CS6380 – Artificial Intelligence
Mar 10th, 2019

Assignment-2

Othello Bot

Problem Statement: To code a bot to play the game of Othello, and win.

Description:

In this assignment, you will code a bot to win the game of Othello. Given a board configuration and a turn, your bot will return a valid move. The game ends when neither of the players can make a valid move. The player with maximum number of coins is the winner.

Programming Language: C++
System specifications: 64-bit Linux distribution

Instructions:

Setting up the framework:

We will be providing you with a framework (Desdemona.tar.gz) that lets two bots compete against each other.

1. Extract the contents of "Desdemona.tar.gz" into a suitable directory.
2. Set up the framework by issuing a "make" command in the root of this directory.

Coding the bot:

- You will modify "MyBot.cpp" to return a valid move whenever the function "play" is called. The source is located at "bots/MyBot".
- All other source files are to be left untouched.
- The makefile is also provided at this location. Use it to generate a ".so" file.
- You can test your bot against another bot by issuing the command "./bin/Desdemona ./<path to bot1.so> ./<path to bot2.so>"
- By convention, the first bot is BLACK and the second RED.

- A random bot (bots/RandomBot) has been provided for testing.
- At the end of the game, a “game.log” file is created that contains the sequence of moves made.
- The bots being submitted must have **NO** print statements.
- If a bot returns an invalid move, it will be disqualified.

Helper functions:
The following functions have already been written to assist you:

- bool OthelloBoard::validateMove(Turn turn, int x, int y)
  true if the passed move (x,y) is valid for the passed turn, false otherwise

- bool OthelloBoard::validateMove(Turn turn, Move move)
  true if the passed move is valid for the passed turn, false otherwise

- void OthelloBoard::makeMove(Turn turn, int x, int y)
  Updates the board configuration by making the move (x,y); throws an exception if the move is not valid

- void OthelloBoard::makeMove(Turn turn, Move move)
  Updates the board configuration by making the specified move; throws an exception if the move is not valid

- list<Move> OthelloBoard::getValidMoves(Turn turn)
  Returns a list of valid moves that can be made given the turn

- int OthelloBoard::getBlackCount()
  Returns the number of black coins on the board

- int OthelloBoard::getRedCount()
  Returns the number of red coins on the board

- void OthelloBoard::print(Turn turn)
  Prints the turn, the board configuration, and the number of black and red coins. 'X' is BLACK, 'O' is RED, and unfilled locations are blank

Time Constraints:
Each bot can take **atmost** 2 seconds to return a move. If this time limit is exceeded, the bot causing the timeout will be disqualified.

Tournament Details:
Bots submitted by all groups will be contestants. In both the trial round and final

round, each bot will play against every other bot twice; once as the first player (black), and once as the second (red). At the end of the tournament, each bot will be given a rank based on the total points scored.

Point System:
win: 64 + (winner's coins – loser's coins)
loss: 0
disqualification: -64

Submissions:

Trial Round:
Upload a single ".so" file with the name "<groupno>.so" (eg: 23.so); where groupno is the group number assigned to you in the previous assignments.

Final Round:
Upload a zip file containing your source code as well as the "groupno.so" file. The zip file is to be named groupno.zip (e.g 23.zip)

Deadlines:
trial round: Mar 20, 2019 @ 23:55
final round: Mar 31, 2019 @ 23:55