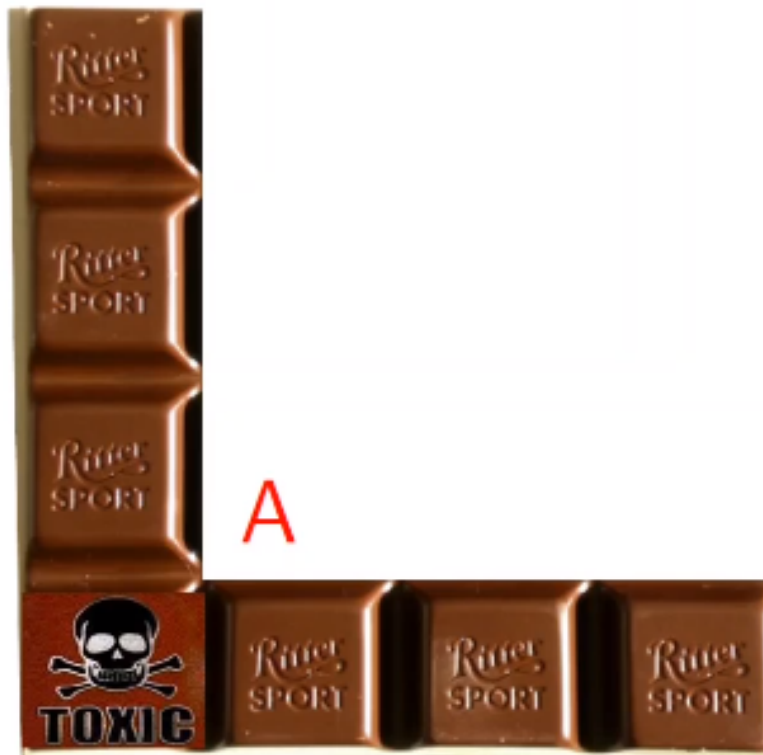


Chocolate Game - Chomp

- First-Player Win
- quadratic board



- optimal strategy
 - * take piece top right of the toxic piece
 - * creates two independent fields
 - * Tweedledum-Tweedledee-Principle
 - ◆ first player copies moves of second player
- rectangle board (of arbitrary size)
 - draws are not possible
 - * must be a first or second player win
 - assuming A does not have a winning strategy
 - * A can just take the top right piece
 - * B makes a winning move
 - * A could have just started with the move B just made
 - ◆ strategy stealing
 - * contradiction
 - ◆ A must have a winning strategy for every possible game board size
 - ◆ First-Player Win
 - ◆ A's winning strategy exists but is unknown
 - for general board sizes

Tic Tak Toe

- [[2 Player Combinatorial Game]]
- no winner if played optimally
- [[Min-Max Decision Tree]]

Storing a board:

2 bit per square:

$2 \times 9 = 18$ bit, thus $2^{18} = 262144$ possible boards.

3 possibilities per square:

– $3^9 = 19683$ possible boards with $\lceil \log_2 3^9 \rceil = 15$ bit.

n half-moves	game-tree	different boards
0	1	1
1	9	3
2	72	12
3	504	38
4	3024	108
5	15120	174
6	60480	228
7	181440	174
8	362880	89
9	362880	23
sum	986410	850

• 986410 = game-tree complexity

• $262144 = 2^{18}$

• $19683 = 3^9$

• 850 different boards = state space complexity

* only 765 states when stopping after winning

Nine Men's Morris - Mühle

- <http://ninemensmorris.ist.tugraz.at:8080/>
- 3 phases
 - placing stones
 - moving stones
 - * allowed along the lines
 - moving stones
 - * jumping allowed
- 3 stones along a line
 - choose opponent's stone to remove
- draw if played optimally
- operations to combine equivalent game states

Pólya-Redfield Enumeration Theorem: 16 Operations:

R_0 : ID: $r_0 = \binom{24}{2} \times 22 = 6072$

R_1 Rotation 90° (R_3 Rotation 270°): $r_1 = r_3 = 0$

R_2 Rotation 180° : $r_2 = 0$

$R_4 \dots R_7$ Reflections: $r_4 = \dots = r_7 = 6 \times (9 + \binom{5}{2}) = 114$

R_8 : In-Out Inversion: $r_8 = 8 \times (8 + \binom{7}{2}) = 232$

$R_9 \dots R_{15}$: In-Out-Inversion plus $R_1 \dots R_7$

$r_9 = r_{10} = r_{11} = 0$

$r_{12} = \dots = r_{15} = 2 \times 11 = 22$

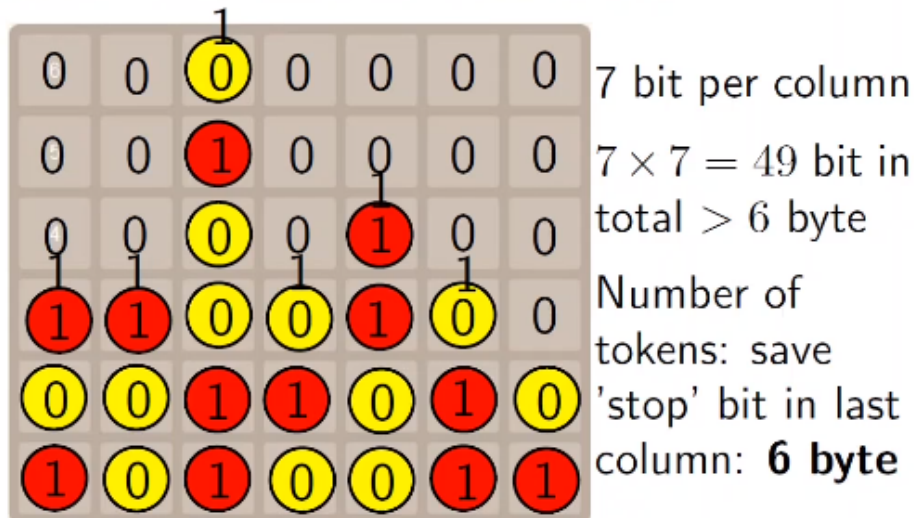
$24 * 23 * 22 =$
12144 games

Number of orbits = $\frac{6072 + 4 \times 114 + 232 + 4 \times 22}{16} = \frac{6848}{16} = 428$

Connect 4

- <http://connect4.ist.tugraz.at:8080/>

- First-Player Win
 - states (7x6 board)
 - 0 to 42 fields which have a
 - * yellow token
 - * red token
 - * no token
- For each column from above: write 0 for each empty field, then a 1 before the first non-empty field. Starting from there write 0 for a yellow token, and 1 for a red token.
- 7 bit per column
 - * $7 * 7 = 49$ bit require 6 byte + 1 bit
 - * first 1 acts as separator
 - ◆ marks the first token
 - ◆ afterwards only the color is stored
 - * last separator is not needed
 - ◆ number of half moves = total number of tokens
 - ◆ count tokens in first 6 columns
 - ◆ tokens in last column = total number of tokens - tokens in first 6 columns
 - * only store empty fields and colors without separator
 - ◆ saves 1 bit \Rightarrow exactly 6 byte required



- move generator
 - up to 7 successors
 - add a token to a non-full column
- identify final states
 - draw
 - * 42 tokens placed and no win

- lose
 - * check if previous player has won
- win
 - * check 11 4-tuples which include just placed token
 - * fields above just placed token not considered
- hybrid approach
 - store first 23 half moves in DB
 - compute remaining decision tree online
 - maximum remaining search depth $42 - 23 = 19$

* with ~ 5 possible moves on average

half-moves	different boards	half-moves	different boards	half-moves	different boards
0	1	8	91295	16	177841160
1	4	9	269531	17	363798195
2	25	10	809464	18	767435580
3	121	11	2148087	19	1448894267
4	568	12	5832236	20	2818993420
5	2144	13	14105207	21	4907390200
6	8231	14	35045629	22	8788132016
7	27109	15	77785047	23	14066554884
				sum	33475164421

- 33475164421 states with 6 byte each: 200 GB + 34 GB