

Baby Tetris

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Introduction

Project Goal

This project explores optimal strategies for playing "Baby Tetris" using Markov Decision Processes (MDPs).

- ① **Player's Optimal Policy:** Find the best strategy for a player assuming a random opponent.
- ② **Adversarial Policy:** Design an opponent that actively tries to minimize the player's score.
- ③ **Robust Player Policy:** Develop a player strategy that performs well against any type of opponent.

Player's Discounted MDP Model

MDP Components

- **States:** $S :=$ (current grid, next piece to place)
- **Actions:** $A :=$ (position, orientation)
- **Transition:** $P(s'|s, a) := 1/2$ (uniform distribution for I or L piece)
- **Reward:** $R(s, a, s') := \text{coeff} \times \text{lines cleared}$

Value Function (Bellman Equation)

The optimal policy is found using value iteration to solve for $V(s)$:

$$V(s) = \max_{a \in A} \sum_{s' \in S} P(s'|s, a) \cdot (R(s, a, s') + \lambda V(s'))$$

Implementation Choices

- **Pieces teleported:** To reduce intermediate states, pieces are placed directly in their final position and orientation. This simplifies the state space.
- **Reward Calculation:** The reward is calculated based on the number of completed lines in the state *after* a piece is placed.
- **Game Ending:** The game terminates when there are no available (i.e., valid) actions for the current state.
- **Max Iteration Bound:** A maximum number of iterations is set for the value iteration algorithm. This ensures termination even if the convergence to the specified ϵ is slow.

Optimization: Reachable States Algorithm

Algorithm 1 Generate Reachable States

```
1: Q: a queue; H: a hashMap
2:  $s \leftarrow s_0$ ; Q.push( $s$ )
3: while Q.isNotEmpty() do
4:    $s \leftarrow Q.pop()$ 
5:   for a: availableActions( $s$ ) do
6:      $s_{\text{After}} \leftarrow \text{applyAction}(s, a).\text{completeLines}()$ 
7:     if Q, H do not contain  $s_{\text{After}}$  then
8:       Q.push( $s_{\text{After}}$ )
9:     end if
10:    end for
11:    H.push( $s$ )
12:  end while
13: return H
```

Executions (With Reachable States)

```
i=0, delta=6.10288  
i=1, delta=0.352625  
i=2, delta=0.0250445  
i=3, delta=0.0010013  
i=4, delta=4.28143e-05  
i=5, delta=1.79071e-06  
i=6, delta=4.8676e-08  
i=7, delta=1.07541e-09
```

Score: 7632
in 10000 actions

Exec in 7.69 secs

height: 4 and λ : 0.1

```
i=0, delta=8.36976  
i=1, delta=5.32365  
i=2, delta=3.54512  
...  
i=87, delta=1.33224e-08  
i=88, delta=1.0733e-08  
i=89, delta=8.64692e-09
```

Score: 11118
in 10000 actions

Exec in 26.53 secs

height: 4 and λ : 0.9

```
i=0, delta=6.20552  
i=1, delta=0.477762  
i=2, delta=0.0334845  
i=3, delta=0.00181086  
i=4, delta=6.29689e-05  
i=5, delta=2.6382e-06  
i=6, delta=1.32337e-07  
i=7, delta=6.63914e-09
```

Score: 7620
in 10000 actions

Exec in 46.73 secs

height: 5 and λ : 0.1

```
i=0, delta=9.7563  
i=1, delta=6.7369  
i=2, delta=4.43912  
...  
i=88, delta=1.44415e-08  
i=89, delta=1.16674e-08  
i=90, delta=9.42616e-09
```

Score: 13305
in 10000 actions

Exec in 402.82 secs

height: 5 and λ : 0.9

Adversarial MDP Model

Adversary MDP

- **Actions:** $A_{adv} := \{I, L\}$ (Choice of the next piece).
- **Transition:** $P(s'|s, a, t) := 1/|A_t(s)|$, assuming a uniform player response.

Adversary Value Functions

- **Lowest Maximal Reward (Min-Max):**

$$V(s) = \min_{t \in \{I, L\}} \max_{a \in A_t(s)} (R(s') + \lambda V(s'))$$

- **Lowest Average Reward (Min-Avg):**

$$V(s) = \min_{t \in \{I, L\}} \frac{1}{|A_t(s)|} \sum_{a \in A_t(s)} \sum_{s'} P(s'|s, a, t) \cdot (R(s') + \lambda V(s'))$$

Approach 1: Max-Min Value Iteration

Player maximizes their reward assuming the adversary makes the worst possible choice for them.

$$V(s) = \max_{a \in A} \min_{t \in \{I, L\}} (R(s, a, s') + \lambda V(s'))$$

Approach 2: Parameterized Reward Function

Adjust weights for different reward components to tune behavior.

$$R(s') := lw \cdot \text{lines} - hw \cdot \text{height} + sw \cdot \text{score} - gr \cdot \text{gaps}$$

Results and Observations

L.W.	H.W.	S.W.	G.R.	Rand	MinMax	MinAvg	GapAvg	Min
Max-Min VI (Fixed Parameters)				10685	9999	9999	10356	9999
0	0	3	0	11090.70	9999	10000	10622	9999
0	0	1	1	10837.25	9999	10000	9999	9999
10	0	3	1	9833.09	9998	11248	7500	7500
10	0	4	0	10611.33	9998	10000	7500	7500
0	1	4	1.5	9810.65	9999	10000	9999	9810.65
0	2	1	1	0.05	0	0	0	0

Observations

- Robustness vs. High Score
- Max-Min VI Performance
- Variability