ECE570 Lecture 7: Game-Tree Search

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Games

- Two-person
- Multiple-move
- Zero-sum
- Deterministic
- ► Complete information

A Formalization of Games

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\begin{array}{lll} p \in \{1,-1\} & \text{a player} \\ b & \text{a board} \\ b^0 & \text{the initial board} \\ p(b) & \text{the player to move in } b \\ m & \text{a move} \\ m(b) & \text{the set of legal moves for } p(b) \text{ in } b \\ b'(m,b) & \text{the board that results when } p(b) \text{ takes move } m \text{ in } b \\ w^0(b) & \text{who wins in } b \\ & & & & \\ w^0(b) = \left\{ \begin{array}{ll} p & p \text{ has won in } b \\ 0 & \text{otherwise} \end{array} \right. \end{array}
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Tic Tac Toe

| 1 | X |
|----------------------------|-----------------------------------|
| -1 | O |
| n | the board size |
| $b_{i,j} \in \{1, -1, 0\}$ | the mark at $\langle i,j \rangle$ |
| $b_{i,j}^0 = 0$ | the board is initially empty |
| $p(b^0) = 1$ | X moves first |
| p(b) | standard definition |
| $m = \langle i, j \rangle$ | a move |
| m(b) | standard definition |
| b'(m,b) | standard definition |
| $w^0(b)$ | standard definition |

Optimal Play—I

$$w^k(b) = \begin{cases} p & \text{player } p \text{ wins in } k \text{ or fewer moves given optimal play} \\ 0 & \text{otherwise} \end{cases}$$

Optimal Play—II

$$w^{1}(b) = \begin{cases} w^{0}(b) & w^{0}(b) \neq 0 \lor m(b) = \{\} \\ \max_{m \in m(b)} w^{0}(b'(m,b)) & w^{0}(b) = 0 \land m(b) \neq \{\} \land p(b) = 1 \\ \min_{m \in m(b)} w^{0}(b'(m,b)) & w^{0}(b) = 0 \land m(b) \neq \{\} \land p(b) = -1 \end{cases}$$

Optimal Play—III

$$w^{1}(b) = \begin{cases} w^{0}(b) & w^{0}(b) \neq 0 \lor m(b) = \{\} \\ p(b) \max_{m \in m(b)} p(b) w^{0}(b'(m,b)) & \text{otherwise} \end{cases}$$

Optimal Play—IV

$$w^k(b) = \left\{ \begin{array}{ll} w^0(b) & w^0(b) \neq 0 \lor m(b) = \{ \} \\ p(b) \max_{m \in m(b)} p(b) w^{k-1}(b'(m,b)) & \text{otherwise} \end{array} \right.$$

Optimal Play—V

$$w^*(b) = \begin{cases} p & \text{player } p \text{ wins given optimal play} \\ 0 & \text{otherwise (draw or nontermination)} \end{cases}$$

Optimal Play—VI

$$w^*(b) = \begin{cases} w^0(b) & w^0(b) \neq 0 \lor m(b) = \{\} \\ p(b) \max_{m \in m(b)} p(b) w^*(b'(m,b)) & \text{otherwise} \end{cases}$$

Optimal Play—VII

 $\hat{m}(b) \subseteq m(b)$ the set of moves that lead to optimal play in b

$$\hat{m}(b) = \left\{ \begin{array}{ll} \{\} & w^0(b) \neq 0 \\ \{m \in m(b) | w^*(b'(m,b)) = w^*(b)\} \end{array} \right. \text{ otherwise}$$