Tetris, the Universe, and Everything

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What's Your Problem?

A language is a set of strings:

$$\text{PRIMES} = \{2, 3, 5, 7, 11, 13, 17, 19, 23, \ldots\}$$

We are interested in the following kind of decision problem:

Given x, is $x \in \text{PRIMES}$?

How much harder does this question get as x gets larger?

The Tetris Problem

So what do we mean by "Tetris"?

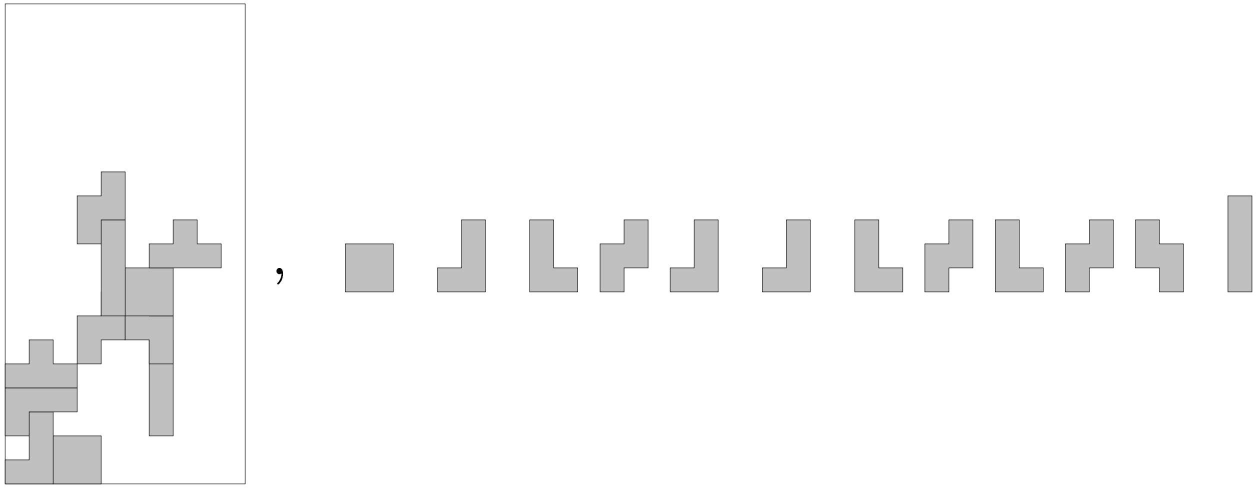
Offline Tetris: get to see entire piece sequence in advance.
"Advanced" level: the initial board is partially filled.

TETRIS $= \{\langle g, s\rangle :$
can play piece sequence s to clear entire gameboard $g\}$

$\langle g, s\rangle \in$ TETRIS: given a gameboard and a piece sequence, can we clear the entire board using the given sequence?

Instances of Decision Problems

Is $357667 \in$ PRIMES?

Is $\langle$  $\rangle \in$ TETRIS?

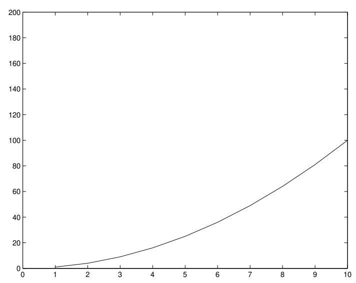
How much harder does this get as the gameboard gets bigger?

- Find an algorithm $\mathcal{A}$ that decides if $\langle g, s \rangle \in$ TETRIS.
- Measure resources consumed by $\mathcal{A}$.

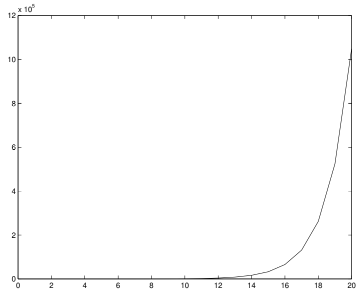
Measuring Resource Usage

How do we measure the resources consumed by $\mathcal{A}$?

- Be pessimistic.
  - Always consider the *worst* instance of a given size.
- Resources: time, space.
  - Run $\mathcal{A}$ on all instances of size n on some computer.
  - Graph n versus the amount of each resource consumed by $\mathcal{A}$ on the most consuming instance of size n.

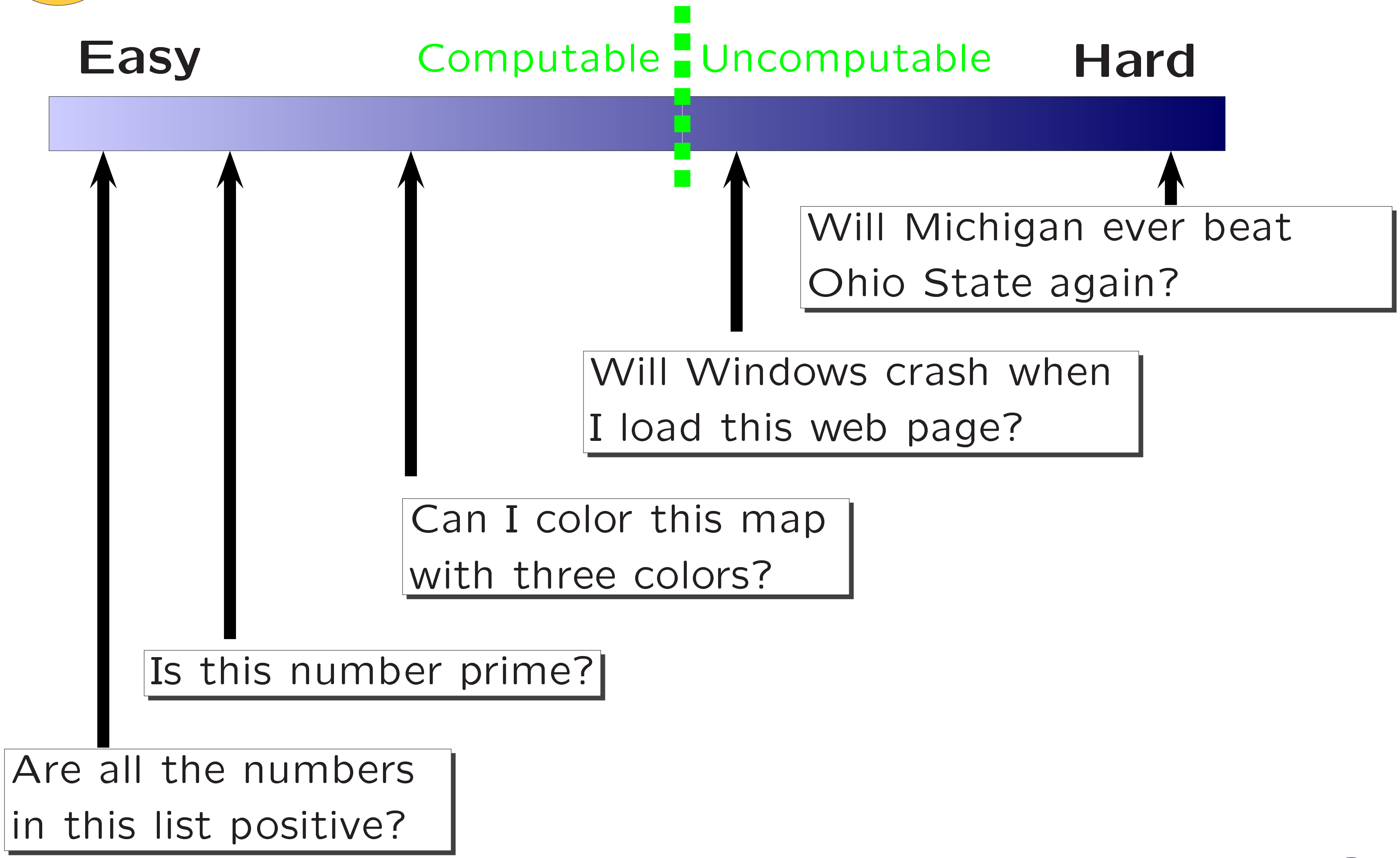


Polynomial



Exponential

A Computer Theorist's Worldview



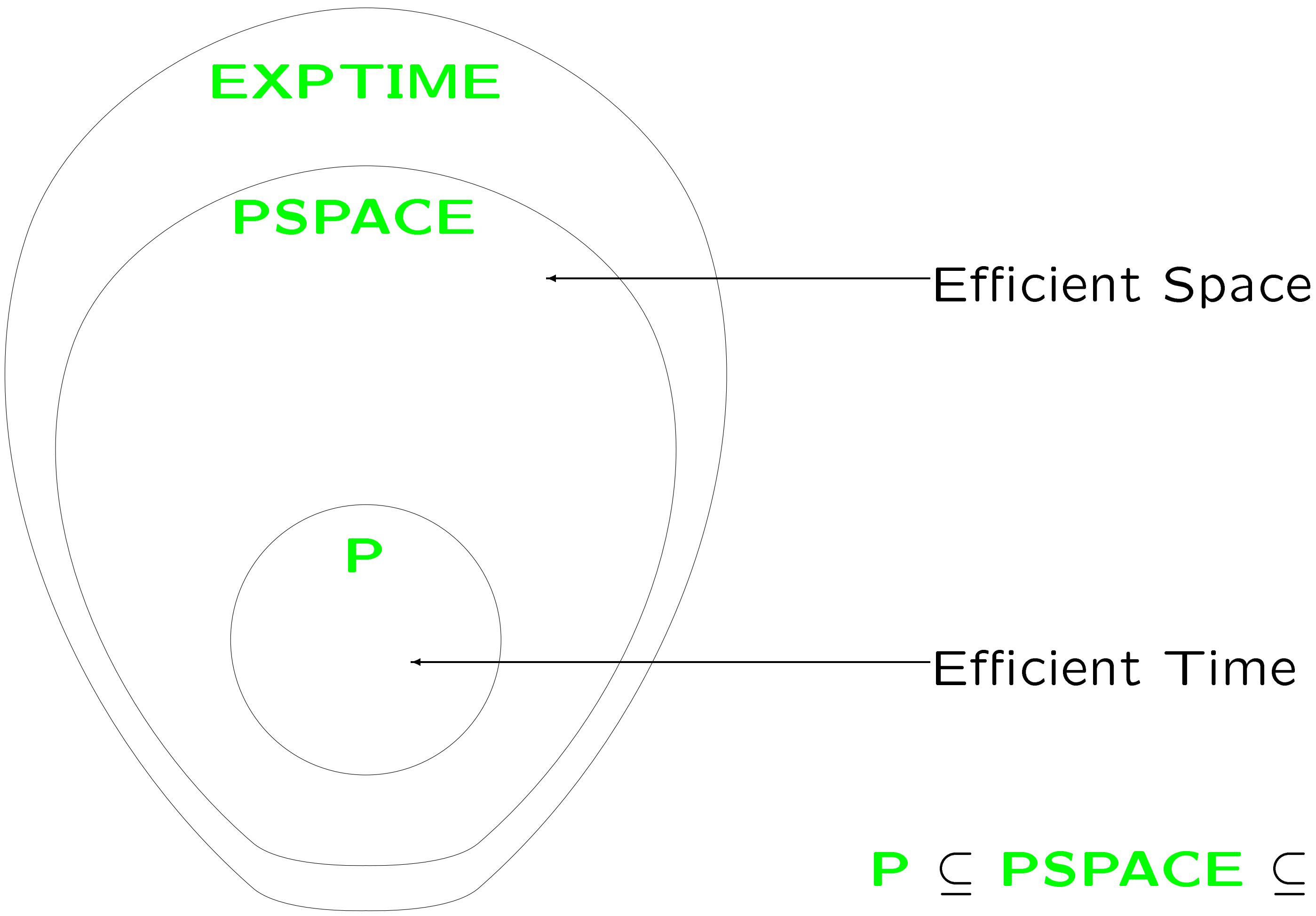
Complexity Classes

A complexity class is a set of languages.

A language L (PRIMES, TETRIS, ...) is a member of the following complexity classes there is an algorithm $\mathcal{A}$ ...

P	... deciding all questions $x \in L$ in *polynomial time*. e.g., for every x, time taken by $\mathcal{A}(x)$ is $\leq 10\|x\|^3$. Games: JENGA
PSPACE	... deciding all questions $x \in L$ in *polynomial space*. Games: GO (in some countries), OTHELLO
EXPTIME	... deciding all questions $x \in L$ in *exponential time*. Games: CHESS, CHECKERS

Complexity Hierarchy



$$\mathbf{P} \subseteq \mathbf{PSPACE} \subseteq \mathbf{EXPTIME}$$

$$\mathbf{P} \neq \mathbf{EXPTIME}$$

The Traveling Salesman Problem

You're selling fair trade coffee beans.

Start at Dean's Beans
World Headquarters in Dublin.

Visit (in any order):
Long's Bookstore, 1610 High St,
Cup of Joe, Easton Town Center,
Mekka, 446 Lane.

Drop off the leftovers in Dublin.

Can you do all deliveries in one hour?
What order should you use?

The "Naïve Solution" to TSP

The "naïve method" of solving TRAVELING-SALESMAN:

- List all possible orderings of the cities.
- Find the shortest ordering.
- Check if it requires under one hour.

So TRAVELING-SALESMAN is in **EXPTIME**.

16 cities: more orderings than the size of the US national debt.
63 cities: more orderings than atoms in the known universe.

Can we do better?

Can we solve TSP efficiently??

Nobody has been able to:

– give a faster solution to TRAVELING-SALESMAN.

– prove that TRAVELING-SALESMAN needs exponential time.

So TRAVELING-SALESMAN might be in **P**!

But notice:

For a particular ordering of the coffeeshops, it's easy to check
if the length of the trip is under one hour.
(Just add up the times.)

Guess and Check

Another way to measure the hardness of a language:

Suppose I claim that $x \in L$ (and give you an argument to try to convince you). How hard is it to check if my argument is right?

For example, for TETRIS: given $\langle g, s \rangle$

- I tell you all the moves m that I'll make in the game.
- You check if moves m clear the gameboard g using piece sequence s.

NP, continued

A language L is in **NP** if I can give you an argument A and then you can check that A is right in polynomial time.

NP: "Nondeterministic Polynomial Time"

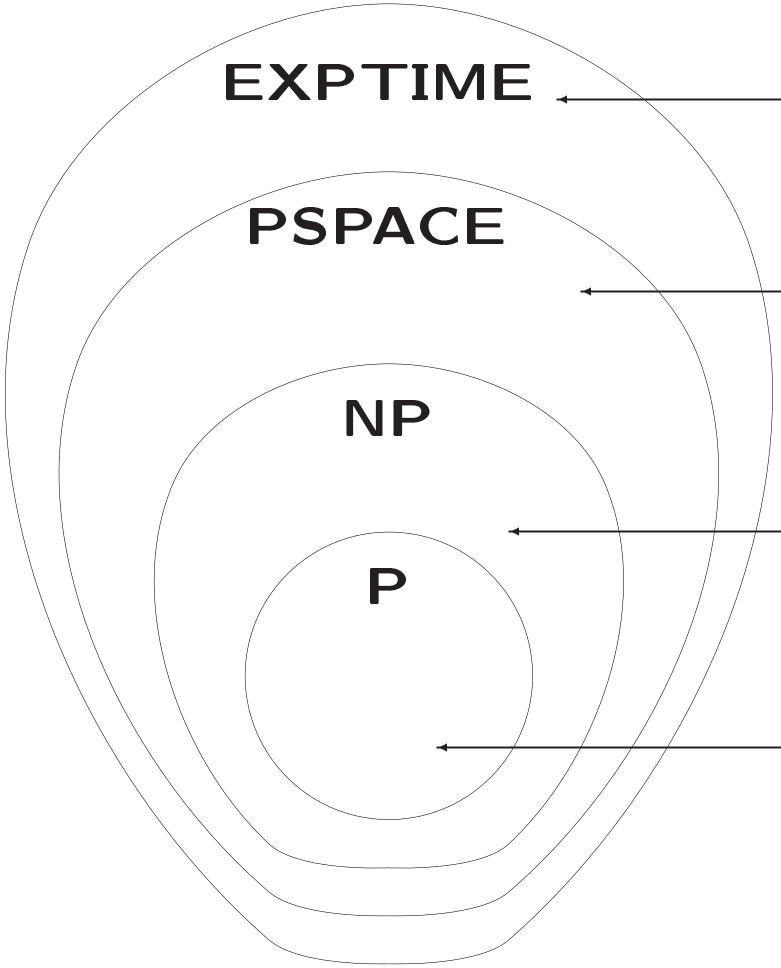
Nondeterminism: I give you an argument; you check it.

For some games, like CHESS, the move sequence might be too long to check in polynomial time!

Summary: $L \in$ **P** can be decided quickly.

$L \in$ **NP** can be checked quickly.

Complexity Hierarchy



Chess, Checkers

Go, Othello, Sokoban,
Generalized Geography, Hex

Tetris, Mastermind,
Minesweeper, Sliding Blocks,
Traveling Salesman

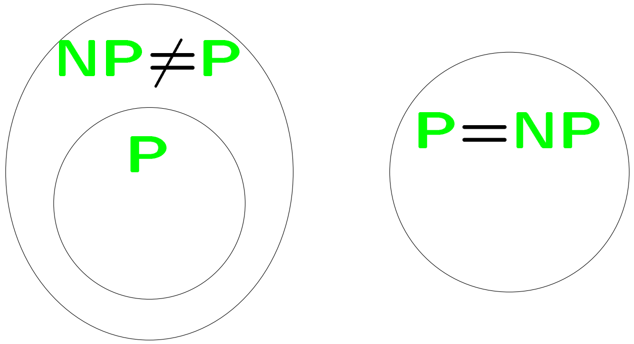
Jenga, I'm Thinking of a Number

$$\mathbf{P} \neq \mathbf{EXPTIME}$$

$$\mathbf{P} \subseteq \mathbf{NP} \subseteq \mathbf{PSPACE} \subseteq \mathbf{EXPTIME}$$

P vs. NP

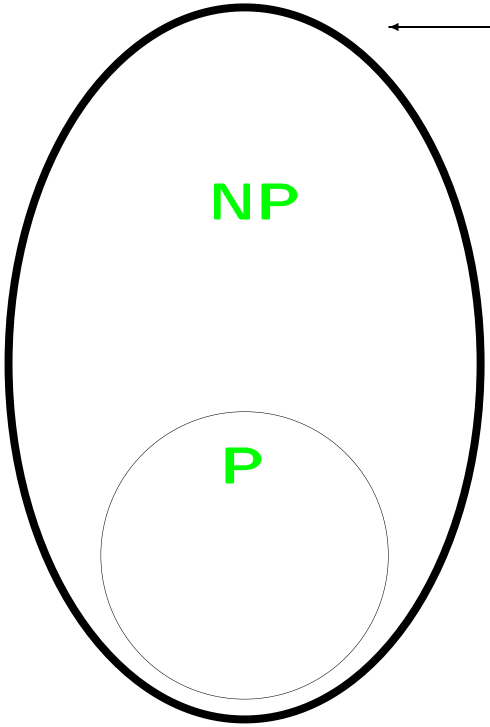
We do not know which is true!



- One of the greatest unsolved problems in theoretical computer science (and all of mathematics!).
- Clay Mathematics Institute offers $1 million for solution.
- Is it easier to verify a correct solution to a problem than it is to solve the problem from scratch?
- Huge impact on cryptography, airline scheduling, factory layout, UPS truck packing, drug design, etc., etc., etc., etc.

NP-completeness

First major step on **P** vs. **NP** problem [Cook and Levin, 1970s]:



An **NP**-complete problem:

1. is in **NP**
2. is as hard as the hardest problem in **NP**.

- If we can quickly decide one NP-complete problem, then we can quickly decide them all. (**P**=**NP**)
- If any problem is in **NP** and not **P**, then every **NP**-complete problem is in **NP** and not **P**. (**P**$\neq$**NP**)

Technique #1: Divine Inspiration

Theorem [Cook/Levin]: SATISFIABILITY is NP-complete.

Technique #1: SAT is NP-complete

SATISFIABILITY = { formulas ϕ : there is a way of setting the variables of ϕ so that ϕ is true }

e.g., $x \wedge (\neg x \vee \neg y) \in$ SATISFIABILITY.
(set $x :=$ true and $y :=$ false)

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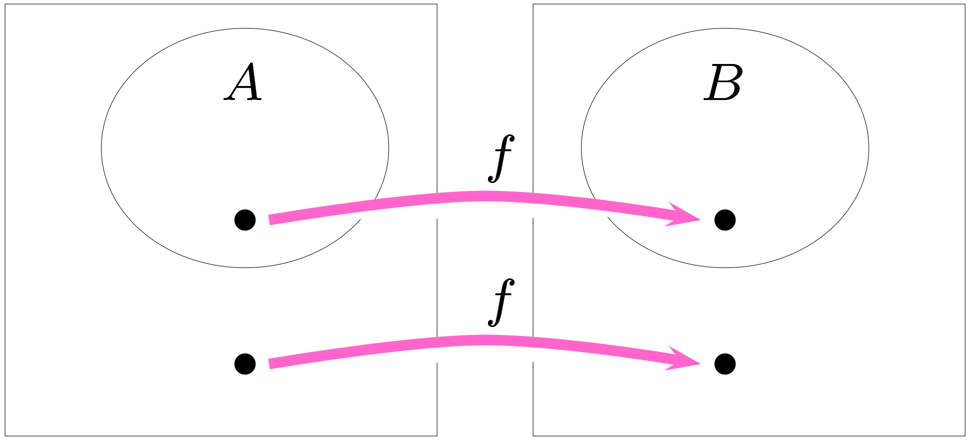
> Theorem: Consider an L in NP. Then there is a formula ϕ_x (which can be efficiently computed from x) so that $\phi_x \in$ SATISFIABILITY if and only if $x \in L$.

Idea: the variables of ϕ_x represent the guess of the moves m of the TETRIS instance; ϕ_x itself verifies m clears the board g.

Technique #2: Reduction

A reduction f is a mapping from one problem to another.



$x \in A$
if and only if
$f(x) \in B$.

We're interested in *efficient* f.

- If there's a quick algorithm for B, then there's one for A.
- If there's no quick algorithm for A, then there's none for B.
  - "B is as hard as A"

NP-Completeness Summary

Theorem: SATISFIABILITY is **NP**-complete.

— Cook/Levin.

Theorem: If: (1) A is **NP**-complete,

(2) B is in **NP**, and

(3) there is an efficient reduction from A to B

then B is **NP**-complete. — Karp.

Enough already! I came for the Tetris ...

To show that TETRIS is NP-complete:

- Define efficient mapping m from instances of known NP-Complete problem L to TETRIS.
- Show that if $x \in L$, then $m(x) \in$ TETRIS.
- Show that if $x \notin L$, then $m(x) \notin$ TETRIS.

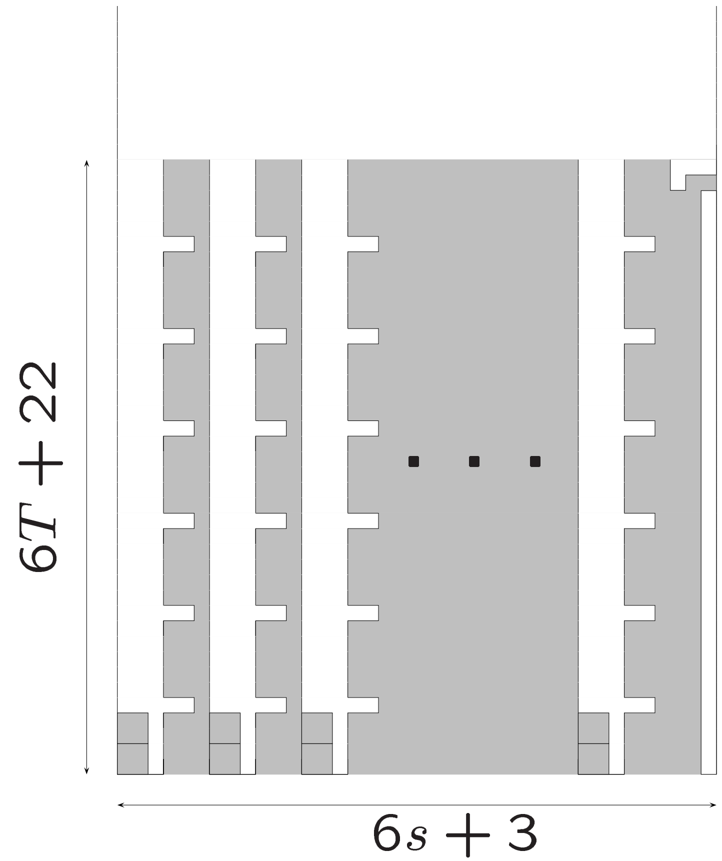
From 3-PARTITION to TETRIS

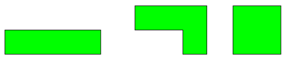
3-PARTITION $=$ {sets of integers that can be separated into piles of three integers each, where each pile has the same sum}

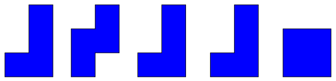
Theorem [Garey and Johnson]: 3-PARTITION is **NP**-complete.

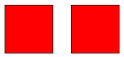
Our result:
There is an efficient reduction from 3-PARTITION to TETRIS.

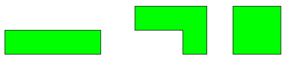
Given integers $a_1, \ldots, a_s$ and the target sum T for each pile:



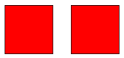
a_1 initiator: 

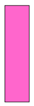
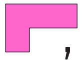
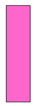
filler (a_1 times): 

terminator: 

a_2 initiator: 

... ...

a_s terminator: 

Finally:  $\times \frac{s}{3}$, , and  $\times (\frac{3T}{2} + 5)$.

Reminder: NP-Completeness

To show that Tetris is NP-complete:

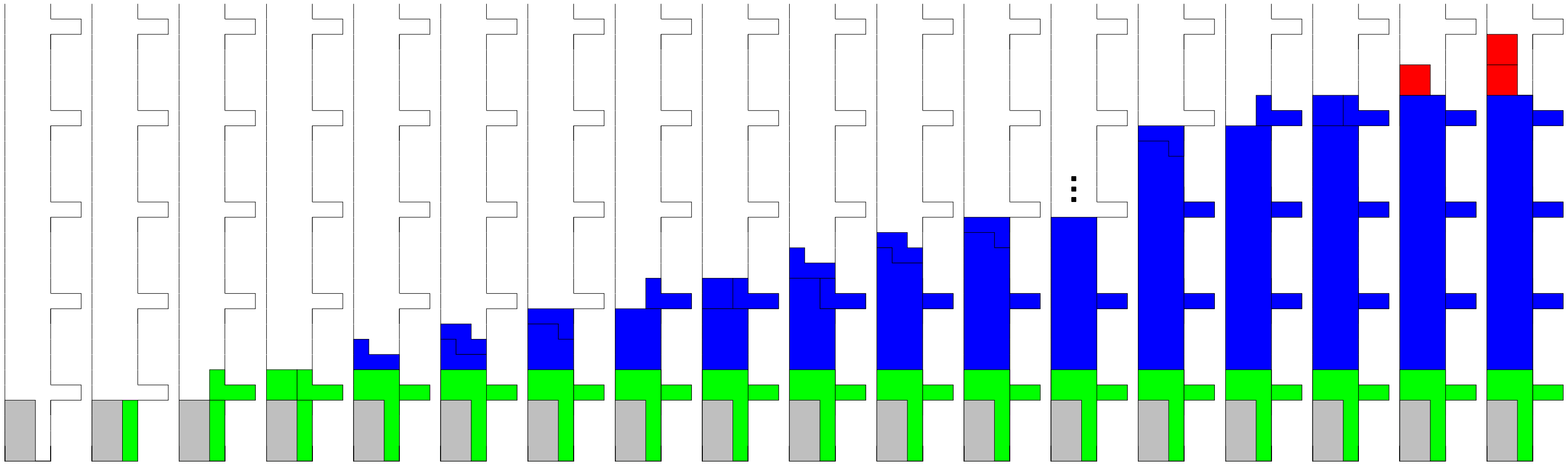
- √ Define efficient mapping m from instances of 3-PARTITION to TETRIS.
- Show that if $x \in$ 3-PARTITION, then $m(x) \in$ TETRIS.
- Show that if $x \notin$ 3-PARTITION, then $m(x) \notin$ TETRIS.

For $x \in L$, we need $m(x) \in$ TETRIS

"Yes" means "yes."

If we have $x \in$ 3-PARTITION, then need $m(x) \in$ TETRIS.

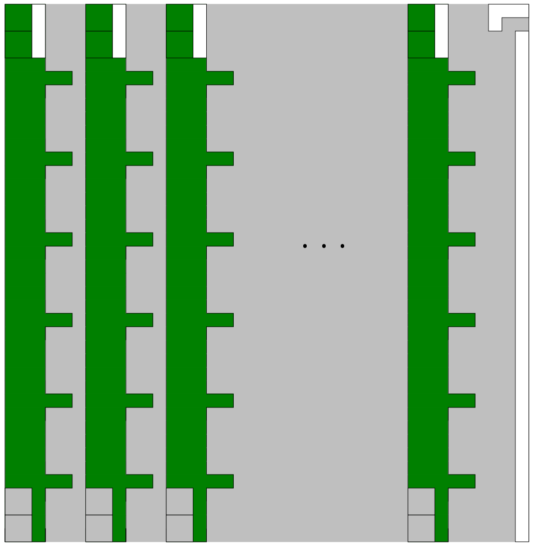
Pile the integers according to their 3-PARTITION piles.



The "yes" case, continued

Piles each have the same sum, so they have the same height:

- Each bucket is filled exactly to the top.



- Remaining pieces will exactly clear entire gameboard.

Reminder: NP-Completeness

To show that TETRIS is NP-complete:

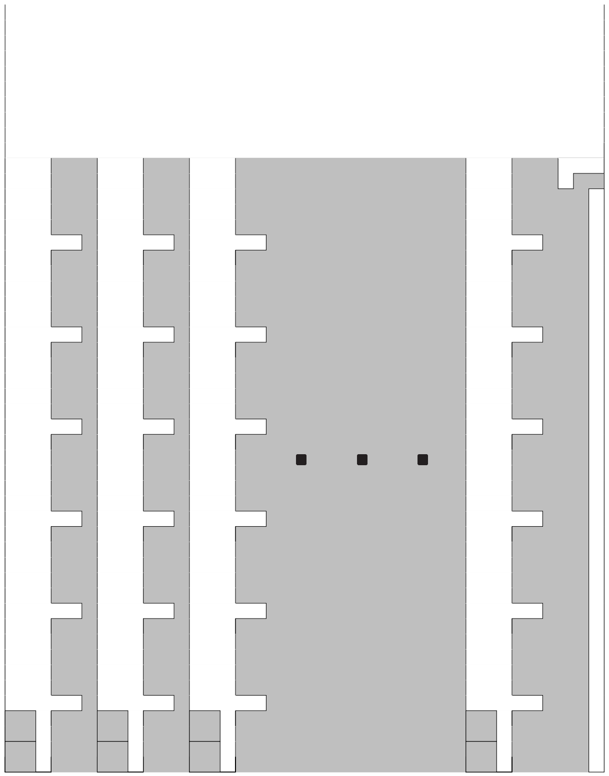
$\surd$ Define efficient mapping m from instances of 3-PARTITION to TETRIS.

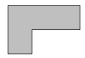
$\surd$ Show that if $x \in$ 3-PARTITION, then $m(x) \in$ TETRIS.

➡ Show that if $x \notin$ 3-PARTITION, then $m(x) \notin$ TETRIS.

Why this reduction?

We want to make sure that "no" means "no."



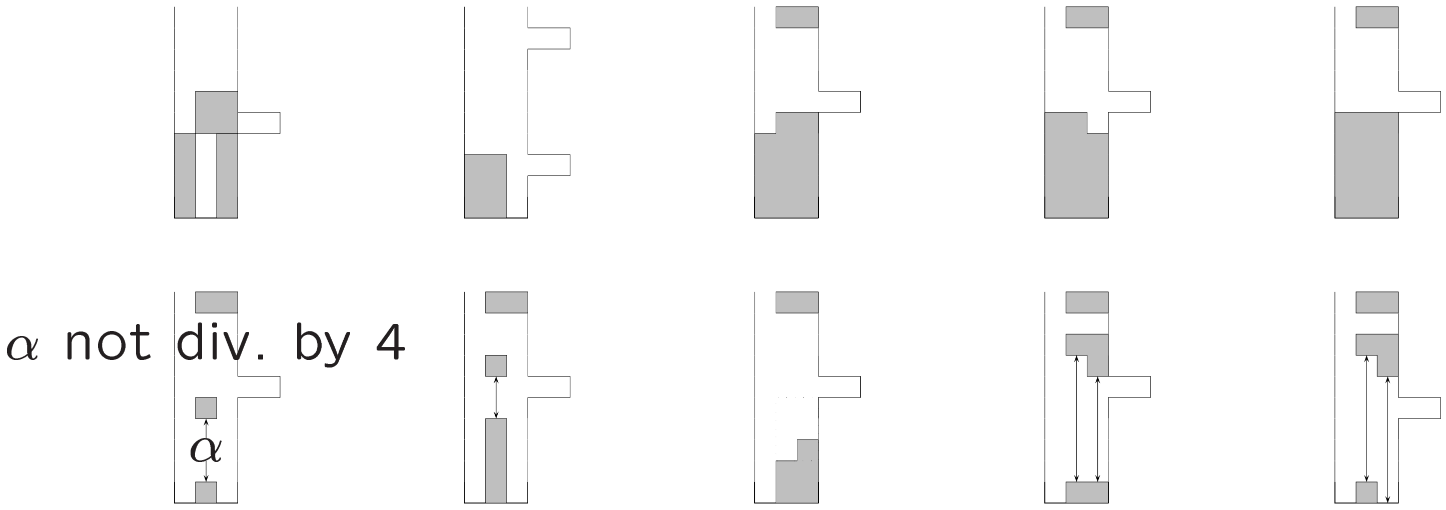
- can't clear any rows until the  .
- have to completely fill each bucket or it's all over.
- notches make it easy to get stuck.

For $x \notin L$, we need $m(x) \notin$ TETRIS

"No" means "no."

Step #1: if you don't (or can't) make the moves from two slides ago, you get into one of the following configurations.

Step #2: if you get into one of these, you're hosed.



Reminder: NP-Completeness

To show that Tetris is NP-complete:

$\surd$ Define efficient mapping m from instances of 3-PARTITION to TETRIS.

$\surd$ Show that if $x \in$ 3-PARTITION, then $m(x) \in$ TETRIS.

$\surd$ Show that if $x \notin$ 3-PARTITION, then $m(x) \notin$ TETRIS.

Theorem: TETRIS is NP-complete.

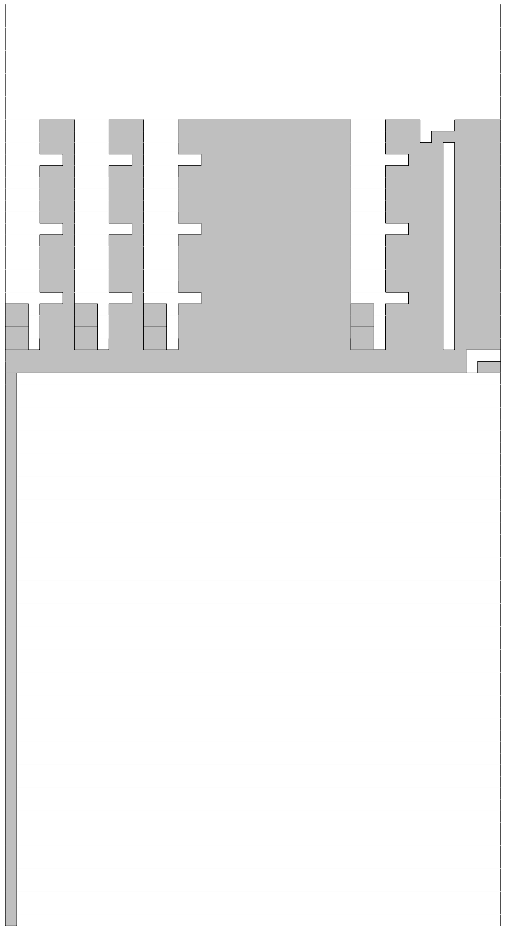
Statement of Results

Our results actually apply for some other Tetris questions, too:

- can we clear at least k rows?
- can we place at least p pieces without losing?
- can we place all pieces without filling a square at height h?
- can we achieve at least t tetrises?

All of these are **NP**-complete.

Other Objectives and Inapproximability

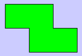
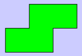


- Can strengthen our results further: add a boatload of pieces to our sequence.
- Can get into (and clear) lower reservoir (using extra pieces) only if can clear the top using original.
- Choosing a large reservoir yields inapproximability results.

Statement of Results

Objective	NP-**complete?**	**Inapproximability**
number of rows cleared	yes	$p^{1-\varepsilon}$
number of pieces placed without a loss	yes	$p^{1-\varepsilon}$
number of tetrises (four rows simultaneously cleared)	yes	??
height of highest filled gridsquare over course of piece sequence	yes	$2 - \varepsilon$

Other Work on Tetris

> Theorem: A (sufficiently long) alternating sequence of  s and  s will cause a loss.
>
> [Brzustowski/Burgiel]

Implies that probability of a real Tetris game lasting infinitely long is zero (regardless of player's skill).

On *the* Tetris gameboard that you know and love.

(Our complexity results are as the gameboard grows.)

Conclusion and Open Questions

- Many interesting problems are **NP**-complete.
(Traveling Salesman, Minesweeper, Tetris, Satisfiability, ...)

  - So what? Does **P** = **NP**?

  - Is it easier to verify that a solution is correct than it is to come up with it from scratch?

- Games are interesting because they're hard (?)

- Easy way to make a million bucks:
give an efficient algorithm for TETRIS!