Mancala

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Structure

- Mancala rules
- Q-learning
- Backpropagation
- Network
- Training
- Troubleshooting
- Results

Mancala

- ancient two player game

- **as vector:** $[6, 6, 6, 6, 6, 6, |6, 6, 6, 6, 6, 6, |0, 0]$
- **Goal:** catch more then half of the beans (37)

Mancala Rules

- collect all beans of a hole and drop one in each clockwise following hole
- catch all beans of the last hole, if it contains 6, 4 or 2 beans
- going backwards: collect beans from all following holes with 6, 4 or 2 beans, if there are no other holes in between
- game ends if either one player has no more beans or one player catches at least 37 beans
- total sum of beans: catched beans + beans on own side

MDP

- Mancala can be represented as a Marcov Decision Process (MDP)
- set of states S, set of actions per state A, action $a \in A$
- finite but very large number of states
- How does the Mancala agent learns to choose the best action?

Reinforcement Learning

- **Idea:** reward or punish some action
- **Goal of agent:** maximize total reward
- **here:** Small reward for catching beans, bigger reward for winning the game
- use Q-Learning

Q-learning

- small state space: Q-table
- replace Q-table by Q-function

$$Q(s,a) \leftarrow Q(s,a) + \alpha[r + \gamma \max_{a'} Q(s',a') - Q(s,a)] \qquad (1)$$

- agents often need to learn actions that do not lead immediately to a reward
- allow a small amount of random actions (exploration rate)

Netz

bild netz, dass wir verwenden

Netz

- **activation function:** Sigmoidfunction
- learningrate for the update-weights-function

Backpropagtion

1. **Step** Generate training data: for a given input set an expected output (e.g. with Q-function)
2. **Step** Calculate for the input $a^{x,1}$:
   - activation $a^{x,l}$ of layer $l = 2, 3, ..., L$ by

     $$a^{x,l} = \sigma(w^l a^{x,l-1} + b^l)$$

   - Output error $\delta^{x,L}$
   - Backpropagate error to each layer: $\delta^{x,l}$
3. Step Use error of each layer to update weights and biases

play

Training

- let two agents play against each other and save pairs of actions and rewards
- update for each boardstate and action the underlying Q-function
- save each board state and dedicated Q-values as training data
- feedforward a boardstate to the net
- loss $=$ output $-$ Q-values

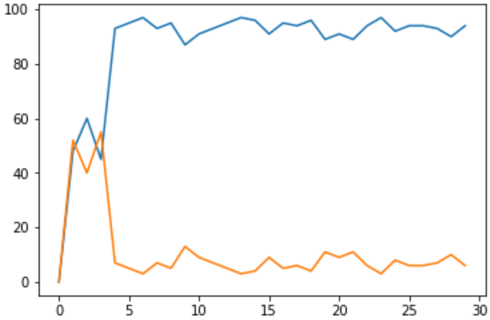
simple game

- $[1, 1, 5, 1, 1, 1|1, 1, 5, 1, 1, 1|0, 0]$
- second player has advantage to play at least tied
- network ist startplayer
- after some trainingiterations the second player does not win at all
- $\rightarrow$ network is ok

simple board

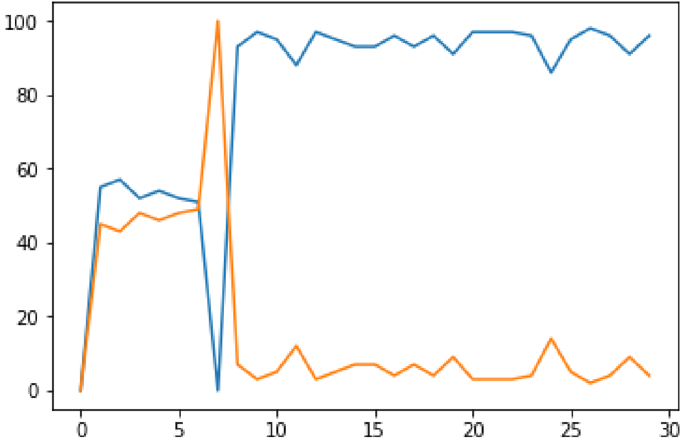
- reduce the board size: $[2, 2|2, 2|0, 0]$
- compare guessed Q-Values with choice of hole
- Q-function decides for wrong side $\rightarrow$ solve this error
- net performs good, if it starts in the right direction
- use flexible exploration rate

simple board results



- 1 hidden layer with 10 neurons
- 1 Unit = 100 Trainingiterations

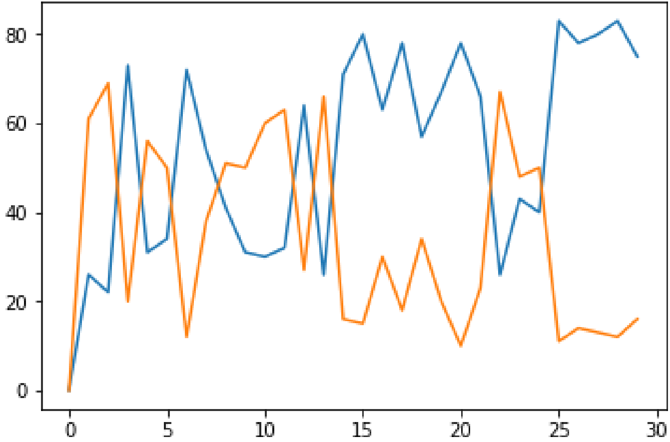
simple board results: jump



Mancala with 4 beans per hole

- $[4,4,4,4,4,4|4,4,4,4,4,4|0,0]$
- transfer findings to this game (flexible exploration rate, ...)
- learns something but oscillates
- learns better if starts in the right direction

Mancala with 4 beans per hole



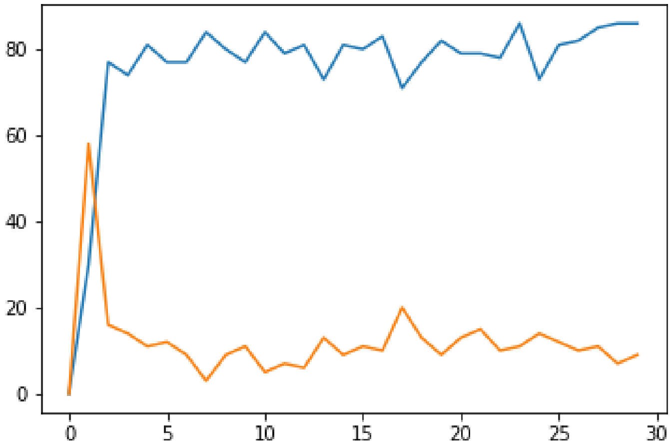
improved Mancala with 4 beans per hole

- Idea: reduce learining rate if net performs good otherwise increase learning rate
- reward only winning not catching beans

flexible parameters

```
if Spieler1gewonnen > 80:
    l=0.01
    ma.a = ma.a/10
    ma.exploration_rate = 0
elif Spieler1gewonnen >70:
    l=0.01
    ma.a = ma.a/10
    ma.exploration_rate = 0.1
else:
    l=1
    ma.a = ma.a+0.1
    ma.exploration_rate = 0.3
```

improved Mancala with 4 beans per hole



Results