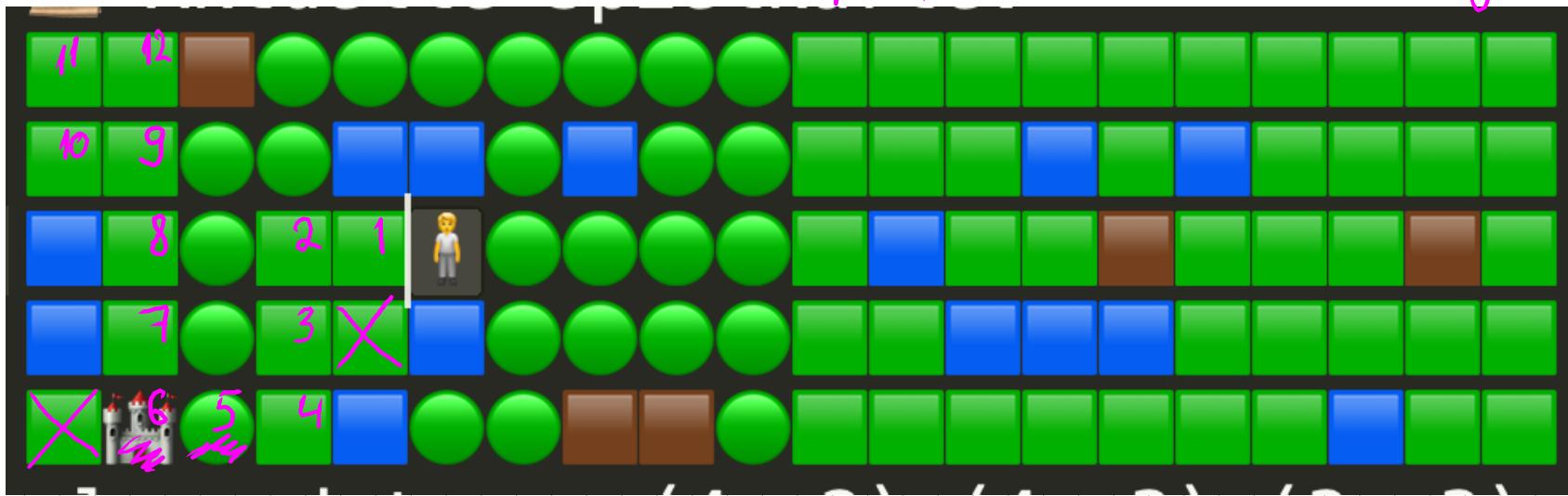
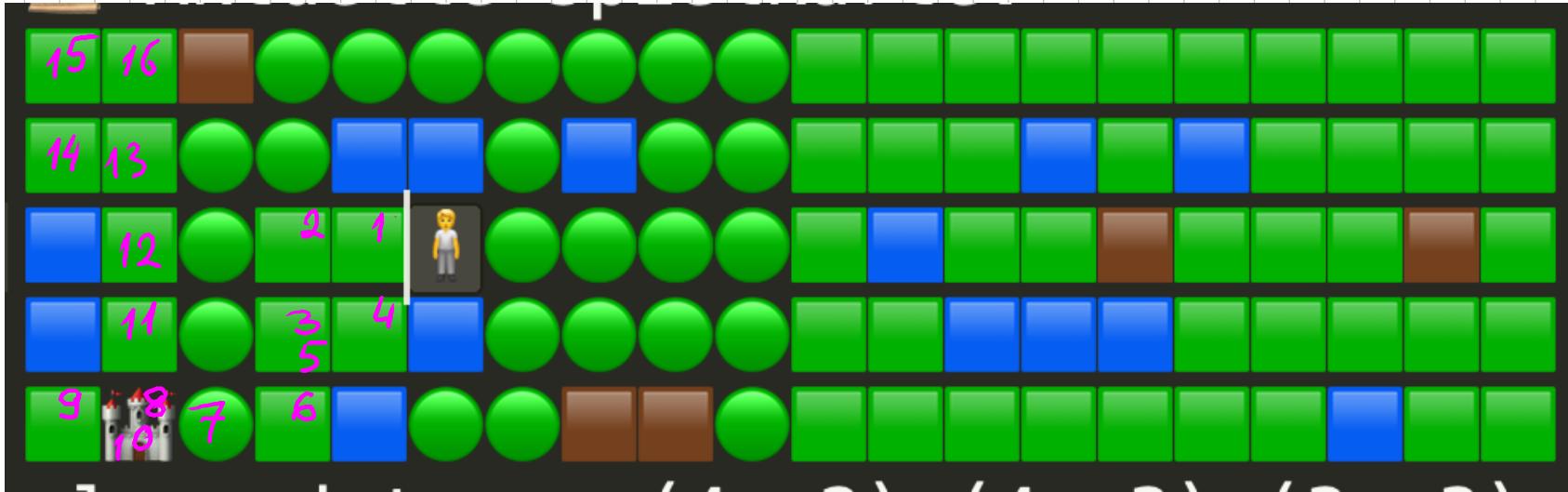
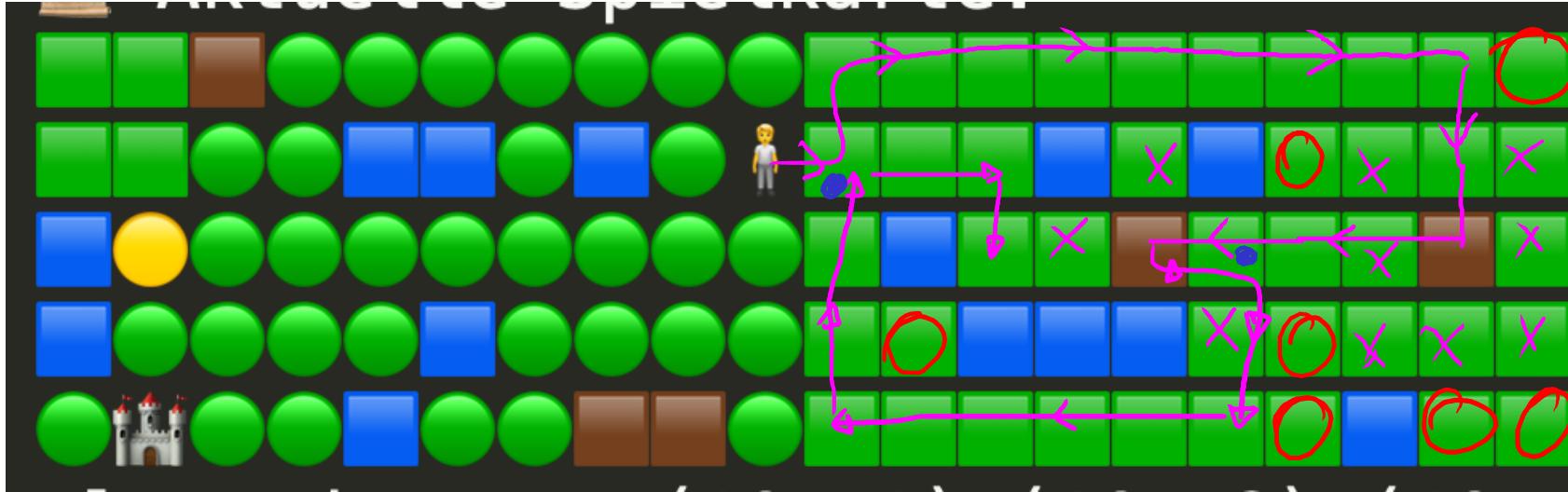


$$12 \cdot 2 \approx 24 \text{ round} \quad \text{profit} = 10 \text{ new} \quad p = \frac{10}{24} = 0,42$$

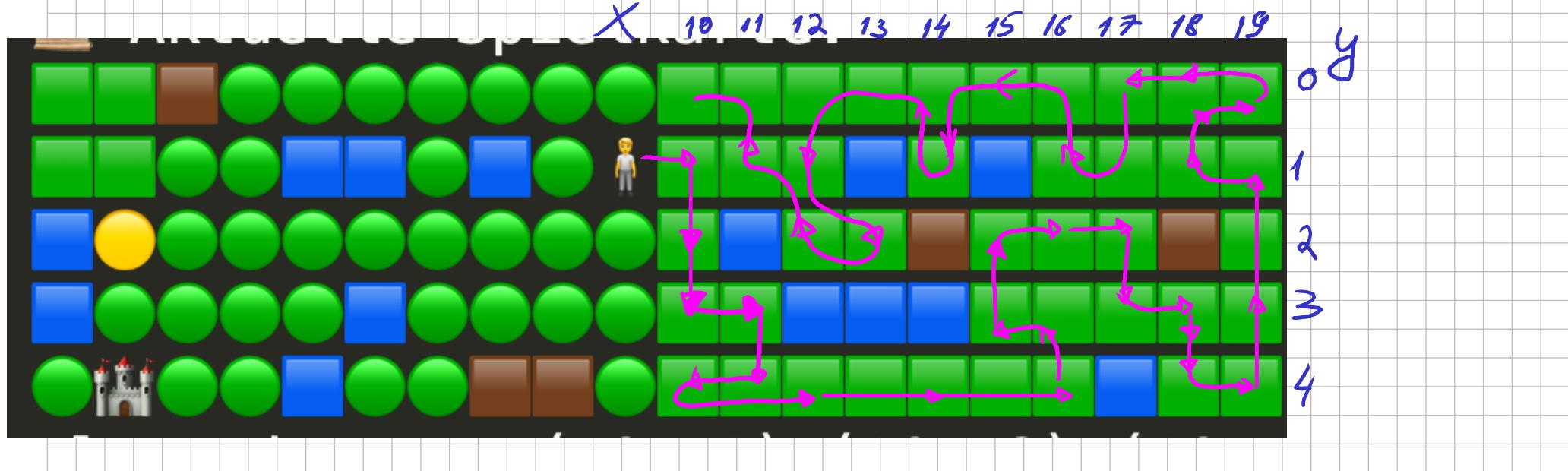


$$16 \cdot 2 \approx 32 \text{ rounds} \quad \text{profit} = 12 \text{ new} \quad p = \frac{\text{profit}}{\text{cost}} = \frac{12}{32} = 0,38$$





horizon n moves $n \approx 5 \approx 10$



when optimizing for horizon: Pockets = bad, Mountains = good

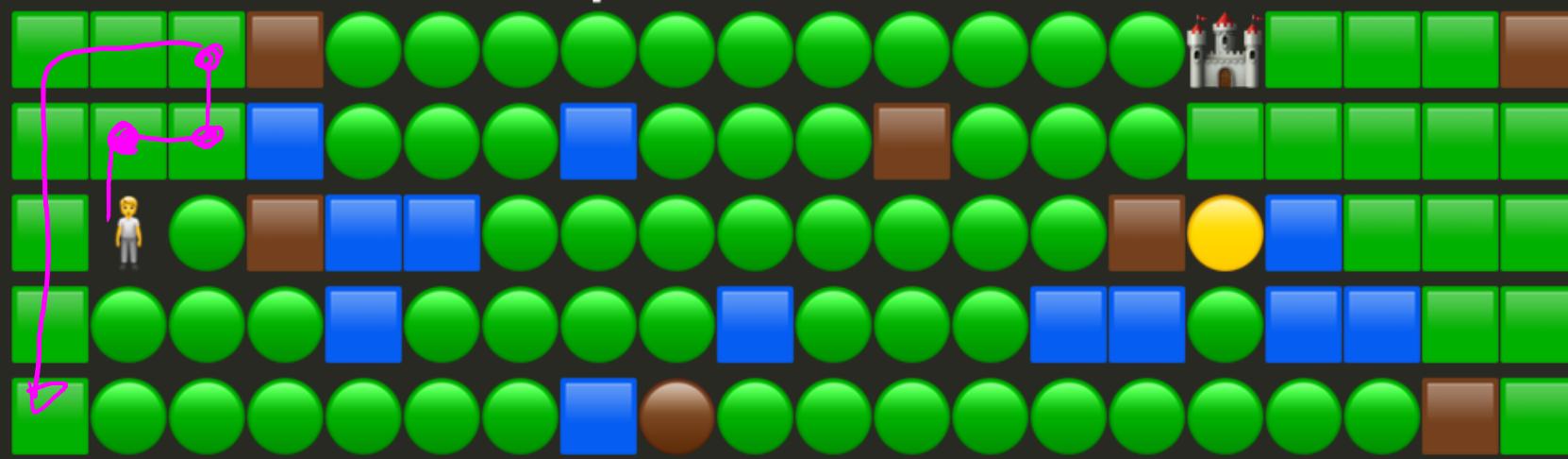
Metrics - numerical characteristics of something. often used for comparison

Pocket

① 1 2 3

$$M = G + G$$

0
1
2
3
4



For density metrics Pockets are good

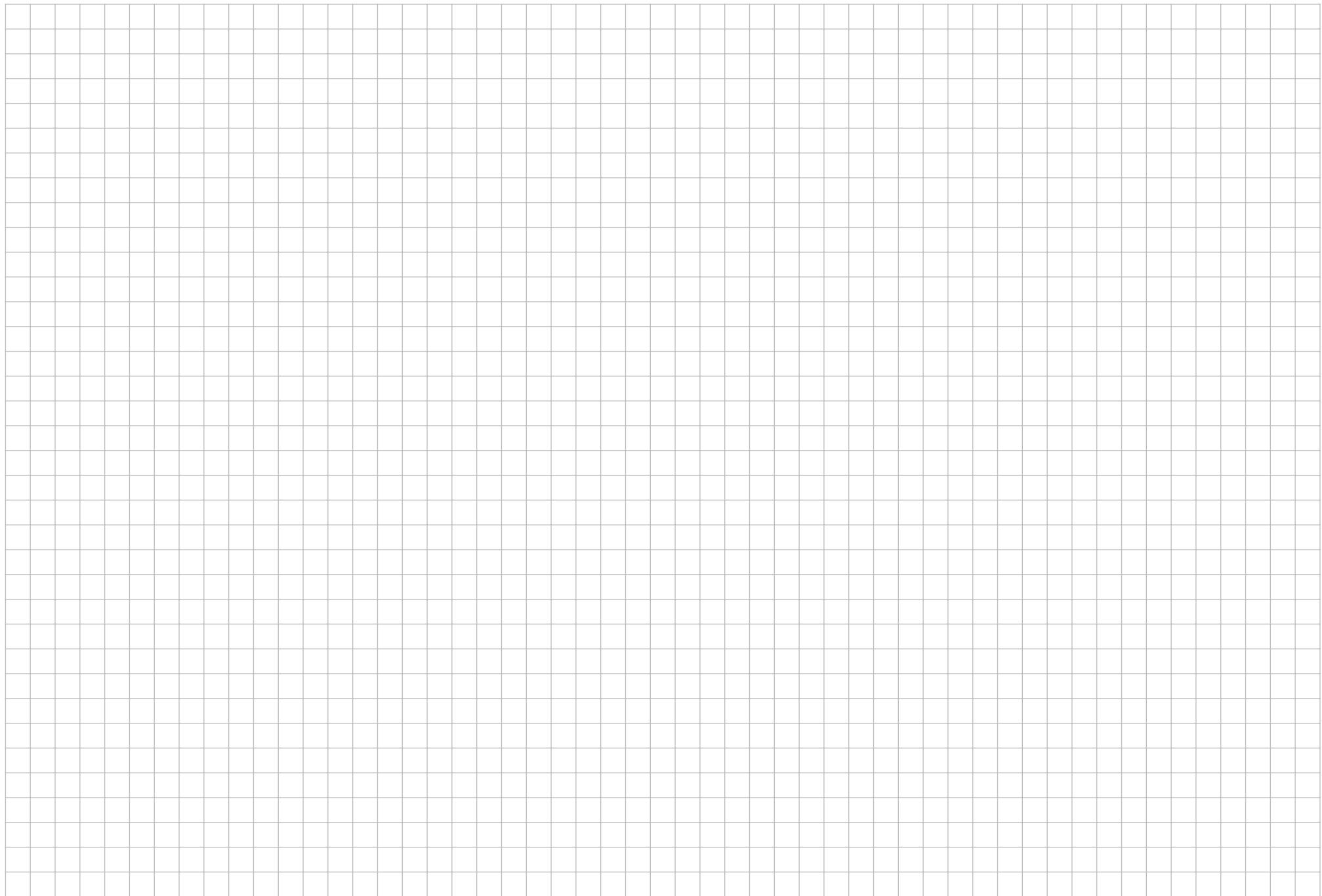
For horizon metrics Pockets are bad

Q: Why does algoTSP prioritize Pockets when Pockets become available?

*A: because is we want full global tour to be the shortest,
we need to visit Pockets asap*

*Observation: When there is a fork with a Pocket, visiting the Pocket
means having a shorter global tour. But ignoring the Pockets means
picking up Gold faster.*

*Q: Why does it happen that if we ignore Pockets we find Gold
faster (on average) ?*



List of Tasks:

- 1) *deadline on practical homework (diagrams)*
 - we need to make up our mind about program architecture
- 2) *Improving StrategyTSP*
 - integrating Mountain terrains
 - better tour comparison (with respect to time horizon)

Plans:

- 1) *Come up with an idea of how to integrate Mountains & Cost Comparison*
- 2) *Write down complete formal algorithm for StrategyTSP*
- 3) *Think about how to implement it in code*
- 4) *Make adjustments to the code structure (architecture)*
- 5,6) *Implement the algorithm*
- 5,6) *Create diagrams*

Better Cost comparison when choosing "the best" tour.

TSP generates lots of different tour candidates. How do we choose the best one among them?

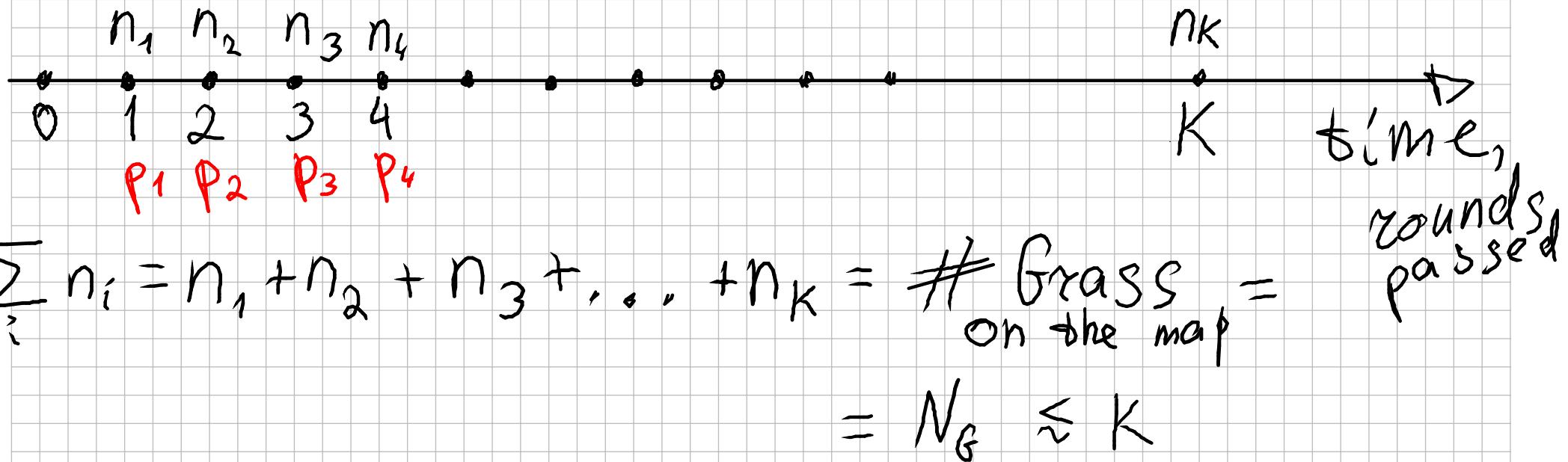
Right now: we choose the shortest tour, a.k.a. lowest cost

Problems with this approach:

we do complete traversal, metrics = length of complete tour (# rounds)

What do we REALLY care about? Finding Gold asap.

$n_i = 0, 1, 2, \dots$ - amount of new grass explored per round

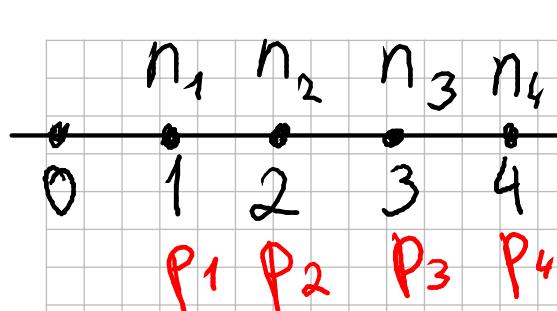


We have a complete tour with length of K rounds
It explores all the grass N_G nodes

if $n_j > 0 \Rightarrow$ there is a chance that we found (observed) gold during round j

$$P_j = \text{probability of finding gold during round } j = \frac{n_j}{N_G - \sum_{i < j} n_i} = \frac{n_j}{\sum_{i \geq j} n_i}$$

$$\tilde{P}_j = (1 - P_1)(1 - P_2) \dots (1 - P_{j-1}) \cdot P_j$$



$\frac{K}{2}$

n_K

K

time,
rounds
passed

I can find Gold on round 1

\tilde{p}_1

$$\sum = 1 \cdot \frac{1}{4} +$$

I can find Gold on round 2

\tilde{p}_2

$$2 \cdot \frac{1}{4} + 3 \cdot \frac{1}{4} +$$

I can find Gold on round 3

\tilde{p}_3

$$4 \cdot \frac{1}{4} =$$

I can find Gold on round 4

\tilde{p}_4

$$= \frac{1}{4} [1+2+3+4] =$$

...

I can find Gold on round K

\tilde{p}_K

$$= [4 = K] =$$

$$= \frac{1}{K} \cdot \sum_{j=1}^K j = \frac{1}{K} \cdot \frac{K(K-1)}{2}$$

$$= \frac{K-1}{2}$$

On average $1 \cdot \tilde{p}_1 + 2 \cdot \tilde{p}_2 + 3 \cdot \tilde{p}_3 + 4 \cdot \tilde{p}_4 + \dots + K \cdot \tilde{p}_K$

Math Expectation shows how much time we need on average to find gold

tour 1

1 1 1 1 1 0 0 0 0 1

tour 2

0 0 1 0 1 0 0 1 1 1

Tour 1 is preferable because it has non-zeros closer to start

p_{pos}, [g₁, g₂, ..., g_n]
goals

cost₁₂

P_{pos} → g₁ → g₂ → ...

$$n_1 \quad n_2 \quad n_3 \quad n_4 \quad \dots \quad n_k$$

$$d_1 \quad d_2 \quad d_3 \quad d_4 \quad \dots \quad d_k \quad \sum_{i=1}^k n_i = N_G$$

$$d_i \geq d_j \quad i < j$$

non-ascending sequence

$$\sum_{i=1}^k d_i \cdot n_i$$

$$d_m = \gamma^m, \quad 0 < \gamma \leq 1$$



*Formal algorithm for tour with *good* profit comparison*

0. *Generate a continuous tour (complete tour over all nodes)*
1. *Suppose we have a continuous tour (all nodes in tour are neighbours)*

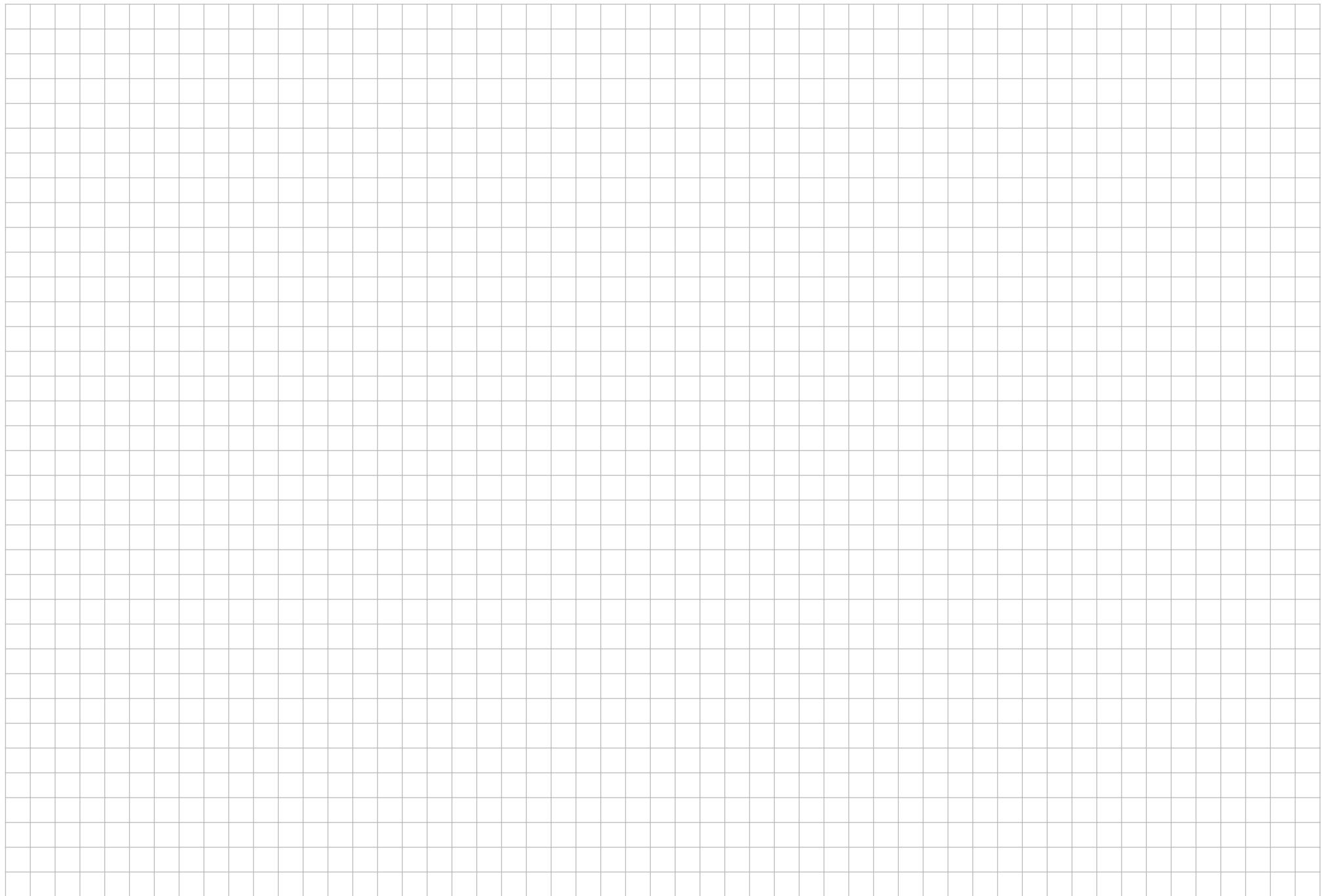
$(0,0) (0,1) (0,2) (1,2)$

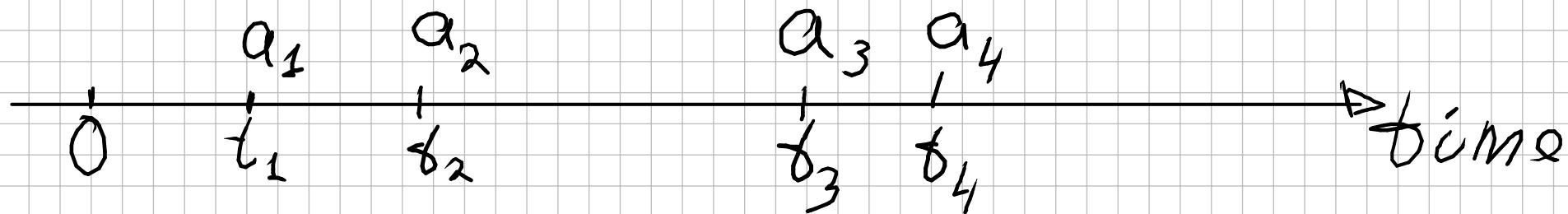
2. *Calculate number of newly explored grass per round*

$n_1, n_2, n_3, n_4, \dots$

3. *Calculate probabilities of finding gold at each round
and calculate Math Expectation of number round until gold is found*

Or as alternative calculate gamma-discounted summ of rewards





	1 25%	2 25%
4 25%	3 25%	

$$P_1 = \frac{1}{4}$$

$$P_2 = \frac{1}{3}$$

$$P_3 = \frac{1}{2}$$

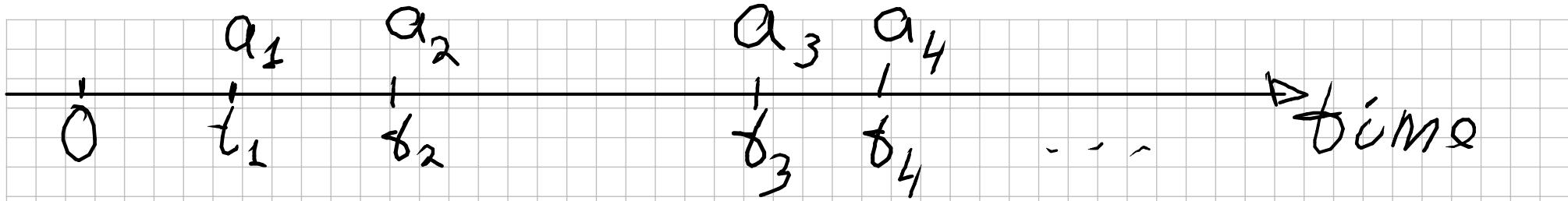
$$P_4 = 1$$

$$\tilde{P}_1 = P_1 = \frac{1}{4}$$

$$\tilde{P}_2 = \left(1 - \frac{1}{4}\right) \cdot \frac{1}{3} = \frac{3}{4} \cdot \frac{1}{3} = \frac{1}{4}$$

$$\tilde{P}_3 = \frac{3}{4} \cdot \frac{2}{3} \cdot \frac{1}{2} = \frac{1}{4}$$

$$\tilde{P}_4 = \frac{3}{4} \cdot \frac{2}{3} \cdot \frac{1}{2} \cdot 1 = \frac{1}{4}$$



a_j - How much grass was discovered at timestamp j

$$\sum_j a_j = \# \text{Grass}$$

$$E(\tau) = \sum_j \tau_j \cdot \tilde{p}_j = \left[\tilde{p}_j = \frac{a_j}{\# \text{Grass}} \right] = *$$

\tilde{p}_j - prob. to observe gold at timestamp j

$$\bar{\tau} = \max_j (\tau_j) \leq \# G$$

$$\begin{aligned} * &= \sum_j \tau_j \cdot \frac{a_j}{\# G} = \sum_j a_j \cdot \frac{\tau_j}{\# \text{Grass}} = \\ &= \sum_t a(t) \cdot \lambda(t) \end{aligned}$$

$$\sum_j a_j \cdot \frac{\delta_j}{\#G} = \left[T = \max_i \delta_j \right] =$$

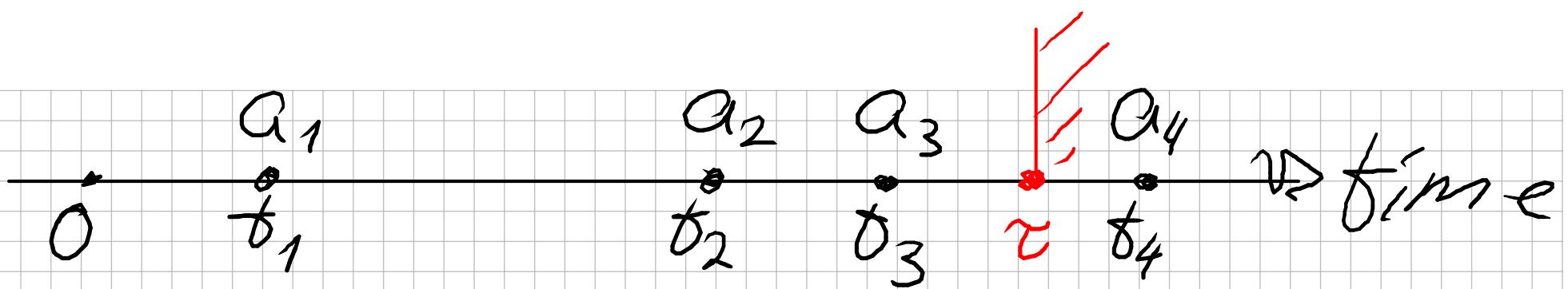
$$= \sum_j a_j \frac{T - T + \delta_j}{\#G} = \sum_j a_j \frac{T}{\#G} - \sum_j a_j \frac{\delta_j}{\#G} =$$

$$= \frac{T}{\#G} \underbrace{\sum_j a_j}_{= \#G} - \sum_j a_j \frac{T - \delta_j}{\#G} =$$

$$= T - \sum_j a_j \frac{T - \delta_j}{\#G} = \begin{cases} \frac{T - \delta_j}{\#G} & \text{non-negative} \\ & \text{descending} \end{cases} = \lambda(t)$$

$$* = T - \sum_t a(t) \cdot \lambda(t) \rightarrow \text{minimize}$$

$$\sum_t a(t) \cdot \lambda(t) \rightarrow \text{maximize}$$



Assume our enemy finds his gold at time τ

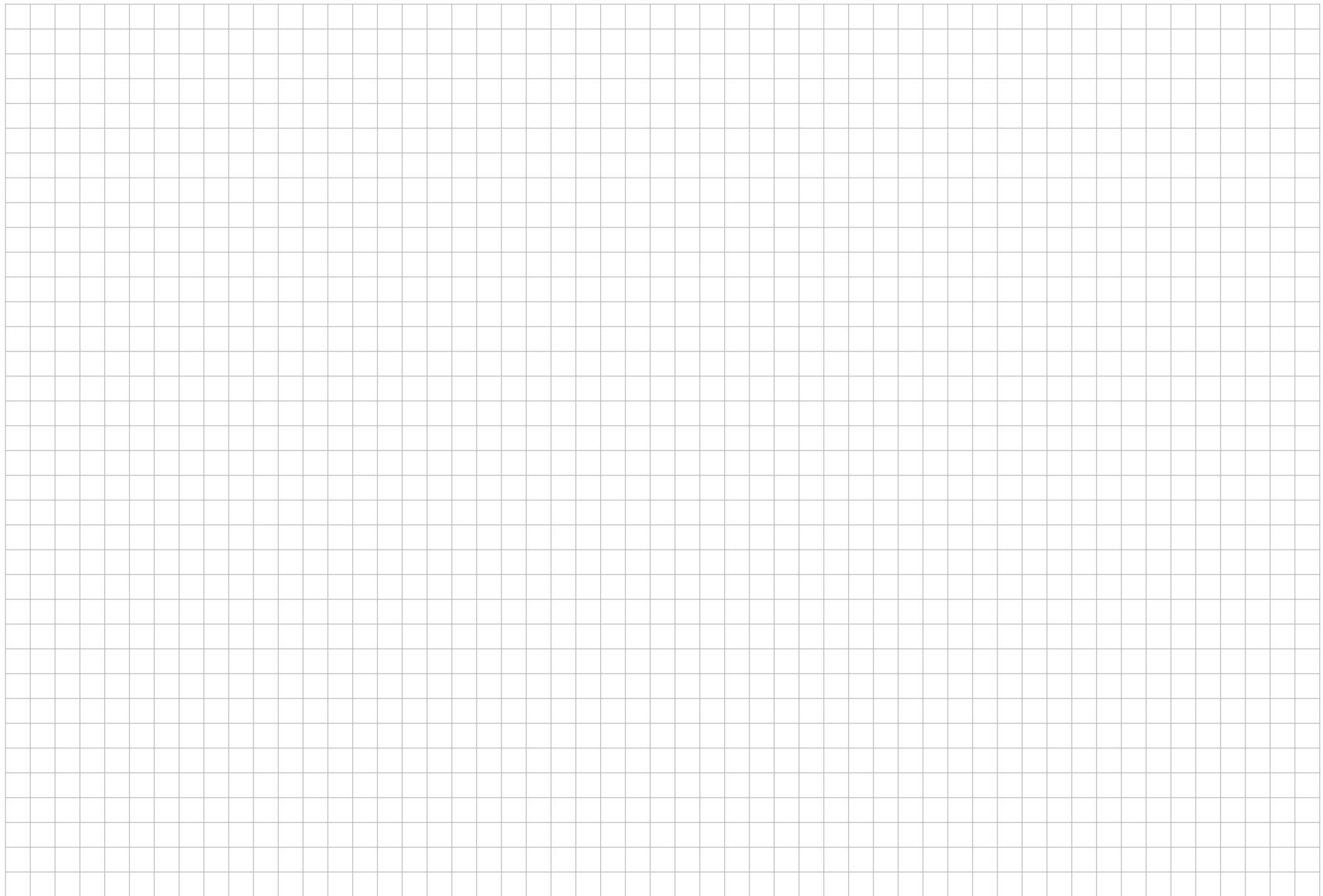
Then my reward after τ are worth nothing

$$x(t) = \begin{cases} \dots, t < \tau \\ 0, t \geq \tau \end{cases}$$

$$\beta(\tau) = 1$$

Generalisation:

$$\sum_t a(t) \cdot (1 - \beta(t)) , \quad \beta(t) \quad \text{probability that enemy wins the game by time } t$$



AC tours generation:

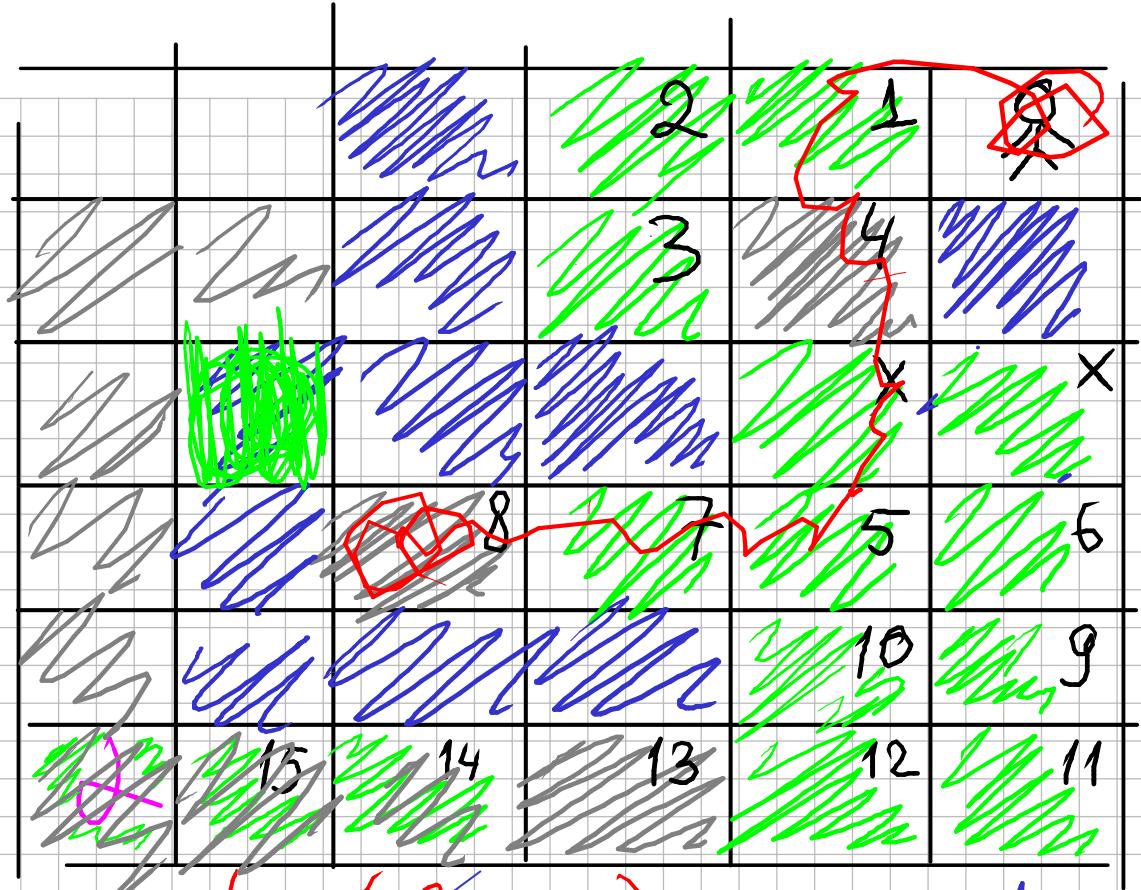
1. *Ppos, map, Set visited*
2. *find unvisited Grass closest to Ppos (BFS)*
3. *move to that node*
4. *repeat from (1)*

TSP tours generation (Gold):

1. *Ppos, map, Set visited*
2. *Goals = all Grass + on my side + not visited*
3. *choose 'g' from G*
 - a) *let 'n' = 'g'*
 - b) *find node 'n2' from G closest to 'n' (BFS)*
 - c) *remove 'n' from Goals*
 - d) *let 'n' = 'n2', repeat from (b) until Goals are not exhausted*
4. *repeat (3) for each goal in Goals*
5. *among all generated tours choose the best**

TSP tours generation (Gold) + Mountains:

1. *Ppos, map, Set visited*
2. *Goals = all Grass + on my side + not visited,
and all Mountains + oms + nv.*
3. *choose 'g' from G*
 - a) *let 'n' = 'g', let tour = List<node>,
a0) if 'g' is a bad Mountain, skip the
whole tour.
aa) assume 'n' is Grass
ab) assume 'n' is Mountain
for all neighbours:
Goals.remove(neighbour)
if nothing was removed:
Goals.remove('n')
let 'n' = tour.last()*
 - b) *find node 'n2' from G closest to 'n' (BFS)*
 - c) *remove 'n' from Goals, tour.add('n')*
 - d) *let 'n' = 'n2', repeat from (b) until Goals are
not exhausted*
4. *repeat (3) for each goal in Goals*
5. *among all generated tours choose the best**



$g = 1$

$four =$
 $1-2-3-4-5$

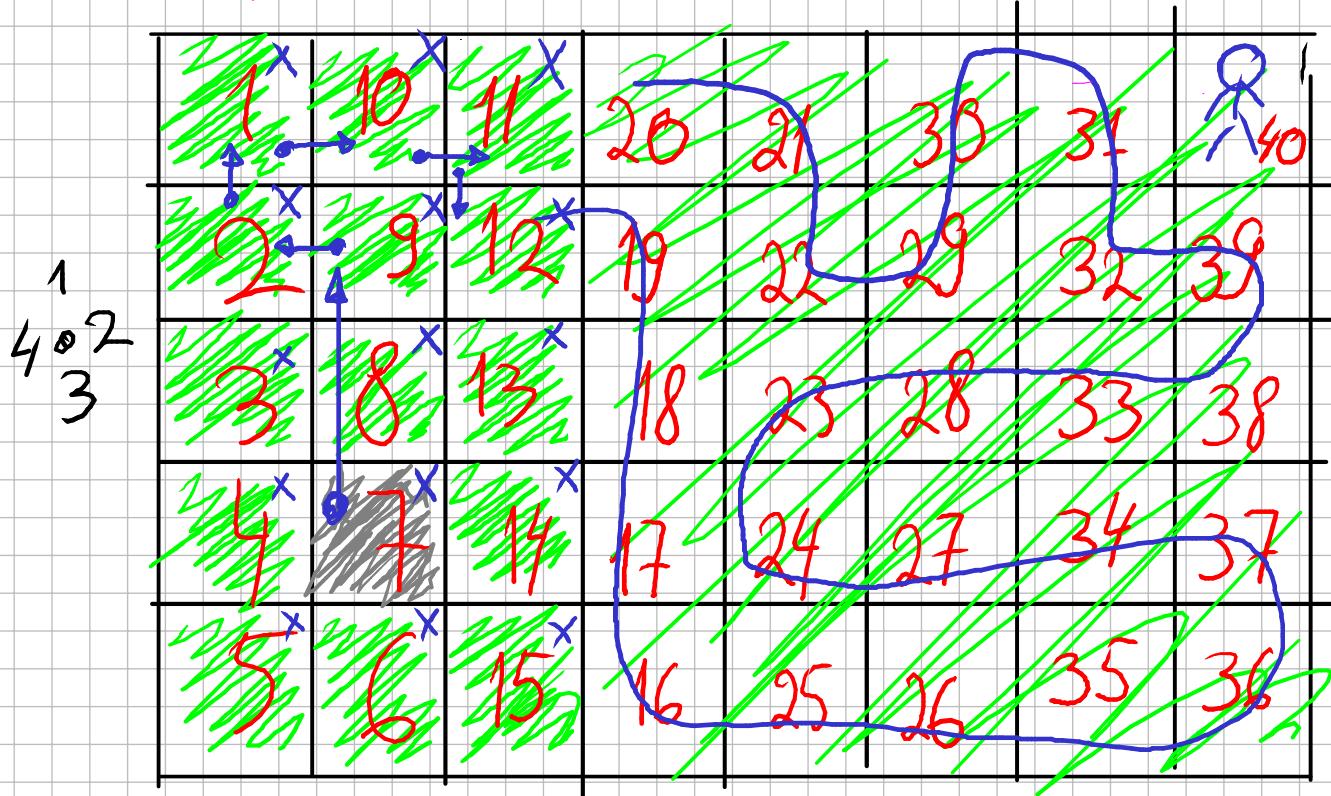
$1-4-5$

$\equiv \text{J}$

$route(R, 8) = [R, 1, 4, 8, 1, 5, 7, 8]$
 $2 \in Goals$

♀ -7 -BFS-

Goals = {1, ..., 39}



$$g = 7$$

```
route = continuous_path(40, 7)
for node in route:
    Goals.remove(node)
```

$$n = g = 7$$

tour = {}

$$n_2 = 9$$

tour = {7, 9}

$$n = 9 \quad n_2 = 2$$

tour = {7, 9, 2}

$$n = 2$$

$$n_2 = 1 \quad t = (7, 9, 2, 1)$$

$$n = 1$$

$$n_2 = 10 \quad t = (7, 9, 2, 1, 10)$$

$$n = 1$$

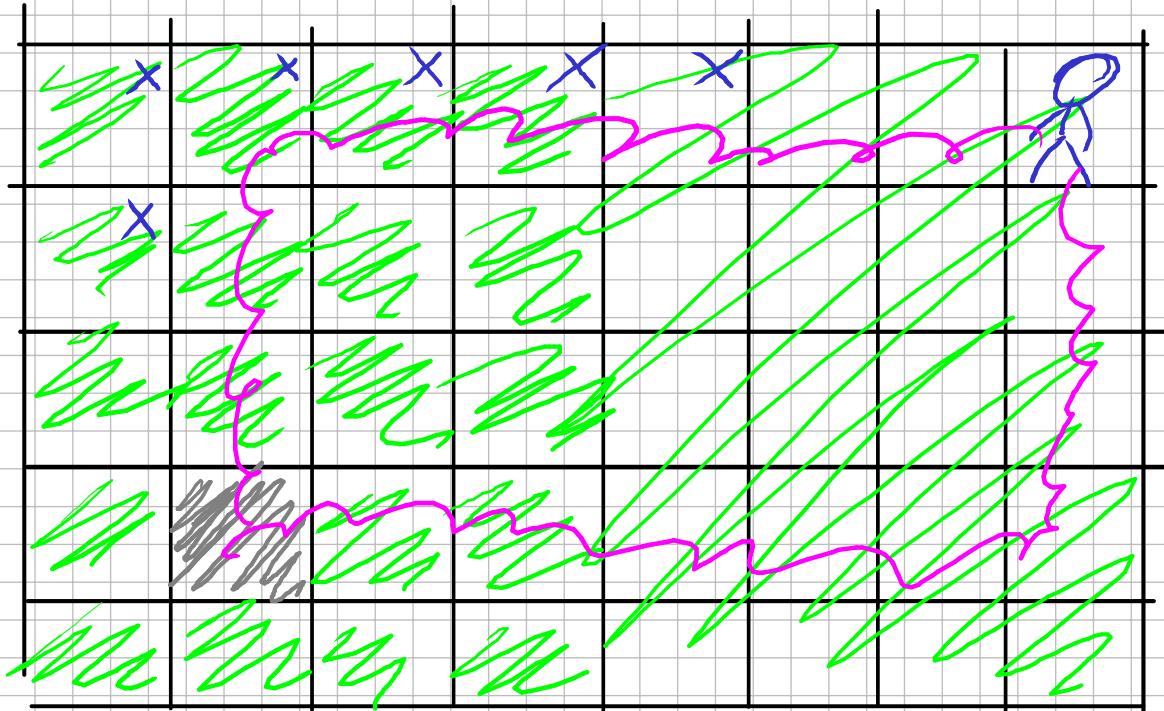
$$n_2 = 11 \quad t = (\dots, 1, 10, 11)$$

$$n = 11$$

$$n_2 = 12 \quad t = (\dots, 11, 12)$$

continuous

shortest route (,)



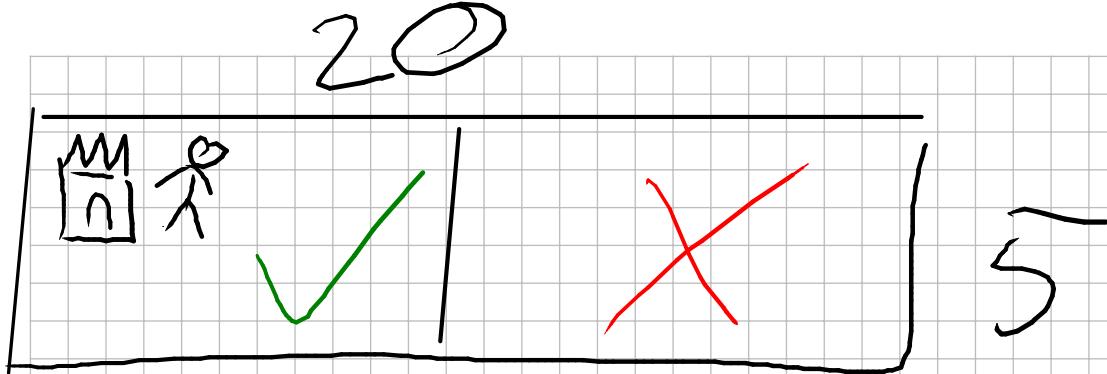
terrain
cost

fork

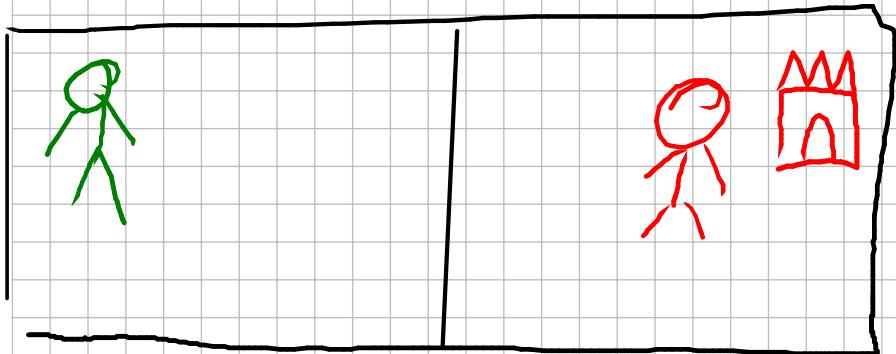
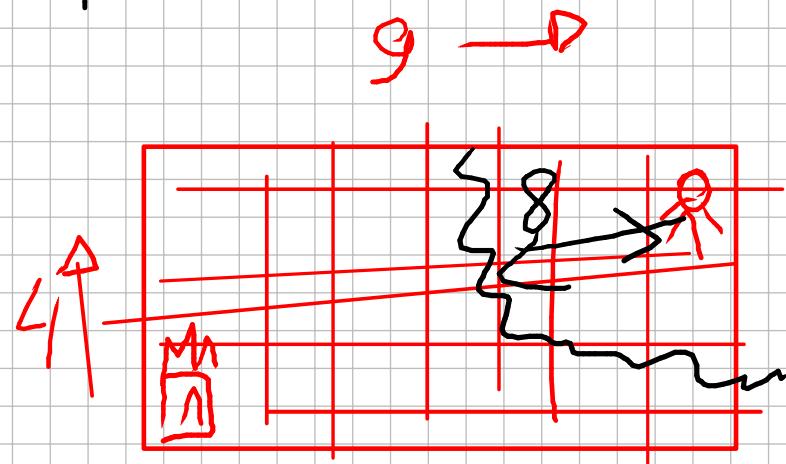
We want pathfinder to return shortest continuous route, but if there are alternavite shortest routes then return the one with most unexplored nodes (unexplored ~ Goals)

$$\text{new_terrain_cost} = \text{terrain_cost} - a * (\text{if node unexplored}) + b * (\text{noise})$$

$$\text{new_route_cost} = \text{fair_cost} - a * (\text{number_of_explored_goals})$$

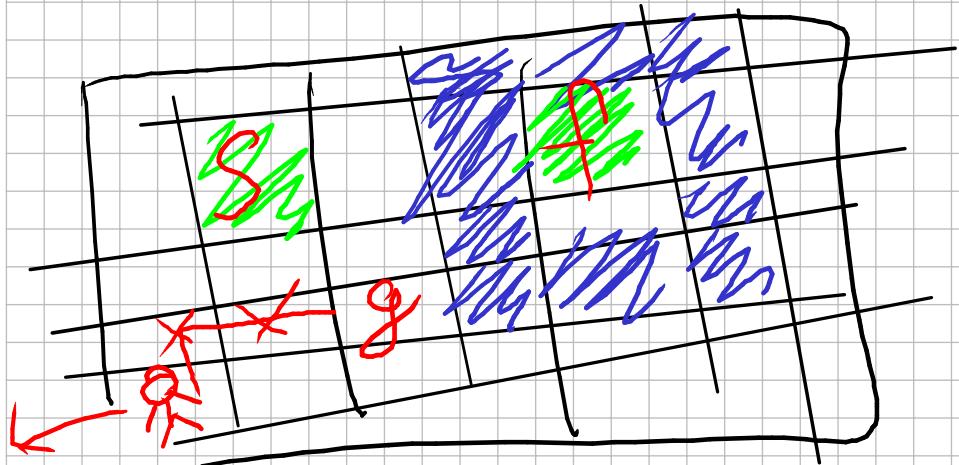


$$4 \cdot 2 + 9 \cdot 2 = 26$$



$n=8$ turns
random enemy
pos.

find-path(start, finish) =
= [start, ..., finish]



N
W
S
E

$$n = 5 \times 10 = 50$$

$$49 \cdot 48 \cdot 47 \cdot 46$$

[N, ...

[W, ...
[E, ...

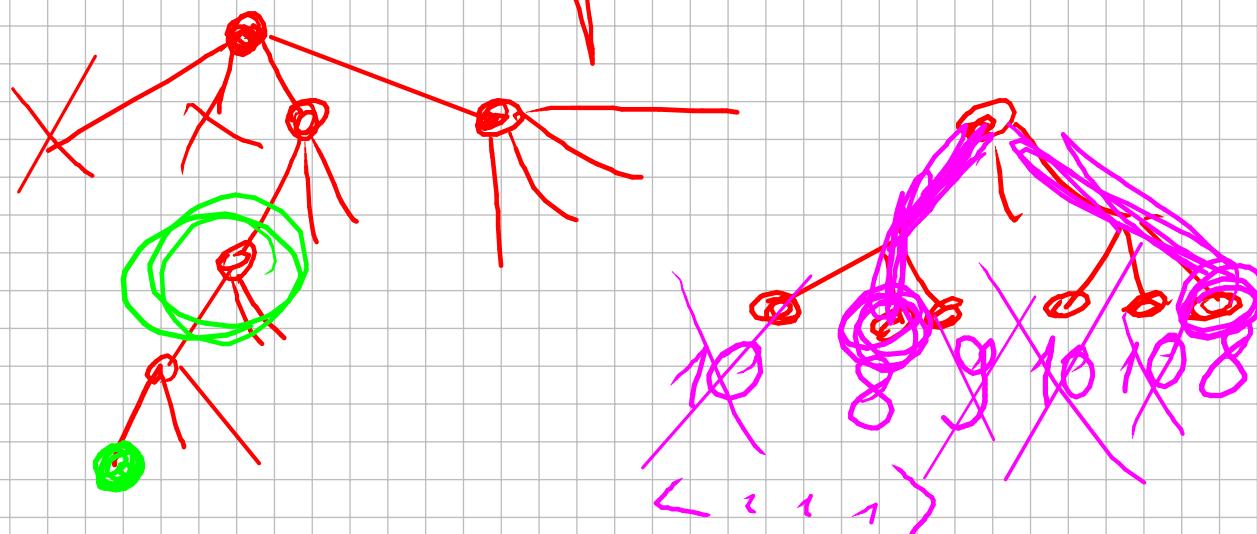
[S, ...
[E, ...

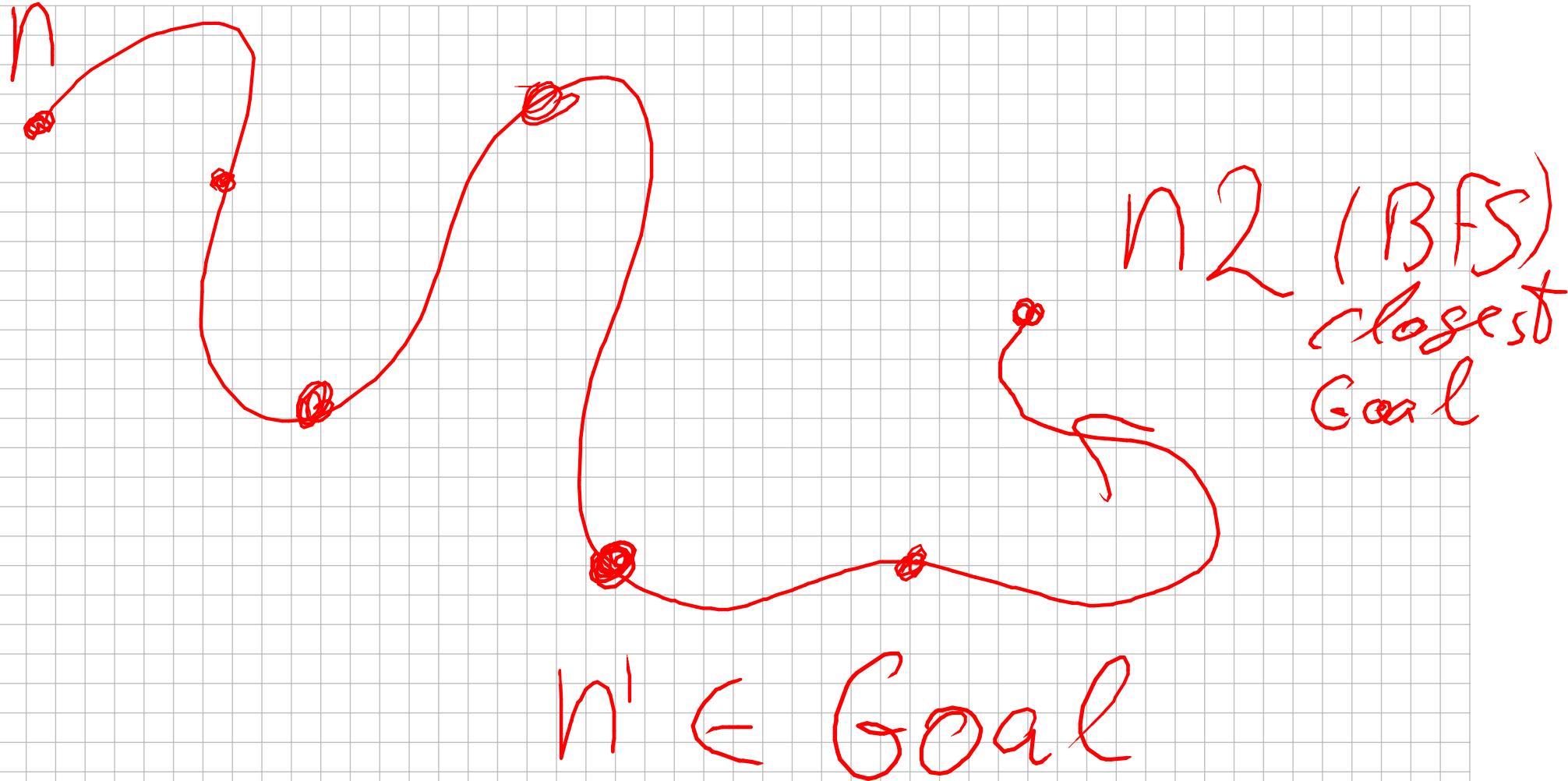
Alpha Star

Alpha Zero

RL

planning tree





struct { node
cost
came_from }

PQ

HashMap best

continuity:

$$n_1 (x_1 \ y_1)$$

$$n_2 (x_2 \ y_2)$$

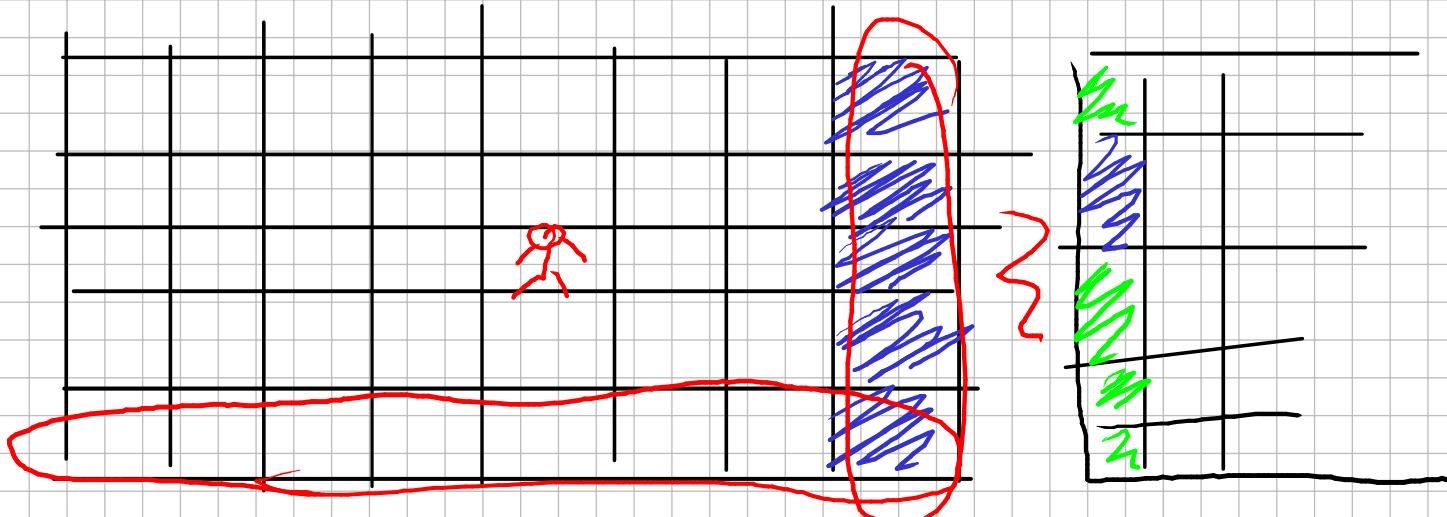
$$\Delta x = x_1 - x_2$$

$$\Delta y = y_1 - y_2$$

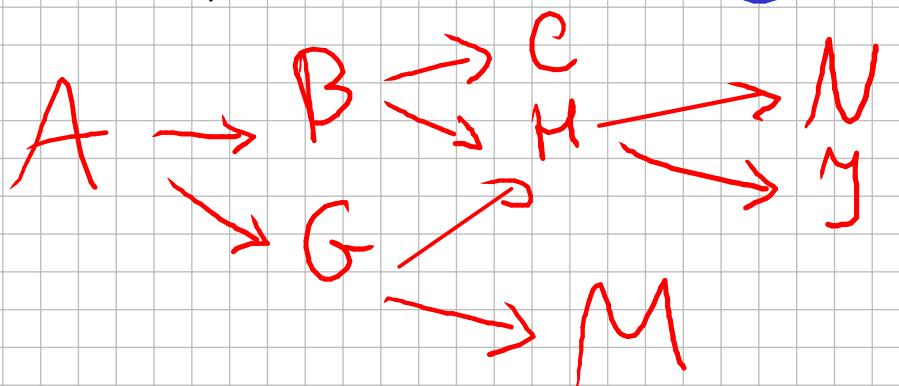
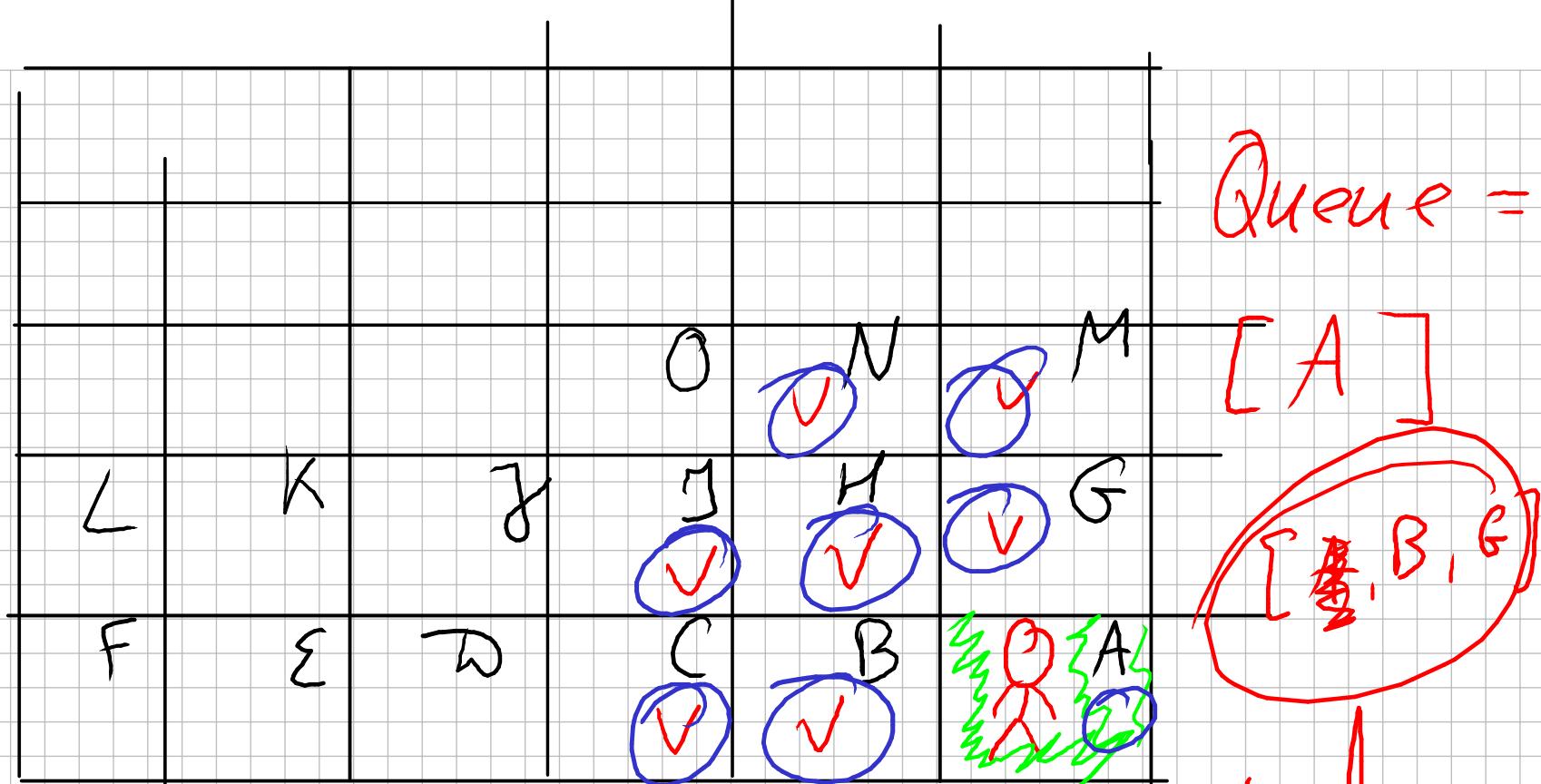
$$\left[\begin{array}{l} \Delta x^2 + \Delta y^2 = 1 \\ \Delta x + \Delta y \end{array} \right]$$

```
n2 = BFS
if n2 == Mountain:
    int old_size = Goals.size()
    for mountain_nb:
        if mountain_nb is Grass and in Goals
            Goals.remove(mountain_nb)
        if (old_size == Goals.size())
            Goals.remove(n2)
        continue
```

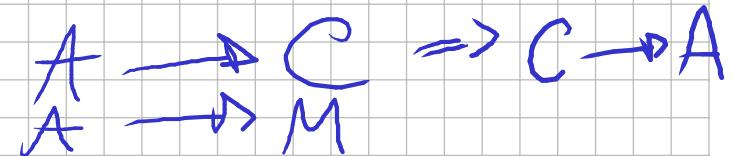
```
path = continuous_path(n, n2)
tour.add(path)
n = n2
```



49% Water



Visited



Statement: such procedure will (sooner or later) list all nodes
reachable from root node (A)



What if developer of the library (dependancy) decides to change some of it's functionality (maybe API) ?

it means: maybe some functions change their name, or return types, or even what they do

*FullMapNode loses methods getX getY
node.getCoordinates().x()
deprecated*

//System.out.println()

Logger (verbose=True/False)

java -jar jarpath - - - NN
0 12 34
↑ ac
manual

/build/libs/Example

-url=text -gameid=text

-debug=bool → Fake Network

-verbose=bool → Server

-strategy=int

main { args

register

creat map

while true : move

}

```
main {  
    args  
    rendering.main()  
}  
}
```

rendering : clientmain

render()

event_handler {

on button pressed:
clientmain.calculate move
net.send move

network.setid ("Dima")

n.sendmove (up)

network.setid ("Boris")

n.sendmove (Down)

