

# APP2: Report

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6. Oktober 2019

## 1 Introduction and modelling

In this APP we have to deal with a card game played by two persons. One player is referred to as sister, the other player is referred to as strategist. A series of  $n$  cards lying on the table face up in a line. We are modelling the card deck through a double ended linked list, short deque. The elements of the deque are integers in the range of  $[2, 14]$ , whereas the value 2 represents the card 2 and the value 14 represents the value of an ace. All values in between are assigned appropriately, this means in particular for the face cards that the jack is modeled by 11, the queen by 12 and the king by 13. The deque allows according to the game rules to take only the rightmost or the leftmost card. The players take turns while playing the game and always decide to take the leftmost or rightmost card. This is modeled through `popleft()` to take leftmost card and through `pop()` to take the rightmost card. Be careful, the naming of `pop()` for taking the rightmost card can be considered not consistent with `popleft()`, but we stick to the denotation of the python standard library. The player with the highest score in the end wins. Even though we will apply different algorithms to solve the problem, the input and output of the algorithm stays the same. The input is a list of cards represented as deque and the choice (of the sister) who starts the game represented as boolean. The output is 0 if the sister wins or the sum of the players are equal. The output is 1 if the player strategist wins.

In this APP we decided to change to python code for representing algorithms. The reason for this is that python code has a simple structure and resembles pseudocode in a way. But furthermore it allows us to represent the developed algorithms more detailed.

The sister will always play the so called greedy algorithm. Therefore we first consider an algorithm applying this method in chapter 2. Because of some limitations of the greedy algorithm we will then consider a complete solution space exploration in chapter

3. This gives us an optimal solution, but with an unacceptable runtime. For this reason we will introduce a dynamic algorithm in chapter 4, resulting in an optimal solution with acceptable runtime.

## **2 The greedy algorithm**

- Section 2 basically

### **2.1 Pseudocode**

- write down the pseudocode

### **2.2 Complexity**

- short chapter about the complexity, maybe not necessary.

### **2.3 Limitations and advantages**

- maybe make a table

## **3 Complete solution space exploration**

- Section 3 basically

### **3.1 Pseudocode**

- write down the pseudocode.

### **3.2 Complexity**

- short chapter about the complexity.

### **3.3 Discussion about possible filters.**

- short chapter about the complexity.

## Glossar

**double ended linked list** Standard data structure in algorithms. Each element in the list is linked by a pointer to the left and a pointer to the right element, except the first and the last element. We can access the list only through a pointer on the first and last element.. 1

**greedy algorithm** The greedy algorithm is a heuristic algorithm pattern to solve problems through making optimal local choices. This might not be optimal in the global context.. 1

**pop()** Get the last element in the deque. In terms of the card game this is the rightmost card.. 1

**popleft()** Get the first element in the deque. In terms of the card game this is the leftmost card.. 1