

Bulls & Cows

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Project Presentation

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Overview

- 1 Introduction
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 - System Architecture
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Introduction: Bulls and cows game

- 2-Player code-breaking game
- Goal: guess secret number of opponent
- Guess: **6 8 2 3 9 0**

Introduction: Bulls and cows game

- Feedback in form of bulls and cows, where
 - Bulls: correct digit in correct position
 - Cows: correct digit in wrong position

- Secret number: 7 6 4 8 5 0
Guess: 6 8 2 3 9 0
 - Bulls = 1
 - Cows = 2

Introduction: Bulls and cows game

- The guess and secret number
 - Contains 6 digits, no 0 in first position
 - No duplicates
- Outcome
 - Player who guesses first the right number wins
 - Draw, if both player find the secret number in the same turn
 - Invalid guess results in a loss

Project Overview

The framework consists of three programs

- Server
 - Central game
 - Includes game mechanics
- Client
 - Represents player's code
 - Receives feedback
 - Interacts by providing input
- Display
 - Written in python
 - Receives display data
 - Interacts by providing input

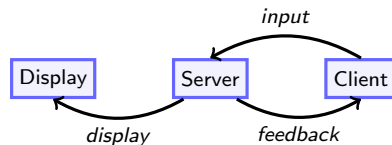


Figure: Programs and messages

Project Overview

These programs communicate with different types of messages

- Input

- It represents the expected input of the player

- Feedback

- Conveys the feedback from the game to the player based on the input

- Display

- Includes the necessary data for displaying the game state
- Not accessible to the player directly

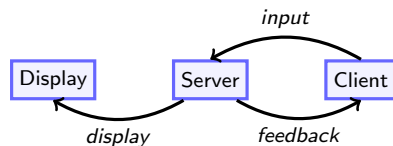


Figure: Programs and messages

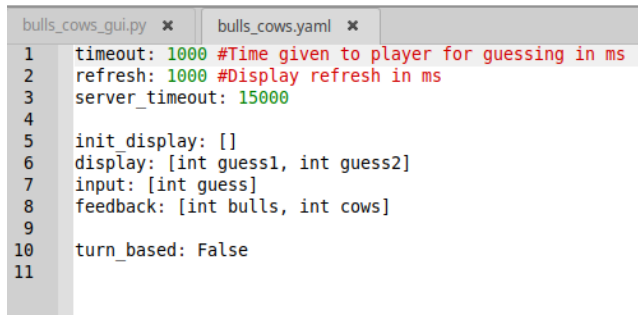
Implementation

- Player Inputs
 - Algorithm to compute guess based on provided feedback
- Game Feedback
 - Computation of bulls and cows based on the current guess
- GUI Development
- AI Integration

Duels Framework

- Repository that contains code generation scripts
- Provides a skeletal to create a game based on the interaction between the mentioned nodes

The YAML file



```
bulls_cows_gui.py x  bulls_cows.yaml x
1  timeout: 1000 #Time given to player for guessing in ms
2  refresh: 1000 #Display refresh in ms
3  server_timeout: 15000
4
5  init display: []
6  display: [int guess1, int guess2]
7  input: [int guess]
8  feedback: [int bulls, int cows]
9
10 turn_based: False
11
```

Figure: Yaml file

In Python

```
if (turn == 1):  
    #receive message guess  
    secret1 = str(msg.guess1)  
    secret2 = str(msg.guess2)
```

Figure: Receive guess in python code

GUI Development

- First attempt

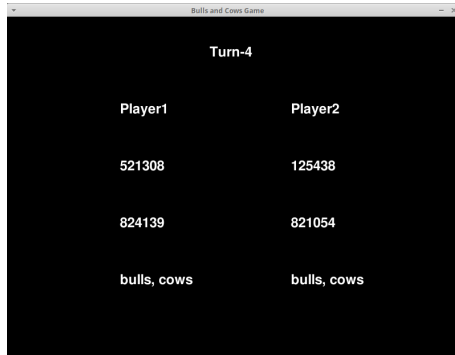


Figure: First attempt

GUI Development - Calculation of bulls and cows

```
19 #function: compute bulls and calls
20 def count_bulls_and_cows(secret_str, guess_str):
21     bulls = 0
22     cows = 0
23     for i in range(len(secret_str)):
24         if secret_str[i] == guess_str[i]:
25             bulls += 1
26         elif secret_str[i] in guess_str:
27             cows += 1
28     return bulls, cows
29
```

Figure: Calculation of bulls and cows

GUI Development

- Components

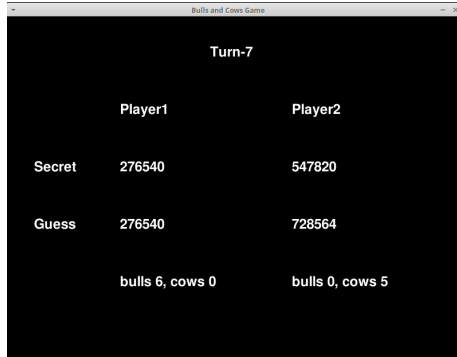


Figure: Added the bulls and cows feedback

GUI Development

- Coloring

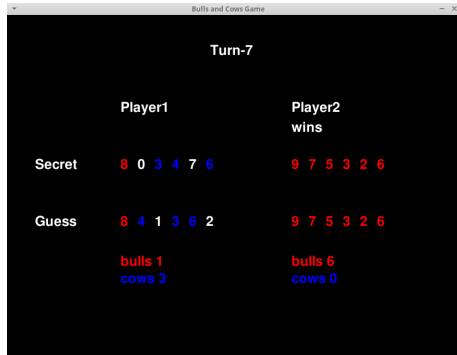


Figure: Coloring the bulls and cows

GUI Development

- Design

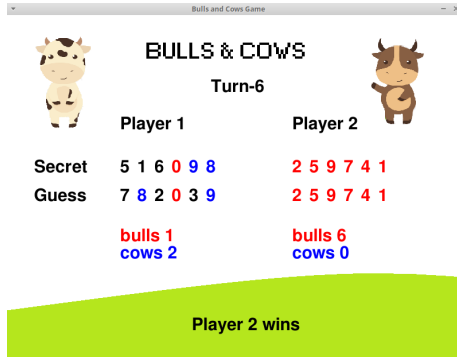


Figure: Aesthetic design

AI Integration

- AI level 0
 - Should have no chance to win
 - Consistently repeats the same guess in each turn
- AI level 1
 - May win by chance
 - Relies on random guesses
- AI level 2
 - Tries to win
 - Adapts its approach based on the received feedback
 - To minimize the number of attempts needed to guess the secret number

AI Integration

- Consider all possibilities
- Calculate bulls and cows for each entry regarding the current guess
- Compare to actual feedback
- Filter the list

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

AI Integration

- AI level 2

```
function UPDATEINPUT()
2:   ...
   if difficulty is 2 then
4:     if turn is 1 then
       secretNumber = random  $\in$  [123456, 987654]
6:       list candidates = all possible numbers
     end if
8:     if turn is 2 then
       guess1 = secretNumber
10:    end if
    if turn  $\geq$  3 then
12:      list candidates = remove_if(feedback.guess  $\neq$  feedback.candidate)
      new guess = random entry of candidates
14:    end if
    end if
16: end function
```

AI Integration: Example



Figure: Turn 1

AI Integration: Example

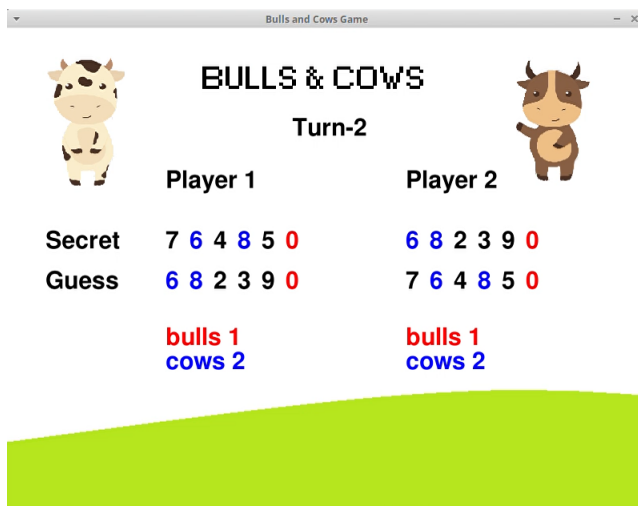


Figure: Turn 2

AI Integration: Example

- Example

1	2	3	4	5	6
1	2	3	4	5	7
1	2	3	4	5	8
⋮					
6	8	2	3	9	0
⋮					
7	6	4	8	5	0
⋮					
9	8	7	6	5	3
9	8	7	6	5	4

Secret number: 7 6 4 8 5 0
Guess: 6 8 2 3 9 0

Bulls 1

Cows 2

AI Integration: Example

1	2	3	4	5	6
1	2	3	4	5	7
1	2	3	4	5	8
⋮					
6	8	2	3	9	0
⋮					
7	6	4	8	5	0
⋮					
9	8	7	6	5	3
9	8	7	6	5	4

Secret number: 7 6 4 8 5 0
Guess: 6 8 2 3 9 0
Bulls 1
Cows 2

Current guess: 6 8 2 3 9 0

AI Integration: Example

1	2	3	4	5	6
1	2	3	4	5	7
1	2	3	4	5	8
⋮					
6	8	2	3	9	0
⋮					
7	6	4	8	5	0
⋮					
9	8	7	6	5	3
9	8	7	6	5	4

Secret number: 7 6 4 8 5 0

Guess: 6 8 2 3 9 0

Bulls 1

Cows 2

Current guess: 6 8 2 3 9 0

Candidate: 1 2 3 4 5 6

Bulls 0 \neq Bulls 1

Cows 3 \neq Cows 2

AI Integration: Example

1	2	3	4	5	6
1	2	3	4	5	7
1	2	3	4	5	8
⋮					
6	8	2	3	9	0
⋮					
7	6	4	8	5	0
⋮					
9	8	7	6	5	3
9	8	7	6	5	4

Secret number: 7 6 4 8 5 0

Guess: 6 8 2 3 9 0

Bulls 1

Cows 2

Current guess: 6 8 2 3 9 0

Candidate: 1 2 3 4 5 6

Bulls 0 \neq Bulls 1

Cows 3 \neq Cows 2

AI Integration: Example

1	2	3	4	5	6
1	2	3	4	5	7
1	2	3	4	5	8
⋮					
6	8	2	3	9	0
⋮					
7	6	4	8	5	0
⋮					
9	8	7	6	5	3
9	8	7	6	5	4

Secret number: 7 6 4 8 5 0
 Guess: 6 8 2 3 9 0
 Bulls 1
 Cows 2

Current guess: 6 8 2 3 9 0
 Candidate: 1 2 3 4 5 6



Bulls 0 \neq Bulls 1
 Cows 3 \neq Cows 2

AI Integration: Example

Bulls and Cows Game

BULLS & COWS

Turn-3

 **Player 1**  **Player 2**

Secret	7 6 4 8 5 0	6 8 2 3 9 0
Guess	5 1 0 7 9 6	9 6 1 0 2 5
	bulls 0 cows 4	bulls 0 cows 4




Figure: Turn 3

AI Integration: Example

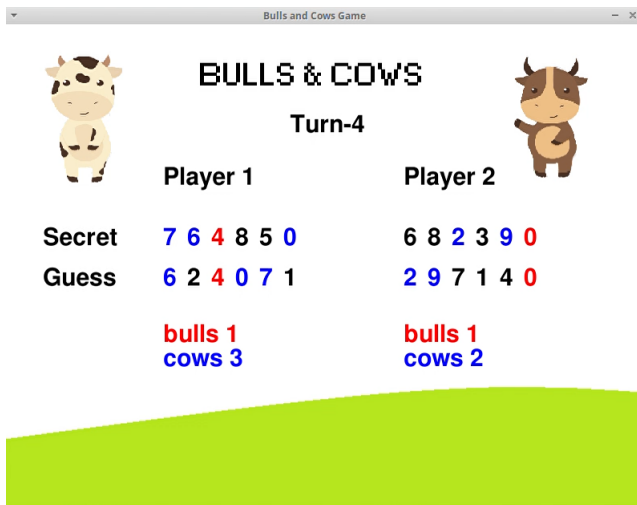




Figure: Turn 4

AI Integration: Example

Bulls and Cows Game

BULLS & COWS

Turn-5

	 Player 1	Player 2 
Secret	7 6 4 8 5 0	6 8 2 3 9 0
Guess	6 0 8 4 1 5	2 1 6 4 5 3
	bulls 0 cows 5	bulls 0 cows 3




Figure: Turn 5

AI Integration: Example

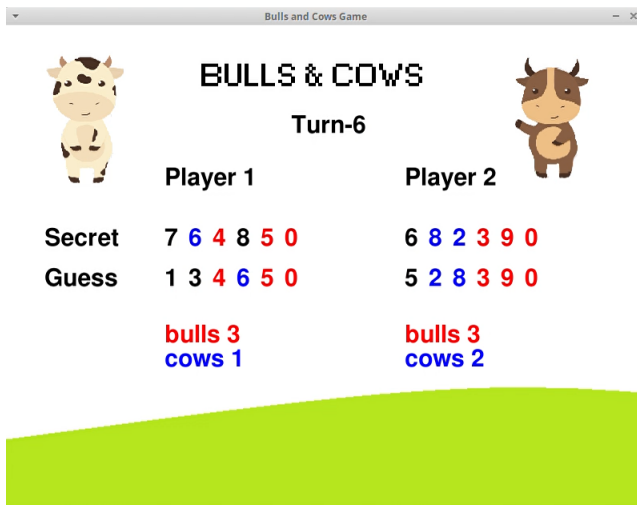


Figure: Turn 6

AI Integration: Example

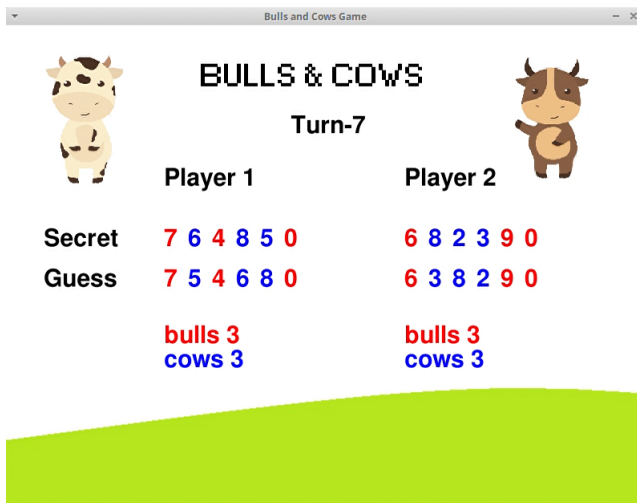




Figure: Turn 7

AI Integration: Example

Bulls and Cows Game

BULLS & COWS

Turn-8

	 Player 1	Player 2 
Secret	7 6 4 8 5 0	6 8 2 3 9 0
Guess	7 6 4 8 5 0	6 8 2 3 9 0
	bulls 6 cows 0	bulls 6 cows 0

It's a Draw

Figure: Turn 8

AI Integration: Brute-Force algorithm

- All possible combinations are tried one at a time until the right solution is found
- Tries all possibilities in less than one second
- Since fixed length of numbers the problem space is small and therefore quick to search
- $9 * 9 * 8 * 7 * 6 * 5 = 136,080$ Possible candidates
- No more than 8 guesses needed

Conclusion

- Great opportunity to improve programming skills
- Familiarize with existing code and adapt to it
- Sticking to the framework was challenging, but it taught a lot about structure
- It enables collaboration with other team members