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Exercise E problem--No result in submission result

discussion posted 2 years ago by **christianSudland**

Hi, my auto-graded test returned better result than the standard answer, but when I submitted it, no result is given. The code and the result is listed as following: for order in tqdm.tqdm(all_possible_permutations):

```
    targets = list(order)

    # Create the turn function using the targets order
    # Simulate a game using the simulate_game function
    # Calculate the difference of scores from player1_score to player2_score
    # If this difference is greater than the best difference, or equal with a smaller number of
rounds player
        #Save the current difference as the best_difference
        #Save the current targets list as the best_order
        #Save the current number of rounds as best_rounds
    #
    turn_target = create_turn_target_function(targets)


newplayer1_location,newplayer2_location,newplayer1_score,newplayer2_score,newpieces_of_cheese,rounds
= simulate_game(maze_graph,width,height,player1_location,player2_location,
player1_score,player2_score,pieces_of_cheese,  turn_target,turn_greedy,time_allowed)
    diff=newplayer1_score-newplayer2_score
    if (diff>best_difference) or (diff==best_difference & rounds<best_rounds):
        best_difference=player1_score-player2_score
        best_order=targets
        best_rounds=rounds
return best_order,best_difference,best_rounds
```

100%|██████████| 5040/5040 [00:35<00:00, 141.90it/s]

Order: [(4, 5), (4, 3), (6, 4), (2, 4), (4, 4), (7, 8), (1, 0)]

Best difference: 0

Quickest route: 21

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1 response

vgripon (Staff)
2 years ago

Since there are still questions on part C, let us first try to solve part C, then we come back here.

Part C solved. But Part E is still incorrect with the following result: Order: [(4, 5), (4, 3), (6, 4), (2, 4), (4, 4), (7, 8), (1, 0)]

Best difference: 0

Quickest route: 25

posted 2 years ago by **christianSudland**

I guess the problem is the same again: you are using **turn_greedy** in the call instead of **turn** and **turn_opponent**.

posted 2 years ago by **vgripon** (Staff)

But, there is no turn and turn_opponent function one can use in simulate_move. It only accepts turn_target, turn_greedy, etc.

posted 2 years ago by **christianSudland**

The functions turn and turn_opponent are arguments to the full_combinatorial_game function. So they will exist within the scope of this function.

posted 2 years ago by **vgripon** (Staff)

I've modified the code accordingly. However, the result is still not correct: Order: [(4, 5), (4, 3), (6, 4), (2, 4), (4, 4), (7, 8), (1, 0)]

Best difference: 0

Quickest route: 25

posted 2 years ago by **christianSudland**

I just tested your code and obtained the correct output. Could you send your code once again so that I can double check?

posted 2 years ago by **vgripon** (Staff)

```
import itertools
import tqdm
def
full_combinatorial_game(maze_graph,width,height,pieces_of_cheese,player1_location,player2_location,tur



    all_possible_permutations = list(itertools.permutations(pieces_of_cheese.copy()))
    best_order = None
    best_difference = -float("inf")
    best_rounds = float("inf")
    for order in tqdm.tqdm(all_possible_permutations):
        targets = list(order)
        # Create the turn function using the targets order
        # Simulate a game using the simulate_game function
        # Calculate the difference of scores from player1_score to player2_score
        # If this difference is greater than the best difference, or equal with a smaller number of
rounds player
            #Save the current difference as the best_difference
            #Save the current targets list as the best_order
            #Save the current number of rounds as best_rounds
        #
        turn_target = create_turn_target_function(targets)

newplayer1_location,newplayer2_location,newplayer1_score,newplayer2_score,newpieces_of_cheese,rounds
= simulate_game(maze_graph,width,height,player1_location,player2_location,
    player1_score,player2_score,pieces_of_cheese,
    turn_target,turn_opponent,time_allowed)
        diff=newplayer1_score-newplayer2_score
        if (diff>best_difference) or (diff==best_difference & rounds<best_rounds):
            best_difference=player1_score-player2_score
            best_order=targets
            best_rounds=rounds
    return best_order,best_difference,best_rounds
```

posted 2 years ago by **christianSudland**

OK:

- You should call the simulate_game function with **0** instead of **player1_score** and **player2_score** that are not defined.
- You should use `(diff==best_difference and rounds<best_rounds)` instead of `(diff==best_difference & rounds<best_rounds)`
- You should have `best_difference = diff` instead of `best_difference=player1_score-player2_score`

posted 2 years ago by **vgripon** (Staff)

Thanks. All corrected. Now it passes the autocoder test. However, the submission takes too long and fails to grade every time.

posted 2 years ago by **christianSudland**

We had this issue in the past. It seems sometimes the servers are busy and the submission does not make it in time. We will try to correct that soon.

posted 2 years ago by **vgripon** (Staff)

full_combinatorial_game(maze_graph,width,height,pieces_of_cheese,player1_location,player2_location,turn_opponent,time_allowed)

i am not seeing any "turn" argument only ",turn_opponent" argument

the following is my code that is not getting desired results:

turn_target=create_turn_target_function(targets)
nplayer1_location,nplayer2_location,player1_score,player2_score,pieces_of_cheese,rounds=simulate_game(maze_graph,width,height,player1_location,player2_location,0,0,pieces_of_cheese,turn_target,turn_opponent,time_allowed) difference=player1_score - player2_score if (difference > best_difference) or (difference == best_difference and rounds < best_rounds): best_difference=difference best_order=targets best_rounds= rounds

posted 11 months ago by **M_Upal**

It should be something along the lines of:

```
        turn = create_turn_target_function(targets)
    new_player1_location,new_player2_location,player1_score,player2_score,new_pieces_of_cheese,rounds
= simulate_game(
        maze_graph,width,height,player1_location,player2_location,
        0,0,pieces_of_cheese,
        turn,turn_opponent,time_allowed)
    difference = player1_score - player2_score
    if difference > best_difference or (difference == best_difference and rounds < best_rounds):
        best_difference = difference
        best_order = targets
        best_rounds = rounds
```

instead

posted 11 months ago by **vgripon** (Staff)

Thanks for the help! I had the same problem with exercise 6E. Thank you very much for this really nice course, I have enjoyed it a lot! Merci!

posted 3 months ago by **RocioSB**

Thank you for your positive feedback!

posted 3 months ago by **vgripon** (Staff)

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