

Type-LやTを含む制限に注目した セル迷路問題の計算複雑さの解析

- 木場 裕矢 大阪電気通信大学大学院
- 植谷 昌博 富士通ネットワークソリューションズ(株)
- 上嶋 章宏 大阪電気通信大学大学院

第7回組合せゲーム・パズルミニ研究集会

発表の流れ

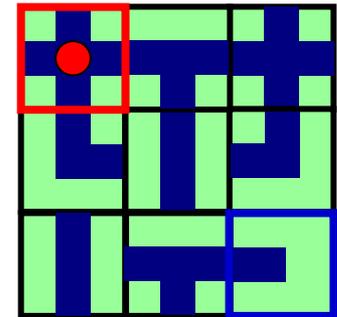
■ 研究背景・目的

- セル迷路の定義
- 先行研究の紹介, **未解決**問題

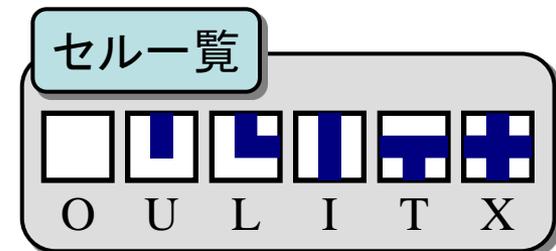
■ 研究結果

- 未解決制限の計算複雑さの解明
 - Type-Lに制限したNP困難性
 - Type-U, Xに制限したNP困難性
 - 移動数かつType-O, Xに制限したNP完全性

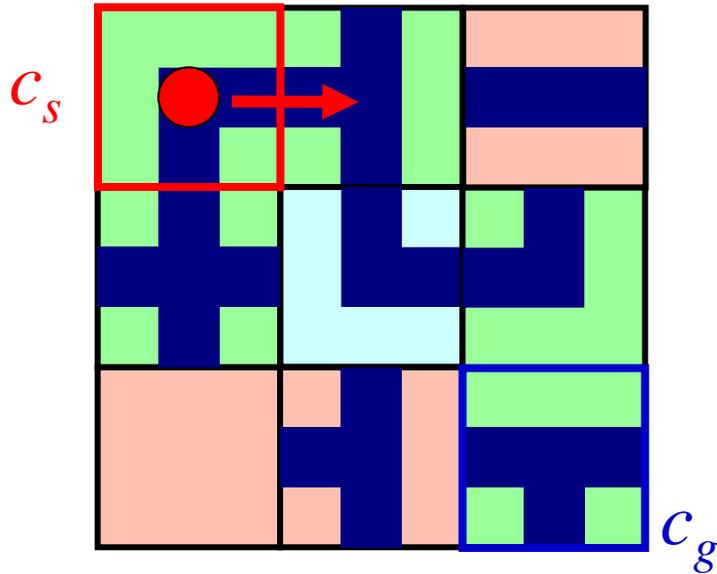
■ まとめと今後の課題



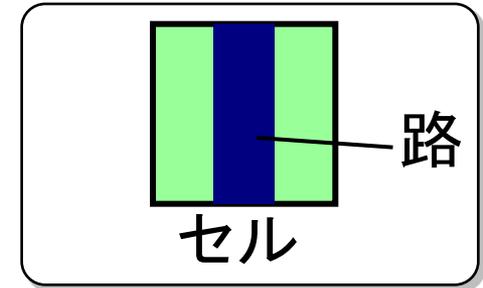
セル迷路



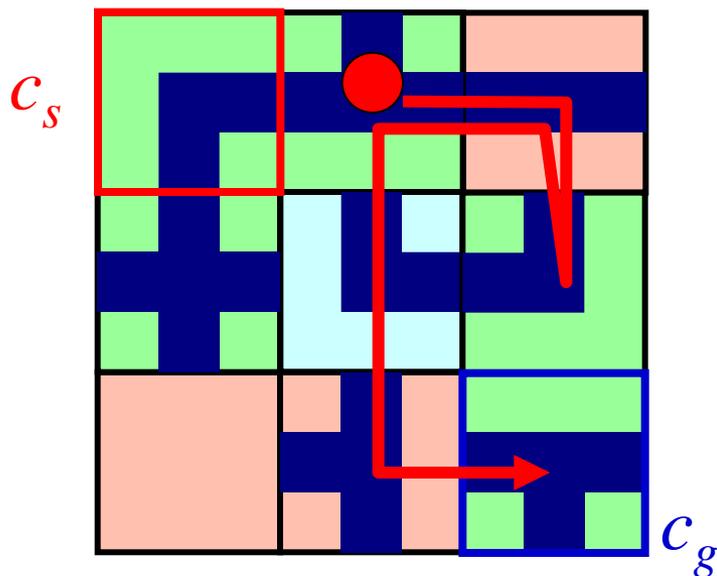
セル迷路の定義と制限



● プレイヤー



セル迷路の定義と制限

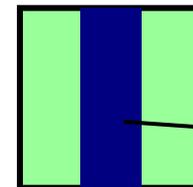


● プレイヤー

■ 右90°回転

■ 左90°回転

■ 180°回転



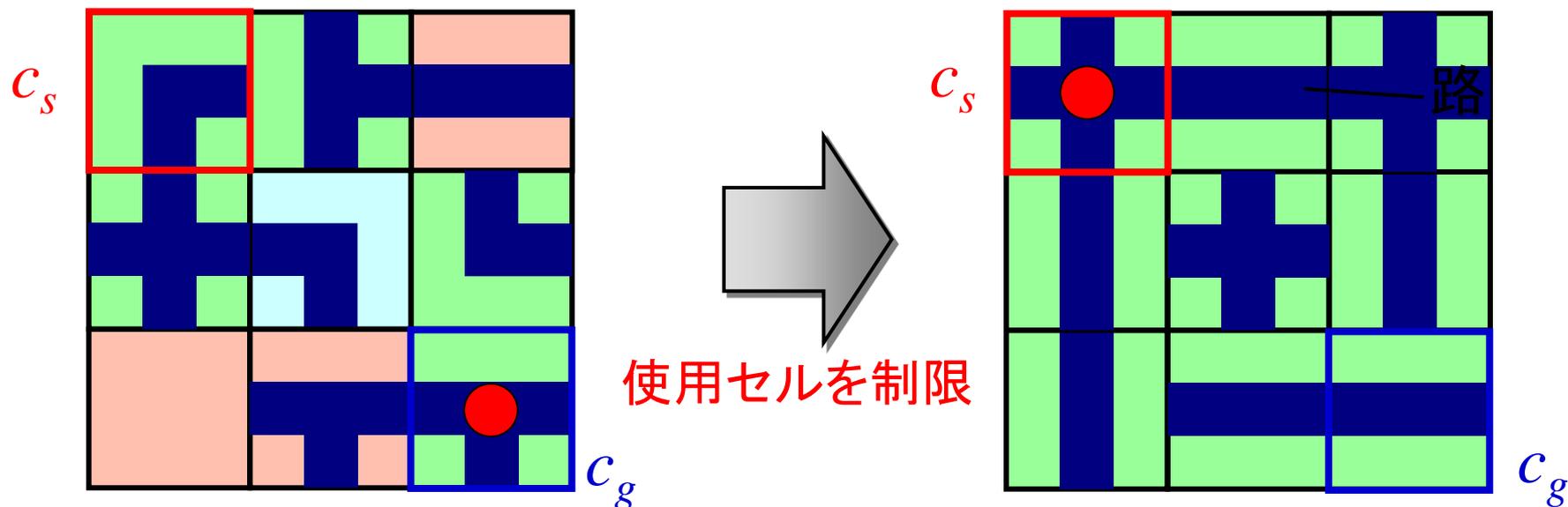
路

セル

路に沿って移動

移動先のセルが回転

セル迷路の定義と制限

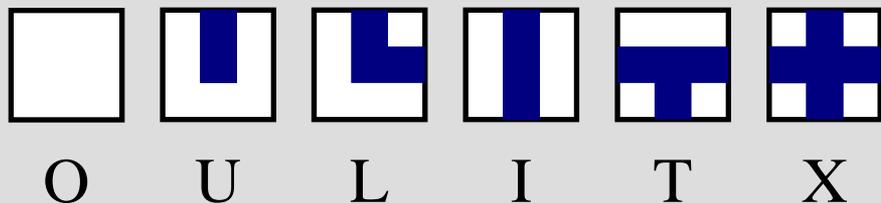


セル迷路問題: PSPACE完全 [上條ら, 2011]

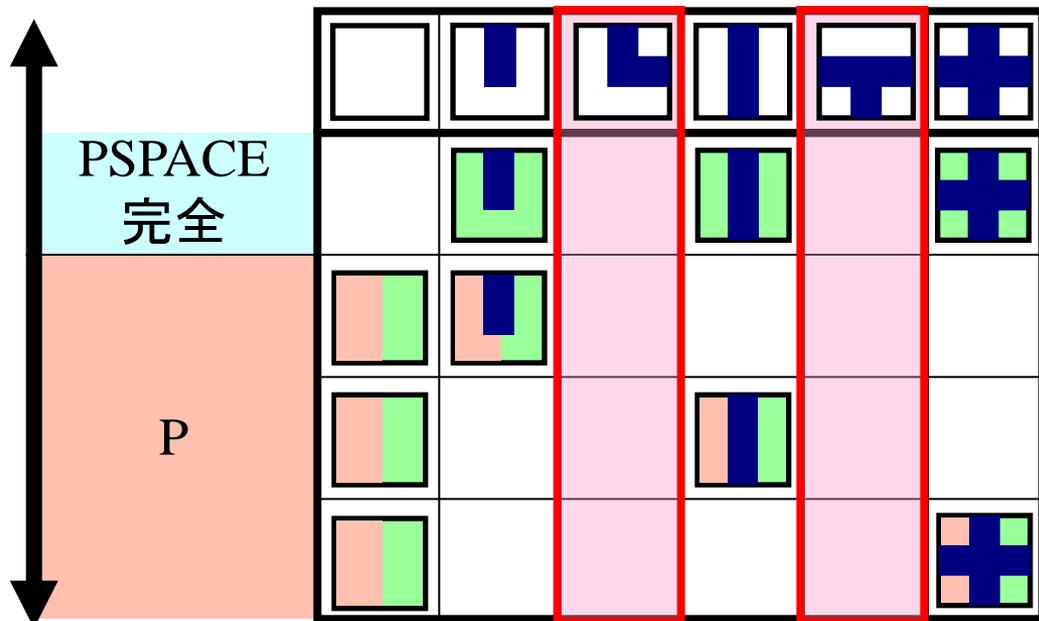
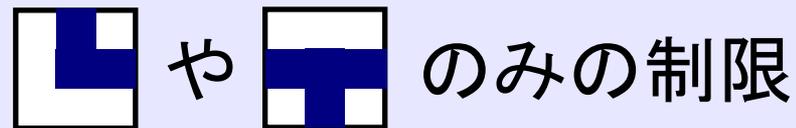
入力: (縦) $m \times$ (横) n サイズのセル迷路盤面 C , $c_s, c_g \in C$,
質問: プレイヤーは c_s から c_g へ到達可能か?

先行研究と未解決問題

セル迷路のセル一覧



未解決な問題

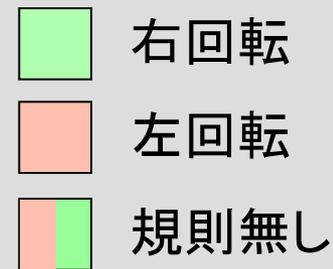


[上條ら, 2011] 00

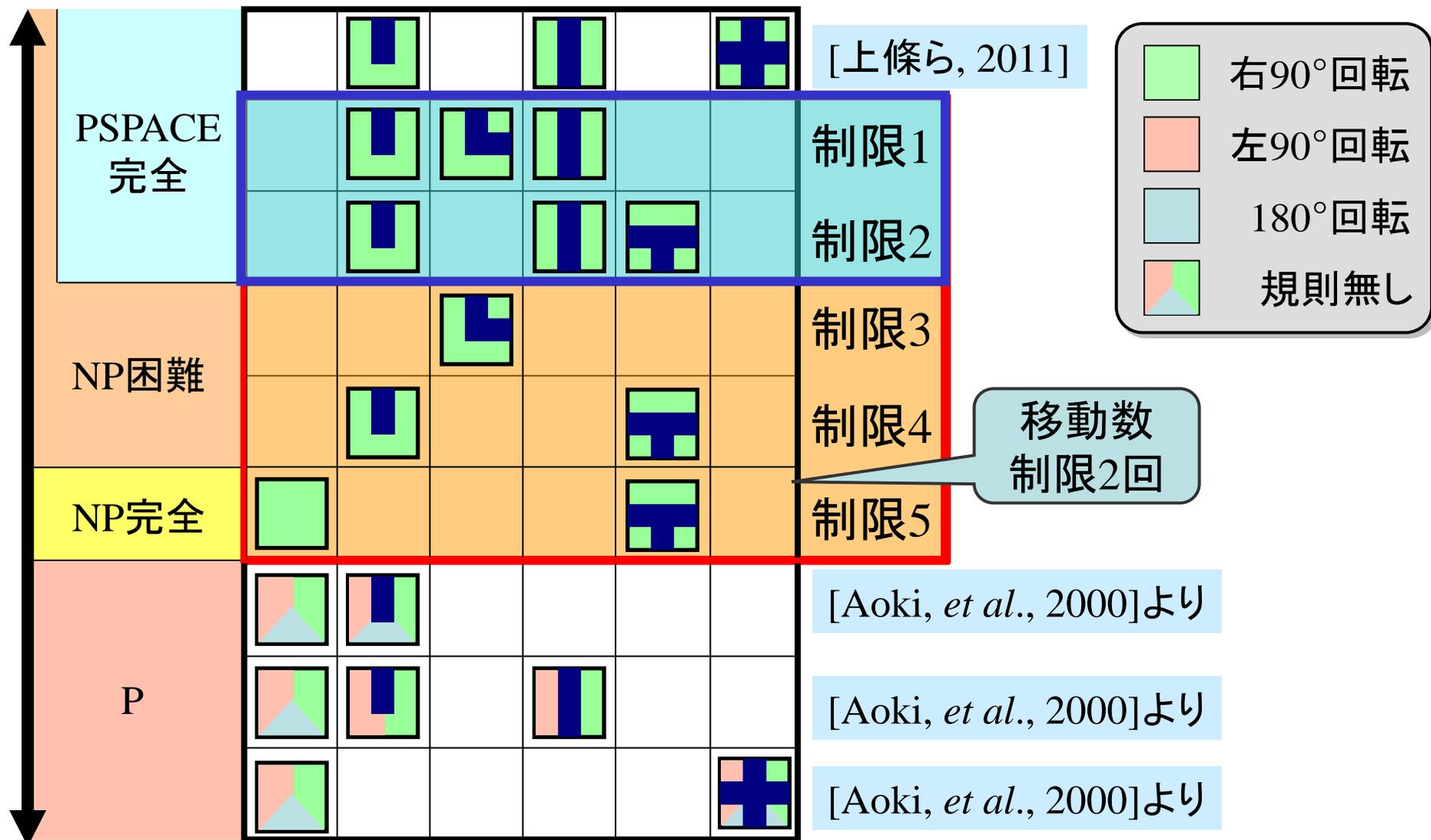
[Aoki, *et al.*, 2000]

[Aoki, *et al.*, 2000]

[Aoki, *et al.*, 2000]



研究結果

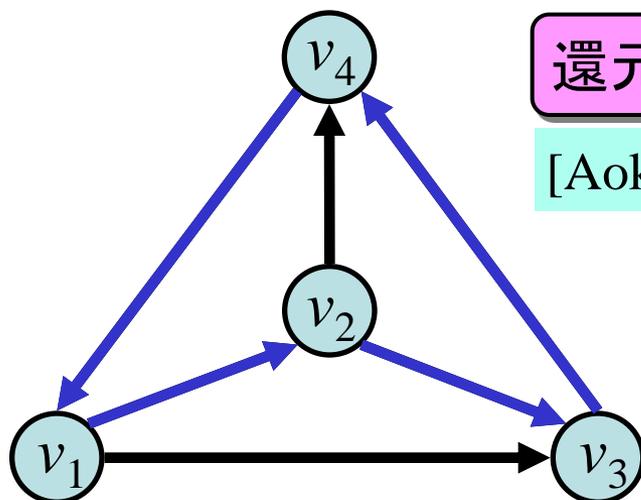


NP困難性の証明

次数制限付き平面有向ハミルトン閉路問題

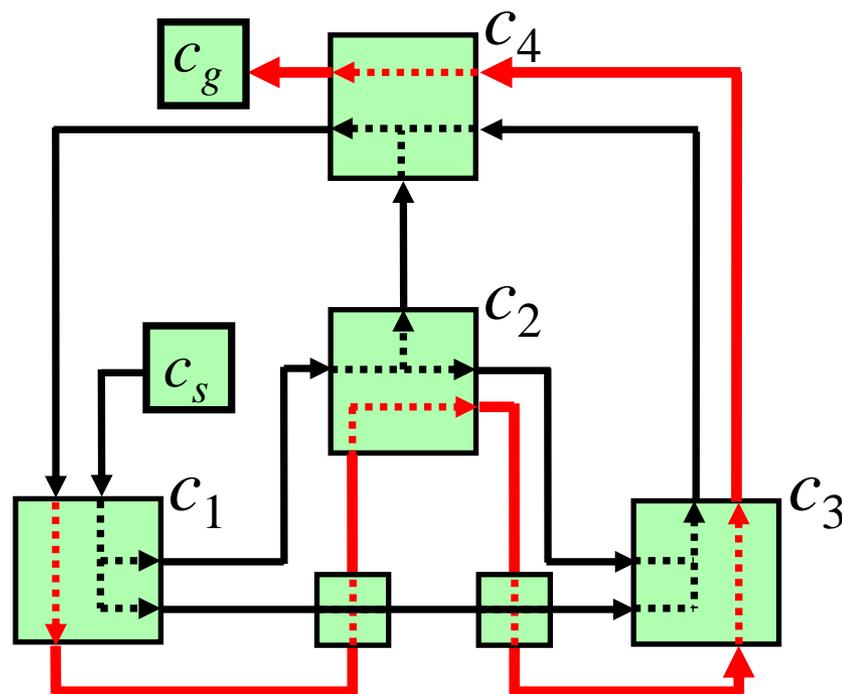
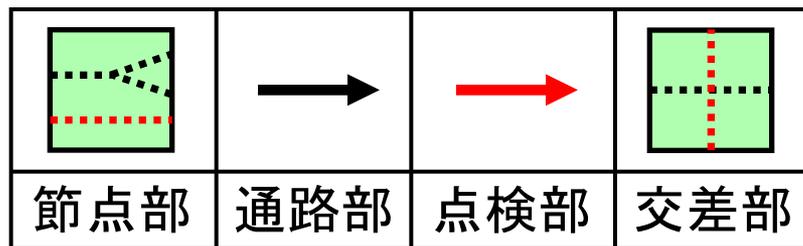
[M. R. Garey, *et al.*, 1971]

入力: 次数を3に限定した平面有向グラフ G ,
質問: G 上の全ての節点を丁度1度ずつ通る閉路が存在するか?

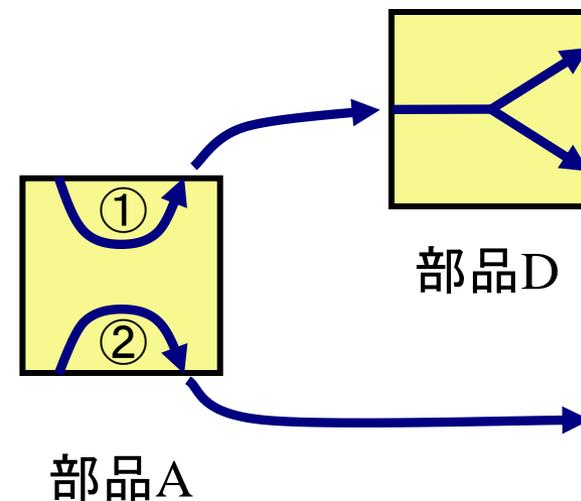
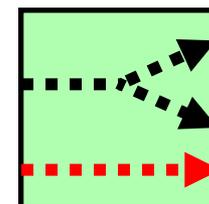
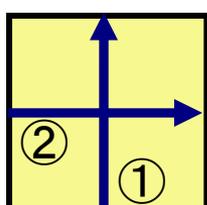
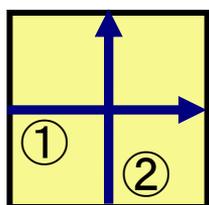
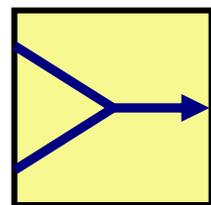
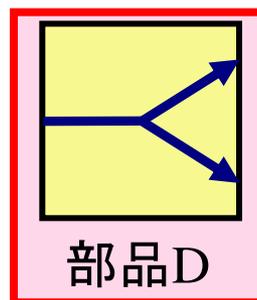
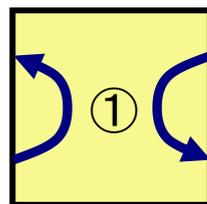
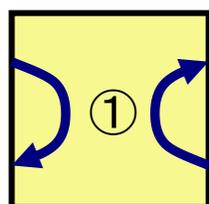
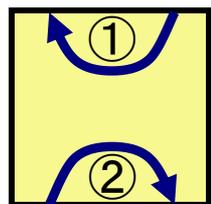
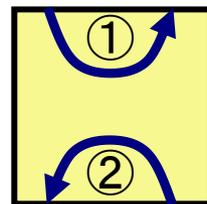
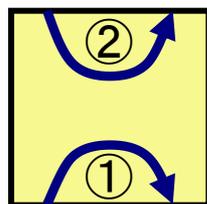
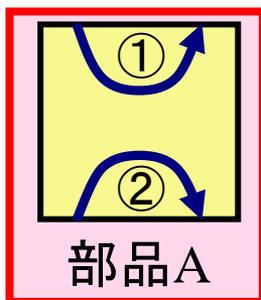
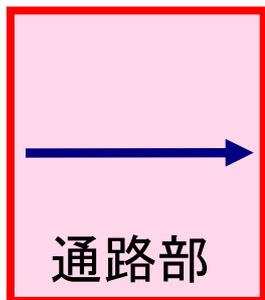


還元

[Aoki, *et al.*, 2000]

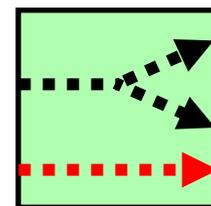
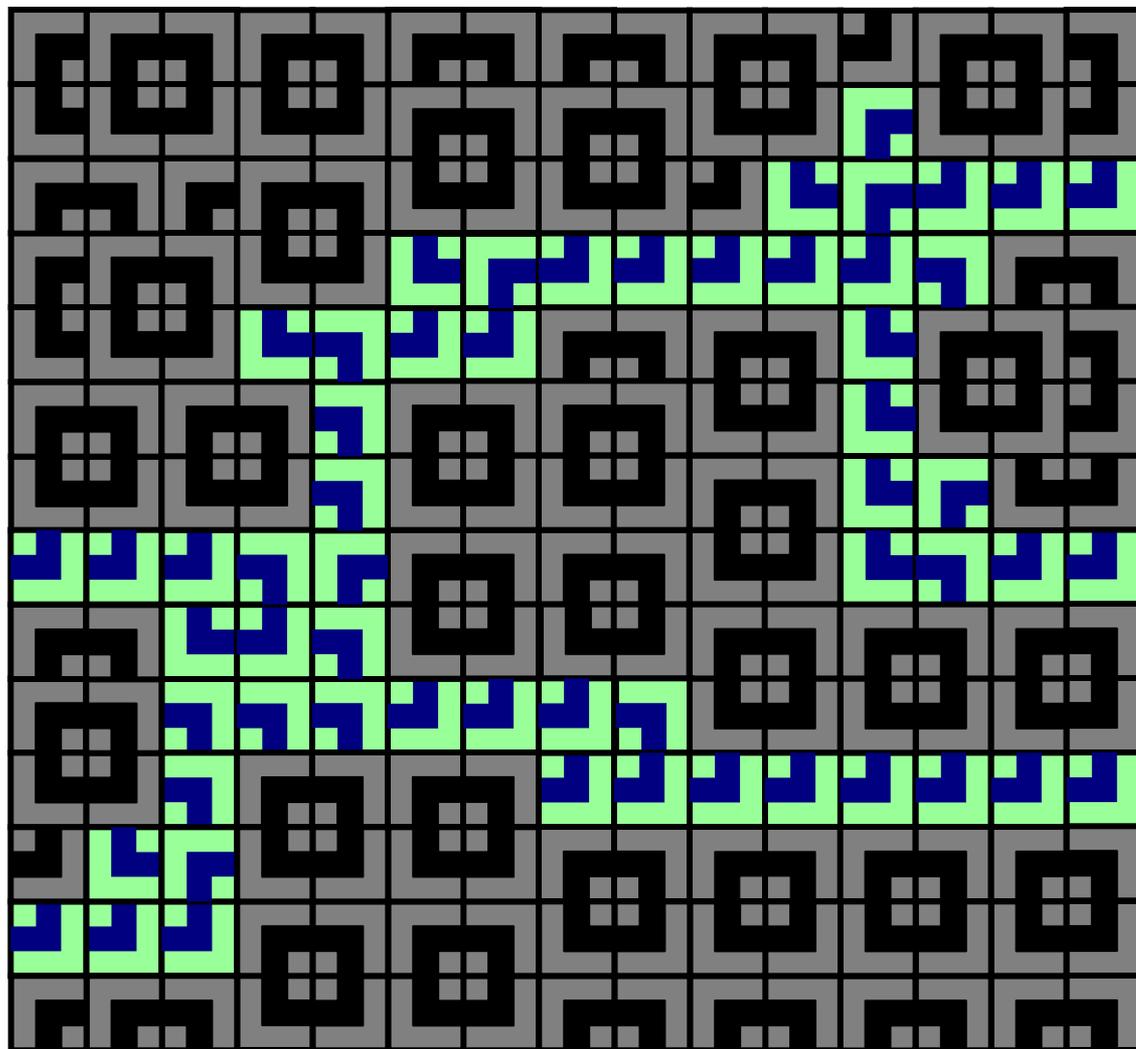


NP困難性の証明に必要な部分盤面

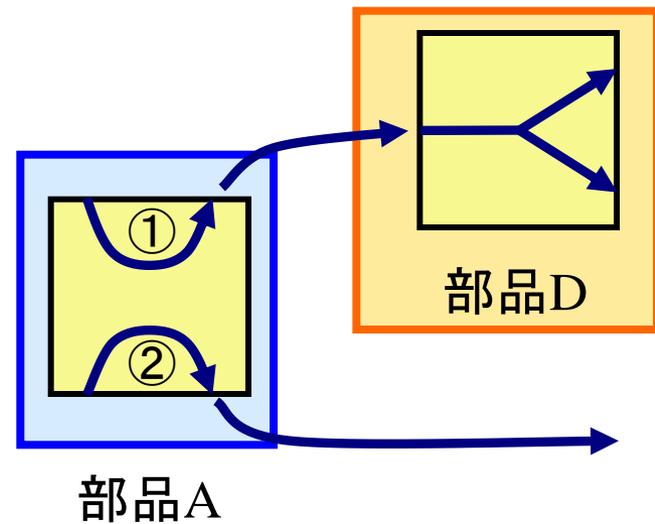


上記部品の組み合わせにより還元盤面構成

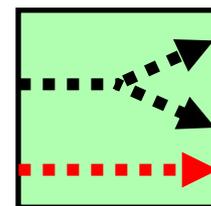
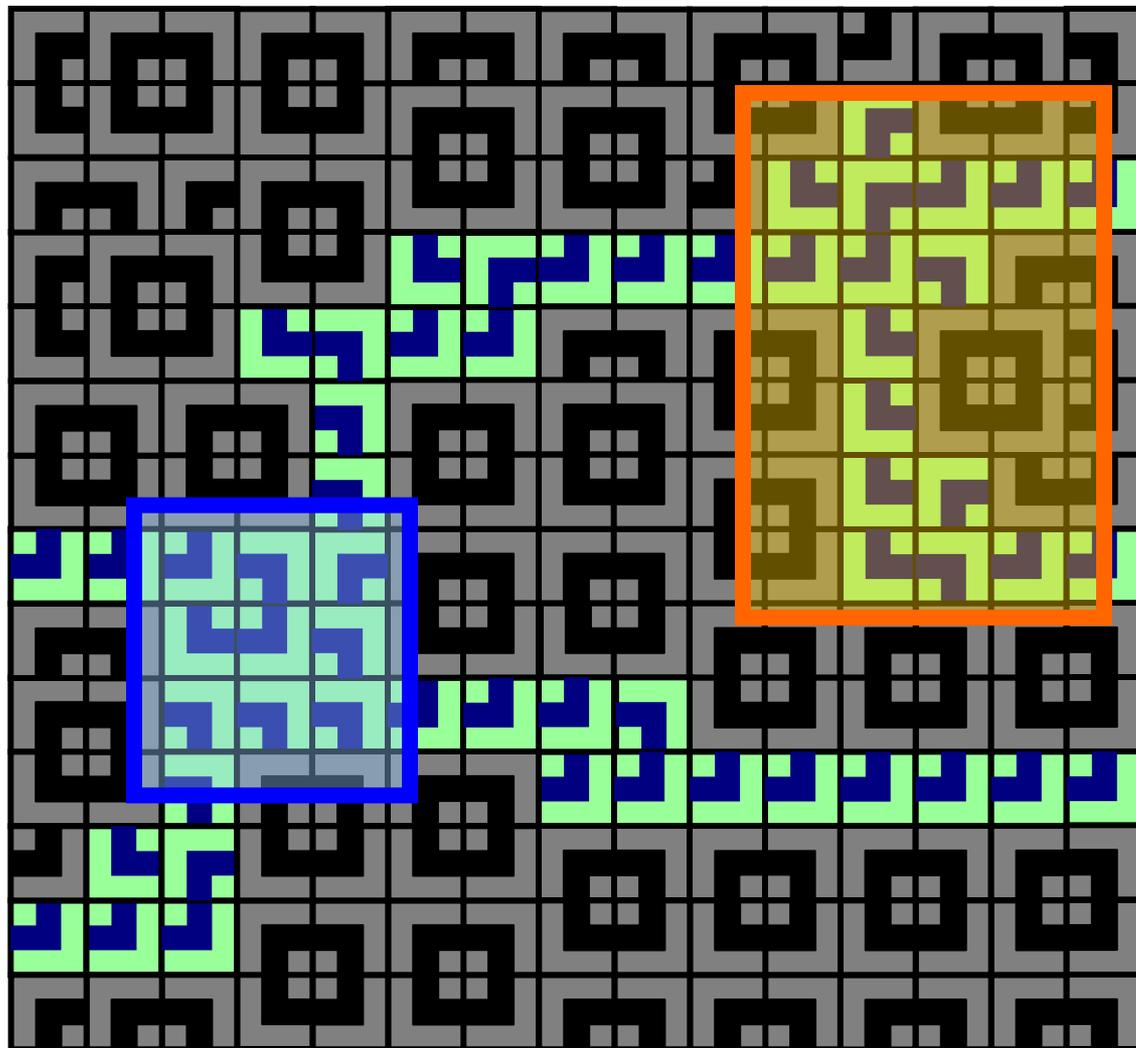
NP困難性の証明に必要な部分盤面



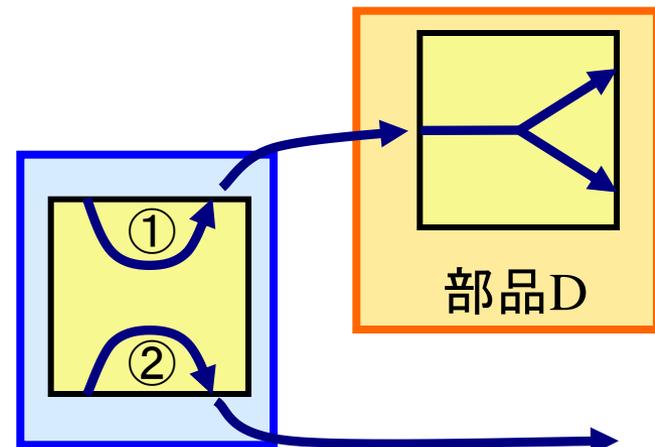
節点部



NP困難性の証明に必要な部分盤面



節点部



部品A

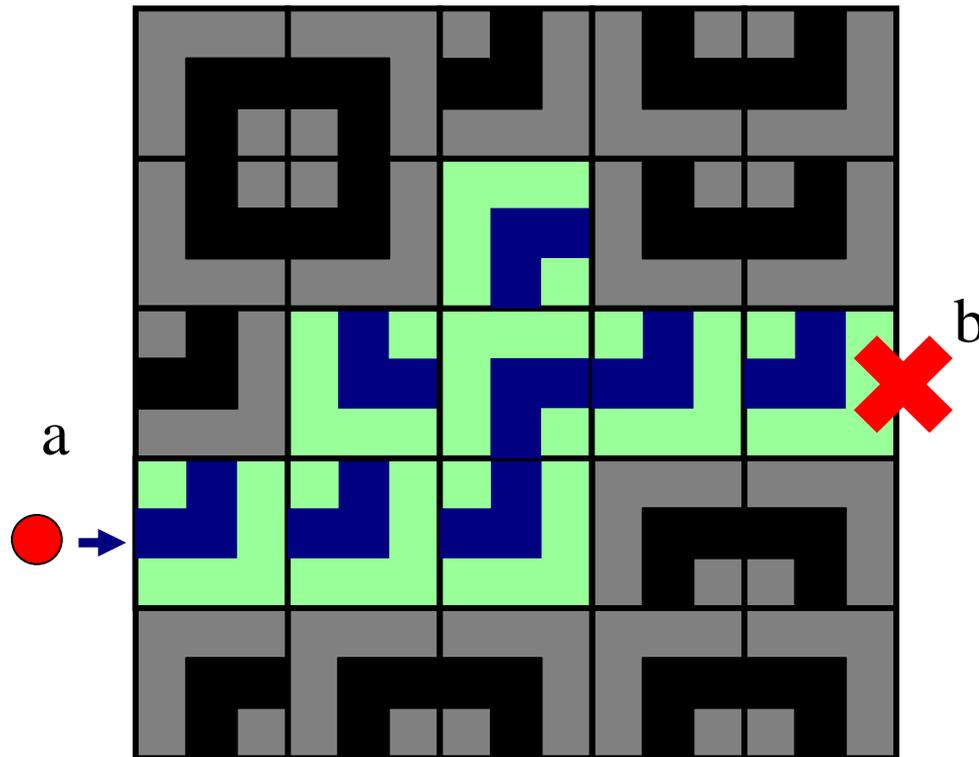
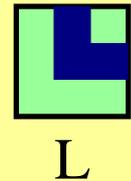
部品D

制限3の通路部



- 部品を接続する役割
- 一方通行, 1度のみ使用

制限3 : NP困難

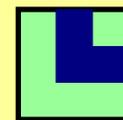


制限3の通路部

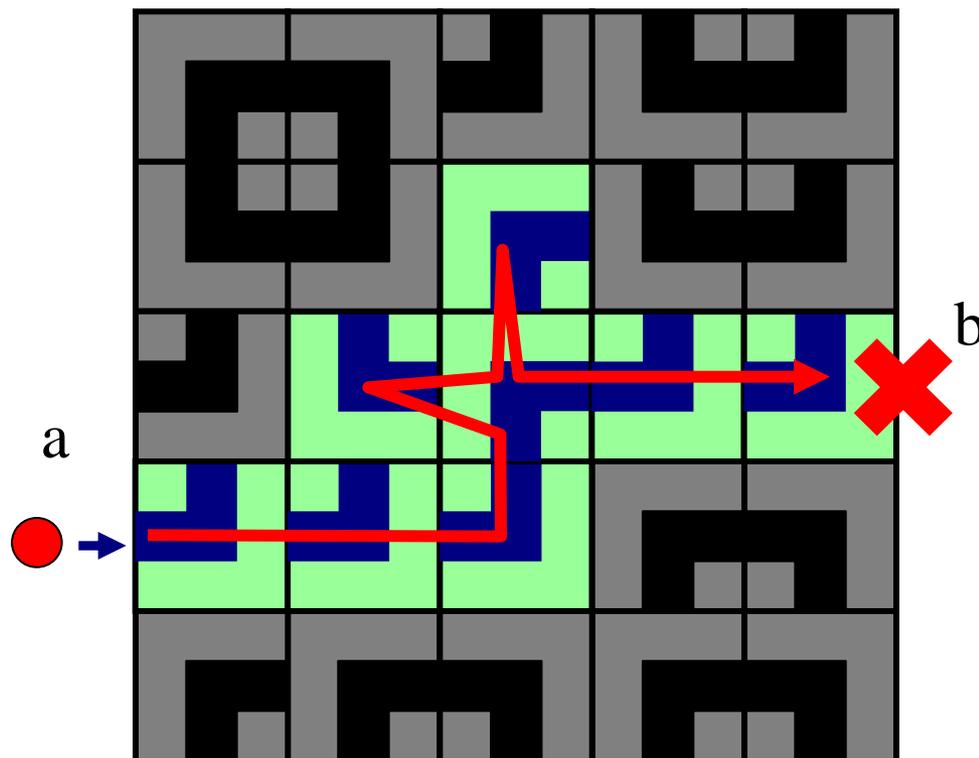


- 部品を接続する役割
- 一方通行, 1度のみ使用

制限3 : NP困難



L

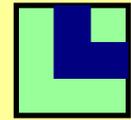


制限3の通路部

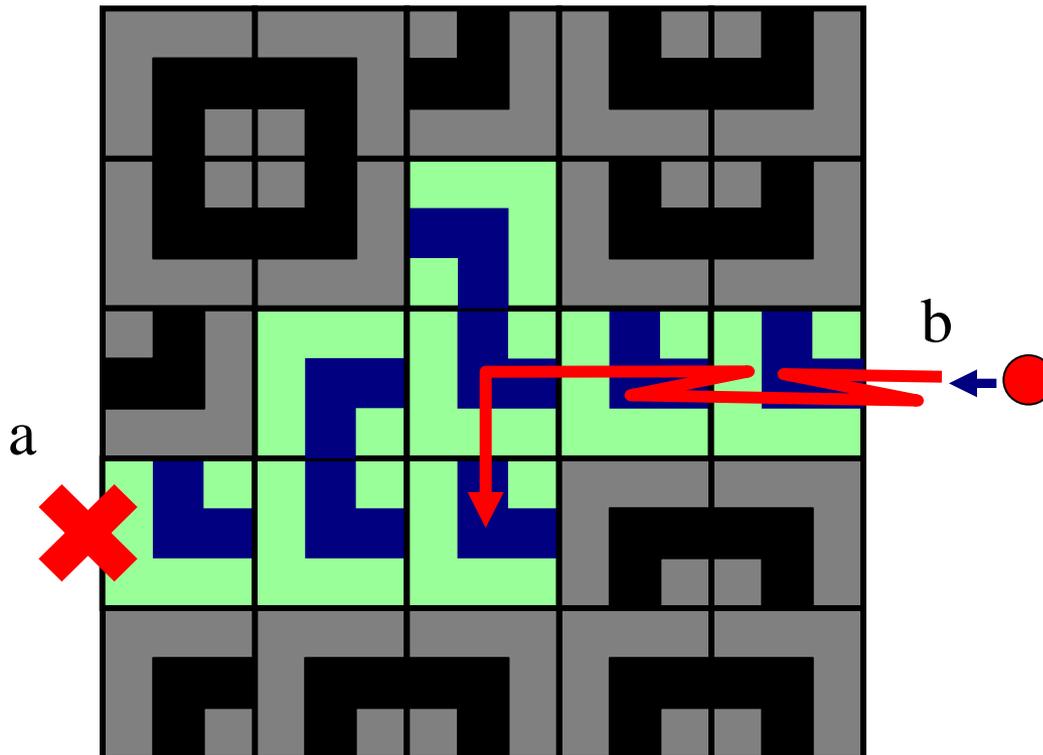


- 部品を接続する役割
- 一方通行, 1度のみ使用

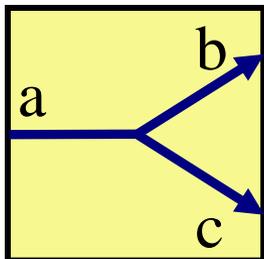
制限3 : NP困難



L

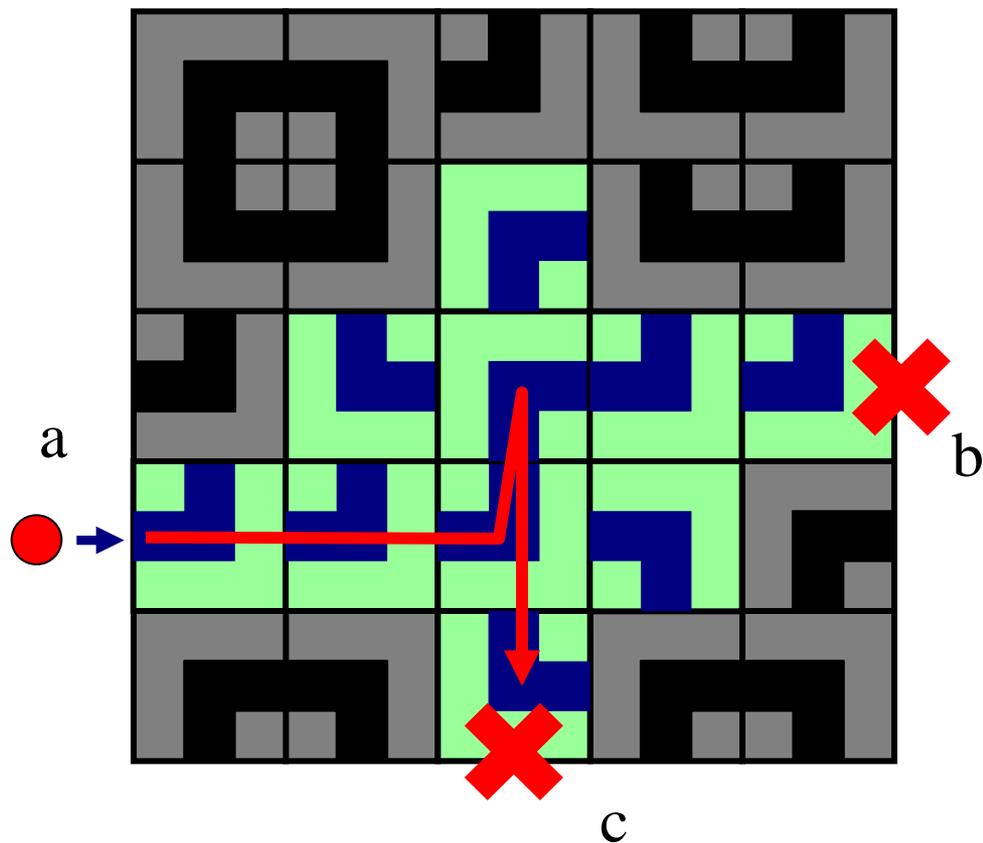


制限3の部品D

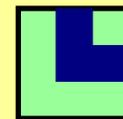


部品D

■ 通路を分岐させる部品

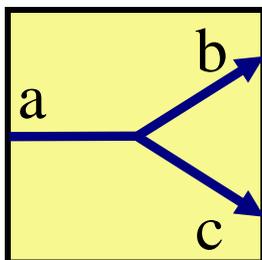


制限3 : NP困難



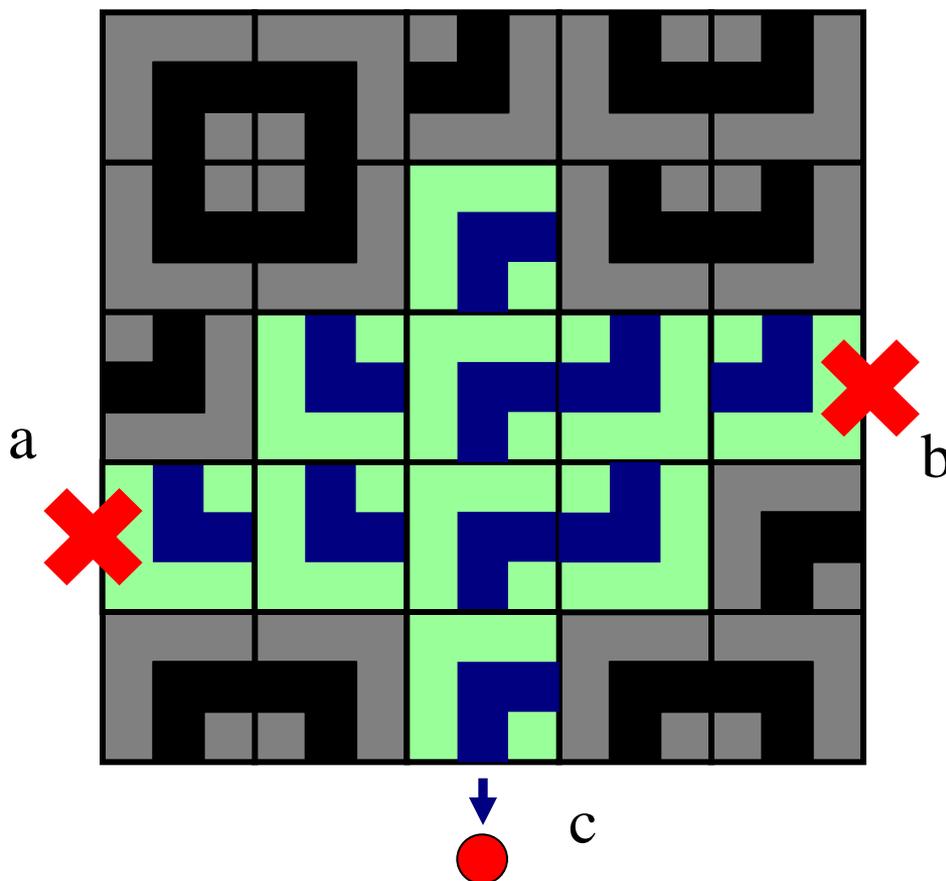
L

制限3の部品D

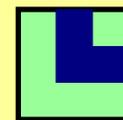


部品D

■ 通路を分岐させる部品

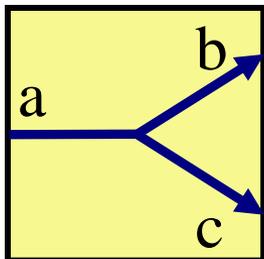


制限3 : NP困難



L

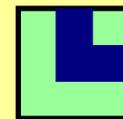
制限3の部品D



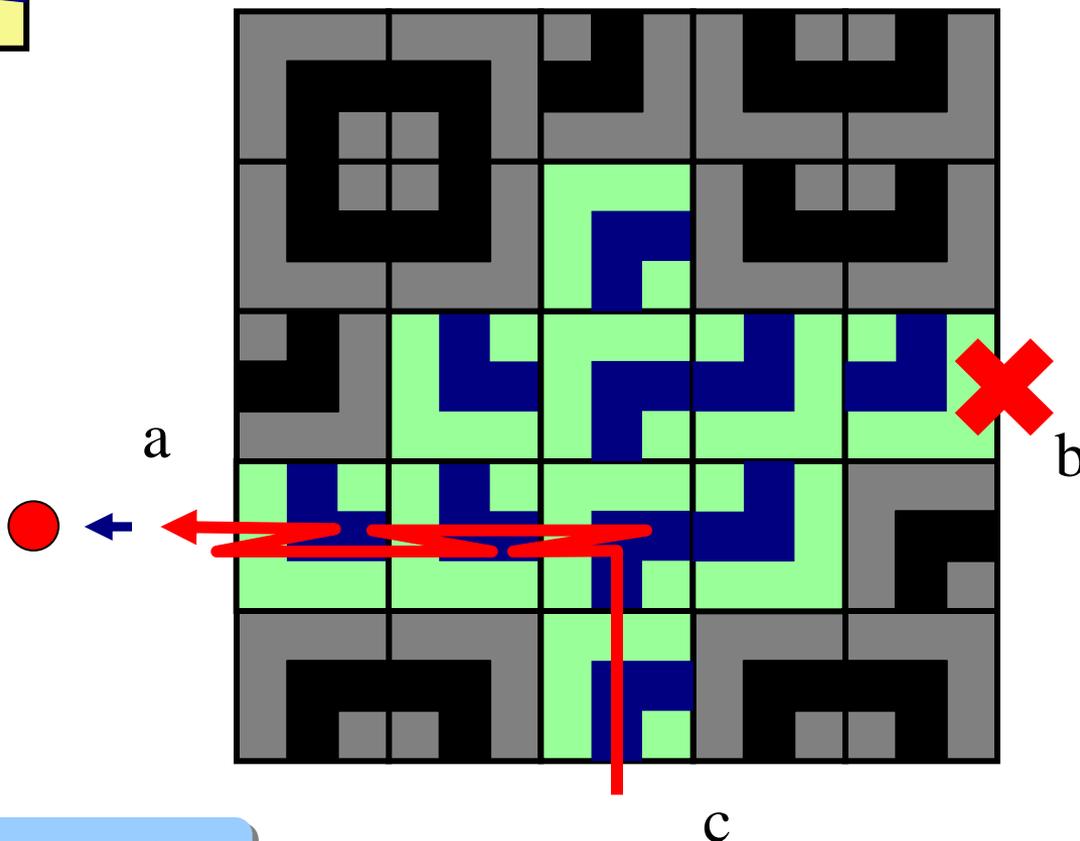
部品D

■ 通路を分岐させる部品

制限3 : NP困難

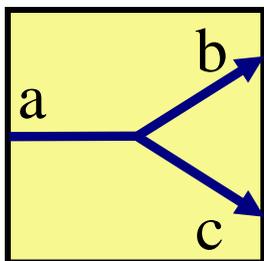


L



逆走ができてしまう

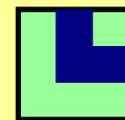
制限3の部品D



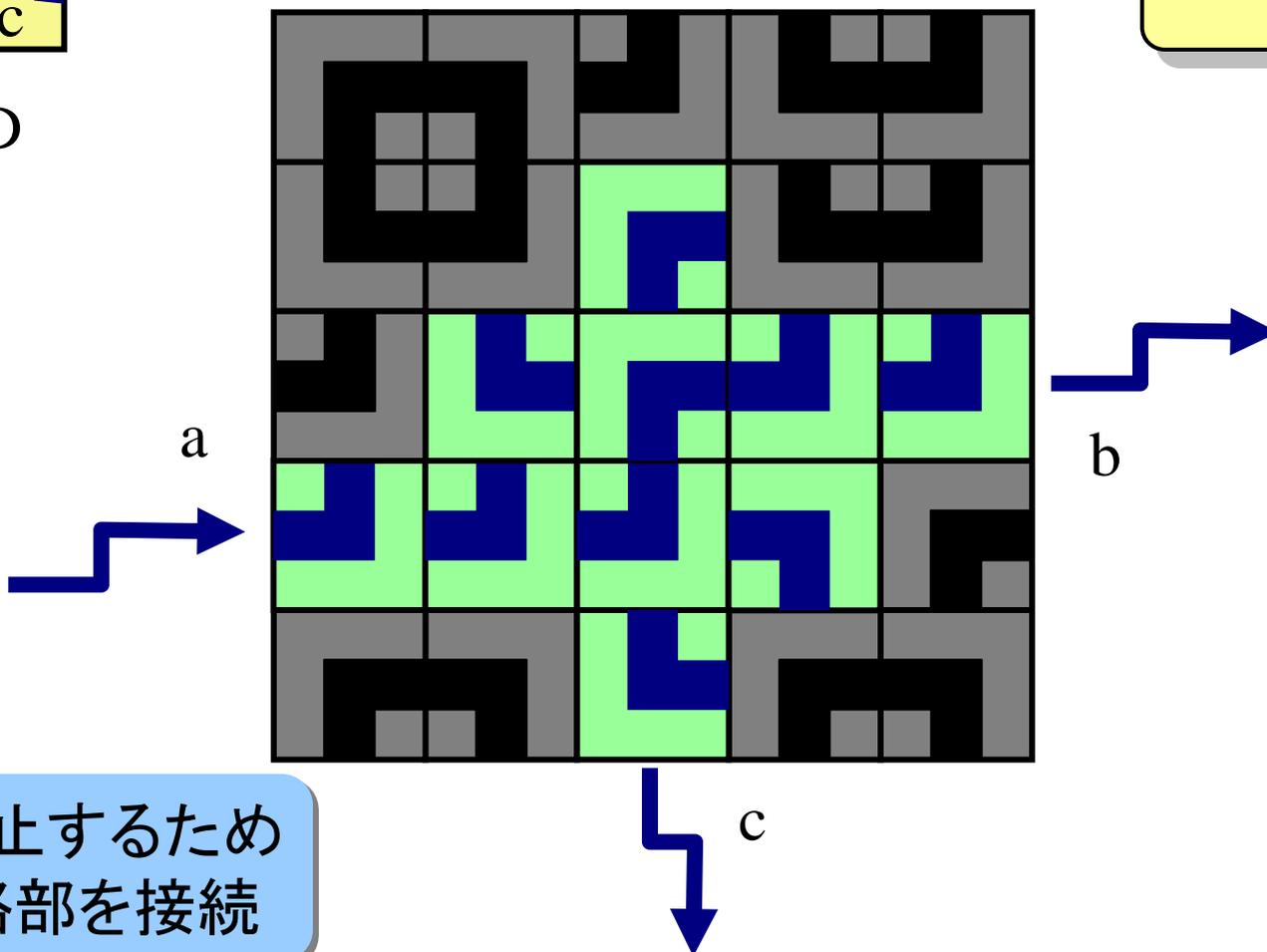
部品D

■ 通路を分岐させる部品

制限3 : NP困難

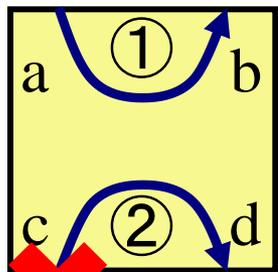


L



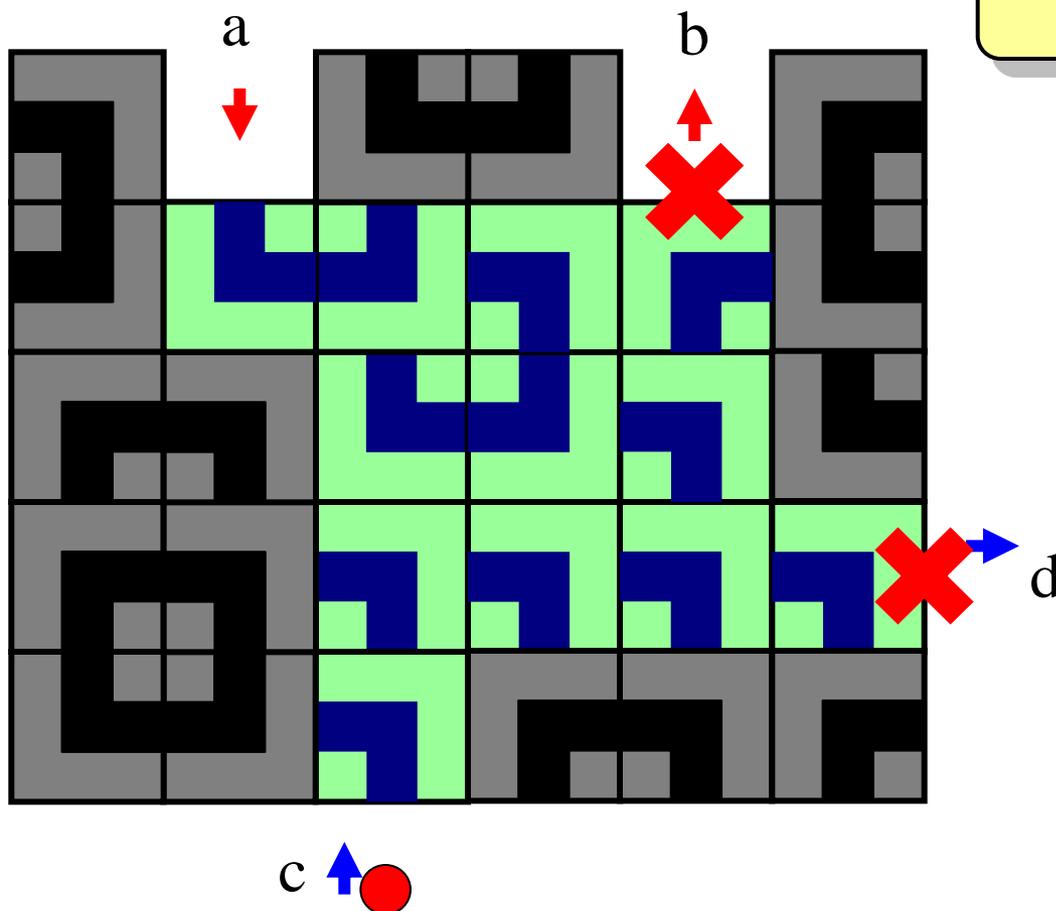
逆走を防止するため
必ず通路部を接続

制限3の部品A

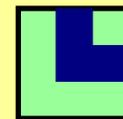


部品A

■ ①通行後に②を通行可能

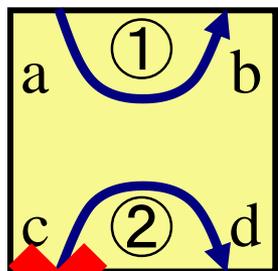


制限3 : NP困難



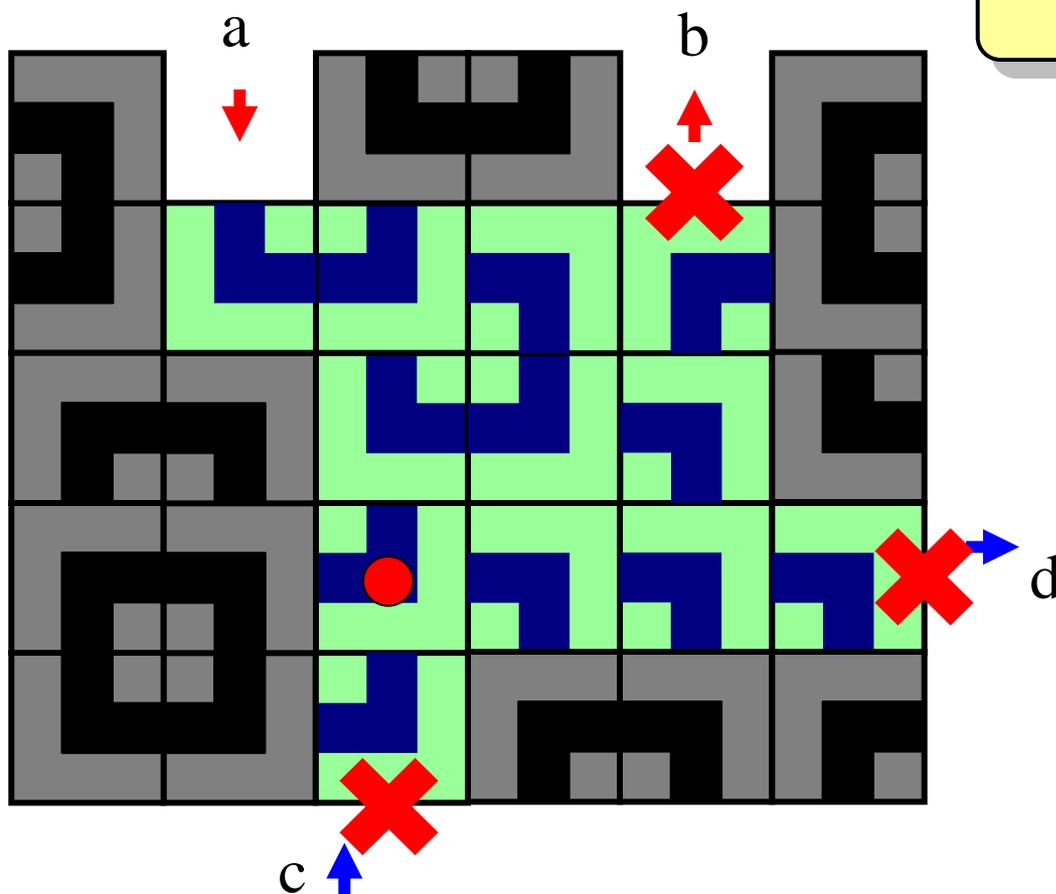
L

制限3の部品A

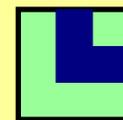


部品A

■ ①通行後に②を通行可能

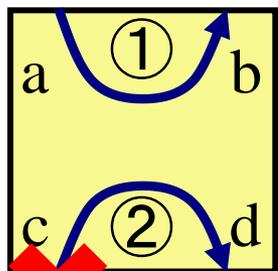


制限3 : NP困難



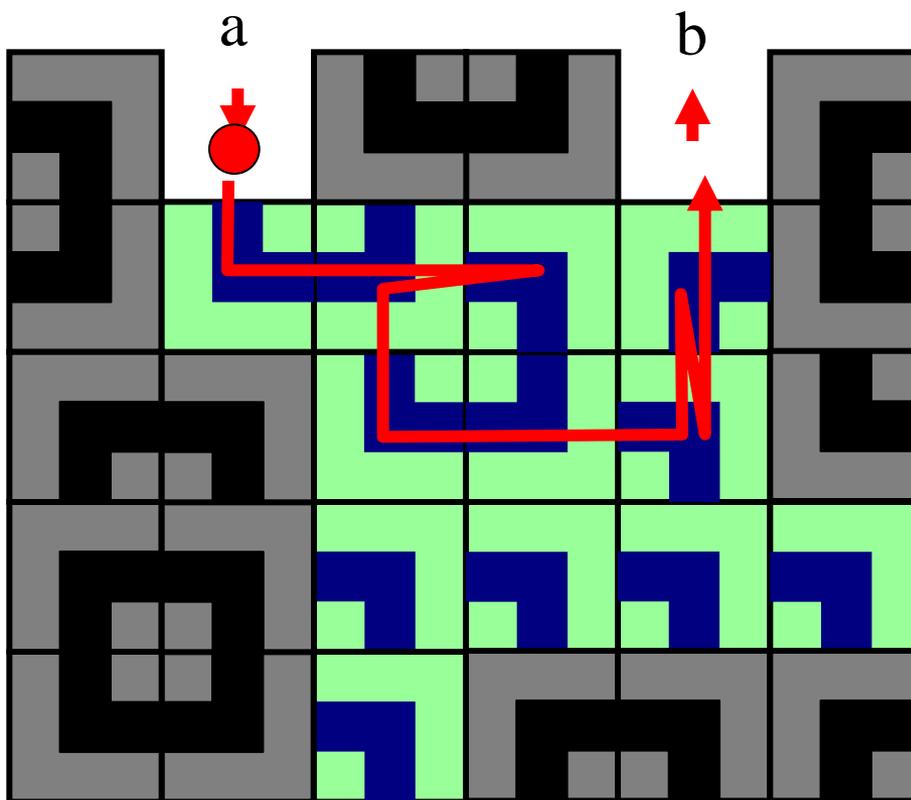
L

制限3の部品A

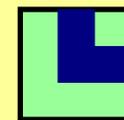


部品A

■ ①通行後に②を通行可能

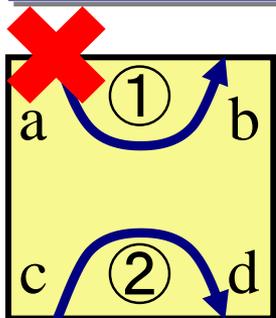


制限3 : NP困難



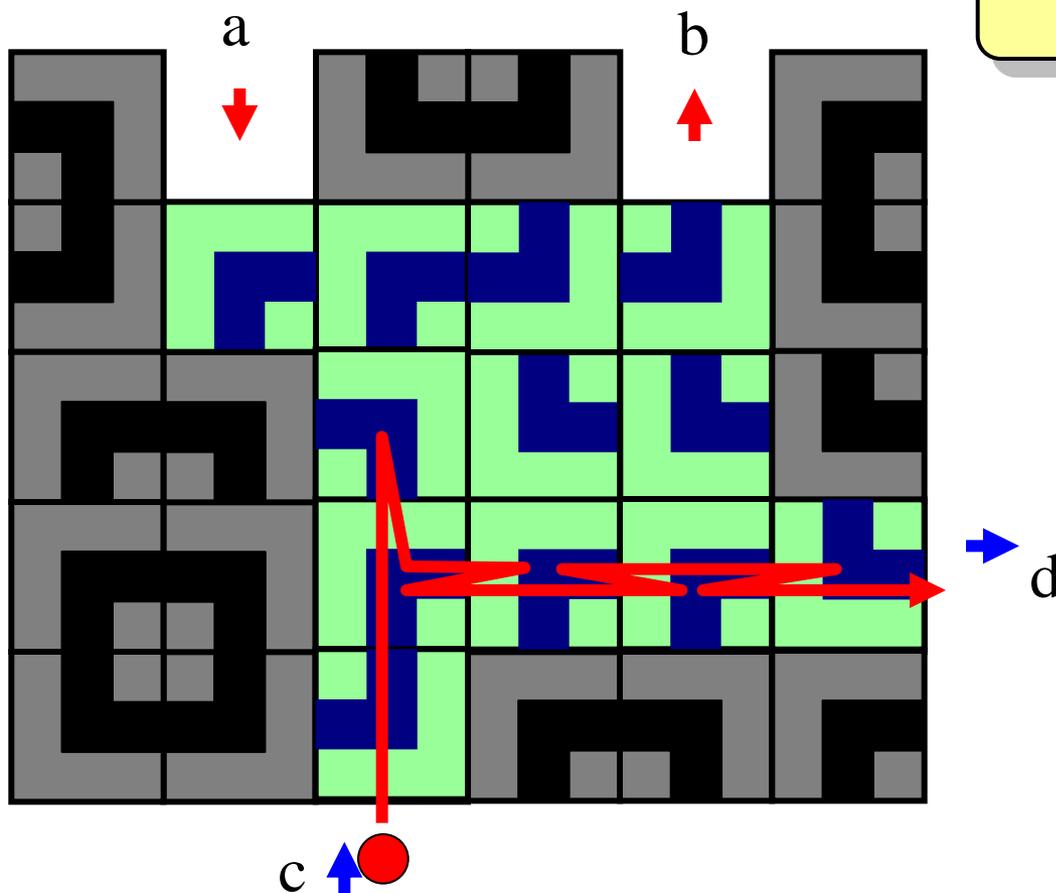
L

制限3の部品A

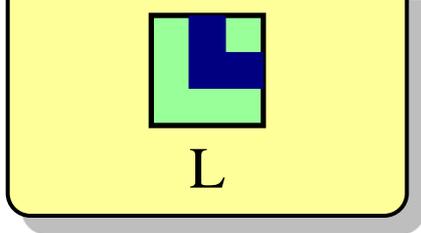


部品A

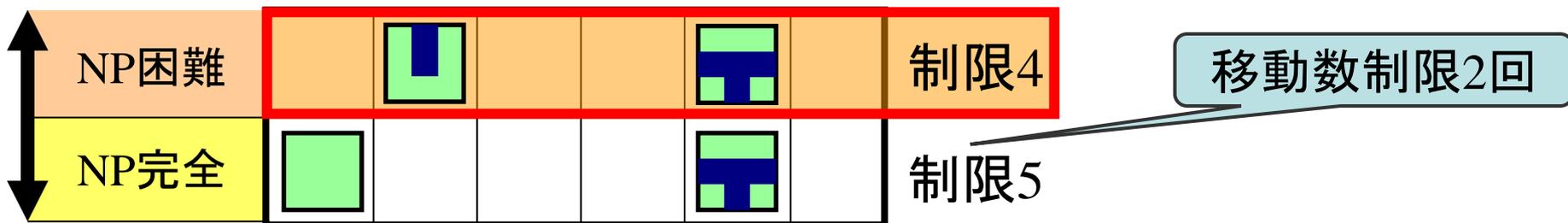
■ ①通行後に②を通行可能



制限3 : NP困難

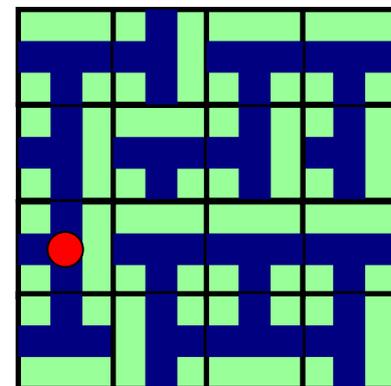


Type-Tを含む制限(制限4)



 の性質

自由度が高い



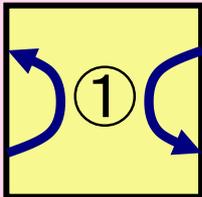
壁の構成が困難

Pで解けるか不明

妥協

 で壁を構成

→
通路部

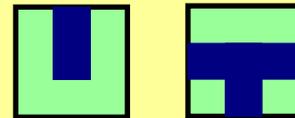

部品C'

制限4の通路部

a → b
通路部

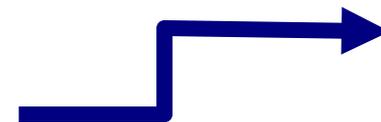
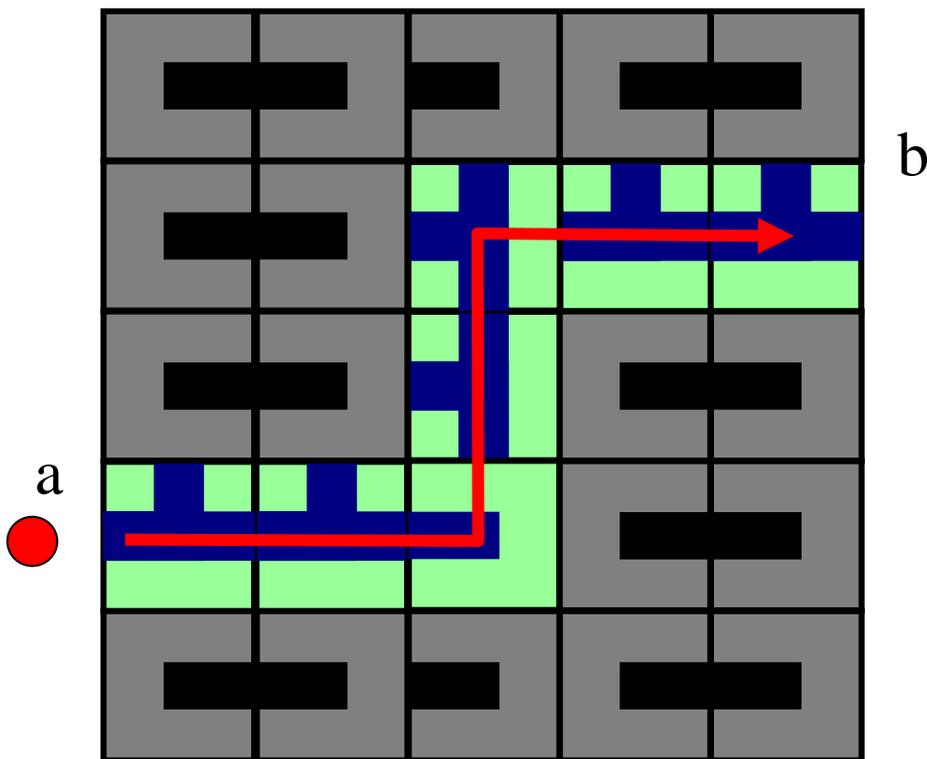
- 部品を接続する役割
- 一方通行, 1度のみ使用

制限4 : NP困難



U

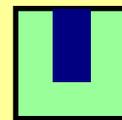
T



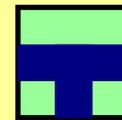
制限3同様に各部品
接続に要クランク

制限4の部品C'

制限4 : NP困難



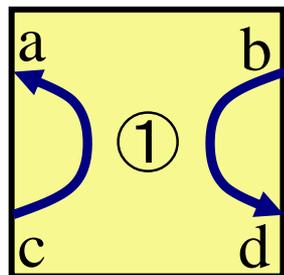
U



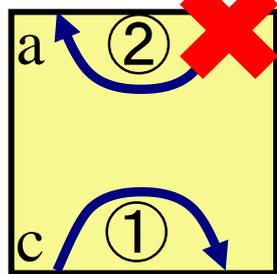
T

構成は点対象

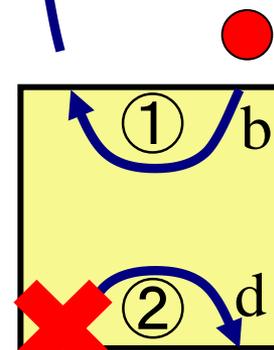
■ 1度のみ通行可能



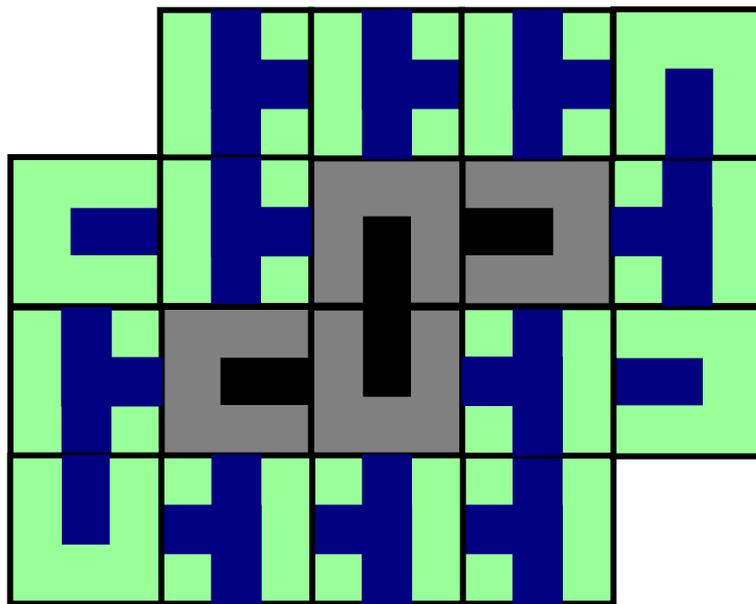
部品C'



部品B'

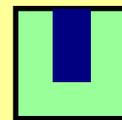


部品B'

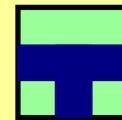


制限4の部品C'

制限4 : NP困難



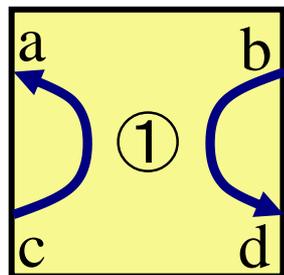
U



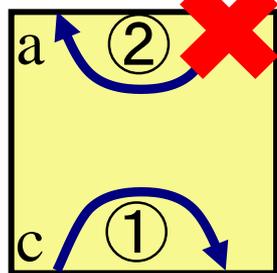
T

構成は点対象

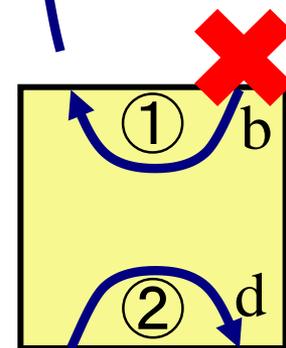
■ 1度のみ通行可能



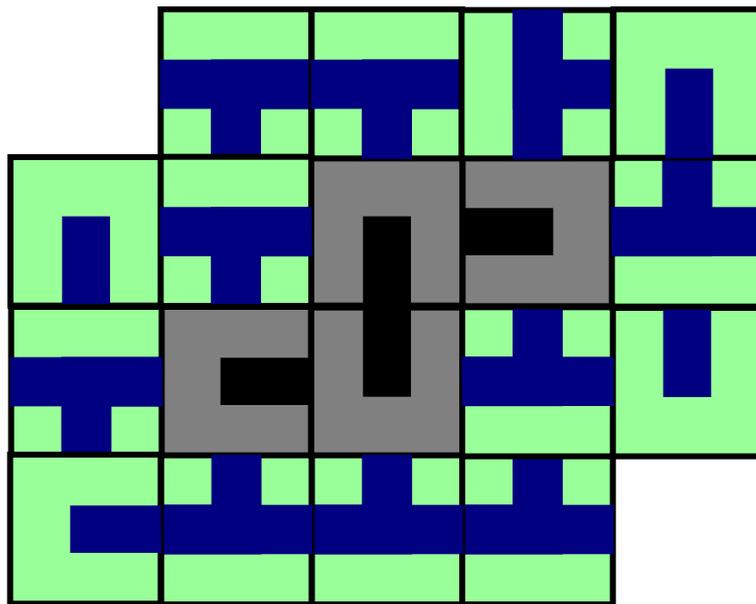
部品C'



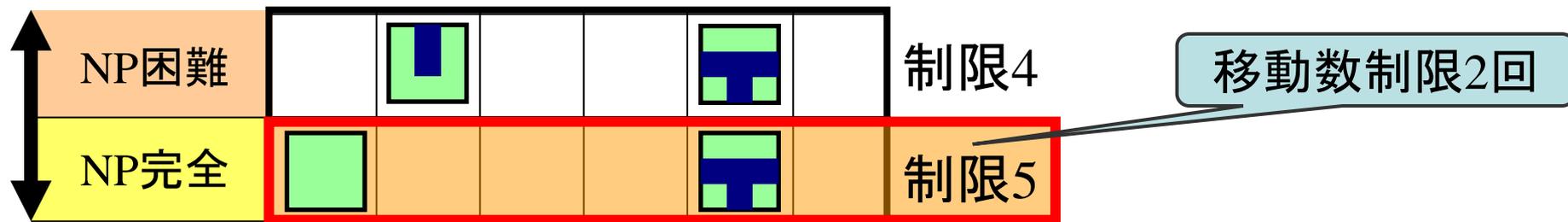
部品B'



部品B' ●



Type-Tを含む制限(制限5)



制限4  を部品内で使用

路の無い  を試す

自由に逆走可能

さらに妥協

移動制限を追加

通路部

部品C'

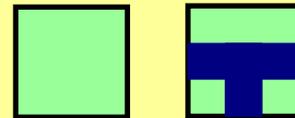
推測が定数回で済むため, NPに属す

制限5の通路部

a → b
通路部

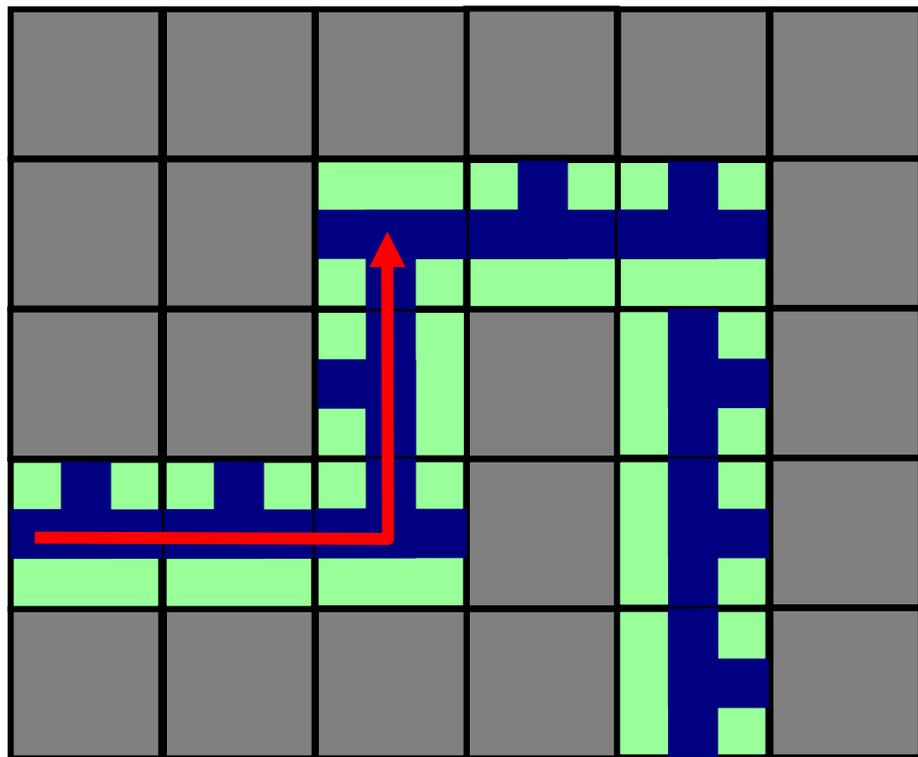
- 部品を接続する役割
- 一方通行, 1度のみ使用

制限5 : NP完全



O

T



a

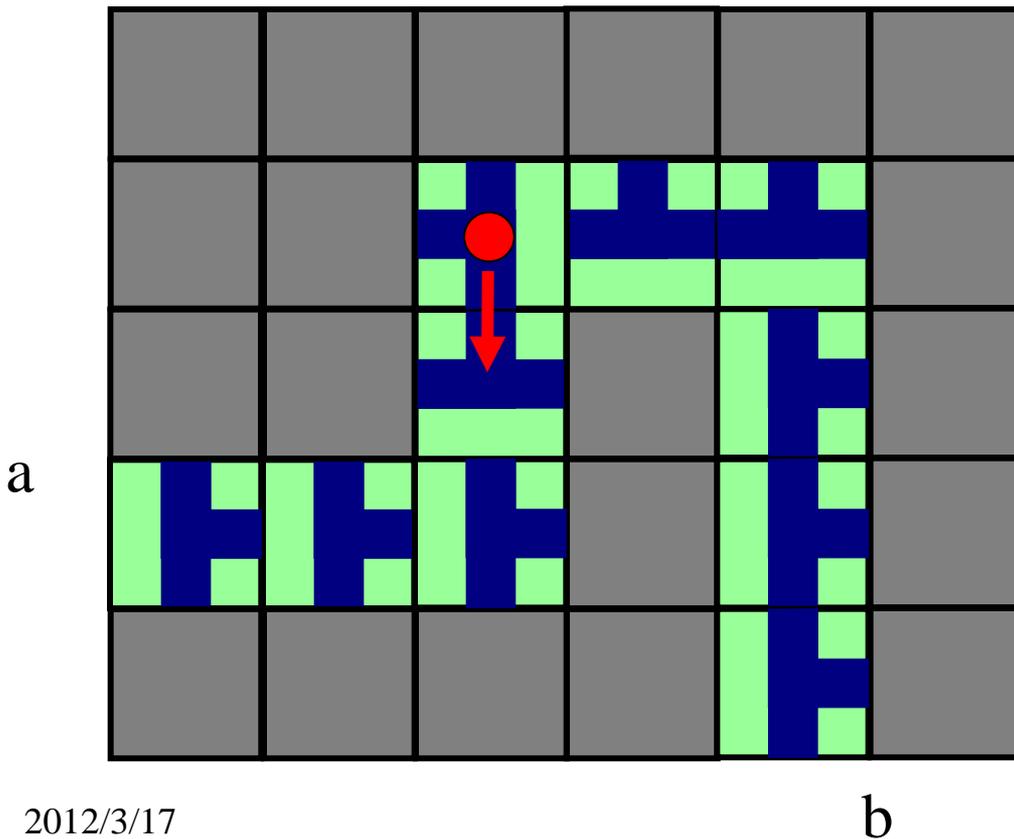
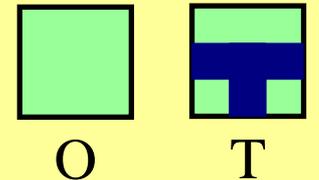


制限5の通路部

a → b
通路部

- 部品を接続する役割
- 一方通行, 1度のみ使用

制限5 : NP完全

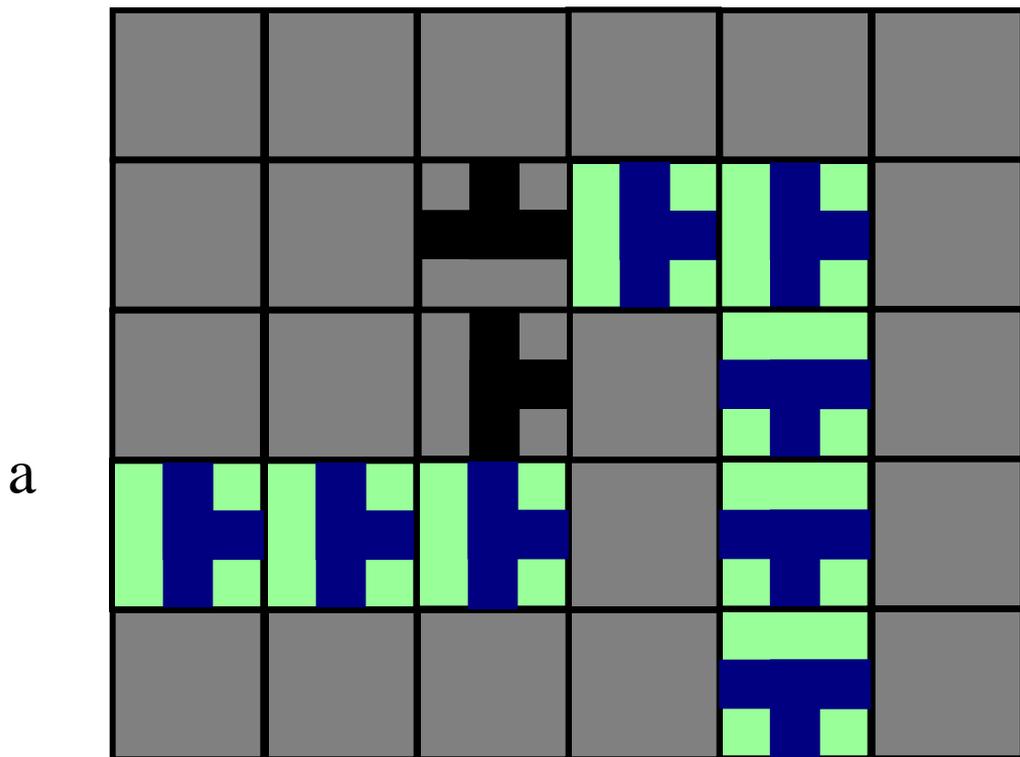
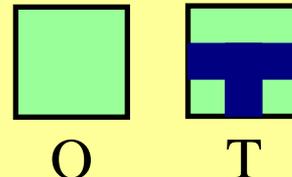


制限5の通路部



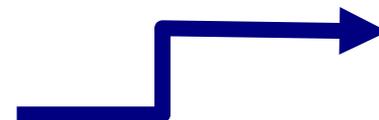
- 部品を接続する役割
- 一方通行, 1度のみ使用

制限5 : NP完全



 : 2度通行済み

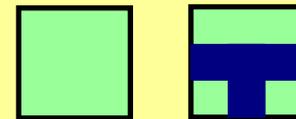
引き返し可能に注意



制限3同様に各部品
接続に要クランク

制限5の部品C'

制限5 : NP完全

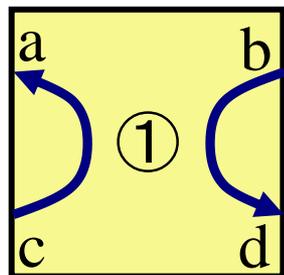


O

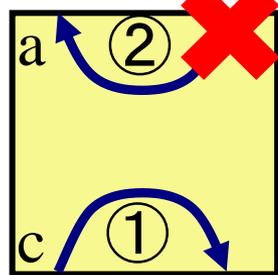
T

■ 1度のみ通行可能

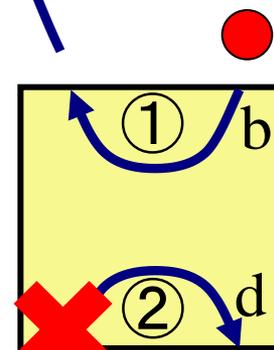
構成は点対象



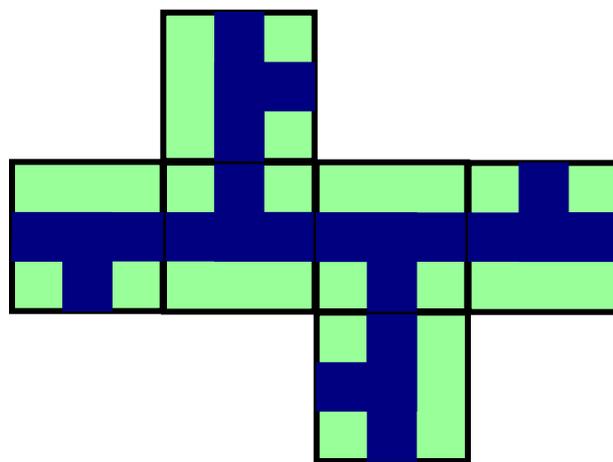
部品C'



部品B'

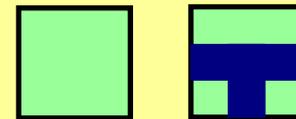


部品B'



制限5の部品C'

制限5 : NP完全

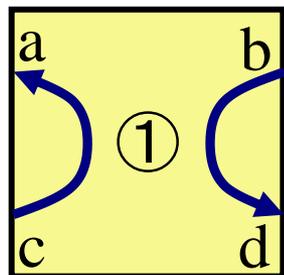


O

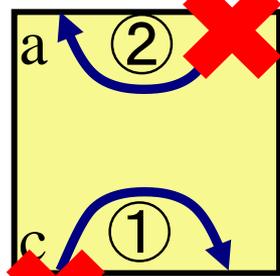
T

構成は点対象

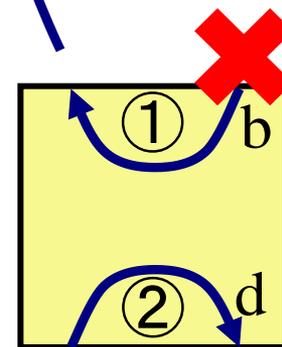
■ 1度のみ通行可能



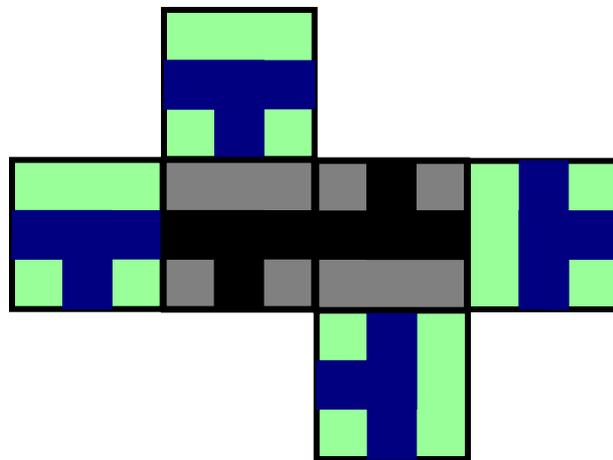
部品C'



部品B'



部品B' ●

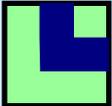
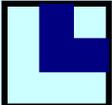


未解決な制限

予想:PSPACE完全

今後の課題

PSPACE可解だがNPは難しい

- ▶  (制限3, NP困難)の完全性
- ▶  (制限6, 不明)の計算複雑さ
- ▶  (制限7, 不明)の計算複雑さ

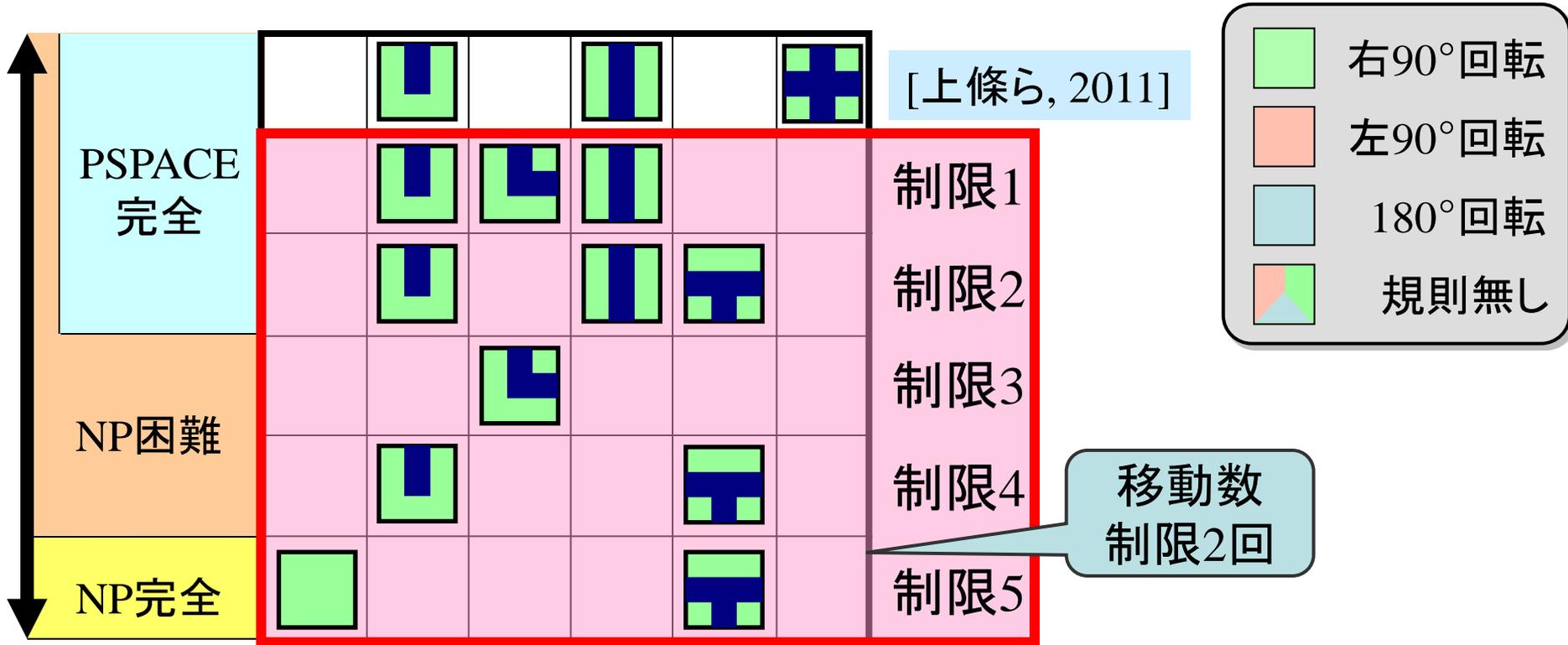
-  右90°回転
-  左90°回転
-  180°回転
-  規則無し

予想:P

壁の構成が不可能

これらの制限の性質が証明を困難にさせる

まとめ

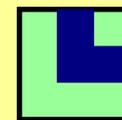


まとめ

➤  や  を含む制限の解析が目的で上記を示す

PSPACE困難性の証明

制限3



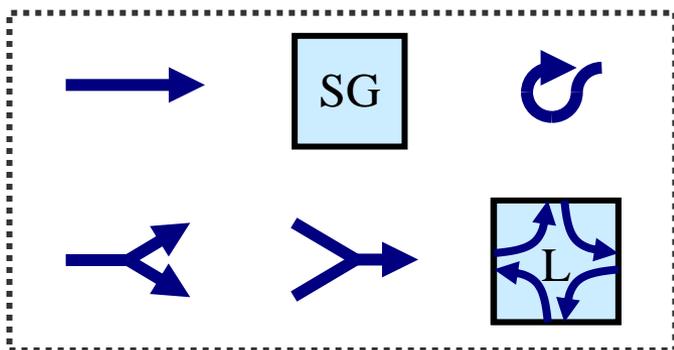
L

PSPACE困難性の証明が困難

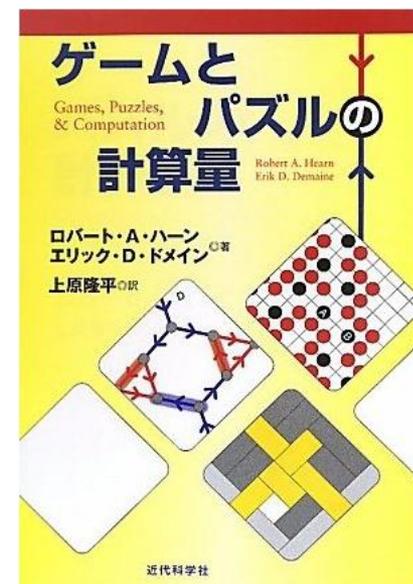
部品を何度も使用する

Q-3SAT

[M. R. Garey, *et al.*, 1971]



[上條ら, 2011]



訳 上原隆平先生

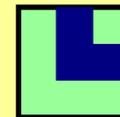
制限3の性質

部品を何度も使用したい

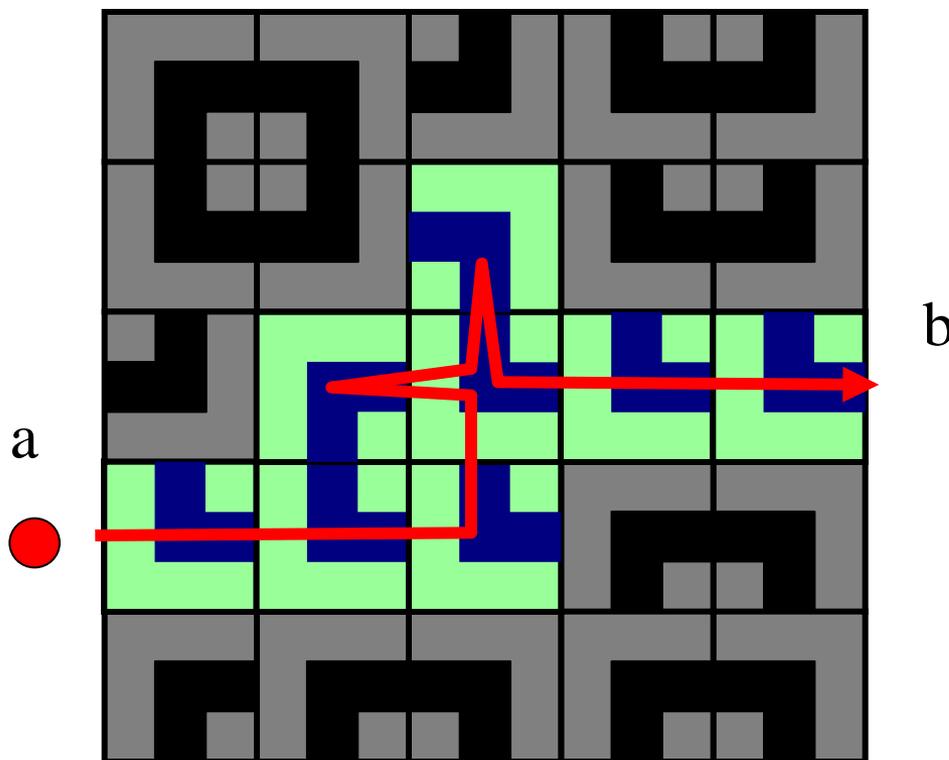
性質

隣り合う2方向に壁があると行き詰まる

制限3



L



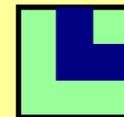
制限3の性質

部品を何度も使用したい

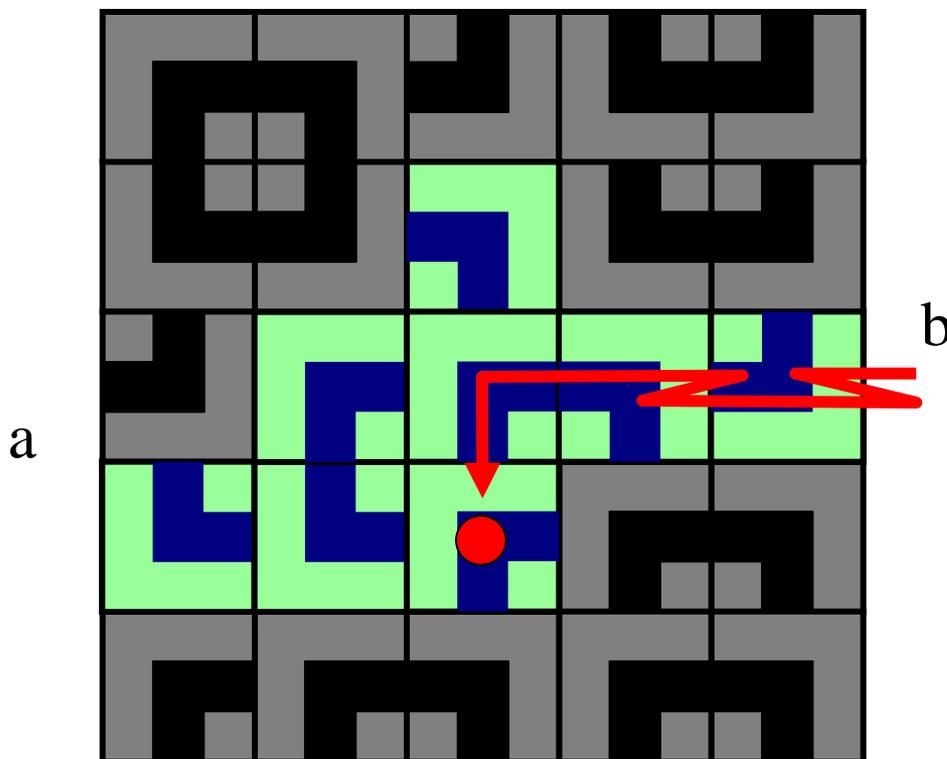
性質

隣り合う2方向に壁があると行き詰まる

制限3



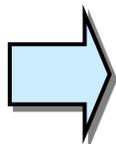
L



制限3の性質

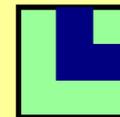
性質

隣り合う2方向に壁があると行き詰まる

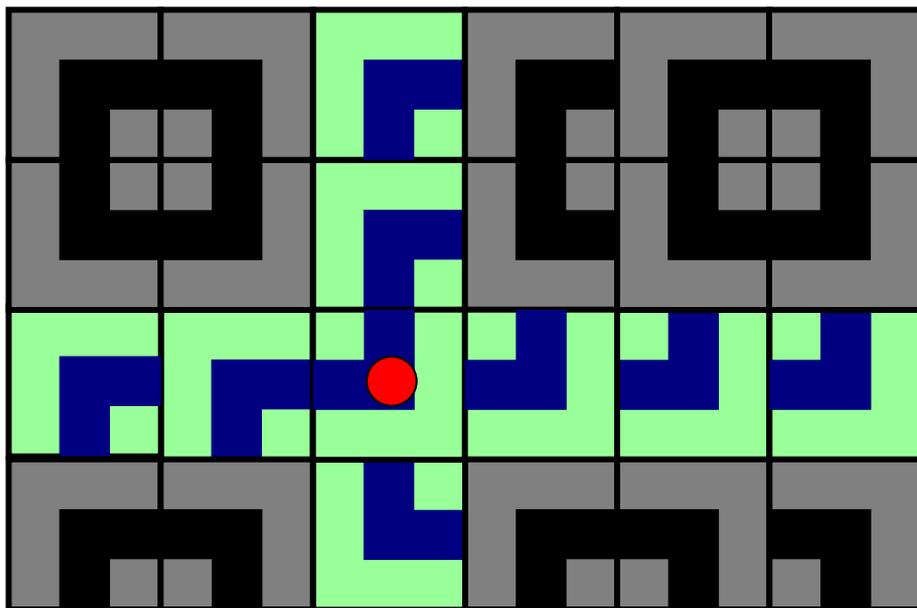


通路を直線に配置しなければならない

制限3



L



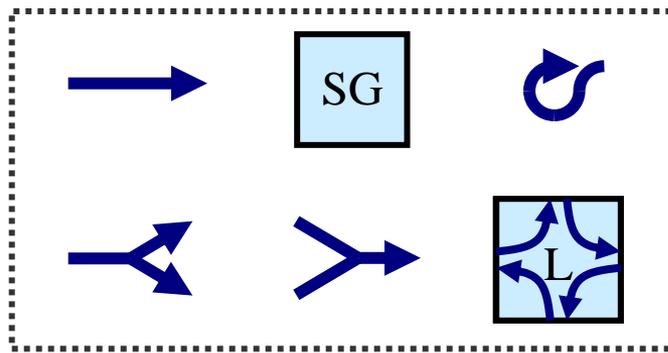
3つ角もしくは4つ角

方向の制御が不可能

NP性も証明困難

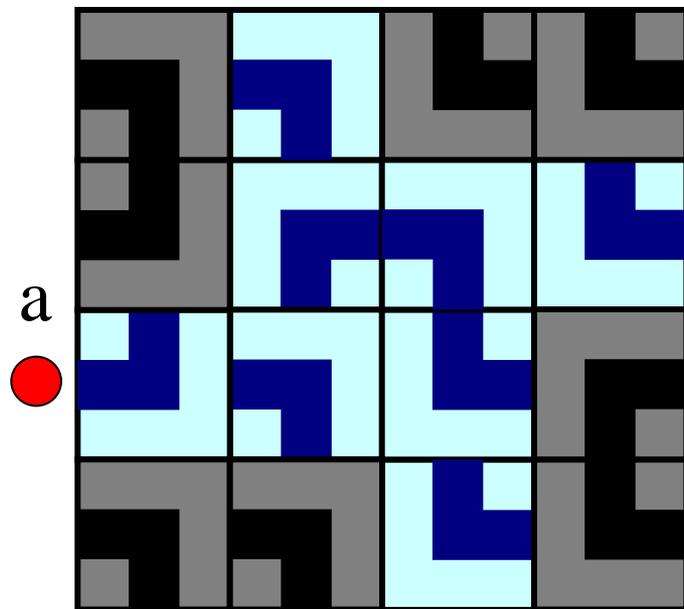
制限6の性質

巡回部以外の部品
作成可能



[上條ら, 2011]

b



a

c

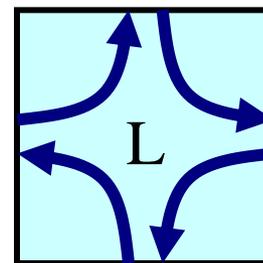
d

b

a

c

d

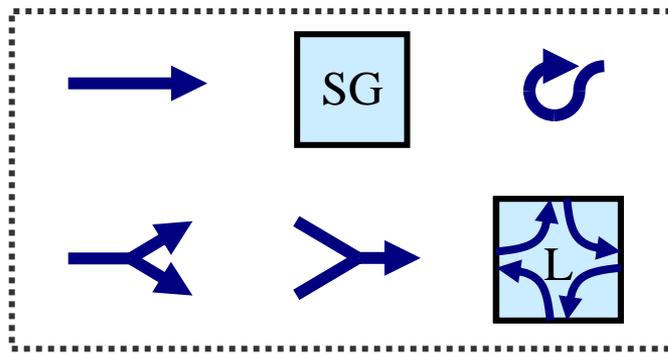


左折巡回部

左隣の入出口へ
誘導する部品

制限6の性質

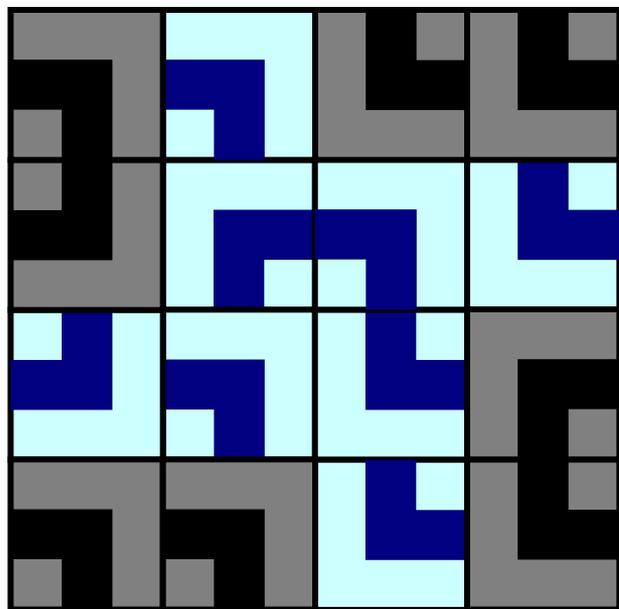
巡回部以外の部品
作成可能



[上條ら, 2011]



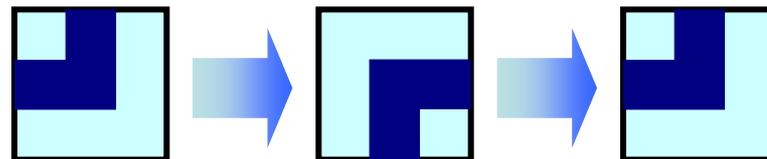
b



a



c



性質

2度回ると元に戻る

来た道に戻れてしまう

部品が作れない

d

制限6の性質

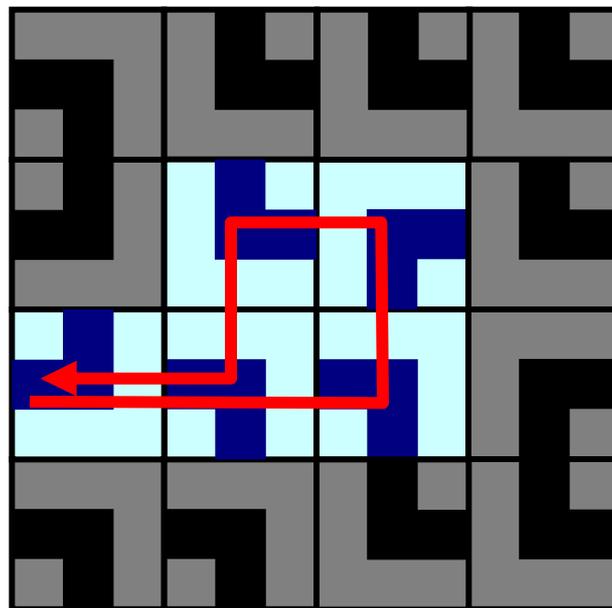
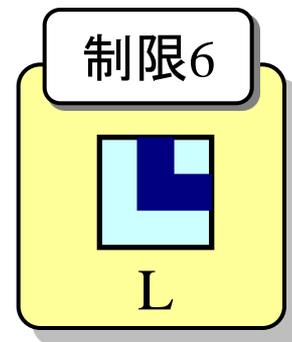
NP困難も同様に還元できず

多項式時間可解か？

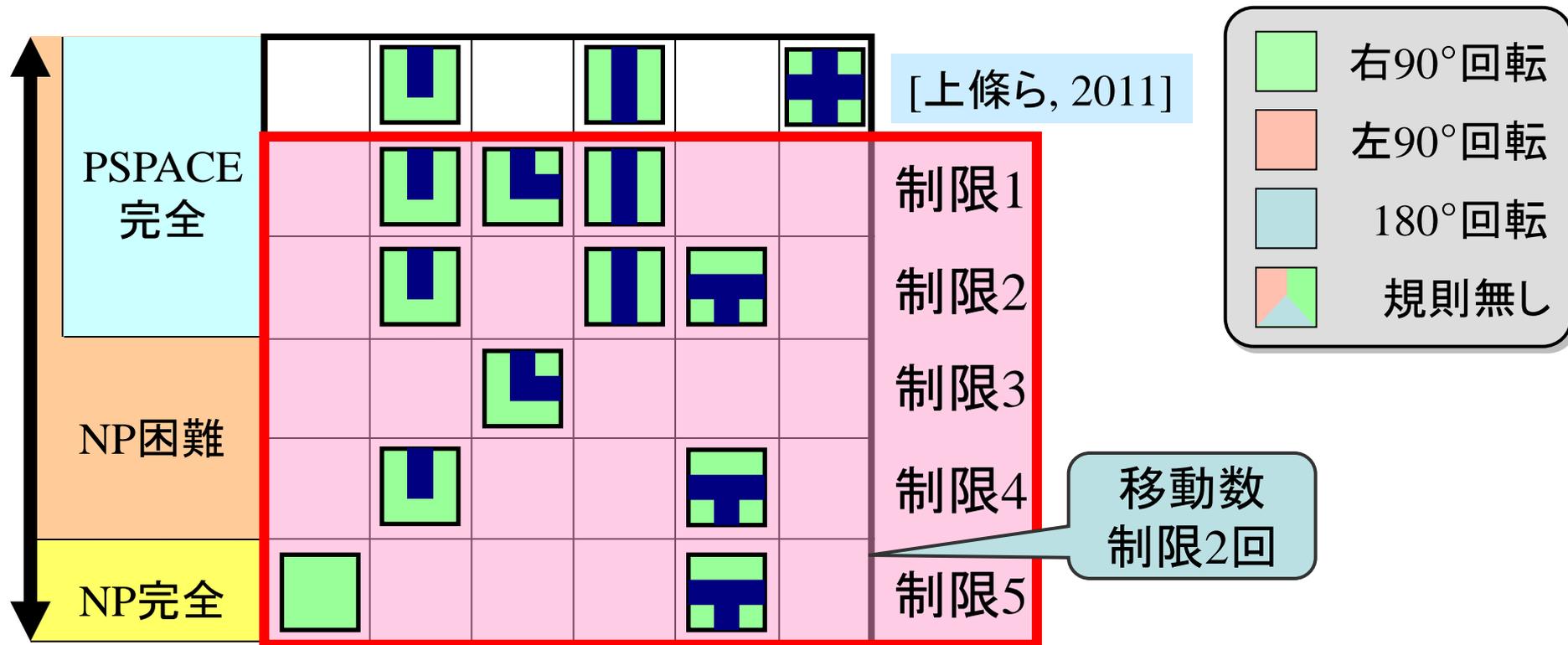
折り返しが構成可能



何度も移動可能なため
Pも難しそう



まとめと今後の課題



まとめ

➤  や  を含む制限の解析が目的で上記を示す