**INFO 6205 Spring 2022 Project  
  
The Menace**

**1. Team Members**

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**2. Introduction**

***2.1 Aim***

* Implement “The Menace” by replacing matchboxes with values in a hash table (key will be the state of the game)
* Train the Menace by running games played against “human” strategy,   
  which is based upon optimal strategy
* You will need to choose values for:

|  |  |
| --- | --- |
| **Parameter** | **Definition** |
| alpha | the number of ”beads” to in each “matchbox” at the start of the game, may be different for each move: first move, second move, etc.) |
| beta | the number of ”beads” to add to the “matchbox” in the event of a win |
| gamma | the number of ”beads” to take to the “matchbox” in the event of a loss |
| delta | the number of ”beads” to add to the “matchbox” in the event of a draw |

**Human strategy**

* Chooses optimal strategy with probability p\*. In the “zone,” chooses random move

**Implement logging**

* Log each training run with date/time, win/loss/draw, and p. If you vary alpha,   
  beta, etc. then record these values also (A suitable value of “p” might be 0.9)
* For your final match(es), log every move taken by the “Menace” and its  
  opponent
* Choose SLF4j as your logging framework (if you’re used to something else, or   
  not using Java, then choose whatever logging framework you like)

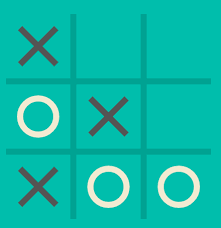
**Unit tests**

* You must run your unit tests before you start training. Show the date/time of   
  your most recent unit test run.
* Tests must have good coverage (each method must be covered).

***2.2 Approach & Algorithm***

* In this Tic-Tac-Toe game, we have 2 players - Menace & Human
* In this project scope, Menace always starts the game
* Menace gets 1st, 3rd, 5th, 7th, 9th turns, while Human gets 2nd, 4th, 6th, 8th turns or even less turns if the game gets over soon
* In order to play the 9th move, we need not pick any bead as there is only one position that could be played on the board. Hence, its not necessary to store any pattern to support the 9th move of the Menace.
* All the possible patterns in the game are processed using a string format from an 2D matrix format
* First 3 rows of the matrix are the first 3 characters in the string followed by the other rows.
* Empty boxes are replaced by the letter “N” while “X” & “O” remain the same.

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* We get the input parameters like alpha, beta, gamma, delta, and “p” from the user which is handled in the main method of Driver class
* Based on the alpha (which is a list of 4 numbers), we create a csv file known as beads\_file that has all the patterns where each pattern has 9 different colours of beads and their count and each colour bead corresponds to a position.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Pattern | Blue | Red | Yellow | Black | White | Orange | Pink | Green | Brown |
| NNNNNNNNN | 0 | 0 | 8 | 0 | 8 | 0 | 0 | 8 | 0 |

* The above-mentioned pattern denotes the start of the game as there are no markings by any player. As Menace plays first, it picks a bead among – 8 yellow, 8 white and 8 green beads randomly and plays the move.
* Various Moves are as follows

|  |  |  |
| --- | --- | --- |
| **Colour** | **Row** | **Column** |
| Blue | 1 | 1 |
| Red | 1 | 2 |
| Yellow | 1 | 3 |
| Black | 2 | 1 |
| White | 2 | 2 |
| Orange | 2 | 3 |
| Pink | 3 | 1 |
| Green | 3 | 2 |
| Brown | 3 | 3 |

* Also, we made sure to eliminate all the similar patterns while creating the beads\_file to fasten the training process of the Menace.

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* Above is an example of the similar states, which are obtained just by 90-degree clockwise rotations and flip operation along vertical axis. So, from the above 8 patterns we store only one pattern in the beads\_data file
* Also, in most cases, the current state of the game will not be available in the beads\_file. In those cases, we must try to find similar patterns in the file by rotating and flipping the current state of the game.
* In such cases where we try to look for similar patterns in the file and pick a bead, it’s a bit complex to connect back to the actual game that is running. Below are the instructions for coming back to the actual game

|  |  |  |  |
| --- | --- | --- | --- |
| **Initial Operation** | | **Retrieval Operation** | |
| **Vertical Flips (1st)** | **Rotations (2nd)** | **Vertical Flips (1st)** | **Rotations (2nd)** |
| 0 | 1 | 0 | 3 |
| 0 | 2 | 0 | 2 |
| 0 | 3 | 0 | 1 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 1 | 1 |
| 1 | 2 | 1 | 2 |
| 1 | 3 | 1 | 3 |

***Note:*** *Whenever we talk about rotation, it’s 90 degrees clockwise rotation & for flipping, its mirror image w.r.t vertical axis*

* Please find the below sample state retrieval process

**Initial Operation to match the pattern in the beads\_file (1 flip, 2 rotations)**

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**Retrieval Operation to get back to the actual state (1 flip, 2 rotations)**

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* There are only 4 possible outcomes which are continuously monitored after each turn of Menace / Human and they are “*Menace Wins*”, “*Human Wins*”, “*Draw*” and “*In Progress*”
* The players keep playing as long as the state of the game is “In progress” or till all the positions get filled
* A key aspect here is to store all the moves played by the Menace which would help us during the process of rewarding
* There are 3 possible scenarios in the process of Rewarding.

|  |  |
| --- | --- |
| **Game Result** | **Reward** |
| Menace Wins | Add more beads of the same colour which are picked at different states of the game |
| Draw | Add beads of the same colour which are picked at different states of the game, but not as much as in the case if it would have won |
| Human Wins | Remove beads of the same colour which are picked at different states of the game as part of penalization |

* In a draw, we are rewarding the Menace even though it didn’t win because it tried hard not losing the game and we know in a tic-tac-toe game, “***the best play from both parties leads to a draw***”
* In a win, we are rewarding the Menace with more beads than the beads we remove in a defeat because “***a win is a rare scenario which happens only when the opposite player makes a wrong move***”. So, the magnitude of reward is considered more than the magnitude of penalization.
* Once the game is over, we update the beads\_data file (this is kind of a database for our project) with new count of beads for all the patterns the Menace has referred during the gameplay.
* There are two ways of running the game,
  1. Train the Menace
  2. Watch the final game
* Both the options are almost the same, but the only difference is that we display all moves by the players on the console and store them in log file in a final game while there is no console output and only the game result is stored and not the moves when we choose the training mode.

**3. Program**

***3.1 Data Structures***

***HashSet -*** to hold all the possible patterns of the game

***HashMap -*** to hold key-value pair of pattern-count of beads

***ArrayList -*** to hold all the states of the menace machine till the end of game

***3.2 Classes***

***Driver:*** This class has the main method for the project. All the User Inputs like parameter changes, number of iterations of the training/final games are read from the main method.

***Game:*** It has methods to train games and watch final games.

***OptimalStrategy:*** This class has methods to generate the ideal move to be followed by the human player based on the current state of the menace machine.

***Human:*** It has methods to generate human player’s next move based on the optimal strategy and “p” which is responsible for randomness in the moves of the human player

***Operations:*** This class is the powerhouse of the project. It has methods which could handle operations like array rotation, array mirror image, print array, string to array conversion, array to string conversion, picking random elements from a list, identifying similar arrays, and checking the state of the game.

***Permutations:*** It contains the logic to find all the possible permutations of a string.

***Rewards:*** This class deals with the rewarding process on the menace machine based on its actions and the result of the game

***BeadsFile:*** It deals with creating the database of the project which is a table of all possible patterns the menace machine could encounter during its game play along with their respective beads count. (We found that there are 304 possible patterns after eliminating the similar ones)

***CSVreadWrite:*** This class contains methods to read and write csv files.

***3.3 Invariants***

Below are the invariants for this project scope

* Menace always plays first
* Menace marks “X” as its symbol and Human uses “O”
* Both the players take alternate turns till the end of game or till all the positions gets filled
* For the next move, Menace always refers to beads file and pick a bead based on its current state pattern
* At the end of game, beads of all the patterns that have been referred are either rewarded or penalized based on the game result.
* Irrespective of the use input of training the menace or watching the final game, the Menace gets trained in both the instances

**4. Flow Charts**

***Our current problem statement is a kind of reinforcement learning application.***

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* Reinforcement learning is a machine learning training method based on rewarding desired behaviors and/or punishing undesired ones.
* In general, a reinforcement learning agent can perceive and interpret its environment, take actions, and learn through trial and error.
* Below are some of the elements of reinforcement learning and how our current problem statement can relate to these elements

***Agent***: An entity that can perceive/explore the environment and act upon it. In this case, Menace machine is the agent

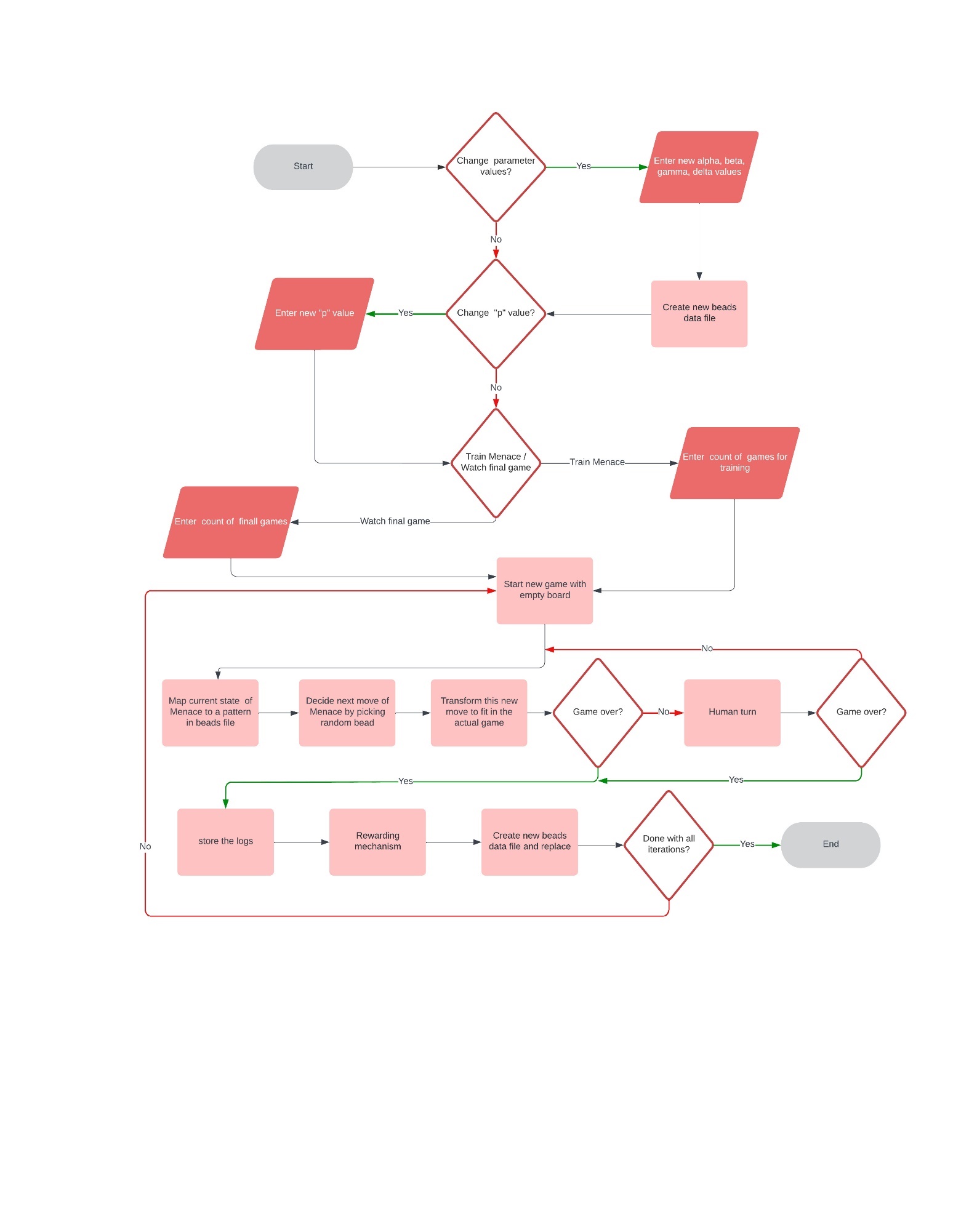
***Environment:*** A situation in which an agent is present or surrounded by. The tic-tac-toe game is the environment

***Action:*** Actions are the moves taken by an agent within the environment. Picking beads and marking the position is the action

***State:*** State is a situation returned by the environment after each action taken by the agent. Menace changes its state by taking an action i.e., by marking on the board. In our case, board with all the markings on it denotes a state

***Reward:*** A feedback returned to the agent from the environment to evaluate the action of the agent. We are rewarding the Menace by altering the count of beads in the match boxes

***Below is the overall flow of the program***

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**5. Mathematical Analysis & Graphical Analysis**

Below is the analysis for selection of parameters for training the Menace

***5.1 Selection of alpha***

***Case-1) alpha = [8,4,2,1], beta = 3, gamma = 1, delta =1, p = 0.9***

***5.2 Selection of beta, gamma, delta***

***5.3 Selection of “p”***

***5.4 Strategy for training***

**11. Conclusion**

**7. Future Enhancements**

* Implementing GUI
* Allowing human player also to take the first chance
* Allow any player to take “X” or “O”

**8. Console output screenshots**

***Case-1) Updating parameters and training the Menace***

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***Case-2) not updating parameters and watching the final game***

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**9. Console output**

***Case-1) Updating parameters and training the Menace***

\*\*\*\*\*\*\*\*\*\*DEFAULT PARAMETER VALUES\*\*\*\*\*\*\*\*\*\*

\*\*\*\*\*Each alpha value below is count of each color bead in the match box

alpha: 8,4,2,1 (For 1st, 2nd, 3rd & 4th steps of Menace machine respectively)

beta : 3 (the number of ”beads” to add to the “matchbox” in the event of a win)

gamma: 1 (the number of ”beads” to take to the “matchbox” in the event of a loss)

delta: 1 (the number of ”beads” to add to the “matchbox” in the event of a draw)

Change default parameter values? (Y/N): y

Enter alpha value using four comma separated integers:

8,4,2,1

Enter beta value:

3

Enter gamma value:

1

Enter delta value:

1

Updating the parameters.......

Successfully updated the parameters!

Current value of p=0.9

Change p value? (Y/N): y

Enter p value: 0.8

Please re-train the menace machine now!!

Train Menace Machine/Watch Final Game? (T/W): t

Train Menace machine for how many times?: 10

Training the Menace Machine.... Please Wait!

Training completed!

Process finished with exit code 0

***Case-2) not updating parameters and watching the final game***

\*\*\*\*\*\*\*\*\*\*DEFAULT PARAMETER VALUES\*\*\*\*\*\*\*\*\*\*

\*\*\*\*\*Each alpha value below is count of each color bead in the match box

alpha: 8,4,2,1 (For 1st, 2nd, 3rd & 4th steps of Menace machine respectively)

beta : 3 (the number of ”beads” to add to the “matchbox” in the event of a win)

gamma: 1 (the number of ”beads” to take to the “matchbox” in the event of a loss)

delta: 1 (the number of ”beads” to add to the “matchbox” in the event of a draw)

Change default parameter values? (Y/N): n

Current value of p=0.9

Change p value? (Y/N): n

Train Menace Machine/Watch Final Game? (T/W): w

Watch how many games?: 1

\*\*\*\*\*Initial state\*\*\*\*\*

| |

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| |

---------

| |

\*\*\*\*\*Menace Machine Move-1\*\*\*\*\*

| | X

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| |

---------

| |

\*\*\*\*\*Human Move-2\*\*\*\*\*

| | X

---------

| O |

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| |

\*\*\*\*\*Menace Machine Move-3\*\*\*\*\*

| | X

---------

| O |

---------

X | |

\*\*\*\*\*Human Move-4\*\*\*\*\*

| | X

---------

| O |

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X | O |

\*\*\*\*\*Menace Machine Move-5\*\*\*\*\*

| | X

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X | O |

---------

X | O |

\*\*\*\*\*Human Move-6\*\*\*\*\*

| O | X

---------

X | O |

---------

X | O |

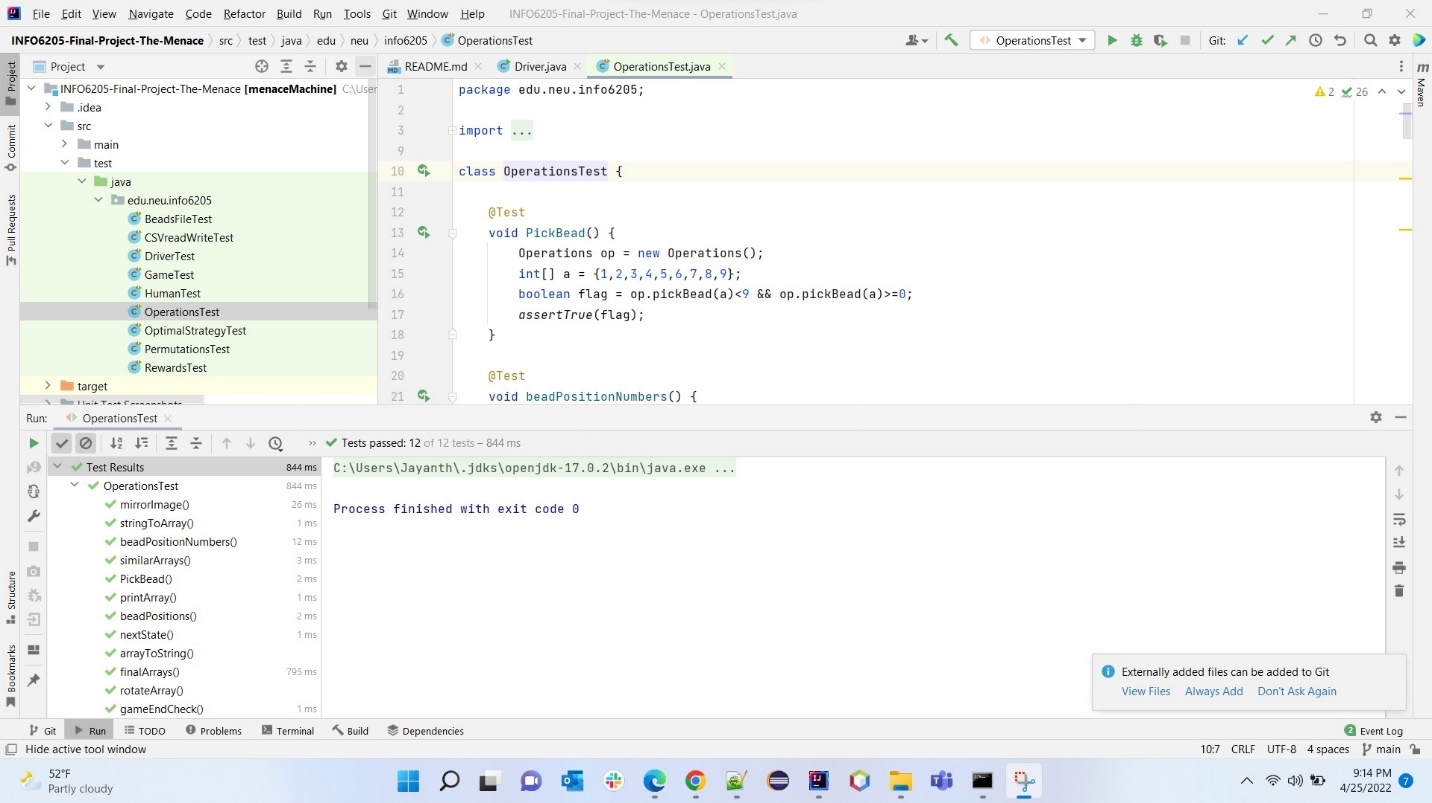
Human Wins

Match Simulations completed!

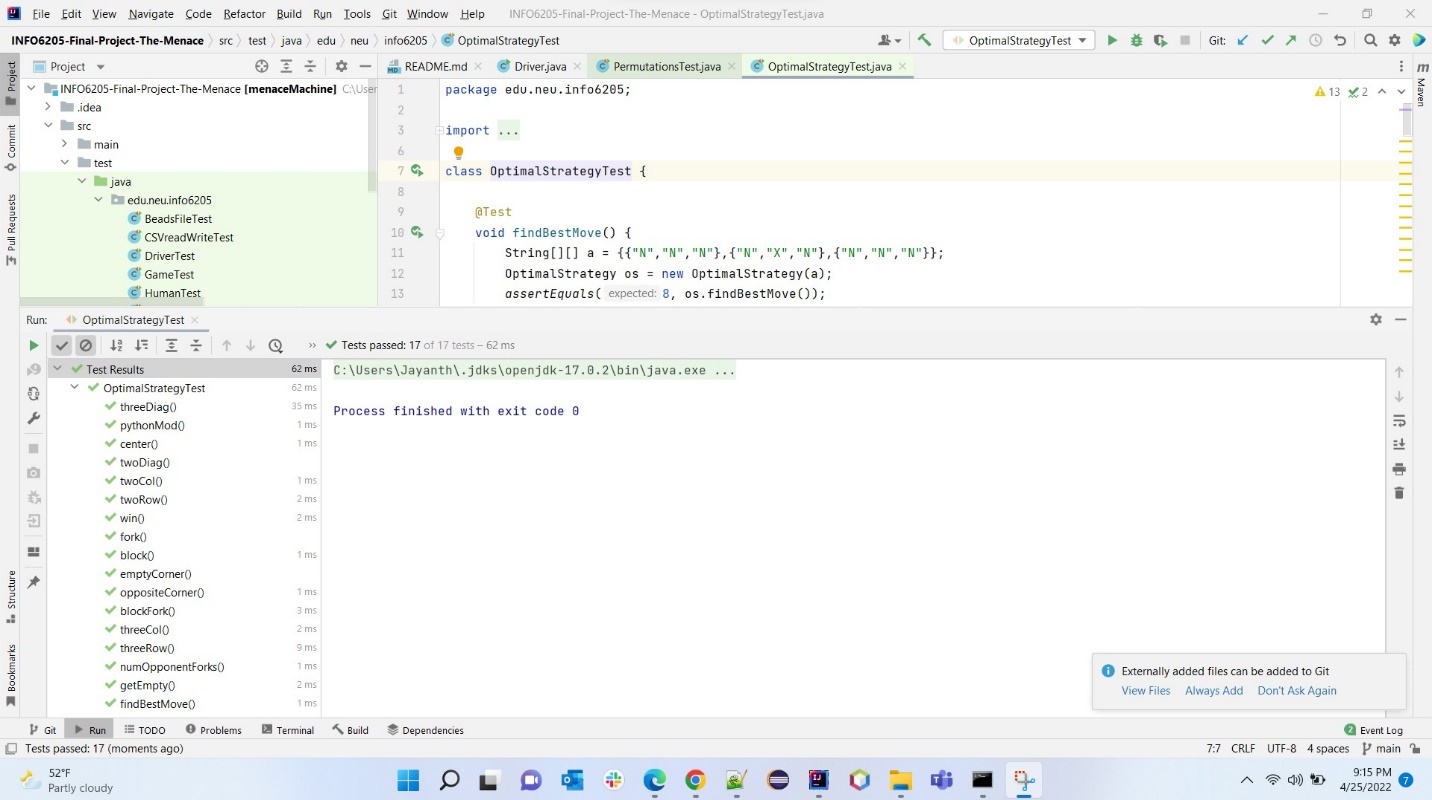
Process finished with exit code 0

**10. Unit tests screenshots**

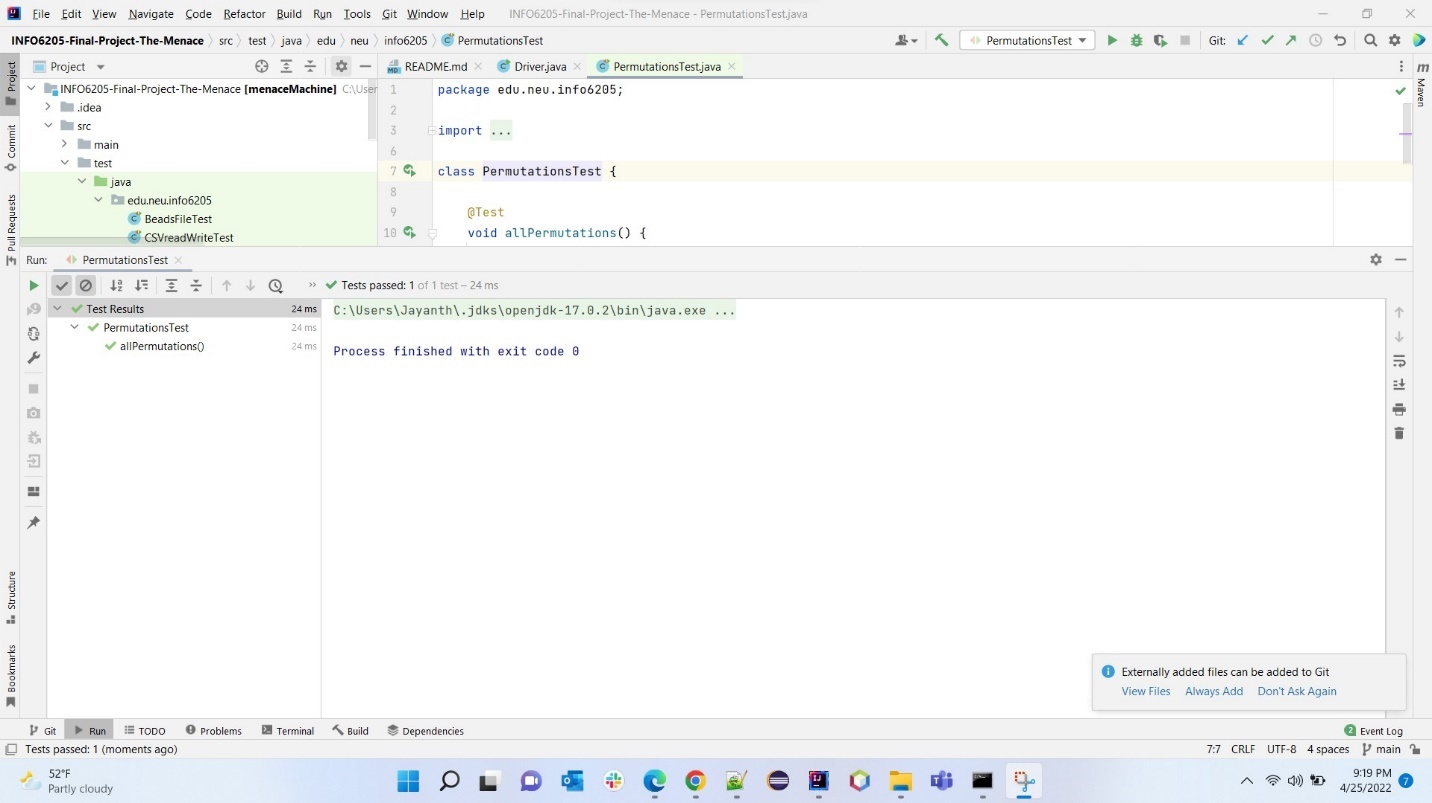
***OperationsTest.java***

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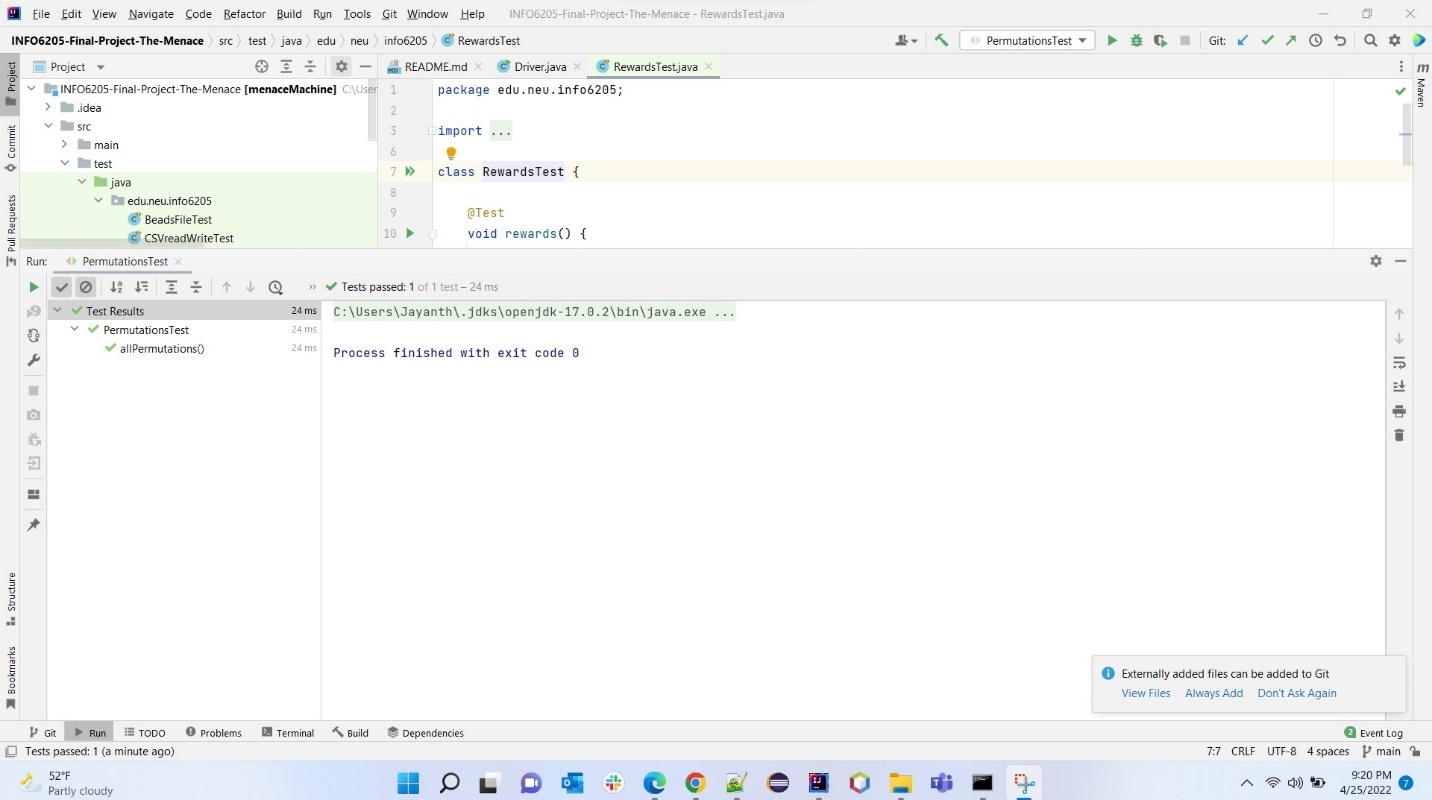
***OptimalStrategyTest.java***

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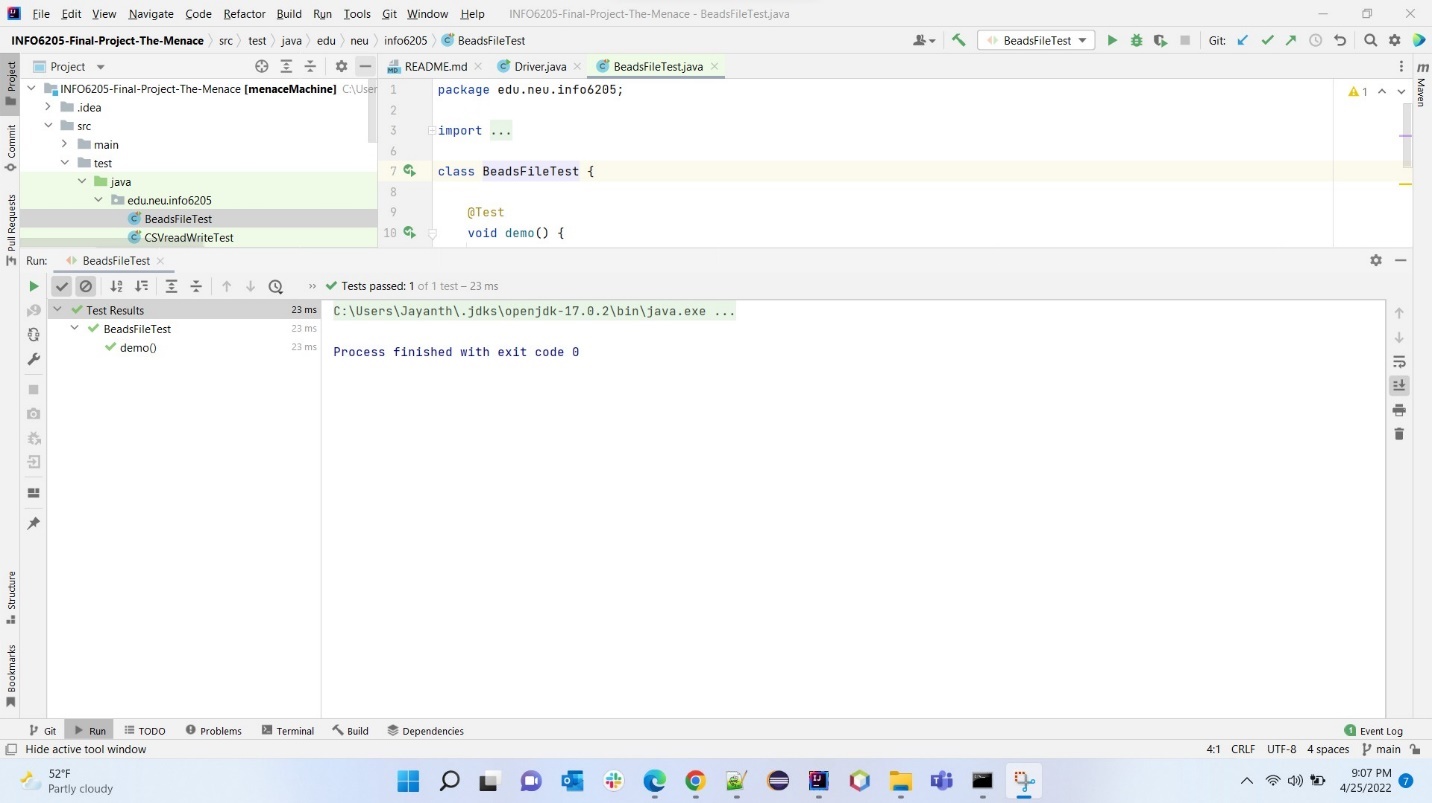
***PermutationsTest.java***

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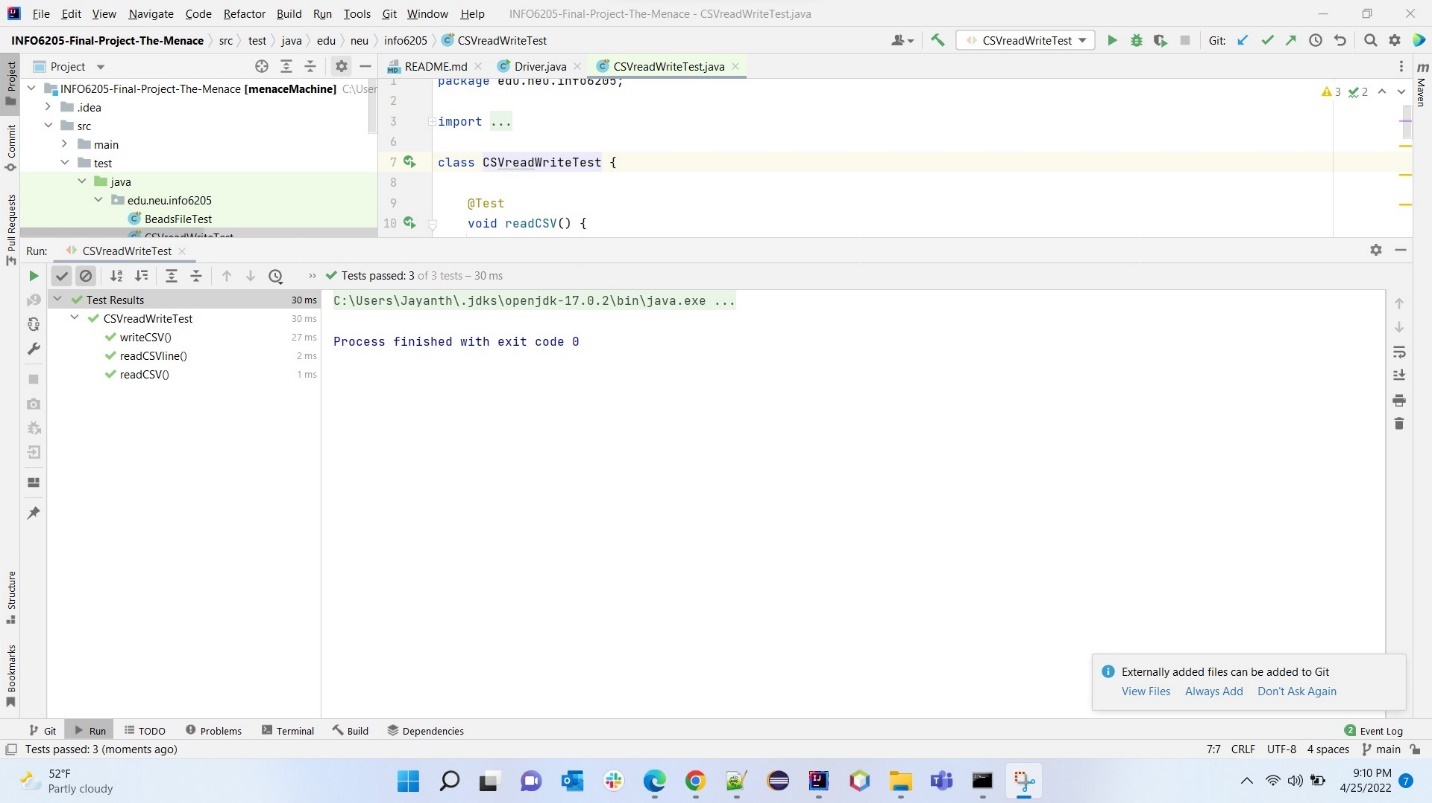
***RewardsTest.java***

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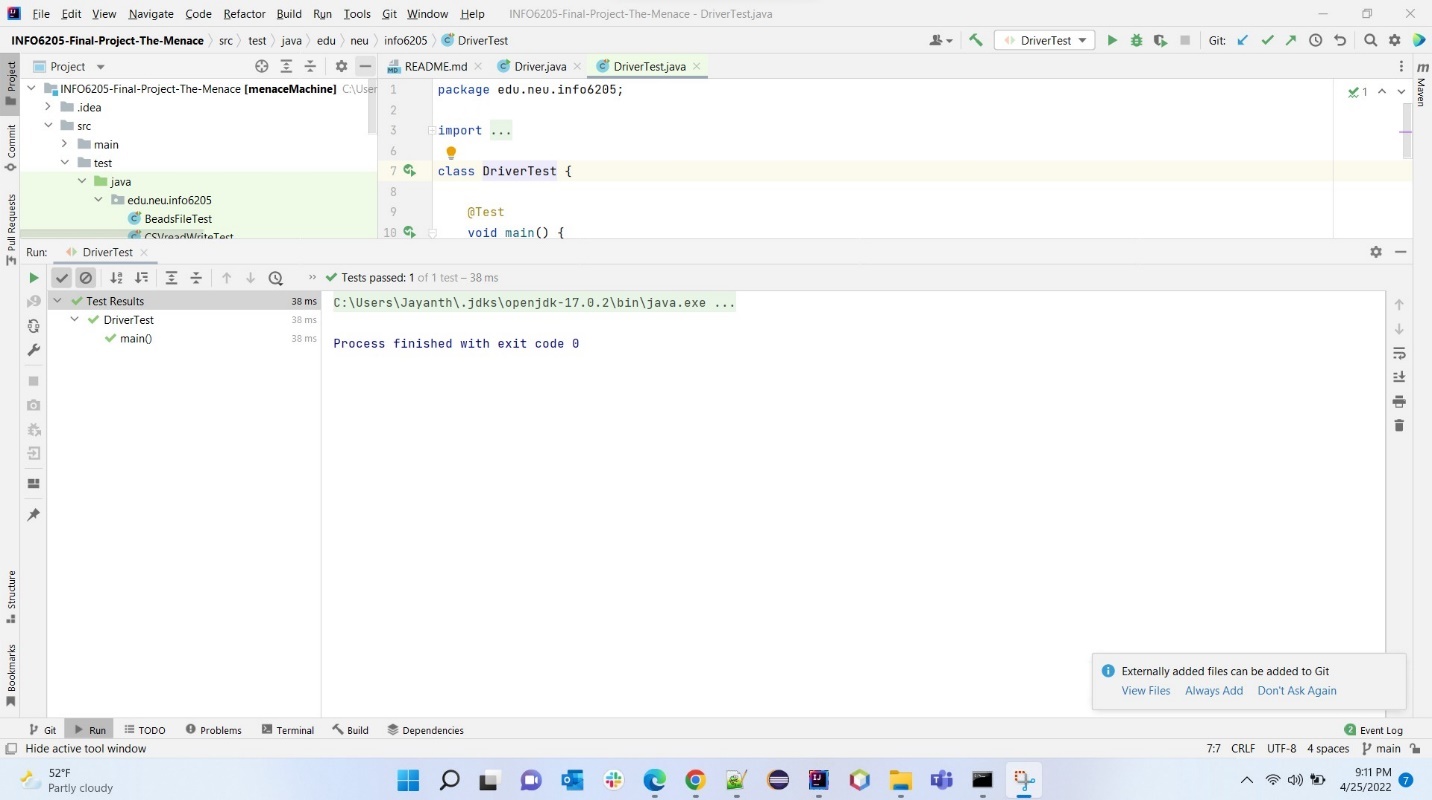
***BeadsFileTest.java***

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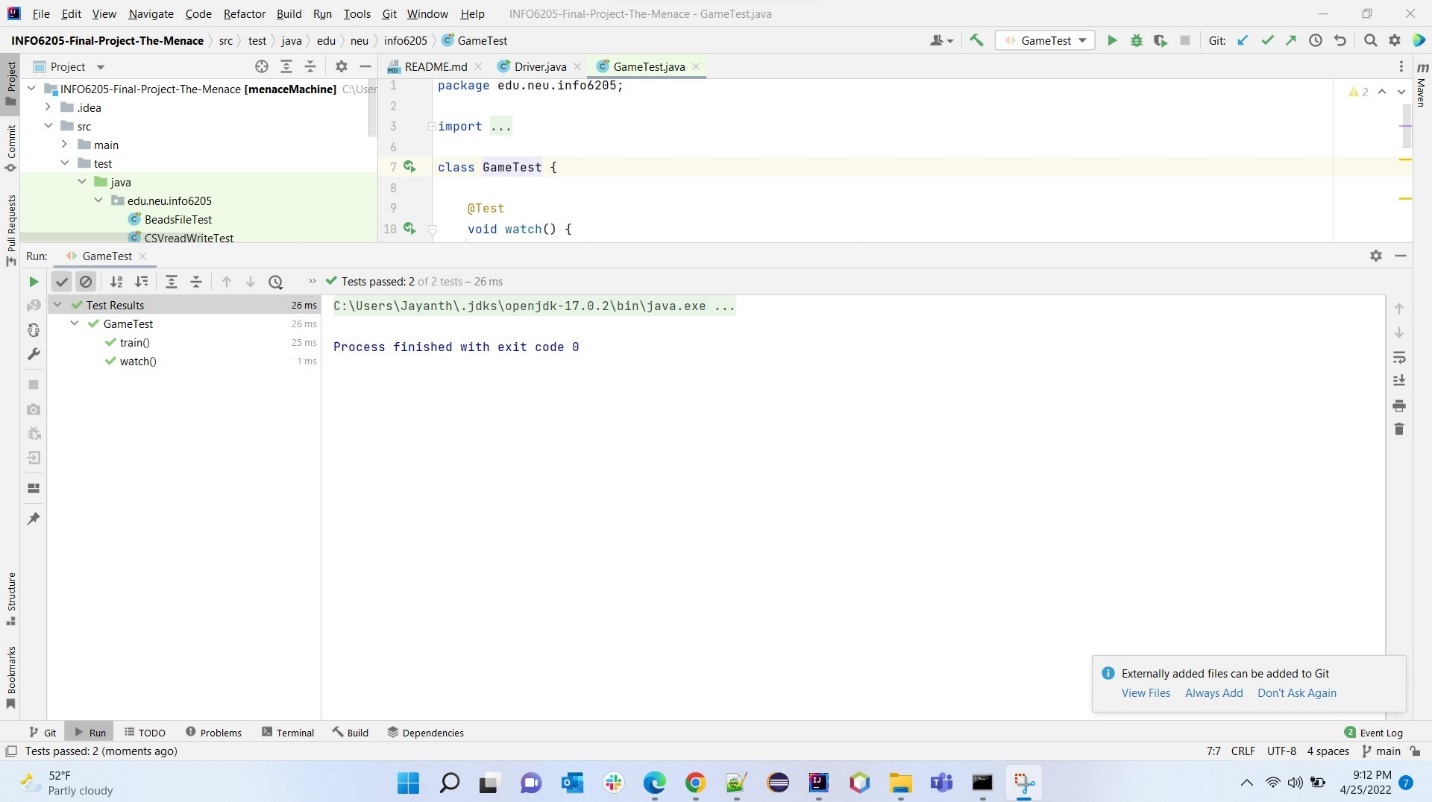
***CSVreadWriteTest.java***

****

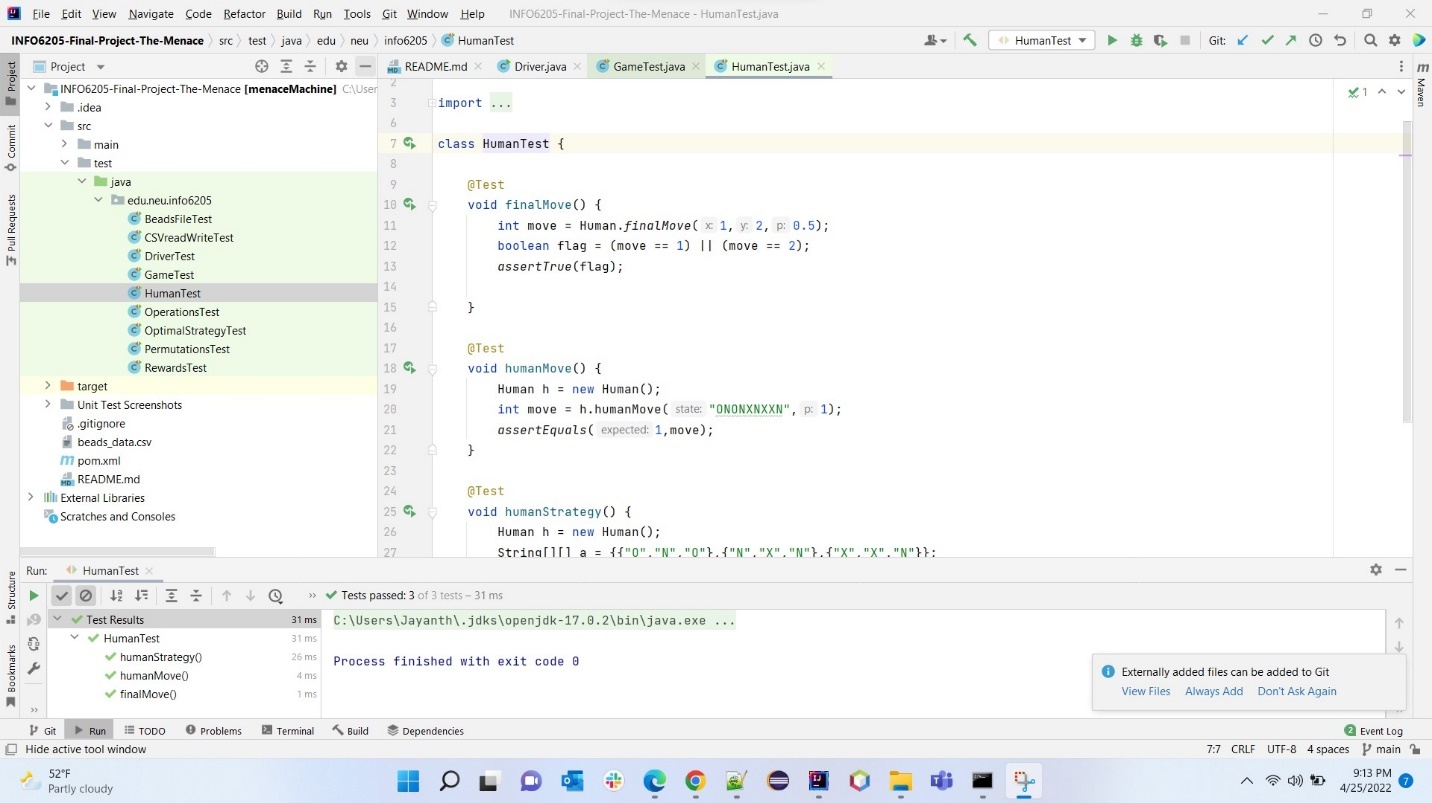
***DriverTest.java***

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***GameTest.java***

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***HumanTest.java***

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**11. Sample logs**

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**12. Sample beads file**

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**12. References**

* Problem Statement

<https://youtu.be/TtisQ9yZ2zo?t=2210>

* Logic for Optimal Strategy

<https://en.wikipedia.org/wiki/Tic-tac-toe#Strategy>

* Logic for CSV I/O operations

https://www.baeldung.com/opencsv

* sl4j logging framework

<https://www.slf4j.org/manual.html>

* Reinforcement learning elements

<https://www.javatpoint.com/reinforcement-learning>