

Commands for Openspiel

To compile the C++ games and algorithms:

- **cd build**
- **CXX=clang++**
- **cmake -DPython_TARGET_VERSION=3.6 -DCMAKE_CXX_COMPILER=clang++ ../open_spiel**
- **make -j12** *# The 12 here is the number of parallel processes used to build*
- **ctest -j12** *# Run the tests to verify that the installation succeeded*

To test run a game:

- **examples/example --game=nim**

To get a list of all the game available:

- **examples/example**

To run a game using MCTS and human:

- **python3 open_spiel/python/examples/mcts.py --game=nim --player1=mcts --player2=human**

To run a game between Alpha Zero and human:

- **python3 open_spiel/python/examples/mcts.py --game=nim --player1=az --player2=human --az_path=open_spiel/python/examples/checkpoint/checkpoint-25**

To save checkpoints for alpha zero algorithm:

- **python3 open_spiel/python/examples/nim_alpha_zero.py --path=open_spiel/python/examples/checkpoint/**

To perform analysis of the trained Alpha Zero algorithm:

- **python3 open_spiel/python/algorithms/alpha_zero/analysis.py --path=open_spiel/python/examples/checkpoint/**

Testing a game with Alpha Zero model:

- **python3 open_spiel/python/algorithms/alpha_zero/model_test.py**