

ICFP Programming Contest 2014 – Supermassive Black Hom-set Post-mortem

P. Lepin

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- 1 Implement the VM.
- 2 Write a parser for a stand-alone HLL or implement an eDSL.
- 3 Implement static checks and/or optimizations.
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- 5 ...?
- 6 **(end goal)** Implement the Lambda-Man AI.

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...some of these decisions were extremely myopic.

Perceived Fun Factor

	Tools	AI
Lambda-Man	FUN!	FUN!
Ghosts	Less fun.	Less fun.

Lisp-machine CPU, compilers, fairly sophisticated AIs – interesting. 8-bit CPUs and severely resource-constrained programs – not so much.

Effort

	Tools	AI
Lambda-Man	~ 9 hrs , 205 sloc	~ 25 hrs , 654 sloc, 3114 instructions compiled
Ghosts	~ 3 hrs , 259 sloc	~ 3 hrs , 91 instruction

Wild Guesstimate Of Impact

	Tools	AI
Lambda-Man	Some.	
Ghosts	HUGE!	

Judging by the results of home-brewed tournaments on reddit.

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```
467 (def foldl
468     (fun [f init xs]
469         (if [atom? xs]
470             init
471             (recur f (f init (car xs)) (cdr xs)))))
472 (def map-map (fun [f xs] (map (fun [x] (cons x (f x))) xs)))
473 (def map
474     (fun [f xs]
475         (if [atom? xs]
476             NIL
477             (cons (f (car xs)) (map f (cdr xs)))))
```

Figure: Almost looks like the real thing.

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```
221 cg n env labels (Spec "!1" [Lit x]) = ([Op "LD" [Num x, Num 1]], labels)
222 -- Unsupported: set!
223 cg n env labels expr = (unsafePerformIO $ hPutStrLn stderr $ "WARNING!!! Unable
```

Figure: Not really supported.

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 - No macros.

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 - No macros.
 - Virtually no diagnostics or static checks – a pain to debug.
- Implementing as eDSL could have given some type safety *almost for free*.

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212	212	cg n env labels (Spec "do" []) = ([], labels)
213		-cg n env labels (Spec "do" (expr : rest)) = (code' ++ code'', labels')
	213	+cg n env labels (Spec "do" (expr : rest)) = (code' ++ code'', labels'!)
214	214	where

Figure: The fact that it typechecks doesn't *always* mean it's correct. (But encoding the codegen in a monad *could* have helped.)

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208	208	-- In general, never apply to unnamed functions: might be expensive
209		-cg n env labels (Spec "recur" args) = ([Op "LD" [Num 0, Num 0]] ++ code' ++ [Op "LD" [Num 0,
	209	+cg n env labels (Spec "recur" args) = ([Op "LD" ("@recur" `var_lookup` (n, env))] ++ code'
210	210	where

Figure: recur only worked – occasionally – by accident.

Lambda-Man AI

- Lightning round AI retained as a fall-back – main AI may not return a move in situations it considers hopeless:
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 - Doesn't like being too close to ghosts or visiting recently seen locations (reduces the effect of local minima).

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 - Being close to ghosts is penalized.
 - If nothing edible found, simple heuristic value function kicks in.
 - Likes running towards nearest power pill when ghosts are nearby.

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```
404 (def q-append
405   (fun [q xs]
406     (q-norm (cons (car q) (foldl (fun [r x] (cons x r)) (cdr q) xs)))))
407 (def q-norm
408   (fun [q]
409     (if [atom? (car q)]
410       (cons (reverse (cdr q)) NIL)
411       q)))
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Figure: Initial state.

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Figure: After 1 step.

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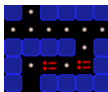


Figure: After 2 steps.

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Figure: After 3 steps.

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Figure: After 4 or more steps.

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- Data structures: binary search trees (logarithmic access map and IntSet), simple queue from *PFDS*.
- Propagates ghosts (ignoring differences in speed) as long as they have no choice.
- Value of scared ghosts and fruits discounted by time to expiration.

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- Unnecessary map preprocessing on each step.
- AI state fragile – failures screw up future behavior.
- **Not-a-quirk:** Ghost AIs known, but emulation impractical due to cycle limit.

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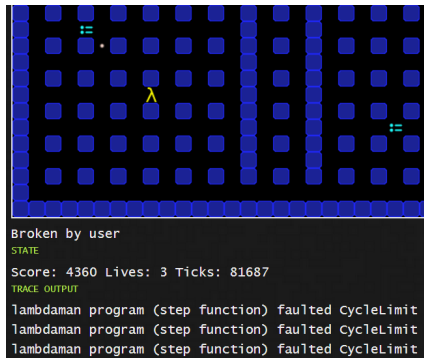


Figure: OMG!!! Cycle limit!

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Figure: Good luck editing *this*.

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474   (fun [f xs]
475     (if [atom? xs]
476         NIL
477         (cons (f (car xs)) (map f (cdr xs))))))
478 ;(def map (fun [f xs] (reverse (map-rev NIL f xs))))
479 ;(def map-rev
480 ;  (fun [acc f xs]
481 ;    (if [atom? xs]
482 ;        acc
483 ;        (recur (cons (f (car xs)) acc) f (cdr xs)))))
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 - Fused maps and filters in a few places.
 - Eliminated some unneeded intermediate variables.
- Seems to have worked.

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 - **Problem:** Can get stuck in dead ends easily.

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- Simple counter: after a few actual decisions in a row resulting in horizontal or vertical move, that axis is excluded.
- Pretty efficient on non-pathological maps: ghosts tend to surround the Lambda-Man.

Sources

- Submission is available on GitHub, link can be found on ICFPC subreddit, along with many interesting submissions and reports from other teams:
<http://www.reddit.com/r/icfpcontest>

**This was even more awesome than ICFP contests usually are.
Heartfelt thanks to the organizers.
And thank you for listening.**