

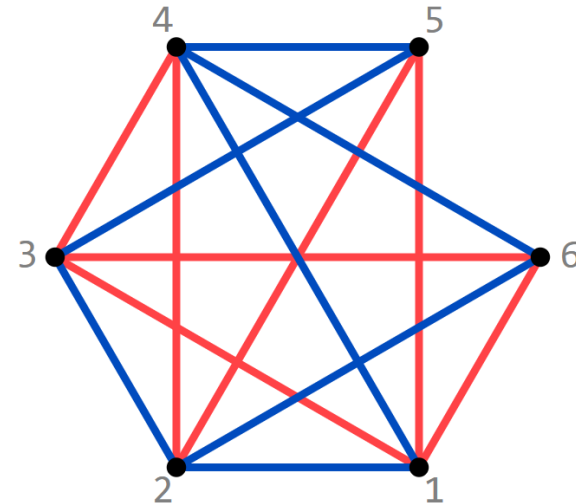
# Artificial Intelligence for “SIM”

Paul Puntschart

GAME OVER! Player 1 (Paul's AI) won the game.

play again

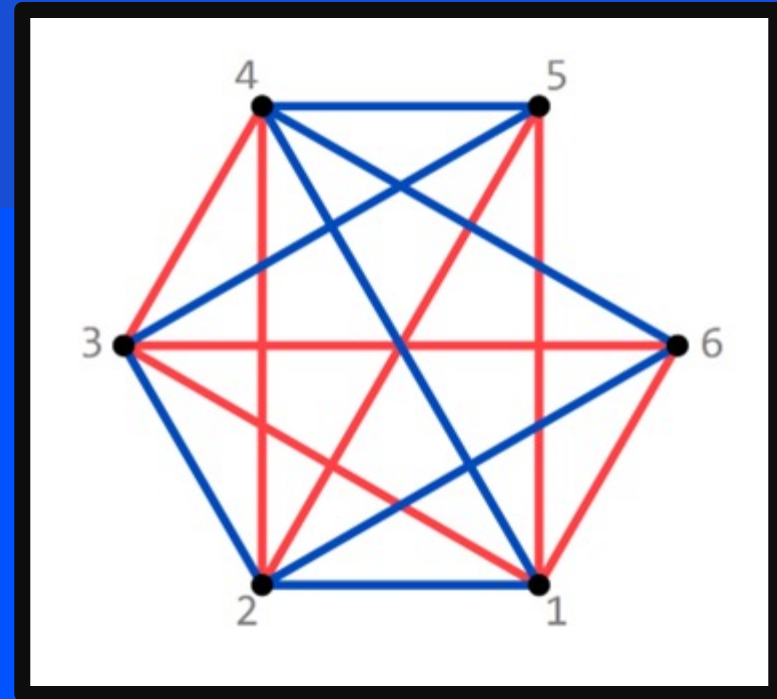
scores



Paul



Chapter 1: **Play**  
Chapter 2: **The Game**  
Chapter 3: **Implement**  
Chapter 4: **The AI**



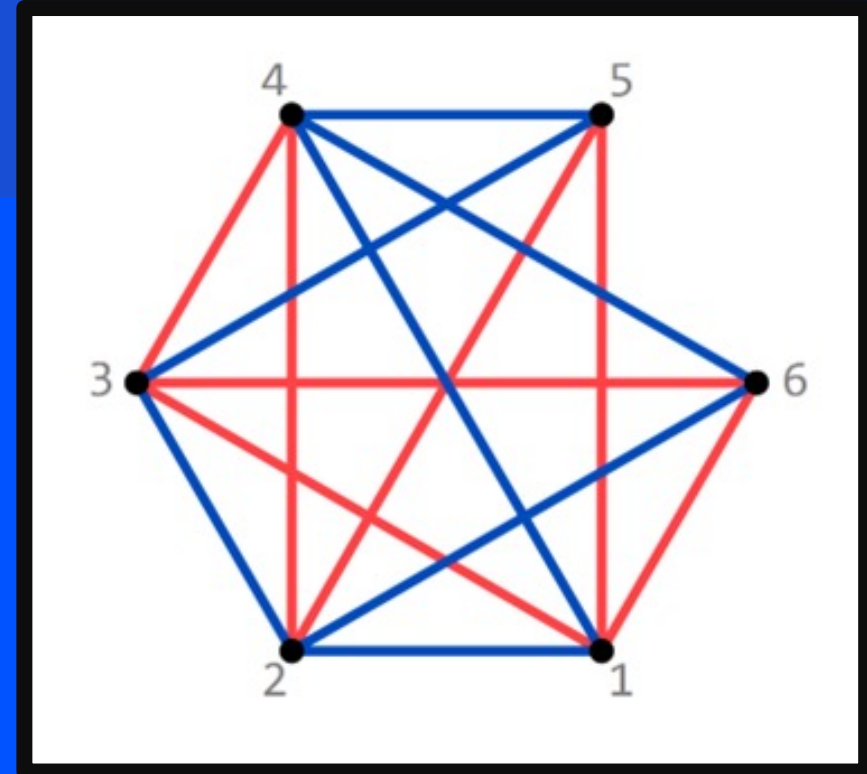


# Chapter 1:

# **P l a y**

# Rules

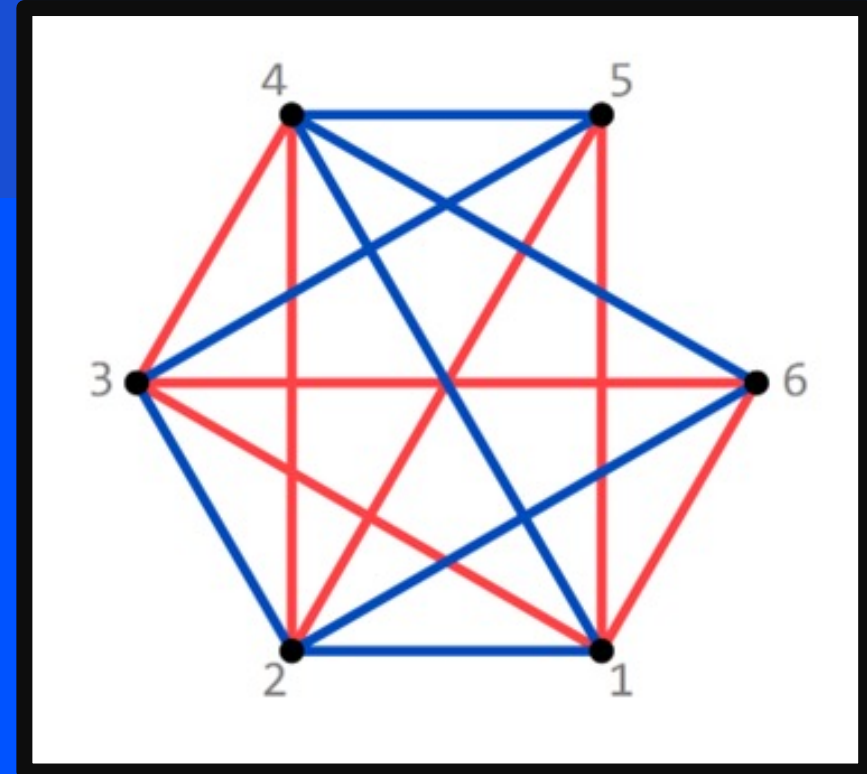
- draw 6 dots
- one after another:
  - connect the dots
- if you drew a triangle:
  - you lost the game



<https://joshbraun.umasscreate.net/sim/>

## Rules

- draw 6 dots
- one after another:
  - connect the dots
- if you drew a triangle:
  - you lost the game

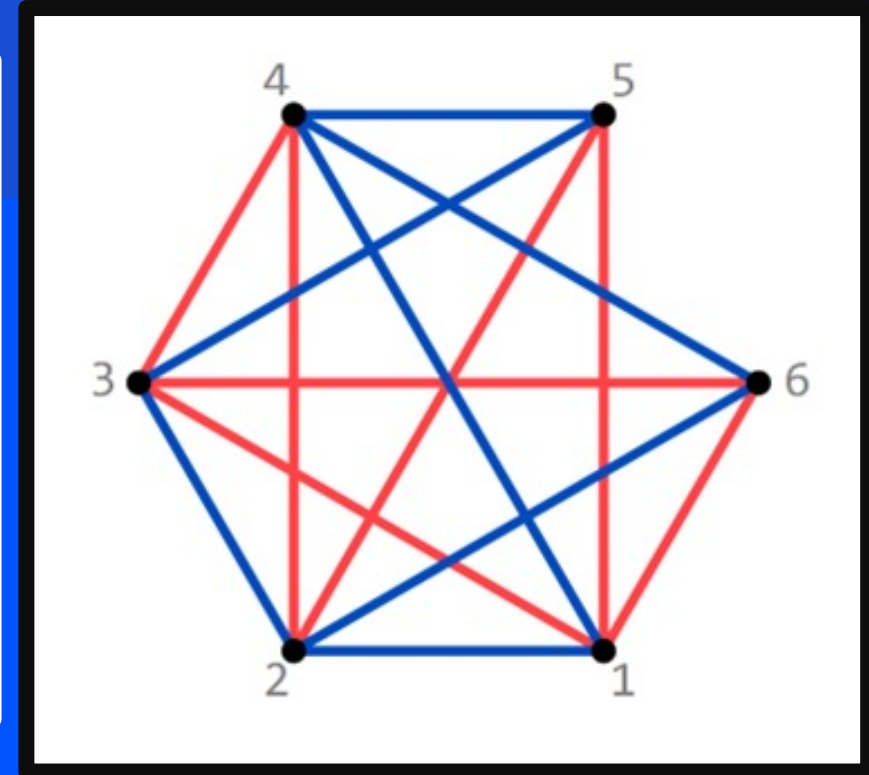


# Chapter 2:

# The Game

# The Game “SIM”

- 1969 by Gustavus J. Simmons
- Ramsey theory:  
a draw is not possible
- Player ? can always win



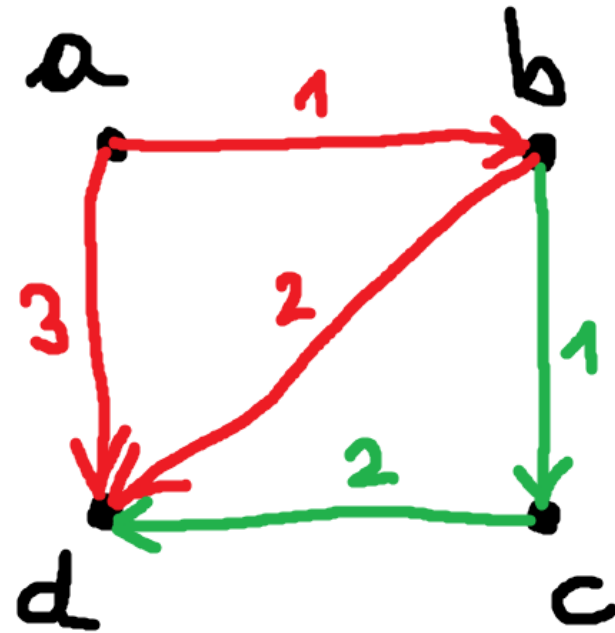


# Chapter 3:

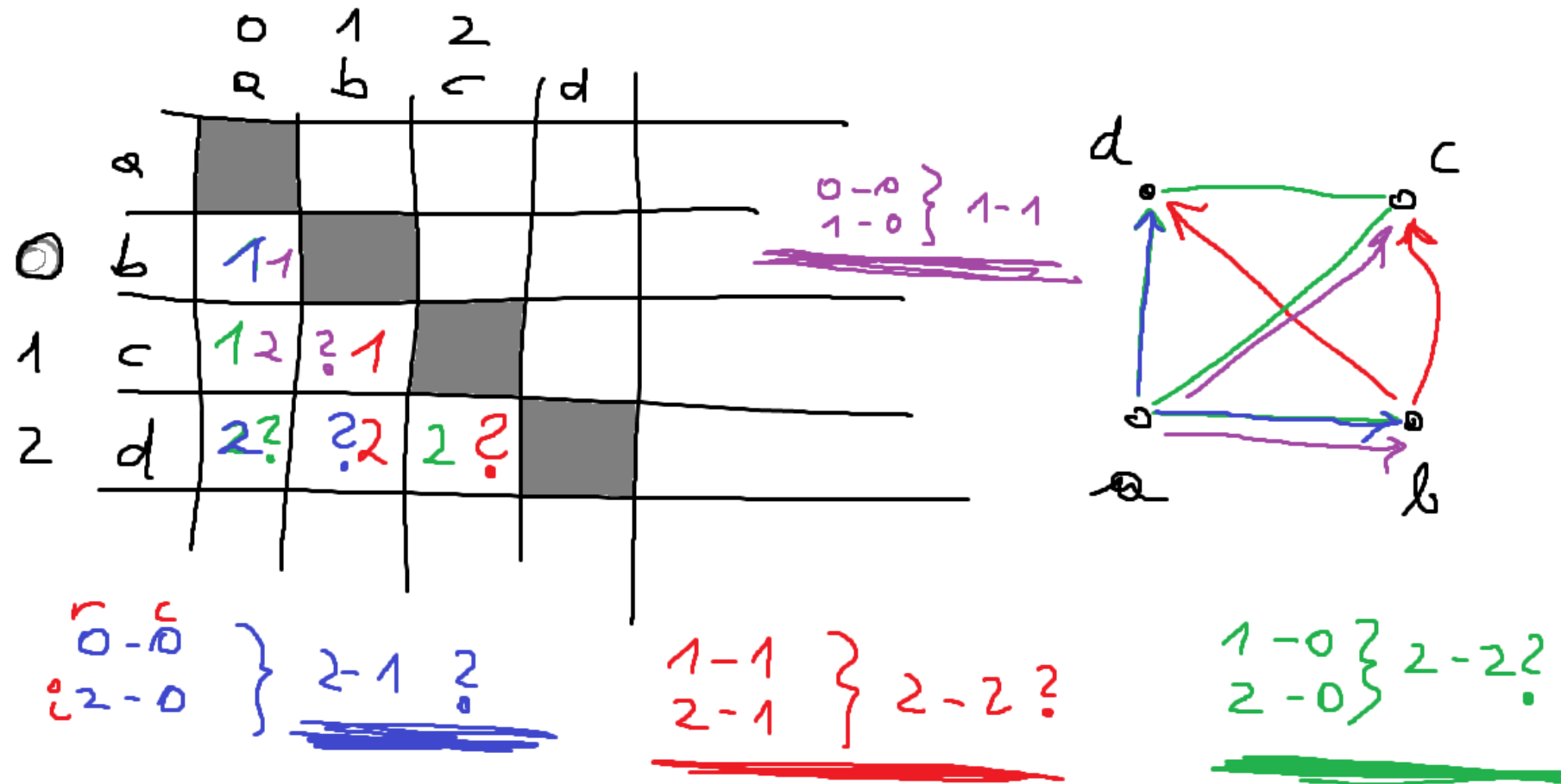
# Implement

# The Board

	a	b	c	d
a				
b	1			
c		1		
d	3	2	2	



# The End



# The End

		0	1	2
		q	b	r
0	q			
1	b	1-1		
2	r	1-2	?-1	
2	d	2-?	?-2	2-?

$\begin{matrix} r & c \\ 0 & -0 \\ 2 & -0 \end{matrix} \} 2-1 ?$

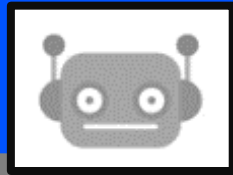
```

def is_lost(self, color):
    """Check whether the given player has collected a triangle;
    @param color (1=white,-1=black)
    """
    for r in range(self.n):
        for c in range(r + 1):
            if self[r][c] == color:
                for i in range(r + 1, self.n):
                    if self[i][c] == color:
                        if self[i][r+1] == color:
                            return True
    return False
  
```

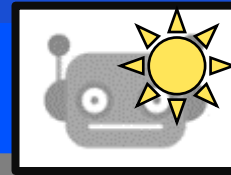
$\begin{matrix} 1-1 \\ 2-1 \end{matrix} \} 2-2 ?$

$\begin{matrix} 1-0 \\ 2-0 \end{matrix} \} 2-2 ?$

# Players

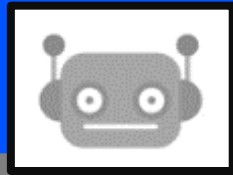


Random Player

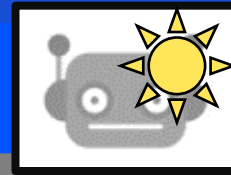


Algo Player

# Players



Random Player

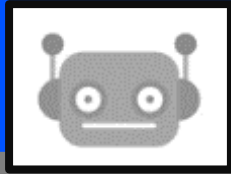


Algo Player



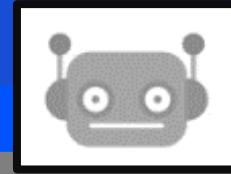
Human Player

# Tournament



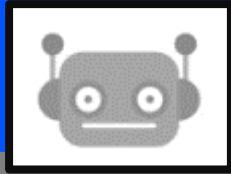
Random Player

VS



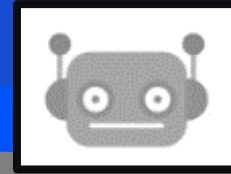
Random Player

# Tournament



Random Player

VS



Random Player

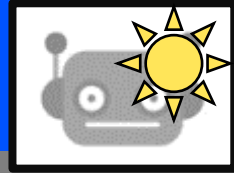
Arena.playGames (1): 100%| 500000/500000 [07:07<00:00, 1168.89it/s]

Arena.playGames (2): 100%| 500000/500000 [07:16<00:00, 1144.61it/s]

Player1 vs Player2 (total of 1000000 games): (499148, 500852, 50%)

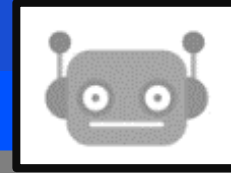


# Tournament



Algo Player

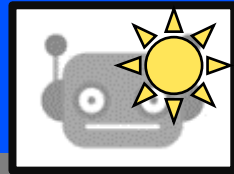
VS



Random Player

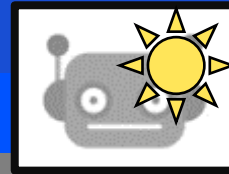
Player1 vs Player2 (total of 100000 games): (88150, 11850, 88%)

# Tournament



Algo Player

vs



Algo Player

Player1 begins (50000 games): ( 25279, 24721, 51% )

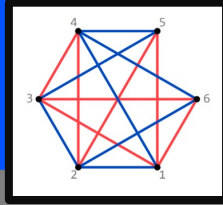
Player2 begins (50000 games): ( 24640, 25360, 49% )

Player1 vs Player2 (total of 100000 games): (49919, 50081, 50%)

# Chapter 4:

# The AI

# Reinforcement Learning Szenario

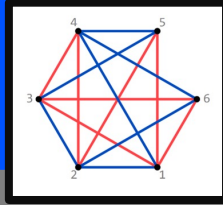


Environment



Agent

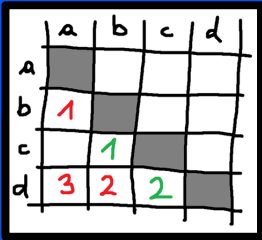
# Reinforcement Learning Szenario



Environment



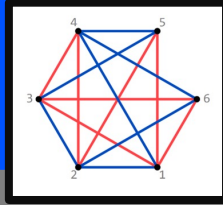
Agent



	a	b	c	d
a				
b	1			
c		1		
d	3	2	2	

Observation  
Reward

# Reinforcement Learning Szenario



Environment

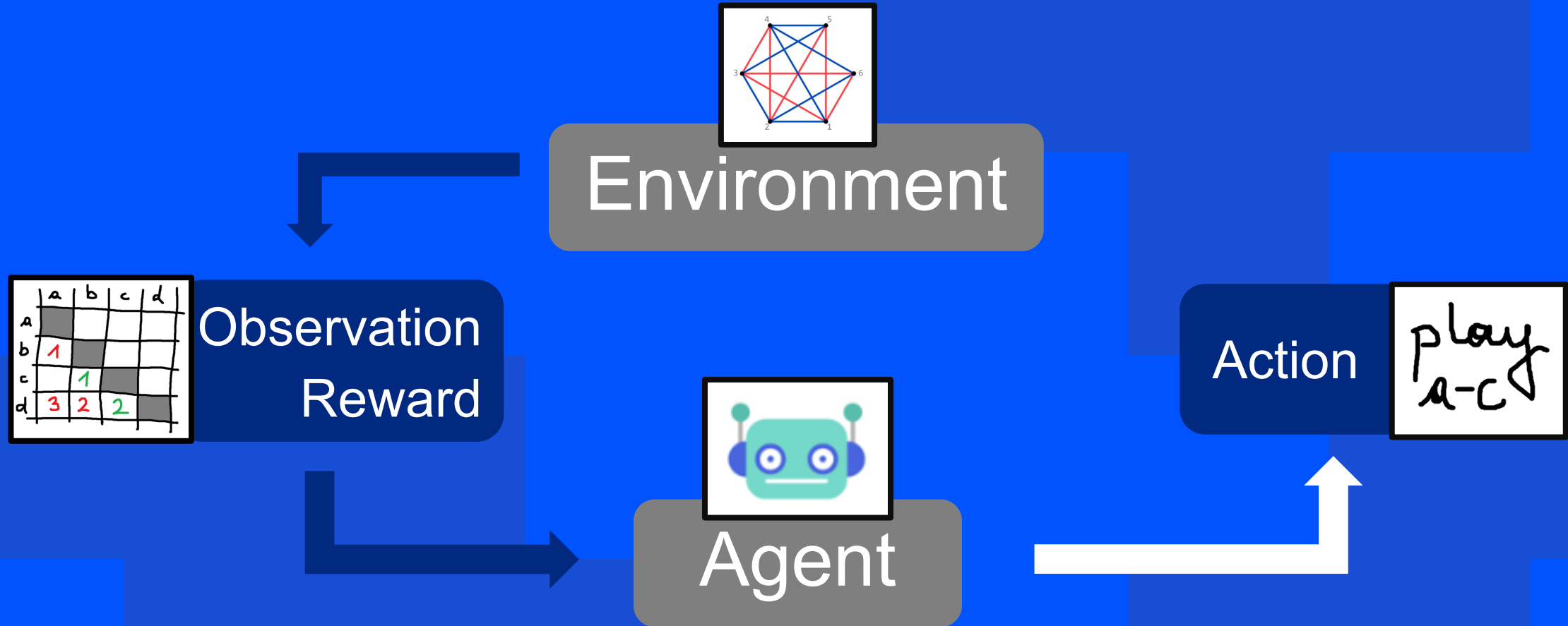


Agent

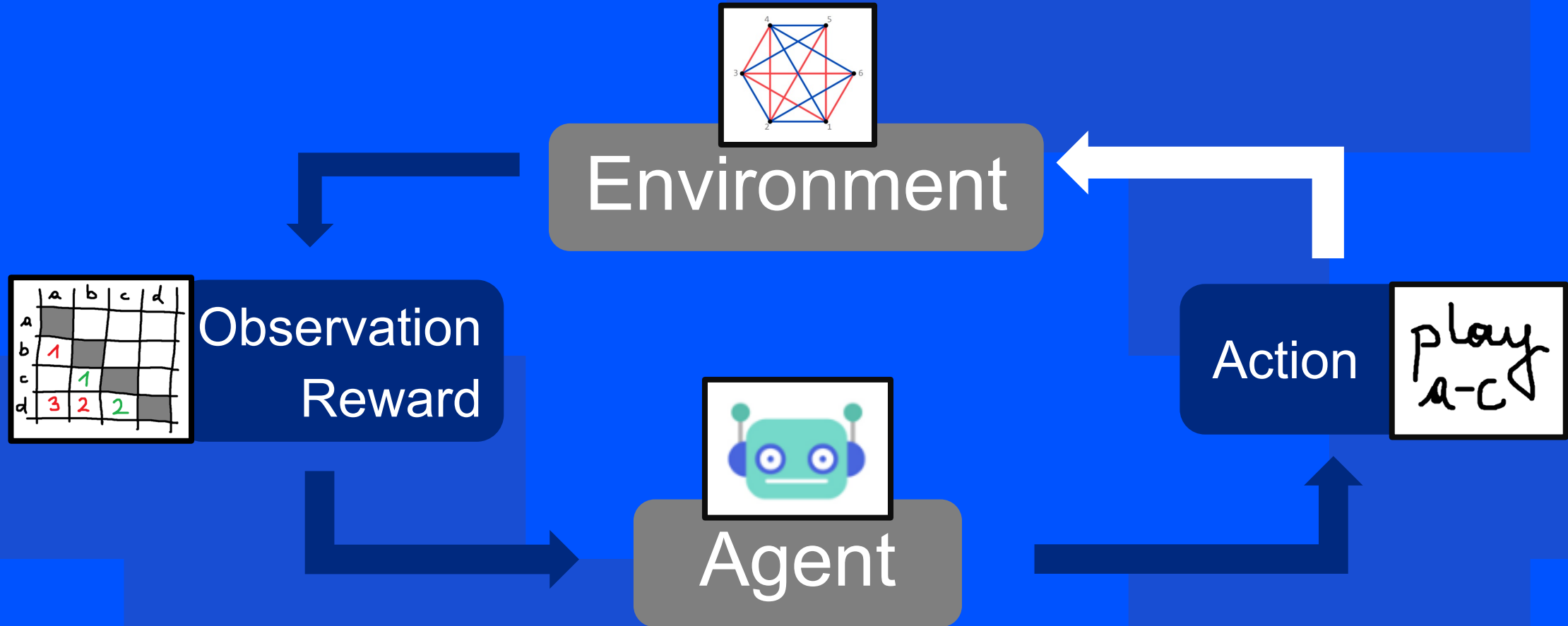
	a	b	c	d
a				
b	1			
c		1		
d	3	2	2	

Observation  
Reward

# Reinforcement Learning Szenario

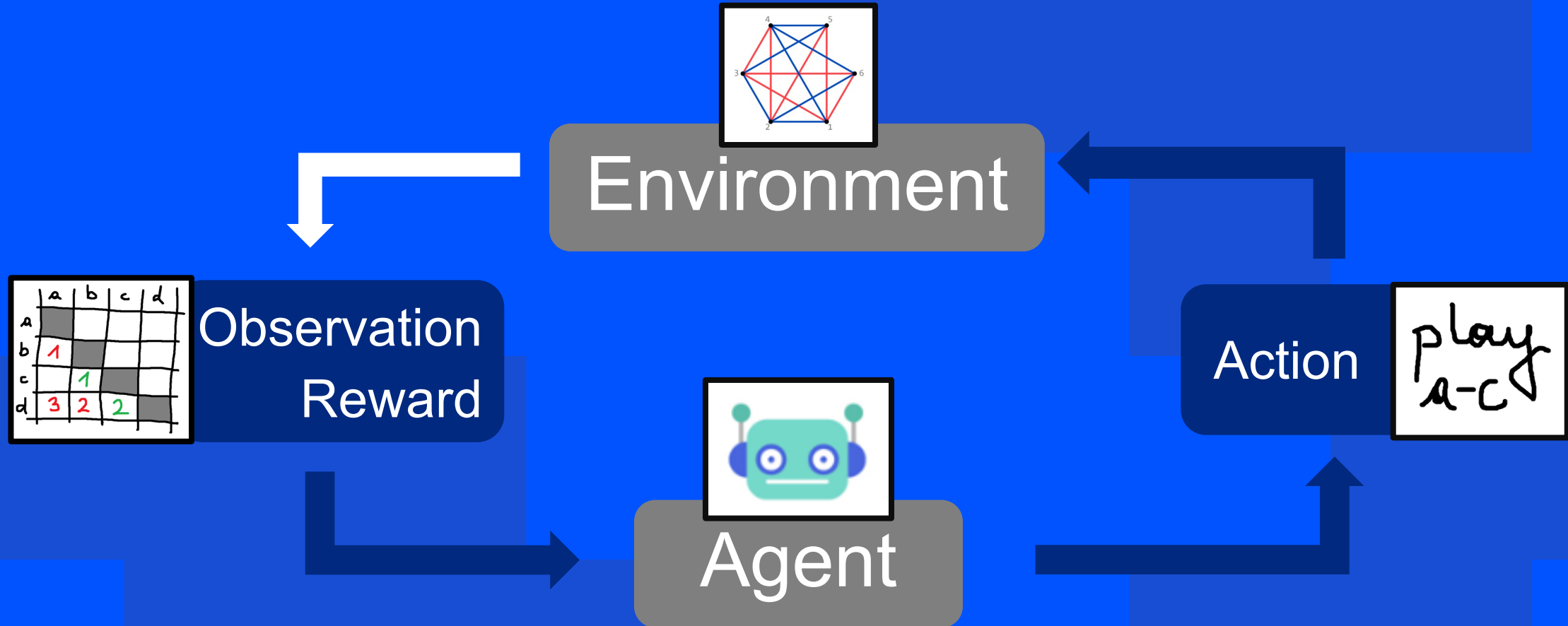


# Reinforcement Learning Szenario

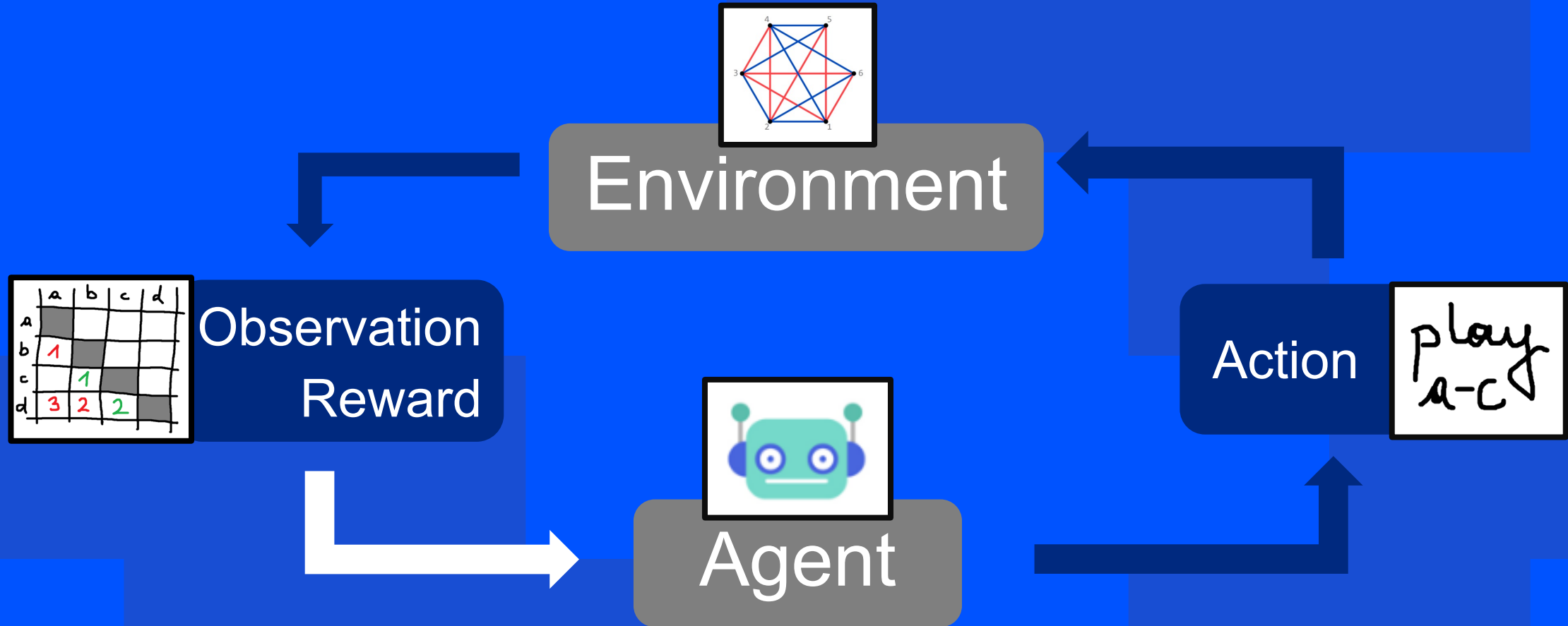




# Reinforcement Learning Szenario



# Reinforcement Learning Szenario



# Tournament Play

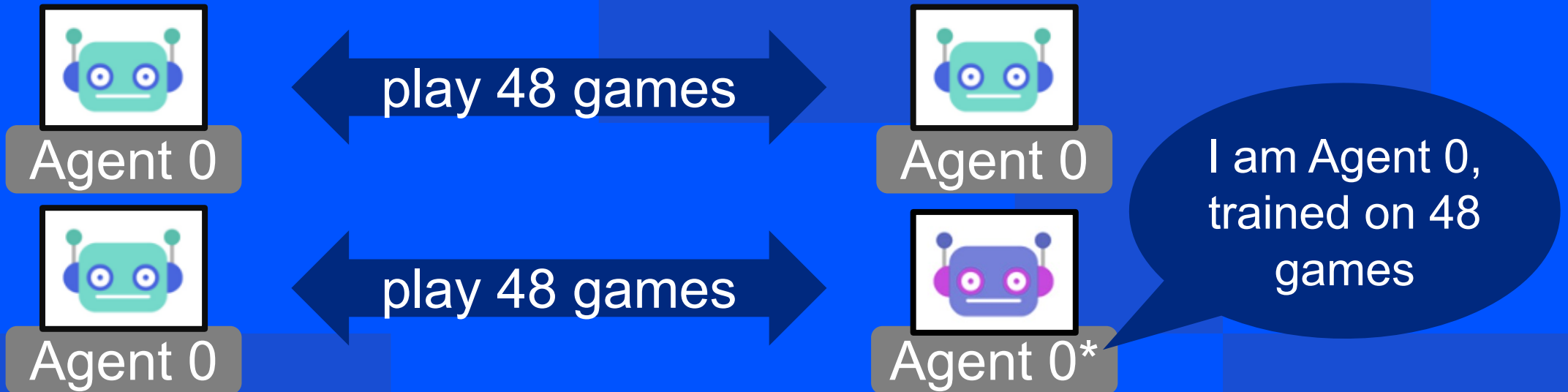


Agent 0

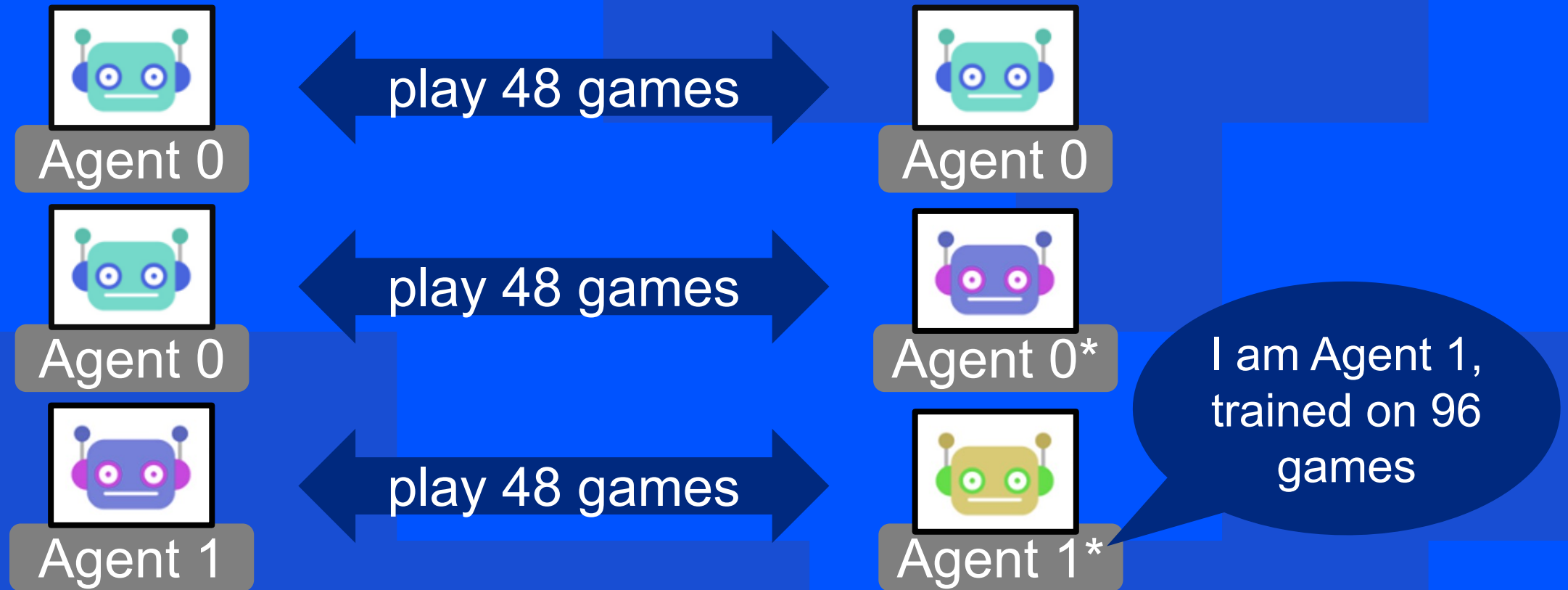
# Tournament Play



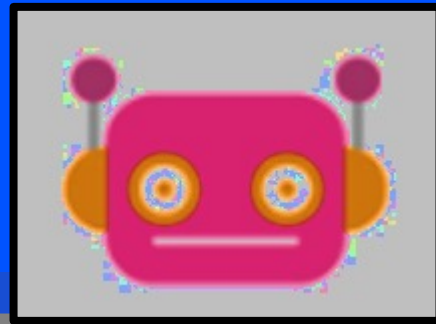
# Tournament Play



# Tournament Play



# Game History



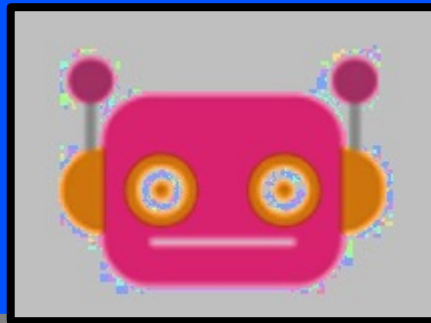
Agent 24\*

I am Agent 24,  
trained on 64  
tournament games

# Action Variaty

	a	b	c	d
a				
b	1			
c		1		
d	3	2	2	

Observation  
Reward



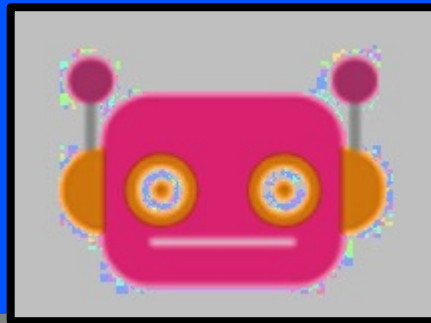
Agent 24\*



# Action Variaty

	a	b	c	d
a				
b	1			
c		1		
d	3	2	2	

Observation  
Reward



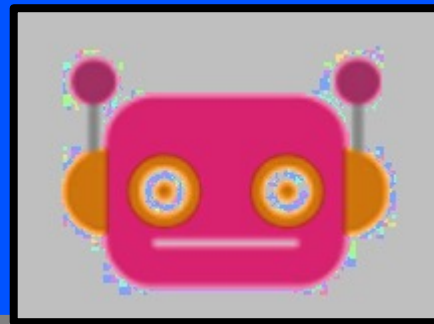
Agent 24\*

I'll play  
the best action?

# Action Variaty

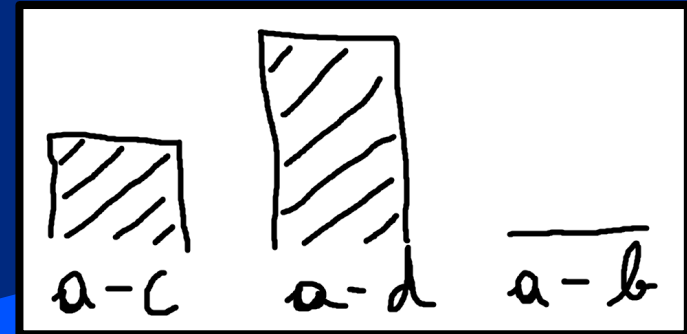
	a	b	c	d
a				
b	1			
c		1		
d	3	2	2	

Observation  
Reward

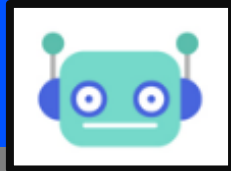


Agent 24\*

I'll play

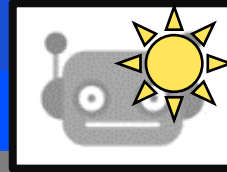


# Tournament



Agent 1

VS



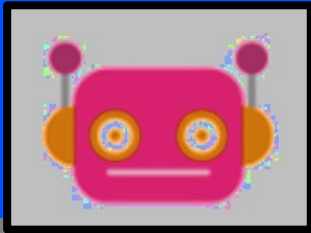
Algo Player

Player1 begins: ( 34, 16, 68% )

Player2 begins (50 games): ( 41, 9, 82% )

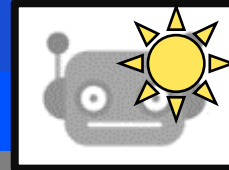
Player1 vs Player2 (total of 100 games): (75, 25, 75%)

# Tournament



Agent 24

vs



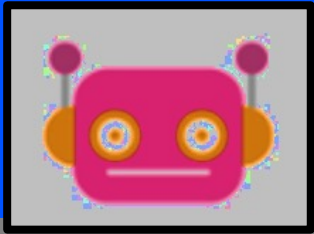
Algo Player

Player1 begins: ( 39, 11, 78% )

Player2 begins (50 games): ( 37, 13, 74% )

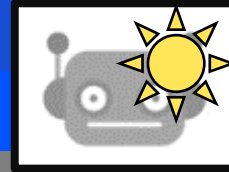
Player1 vs Player2 (total of 100 games): (76, 24, 76%)

# Tournament



Agent 40

vs



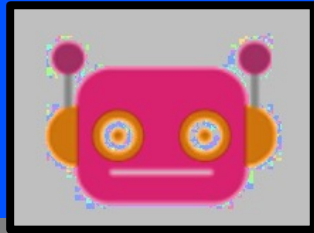
Algo Player

Player1 begins: ( 86, 14, 86% )

Player2 begins (100 games): ( 86, 14, 86% )

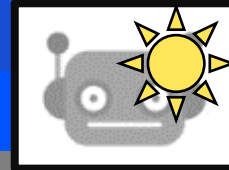
Player1 vs Player2 (total of 200 games): (172, 28, 86%)

# Tournament



Agent 148

vs



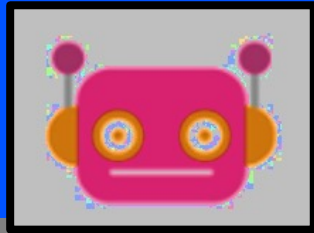
Algo Player

Playing as Player1 (700 games): ( 633, 67, 90%)

Playing as Player2 (700 games): ( 692, 8, 99%)

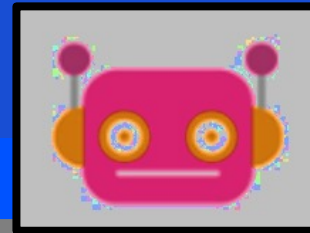
Player1 vs Player2 (total of 1400 games): (1325, 75, 95%)

# Tournament



Agent 148

vs



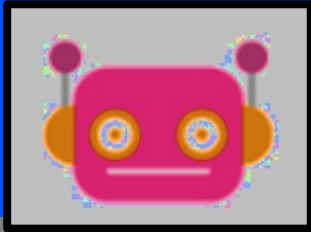
Agent 148

Player1 begins (50 games): ( 4, 46, 8% )

Player2 begins (50 games): ( 47, 3, 94% )

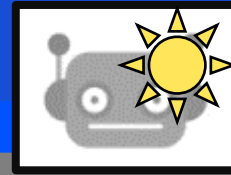
Player1 vs Player2 (total of 100 games): (51, 49, 51%)

# Tournament



Agent 226

vs



Algo Player

Player1 begins (500 games): ( 449, 51, 90% )

Player2 begins (500 games): ( 500, 0, 100% )

Player1 vs Player2 (total of 1000 games): (949, 51, 95%)



# Source Code

<https://github.com/a1026360/JazzWorm/tree/pauls-sim-ai/sim>

# CLOUDFLIGHT CODING CONTEST



## 39th CCC: 19.04.2024

Vienna City Hall

Win cash prizes and gaming gadgets + enjoy food and drinks while networking

starting time: 10:00

#School track:

school students, all languages allowed

1-5 ppl team or single

starting time: 15:00

#Classic track:

All skill levels, from beginners to pros

1-3 ppl team or single

[register.codingcontest.org](https://register.codingcontest.org)