

# Using Latin Squares to Test Video Games

Karen Meagher

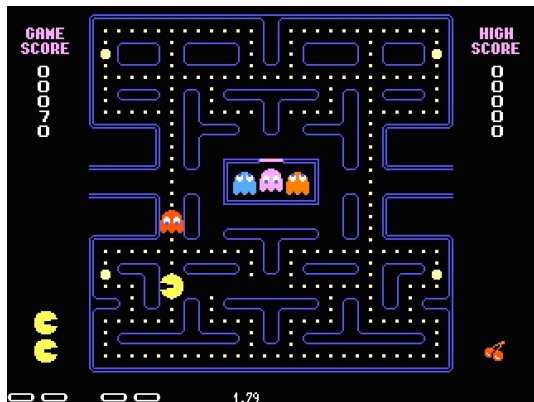
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# A Dream Job

You are a video game tester and you have to test a retro version of PacMan.

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They only allocated 8 bits of memory for the level counter.

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If you get to level 256 this is what you see,



They only allocated 8 bits of memory for the level counter.  
In binary the largest 8 bit number is

11111111



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The original version of PacMan was released with an error.  
If you get to level 256 this is what you see,



They only allocated 8 bits of memory for the level counter.  
In binary the largest 8 bit number is

11111111

which is equal to

$$2^7 + 2^6 + 2^5 + 2^4 + 2^3 + 2^2 + 2^1 + 2^0 = 255.$$

# What to test

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1. PacMan's speed:

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2. Ghosts' image:

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Normal

# What to test

There are several “parameters” in the game.

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Normal



Blue



# What to test

There are several “parameters” in the game.

1. PacMan's speed: **Slow, Medium, Fast**
2. Ghosts' image:



Normal



Blue



Flashing

# What to test

There are several “parameters” in the game.

1. PacMan's speed: **Slow, Medium, Fast**
2. Ghosts' image:



Normal



Blue



Flashing

3. Maze:

# What to test

There are several “parameters” in the game.

1. PacMan's speed: **Slow, Medium, Fast**
2. Ghosts' image:



Normal



Blue



Flashing

3. Maze:  $\alpha, \beta, \gamma$

# What to test

There are several “parameters” in the game.

1. PacMan's speed: **Slow, Medium, Fast**
2. Ghosts' image:



Normal



Blue



Flashing

3. Maze:  $\alpha, \beta, \gamma$
4. Fruit on screen:

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There are several “parameters” in the game.

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Normal



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Flashing

3. Maze:  $\alpha, \beta, \gamma$
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Banana

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There are several “parameters” in the game.

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Blue



Flashing

3. Maze:  $\alpha, \beta, \gamma$
4. Fruit on screen:



Banana



Orange

# What to test

There are several “parameters” in the game.

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Orange



Cherries

# What to test

There are several “parameters” in the game.

1. PacMan's speed: **Slow, Medium, Fast**
2. Ghosts' image:



Normal



Blue



Flashing

3. Maze:  $\alpha, \beta, \gamma$
4. Fruit on screen:



Banana



Orange



Cherries

You need to test all of these parameters, so you make a chart









# Your Chart

	Speed	Ghosts	Maze Type	Fruit
test 1	slow		$\alpha$	













# Your Chart

	Speed	Ghosts	Maze Type	Fruit
test 1	slow		$\alpha$	
test 2	slow		$\alpha$	













# Your Chart

	Speed	Ghosts	Maze Type	Fruit
test 1	slow		$\alpha$	
test 2	slow		$\alpha$	
test 3	slow		$\alpha$	













# Your Chart

	Speed	Ghosts	Maze Type	Fruit
test 1	slow		$\alpha$	
test 2	slow		$\alpha$	
test 3	slow		$\alpha$	
test 4	slow		$\beta$	
test 5	slow		$\beta$	
test 6	slow		$\beta$	

# Your Chart

	Speed	Ghosts	Maze Type	Fruit
test 1	slow		$\alpha$	
test 2	slow		$\alpha$	
test 3	slow		$\alpha$	
test 4	slow		$\beta$	
test 5	slow		$\beta$	
test 6	slow		$\beta$	
⋮	⋮	⋮	⋮	⋮













# Your Chart

	Speed	Ghosts	Maze Type	Fruit
test 1	slow		$\alpha$	
test 2	slow		$\alpha$	
test 3	slow		$\alpha$	
test 4	slow		$\beta$	
test 5	slow		$\beta$	
test 6	slow		$\beta$	
⋮	⋮	⋮	⋮	⋮

There are  $3 \times 3 \times 3 \times 3 = 81$  different combinations!

$\begin{matrix} \uparrow & \uparrow & \uparrow & \uparrow \\ \text{speed} & \text{ghost} & \text{maze} & \text{fruit} \end{matrix}$



















# Your Chart

	Speed	Ghosts	Maze Type	Fruit
test 1	slow		$\alpha$	
test 2	slow		$\alpha$	
test 3	slow		$\alpha$	
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test 5	slow		$\beta$	
test 6	slow		$\beta$	
⋮	⋮	⋮	⋮	⋮

There are  $3 \times 3 \times 3 \times 3 = 81$  different combinations!  
          ↑          ↑          ↑          ↑  
          speed  ghost  maze  fruit



















Playing PacMan will become really boring before you finish.

# Karen's Solution to get to an Early Lunch

	Speed	Ghosts	Maze	Fruit
test 1:	slow		$\alpha$	
test 2:	slow		$\beta$	
test 3:	slow		$\gamma$	
test 4:	medium		$\beta$	
test 5:	medium		$\gamma$	
test 6:	medium		$\alpha$	
test 7:	fast		$\gamma$	
test 8:	fast		$\alpha$	
test 9:	fast		$\beta$	





















# Karen's Solution to get to an Early Lunch

	Speed	Ghosts	Maze	Fruit
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test 6:	medium		$\alpha$	
test 7:	fast		$\gamma$	
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test 9:	fast		$\beta$	



















This will test all nine possible pairs for any two parameters.

# Karen's Solution to get to an Early Lunch

	Speed	Ghosts	Maze	Fruit
→ test 1:	slow		$\alpha$	
test 2:	slow		$\beta$	
test 3:	slow		$\gamma$	
test 4:	medium		$\beta$	
test 5:	medium		$\gamma$	
test 6:	medium		$\alpha$	
test 7:	fast		$\gamma$	
test 8:	fast		$\alpha$	
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test 5:	medium		$\gamma$	
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# Latin Squares

The first three columns can be written as a square:




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Slow	$\alpha$	$\beta$	$\gamma$
Medium	$\beta$	$\gamma$	$\alpha$
Fast	$\gamma$	$\alpha$	$\beta$

# Latin Squares




The first three columns can be written as a square:

			
Slow	$\alpha$	$\beta$	$\gamma$
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Each symbol occurs once in every row and column.

# Latin Squares




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Slow	$\alpha$	$\beta$	$\gamma$
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Each symbol occurs once in every row and column.  
This is called a **Latin square**.

# Latin Squares

The first three columns can be written as a square:




			
Slow	$\alpha$	$\beta$	$\gamma$
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The fourth column can also be written as a square:













# Latin Squares

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Slow	$\alpha$	$\beta$	$\gamma$
Medium	$\beta$	$\gamma$	$\alpha$
Fast	$\gamma$	$\alpha$	$\beta$

Each symbol occurs once in every row and column.  
This is called a **Latin square**.

The fourth column can also be written as a square:

			
Slow			
Medium			
Fast			















# Greco-Latin Squares

We can put these to Latin squares together to make a  
**Greco-Latin square.**













# Greco-Latin Squares

We can put these to Latin squares together to make a **Greco-Latin square**.

			
Slow	$\alpha$ , 	$\beta$ , 	$\gamma$ , 
Medium	$\beta$ , 	$\gamma$ , 	$\alpha$ , 
Fast	$\gamma$ , 	$\alpha$ , 	$\beta$ , 

# Greco-Latin Squares

We can put these to Latin squares together to make a **Greco-Latin square**.

			
Slow	$\alpha$ , 	$\beta$ , 	$\gamma$ , 
Medium	$\beta$ , 	$\gamma$ , 	$\alpha$ , 
Fast	$\gamma$ , 	$\alpha$ , 	$\beta$ , 

I get every maze/fruit combination exactly once!

# Everyone loves Latin Squares!

5	3	4	6	7	8	9	1	2
6	7	2	1	9	5	3	4	8
1	9	8	3	4	2	5	6	7
8	5	9	7	6	1	4	2	3
4	2	6	8	5	3	7	9	1
7	1	3	9	2	4	8	5	6
9	6	1	5	3	7	2	8	4
2	8	7	4	1	9	6	3	5
3	4	5	2	8	6	1	7	9

Sudoku games are  $9 \times 9$  Latin squares.

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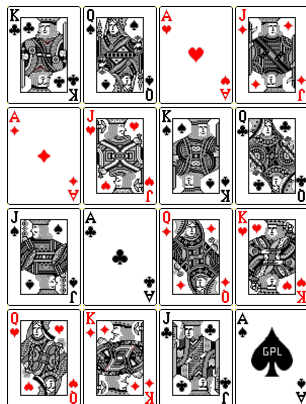
*Take all aces, kings, queens and jacks from a standard deck of cards, and arrange them in a 4x4 grid such that each row and each column contained all four suits as well as one of each face value.*



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*Take all aces, kings, queens and jacks from a standard deck of cards, and arrange them in a 4x4 grid such that each row and each column contained all four suits as well as one of each face value.*



# Latin Squares are good for “art”



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This is a  $7 \times 7$  Greco-Latin square

## Latin Squares are good for “art”



This is a  $7 \times 7$  Greco-Latin square (it is a baby blanket I made for my Ph.D. supervisor's baby).

## 36 Officers Problem

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*The problem asks if it is possible to arrange six regiments consisting of six officers each of different ranks in a  $6 \times 6$  square so that no rank or regiment will be repeated in any row or column.*

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			?	?	?
			?	?	?
			?	?	?
?	?	?	?	?	?
?	?	?	?	?	?
?	?	?	?	?	?



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			?	?	?
			?	?	?
			?	?	?
?	?	?	?	?	?
?	?	?	?	?	?
?	?	?	?	?	?

This problem is asking for a  $6 \times 6$  Latin square

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			?	?	?
			?	?	?
			?	?	?
?	?	?	?	?	?
?	?	?	?	?	?
?	?	?	?	?	?

This problem is asking for a  $6 \times 6$  Latin square

In 1901 it was shown that it is not possible to make a  $6 \times 6$  Greco-Latin square!

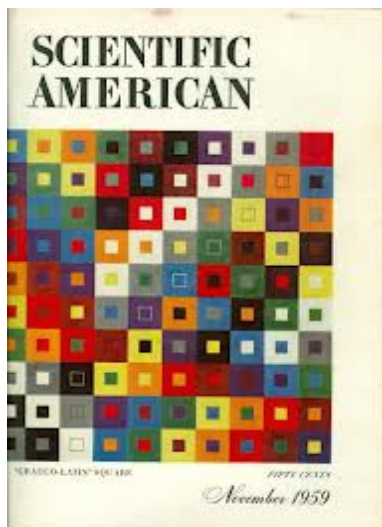
# 10 × 10 Latin Square

## $10 \times 10$ Latin Square

For a long time it was unknown if it was possible to build a  $10 \times 10$  Greco-Latin square.

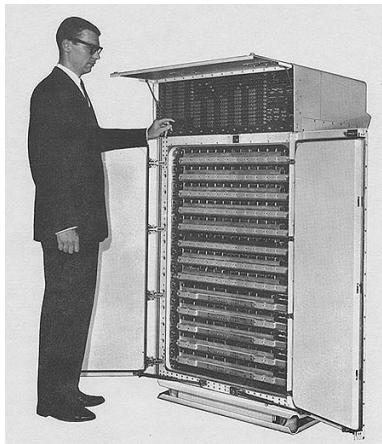
# 10 × 10 Latin Square

For a long time it was unknown if it was possible to build a 10 × 10 Greco-Latin square.



A computer in 1959?

## A computer in 1959?



This is the type of computer that was used to find the first  $10 \times 10$  Greco-Latin square.

# Open Problems with Latin Squares



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We look for ways to build them:

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$$\begin{array}{cccccc} \hline 1 & 2 & 3 & \dots & n-1 & n \end{array}$$

# Open Problems with Latin Squares

We look for ways to build them:

I can build an  $n \times n$  Latin square for any  $n$ :

1	2	3	...	$n-1$	$n$
2	3	4	...	$n$	1

# Open Problems with Latin Squares

We look for ways to build them:

I can build an  $n \times n$  Latin square for any  $n$ :

---

1	2	3	...	$n-1$	$n$
2	3	4	...	$n$	1
3	4	5	...	1	2

# Open Problems with Latin Squares

We look for ways to build them:

I can build an  $n \times n$  Latin square for any  $n$ :

1	2	3	...	$n-1$	$n$
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3	4	5	...	1	2
$\vdots$					
$n$	1	2	...	$n-2$	$n-1$

# Open Problems with Latin Squares

We look for ways to build them:

I can build an  $n \times n$  Latin square for any  $n$ :

1	2	3	...	$n-1$	$n$
2	3	4	...	$n$	1
3	4	5	...	1	2
⋮					
$n$	1	2	...	$n-2$	$n-1$

I can also build an  $n \times n$  Greco-Latin square if  $n$  is the power of a prime number.

# Open Problems with Latin Squares

We look for ways to build them:

I can build an  $n \times n$  Latin square for any  $n$ :

1	2	3	...	$n-1$	$n$
2	3	4	...	$n$	1
3	4	5	...	1	2
$\vdots$					
$n$	1	2	...	$n-2$	$n-1$

I can also build an  $n \times n$  Greco-Latin square if  $n$  is the power of a prime number. It is easy, if you have a finite field!



# Open Problems with Latin Squares

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We try to count Latin squares:

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There are two of order 2:

1	2
2	1

2	1
1	2

# Open Problems with Latin Squares

We try to count Latin squares:

There are two of order 2:

1	2
2	1

2	1
1	2

Order	Number
3	12
4	576
5	161280
6	812 851 200

# Open Problems with Latin Squares

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We classify Latin squares:

# Open Problems with Latin Squares

We classify Latin squares:

1	2	3	4
2	3	4	1
3	4	1	2
4	1	2	3

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2	3	1	4



# Open Problems with Latin Squares

We classify Latin squares:

1	2	3	4
2	3	4	1
3	4	1	2
4	1	2	3

no transversal

1	4	2	3
3	2	4	1
4	1	3	2
2	3	1	4

transversal

Still **LOTS** of open problems with Latin squares and Graeco-Latin squares and experimental design.

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- ▶ Build better test sets:

Still **LOTS** of open problems with Latin squares and Graeco-Latin squares and experimental design.

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  - ▶ test sets that avoid combinations;
  - ▶ tests sets that balance other aspects;
  - ▶ tests sets that test only give pairs of the parameters.

Still **LOTS** of open problems with Latin squares and Graeco-Latin squares and experimental design.

- ▶ Build better test sets:
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- ▶ Latin Squares are important in other aspects of math:

Still **LOTS** of open problems with Latin squares and Graeco-Latin squares and experimental design.

- ▶ Build better test sets:
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  - ▶ tests sets that test only give pairs of the parameters.
- ▶ Latin Squares are important in other aspects of math:
  - ▶ finite fields—these are important for cyptography;
  - ▶ decompositions of graphs;
  - ▶ extremal combinatorics.