# Abstract

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# Introduction

This project is about developing an Artificial Intelligence algorithm for a complex card game, Magic: The Gathering (MtG). MtG is a popular trading card game that pits two players against each other in the roles of duelling wizards. The players summon creatures and cast spells in an attempt to reduce the opposing players life total down to 0. Cards are used to represent these spells in the game, and players can make their own choice of which cards to include in their decks.

Forge [5] is an open source project to provide a digital environment to play MtG. The goal of the project is to develop an AI that can be released for use alongside Forge and its current AI, which is lacking in certain areas. In this way, the project is for the Forge community and user-base.

There is currently a lack of competitive AI opponents for MtG players, and whilst the game is primarily played between two human players, it would be useful for players to have an AI opponent available to train against and benchmark themselves against. One of the more difficult aspects of designing AI for trading card games (TCGs) is that there is a high variation in deck contents, and the game plan of these decks. Having an AI that can identify a deck’s speed or focus within the game can help the Forge AI to make decisions that better suit a deck’s game plan.

This report will outline the background and methodologies used to develop the project, as well as detailing design choices that impacted the project implementation.

## Aim

The aim of this project is to provide an AI that can learn to classify Magic: The Gathering decks such that it provides a tool for the Forge AI to change its decisions based on the speed and plan of the deck it is given.

## Objectives

1. To produce a deck classifying AI capable of taking a deck list from the Forge client and returning a classification for that deck.
2. The AI should be able to learn from training data what attributes of a card are common across different classifications of decks.
3. The AI should be able to take deck lists that include new or unseen cards and return a concise output classification.
4. The AI should be able to be linked into the Forge client to impact the Forge AI’s decision-making process.

# Motivation

There has been a recent surge in studies looking at developing learning AIs for games, both digital and physical. Some good examples of this are AlphaGo [1] for the board game Go, as well as Deep Blue [2] for Chess; an example of a digital game AI is OpenAI Five [3] for the video game Dota 2. These AI are developed with different pursuits in mind, but most look into training AI for real world application, using game contexts as substitutes due to their complex states and decision-making requirements.

Magic: The Gathering (MtG) is a strategic card game between two players, who take the roles of duelling wizards, using a variety of spells represented by cards to reduce the other’s life total to zero. Unlike traditional card games, MtG uses custom made cards in place of traditional playing cards. The game also makes use of imperfect information, in a similar vein to Bridge, where the exact contents of an opponent’s hand are usually unknown. Each player uses a custom deck of cards made up from a selection of thousands of cards, which makes it hard to guess a new opponent’s cards until they are played or otherwise seen.

I find MtG an interesting game due to its variety in cards, and the variety of playstyles this wide selection provides, with many cards altering how the game is played significantly. This variety also makes it an interesting case for developing AI to play MtG, as a set strategy will not always provide similar results against opposing strategies. Another facet to MtG is due to its imperfect information, there is commonly no computable optimal move, as unknown cards might make a usually optimal move sub-optimal, and vice versa.

Recent studies have shown that MtG is Turing Complete [4]; this is not directly relevant to developing an AI for the game, but it does mean that MtG is more computationally complex [4] than Chess and Go, and speculated to be the most computationally complex game in literature [4]. The cards required to induce a Turing machine state in the game will likely not be used in this project, due to complexity issues, as well as being an unrealistic scenario. However, the ability to prove MtG is Turing Complete shows the robustness of the game’s logic. A lot of game AIs use various types of decision trees in combination with neural networks including AlphaGo, Deep Blue, and others [6][8], and there has also been research into using Monte Carlo Tree Search for card selection in order to play MtG [7], albeit with some heavy limits to the game’s complexity.

Originally, I had wanted to design an AI based on learning methods to play MtG in its entirety. However, after a couple of months of research and preliminary design, this plan was deemed infeasible for this project. This was due to the complexity of MtG, as well as the lack of resources and time that an individual can provide.

The new inspiration for the project: Is it possible to write an AI for classifying decks in MtG? The game has multiple viable strategies and options for deck building, and each value certain decisions higher than others. I hope to provide a foundation in the Forge client to manipulate the Forge AI’s decision making based on the deck it is playing.

This is the approach I will likely be taking, using tree search to determine what neural network is appropriate for the current game state. The most challenging aspect of this project would be defining appropriate inputs and structure for the neural network(s).

# Related Work

There have been numerous studies into teaching AI to play traditional board games, AlphaGo[1] and Deep Blue[2] being more successful examples of this. There have also been studies specific to writing an AI to play MtG[7], but these usually involved heavy restrictions on what could be played, severely limiting the game’s complexity. This project aimed to create an AI that can play within a less restricted version of the game but switched focus once it became apparent that the original goal was infeasible. Instead the project focused on classifying the decks used to play the game to help make more appropriate decisions. There have not been any high-profile deck classification projects for MtG, and so the project was mostly built from nothing.

The company behind MtG have several of their own digital clients for playing the game, the two most notable being MtG Online[11]  and MtG Arena[12], however developing for these platforms is not a plausible route. MtG Online does not currently have an AI built-in, and so play is entirely between human players. MtG Arena has primitive AI for teaching the game to new players, but not a competitive AI for playing against, and so gameplay is again mainly between human players. Both games feature anti-cheat measures, which prevent “botting”, or automating inputs, and so developing an AI for these platforms is not plausible. However, the lack of in-depth AI in both games indicate that this is a hard problem which the game developers believe to be too difficult to be worth implementing.

Two alternative open-source digital clients include Cockatrice[13] and Xmage[14]. Cockatrice lacks a rules engine for game and relies on the players communicating their intentions correctly. Thus, an AI algorithm would not be able to know what to do, as all actions must be performed manually. Xmage is a viable alternative to Forge, being both open source and having a full rules engine. However, Xmage is used more often for online games between human players, whereas Forge is strictly against AI opponents, so it makes more sense to develop for the latter.

Forge[5] is an open source project to provide a digital environment to play MtG. It currently features a basic AI with a function set to get game information. This AI is not that proficient, nor complex, and can be frustrating or dull to play against if a player is sufficiently skilled. An AI that is more challenging would be more engaging to advanced players and is something I think worth developing for this reason, and this is what I initially decided to do for my project.

Tensorflow[10] is a python library written to aid in the creation and use of neural networks. I used this library as writing my own neural network framework would be cumbersome and difficult. Tensorflow also makes use of Nvidia CUDA technology, which can utilise GPU processing power to speed up the machine learning process. Tensorflow is used for a wide variety of machine learning implementations, namely image classification and reinforcement learning algorithms.

Deep Learning 4 Java is another library for using neural networks. I only used part of DL4J’s tools, to load the network model generated in python into the Forge client using Java. I could have used DL4J for the entire project, but Tensorflow is a more lightweight solution and can be run and modified relatively quickly.

# Description of the Work

The result of the project is a neural network which can accurately predict the speed of a given MtG deck, which is accessed by the Forge client upon AI deck selection. It modifies existing Forge weighting variables to cause the AI to value different decisions higher based upon the deck’s rated speed.

In addition to this there is a GUI which is usable to format Forge client deck lists, retrieve information about each card from both online and within the Forge client, and manually rate decks. This GUI was developed to provide training and test data for the deck classifier, as there was previously no data available.

# Methodology

There are many methods used within AI research, and a wide spread of them are present in game playing research. Here I outline some of the possible technologies usable for the project and discuss why they were plausible options. Many of these options were considered primarily for the initial project goal of playing MtG, instead of the final goal of classifying decks within the game.

## Convolutional Networks

Convolutional networks using an operation called convolution that takes parts of an image as groups and performs some operator function – the convolution – to them. These outputs are either a value or set of values that can be used to identify and classify features within an image.

For some games, such as Go [6], or Chess, convolutional networks can be used to recognise board patterns and compare these to standard board states, which the AI can use to make a decision. This image/pattern recognition approach can work well for board games that have a rigid board structure, e.g. a square grid, as patterns are likely to appear and repeat themselves between games. As well as this, the position and orientation are meaningful in these games, and so this provides more focused patterns or board states to be recognised.

A good example of using convolutions is in [6], where they detail the way that common Go play patterns impacted the shapes of convolutions. They attempt to combat “Ladders” by using diagonal convolutions to recognise if a Ladder is escapable or not, by looking for an additional piece that can break the Ladder.

MtG does not have a rigid board structure; it does not matter what order cards are positioned on the table, nor in the hand. This means that an image-based algorithm would not suit a game playing AI, as it would not be able to read any meaningful data from the images.

## Branching Decision Trees

Decision trees are used frequently [1][8] to determine what state a game is in, so that an AI can make choices specific to that scenario. This helps in games where actions can change in priority as the game progresses; in Real Time Strategy (RTS) video games, it is common to have resource gathering phases before combat phases, and so an AI would need to be able to determine if it should aim for increasing resources or using them to fight.

An example of the difficulties of using Tree Search algorithms, such as Monte Carlo tree search, can be seen in a study on writing an AI for the RTS game StarCraft [15], where the amount of complexity within the game is shown. Monte Carlo tree search is also used by the AlphaGo [1] study, where they iterate through multiple solutions using a function to maximise an “action value” and requires a huge 48 CPUs and 8 GPUs to process 40 search threads. This kind of resource is not available for this project, so tree search is not a practical option.

For MtG, decision trees seem like a sensible idea: the game features a resource system, which can be used to create stronger combat units. The game also plays differently depending on a player’s strategy, and so identifying that strategy could be important to maximising success. An issue with decision trees, though, is that they can be slow to iterate through possible game states. This is because with each additional possible game state, the number of possible paths increases exponentially, and the processing power required is too large, as evidenced by the AlphaGo requirements above. This issue is particularly pertinent within MtG, as the board states can vary greatly between games, and strategies can appear very similar to start, and only become apparent as different several turns into the game.

For the reviewed goal of classifying decks, decision trees could be used by sorting each card within a deck and generating a new branch for each combination. Again, this is infeasible due to complexity issues, with a combination set of 20000 cards leading to approximately 1.268e176 permutations.

## Neural Networks

Neural networks are very common within AI development [1][2][6], and can be used in conjunction with other techniques, such as convolutional matrices, to either classify or provide outputs for a given set of inputs. These networks are good at being trained for a particular task, through reinforcement learning, where the network attempts to perform its purpose, e.g. classification, and by comparing its answers to training data of correct answers, can self-correct its decision variables to improve itself on the next run. This self-correction algorithm is known as back-propagation [16].

Back-propagation takes the current weights in the neural network and reinforces the weights in order to align the output value(s) with the training data target values. This weight change usually effects a gradient descent approach, in order to encourage gradual change to prevent outliers from breaking a model.

For this project, a neural network could be useful, as reinforcement learning is a desired part of the final AI, and a neural network is an efficient way to do this, as the reinforcement can be automated with enough training data. However, neural networks require specific inputs, and so deciding what inputs these should be can be difficult. In the case of MtG, it is not especially apparent what all the inputs should be, due to the large quantity of possible inputs available.

For the initial goal, this included player information, such as life totals or cards in hand, as well as information about certain cards, properties of cards on the board, and cards in decks. For the revised goal, this included a more concise set of each card’s properties. Inputting all this information into a network might result in a network that is difficult to train, and not very good at playing or learning to play. To ensure that I understood the network and did not over convolute the problem, I chose to select certain inputs, instead of inputting all possible inputs.

# Design

The design is split into three parts: the GUI for manually assessing and rating decks to provide test data, the neural network classifier which processes decks and parses them to output a trained model, and the integration of the model into the Forge client

# Implementation

# Evaluation and External Aspects

# Summary and Reflections

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# Appendices