Untitled

```
library(purrr)
win_set <- matrix(c(1,2,3,4,5,6,7,8,9,1,4,7,2,5,8,3,6,9,1,5,9,3,5,7), #matrix of all possible winning
                   byrow = F, nrow = 3)
rand strategy <- function(){</pre>
  #creating the flag of 9 spots to check whether the spot is occupied or not
  flag \leftarrow rep(0,9)
  code <- 0
  players <- matrix(data=0,nrow = 5,ncol = 2)</pre>
  for(i in 1:9){
    play <- sample(1:9,1)
    while(flag[play]==1){
      play <- sample(1:9,1)</pre>
    players[((i-1)/2+1), ifelse((i\%2)==1,1,2)] = play;
    flag[play]=1;
    if(i>4){
      result <- check_win(players,i)</pre>
      if(result$code != 0){
        return(result)
    }
  }
  return(result)
check_win <-function(players,ind){</pre>
  code <- 0
  ifelse(ind\\\2==1,index <- 1,index <- 2)</pre>
  player_i <- sort(players[,index])</pre>
  player_i <- player_i[! player_i %in% c(0)]</pre>
  player_i_matrix <- combn(player_i,3)</pre>
  if(length(player_i) == 3){
    player_i_matrix <- matrix(player_i,ncol = 1)</pre>
  for(i in 1:dim(win_set)[2]){
    for(j in 1:dim(player i matrix)[2]){
      match_vector <- match(win_set[,i],player_i_matrix[,j])</pre>
      if(any(is.na(match_vector)) == FALSE){
        ifelse(ind\%2==1,code <- 1,code <- -1)
        return(data.frame(code=code,index=ind))
      }
    }
  }
  return(data.frame(code=code,index=ind))
```

```
win_rate <- rerun(100,rand_strategy())</pre>
win_matrix_100 <- data.frame(matrix(unlist(win_rate), nrow=100, byrow=T))</pre>
(t <- table(win_matrix_100))</pre>
##
      X2
## X1
       5 6 7 8 9
##
   -1 0 8 0 22 0
    0 0 0 0 0 16
##
##
    1
       8 0 25 0 21
rate100 <- rowSums(t)[3]/sum(rowSums(t))</pre>
win_rate <- rerun(1000,rand_strategy())</pre>
win_matrix_1000 <- data.frame(matrix(unlist(win_rate), nrow=1000, byrow=T))</pre>
(t <- table(win_matrix_1000))</pre>
##
       X2
## X1
      5 6 7 8
                         9
##
   -1 0 88 0 198
                         0
            0 0 0 134
##
        0
##
    1 77
             0 266
                     0 237
rate1000 <- rowSums(t)[3]/sum(rowSums(t))</pre>
win rate <- rerun(10000, rand strategy())</pre>
win_matrix_10000 <- data.frame(matrix(unlist(win_rate), nrow=10000, byrow=T))</pre>
(t <- table(win_matrix_10000))</pre>
##
      Х2
## X1
          5
                    7
                         8
             6
                    0 1970
##
          0 833
                               0
   -1
##
    0
          0
              0
                     0
                         0 1268
##
        920
               0 2674
                         0 2335
     1
rate10000 <- rowSums(t)[3]/sum(rowSums(t))
win_matrix <- data.frame(matrix(unlist(win_rate), nrow=1000, byrow=T))</pre>
names(win_matrix) <- c('result', 'index')</pre>
```

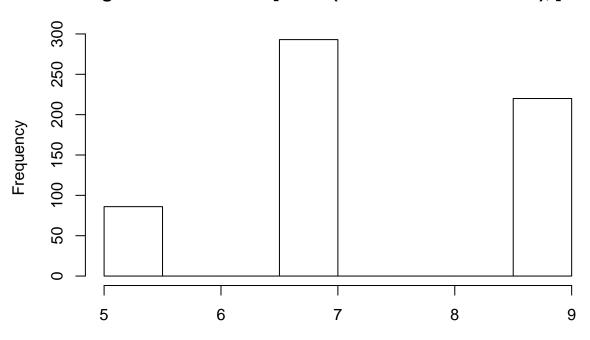
```
table(win_matrix[which(win_matrix$result==1),]$index)

##
## 5 7 9
## 86 293 220

table(win_matrix$result)

##
## -1 0 1
## 287 114 599
hist(win_matrix[which(win_matrix$result==1),]$index)
```

Histogram of win_matrix[which(win_matrix\$result == 1),]\$index



win_matrix[which(win_matrix\$result == 1),]\$index

hist(win_matrix[which(win_matrix\$result==-1),]\$index)

Histogram of win_matrix[which(win_matrix\$result == −1),]\$index

