Dhruv Hitesh Shah
RA1811003010756
CSE-E2

Artificial Intelligence
18CSC305J

AIM: To implement MiniMax Algorithm by building an unbeatable Tic-Tac-Toe game.

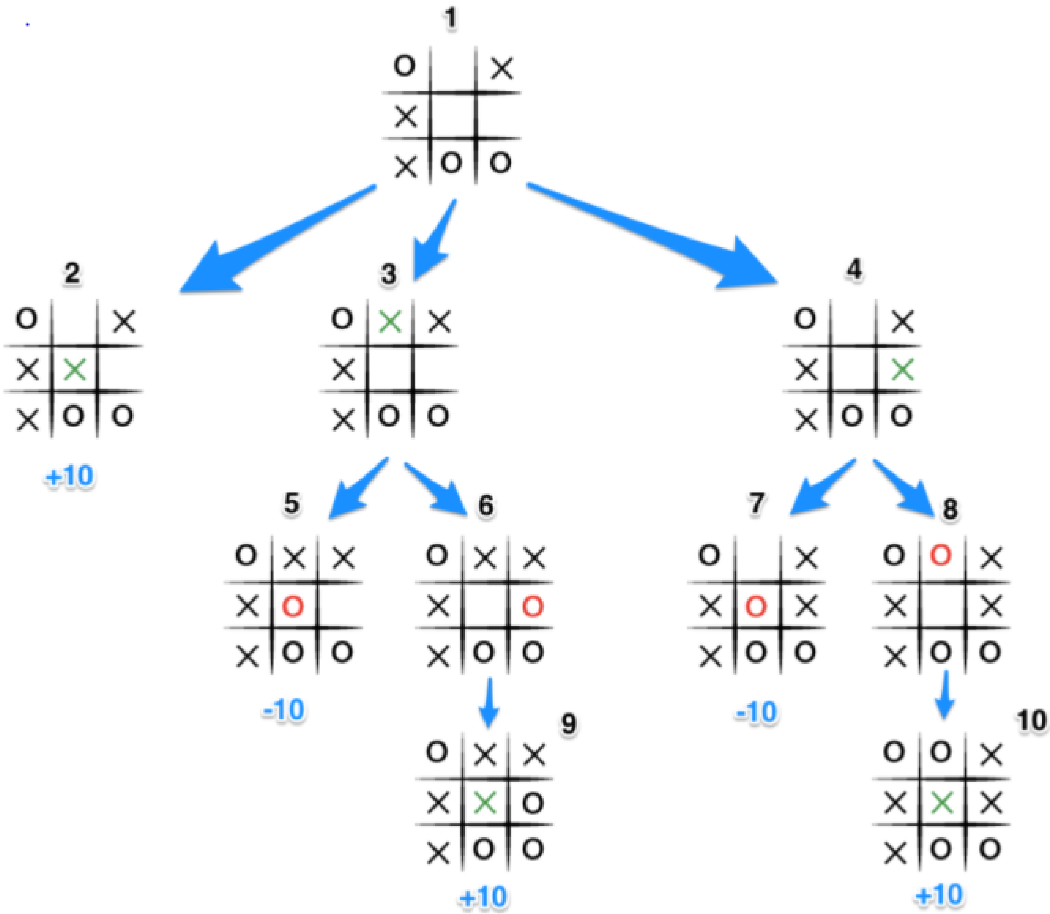
Describing Minimax:

The key to the Minimax algorithm is a back and forth between the two players, where the player whose "turn it is" desires to pick the move with the maximum score. In turn, the scores for each of the available moves are determined by the opposing player deciding which of its available moves has the minimum score. And the scores for the opposing players moves are again determined by the turn-taking player trying to maximize its score and so on all the way down the move tree to an end state.

A description for the algorithm, assuming X is the "turn taking player," would look something like:

- If the game is over, return the score from X's perspective.
- Otherwise get a list of new game states for every possible move
- Create a scores list
- For each of these states add the minimax result of that state to the scores list
- If it's X's turn, return the maximum score from the scores list
- If it's O's turn, return the minimum score from the scores list

We'll notice that this algorithm is recursive, it flips back and forth between the players until a final score is found.



- It's X's turn in state 1. X generates the states 2, 3, and 4 and calls minimax on those states.
- State 2 pushes the score of +10 to state 1's score list, because the game is in an end state.
- State 3 and 4 are not in end states, so 3 generates states 5 and 6 and calls minimax on them, while state 4 generates states 7 and 8 and calls minimax on them.
- State 5 pushes a score of -10 onto state 3's score list, while the same happens for state 7 which pushes a score of -10 onto state 4's score list.
- State 6 and 8 generate the only available moves, which are end states, and so both of them add the score of +10 to the move lists of states 3 and 4.
- Because it is O's turn in both state 3 and 4, O will seek to find the minimum score, and given the choice between -10 and +10, both states 3 and 4 will yield -10.
- Finally the score list for states 2, 3, and 4 are populated with +10, -10 and -10 respectively, and state 1 seeking to maximize the score will chose the winning move with score +10, state 2.

Code:

```
#!/usr/bin/env python3
from math import inf as infinity
from random import choice
import platform
import time
from os import system

"""
An implementation of Minimax AI Algorithm in Tic Tac Toe,
using Python.
This software is available under GPL license.
Author: Clederson Cruz
Year: 2017
License: GNU GENERAL PUBLIC LICENSE (GPL)
"""

HUMAN = -1
COMP = +1
board = [
    [0, 0, 0],
    [0, 0, 0],
    [0, 0, 0],
]


def evaluate(state):
    """
    Function to heuristic evaluation of state.
    :param state: the state of the current board
    :return: +1 if the computer wins; -1 if the human wins; 0 draw
    """
    if wins(state, COMP):
        score = +1
    elif wins(state, HUMAN):
        score = -1
    else:
        score = 0

    return score


def wins(state, player):
    """
    This function tests if a specific player wins. Possibilities:
    * Three rows    [X X X] or [O O O]
    * Three cols    [X X X] or [O O O]
    * Two diagonals [X X X] or [O O O]
    :param state: the state of the current board
    :param player: a human or a computer
    :return: True if the player wins
    """
    win_state = [
        [state[0][0], state[0][1], state[0][2]],
        [state[1][0], state[1][1], state[1][2]],
```

```python
        [state[2][0], state[2][1], state[2][2]],
        [state[0][0], state[1][0], state[2][0]],
        [state[0][1], state[1][1], state[2][1]],
        [state[0][2], state[1][2], state[2][2]],
        [state[0][0], state[1][1], state[2][2]],
        [state[2][0], state[1][1], state[0][2]],
    ]
    if [player, player, player] in win_state:
        return True
    else:
        return False


def game_over(state):
    """
    This function test if the human or computer wins
    :param state: the state of the current board
    :return: True if the human or computer wins
    """
    return wins(state, HUMAN) or wins(state, COMP)


def empty_cells(state):
    """
    Each empty cell will be added into cells' list
    :param state: the state of the current board
    :return: a list of empty cells
    """
    cells = []

    for x, row in enumerate(state):
        for y, cell in enumerate(row):
            if cell == 0:
                cells.append([x, y])

    return cells


def valid_move(x, y):
    """
    A move is valid if the chosen cell is empty
    :param x: X coordinate
    :param y: Y coordinate
    :return: True if the board[x][y] is empty
    """
    if [x, y] in empty_cells(board):
        return True
    else:
        return False


def set_move(x, y, player):
    """
    Set the move on board, if the coordinates are valid
    :param x: X coordinate
    :param y: Y coordinate
    :param player: the current player
```

```
    """
    if valid_move(x, y):
        board[x][y] = player
        return True
    else:
        return False


def minimax(state, depth, player):
    """
    AI function that choice the best move
    :param state: current state of the board
    :param depth: node index in the tree (0 <= depth <= 9),
    but never nine in this case (see iaturn() function)
    :param player: an human or a computer
    :return: a list with [the best row, best col, best score]
    """
    if player == COMP:
        best = [-1, -1, -infinity]
    else:
        best = [-1, -1, +infinity]

    if depth == 0 or game_over(state):
        score = evaluate(state)
        return [-1, -1, score]

    for cell in empty_cells(state):
        x, y = cell[0], cell[1]
        state[x][y] = player
        score = minimax(state, depth - 1, -player)
        state[x][y] = 0
        score[0], score[1] = x, y

        if player == COMP:
            if score[2] > best[2]:
                best = score  # max value
        else:
            if score[2] < best[2]:
                best = score  # min value

    return best


def clean():
    """
    Clears the console
    """
    os_name = platform.system().lower()
    if 'windows' in os_name:
        system('cls')
    else:
        system('clear')
```

```
def render(state, c_choice, h_choice):
    """
    Print the board on console
    :param state: current state of the board
    """

    chars = {
        -1: h_choice,
        +1: c_choice,
        0: ' '
    }
    str_line = '---------------'

    print('\n' + str_line)
    for row in state:
        for cell in row:
            symbol = chars[cell]
            print(f'| {symbol} |', end='')
        print('\n' + str_line)


def ai_turn(c_choice, h_choice):
    """
    It calls the minimax function if the depth < 9,
    else it choices a random coordinate.
    :param c_choice: computer's choice X or O
    :param h_choice: human's choice X or O
    :return:
    """
    depth = len(empty_cells(board))
    if depth == 0 or game_over(board):
        return

    clean()
    print(f'Computer turn [{c_choice}]')
    render(board, c_choice, h_choice)

    if depth == 9:
        x = choice([0, 1, 2])
        y = choice([0, 1, 2])
    else:
        move = minimax(board, depth, COMP)
        x, y = move[0], move[1]

    set_move(x, y, COMP)
    time.sleep(1)


def human_turn(c_choice, h_choice):
    """
    The Human plays choosing a valid move.
    :param c_choice: computer's choice X or O
    :param h_choice: human's choice X or O
    :return:
    """
    depth = len(empty_cells(board))
    if depth == 0 or game_over(board):
```

```
        return



    # Dictionary of valid moves
    move = -1
    moves = {
        1: [0, 0], 2: [0, 1], 3: [0, 2],
        4: [1, 0], 5: [1, 1], 6: [1, 2],
        7: [2, 0], 8: [2, 1], 9: [2, 2],
    }

    clean()
    print(f'Human turn [{h_choice}]')
    render(board, c_choice, h_choice)

    while move < 1 or move > 9:
        try:
            move = int(input('Use numpad (1..9): '))
            coord = moves[move]
            can_move = set_move(coord[0], coord[1], HUMAN)

            if not can_move:
                print('Bad move')
                move = -1
        except (EOFError, KeyboardInterrupt):
            print('Bye')
            exit()
        except (KeyError, ValueError):
            print('Bad choice')



def main():
    """
    Main function that calls all functions
    """
    clean()
    h_choice = ''  # X or O
    c_choice = ''  # X or O
    first = ''  # if human is the first

    # Human chooses X or O to play
    while h_choice != 'O' and h_choice != 'X':
        try:
            print('')
            h_choice = input('Choose X or O\nChosen: ').upper()
        except (EOFError, KeyboardInterrupt):
            print('Bye')
            exit()
        except (KeyError, ValueError):
            print('Bad choice')

    # Setting computer's choice
    if h_choice == 'X':
        c_choice = 'O'
    else:
        c_choice = 'X'
```

```python
    # Human may starts first
    clean()
    while first != 'Y' and first != 'N':
        try:
            first = input('First to start?[y/n]: ').upper()
        except (EOFError, KeyboardInterrupt):
            print('Bye')
            exit()
        except (KeyError, ValueError):
            print('Bad choice')

    # Main loop of this game
    while len(empty_cells(board)) > 0 and not game_over(board):
        if first == 'N':
            ai_turn(c_choice, h_choice)
            first = ''

        human_turn(c_choice, h_choice)
        ai_turn(c_choice, h_choice)

    # Game over message
    if wins(board, HUMAN):
        clean()
        print(f'Human turn [{h_choice}]')
        render(board, c_choice, h_choice)
        print('YOU WIN!')
    elif wins(board, COMP):
        clean()
        print(f'Computer turn [{c_choice}]')
        render(board, c_choice, h_choice)
        print('YOU LOSE!')
    else:
        clean()
        render(board, c_choice, h_choice)
        print('DRAW!')

    exit()


if __name__ == '__main__':
    main()
```

Output:

```
Choose X or O
Chosen: X
⍰First to start?[y/n]: y
⍰Human turn [X]

---------------
|   ||   ||   |
---------------
|   ||   ||   |
---------------
|   ||   ||   |
---------------
Use numpad (1..9): 4
⍰Computer turn [O]

---------------
|   ||   ||   |
---------------
| X ||   ||   |
---------------
|   ||   ||   |
---------------
```

```
⍰Human turn [X]

---------------
| O ||   ||   |
---------------
| X ||   ||   |
---------------
|   ||   ||   |
---------------
Use numpad (1..9): 8
⍰Computer turn [O]

---------------
| O ||   ||   |
---------------
| X ||   ||   |
---------------
|   || X ||   |
---------------
```

```
⍰Human turn [X]

---------------
| O ||   || O |
---------------
| X ||   ||   |
---------------
|   || X ||   |
---------------
Use numpad (1..9): 2
⍰Computer turn [O]

---------------
| O || X || O |
---------------
| X ||   ||   |
---------------
|   || X ||   |
---------------
```

```
⍰Human turn [X]

---------------
| O || X || O |
---------------
| X || O ||   |
---------------
|   || X ||   |
---------------
Use numpad (1..9): 9
⍰Computer turn [O]

---------------
| O || X || O |
---------------
| X || O ||   |
---------------
|   || X || X |
---------------
⍰Computer turn [O]
```

```
Computer turn [O]


---------------
| O || X || O |
---------------
| X || O ||   |
---------------
| O || X || X |
---------------
YOU LOSE!
```

RESULT:
MiniMax Algorithm has been understood and implemented successfully in a game of Tic Tac Toe programmed in python3.