

# CSC411H1S Project 4

Hao Hui Tan(999741711, tanstev1)  
Kyle Zhou (1000959732, zhoukyle)

March 27, 2018

1. The board is represented by a flat 9-element NumPy tuple. Turn denotes whose turn it is (1 for X, 2 for O). Done denotes whether the game is done (True if game is over, False otherwise.)

Below is an example of a sample game played against myself.

```
Python 2.7.14 |Anaconda custom (64-bit)| (default, Oct 5 2017, 02:28:52)
[GCC 4.2.1 Compatible Clang 4.0.1 (tags/RELEASE_401/final)] on darwin
env.render()
====
env.step(0)
Out[3]: (array([1, 0, 0, 0, 0, 0, 0, 0, 0]), 'valid', False)
env.render()
x..
====
env.step(4)
Out[5]: (array([1, 0, 0, 0, 2, 0, 0, 0, 0]), 'valid', False)
env.render()
x..
.o.
====
env.step(8)
Out[7]: (array([1, 0, 0, 0, 2, 0, 0, 0, 1]), 'valid', False)
env.render()
x..
.o.
..X
====
env.step(2)
Out[9]: (array([1, 0, 2, 0, 2, 0, 0, 0, 1]), 'valid', False)
env.render()
x.o
.o.
..X
====
env.step(6)
Out[11]: (array([1, 0, 2, 0, 2, 0, 1, 0, 1]), 'valid', False)
env.render()
x.o
.o.
x.x
====
env.step(3)
Out[13]: (array([1, 0, 2, 2, 2, 0, 1, 0, 1]), 'valid', False)
env.render()
x.o
oo.
x.x
====
env.step(7)
Out[15]: (array([1, 0, 2, 2, 2, 0, 1, 1, 1]), 'win', True)
env.render()
x.o
oo.
xxx
=====
```

```

env.done
Out[17]: True
env.step(1)
Out[18]: (array([1, 0, 2, 2, 2, 0, 1, 1, 1]), 'done', True)

```

2. (a) The following is the new implemented policy

Listing 1:

```

1  class Policy(nn.Module):
2      """
3      The Tic-Tac-Toe Policy
4      """
5      def __init__(self, input_size=27, hidden_size=64, output_size=9):
6          super(Policy, self).__init__()
7
8          self.linear1 = nn.Linear(input_size, hidden_size)
9          self.linear2 = nn.Linear(hidden_size, output_size)
10
11     def forward(self, x):
12         x = F.relu(self.linear1(x))
13         return F.relu(self.linear2(x))

```

(b)

(c)

3. (a)

(b)

4. (a)

(b)

5. (a)

(b)

(c)

(d)

- 6.

- 7.

- 8.