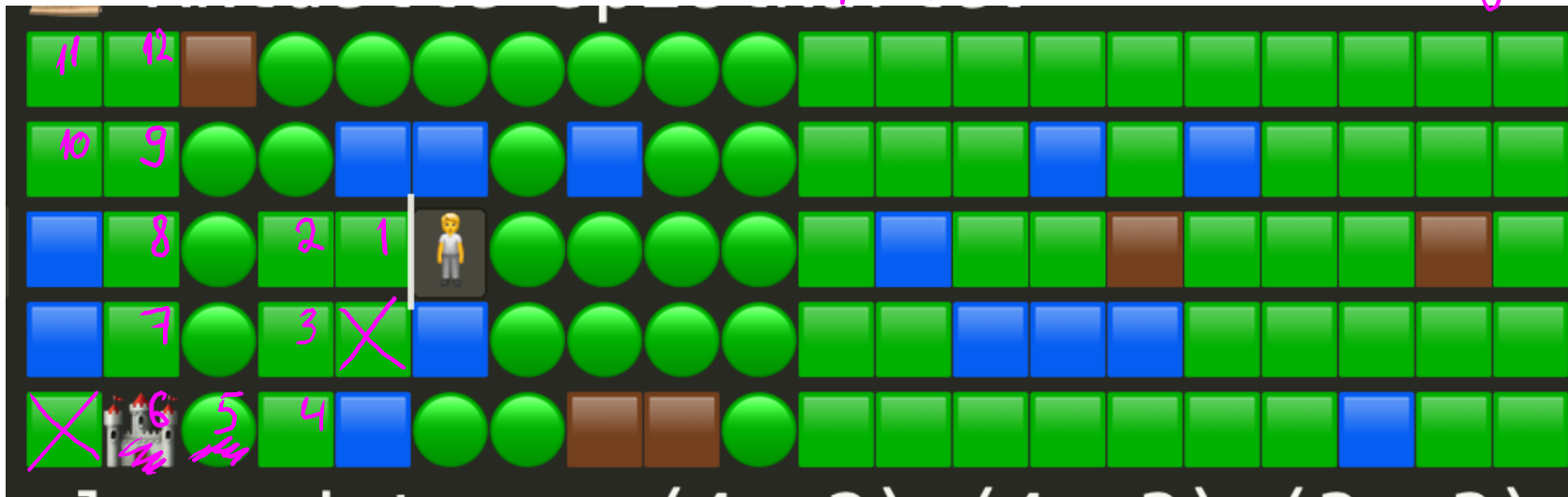


12 · 2 ≈ 24 rounds

profit = 10 new

$$p = \frac{10}{24} = 0,42$$

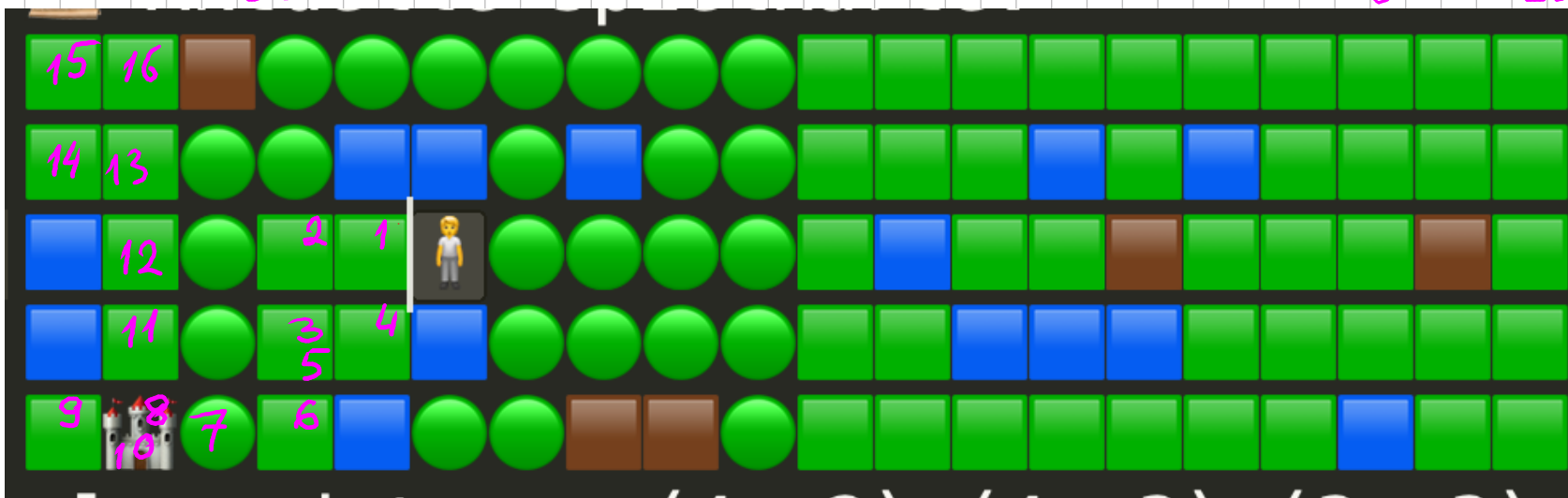


6 moves 4 new
8 moves 6 new

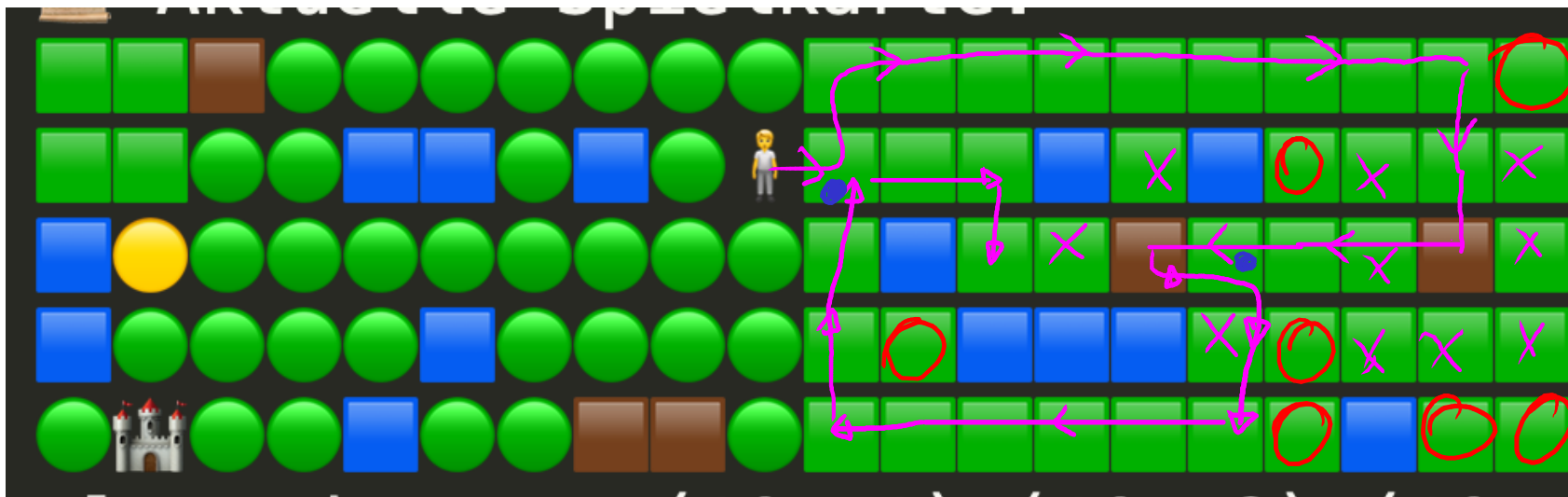
16 · 2 ≈ 32 rounds

profit = 12 new

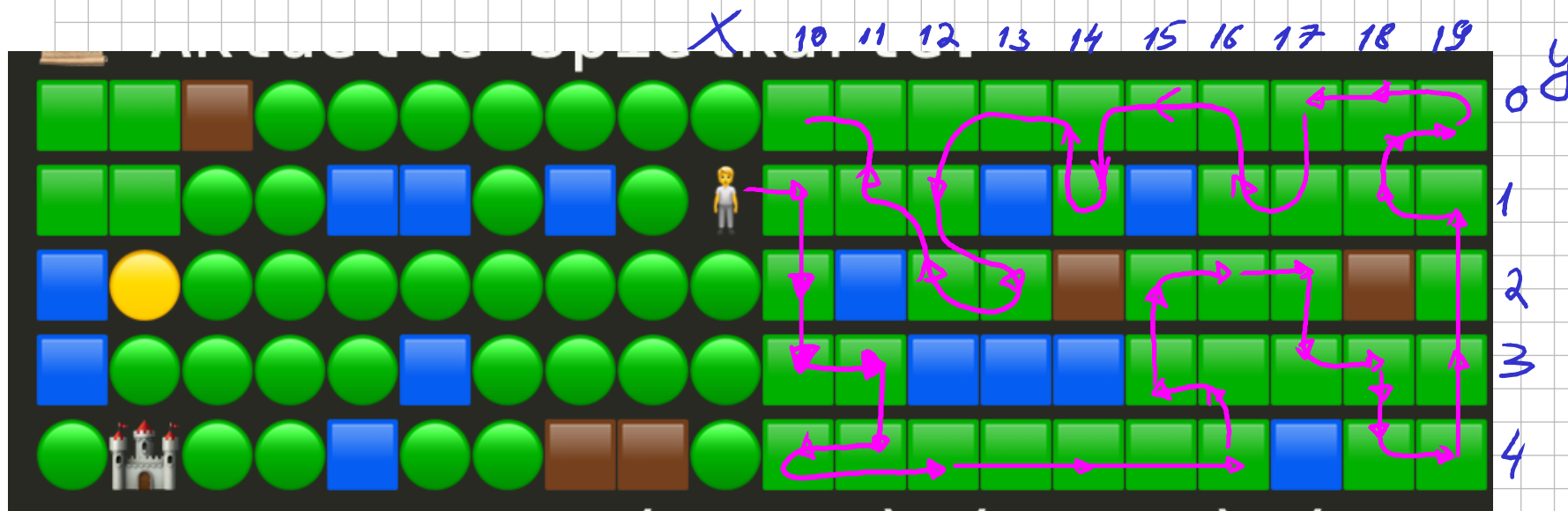
$$p = \frac{\text{profit}}{\text{cost}} = \frac{12}{32} = 0,38$$



6 moves 5 new
8 moves 5 new



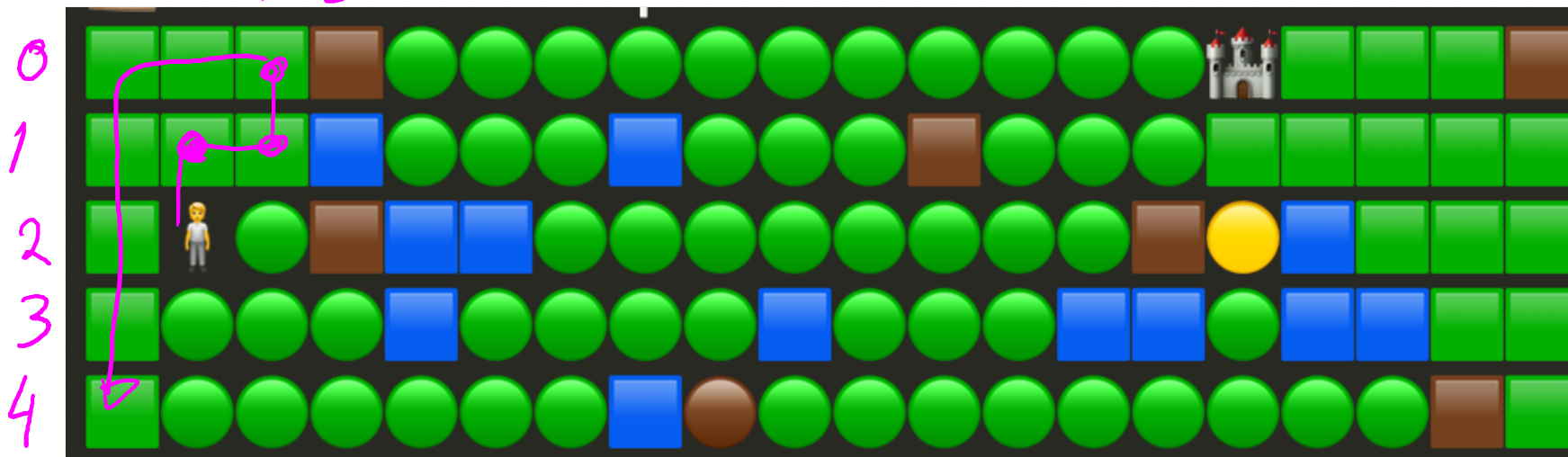
horizon n moves $n \sim 5 \sim 10$



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

Metrics - numerical characteristics of something. often used for comparison

Pocket

$$M = G + G$$


For density metrics Pockets are good

For horizon metrics Pockets are bad

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

*A: because if 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?

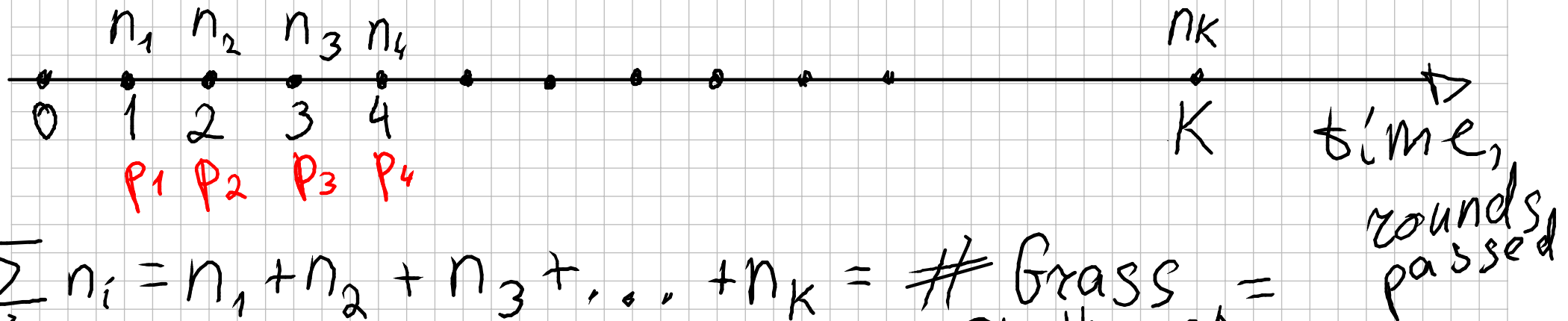
Right now: we choose the shortest tour, a.k.a. lowest cost

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



$$\sum_i n_i = n_1 + n_2 + n_3 + \dots + n_K = \# \text{ Grass on the map} = N_G \approx K$$

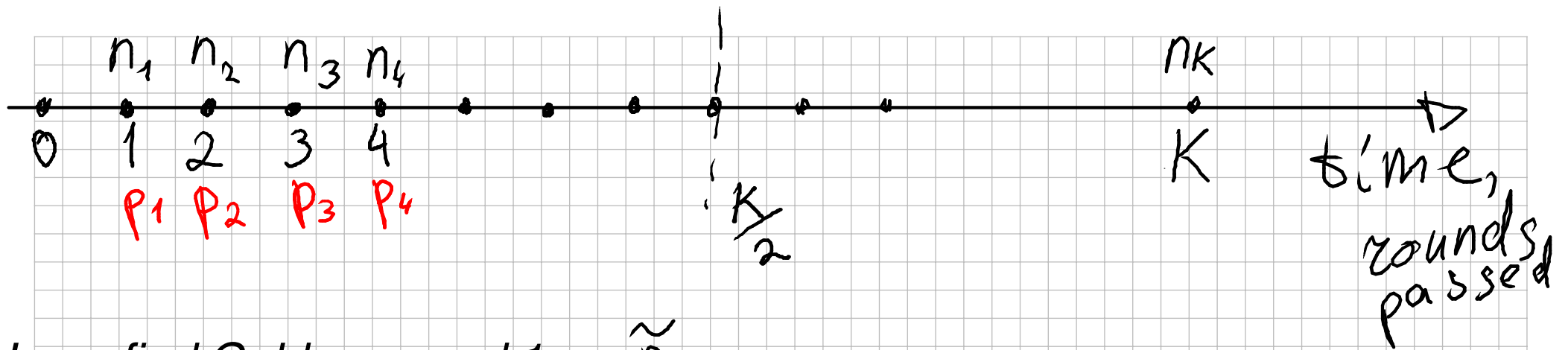
We have a complete tour with length of K rounds

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 — probability of finding gold during round j

$$P_j = (1 - p_1)(1 - p_2) \dots (1 - p_{j-1}) \cdot p_j = \frac{n_j}{N_G - \sum_{i=0}^{j-1} n_i} = \frac{n_j}{\sum_{i=j}^K n_i}$$



I can find Gold on round 1

I can find Gold on round 2

I can find Gold on round 3

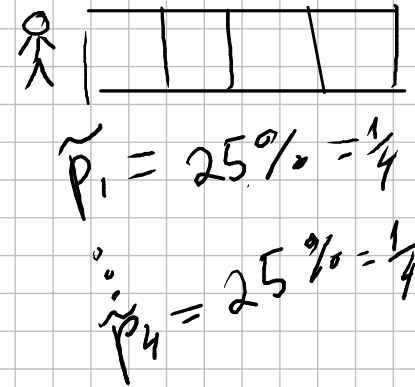
I can find Gold on round 4

...

I can find Gold on round K

\tilde{p}_1
 \tilde{p}_2
 \tilde{p}_3
 \tilde{p}_4

\tilde{p}_K



$$\begin{aligned} \Sigma &= 1 \cdot \frac{1}{4} + 2 \cdot \frac{1}{4} + 3 \cdot \frac{1}{4} + 4 \cdot \frac{1}{4} = \\ &= \frac{1}{4} [1 + 2 + 3 + 4] = \\ &= [4 = K] = \\ &= \frac{1}{K} \cdot \sum_{i=1}^K i = \frac{1}{K} \cdot \frac{K(K+1)}{2} \\ &= \frac{K+1}{2} \end{aligned}$$

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} , $[g_1, g_2, \dots, g_n]$
goals

$p_{pos} \xrightarrow{\text{cost}_{12}} g_1 \rightarrow g_2 \rightarrow \dots$

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

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

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

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)

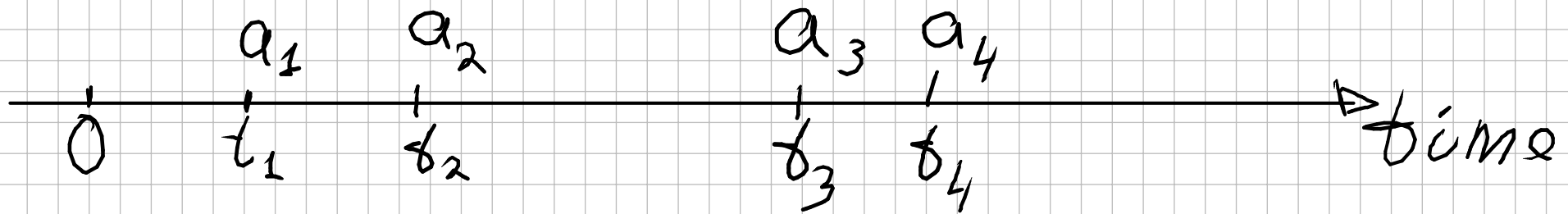
2. Calculate number of newly explored grass per round

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

*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%

$$p_1 = \frac{1}{4}$$

$$\tilde{p}_1 = p_1 = \frac{1}{4}$$

$$p_2 = \frac{1}{3}$$

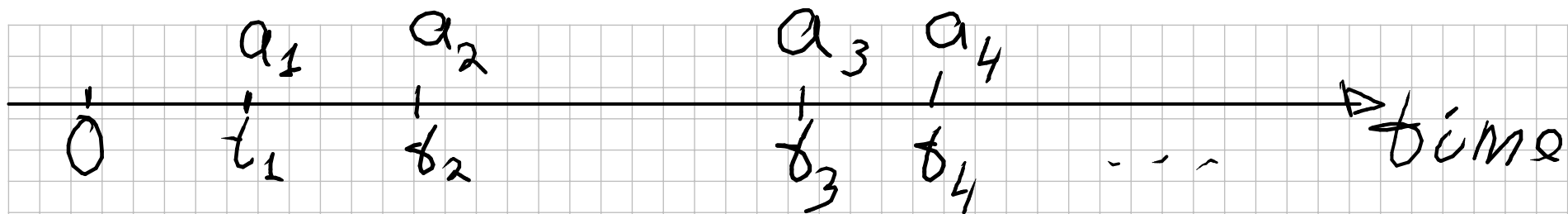
$$\tilde{p}_2 = \left(1 - \frac{1}{4}\right) \cdot \frac{1}{3} = \frac{3}{4} \cdot \frac{1}{3}$$

$$p_3 = \frac{1}{2}$$

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

$$p_4 = 1$$

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



a_j - How much grass was discovered at timestamp j

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

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

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

$$T = \max_j (t_j) \leq \#G$$

$$* = \sum_j t_j \cdot \frac{a_j}{\#G} = \sum_j a_j \cdot \frac{t_j}{\# \text{Grass}} = \sum_t a(t) \cdot t(t) \quad \nearrow \quad \lambda(t)$$

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

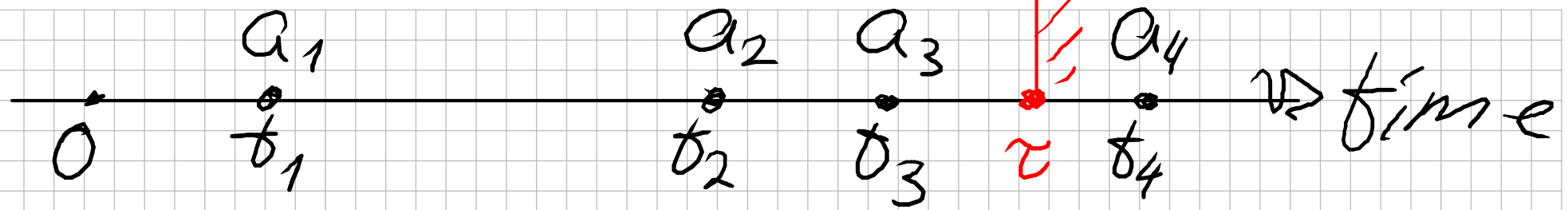
$$= \sum_j a_j \frac{T - T + \delta_j}{\#G} = \sum_j a_j \frac{T}{\#G} - \sum_j a_j \frac{T - \delta_j}{\#G} =$$

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

$$= T - \sum_j a_j \frac{T - \delta_j}{\#G} = \left[\frac{T - \delta_j}{\#G} \text{ non-negative descending} = \lambda(t) \right]$$

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

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



Assume our enemy finds his gold at time τ

Then my reward after τ are worth nothing

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

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

Generalisation:

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



AC tours generation:

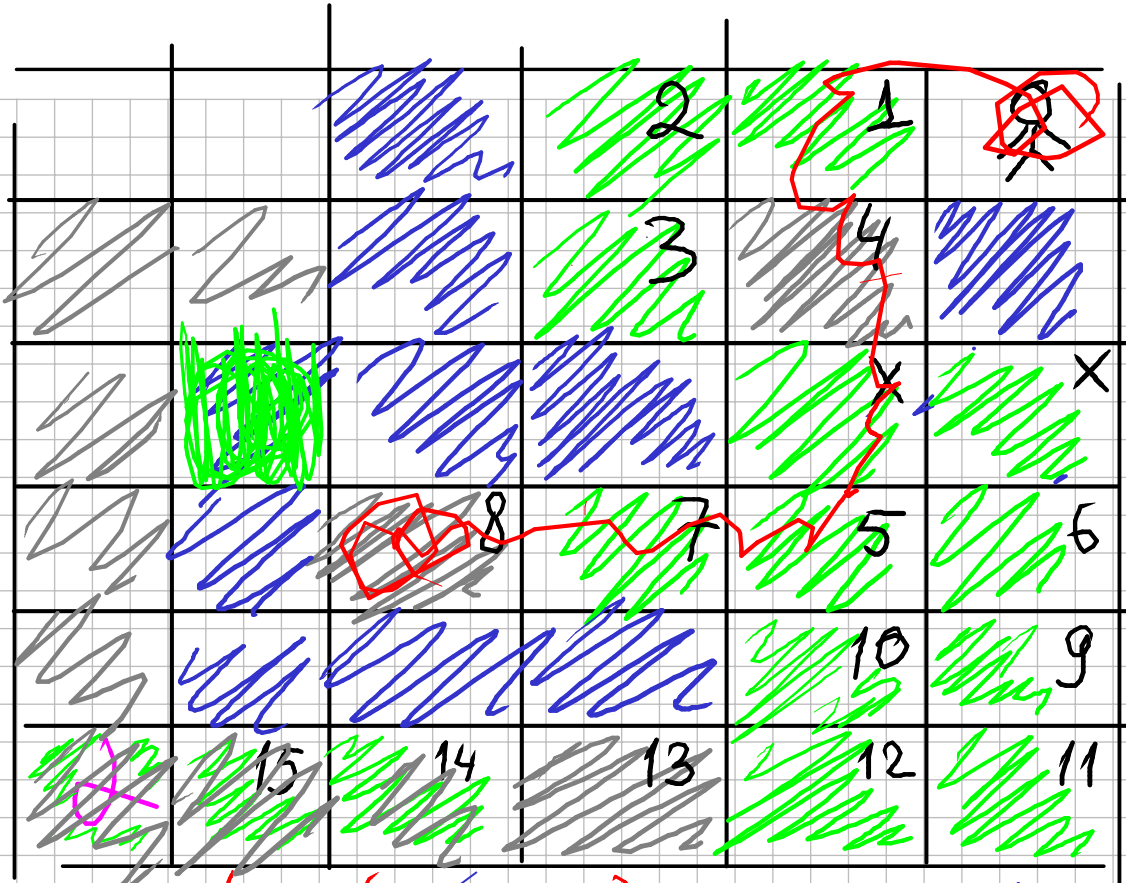
- 1. Ppos, map, Set visited*
- 2. find unvisited Grass closest to Ppos (BFS)*
- 3. move to that node*
- 4. repeat from (1)*

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**



$g=1$

tour =
1-2-3-4-5

1-4-5

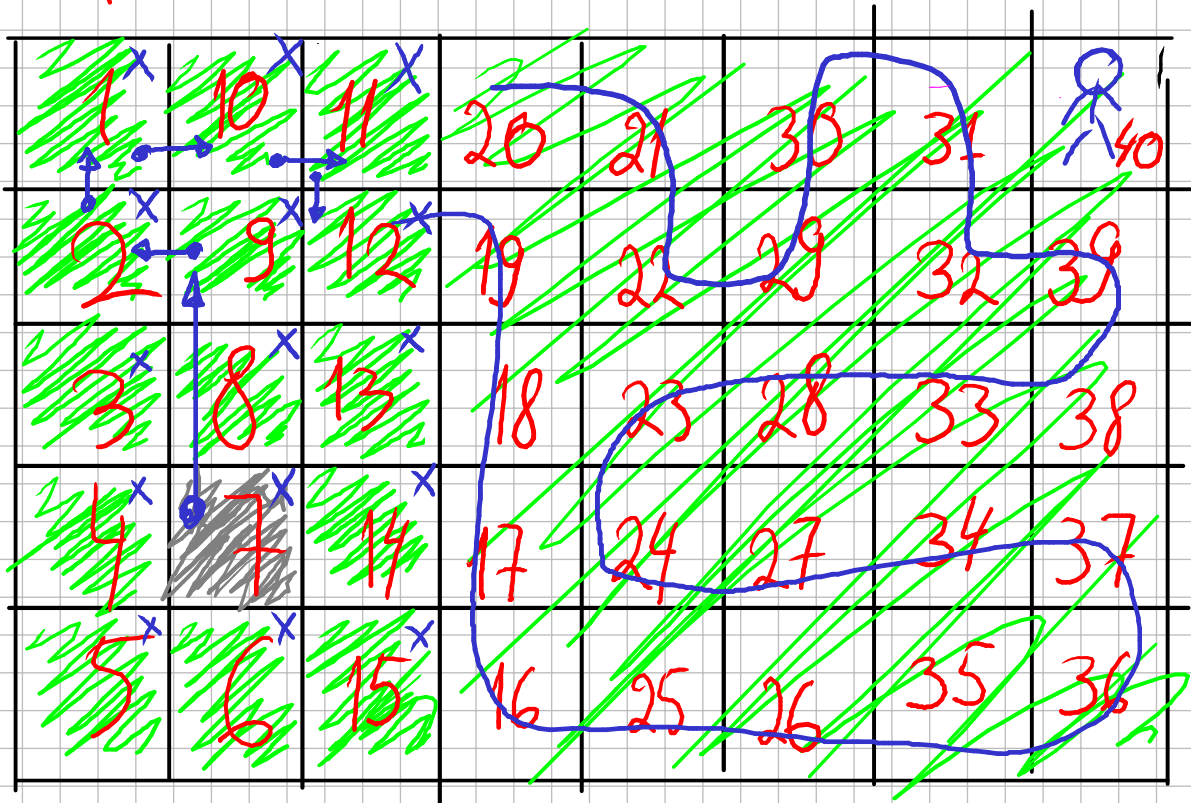
$g = \alpha$

route (1, 8) = [1, 1, 4, X, 5, 7, 8]
2 ∈ Goals

8 - 7 - BFS -

Goals = {1...=39}

1
4 2
3



$g = 7$

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

$n = g = 7$

tour = {}

$n2 = 9$

tour = {7, 9}

$n = 9$ $n2 = 2$
tour = {7, 9, 2}

$n = 2$ $n2 = 1$ $t = (7, 9, 2, 1)$

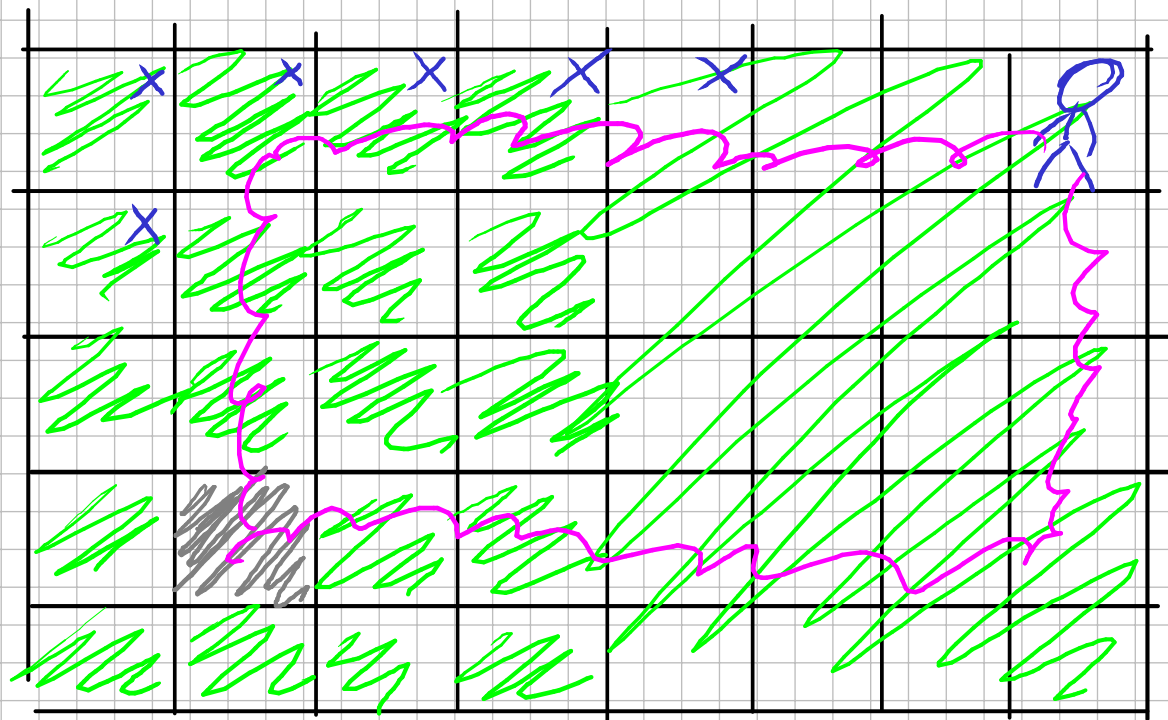
$n = 1$ $n2 = 10$ $t = (7, 9, 2, 1, 10)$

$n = 1$ $n2 = 11$ $t = (... 1, 10, 11)$

$n = 11$ $n2 = 12$ $t = (... 11, 12)$

continuous

shortest route (stick figure, obstacle)



terrain
cost

fork

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

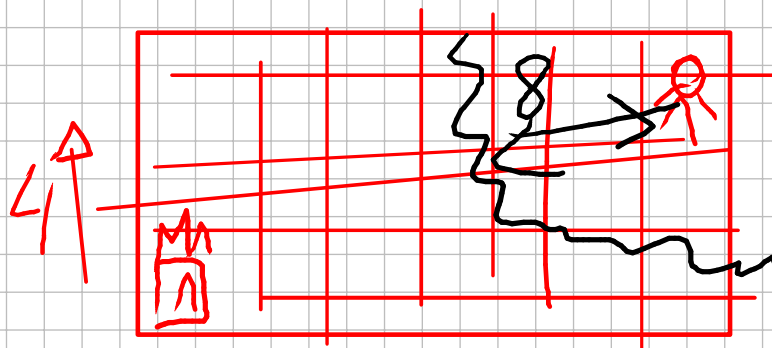
$$\text{new_terrain_cost} = \text{terrain_cost} - a * (\text{if node unexplored}) + b * (\text{noise})$$

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

A hand-drawn diagram on grid paper representing a table with two columns. The table is enclosed in a black rectangular border. A vertical black line divides the table into two equal-width columns. In the left column, there is a drawing of a castle with three towers on the left and a stick figure to its right. Below these drawings is a large green checkmark. In the right column, there is a large red 'X'.

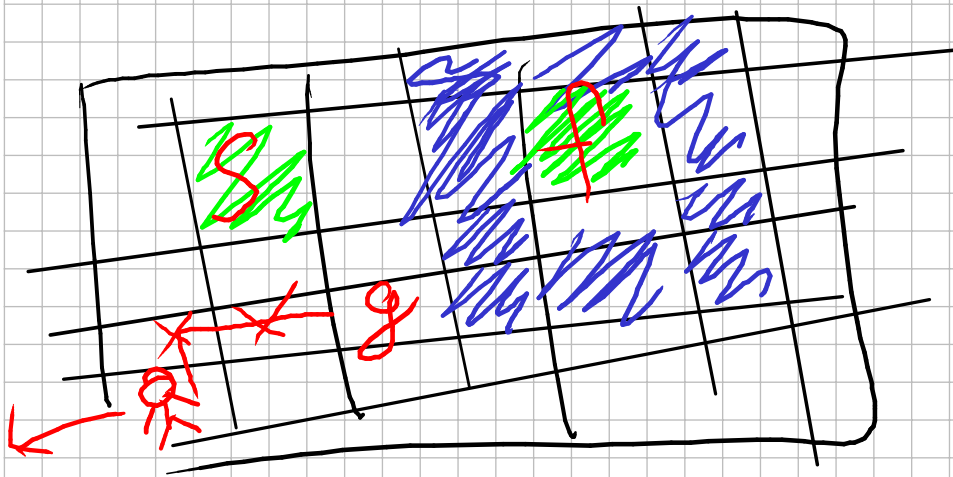
A hand-drawn diagram on a grid background, divided into two panels by a vertical line. The left panel contains a green stick figure. The right panel contains a red stick figure and a red castle icon.

9-1



$n = 8$ turns
random enemy
pos.

find_path(start, finish) =
 = [start, ..., finish]



W N
 S E

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

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

[N, ...

[W, ...

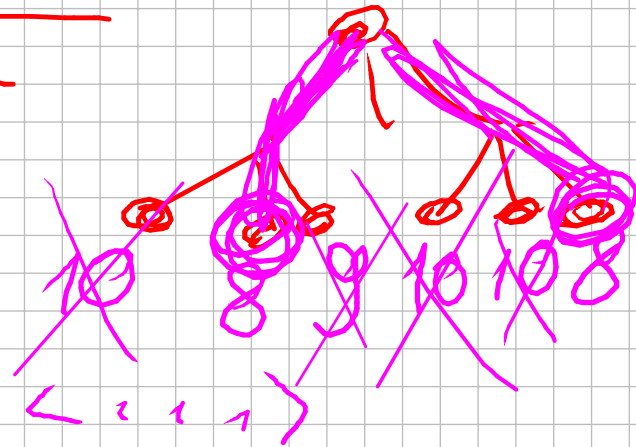
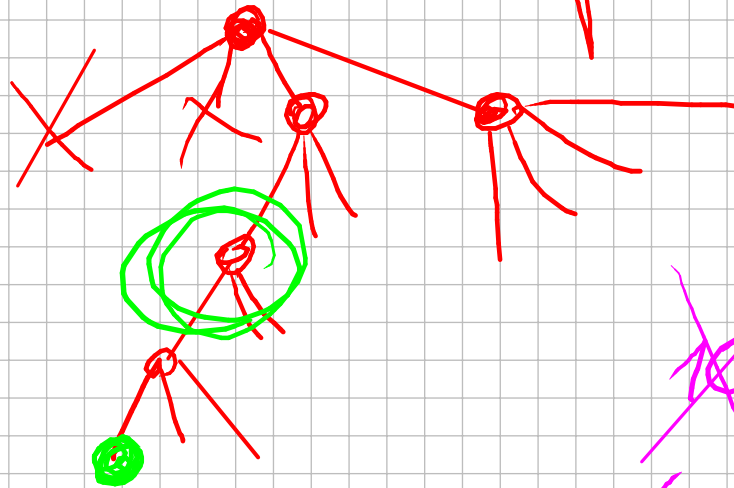
[S, ...

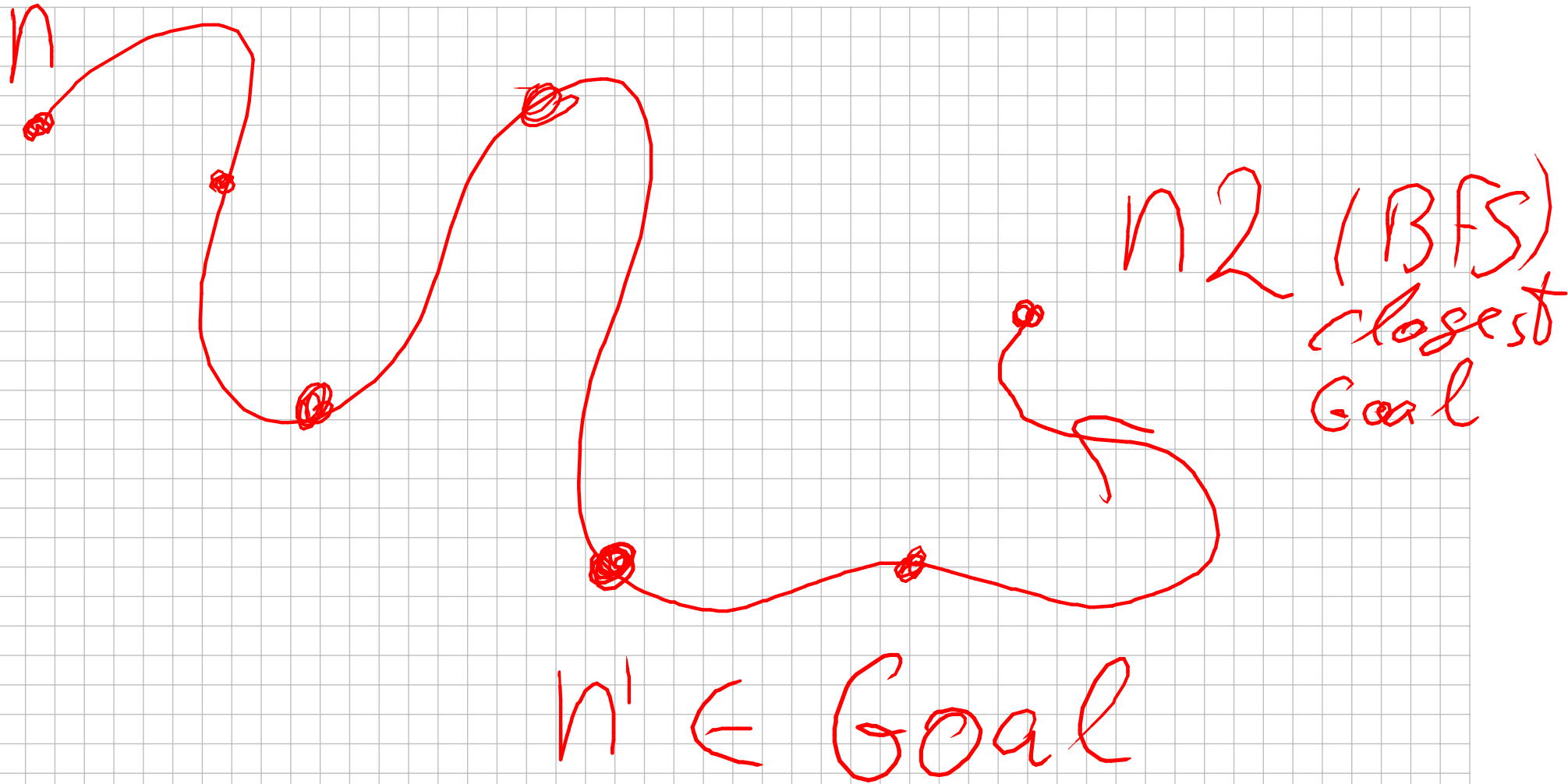
[E, ...

AlphaStar
AlphaZero

RL

Planning trees





struct { node
cost
came_from }

PO

HashMap best

continuity:

$$n_1 (x_1 \quad y_1)$$

$$n_2 (x_2 \quad y_2)$$

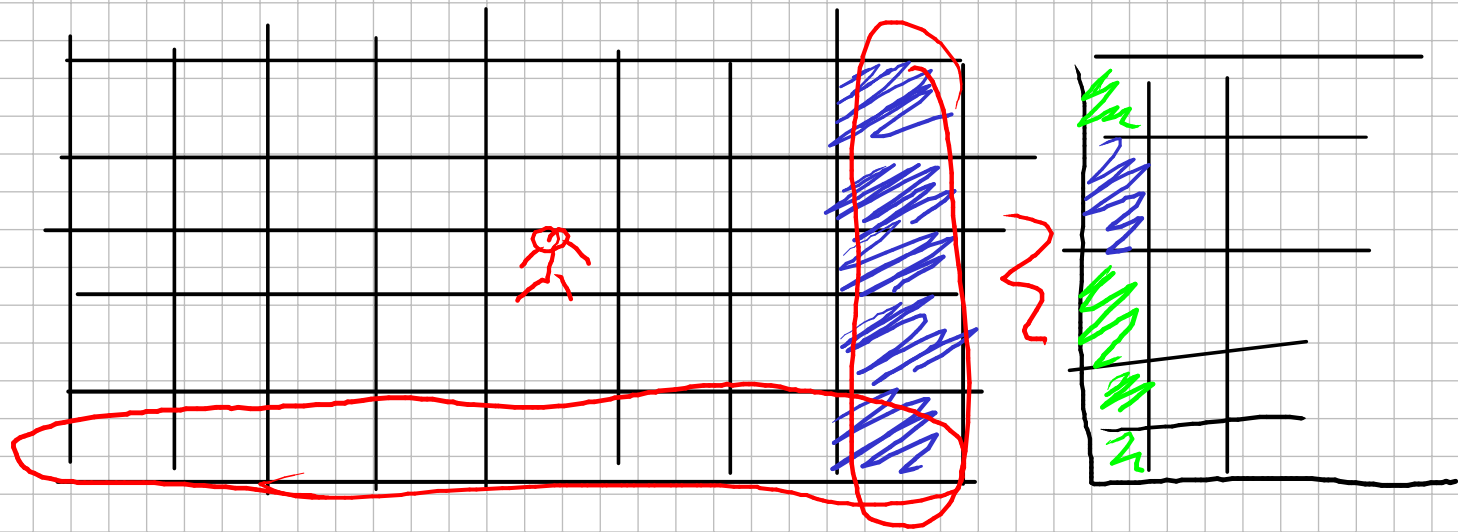
$$\Delta x = x_1 - x_2$$

$$\Delta y = y_1 - y_2$$

$$\Delta x^2 + \Delta y^2 = 1$$

```
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
```



$\leq 49\%$ Water

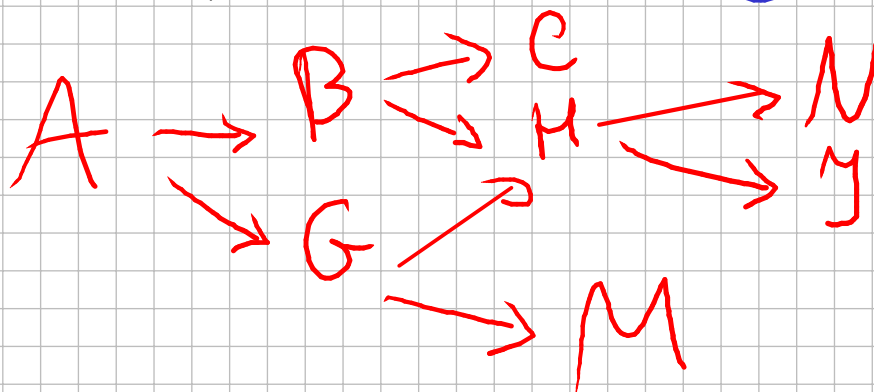
				O	N	M
L	K	J	I	H	G	
F	E	D	C	B	A	

Queue =

[A]

[~~A~~, B, G]

visited



$A \rightarrow C \Rightarrow C \rightarrow A$
 $A \rightarrow M$

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

$C \rightarrow A \rightarrow M$
 $C \rightarrow M$

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()
deprecatd*

//System.out.println()

Logger (verbose=True/False)

java -jar jarpath - - - - NN

1 2 3

↑ ac manual

-url = text -gameid = text

- debug = bool
- verbose = bool
- strategy = int

main { args

register

creat map

while true : move

}

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

```
rendering: clientmain  
render()
```

```
event_handler {
```

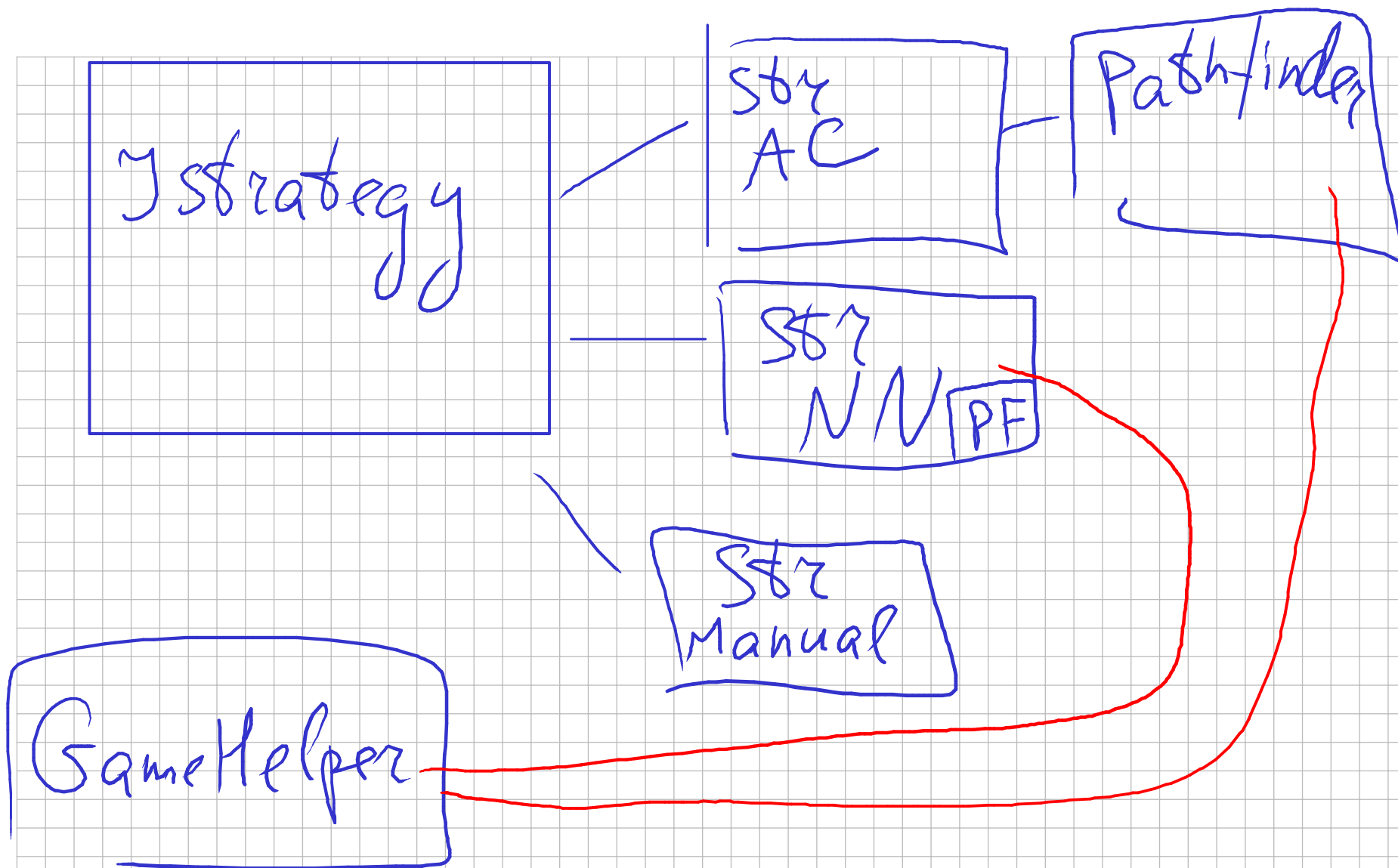
```
  on button pressed:  
    clientmain.calculate move  
    net.send move
```

network.setid ("Dima")

n.sendmove (up)

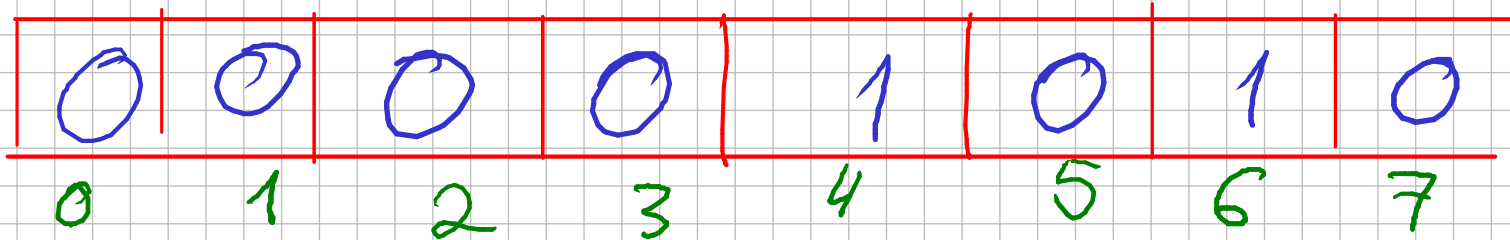
network.setid ("Borzi's")

n.sendmove (Down)



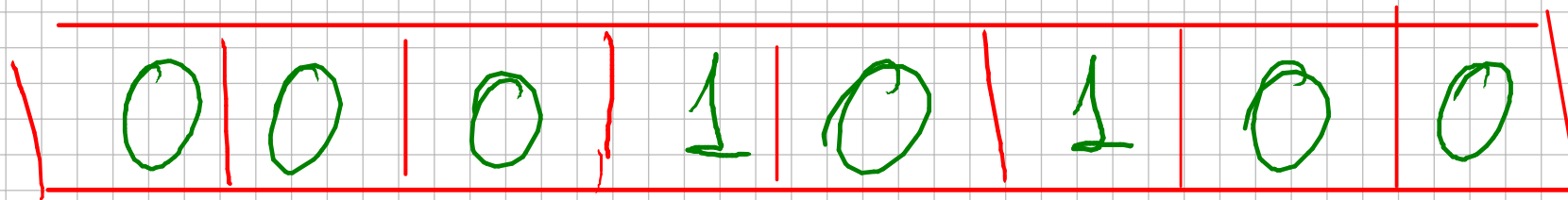
i8 binary repr

$\ll: i8 \rightarrow i8$



$$10_{10} = 1010_2$$

$$i8 = \text{bool}[8]$$

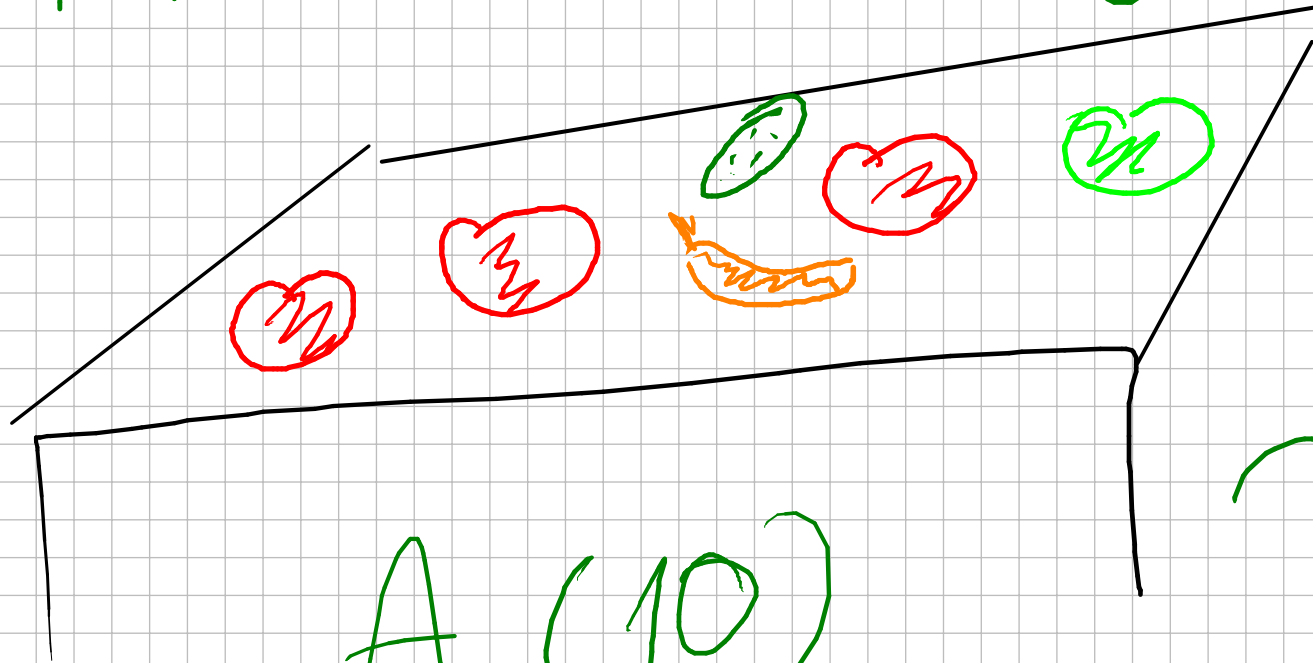


$$\text{idx } j \rightarrow j-1$$

$$10100_2 = 20_{10}$$

$$101_2 = 5_{10}$$

diversity



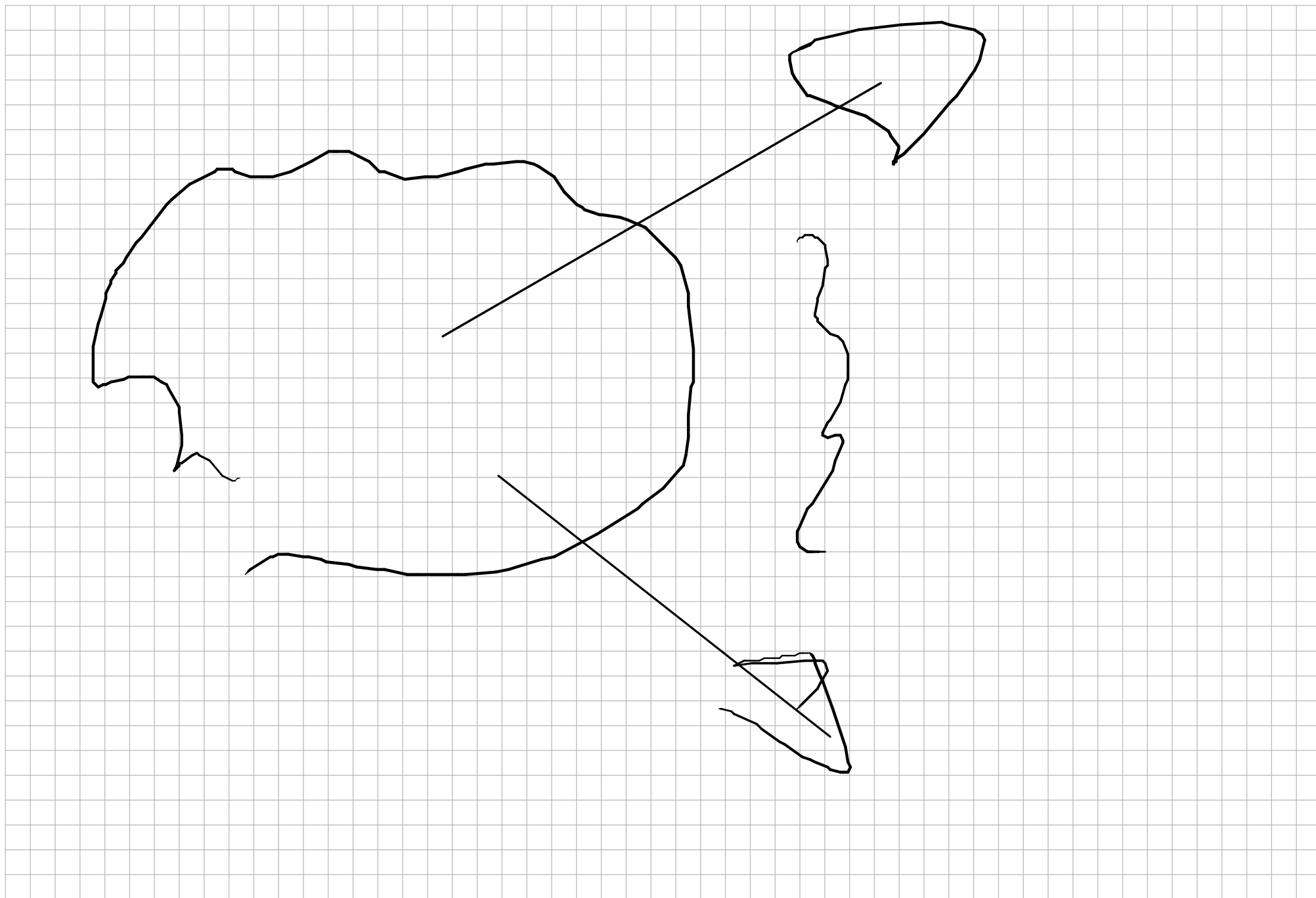
$$A(10) + B(10) + C(30) + B(20) \cdot 5$$

lifetime

pass
args

ret
result

comp



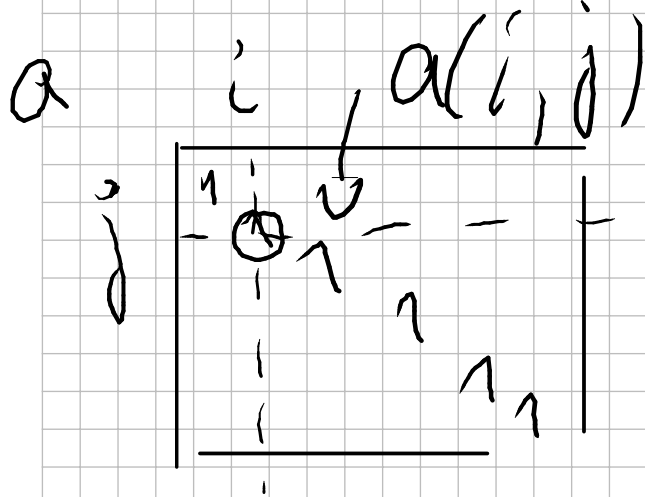
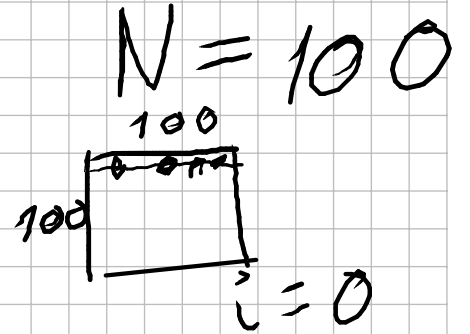
BFS nearest

Коротчайший путь:

set array
↑
Hash

$i \rightarrow i$ 96%

BFS \rightarrow Graph
 $\sim 4/100$



$a \equiv$ adjacency matrix

$a(i, j) = 1 \Leftrightarrow i \rightarrow j$

$a(j, i) = a(i, j)$?

$i \not\rightarrow j$ 0

$a(i, i) \equiv 1$

$a(i, j) = \text{cost}(i, j)$

$m = \text{Map} < \text{Point}, \text{List} < \text{Point} > >$

(x, y)

$\{(-1, 0), \dots\}$

neighbours

root \longrightarrow queue

$n = q.get()$

for nb in $m(n)$:
 $q.put(nb)$

A hand-drawn diagram on a grid background. It features a large rectangle divided by horizontal and vertical lines. A green wavy line starts from the bottom left and moves towards the top right. Several red 'X' marks are drawn at specific grid intersections. In the top right corner, there is a red square containing the letter 'M'. On the far left, outside the main grid area, the letter 'S' is written vertically.

g_+

we are looking at all map nodes that are no futher away from pPos than distance=8