Game playing

- **Types of games**
  - Deterministic vs. chance
  - Perfect vs. imperfect information

- **Active area of research**
  - Why?
    - Clear criteria for success
    - Interesting, hard problems
    - Fun

- **Typical game**
  - 2-player, zero sum game
  - Players alternate moves
  - Perfect information, no chance
  - Examples?

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Classic problem: N queens

- Can queens be placed on a chess board so that no queens attack each other?
  - Easily place two queens
  - What about 8 queens?
- Make the board N x N, this is the N queens problem
  - Place one queen/column
  - # different tries/column?
- Backtracking
  - Use “current” row in a col
  - If ok, try next col
  - If fail, back-up, next row

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Backtracking idea with N queens

- Try to place a queen in each column in turn
  - Try first row in column C, if ok, move onto next column
  - If solved, great, otherwise try next row in column C, place queen, move onto the next column
    - Must unplace the placed queen to keep going

- What happens when we start in a column, where to start?
  - If we fail, move back to previous column (which remembers where it is/failed)
  - When starting in a column anew, start at beginning
    - When backing up, try next location, not beginning

- Backtracking in general, record an attempt go forward
  - If going forward fails, undo the record and backup

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Basic ideas in backtracking search

- We need to be able to enumerate all possible choices/moves
  - We try these choices in order, committing to a choice
  - If the choice doesn’t pan out we must undo the choice
    - This is the backtracking step, choices must be undoable

- Process is inherently recursive, so we need to know when the search finishes
  - When all columns tried in N queens
  - When we have found the exit in a maze
  - When every possible moved tried in Tic-tac-toe or chess?
    - Is there a difference between these games?

- Summary: enumerate choices, try a choice, undo a choice, this is brute force search: try everything
N queens backtracking: `nqueens.cpp`

```cpp
bool Queens::SolveAtCol(int col)
// pre: queens placed at columns 0,1,...,col-1
// post: returns true if queen can be placed in column col
//       and N queen problem solved (N is square board size)
{
    int k; int rows = myBoard.numrows();
    if (col == rows) return true;
    for(k=0; k < rows; k++) {
        if (!NoQueensAttackingAt(k,col)) {
            myBoard[k][col] = true;   // place a queen
            if (SolveAtCol(col+1)) {
                return true;
            }
            myBoard[k][col] = false;  // unplace the queen
        }
    }
    return false;
}
```

Computer v. Human in Games

- Computers can explore a large search space of moves quickly
  - How many moves possible in chess, for example?
- Computers cannot explore every move (why) so must use heuristics
  - Rules of thumb about position, strategy, board evaluation
  - Try a move, undo it and try another, track the best move
- What do humans do well in these games? What about computers?
  - What about at Duke?

Backtracking, minimax, game search

- We'll use tic-tac-toe to illustrate the idea, but it's a silly game to show the power of the method
  - What games might be better? Problems?
- Minimax idea: two players, one maximizes score, the other minimizes score, search complete/partial game tree for best possible move
  - In tic-tac-toe we can search until the end-of-the game, but this isn't possible in general, why not?
  - Use static board evaluation functions instead of searching all the way until the game ends
- Minimax leads to alpha-beta search, then to other rules and heuristics

Minimax for tic-tac-toe (see `ttt.cpp`)

- Players alternate, one might be computer, one human (or two computer players)
- Simple rules: win scores +10, loss scores -10, tie is zero
  - X maximizes, O minimizes
- Assume opponent plays smart
  - What happens otherwise?
- As game tree is explored is there redundant search?
  - What can we do about this?
Backtracking/Mini-max from ttt.cpp

```cpp
int Game::bestMove(Board::Player p, int & move)
{
    // check for game over or too deep in search first
    int best = (p == Board::X ? COMPUTER_WIN : HUMAN_WIN);
    int score; int dontCareMove;
    for (k=0; k < myBoard.size(); k++)
    {
        if (myBoard.isClear(k)) // can we move here?
        {
            myBoard.place(k,p);
            score = bestMove(opposite(p),dontCareMove);
            myBoard.unplace(k);
            if (scoreIsBetter(score, best,p))
            {
                best = score;
                move = k;
            }
        }
    }
    return best;
}
```

Caching or Memoization

- In Tic-Tac-Toe do we see the same board more than once?
  - X O .
  - X ? .
  - X O .
  - . . .

- Repercussions in terms of search tree?
  - Does avoiding search result in significant savings?
  - How can we easily do this? Hint: maps!

- Lessons applied more widely
  - More storage results in lower runtime, general tradeoff
  - Can we have too much of a good thing?

Heuristics

- Can do pruning - see alpha-beta
- World will still be too big
  - Checkers: $10^{40}$ states
  - Chess: $10^{120}$ states

- A heuristic is a rule of thumb, doesn’t always work, isn’t guaranteed to work, but useful in many/most cases
  - Search problems that are “big” often can be approximated or solved with the right heuristics

- Checkers: Chinook, Chess: Deep Blue, Othello: TD-gammon

Anita Borg 1949-2003

- “Dr. Anita Borg tenaciously envisioned and set about to change the world for women and for technology... she fought tirelessly for the development technology with positive social and human impact.”
- “Anita Borg sought to revolutionize the world and the way we think about technology and its impact on our lives.”