

(Part I): Solving Tic-Tac-Toe Using Minimax ¶

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```
In [17]: import random
import time

current = []

def show(board, player):
    print(player, ":\n")
    for i in range(3):
        for j in range(9):
            if j // 3 == i:
                print(" ", board[j], end=" |")
        print()
        print("-----")

def check_line(char, pos1, pos2, pos3):
    return pos1 == pos2 == pos3 == char

def check_all(board, char):
    if check_line(char, board[0], board[1], board[2]):
        return True
    elif check_line(char, board[3], board[4], board[5]):
        return True
    elif check_line(char, board[6], board[7], board[8]):
        return True
    elif check_line(char, board[0], board[3], board[6]):
        return True
    elif check_line(char, board[1], board[4], board[7]):
        return True
    elif check_line(char, board[2], board[5], board[8]):
        return True
    elif check_line(char, board[0], board[4], board[8]):
        return True
    elif check_line(char, board[2], board[4], board[6]):
        return True
    else:
        return False

def check_draw(board):
```

```
# check if all the night cells have been used on the board (i.e., there is no number left)
return set(board) == {"o", "x"}

# check if the game is over. If that is the case, return the score
def check_game_over(board):
    if check_all(board, "x"):
        return 10
    elif check_all(board, "o"):
        return -10
    elif check_draw(board):
        return 0
    else:
        return False

def minimax(board, player): # return the minimax score of a node
    global current
    current_score = check_game_over(board)

    if current_score is not False:
        return current_score

    # if the game is not over, do the following
    scores = []
    moves = []
    x_win = False
    o_win = False
    for i in range(9):
        # check all possible moves.
```

```
if player == "x":  
    # Find the move with the highest score.    Add that move to current and return that score.  
  
elif player == "o":  
    # Find the move with the lowest score.    Add that move to current and return that score.
```

Optimal vs Optimal

```
In [18]: def optimal_vs_optimal():
    global current
    board = [0, 1, 2, 3, 4, 5, 6, 7, 8]
    current = []
    print("Player x and Player o Both play optimally.\n")

    show(board, "Board")
    print()
    curr = ["x", "o"]
    i = 0

    while True:

        minimax(board, curr[i])
        show(current[len(current) - 1], curr[i])
        board = current[len(current) - 1]

        print()

        if check_all(board, curr[i]):
            print(curr[i] + " Wins!")
            return curr[i]
        elif check_draw(board):
            print("Draw!")
            return "Draw"
        i = (i + 1) % 2

    #start_time = time.time()
    #optimal_vs_optimal()
    #print("\nSeconds Elapsed:", time.time() - start_time)
```

In [19]: `optimal_vs_optimal()`

Player x and Player o Both play optimally.

Board :

0		1		2	

3		4		5	

6		7		8	

x :

x		1		2	

3		4		5	

6		7		8	

o :

x		1		2	

3		o		5	

6		7		8	

x :

x		x		2	

3		o		5	

6		7		8	

o :

x		x		o	

3		o		5	

```

-----
 6 | 7 | 8 |
-----

```

x :

```

  x |  x |  o |
-----
  3 |  o |  5 |
-----
  x |  7 |  8 |
-----

```

o :

```

  x |  x |  o |
-----
  o |  o |  5 |
-----
  x |  7 |  8 |
-----

```

x :

```

  x |  x |  o |
-----
  o |  o |  x |
-----
  x |  7 |  8 |
-----

```

o :

```

  x |  x |  o |
-----
  o |  o |  x |
-----
  x |  o |  8 |
-----

```

x :

```

  x |  x |  o |

```



```
-----  
  o  |  o  |  x  |  
-----  
  x  |  o  |  x  |  
-----
```

Draw!

Out[19]: 'Draw'

Random vs Optimal

```
In [42]: def random_vs_optimal():
    global current
    board = [0, 1, 2, 3, 4, 5, 6, 7, 8]
    current = []
    print("Player x plays randomly, and Player o plays optimally.\n")
    show(board, "Board")
    print()
    curr = ["x", "o"]
    i = 0

    while True:
        print()
        if curr[i] == "x":
            valid_choice = [i for i in range(9) if board[i] != "x" and board[i] != "o"]
            ran = valid_choice[int(random.random() * len(valid_choice))]
            board[ran] = "x"
            show(board, "x")

            elif curr[i] == "o":
                minimax(board, "o")
                show(current[len(current) - 1], "o")
                board = current[len(current) - 1]

        print()

        if check_all(board, curr[i]):
            print(curr[i] + " Wins!")
            return curr[i]
        elif check_draw(board):
            print("Draw!")
            return "Draw"
        i = (i + 1) % 2

    #start_time = time.time()
    #random_vs_optimal()
    #print("\nSeconds Elapsed:", time.time() - start_time)
```

In [43]: `random_vs_optimal()`

Player x plays randomly, and Player o plays optimally.

Board :

0		1		2	

3		4		5	

6		7		8	

x :

x		1		2	

3		4		5	

6		7		8	

o :

x		1		2	

3		o		5	

6		7		8	

x :

x		1		x	

3		o		5	

6		7		8	

o :

x		o		x	

3		o		5	

6		7		8	

x :

x		o		x	

x		o		5	

6		7		8	

o :

x		o		x	

x		o		5	

6		o		8	

o Wins!

Out[43]: 'o'

You vs Optimal

```
In [44]: def you_vs_optimal():
    global current
    board = [0, 1, 2, 3, 4, 5, 6, 7, 8]
    current = []
    print("You play as Player x, can you win the game?\n")
    show(board, "Board")
    print()
    curr = ["x", "o"]
    i = 0
    while True:
        if curr[i] == "x":
            valid_choice = [str(i) for i in range(9) if i in board]
            while True:
                cell = input("Please enter a valid cell (" + ", ".join(valid_choice) + "): ")
                if cell in valid_choice:
                    break
            print()
            board[int(cell)] = curr[i]
            show(board, "x")
        elif curr[i] == "o":
            minimax(board, "o")
            show(current[len(current) - 1], "o")
            board = current[len(current) - 1]
        print()
        if check_all(board, curr[i]):
            print(curr[i] + " Wins!")
            return curr[i]
        if check_draw(board):
            print("Draw!")
            return "Draw"
        i = (i + 1) % 2

you_vs_optimal()
```

You play as Player x, can you win the game?

Board :

```

  0 | 1 | 2 |
-----
  3 | 4 | 5 |
-----
  6 | 7 | 8 |
-----

```

Please enter a valid cell (0, 1, 2, 3, 4, 5, 6, 7, 8): 5

x :

```

  0 | 1 | 2 |
-----
  3 | 4 | x |
-----
  6 | 7 | 8 |
-----

```

o :

```

  0 | 1 | o |
-----
  3 | 4 | x |
-----
  6 | 7 | 8 |
-----

```

Please enter a valid cell (0, 1, 3, 4, 6, 7, 8): 4

x :

```

  0 | 1 | o |
-----
  3 | x | x |
-----
  6 | 7 | 8 |
-----

```

o :

0		1		o	

o		x		x	

6		7		8	

Please enter a valid cell (0, 1, 6, 7, 8): 3

Please enter a valid cell (0, 1, 6, 7, 8): 8

x :

0		1		o	

o		x		x	

6		7		x	

o :

o		1		o	

o		x		x	

6		7		x	

Please enter a valid cell (1, 6, 7): 7

x :

o		1		o	

o		x		x	

6		x		x	

o :

o		o		o	
---	--	---	--	---	--


```
-----  
  o  |  x  |  x  |  
-----  
  6  |  x  |  x  |  
-----
```

o Wins!

Out[44]: 'o'