Jafar — Intelligent Othello Agent

Joshua Nelson, Tim Cosgrove, Andrew Haigh

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COMP3130 Research Project

May 28, 2012

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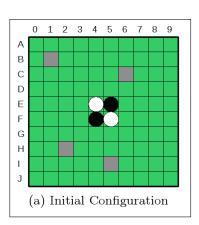
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Design Methodolog • The Game — 10x10 Modified Othello



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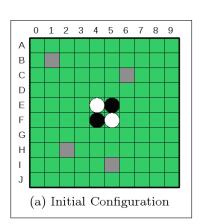
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 The Game — 10x10 Modified Othello

 The Problem — Intelligent Al player



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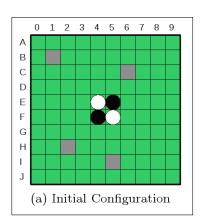
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 The Game — 10x10 Modified Othello

- The Problem Intelligent Al player
- Solution basis



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Design

 The MetaPlayer class — Utilises knowledge of the game state and creates instances of other players accordingly

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Design Methodolog The MetaPlayer class — Utilises knowledge of the game state and creates instances of other players accordingly

- NegamaxPlayer (varying depth argument)
- OpeningPlayer
- GreedyPlayer

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Euturo

Design Methodolog The FeatureSet class — Maintains a list of features; functions which evaluate a game state based on some criteria of strength

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Future

- The FeatureSet class Maintains a list of features; functions which evaluate a game state based on some criteria of strength
- LegalMoves
- Visibility
- StoneCount
- BlockedAdjacent, CornerPieces, SidePieces

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Design

 Remaining challenge: decide how important each feature is (the feature 'weights')

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Design

 Remaining challenge: decide how important each feature is (the feature 'weights')

ullet Solution - use the TD λ formula to calculate the new weights

$$\bullet \ w := w + \alpha \sum_{T=1}^{N-1} \tilde{J}(x_t, w) * (\sum_{j=t}^{N-1} \lambda^{j-t} d_t)$$

The J Function

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$$w := w + \alpha \sum_{t=1}^{N-1} \Delta \tilde{J}(x_t, w) * (\sum_{j=t}^{N-1} \lambda^{j-t} d_t)$$

- The J function returns a probability of winning, given a set of weights and a board.
- The perfect J function would always return 0 or 1 precisely.
- We are trying to learn a good approximation to the J function

TD: Temporal difference

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$$w := w + \alpha \sum_{T=1}^{N-1} \Delta \tilde{J}(x_t, w) * \left(\sum_{j=t}^{N-1} \lambda^{j-t} d_t \right)$$

- d_t is the *Temporal Difference* between successive game states.
- The key observation is that for an ideal J function this would always be zero.
- $\Delta \tilde{J}(x_t, w)$ corrects each weight according to whether it was pointing us in the right direction.

Initial J function

Lost game

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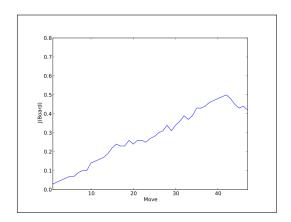
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J function after 6000 iterations Lost game

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 $\mathsf{TD} ext{-}\lambda$

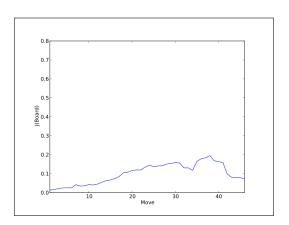
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Design



J function after 6000 iterations Won game

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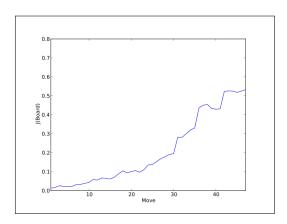
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The first 1000 learning iterations

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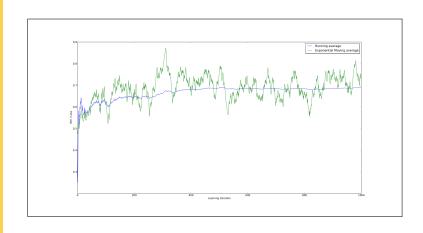
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The first 5000 learning iterations

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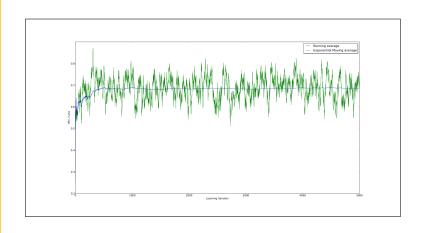
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Self play - learnt weights

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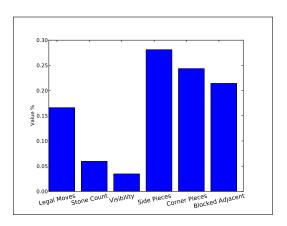
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Self play - learnt weights White - Black

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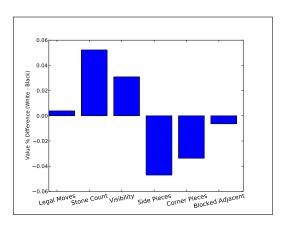
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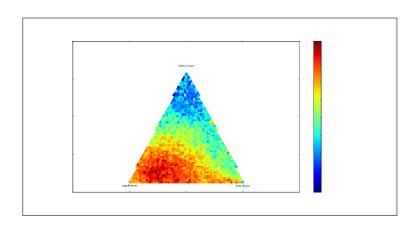
Feature weight space visualisation

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Joshua Nelson, Tim Cosgrove, **Andrew Haigh**

Algorithm description

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Feature weight space visualisation

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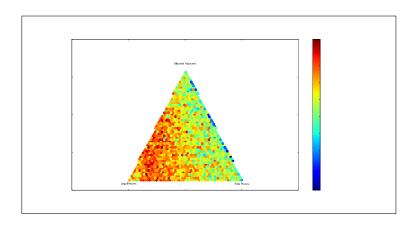
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The Elo Rankings Arena

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The EloArena

Future

- Custom made genetic algorithm
- Pits a group of randomly generated agents against each other for Elo style ranking points
- Creates new agents from those who perform best

The Elo Rankings Arena

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The EloArena

Design

- Custom made genetic algorithm
- Pits a group of randomly generated agents against each other for Elo style ranking points
- Creates new agents from those who perform best
- Used more as a demonstration of the learning process
- ullet Interesting to see it come to the same conclusions as TD- λ

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Future Improvements

Design

More attention to blocked squares

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Future Improvements

- More attention to blocked squares
- Negamax optimisations (better transposition tables, ... etc.)

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Future Improvements More attention to blocked squares

- Negamax optimisations (better transposition tables, ... etc.)
- Better use of pre-computed data

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Future Improvements

- More attention to blocked squares
- Negamax optimisations (better transposition tables, ... etc.)
- Better use of pre-computed data
- More board features (locked squares, open squares, etc.)

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The EloArena

Future Improvements

- More attention to blocked squares
- Negamax optimisations (better transposition tables, ... etc.)
- Better use of pre-computed data
- More board features (locked squares, open squares, etc.)
- More exploration in learning randomise the initial board and play from that to explore more options

Design Methodology

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Design Methodology • C with a python interface

 Used this for tic-tac-toe warm up problem, decided against due to development overhead

Design Methodology

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Improvemen

Design Methodology

- C with a python interface
 - Used this for tic-tac-toe warm up problem, decided against due to development overhead

Java

 Sacrifice low level speed improvements for high level language features and built in data structures.

Design Methodology

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Future

