

*Bachelor Thesis*

Reinforcement Learning for board game Crypt

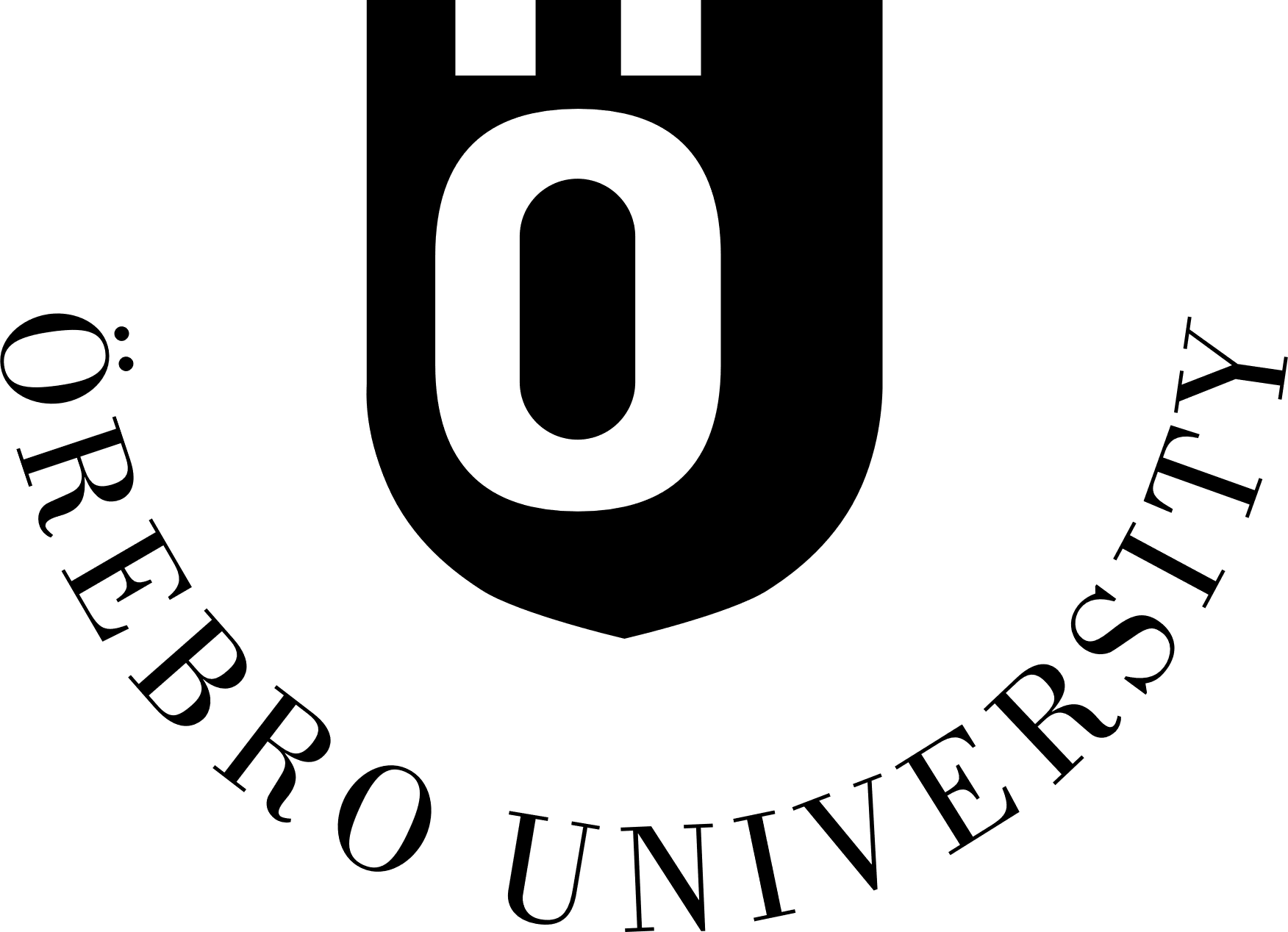
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*Computer Science*

Studies from the School of Science and Technology at Örebro University

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Reinforcement Learning for board game Crypt

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# Abstract

Abstract is a short overview of the content of the work. The main goal of abstract is to give a reader an idea about the work, without the need to read it all. Thus, the abstract should be concise, but at the same time concrete on the content of the work.

Typically, abstract is not more than one page long, and presents the work in a brief and concise way. Often abstract follows the outline of the work presents a problem, method, and results.

### Keywords

Template, BSc Thesis, Computer Science, Computer Engineering

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# 1 Introduction

The purpose of this project is to examine the viability of artificial players in stochastic board games. Mainly the board game Crypt [1] created by Andrew Nerger and Jeff Chin. This thesis will document the implementation of the game as well as the agents that will learn to play it.

## 1.1 Problem Formulation

The idea for this project comes from a company called Piktiv AB. They specialize in game development and software development. They see a potential for creating tougher adversaries in video games and board games through machine learning methods. They would like to see artificial players be able to play a videogame on a near human-level in the future.

The goals of this project are as follows:

1. Build the chosen board game as a video game. However due to time limitations, the goal is not to create a fun or good-looking game. The focus will instead be on implementing the game logic so an artificial player can play it.
2. Build a Reinforcement Learning Agent that will learn to play the game through self-play.
3. Evaluate the agent by playing games against random agent, another RL agent and human opposition.
4. Document the development and results in the form of a bachelor thesis.

## 1.2 Outline

The rest of this thesis is organized as follows:

* Chapter 2 will give an overview of the background work that led up to this project and introduce the reader to reinforcement learning concepts. This chapter will also provide the rules and details of the board game Crypt.
* Chapter 3 contains the development and implementation of the game as well as the reinforcement learning agent. At the end of this section the reader will understand the game and the chosen algorithm Q-Learning.
* Chapter 4 will present the results of the training and testing of multiple agents in the game environment.
* Chapter 5 contains the conclusions drawn from the results and a discussion on the future viability of reinforcement learning methods in board game AI.

# 2 Background

**2.1 Reinforcement Learning**

Reinforcement learning is the practice of learning by trial and error [2]. An agent can learn to navigate environments without any previous knowledge of the domain. It will map specific situations to maximize a certain reward signal. However, the agent must discover for itself which actions return the highest reward by trying them. Reinforcement learning is well suited to stochastic problems or simply problems with an immense search space far too big to be solved with dynamic programming [3].

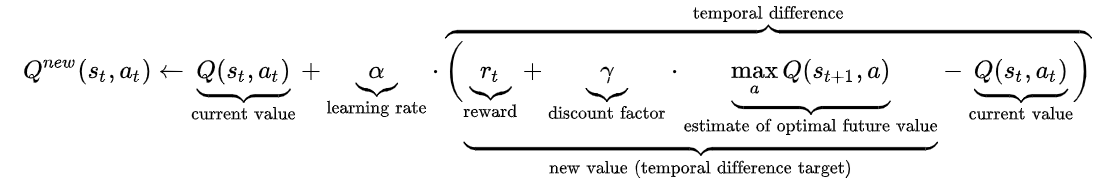
In 2017 the Google DeepMind team made a breakthrough in reinforcement learning and its use in board games with challenging domains. They created an agent known as AlphaGo [4]. Which became famous for defeating the world champion in the Chinese board game of Go. It achieved a level of superhuman performance previously unheard of. The game of Go is notorious for having one of the biggest board game domains in the world. Since then, there has been a growing popularity in creating reinforcement learning agents for more complex video games and board games. In 2019 the team at OpenAI created an agent capable of reaching superhuman performance in competitive esports games [5]. The game they chose was Dota 2, which is a multiplayer real-time strategy game. Their agent was able to defeat the current Dota 2 world champions in a best-of-three match.

The OpenAI team explains rather well in the introduction to their paper [5], that the long-term goal of artificial intelligence is to solve advanced real-world challenges. They also mention that games have served as steppingstones to this for decades and I believe it will continue to do so for many years to come.

These are some of the most successful AI agents out today and they have helped inspire more students and researchers to go into the field of artificial intelligence and reinforcement learning.

The agent created for this project will be using an iteration of the Q-learning algorithm first introduced in 1989 by Watkins [6]. The algorithm works by building a map between rewards and actions in an iterative manner. The action values will be called Q-values. These values are then stored in a Q-table. Good actions will obtain high Q-values and vice versa for bad actions. The Q-table will be saved and updated throughout the training of the agent, further improving the predictions for each iteration.

The algorithm works by adding the current Q-value with the chosen learning rate *α*, multiplied by the reward *r* from the last action, added with a discount factor **γ,** that’s multiplied with an estimate of the optimal future value max*Q (s, a),* subtracted by the current Q-value. The equation can be seen below in figure 2.1.



*Figure 2.1 Q-learning algorithm*

In 2010 Hasselt published a paper called Double Q-Learning [7].

Explain the advantages of Double Q-Learning [7]

Explain the advantages of DDQN [8]

**2.2 Crypt**

List the contents of a 2-player game

Game setup at start with image

Action taking with image

# 3 Implementation

**3.1 Crypt implementation**

Environment architecture and design choices.

**3.2 Agent implementation**

Encoded environment (inputs).

Action space (outputs).

DQN agent architecture (input, hidden, output).

Rewards system.

Training the agent.

# 4 Results

Results from games (charts and tables).

# 5 Conclusion

Conclusion from results.

Discussion regarding future RL for stochastic board games.

# References

1. Sören Larsson. An industrial robot as carrier of a laser profile scanner : Motion control, data capturing and path planning. PhD thesis, Örebro University, Department of Technology, 2008. (Cited on page 4.)
2. Kevin LeBlanc. Cooperative Anchoring : Sharing Information about Objects in Multi-Robot systems. PhD thesis, Örebro University, School of Science and Technology, 2010. (Cited on page 4.)