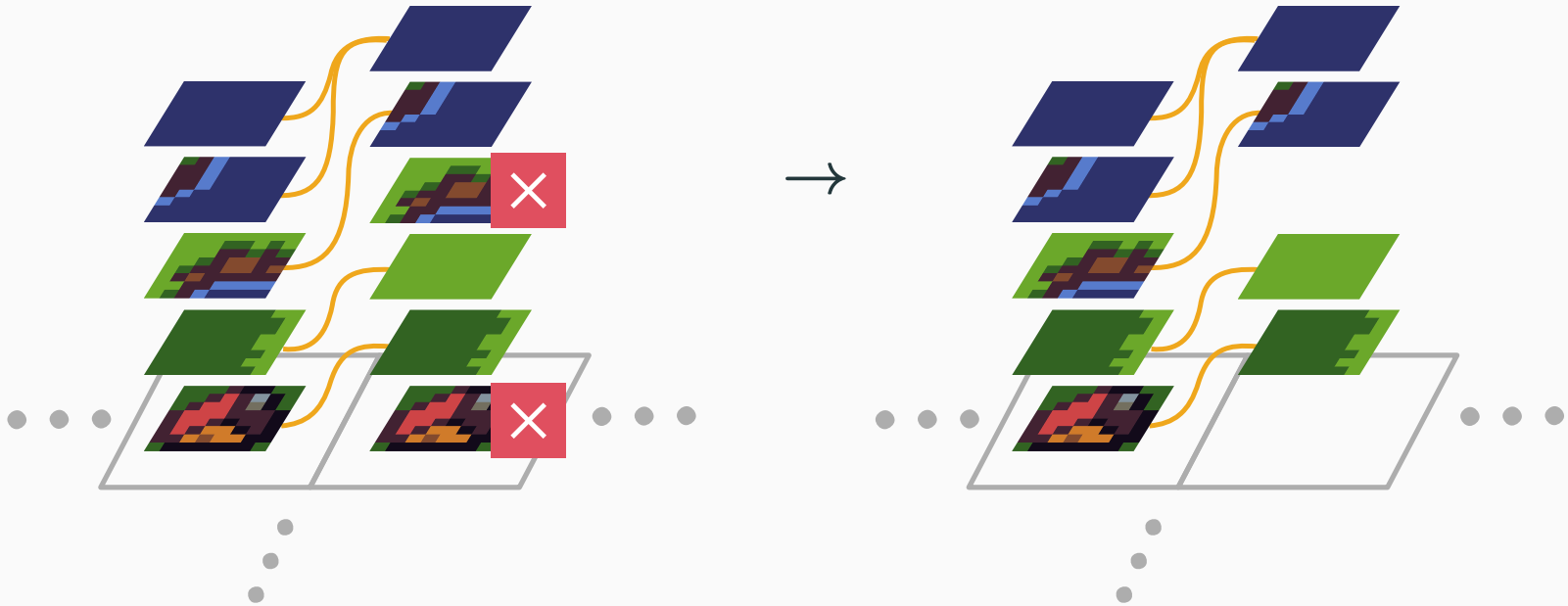
Introduction

Arc Consistency: all *tiles* in every *cell* have at least one valid neighbor in each direction



Introduction

Basis for *Constraint Propagation* algorithm, remove tiles without valid neighbors



Introduction

Block Level Solver: completely maintains *Arc Consistency*

Grid Level Solver: only keep minimal information for the entire grid but work on *block* sub-regions

Related Work

	WFC	*BMS*	*MMS*	*POMS*
Solver Type	Block	Block	Grid	**Grid**
Contradiction Resilience	No	Yes	Yes	**Yes**
Block Step Consistent	n/a	n/a	Yes	**No**
Indeterminate Initial State	Yes	Yes	No	**Yes**
Ergodic	Yes	Yes	No	**Yes**

WFC : *Wave Function Collapse* (*Gumin*)

BMS : *Breakout Model Synthesis* (*Hoetzlein*)

MMS : *Modify in Blocks Model Synthesis* (*Merrell*)

POMS : *Punch Out Model Synthesis*

Related Work

Tile Arc Consistent Correlation Length (*TACCL*) (Hoetzlein)

How much influence does a tile choice have over long distances?

TACCL as a heuristic to estimate correlation length and to help choose block size

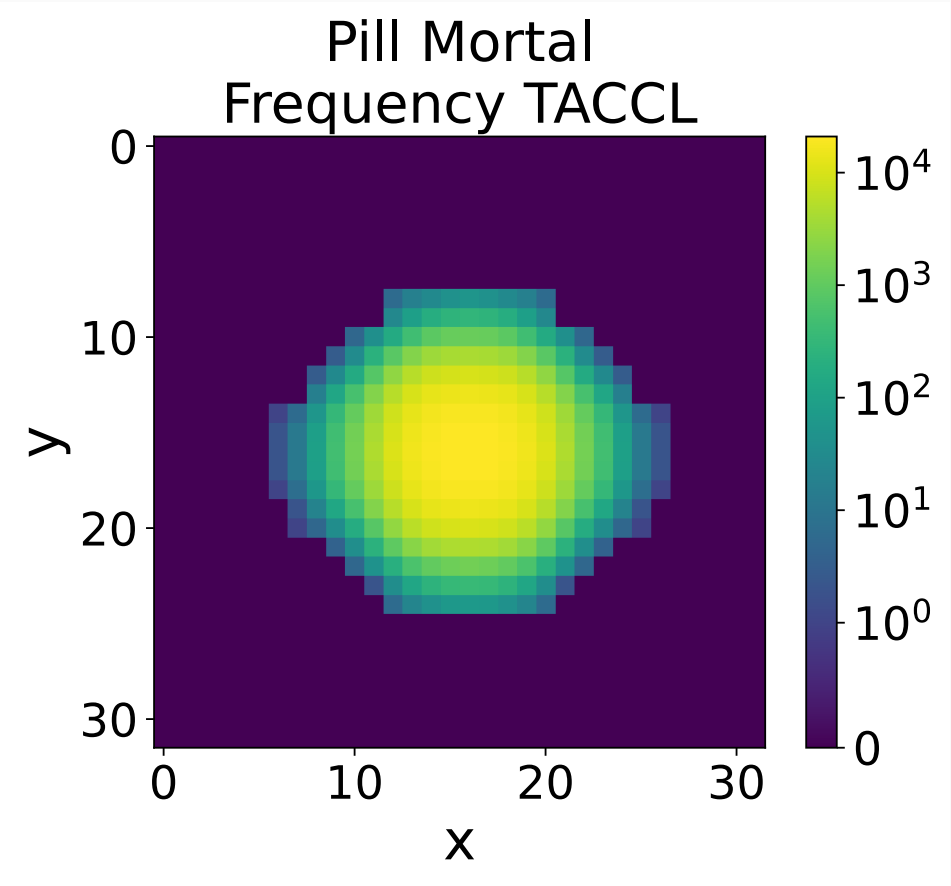
Tile Arc Consistent Correlation Length (TACCL)

TACCL

Take block in isolation

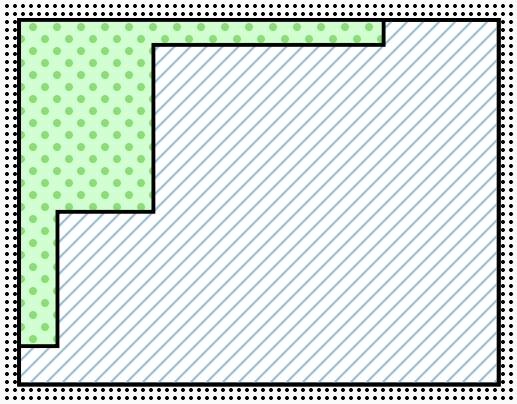
- Set block to indeterminate state
- Fix a tile at the center
- Propagate constraints
- Take minimum bounding box of altered cells
- Repeat for all tiles

Example



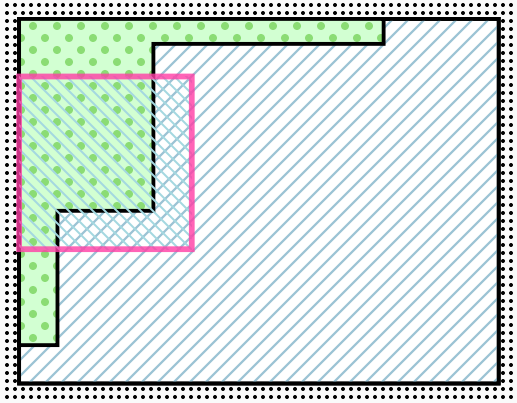
Algorithm

Grid partially realized

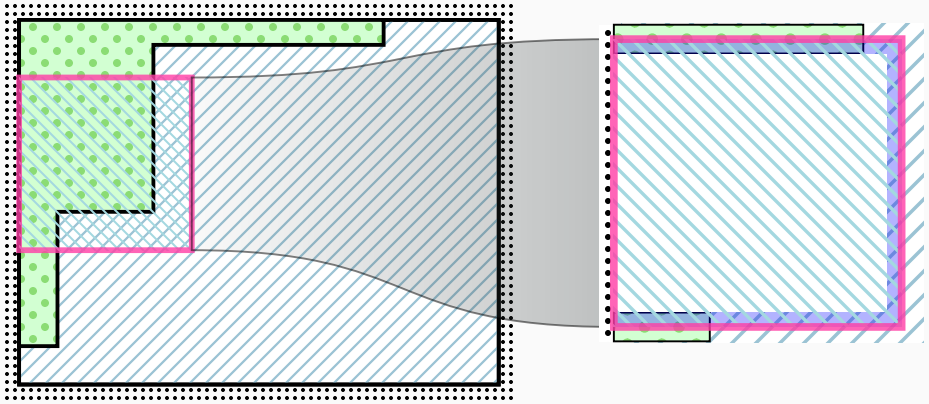


Algorithm

Choose block



Algorithm

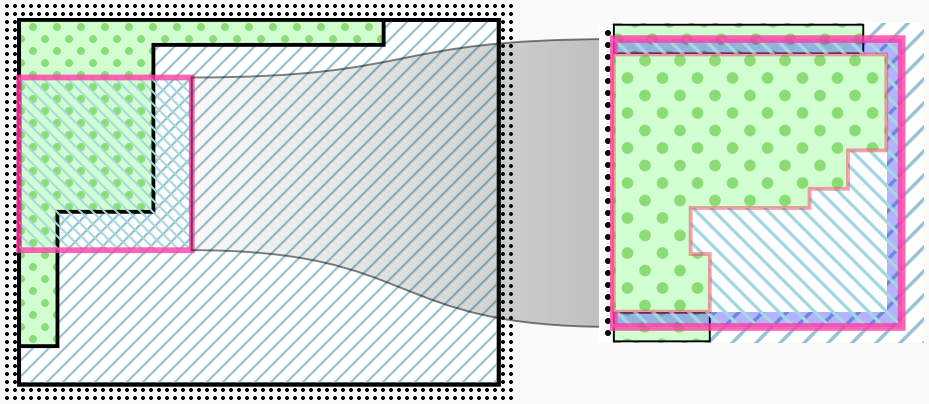


Initialize block

- Pin boundaries
- Revert interior

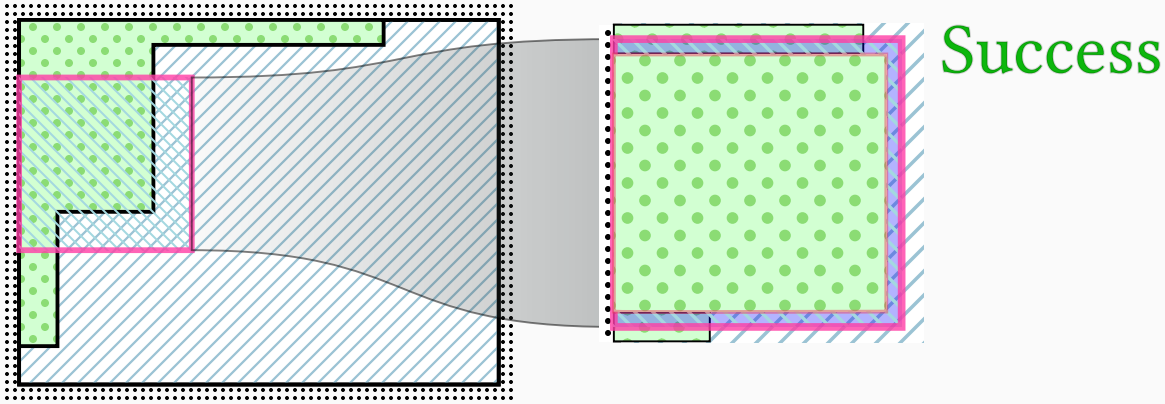
(Apply any restrictions)

Algorithm

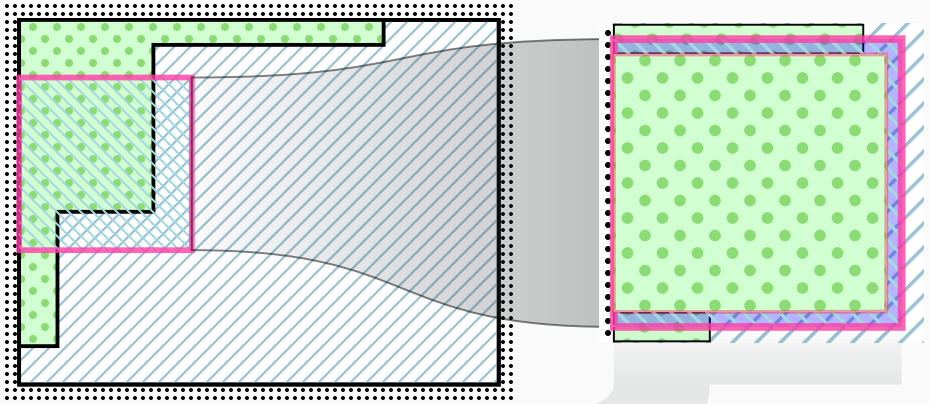


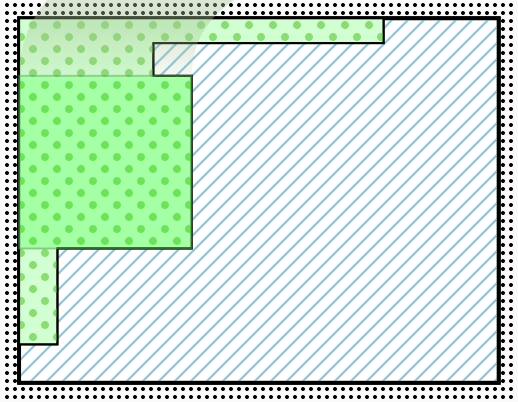
Attempt to solve

Algorithm



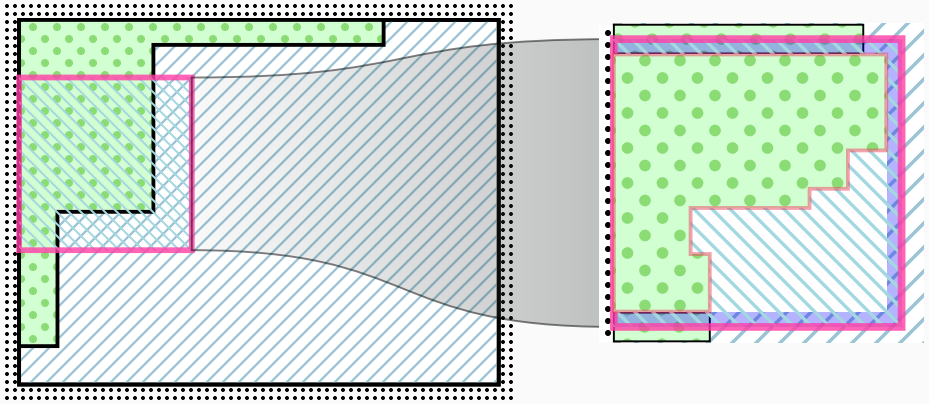
Algorithm





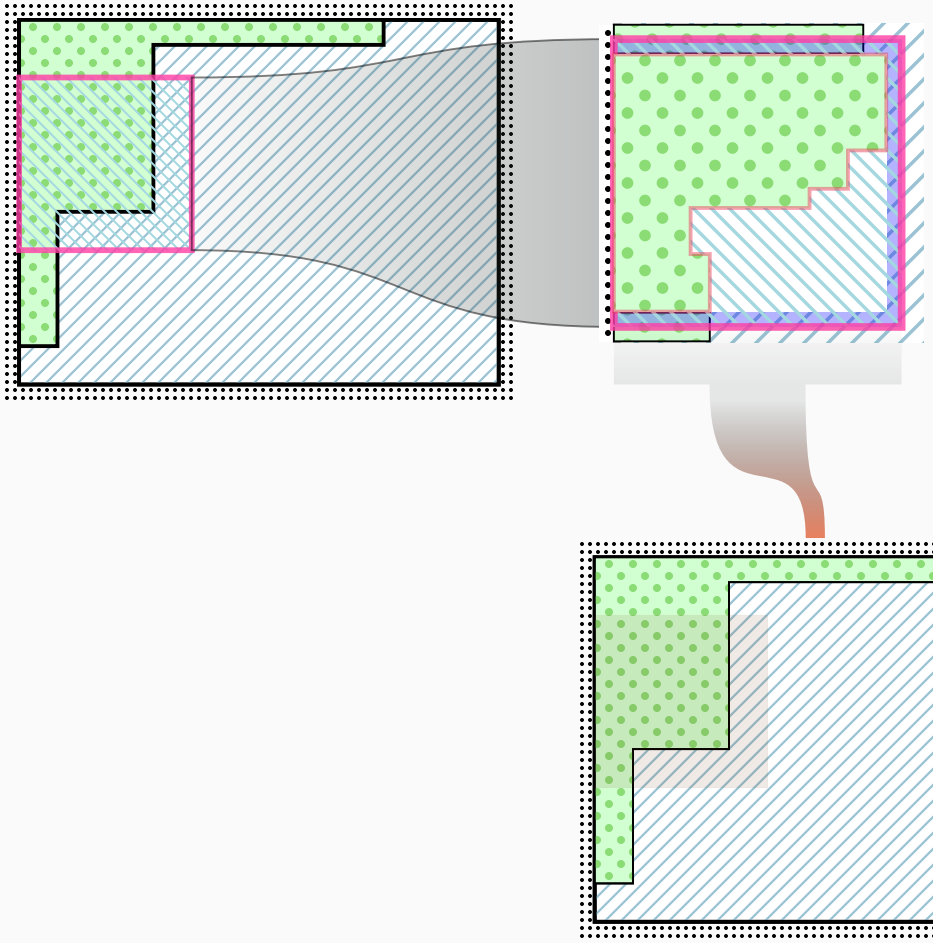
Incorporate resolved block into grid

Algorithm



Resolution failure

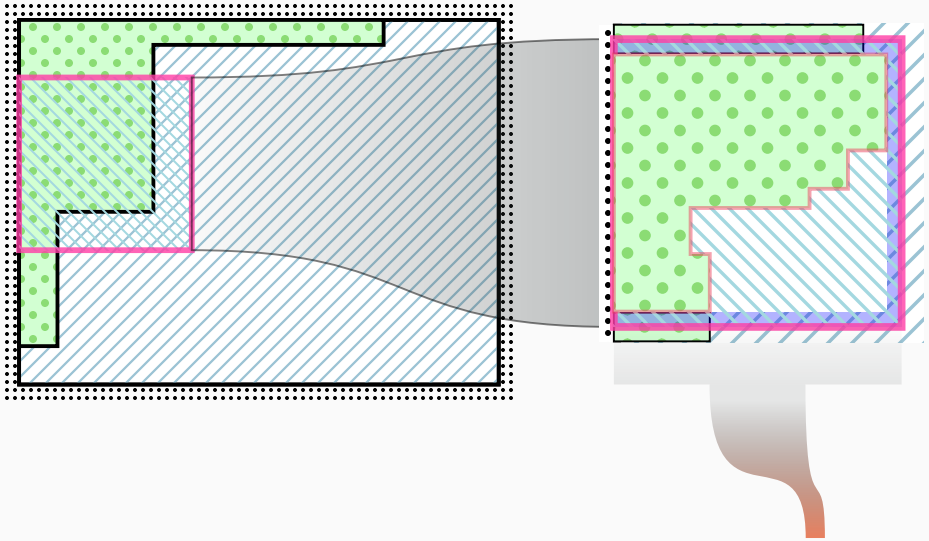
Algorithm



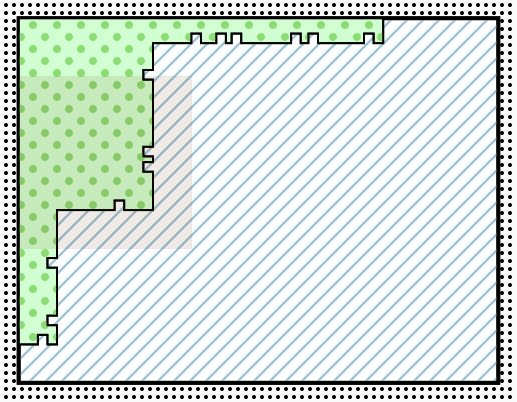
Resolution failure

Restore block

Algorithm

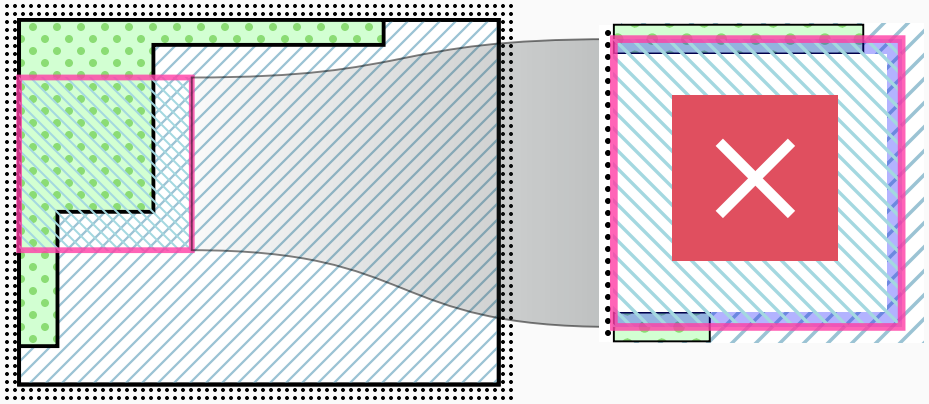


Resolution failure



Restore block
Erode boundary

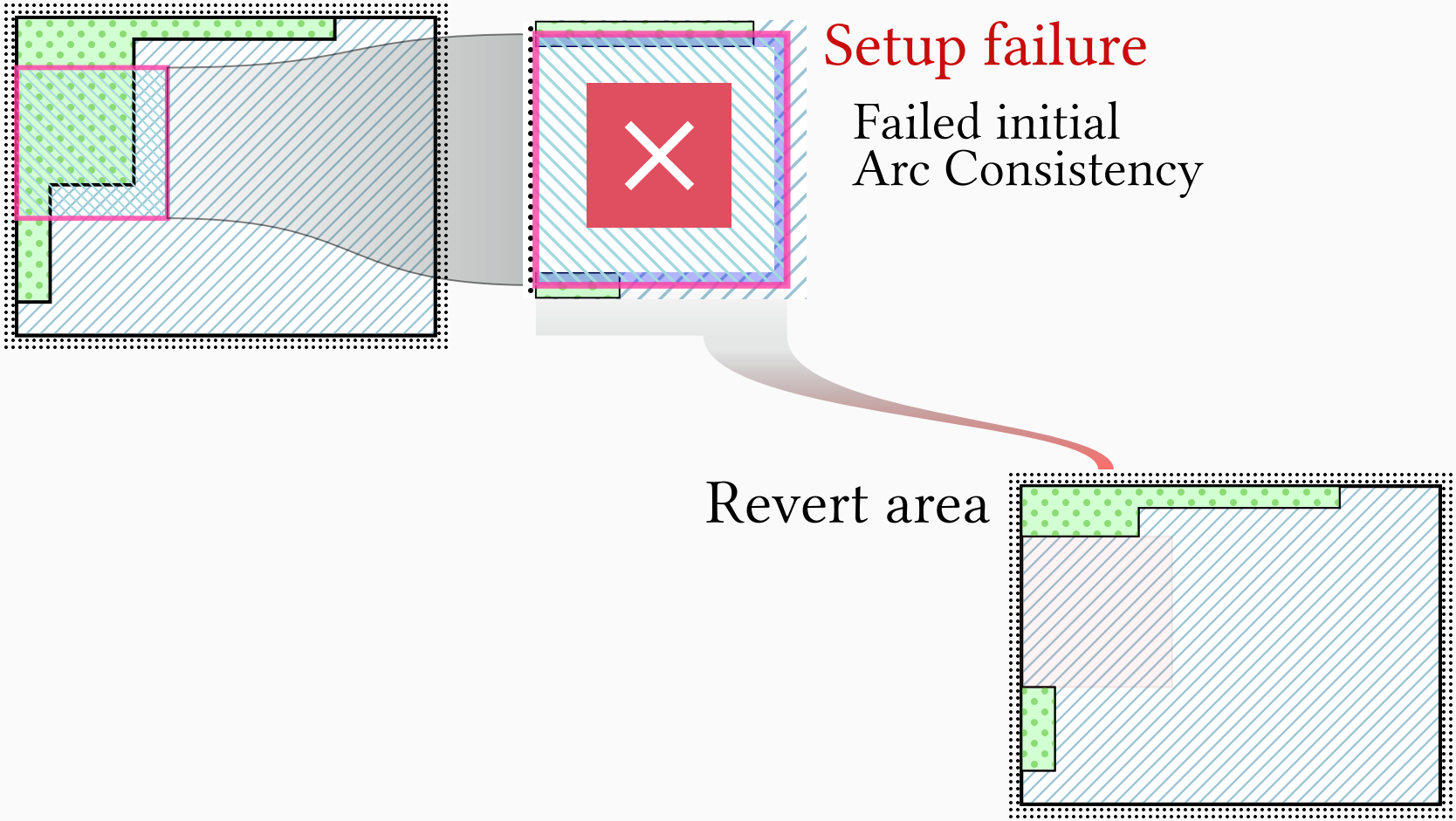
Algorithm



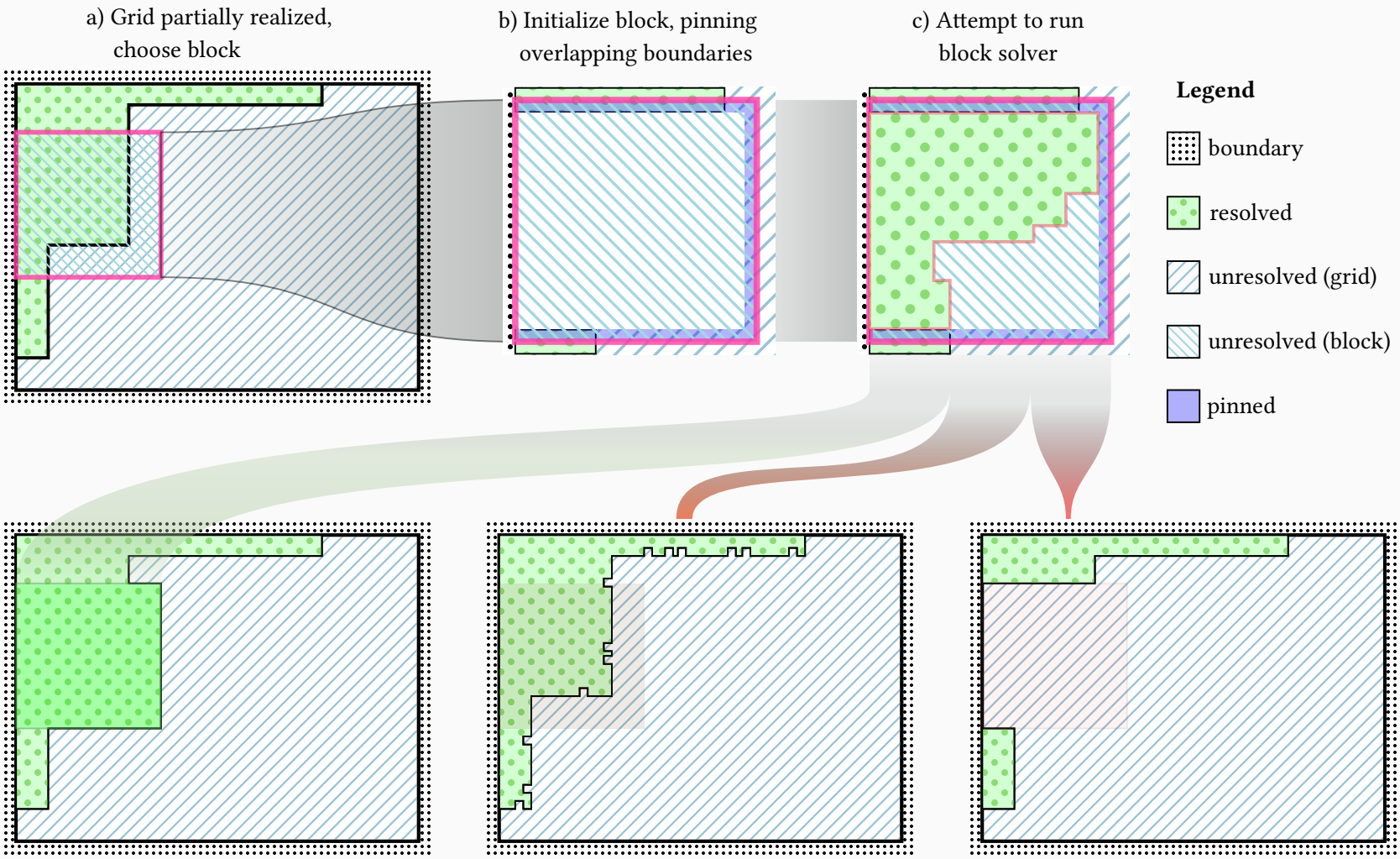
Setup failure

Failed initial
Arc Consistency

Algorithm



Algorithm

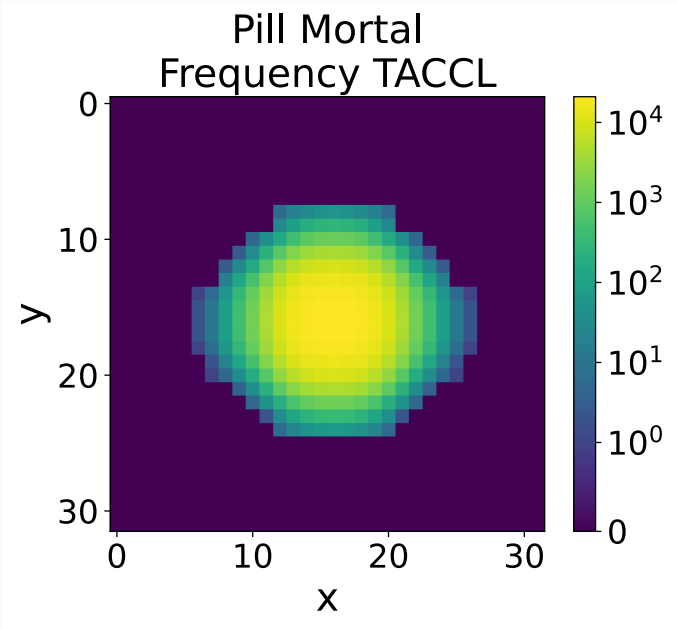


d) Success
incorporate resolved block into grid

e) Resolution failure,
restore block and erode resolved area boundaries

f) Setup failure,
revert block area in grid to unresolved

Algorithm

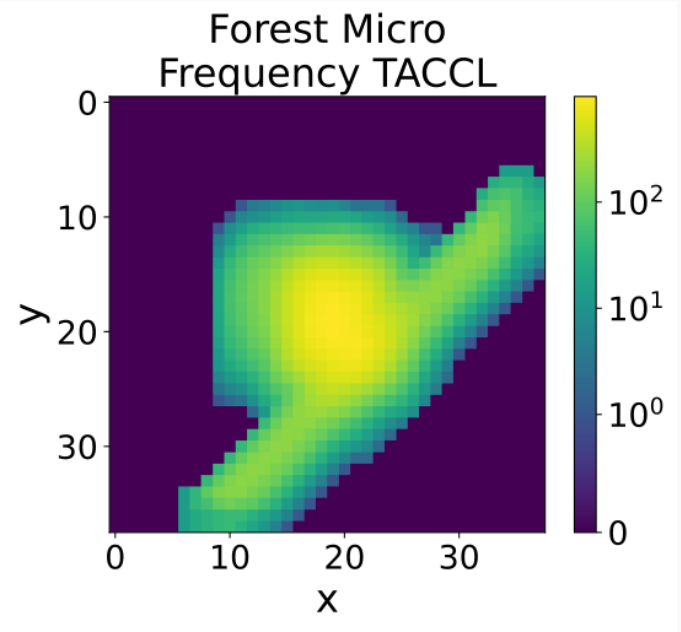


Pill Mortal

64x64 cells, 190 tiles

30x30 block

Algorithm



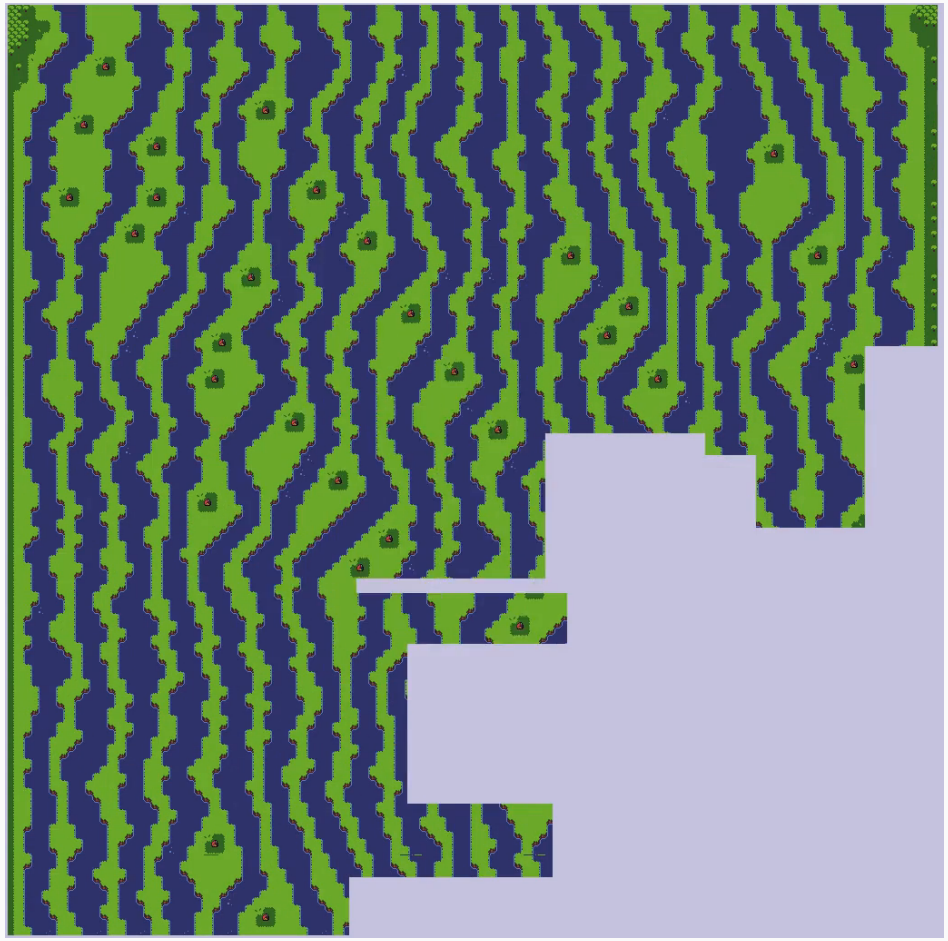
Forest Micro (ThKaspar)

128x128 cells, 159 tiles

48x48 block

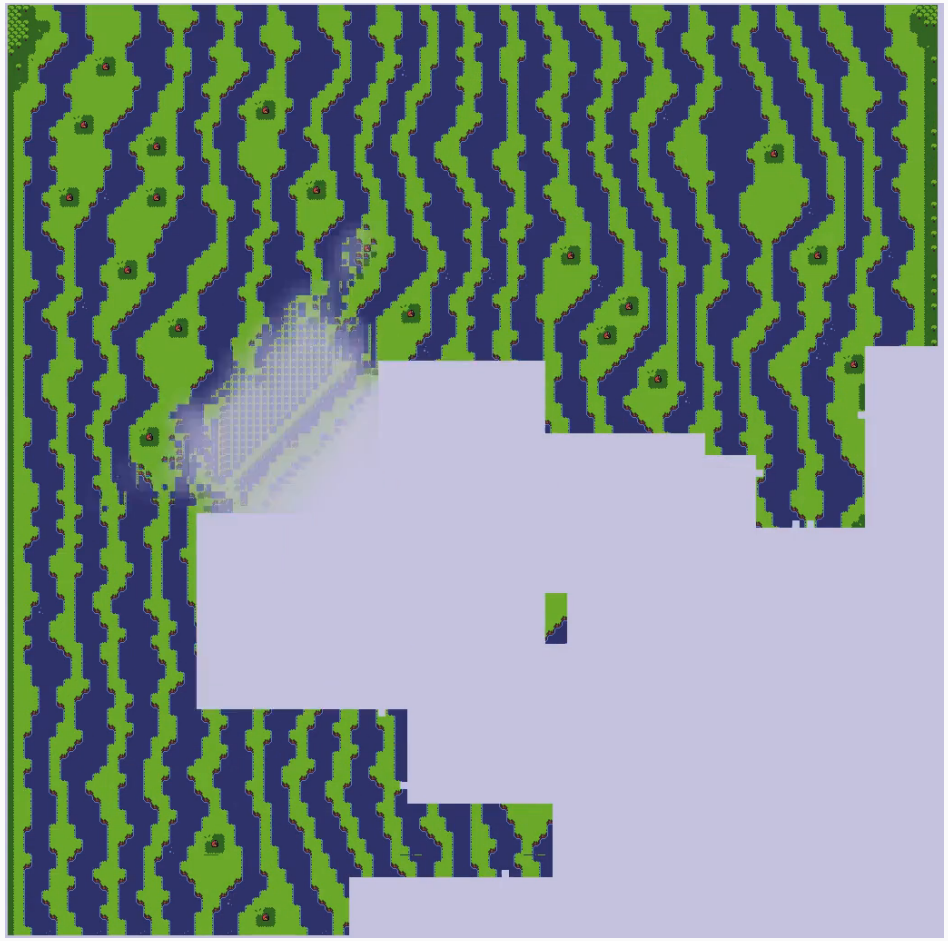
Algorithm

Reversion and Erosion



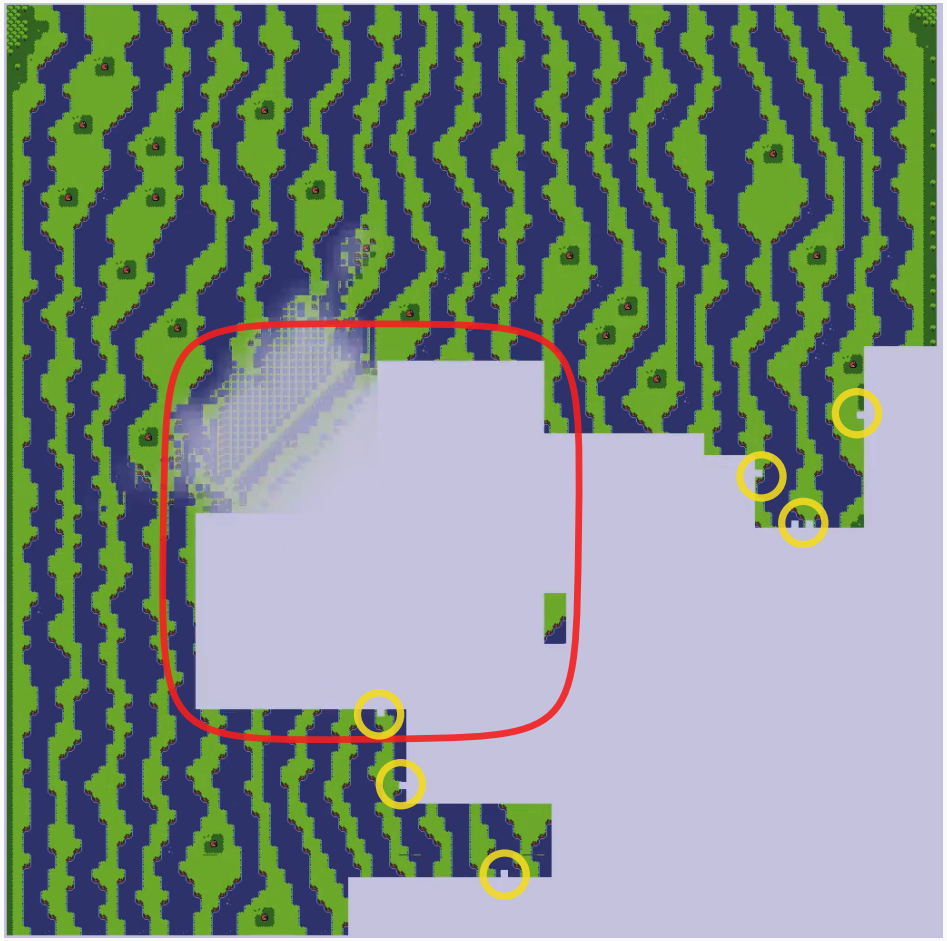
Algorithm

Reversion and Erosion



Algorithm

Reversion and Erosion



Conclusion

Punch Out Model Synthesis (POMS) is an alternative when:

- Grid is large
- Resource are limited
- Minimal setup requirements are needed/desired

Conclusion

CBTG algorithms are good at maintaining local consistency but are bad at resolving global constraints

Weak global constraints (path connections, etc.) can confound POMS and other CBTG algorithms

Sometimes global constraints are weak enough to be overcome by solving local constraints

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https://zzyzek.github.io

https://github.com/zzyzek/PunchOutModelSynthesis

https://zzyzek.github.io/PunchOutModelSynthesisWebDemo/

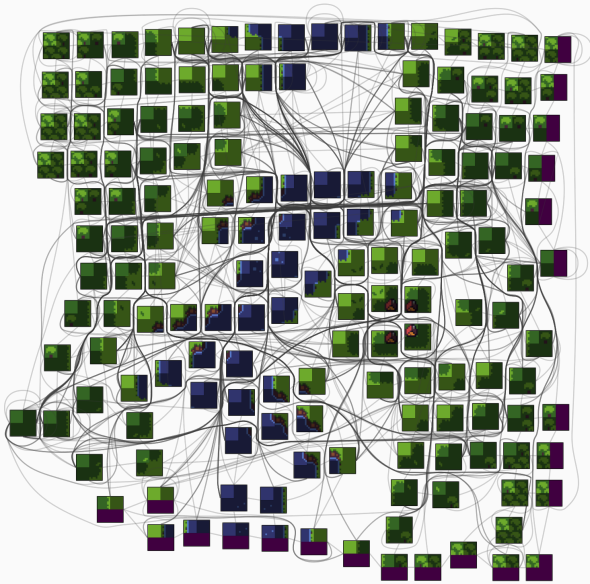
Thanks!

Auxiliary Slides

Automatic Tile Generation

`https://zzyzek.github.io/TileRuleHighlighter/`

Rule Graph (Forest Micro) **Rule Highlighter**



Highlighted Runs

LUNARSIGNAL's *Overhead Action RPG Overworld* Tile Set (x10)

Highlighted Runs

0x72's *Two Bit Micro Metroidvania* Tile Set (x10)

Highlighted Runs

Kingel's *Minirogue* Tile Set (x10)

Auxiliary Slides

- Bitter lesson includes learning *and* search
- Trade off between resources used to learn vs. resources used for run time search
- "Parables of the Power of Planning in AI" by Noam Brown (`https://www.youtube.com/watch?v=eaAonE58sLU`)

Auxiliary Slides

Other Problems

- Salad
- Oatmeal
- Global Cohesion/(weak) Global Constraints

Auxiliary Slides

Potential Future Work

- Spectral Graph Decomposition methods for automatic biome detection
- AC4 speedups via templates
- Weak global constraints