

(Downloaded from <https://cs.stanford.edu/~knuth/programs.html> and typeset on September 17, 2017)

1. Intro. I'm trying to find a nice partitioning of the Boolean functions associated with tictactoe.

For each of the $\binom{18}{6} = 18564$ choices of six bit coordinates, I compute a score as follows: Count the number of “care” positions that match each setting of the other 12 bits. The score is the sum of squares of those counts.

I minimize the score, in order to spread the cares around rather evenly.

```
#define bitrate v.I /* binary representation of this position */
#define cases 4520
#include "gb_graph.h"
#include "gb_save.h"
int care[cases];
char a[1 << 18];
int count[65];
main()
{
    register int j, k, m, x, y, minj;
    register Graph*g = restore_graph("/tmp/tictactoe.gb");
    register Vertex*v;
    for (k = 0, v = g->vertices; v < g->vertices + g->n; v++)
        if (v->arcs) care[k++] = v->bitcode;
    if (k < cases) {
        fprintf(stderr, "There are %d cases, not %d!\n", k, cases);
        exit(-1);
    }
    minj = #7ffffff; /* note Gosper's hack in the following line */
    for (m = #3f; m < 1 << 18; x = m & -m, y = m + x, m = y + ((y & m)/x) >> 2) {
        < Compute stats for mask m >
    }
}
```

2. < Compute stats for mask $m \> \equiv$

```
x = #3ffff - m;
for (k = 0; k < cases; k++) a[care[k] & x]++;
for (k = 1; k <= 64; k++) count[k] = 0;
for (j = k = 0; k < cases; k++) {
    y = a[care[k] & x];
    if (y) {
        j += y * y, count[y]++;
        a[care[k] & x] = 0;
    }
}
if (j <= minj) {
    minj = j;
    printf("%05x gives score %d\n", m, j);
    for (k = 1; k <= 64; k++) printf("%4d", count[k]);
    printf("\n");
}
```

This code is used in section 1.

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